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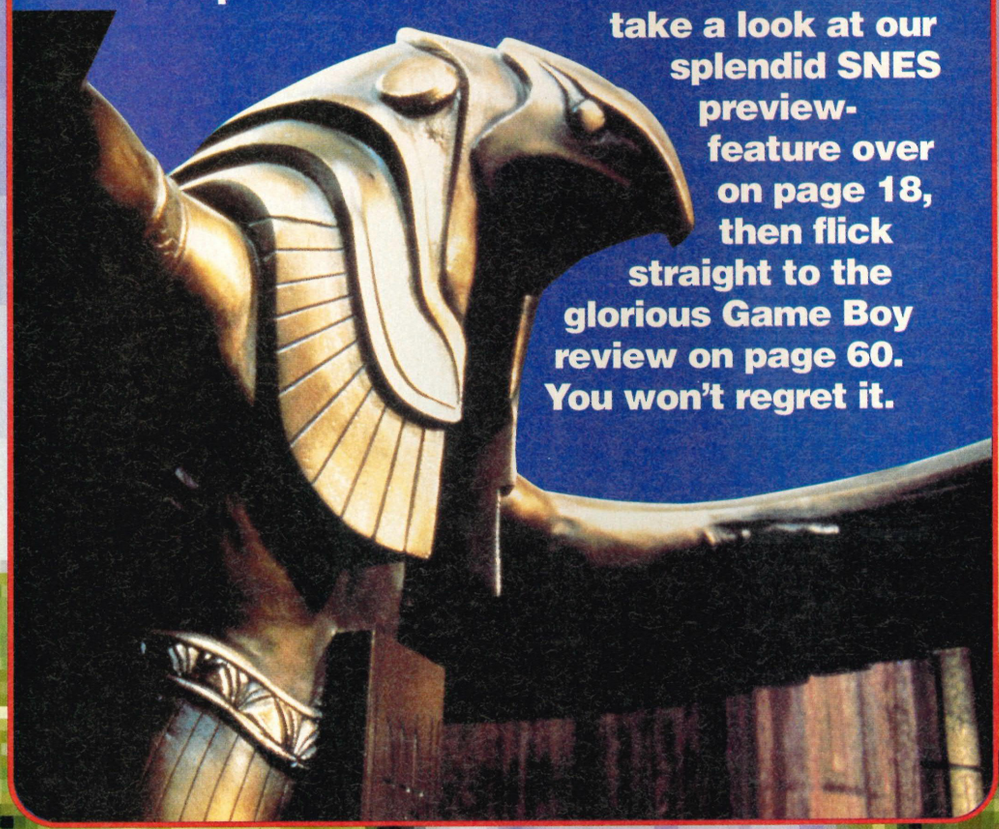
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CONTENTS



18 STARGATE

First things first, run down to your local cinema to cop a load of this brilliant new film then take a look at our splendid SNES preview-feature over on page 18, then flick straight to the glorious Game Boy review on page 60. You won't regret it.



39 TIPS ALMIGHTY!

***DONKEY KONG COUNTRY* SOLUTION!**

As well as our usual tips and the second part of our *Mickey Mania* solution, we also have a whopping 16-page pullout guide to the Christmas number one. This is the most comprehensive guide in the world and it's over on page 39.





14 ATKO INVESTIGATES

Atko stood in the doorway. His eyes glared out from under the rim of his hat. Suddenly, like a flash he reached inside his overcoat, pulled out his weapon and screamed "Couldn't give this a once-over could you, Johnny? I'm investigating post-Christmas game bargains this month and I want to look my best." Find out what all this drivel is about on page 14.



I invest!

88 YES, WE'RE GIVING IT AWAY!

We must be stupid, but once again we're giving away a load of stuff for absolutely nowt. This month: 100 *Popoon* T-shirts, a day out at Ocean and Granada studios, plus SNES *Mighty Max*. Hop, skip and, yes indeed, jump over to page 88.



26 CLAY FIGHTER 2: JUDGMENT CLAY

Comedy combat is the order of the day, so if you're a fan of the original, you could do worse than to take a look at our Josse's thigh-slappingly jovial review of this comedy cartridge on page 26.



6 VIRTUAL BOY

Just unveiled at the Winter Consumer Electronics Show in Las Vegas, we take a look at Nintendo's new 32bit machine and ask "Virtual Reality or cobblers?" Turn to page 6.

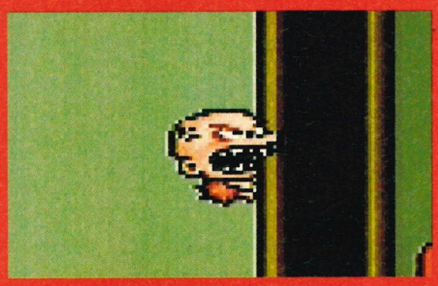
8 ULTRA DOOM



It's one of the most incredible games of all time, sadly it's on a PC. The good news is that an enhanced version is being developed for the Ultra 64. Read all about it on page 8.

Regulars

News	8
Previews	20
Compos	88
Letters	72
TOTAL! Tactix	74
Back Issues	80
Reader Ads	82
TOTAL Recall	84
Subscriptions	86



Reviews

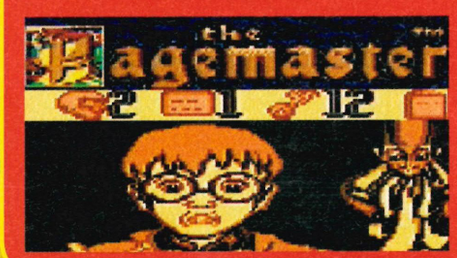
Please, come in and make yourselves at home.

Super NES

Clayfighter 2: Judgment Clay	26
Star Trek: Starfleet Academy	28
The Pagemaster	30
Super BC Kid	32
Lord Of The Rings	34
Michael Jordan: Chaos In The Windy City	37
Troy Aikman Football	58
The Adventures Of Mighty Max	59

Game Boy

Stargate	60
Mr Nutz	62
BC Kid 2	65
The Pagemaster	67
Monster Truck Wars	71





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

TOTAL!

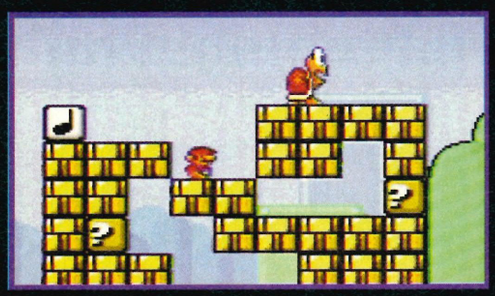
NINTENDO NEWS

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

VIRTUAL



Space Pinball: Looks pretty odd when it's still, but when it's in action, erm, it's still odd.

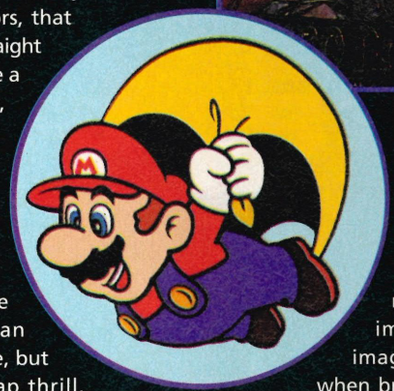


Left: Try to imagine this lot as a red 3D outline on a black screen. Intrigued?

Nintendo have finally unveiled the legendary Virtual Boy! After the concept of a 32 bit system has been touted around for something like a year, most people (including the TOTAL! team) assumed it was going to be a head mounted display, like the VR machines you find in arcades.

As you can see from the pictures, that isn't quite the case. Yes, the Virtual Boy has twin monitors, that you stare straight into, just like a VR headset, but there is no motion tracking equipment, and at the moment the early pre-release unit simply sits on a table top. You have to lean over and peer into it, like those saucy picture shows Victorian gentlemen would often peruse, but this time it's not such a cheap thrill. Nintendo are working on a shoulder-strap to enable the gameplayer to move around as they're playing the 3D games. *Teleroboxing* would be especially good for that.





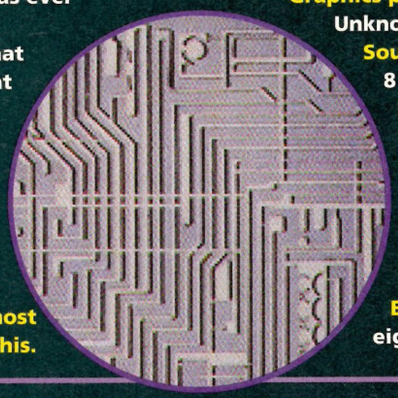
Above: No shoulder strap yet so you have to peer down into the Virtual Boy.

The display unit used comprises of two near identical monitors, each displaying a red image on a black screen. Both images are slightly different, and when brought together, produce a 3D illusion, previously known as stereoscopic 3D. One possible problem is that with this (not quite finished) version it seems that much of the 32 bit processing power is taken up with displaying two images simultaneously.

The Virtual Boy boasts one of the best joypads ever. Attached by a couple of cables to the main

VIRTUAL BOY Tech specs

The technical specifications of the Virtual Boy are a pretty closely guarded secret and Nintendo, protective as ever over their new products, certainly aren't saying what lurks inside the machine at this point, but as ever, TOTAL! has the lowdown, and were you to take one of the little suckers apart, you might find it looks something like this:



The Virtual Boy almost certainly won't look like this.

Main CPU: 32 bit NEC processor, either a V810 or V820

Graphics processor: Unknown custom unit

Sound processor: 8 bit stereo chip

Display unit: Twin oscillating reflection monitors, combining image to produce stereoscopic 3D.

Joypad: Eight button left or right handed.

Battery life: Seven to eight hours of play.

BOY UPDATE

unit, its twin pistol grips and double movement key are comfortable for left or right handed players. Innovative button positioning and design mean that even though the games themselves aren't complete, controlling them was a joy in itself.

In an innovative departure from traditional polygon-based 3D, Nintendo are developing a bunch of new games, and so far they all seem to be based on top existing Nintendo titles. *Mario Bros VB* is a version of the multi-million seller, *Mario Bros. Space Pinball* is oddly 3D in appearance (sorry, it's impossible to describe – it really does look 'odd'), and *Teleroboxing* is fairly similar to the tremendous *Punch Out*, but the characters are robots.

These three are the first batch (none are actually finished yet), and we were surprised the games were shown at this early stage - they're not finished and it's unlike Nintendo to let folks like us get our grubby mitts on their stuff 'til it's complete. Sound comes from speakers mounted on the unit, and like the Game Boy it's stereo, but will hopefully sound a little more impressive than the Game Boy because of the way the larger speakers are mounted.

All in all, the Virtual Boy is a bit of a strange case. It's already being referred to as the "Japanese Product" by certain parties, and there's no official UK release date announced yet.

However, if you remember, the Game Boy got mixed reactions when it was launched, and the new VR32 system will be backed up by more plenty more new games when it is unveiled in the USA later this month. Atko will dig out more details for his investigation next month.



The Virtual Boy's *Teleroboxing* looks like a proper 3D version of *Punch Out*.

Donkey Kong Reality!

Last month we featured a story about the forthcoming advertising campaign for Nintendo's fast-selling *Donkey Kong Country*, highlighting plans for bus shelters to be adorned with gorilla footprints and blasted with realistic gorilla effects and jungle noises. Well, now they're a reality! Here's the Kongster himself going ape at a site in London. The campaign seems to be doing the trick as *Donkey Kong Country* is shooting up the charts goodstyle.



It'd be great job being Donkey Kong. You'd keep dry and warm in that gorilla suit.

MORE SEGA AD OUTRAGE

Despite complaints being forwarded to the Advertising Standards Authority (ASA), Sega have continued with their 'ambiguous' advertising campaign which has had anti-drug campaigners in uproar this month.

The computer trade monitoring body, ELSPA, has condemned the *Virtua Racing* 'Score some speed' ad and asked Sega to withdraw or redesign it. Meanwhile Sega have carried on undaunted with their campaign, this time with an advertisement for *Ecco: The Tides Of Time* (see below).

Once again, if you think the ad is unacceptable we urge you to contact the ASA at 2 Torrington Place, London, WC1E 7HW.



Protest to the ASA and we can get this advert banned too.

NINTENDO NEWS

DOOM

WITH A (MULTI-PLAYER?) VIEW



Plenty of redstuff in the very un-PC PC Doom. If you know what I mean.

Last month we told you that a version of *Doom* is heading for the Ultra 64. Here's the latest on what to expect.

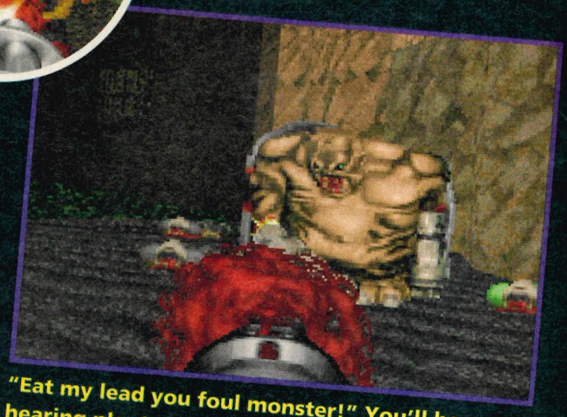
Doom is the biggest hit *ever* on the PC (and that's including last year's massive *Theme Park*) and just out is the absolutely amazing sequel, *Doom II*. Coin-op monsters Williams have done a deal with *Doom* producers ID software to produce the Ultra 64 version, and the modifications made to the PC version in the sequel are the best clue as to quite what the 64bit Nintendo system will have to offer.

The original game is an incredible experience as a one-player gory blast-fest, but with multi-player link up, it's unbelievably atmospheric and involving. The PC's *Doom II* has more weapons, plenty more grue-some monsters to waste and over 30 scary levels plus who knows how many hidden secret areas? The difficulty levels have been upgraded to make the challenge more testing on each setting and the numerous minor upgrades to graphics (it uses the same graphics engine but with some tweaks), sound and collision detection mean that the whole thing works even better. The single biggest improvement, though, is in the multi-player mode which works a lot smoother, and with more immediate opponent-blasting results.



So what does this mean for the Ultra 64? Well, as ID have picked up on what few criticisms have been levelled at the original *Doom* and modified the game to near-perfection, and with something like a year to develop the game for the Ultra 64, they'll surely make the forthcoming Nintendo game the definitive version.

Plus! As the there's so much emphasis placed on the multi-player link up, and with Williams developing a multi-player link-up for their *Cruis'n USA* Ultra 64 arcade machines, this means that multi-player games are a priority for Ultra 64 developers. That, as we are wont to say, is not flippin' bad!



"Eat my lead you foul monster!" You'll be hearing plenty of that soon.



"And you eat my lead, too. Horrid thing!" You'll probably hear a bit of that, too.

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

Peculiar Exclusives Creepily Unveiled After TOTAL! Investigates Outrageous Nonsense

TIN STAR SPAGHETTI?

Howdy pardners! 'Comic' robot sheriff East Driftwood's a comin' to your SNES. Yep, straight form the horse's mouth (erm, wee, Nintendo of America anyway) comes the news that a new SNES game star is born. The new horizontally-scrolling action shoot-'em-up *Tin Star* will be compatible with joypad, mouse and super scope. Thrice the fun? We'll have to wait and see. Piccies and more info next month. And we don't mean daft piccies of spaghetti and that.



ULTRA 64 STREET RACER



Suzanne Mizzi helped promote the SNES version. She did a lot for it. She did a lot for me 'n' all.

Game developers Vivid Image and software house Ubisoft seem to be on the verge of signing up to produce a new version of their stonking great racing game *Street Racer* for the Ultra 64.

Software developers are now looking to the Ultra 64 as the next programming challenge, and although *Street Racer* is unlikely to feature on the Nintendo/Williams arcade Ultra 64, and the good news is it may be developed in time for the machine's UK release.

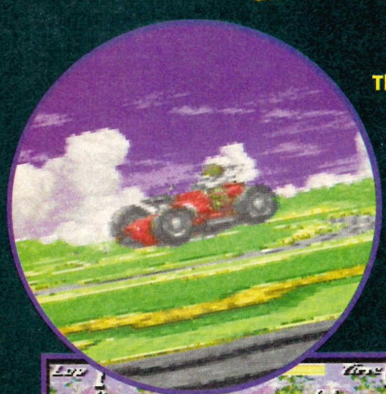
As game programmers are looking to the next generation technology, the Ultra 64's cartridge-based format is proving popular. Mev Dinc, *Street Racer*'s designer and producer voiced his concerns about the limitations of working with CDs. "We are currently developing a version of *Street Racer* for the Sony PlayStation, but are looking forward to the prospect of going back to cartridges with Nintendo's new machine."

The Ultra 64's *Street Racer* is likely to be along similar lines to the SNES version. All the characters should be there – including our favourite, Hodja, the odd Turkish lad – plus the excellent graphics and simultaneous four-player mode. Mr Dinc stressed that their main objective would be to retain the SNES version's excellent gameplay, and hopefully build on it, but suggested that other minor modifications would be made including trackside objects, new 'camera' angles and a re-jig for the soccer mode. We'll bring you more details once the development deal is finalised and show you work-in-progress screenshots when they're ready. In the meanwhile we'll probably use that picture of Suzanne Mizzi. Again.





Let's just hope that the Ultra 64 has four-player compatibility, too. Phwoar!



The SNES version was great. The Ultra 64 version promises to be brilliant.



The lights change to green and it's GO! GO! GO! for the Ultra 64.

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

Peculiar Exclusives Creepily Unveiled After TOTAL! Investigates Outrageous Nonsense

TWO GAMES MOVIE DEATHS



Raul Julia, who had just finished filming the part of M. Bison for the forthcoming Mortal Kombat movie has sadly died aged 54 after a long battle with cancer. As his filming was completed for Mortal Kombat, it will feature in the film. Let's hope that the end result will be a fitting tribute to the actor.

It also appears that Terrence Runte, the co-writer of Super Mario Brothers (the movie) has met his maker. Runte went missing on a swimming trip while researching a movie in Jamaica. His clothes were discovered washed up at an area known as Shark Rock and his body is yet to be found.

HIS PREY BETTER START PRAYING.



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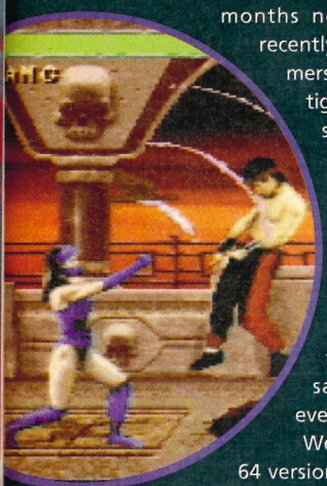
INTERPLAY PRODUCTIONS, 71 MILTON PARK, ABINGDON, OXFORDSHIRE OX14 4RR. TEL: 0235-821666

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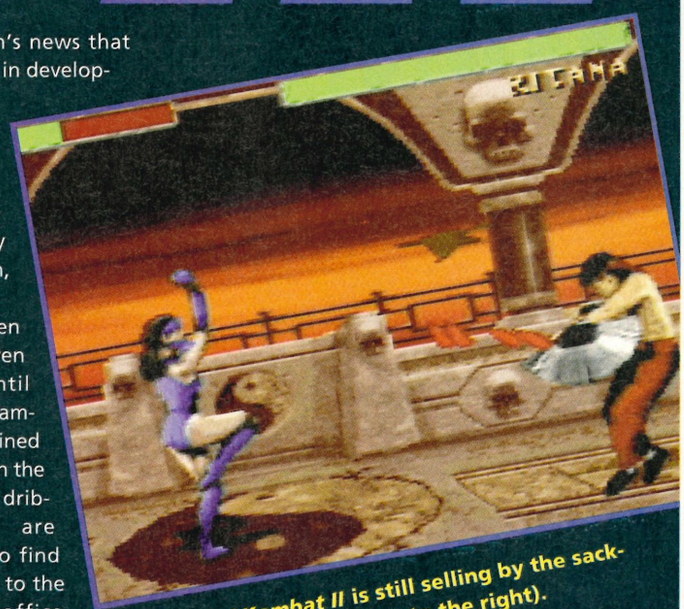
Mortal Kombat II

Following on from last month's news that *Mortal Kombat III* is definitely in development, we can now confirm a few more facts about the most eagerly awaited beat-'em-up of '95. As revealed last month Sonya and Kano will indeed be back and the latest characters to be confirmed by Williams of America are Shao Kahn, Kung Lao and Goro.

Mortal Kombat III has secretly been in development for six or seven months now. Up until recently the programmers have remained tight-lipped on the subject but dribblings are starting to find their way to the TOTAL! office. We know for sure that the second sequel will feature more fatalities, better sounds, more samples in fact more of everything.



We also know that an Ultra 64 version is definite and that it's likely to be one of the first versions launched to the home market (along with the SNES version which is likely to be the very first).

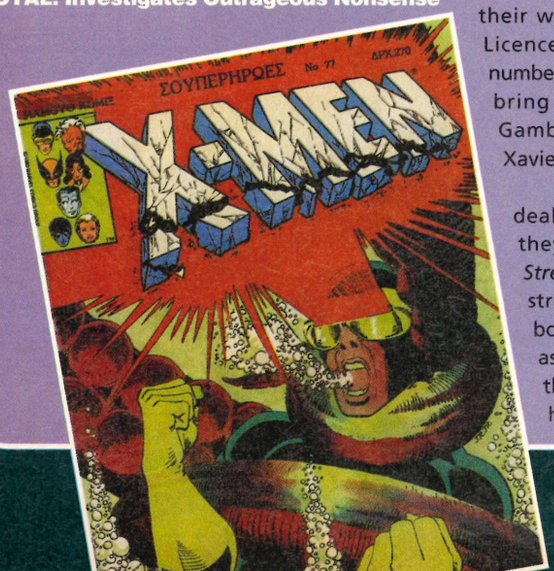


Mortal Kombat II is still selling by the sack-load. (Just take a look to the right).

A Mortal Kombat cartoon will be available both sides of the Atlantic soon on video and, strange but true, Mortal Kombat *the stage play* will be touring America next year. Are they bonkers over there or what?

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

Peculiar Exclusives Creepily Unveiled After TOTAL! Investigates Outrageous Nonsense



EXTRA X-MEN

Games giants Capcom and classic comic book crusaders Marvel are getting hitched. Well sort of, anyway. They've done a licencing deal to create new X-Men games that with be featuring in arcade games about now, and will be winging their way to the SNES before too very long. Licenced X-Men have already featured in a number of SNES games, but this deal looks set to bring all the X-Men – Wolverine, Cyclops, Gambit, Beast and Psylocke plus Professer Xavier to your screen.

Capcom sound enthusiastic about the deal, too, claiming that the deal – which they've compared to their own stonking *Street Fighter* series – is "creating an even stronger connection between avid comic book readers and die-hard game enthusiasts". And what's more, unlike this comic, the games won't all be in Greek. Thank heavens for that.

CHARTS

Well who'd have guessed? *(William Hill the bookies did. Andy)* Donkey Kong Country was the Christmas number one!



SNES

1	NE	Donkey Kong Country
2	NE	Street Racer
3	5	Starwing
4	4	FIFA Soccer
5	NE	Lion King
6	2	Mortal Kombat II
7	NE	Secret of Mana
8	3	Super Mario World
9	1	Stunt Race FX
10	10	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	Donkey Kong '94
2	2	Tetris 2
3	NE	Wario Land
4	7	Kirby's Dreamland
5	NE	Space Invaders
6	8	Kirby's Pinball Land
7	4	Super Mario Land
8	NE	Darkwing Duck
9	NE	Mortal Kombat
10	10	Jurassic Park

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

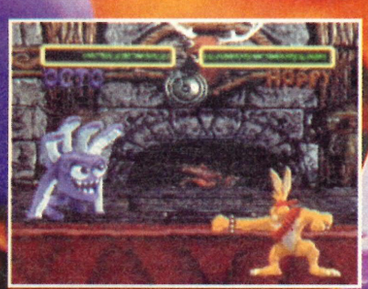
Magazine of the year

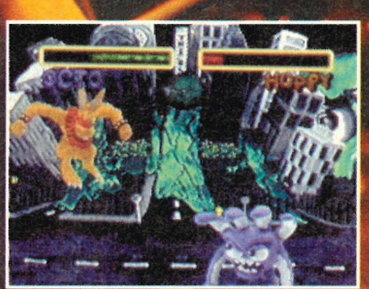
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Issue **seventeen** onsale now at selected newsagents

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ATKO INVESTIGATES

In The Case Of The £50 Bargains

It was a quiet day in the Atko detective agency. Business was slow, my secretary was off sick and the coffee machine was churning out the kind of wake-up juice used in voodoo ceremonies. I was sat at my desk making fun balloon animals which was no fun at all, when Thicky Dyer poked his head around the door. How he had the gall to show his face again after last month both angered and intrigued me at the same time. I decided to hear him out.



"You've got some nerve showing your ugly mug around here after last month's treachery, Thicky."

He smiled and walked into the office, displaying a bulge in his pocket that would make a donkey feel inadequate.

"I'm sorry about last month Atko, we both got hurt and to make up for it I've got a chance-in-a-lifetime case for you."

"I'm listening." He reached into his pocket and produced a package that left me speechless.

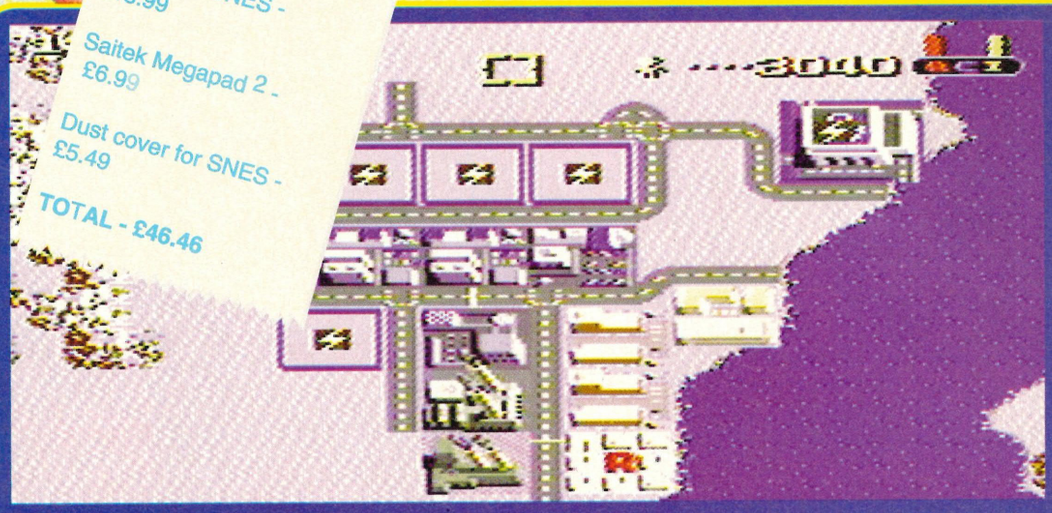
"I'm impressed." It was a wad of fifty pound notes, the kind of wad that could sustain a small country for several years. When I say small country I mean small, the kind of country you could carpet.

"That's a lot of money Thicky. What's the catch?"

On the surface there wasn't a catch. Thicky wanted me to find the best Nintendo bargains I could for £50, what with the January sales and everything, TOTAL! readers wanted to know how best to spend all that money they got for Christmas. I was to get receipts for everything and report back to him within the week. For every fifty I spent he would match it with another fifty for me. I reluctantly agreed to take the case.

As I was going to be pounding the streets Thicky arranged to put me up in a posh hotel in the city which he described as like the one out of *Pretty Woman*. I should have known better.

I arrived late at a seedy shack that didn't look much like a posh hotel to me. I rapped at the door



This is a real bargain. *PGA Tour Golf* is a nice user-friendly golf sim with easy to use menus that received a rather unfair 69% way back in issue 11. *Sim City* has been described as possibly the best-value game ever, and at £18.99 it shouldn't be missed. It scored a whopping 94% in issue seven. You also get a lovely new joypad and a dust cover to keep your SNES warm at night.

On top of that you're left with enough change to buy a copy of TOTAL!, a can of fizzy pop and nip into your local arcade for ten minutes. Not bad!

and by the time it was answered I had attracted quite a crowd tossing coins in my direction. The guy who let me in was a dirty, balding, George Roper lookalike who turned out to be the manager of what I now knew as *The Grumpy B & B*. He showed me to a room which for some reason reminded me of The Addams Family. Nevertheless I decided to turn in early, I had a full day's shopping ahead of me.

Armed with my wad of fifties I put shoe leather to pavement and began my quest. In every shop I visited I got the same response. The assistants completely ignored me. I would queue at the counter with an armful of Nintendo goodies and get completely blanked for no discernable reason. Did I smell? Was I invisible or could it have something to do with my appearance? Surely a pink feather boa and a touch of British racing green eye-shadow wasn't enough to brand me as a social leper? After a couple hours of this treatment I began to get paranoid. I couldn't hold in my feelings any longer. Tears began streaming down my face and I ran back to *The Grumpy B & B* bawling like baby in a mincing machine.

The landlord was there when I got back. That was the last thing I needed. His grumpy expression brought the tears streaming back, but to my surprise he put his arm around me and asked me what was wrong.

"It's this new Thicky case. Wherever I go they won't serve me and I have all this money and the case has to be completed in a few days. I just don't know what to do."

"It's okay, why don't you calm down for a minute and tell me all about it?"

I told him all about the case and about how nobody would help me. He said he knew just the person to call and left the room. On his return a familiar figure entered the room with him.

For fifty pounds these two-in-one carts are brilliant value. There are four to choose from on the SNES.
***100% Sci-Fi Adventure* has *Super Star Wars* and *The Lawnmower Man*.**
***100% Adventure* contains *Super Putty* and *Super Mario World*.**
***100% Racing* features *GP1* and *Super Off Road*.**
***100% Combat* includes *Flashback* and *Equinox*.**
We reckon that the adventure pack is the best value but for £49.99, you can't really go wrong with any of them.

Most Games Retailers

Telstar Double Value Games - £49.99

TOTAL - £49.99



In our opinion Future Zone is by far the best place to shop for Nintendo bargains. One of the best SNES games ever and three Game Boy games for fifty quid can't be bad. On top of this they have the following SNES games for £19.99: *Starwing, World Class Rugby* and *Flashback*.

For £17.99 you can pick up *Super Tennis* for the SNES and at the bargain basement price of just £6.99, *Splitz* for the Game Boy is a top buy. Good stuff!

Future Zone

Super Mario World- SNES - £19.99

Kirby's Dreamland- GB - £9.99

Zool - GB - £9.99

Total Carnage - GB - £9.99

TOTAL - £49.96



ATKO INVESTIGATES

"Johnny, what are you doing here?"
"Grumpy here gave me a call. I've heard about your troubles and think I may have the answer."
"What? How do you know? And why won't shop assistants serve me?"
"I don't know what you're talking about."
"Oh don't start that rubbish again. I've got a pile of cash here, just tell me what you know and take what you want."
It turned out that I wasn't being served because of the colour of my eye-shadow. A little know scientific survey proved that anyone wearing British racing green was seen to be the farming type and so not really worth talking to. He knew that I couldn't face shopping again for a while and disclosed his latest line of work, counterfeiting.
"What good's that going to do me, Johnny? I don't care how good a crayon you are, counterfeiting is not going to solve this case."
"As I hear it Atko, you've got to provide Thicky Dyer with receipts as proof of purchase before he'll pay you."
"Yes but how can we forge receipts when we don't even know what the best £50 Nintendo bargains in town are?"
Johnny produced a price list covering every

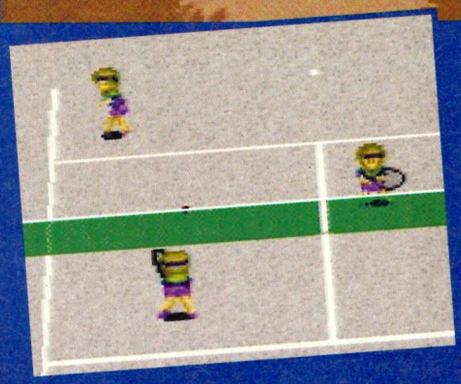


Dixons

John Madden Football - SNES - £14.99

Smash Tennis - SNES - £34.99

TOTAL - £49.98



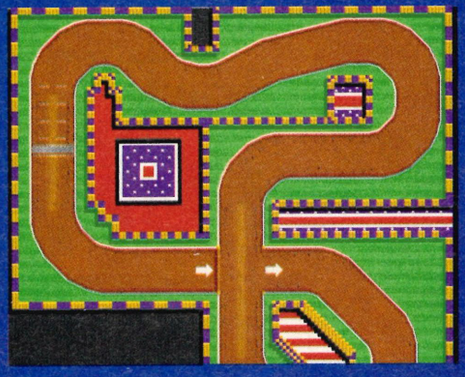
If you're a bit of a *Sport Billy* this is the bargain for you. *John Madden Football* is a classic and if you haven't already got any of the versions, this one's as good as any, especially at £14.99. As for *Smash Tennis*, this is the best tennis game on any format, ever!

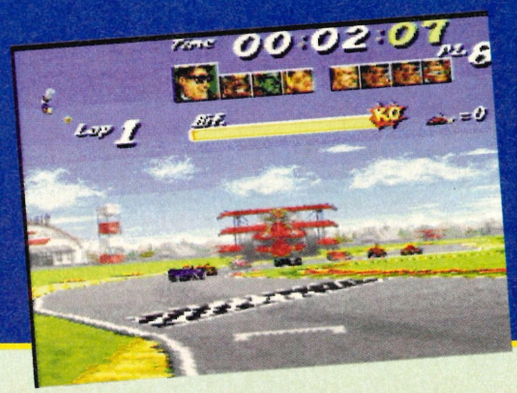
As well as these two gems, Dixons are offering *Street Fighter II Turbo* for the SNES at £29.99 and *Muhammad Ali* for the Game Boy at £12.99.

***Street Racer* is one of the best driving games available for the SNES *and* it's a new release. You wont find this brilliant four-player driving frenzy cheaper anywhere else, that's for sure. Add to this *Blues Brothers* for the Game Boy and we're talking about a seriously good purchase.**

If however you've got a couple of quid extra to spend, scrap *Blues Brothers* and get *Ryan Giggs Soccer* for the SNES at the superb price of £19.99.









Our Price

Street Racer - SNES - £32.99

Blues Brothers - GB - £17.99

TOTAL - £50.98

Nintendo product in town.
"Where did you get hold of that?"
"I don't rightly remember."
"Oh, alright, whatever. Let's get to work."
I searched the list for bargains while Johnny produced top quality fake receipts. When Johnny had finished I made up the case files and hot-footed it over to Thicky's office. I received double the pay I was expecting and nobody got hurt. Maybe I'll work for Thicky again.

So there it was, the case of the £50 bargains dead and buried largely due to the ever resourceful Johnny. Thicky was happy, Johnny is looking for a new line of work (as usual) and I've got a stack of cash to take to Las Vegas next month when I investigate the winter CES. Hoorah!

Curiously enough WH Smith is one of the best places for getting Game Boy accessories. The Snap 'N Power rechargeable battery pack is just £14.99 and the Total Support System (that suitcase thing with all the compartments and add-on bits) is a mere £29.99. You also get the added bonus of being able to pick up a copy of TOTAL! while you're in there. Excellent!

WH Smith

Game Boy - £39.99

GB Handy Carry Case - £10.99

TOTAL - £50.98

NEXT MONTH

What I'd really like to do is take some time off and get to know my new secretary, Richard, a bit better. But that Thicky Dyer said something about a job he wanted me to do in the States for him – something about an investigation into the CES, whatever that is.

"Look, Atko. The CES is just about the most important event of the year for gamers. It's the biggets show in the world and you've got to find out all about the Nintendo scene."

Oh, right. So I'll be investigating that, then. Cheers!







Rumbelows

Cool Spot - SNES - £19.99

Aladdin - SNES - £24.99

TOTAL - £44.98

Platform junkies won't do much better than this for forty five quid. They're both great games! Also in the £19.99 price bracket are *Lawnmower Man, NBA All Stars, Battle Clash, Striker* and *Street Fighter*.

Also worth looking out for are the half price Game Genies clocking in at £17.49 and £12.49 for the SNES and Game Boy respectively.





FEATURE

STARGA

For: SNES
From: Acclaim
Release: March

By now you must all have heard of, or indeed seen the $70 million sci-fi epic *Stargate*. For those of you living on the planet *No Life* here's the plot rundown: *Stargate stars* Kurt Russel as Jack O'Neil, a US army Colonel grieving over the loss of his son, who suddenly gets called up to oversee a mission of national importance. James Spader plays a free thinking Egyptology Professor who reckons he might have solved the mystery of the Pyramids. He gets called up to help O'Neil unlock the secrets of the mysterious Stargate dug up in Egypt in 1932. This turns out to be an ancient doorway to the other side of the Universe – one million light years away as it happens. Together with a crack commando unit and a nuclear bomb they go through the Stargate and... Come on, if you haven't seen it we're not going to spoil the whole thing for you.

As luck would have it, TOTAL! attended the UK premier of Stargate in November last year and what a corker it was too! Just take a look at these screenshots, no expense spared or what? Apparently the sets used in the film are the biggest since the classic epic *The Ten Commandments* and it shows.

You may remember last month we previewed an early version of the SNES license. Well the good news is it's just about finished and looking very smart indeed. We only managed to get a go on the first few levels but so far, so good. Graphically *Stargate* is looking considerably slicker than when we last got a sneak peek. The digitized sprites have had the finishing touches put to them and the main character (Kurt Russel in the film) moves beautifully. He can now fire his gun in any direction at any time, even when handing or leaping in his *Flashback* type way. The most pleasant surprise is the level design. It's tough and there are loads of secret bits! Hoorah! On top of this we have mind-boggling parallax scrolling and well thought out, varied settings. It's not often that a game surpasses the film on which it is based in terms of atmosphere, but this looks like doing just that.

We'll be bringing you a full review next month but in the mean time turn to page 60 and check out our exclusive review of the Game Boy version. Until next month we'll leave you drooling over these SNES screenshots. Not Bad!



ATE





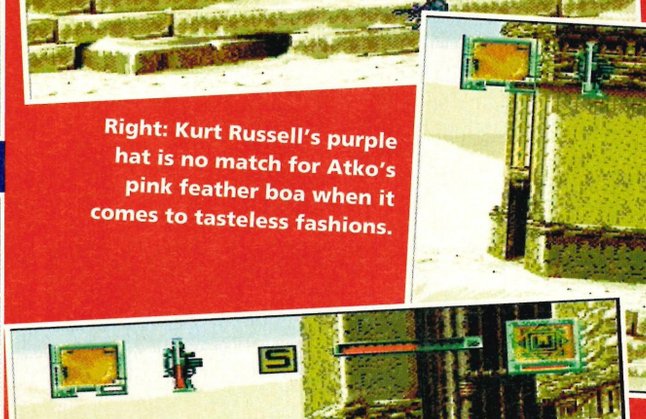
A mammoth/camel type arrangement.



Left: The first level is probably the most graphically bland in the game. Still compared to some of the tat we get around here it's still somewhat stunning.



Cheesy gold-plated market goods anyone?



Right: Kurt Russell's purple hat is no match for Atko's pink feather boa when it comes to tasteless fashions.



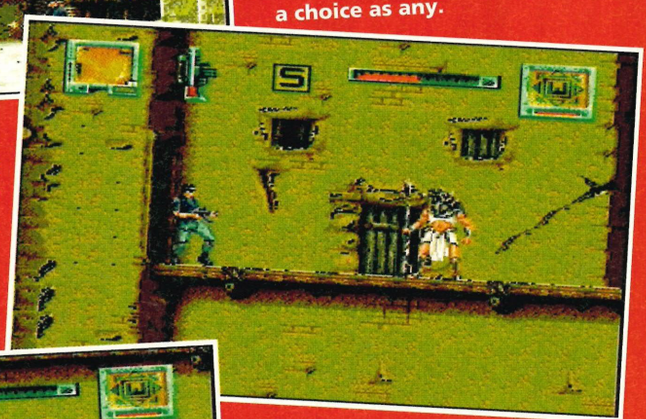


Left: This looks suspiciously like Jabba's palace from out of Return Of The Jedi. Oh well, if you're going to crib from another film, the Star Wars trilogy are as good a choice as any.



James Spader's pulled a girl with one eye.

Right: Evil Ra's disciples must be seen off immediately before they blast you with their very futuristic sticks.





Fancy a go on my stick? It's lots of fun.



Left: Some of these baddie sprites look almost texture mapped. That won't stop you needlessly blasting their pants off though.

PREVIEWS

For ▶ Super NES
From ▶ Sony

ADDAMS FA VALUES



Surely this can't be the intro sequence to a SNES game? Get back on the PC, first person 3D perspective. Go on, be gone!



The original *Addams Family* game was a bit of a disappointment but then so was the film if the truth be known. The second game *Pugley's Scavenger Hunt* was a shockingly good platformer released very close to the film's sequel *Addams Family Values*. Well now we have the third in the series based on the second film (this is all getting very confusing - Andy).

Addams Family Values sees the new addition of baby Pubert to that spooky, kooky family. Pubert has been abducted by the evil nanny Debbie Jallinsky and after receiving a ransom note, Gomez and Fester discover that she's hiding in a mansion just a few miles out of town. The whole family set off on a quest to save Pubert and this is where the game kicks off.

You take on the role of Fester and with the help of the rest of the family must see off Debbie's friends, avoid traps and solve

For ▶ Super Nes
From ▶ Nintendo

UNIRALLY

Formally known as *Uniracer,* Nintendo's re-named *Unirally* has just been completed for a March release. We got hold of a copy just as this issue was going to print so in time-honoured tradition we yelled "Stop the presses!" to bring you a sneak peek.

This one or two-player bonkers racer is the fastest thing we've ever seen on the SNES. The programmers reckon it's nearly three times faster than Sega's *Sonic* and we certainly believe them.

Set out over countless levels (we haven't found all the secret ones yet) you choose between 12 different unicycles each with their own character, a like in *Stunt Race FX*. The animation has to be seen to be believed and the sprites are rendered in a *Donkey Kong Country* kind of a way. Not bad!



AMILY

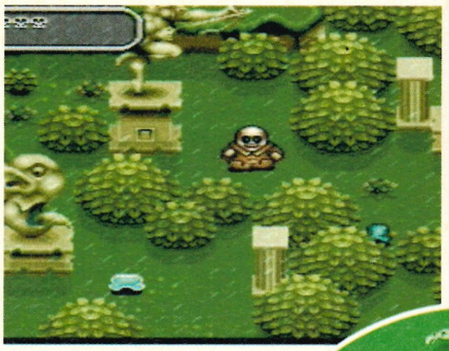


Fester's not a good looking fella. Johnny looks very similar first thing in the morning.

all manner of puzzles. The game is split into seven different levels which (and this is a good feature) may be tackled in any order that tickles your fancy. Hoorah!

From what we've seen of it so far, this looks like being the best Addams Family license yet. The graphics look gorgeous at this stage and a great deal of effort seems to have been put into the level design , a rarity in platformers these days. Needless to say, that old toe-tappin' Addams family music is prominent throughout, and the rest of the effects ooze class.

We'll hopefully be bringing you an exclusive review of *Addams Family Values* next month. It should be a goodie.

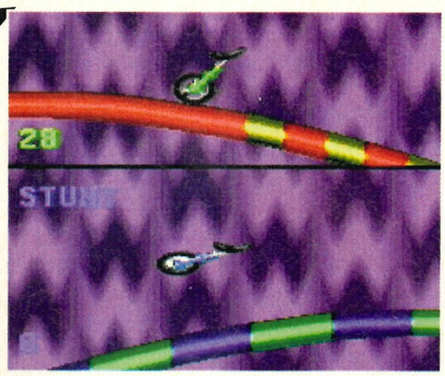


This overhead perspective is certainly a departure from previous Addams Family outings on the SNES.



It looks more like an RPG or maybe even *Zombies*. Now that would definitely be a good thing. Here's hoping.





It may look a bit ordinary here but you should see the speed of it. Wow!



For ▶ Super Nes
From ▶ Titus

SINK OR SWIM

Hot on the heels of the top puzzler *Brainies*, Titus are near completion on a more platform-based mind-stretcher, *Sink Or Swim*.

The SS Lucifer is sinking and only the cool-headed Kevin Codner is level headed enough to save the stupid passengers and crew. He must guide these dumb unfortunates through over 100 levels of conveyor belts, ladders and hatches by cunningly pulling all the right levers, pressing the right buttons and shifting crates. Only then will the passengers be free.

Yes it does sound like a *Lemmings* clone but surely that's a good thing – it's one of the most addictive and best selling games ever. Either way, look out for an exclusive review next month.

Cynics may argue that this is just a *Lemmings* clone. Maybe, but it looks good.



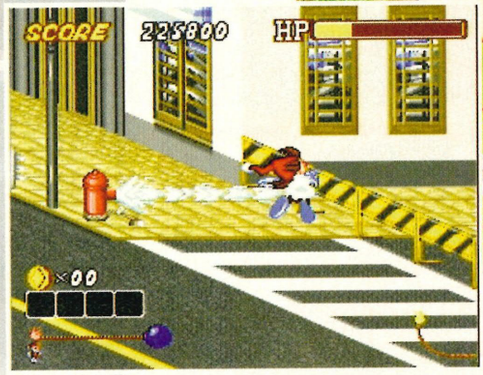
Above: What are Eskimos doing on a luxury ocean liner? Find out in our review next month.



KID CLOWN IN CRAZY CHASE

For ▶ Super Nes
From ▶ Nintendo





Here's that old, old story of clown meets princess, aliens kidnap Princess and clown runs frantically through mayhem-filled levels to save her.

Its hard to pin-point exactly which genre *Kid Clown In Crazy Chase* falls into. It would appear to be a platformer but it's more of a skewed perspective running collect-'em-up. Whatever it is we reckon this'll be a big hit when it's released in March.

The graphics seem wonderful and there's certainly enough humour to sustain several series of BBC sitcoms. Let's hope it's as playable and addictive as it looks.

As always you can count on a comprehensive review in the next fun-packed issue of TOTAL!



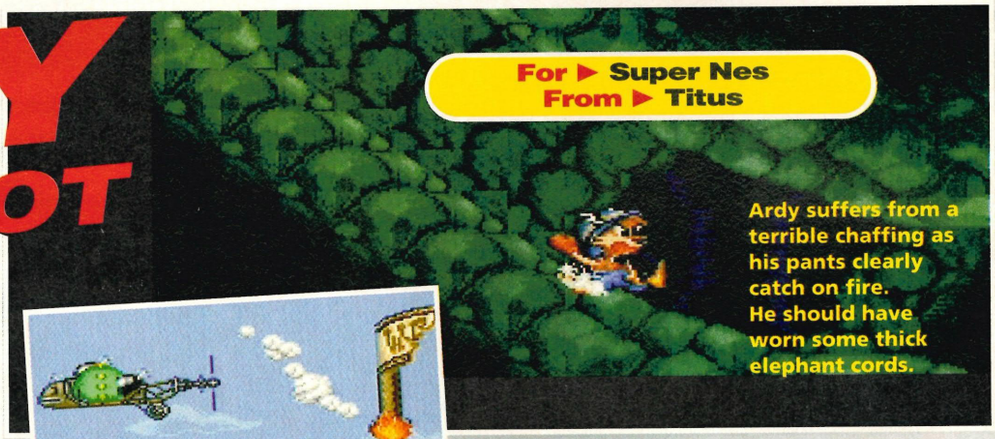
Left: Yes I know this is a bonkers looking game. Just try it, that's all I ask.



Kid Clown tries the old hop, skip and jump. There could be a splinter/plum incident.

ARDY LIGHTFOOT

For ▶ Super Nes
From ▶ Titus



Ardy suffers from a terrible chaffing as his pants clearly catch on fire. He should have worn some thick elephant cords.

What more platformers? You lot just can't get enough of them can you. Just as well, because there doesn't seem to be an end in sight. The latest offering in this ever increasing genre is *Ardy Lightfoot* from Titus.

You take on the role of Ardy, a strange dog-like creature with a very bouncy tail. Together with a whole host of friends you must save Prismland from the evil forces of Visconty the devil. Visconty has stolen all the colours of the rainbow and your task is to get one back from each of the seven massive levels.

So far *Ardy Lightfoot* looks very promising indeed. The graphics are bright and varied and gameplay seems well balanced. You'll have to wait until our full review next month to find out whether or not the challenge is up to scratch.



Oh how unusual. A damsel in distress. Probably some princess or other.



This is the second level of the colossal map screen. Small houses, though.

CANNON FODDER

"DON'T WAIT 'TIL YOU SEE THE WHITES OF THEIR EYES...
DON'T KID YOURSELF IT WILL BE OVER BY CHRISTMAS...
DON'T TRY TO SHUT OUT THE SCREAMS...
AND DON'T FORGET TO WASH YOUR HANDS AFTERWARDS..."



"MEGA DRIVE SHOOT-'EM-DOWN OF THE YEAR" SEGA POWER 91%

"NIGH ON PERFECT" TOTAL 93%

"CANNON FODDER IS COMPLETELY EXCELLENT" SEGA MAGAZINE 92%

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REVIEWS

Last month we started this page off by saying "It's our Birthday." but this month it's not, which is a shame since we can't think of anything useful to say. So maybe we should simply say "Happy New Year!" Or perhaps "Beam me up Scotty." or "She's gonna blow Cap'n!" Still, it's all academic now because we have reached the end of this tawdry little paragraph unscathed and we can get on with the game descriptions.

SNES

CLAY FIGHTER 2 26
Our Josse doffs his George Roper disguise for a few hours in order to pay full attention to this hilarious sequel. Things are looking promising: All the moves are there, all the humour has been retain, the animation is a dream. But where, oh where, has the Elvis impersonator gone?

STAR TREK: STAR FLEET ACADEMY 28
Josse is up again, and this time he's poncing around in his anorak claiming that Star Trek is actually a very interesting topic of conversation at a dinner party, thank you very much.

THE PAGEMASTER 30
The team perform synchronised vomiting at the prospect of having to sit through several hours of Macaulay Culkin related gaming.

SUPER BC KID 32
A very odd game. Very, very odd. Very odd indeed. Even more odd than Bill Oddie, and he's pretty odd, frankly.

LORD OF THE RINGS 34
Frodo Baggins gets riled about the lack of decent shoes in his size and travels off on a Hush Puppies-related quest... probably.

MICHAEL JORDAN 37
Another basketball star appears in a game that isn't quite, er, basketball-related. What the dickens is going on?

TROY AIKMAN 58
American footy. Lots of plays, lots of bumping into each other and, hopefully, lots of fit girlie cheer leaders. Phwoar!

MIGHTY MAX 59
We reckon it's a crap cartoon but thankfully this is a refreshingly different platformer. At last somebody's making a bit of an effort on the licence front.

GAME BOY

STARGATE 60
Hurrah for big budget fantasy/sci-fi adventures eh? Hurrah also for girls, Christmas and vast National Lottery wins! Erm, yes, so *Stargate* gets reviewed on page 60

MR NUTZ 62
Originally an Amiga game, and not a bad one at that, let's see just how well it's converted over onto the humble Game Boy.

BC KID 2 65
Well, the SNES version was a corker, but as we all know, it doesn't necessarily mean the Game Boy game will be any good. Let's see...

PAGEMASTER 67
Yuk, spew, vomit... here comes that little brat Macaulay. Still, let's not judge a game by its foul little star eh?

MONSTER TRUCK WARS 71
A dreadful little game in which you get inside an oversized truck and swear at the appallingly unresponsive controls for a bit.



CLAY FIGHTER 2

JUDGMENT CLAY

TOTAL! SNES REVIEW EXCLUSIVE



PLAYERS: 1 Or 2
FROM: INTERPLAY
PRICE: £TBA
RELEASE: TBA

Even weaker and wobblier at the knees than usual, our Josse prepares for Judgment Clay...

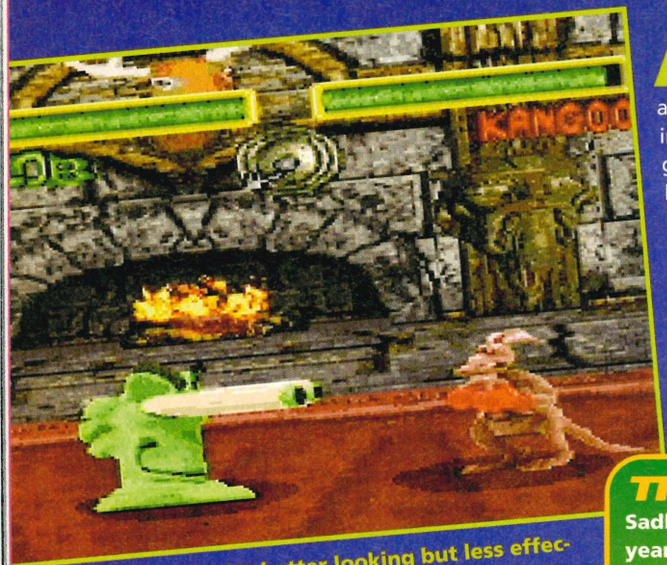


All one-on-one beat-'em-ups are *Street Fighter* clones, right? Oh come off it, that's like saying that all platformers are ripping *Mario* off. Yeah, sure the original *Clayfighter* and this sequel follow the genre's format with two-out-of-three challenges and energy bars across the top, but *Clayfighter* is the most original fighting game of them all.

Clayfighter 2 is, of course, very close to the original, but that's no bad thing. Fat Frank gave *Clayfighter* 88% back in issue 27 and at the time I thought he'd been a bit generous (maybe he was blinded by the circa '74 cheeseburger-addicted Elvis-alike Blue Suede Goo's brilliance), but after the game had been kicking around the office for a few months and we've all had the chance to learn the moves I agreed with his high score and even thought it might have been worth 90% for the grin factor.

CLAYS
Great characters, good animation, funny all round

Sadly Blue Suede Goo is missing from *Judgment Clay* (there were complaints from Elvis's fan club but I can't imagine that they were taken that seriously) but there are a whole

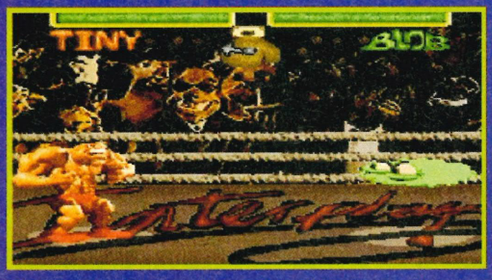


One of Blob's better looking but less effective moves, the eyeball bulge. Smashing!

THE KING IS DEAD

Sadly Blue Suede Goo has gone. Every year millions of visitors will come to pay their respects at his graveside. You won't see him in *Clayfighter 2 Judgment Clay* so here's one last shot of a truly legendary, quiffed right up (If sadly obese) game character.

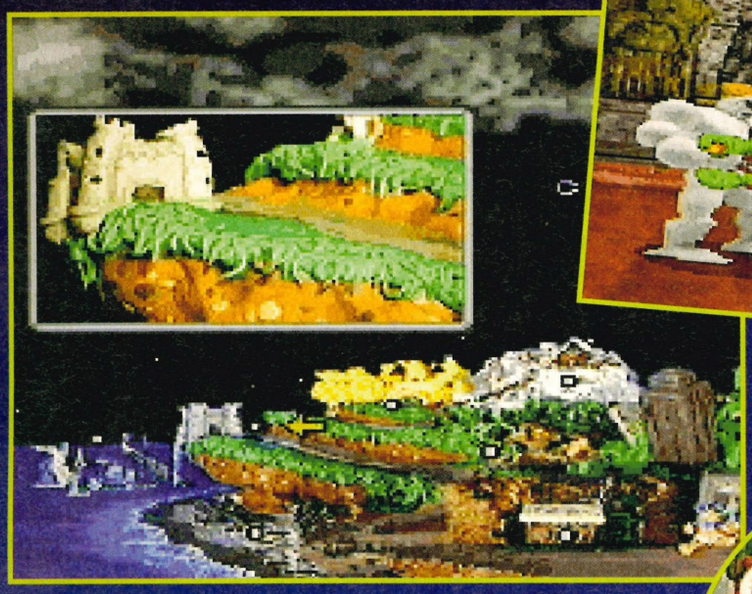




Blob, since the sad demise of Blue Suede Goo, is my favourite charcter.



Nana and Kangoo get down to traditional fisticuffs. Eat your heart out, Ken and Ryu.





Don't worry, Tiny's not on fire. It's just the background.

Street Fighter-style, each character has their own home turf. I can't remember whose this is.

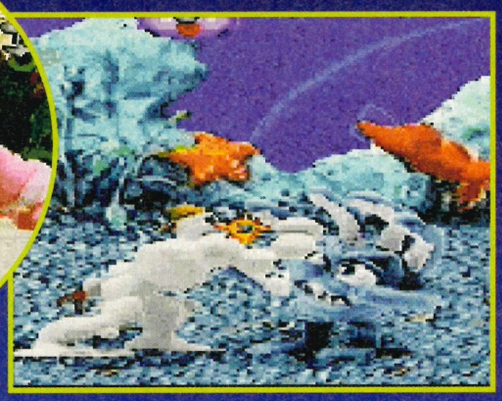


The big baby Goo Goo takes a fall while Nana flexes his muscles.

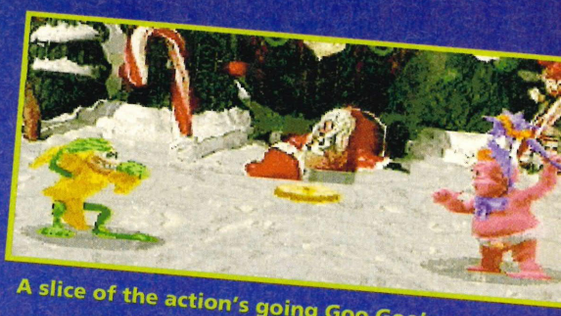


Left: Octo celebrates victory with a massive belch. Probably.





Bad Mr Frosty isn't entirely happy with being under the sea in an Octopus' garden.



A slice of the action's going Goo Goo's way as Nana unleashes hot, erm... Nana.



"How about *Tournament Fighters*?"

ATKO SAYS...

Okay if you're after a decent beat-'em-up but have already got or are bored of hearing about *SSF* and *MKII*, then both *Clayfighter* games are pretty good but neither match up to *Turtles Tournament Fighters* (TOTAL! issue 25, 90%)

host of new and bonkers characters for you to get your teeth into. In fact only Bad Mr Frosty, The Blob and Tiny remain but are joined by Hoppy the Battle Bunny, Goo Goo, Kangoo, Nana Man and Octo in a stupid button-bashing festival of infeasible cartoon idiocy. Hurrah for that!

Sure, the gameplay's not in the same league as *Street Fighter* or *Mortal Kombat II*, but you knew that anyway, and aside from the new special moves it's largely unaltered. The first few goes are random button pressing just to try to get the characters to do something stupid, but once you've learnt a couple of silly moves (Nana Man's Banana Slice is great) there's plenty of scope for some testing play and great competition (Thicky's really good at it and it's really annoying me).

All in all it's just as good, if not better than the original, but it's a shame the best character, Blue Suede Goo, had to go. I love it! **JOSSE**

DISMAYS
No Elvis, and the gameplay's a bit thin



It's *MKII*! Bad Mr Frosty takes a pummeling from Octo's spinning cartwheel attack.

GRAPHICS

Brilliant characters, clever backdrops and more than adequate animation — **8**

SOUNDS

The better-than-average music is well complemented by the silly sound effects — **8**

GAMEPLAY

Not exactly *Street Fighter II* but there are enough moves to ensure it's not embarrassingly thin — **7**

LIFESPAN

One of the funniest games two players can get down to, but more moves would make it even better — **7**

TOTAL! JUDGEMENT

"The major difference between this and the original is a load of new characters. They're both great fun but I reckon *Judgment Clay* just edges it"

TOTAL! SCORE 89

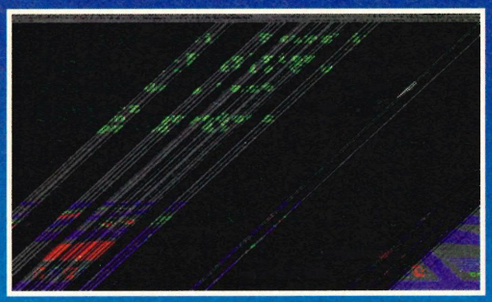
STAR TREK

STARFLEET ACADEMY

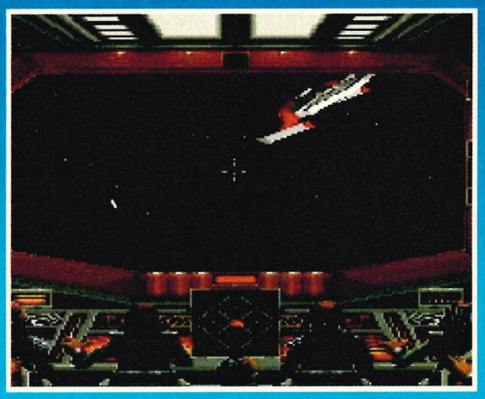
TOTAL! SNES REVIEW



Don't you just love a game that has a dinner option. TOTAL!'s top innovation award goes out to *Starfleet Academy*.



Choose between five different ships but why? They're all the same on the inside.



Quick, there he goes. Oh bugger! I suppose we'll have to wait another 15 mins then.



Get used to this view. Most of your time will be spent staring at black nothingness.

Now where did we put those dilithium crystals? Oh no! Josse, spit those out...



PLAYERS: 1-2
FROM: INTERPLAY
PRICE: £TBA
RELEASE: TBA

The weird thing about this is that, whereas ordinary games tend to be simulators of things – aeroplanes, cars, boats or whatever – this one's a simulation of a simulation. You're at Starfleet Academy, learning how to fly spaceships without the risk of actually getting killed by some unknown lifeforce, or falling in love with a woman with three *("Arms!" Andy)*. If anything goes wrong, you get a slapped wrist from teacher and are told to try again. This inevitably detracts from the excitement.

Not that there'd have been any anyway. *Star Trek: Starfleet Academy* is utterly dreadful, and you'll have seen everything it has to offer within minutes of switching on your SNES. Although there are hundreds of menus to wade through, offering what seem to be endless choices, they all lead to the same thing – either training (flying around beacons, and learning how the tractor beam works, and doing some simple tasks), or trying one of three simulated missions.

Simulated missions, eh? Yes, but they're awful. One's a made-up one, while the other two are based on two of the Star Trek films, but in each case all you have to do is shoot another spaceship, while dialogue from the film appears on the screen as appropriate. And shooting spaceships involves staring at a black rectangle in the middle of the screen, waggling the controls about randomly until a spaceship drifts into view, with the help of a blurry scanner little bigger than a 2p piece. It's even worse than the rather cack *Wing Commander* or *Warpspeed*, if you've ever played those dreadful items, although the exteriors of the 3D spaceships and the close-up planets do look quite nice.

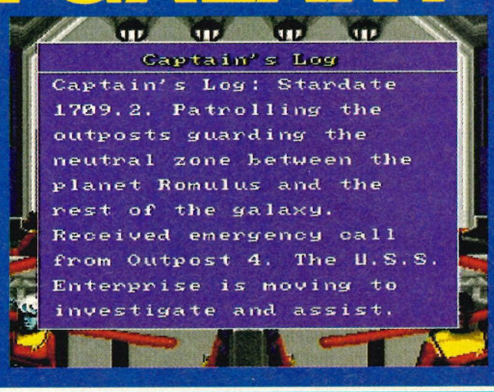
PHOTONS
Moderately impressive starships, and the tune from Star Trek 2

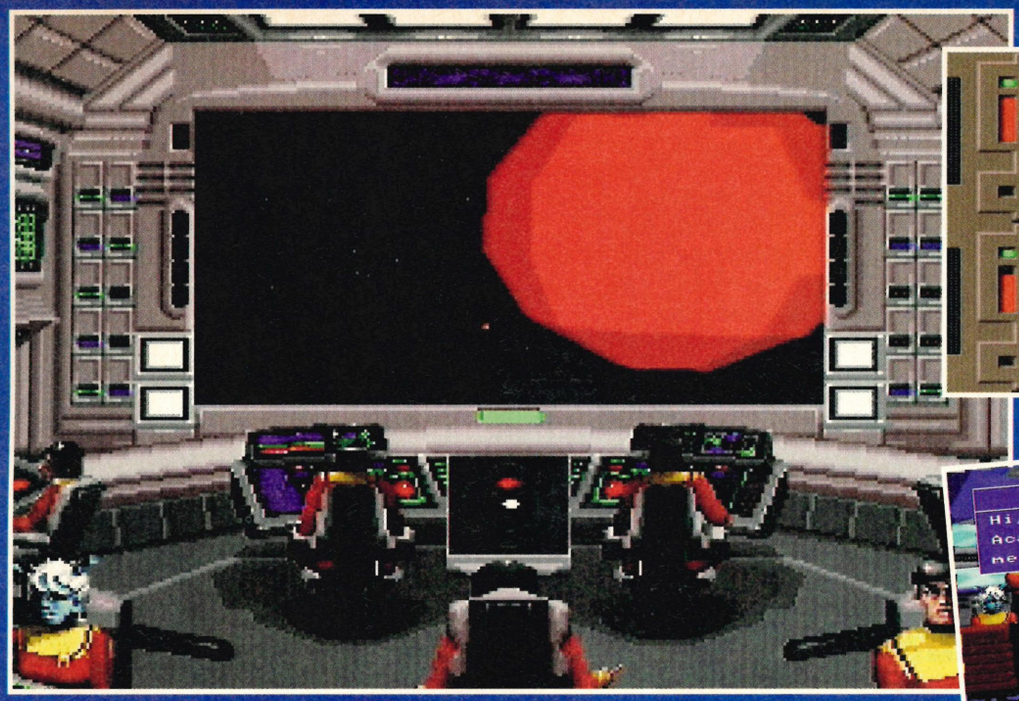
SAVE THE GALAXY

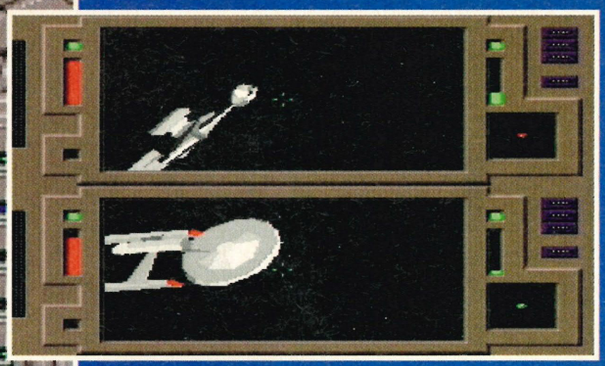
These are the three simulated missions at your disposal, which you seem to be able to play without bothering with any of the other training stuff. If you want.

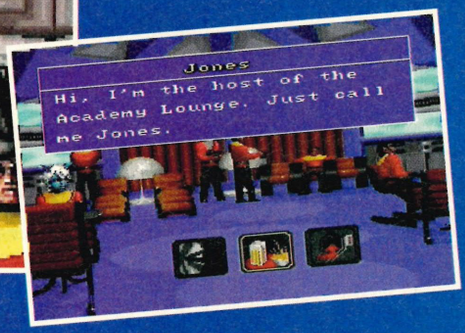
MISSION 1

In the first one, some space stations are being attacked by a mysterious enemy, just like what might happen in the real Star Trek on the telly. When you get there, you find it's another spaceship. Shoot it.









Above: Split screen mode allows you and a friend to seek and destroy each other.

At last, after seven years of battling Aliens, losing non-speaking members of the crew and snogging all the female staff, we have reached the planet of Tomatothon.

And that's it. You can look through the computer's records for information about Klingons and things if you want, but you just get screens full of dull text without any pictures.

Yeuch. This sort of thing makes me embarrassed to be a Trekkie. If I was one. Obviously.

JOSSE

FUTONS
It's all just staring into space or reading tedious text



GRAPHICS
The spaceships look quite good, but everything else is terribly dull, especially all the text
6

SOUNDS
Pops, bangs and some music. Pretty much what you'd expect, basically
7

GAMEPLAY
Okay for a few minutes, but then crashes through the floor into the tedium-filled basement
4

LIFESPAN
Hours at the most, and it'd probably be kindest simply to switch off the respirator now
3

TOTAL! JUDGEMENT

"What is it about Star Trek games? This starts with a terrible idea, and doesn't do anything interesting at all with it. Tch."

TOTAL! SCORE
39

Right: Is that ship flying sideways or are we flying down towards it? I hate space.

Left: M.C. Hammer has never been in Star TreK. He's a bit of a rubbish singer too.



The second is based on Star Trek 2. Some writing on the screen reveals that Khan has captured a Federation ship with the Genesis device on board. Shoot it.



And the third is out of Star Trek 6. A rogue Klingon ship is trying to disrupt an important peace conference. Guess what you have to do. That's right, shoot it.

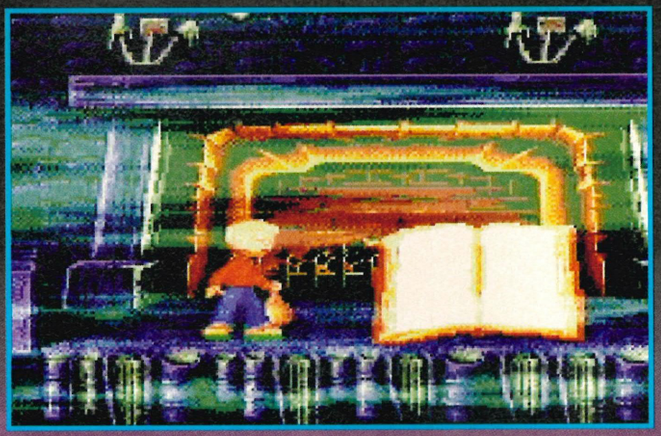




I want to know what that third option is, behind 'End'.



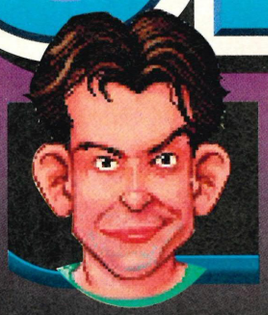
The greasy stuff is a special effect, not something wrong with your copy of TOTAL!



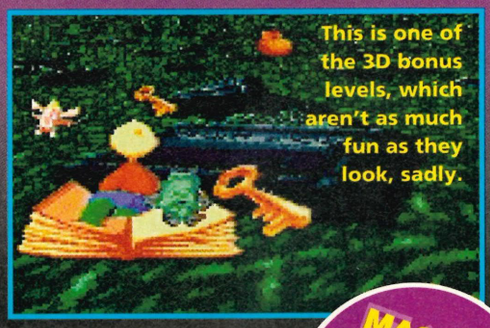
THE PAGEMAS



You've got to collect keys. 100 give you an extra life, I shouldn't be surprised.



Andy gets the feeling he's been here before. And – urgh – what's that? It's Macaulay Culkin, isn't it?



This is one of the 3D bonus levels, which aren't as much fun as they look, sadly.

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

MASTERS Looks smart and is fun to play, at least for a while

Why do people keep writing the same game over and over again? Just imagine if Arnold Swarzenegger kept starring in exactly the same film every year, changing his name and clothes a bit in the hope that we wouldn't notice. Or Take That kept singing the same song, only with slightly different words. Oh. Er. He does. And they do. Tsk, eh?

Anyway, here's that platform game again. This time it's called *The Pagemaster*, and the character in it looks a bit like Macaulay Culkin. It's based on a film which I haven't seen (for obvious reasons), but it sounds a bit like The Neverending Story, with Macaulay getting sucked into a book or something.

Not that it really matters, because in the game, as usual, you jump around on some platforms and collect things. And the chances are you're completely sick of death of doing this in practically every game you buy, and wish games designers would get out of bed a little earlier and come up with something more imaginative. This one might have made quite a nice *Zelda*-style RPG, for example.

Or perhaps it's just me. Perhaps you were only today thinking, "Cor, I really fancy paying forty quid for another platform game." In which case, you'll be pleased to hear that *The Pagemaster* is actually quite a good one. The animation is excellent, with Macaulay leaping about with great agility, and there's lots of parallax scrolling and special transparent effects. The use of power-ups is pleasingly inventive, too – they do things like making you jump higher, or stick to the ceiling by your hands, or throw apples at baddies.

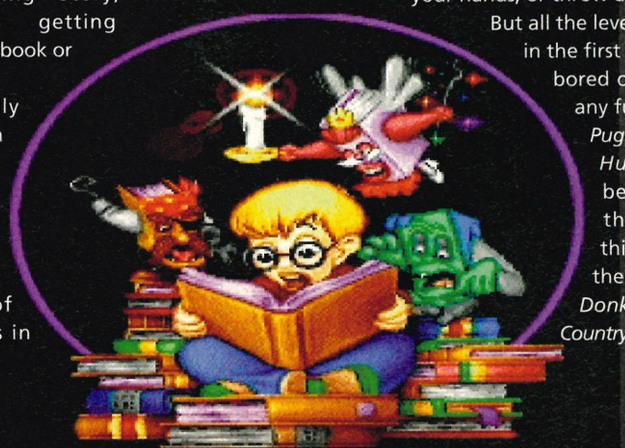
But all the levels look the same in the first world, and I was bored of it before I got any further than that. *Puggsley's Scavenger Hunt* was a much better attempt at the same sort of thing. Or of course there's *Donkey Kong Country*. **ANDY**



Oh no. Looks like Macaulay's chips might be up. Bless 'im.

DISASTERS Not enough new ideas. A bit slow and eventually boring







This map shows you how you're getting on in the current world. (Not very well, in my case.) Innovative, eh readers?

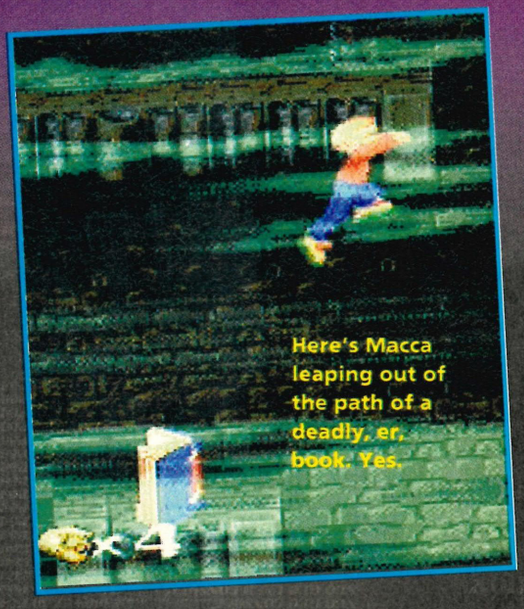
"Save up and get *Donkey Kong Country*"



ATKO SAYS...
Just like Andy said, this is a bog-standard, good-looking platformer, and there are hundreds of those to choose from. Unless you're a Macaulay fan then go for something with more variety, challenge and innovation. Get *Donkey Kong Country* instead.

TER

TOTAL! SNES REVIEW



Here's Macca leaping out of the path of a deadly, er, book. Yes.



You get to these bonus levels by running into special 'things'. They scroll around in 3D, and you collect stuff while trying to avoid crashing into obstacles. Ho hum.

TOTAL! TACTIX

If you're having a spot of trouble seeing through the gloom in the atmospherically dark first levels...



...turn up the brightness on your telly!

GRAPHICS — 8
Not bad at all, if a bit murky and dingy on some levels. The animation is nicely done

SOUNDS — 7
The music grinds you down fairly quickly, and you can't turn it off. But the effects are okay

GAMEPLAY — 7
It all seems to work okay, bar the odd jump-off-the-edge-of-the-screen-and-hope bit

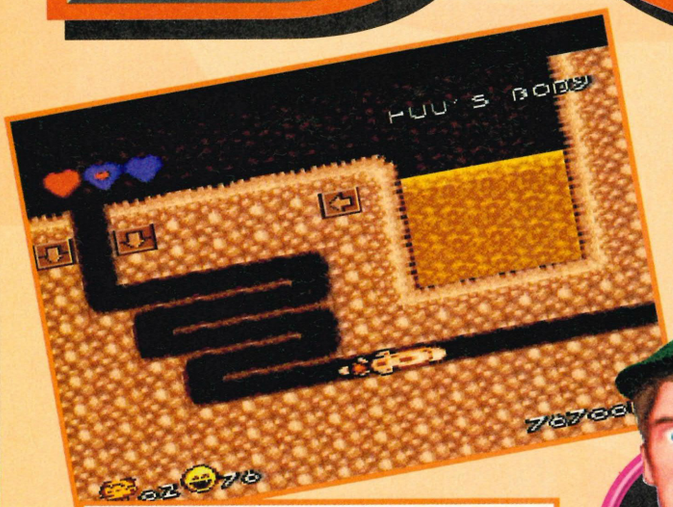
LIFESPAN — 5
Ho hum. Even if you don't mind it being unoriginal, this one's even duller than the norm

TOTAL! JUDGEMENT
"Slickly produced and everything. But, honestly, it's the same old formula rehashed for the hundredth time. And it quickly gets pretty darn repetitive"

TOTAL! SCORE — 71

SUPER BC KID

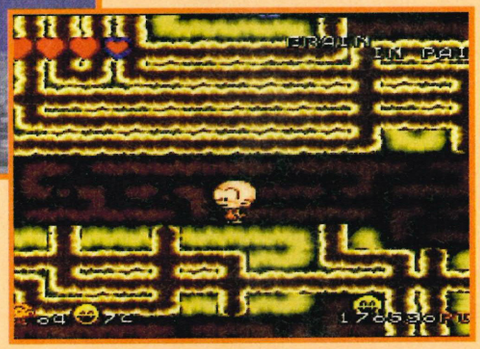


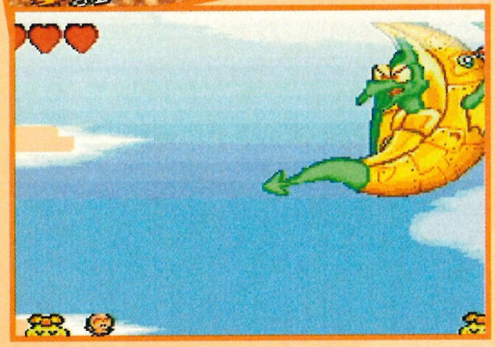


Left: The intro sequence is as bonkers as the rest of the game.

Below: Pick a tunnel and prepare to squeeze through the maze.







The first level boss is a swine to nail in his 70s hanging chair. Jump on his lap.



You'd be quite happy resting your pint or doing a spot of ironing on BC Kid's head.



Atko likes nothing better than wandering through life dishing out Glasgow kisses left, right and centre. Hmn.

PLAYERS: ONE
FROM: HUSDSONSOFT
PRICE: £TBA
RELEASE: MARCH

There's a lesson to be learnt from *Super BC Kid*. A universal truth if you will. If you're walking around, minding your own business, and something troublesome pops up, don't waste time thinking about it. Use your head in a more direct response. Simply nut it. It's not a very good lesson, admittedly and you won't find many things that come off worse than you when headbutted but, hey, it's good fun in BC Kid's odd, headache-free world.

In fact, until you've played *BC Kid* you won't have appreciated just how many ways a Glasgow kiss can be useful. You can use it to butt a yellow spring flower into the air for head-balance transportation. You can bounce between walls, butting away. You can crumble blocks of rock. You can even kill baddies. You can float about doing spinning butts, or jump in the air and go for a head-down, diving butt.

But BC Kid's not one dimensional. Oh no. Collect the right sweets and he'll change. He goes very big, very small, very heavily eyebrowed, very dinosaury or very madly dinosaury.

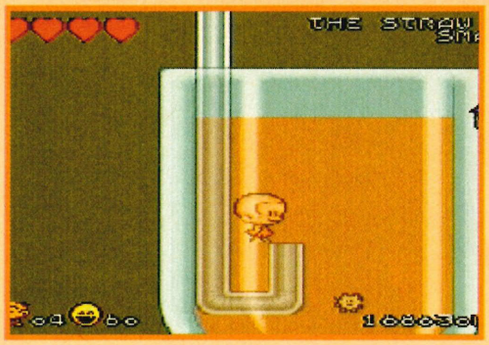
"The Kid's alright"



JOSSE SAYS...

Admittedly, *Super BC Kid* doesn't look that hot but don't be put off by the screenshots – there's stacks of fun in this cart. The one thing that surprises me, though, is how they couldn't get this simple formula to be as effective on the Game Boy version.

TOTAL! SNES REVIEW

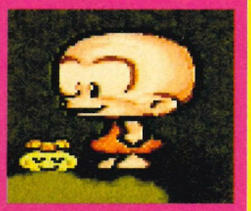


Help me! I've fallen into a glass beaker of cold tea. Anyone got a digestive biccie?

Ooh, me 'ead! The changing face of BC Kid.

When you come to a network of tubes don't trust to luck or you'll be zooming around all day. Look for a circle and go down the tube beneath.

CHANGING FACE 1
The very very large baby head. This is clearly not natural.



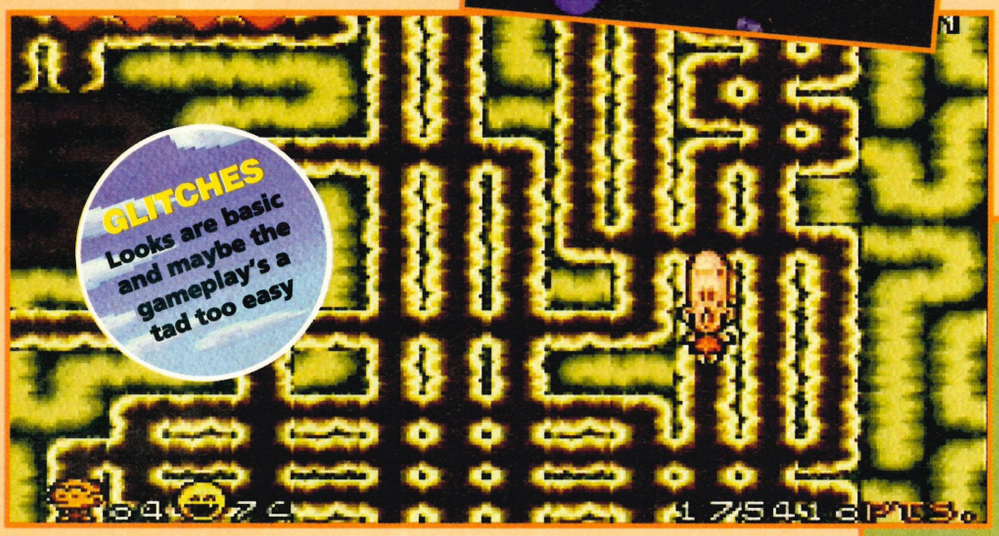
CHANGING FACE 2
The mad, yet manly, eyebrow look. (Remember Will Groves who used to work on TOTAL!?)

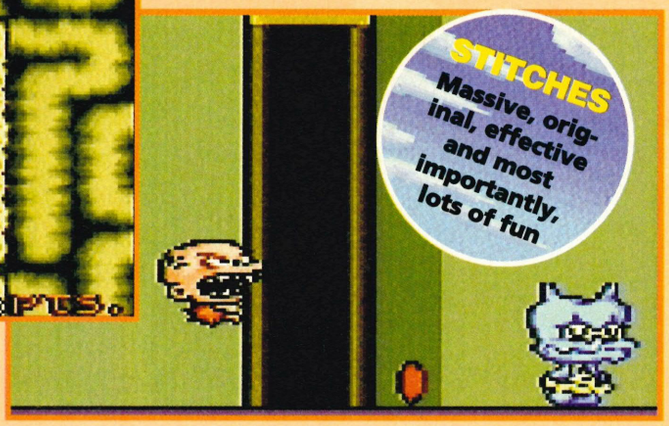


CHANGING FACE 3
The absolutely bonkers, 'Get-out-of-the-way-please', psychedelic ensemble.









Right: Those razor-sharp teeth are great for climbing up walls. Bloody strong gums!

He does these things for a reason, mind. Or at least I suspect he does. No-one (well, no-one in our office) seems to know what the plot is but judging from our kid's journey through towns, dinosaur-infested bridges, jumbo jets, sewer systems, pipes, monster intestines and hearts, parasite intestines within monster's intestines and lava, it must be pretty good, eh?

Even if it isn't, the game itself makes up for it. Although it's a bit easy, *BC Kid* does well by sticking with basic graphics and playing well.

Kid himself is a bit odd to control at first but once you're used to his little quirks he does all you can ask of him and the levels, although sparsely populated always seem to lead somewhere without giving you the impression that you're being led. Oh, and there's a sort of flying flower that picks you up by (guess what?) your head. Top stuff all round.

ATKO



Is it a bird? Is it a plain? No it's just a rubbish attempt to fill this space with a joke.

GRAPHICS — 7
They've done what they should have for the Game Boy: basic, but cute and sufficient

SOUNDS — 6
Again, simple and efficient. It goes "bonk bonk'. You know the sort of thing

GAMEPLAY — 9
Slightly easy but there's exploring and butting to be done. It's great!

LIFESPAN — 8
It's massive. As big as something large with a roomy extension. Sort of

TOTAL! JUDGEMENT

It's simple and odd, but effective and wonderful fun too. The little BC Kid's got every right to be big-headed. He's in a really great game!

TOTAL! SCORE 85

LORD OF THE RINGS

PART 1



The ferry across the River Brandywine lacks the first class cabin Frodo was expecting.

The Dark Lords are back, and plan to turn our brains to mush. Our Sally is subjected to their new insidious form of attack...



PLAYERS: 1-4
FROM: INTERPLAY
PRICE: £TBA
RELEASE: TBA

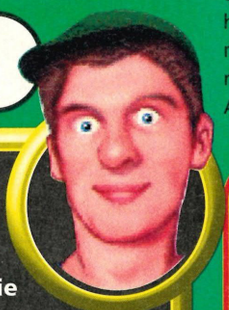
Let's get one thing straight. *Lord of the Rings* is not the greatest story ever written, despite what a few old hippies and trainspotters might tell you. But it is a bit of a classic and would make a totally tongue-chompingly amazing RPG. And guess what? This isn't it.

It just doesn't impress on any level. At all. It's not like it's even trying. Nothing about it is spectacularly dire, but nothing impresses either. Apparently, It's been two years in development, but it really looks like it's been rushed out in a couple of months.

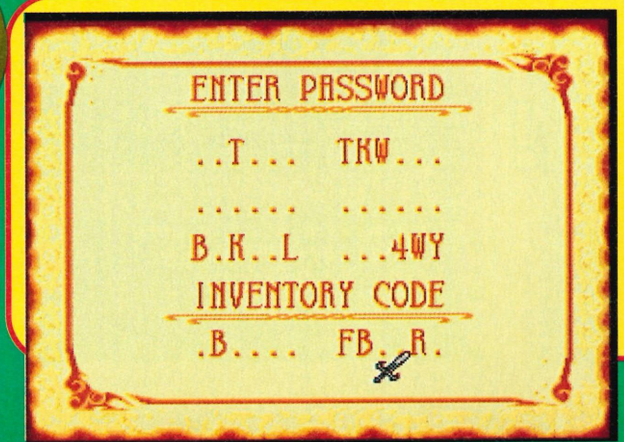
From the dull plot, to the characterless graphics, to the irritating controls (which won't let your characters walk diagonally) and the pointless combat system, it's all so... well... tired. And tiring.

You wander around the screens aimlessly, hoping to bump into the right characters or pick up the right objects. You know you will. There's never any doubt, because the puzzles are pretty obvious. It's just whether you encounter enough enemies to drain your energy that provides the challenge.

But even the fights don't liven things up. The enemies are an unimpressive bunch, who all look

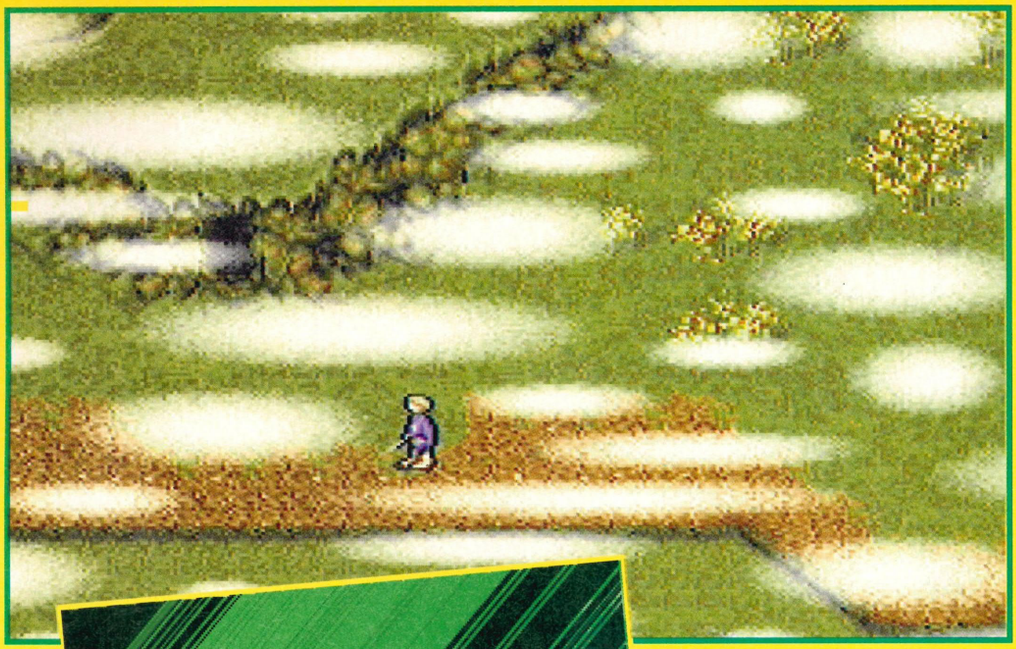


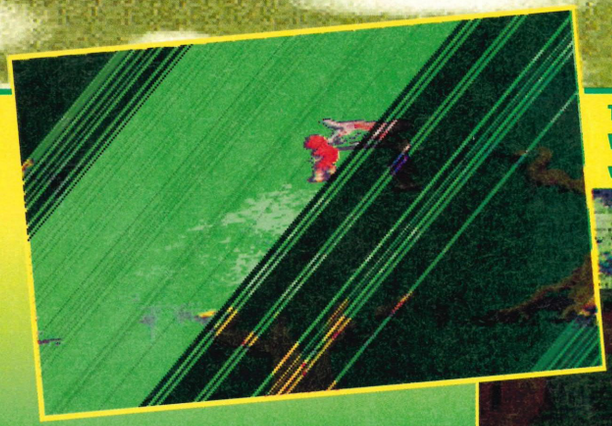
ATKO SAYS...
What wouldn't be an alternative to this game? Playing Pictionary with Stevie Wonder would make more sense. But if you want a decent RPG and you haven't got *Secret of Mana* and *Zelda* already (if not, why not?) try *Final Fantasy 3* on import. Heck, even *Young Merlin* is better.



THERE'S NO BACK-UP!

Bizarre – the game has no battery back-up! Instead, you get possibly the worst password system in the known universe (this side of the Barnet by-pass). Trying to improve your personal best password-filling-in time is almost more of a challenge than the actual game.

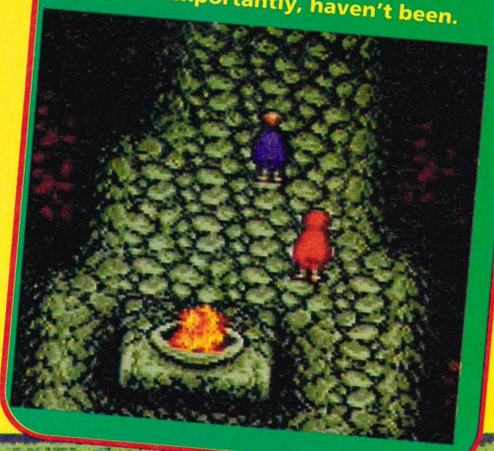




The Barrows are full of danger. Well, one or two. Nothing to worry about, really. Yawn.

TOTAL! TACTIX

You might hate mapping, but some parts of this game – such as the caves at the beginning – are interminable if you don't keep track of where you've been – and more importantly, haven't been.





STINGS It's humourless, aimless, dull, and frankly not much fun

Some of the areas you have to roam around are huge, but there's very little actually in them. You wander around for ages and discover one magic mushroom and a couple of orcs. Yawn.

different but fight the same. And there's a distinct lack of numbers floating over heads during combat (the kind of thing most RPG fans are used to from playing *The Secret Of Mana*). There is some system is happening, but it's never clear just what it is.

RINGS At times it really feels like they're breathing down your neck

There are few surprises, and no graphical flourishes that I could see. Blame it on the brilliance of *The Secret of Mana* if you like, but we expect a bit more from RPGs these days. The sprites are all faceless potato people and it's difficult to get involved with them. Only the excellent music provides any real atmosphere.

All the characters, situations and the places from the book are in there, sure, but there's none of the magic. It's a disappointment, and only dedicated RPG fans will get any fun out of it. And then not much. **SALLY**



Frodo has a few problems with some ring wraiths who won't tell him the way to Bree.

GRAPHICS

With colours dull, and characters too small, It's nothing to rave about at all — **7**

SOUNDS

The creepiest music and eeriest sound, Mean that aural treats in *Lords* abound — **8**

GAMEPLAY

An RPG that's been stripped bare, The fun in this is who knows where? — **5**

LIFESPAN

With few surprises and a boring plot, You won't be playing this an awful lot — **5**

TOTAL! JUDGEMENT

"A no-frills, no-thrills RPG. Which might have worked if the plot and puzzles had been any good. They aren't. The result, I'm afraid, is zombie-fying"

TOTAL! SCORE **56**

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J.R.R. Tolkein's

THE LORD OF THE RINGS



The ring that has the power to decimate Middle Earth must be destroyed. Fate has chosen you to undertake this epic quest.
Legend tells of a game for up to 5 players that can be controlled by mouse or joypad.
Is it fact? Or is it fantasy...?



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SUPER NINTENDO ENTERTAINMENT SYSTEM

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MICHAEL JORDAN CHAOS IN THE WINDY CITY

Josse thought a slam dunk was a forceful digestive... Until he discovered Michael Jordan.



PLAYERS: ONE
FROM: OCEAN
PRICE: £44.99
RELEASE: NOW

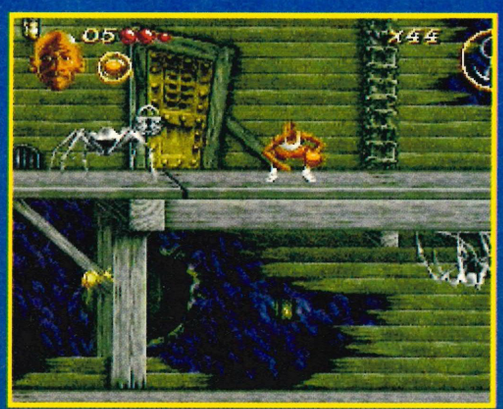
You might imagine that when the average basketball player has lent his name to everything from slippers to bedspreads, and lawnmowers to juice extractors, there must come a time when they turn their hand to computer games. Avoiding the obvious basketball simulator, Michael Jordan's plumped for a platformer. Unlike *Shaq Fu*, though, this one works pretty well and doesn't make the very masculine Jordan look like a raving nancy.

So, now we join Michael, bouncing around the levels with his trusty basketball as a weapon. Naturally, this basketball can be powered up in all manner of ways – super strength, homing and the like – and running amok in the windy city – that's Chicago to you and me. Called such because they have outbursts of unnaturally high winds. All dogs have artificial lead feet to stop them flying off and paper is outlawed – all newspapers and magazine are made from tin.

Anyway, I was perfectly expecting this to be a load of old harris; a sad licence with a famous bloke bolted on to shift a few more copies, but how pleasantly surprised I was. It's highly playable, entertaining! How quickly I was made to eat my hastily spoken words – with a side salad. And an extra portion of chips of course.

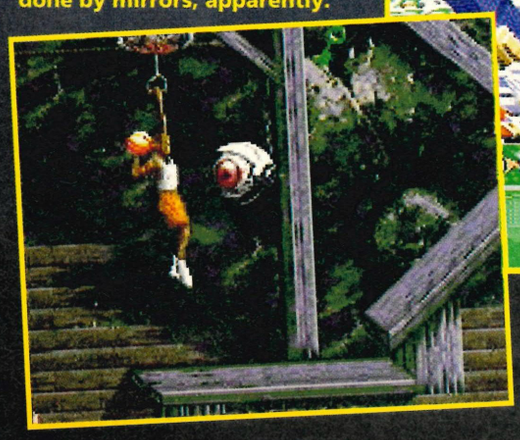
JOSSE

SLAMS Great graphics, big game, big name, nice shoes



Jordan fact: Michael Jordan has frequent dreams about men wearing suits of cheese.

Jordan fact: Michael is no larger than the average dog. It's all done by mirrors, apparently.





Jordan fact: Michael likes rare Greek music and I don't know what these skyscrapers are about.

DUNKS That man's simply far too tall to be human



Jordan fact: When he's drunk, the only word Michael can say is 'elbow'.

GRAPHICS
Michael moves with all the grace of a gazelle and the backgrounds are great **8**

SOUNDS
Some good, clear samples of Michael, plus run-of-the-mill in-game music **8**

GAMEPLAY
Not exceptionally original – it's just the use of licence that's unusual **7**

LIFESPAN
There's plenty going on, and it's tough enough to keep the interest up sufficiently **8**

TOTAL! JUDGEMENT
"It isn't a basketball game as such, but – for once – it's an inovative use of a licence that works really well. Big lad, too!"

TOTAL! SCORE 82

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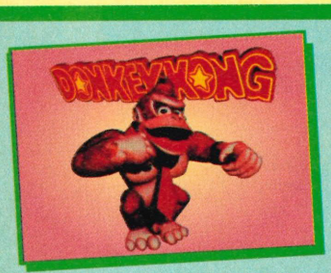
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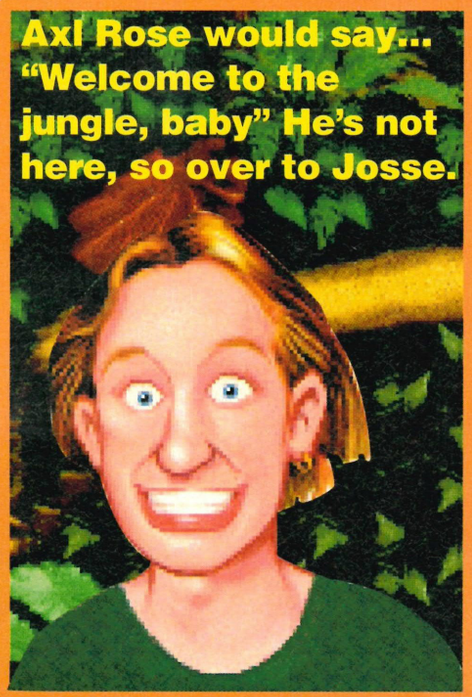
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DONKEY KONG COUNTRY Tips

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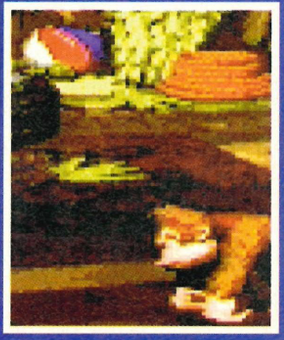
"Welcome to *Donkey Kong Country*, baby. And welcome, more immediately to the most comprehensive complete solution ever written. To anything. Ever."

Okay, I know it's not quite so catchy, but here it is, a complete level-by-level guide to the mostr fantastic platformer ever to hit your Super NES.

Along the way you'll see little boxes with Donkey Kong's friends in, so look out for them, they'll help you, too. Good luck!

JUNGLE HI JINKS





1. Firstly, go into your hut to get yourself a free life which is just floating there.

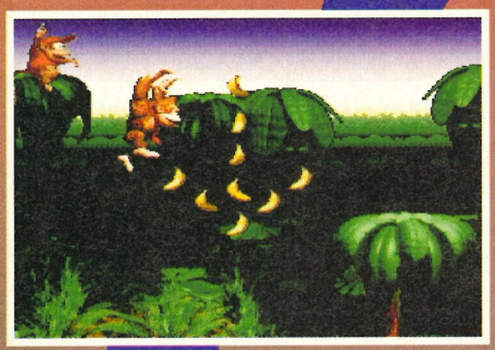
DONKEY KONG COUNTRY Tips

Rambi the Rhino Bonus Level

In the game, you'll often be transported to bonus levels where you can add some extra lives to your tally. Jump left onto the igloo and then bound over the top glaciers. You will come to a hidden area with a large rhino icon. Pick this up and then run through the rest of the level to pick up, hopefully, 500+ icons.



DK's MATES



2. From DK's house, jump across the treetops and jump on these leaves for a barrel.

3. Keep jumping along the trees as there are quite a few power ups to be had.





4. Halfway through the level, there's an ostrich icon to be had. Keep collecting these for the bonus levels.



5. Jump on this crate to release Rambi the rhino. Run all the way right to open a bonus area.



6. When you leave the bonus area, run right again to find another area to explore.



7. At the end of the level, jump up on the exit and then onto the trees to get another portion of bananas.

Ropey Rampage



1. At the start, jump up on the entrance then right along the treetops. Keep jumping right for a K icon.



2. Just before the first rope swing that you come across, jump up and to the left to get the rhino icon.



3. When you get to the red arrow, drop left into this barrel to be taken to a bonus area.



4. Jump once again onto the exit cave, and then left onto the treetops to get yourself yet more lovely bananas.

Reptile Rumble



1. Throw a barrel at the wall by the K icon to enter a bonus area for another free life.

Expresso the Ostrich Bonus Level

Three lovely ostrich icons will transport you to this bonus level. Keep flying as far to the right as you can. When you get to the last cliff which seems to be impassable keep tapping the jump button while holding right. Lo and behold, you'll find a top bonus icon sitting there for double icon joy. Try to glide around the screen full of icons by tapping the jump button and swaying left and right beatifically.



DK's MATES



2. When you reach the first barrel marked DK, jump into this barrel to enter a banana bonus level.



3. After the halfway mark, ignore the second arrow and float up to get some bonuses.



3. When you find the second DK barrel, pick it up and drop right. Throw it at the wall for yet more valuable bananas.



4. When you get to the area after the second swordfish, float right into here to get the ostrich icon.



4. Before you leave the level, take a tip from bespectacled ginger Chris Evans and don't forget your swordfish.

Coral Capers



1. When you get to the first Croctopus, floating in a clockwise direction, follow it for a bonus.

2. When you see the banana arrow pointing down, go into the grotto to find Enguarde.



Enguarde the Swordfish Bonus Level

Good old Enguarde, what a top swordfish bloke he is. Once you've collected three icons, your transported to this bonus grotto. From the centre, swim directly right and go through the wall to find a hidden room, then all the way left for more of the same. Head back to the centre and get your fish bottom up to the top to find the third hidden room. Then go straight down to find the Super Swordfish icon. Here's a picture in case you don't believe us.



DK's MATES

Barrel Cannon Canyon



1. At the start of the level, jump up and left into this barrel to fly past half the level.



2. Jump into the barrel on the ground and leap onto this bunch of leaves to release a handy power-up.



3. For the most part, stick to the trees as much as you can to get the rhino icon.



4. Keep jumping on all the barrels you come across in the level to find yourself another N icon.



5. When you get to these small hills, throw a barrel at the right wall for a bonus area.

DONKEY KONG COUNTRY Tips

Winky the Frog Bonus Level



Three froggy icons will take you to Winky the frog's hidden bonus level. Keep hopping/running all the way left until you can go no further, dart back right to the first tyre you come across and then hop up the platforms. Now jump left across the ledge and head down. Here you will find the Super frog icon which will, yep you've guessed it. Double your icon value.



6. Guess what? If you jump once again onto the exit and then jump left, then more bananas are yours.

Gnawty's Lair



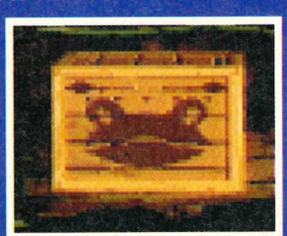
Old Gnawty the beaver is a bit of a tedious end of level guardian, hey come on, he's only the first one you have to meet. Switch to Donkey Kong and jump on his head to finish him off.

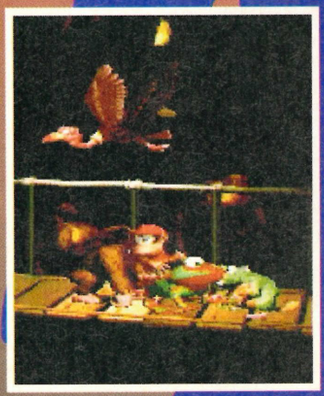
Winky's Walkway



1. The KONG icons are hard to get on this level. This first one is via this vultures head.

2. Use Kong on this level to get yourself good old Winky the frog who will make this level easier.





3. Jump up onto this vulture and then up again to find this a bonus barrel.

4. For the rest of the level, time your jumps, remembering that Winky is a hard one.



Mine Cart Carnage



1. On this level, use little jumps as often as possible to get all the power-ups.

2. To jump past these broken carts, your going to have to get your timing to perfection.





3. Of course, for short term gain (not something I'd actually advise) if you just want to get past this level, you could jump over this barrel and drop down here...

Bouncy Bonanza

1. Run right to the first barrel and throw it at the wasp. Push the tyre to the left to get the rhino icon.

2. Push the second tyre right as far as you can. Jump on the tyre to get he halfway save.

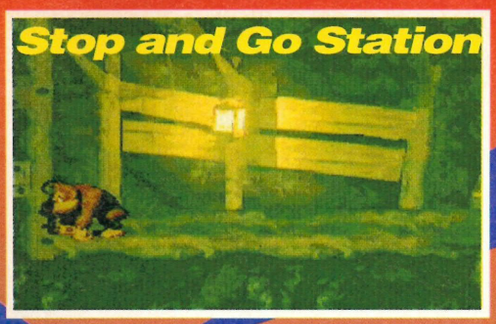




3. When you get the third tyre, push it right to this ledge and jump right to find Winky.



Stop and Go Station



1. For a major warp, go back through the entrance to warp to the end of the level.



2. Every time you see a barrel with STOP on it, don't stop, jump straight at it to turn it on and the monsters off.



3. At the end, near the red arrow, run to the right and roll the tyre with you. Make sure you hit the last barrel.

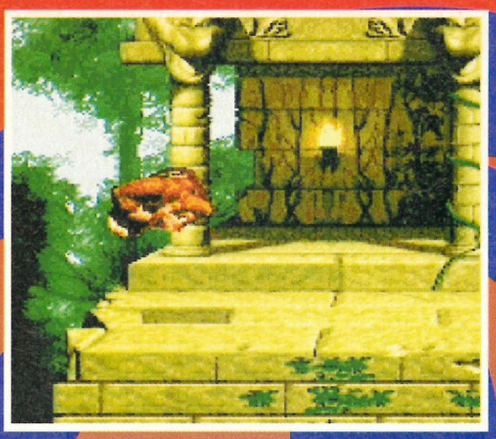
Millstone Mayhem



1. Right at the start of the level, jump up and left to find a bonus barrel.

2. From the final barrel, jump up and right to get yourself a K icon which is otherwise pretty well hidden.





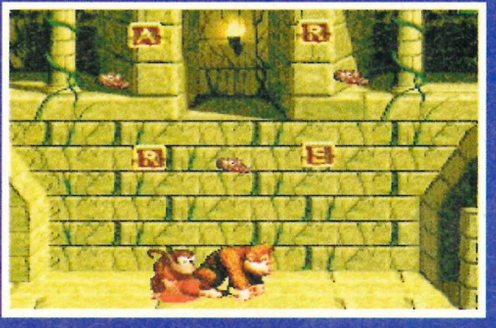
3. See this here hole? Jump on top of it to release a tyre for your use on this level.



4. Push the tyre right the way along the level, to enable you to jump up for the hard to reach icons.



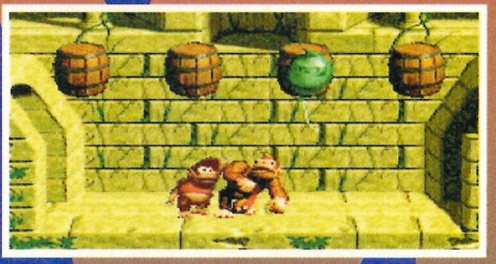
5. Now simply continue pushing it right to here. You can now jump up to the second bonus barrel.



6. In this bonus section, you have to jump at the letters to spell out RARE.



7. When you get back to the level, pick up the TNT and throw it at this wall to get more items.



8. In this bonus game, you have to play find the balloon. Concentrate only on where it flashes last.



9. As you continue through the level, you'll see another depression. Get the tyre and jump up and right.



10. Now you can use Winky for the rest of the level, jumping on the bees as you go.

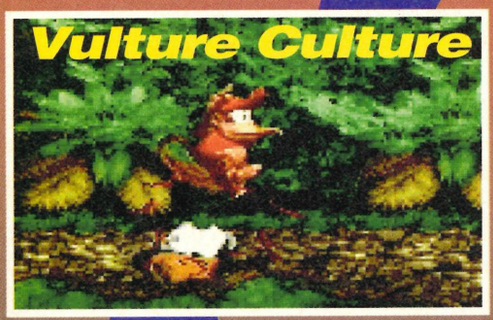
Necky's Nuts

Big Necky is a bit of a rampaging flamingo. He's fairly easy to beat, just choose Donkey Kong, again. Now jump up on the tyre and land on his beak when he sticks his head out on the screen.



DONKEY KONG COUNTRY Tips

Vulture Culture



1. Firstly, jump left off this tyre to get yourself the first hidden KONG icon.



2. Push the tyre off the ledge to the left and then right to here. From here you can simply jump up to get the bonus.



3. Play the icon catch game here, if you can win then another ostrich icon is yours.



4. After the first set of jumps over the vulture, pick up the barrel and throw it here.



5. Now you can jump on the crocodile heads to get yourself a stack of bananas.



6. Keep going until you get to this mountain. Jump down onto the leaves to pick up this barrel.



7. Pick the barrel up, go right and throw it at this raised wall for another bonus room.

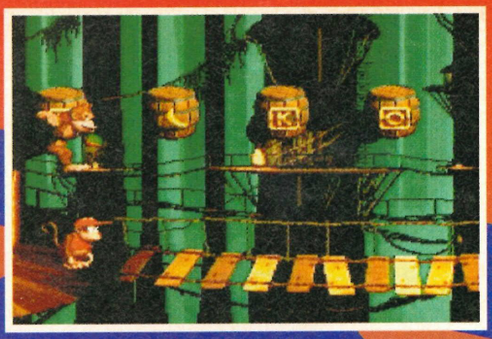


8. In this area, time your jumps along the level. Practice this technique as you're bound to need it later.

Tree Top Town

1. Walk right along the level until you see a vulture, walk back and jump into this barrel via its head.

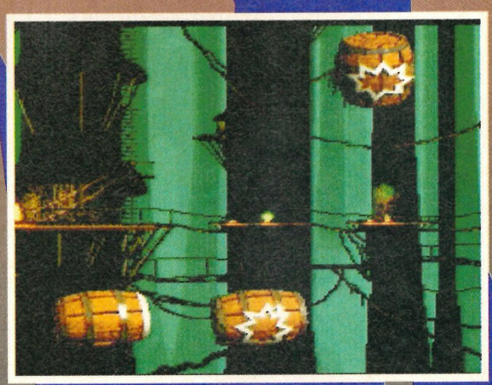




2. In this bonus level, you have to spell out KONG on the barrels. Start from the left and go right.



3. This level is full of some very nasty, tight jumps. Wait until the barrel comes close, then cross your fingers and jump.

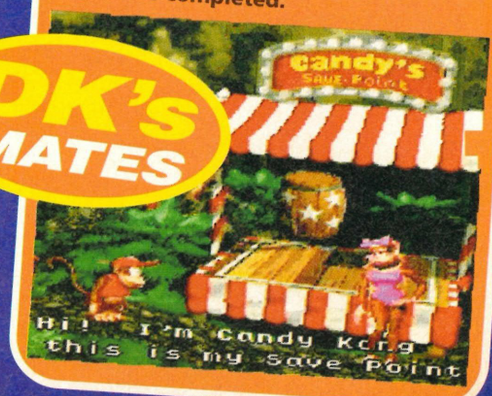


4. Here, you have to time your jump so that you will be launched into the third barrel.

Candy's Save Point

Funny thing this, but girls who generally hang out on street corners, should not be approached by 'respectable types'. However, for the purpose of this game, we heartily recommend that you visit this lass as often as possible to fulfil your needs. Hey, don't take any stupid risks, you know what I mean? Keep saving your game to avoid losing any levels completed.

DK's MATES





5. In the section with the six barrel moving up and down, time the last one so that you bounce on the vulture.



6. Only bother to get this icon if you have two more like it (three will take you to a special level), otherwise you'll die.

Forest Frenzy



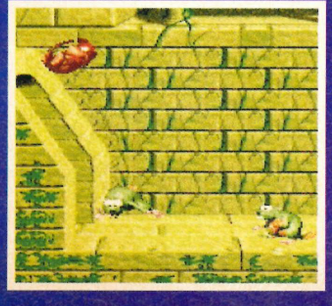
1. If you've only got one of the Kong family, jump onto these leaves to find your partner.

2. When you ride through this level, use Diddy Kong as he's just a touch faster for the job.

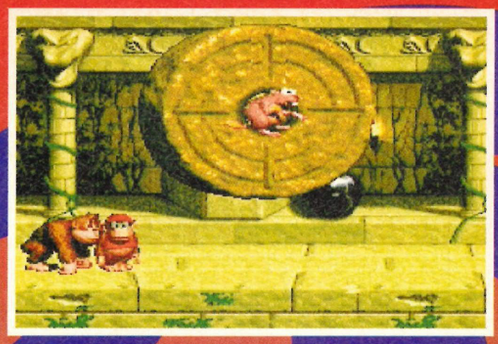


3. Once again you have to avoid the vultures, but remember it's only a case of going up and down.

Temple Tempest



1. Wait until the gerbils start walking towards you, then jump up and left to get this rhino.



2. This level has the rather annoying feature of gerbils in big wheels chasing you. Don't stop, ever.



3. When you get to this set of ropes, drop down to find another bonus area.



4. Once again, it's a case of jumping on the crocodiles head to get a bunch of bananas.



5. Jump off the next large ledge you come across to get yourself a KONG icon.

Orang-outang Gang

1. At the start of the level, pop let and get this barrel. Throw it right to clear the level.





2. Remember this DK barrel's position for future reference, and use it if you need to.



3. When you get to the large mountain, climb up to the top and jump on the box to get the ostrich.



4. Go left to the DK barrel that we just mentioned, and jump all the way left to find this secret area.



5. In this area, you can get one icon for each of the animals as long as you don't mess up.



6. If you can keep a hold of the ostrich on this level, you can fly over the annoying orang-utans.

DONKEY KONG COUNTRY Tips

Clam City



1. In the first narrow passage that you swim up, swim left for an icon and a swordfish. Not flippin' bad!.



2. For the most part, this level involves avoiding these stupid clams with their annoying pearls.

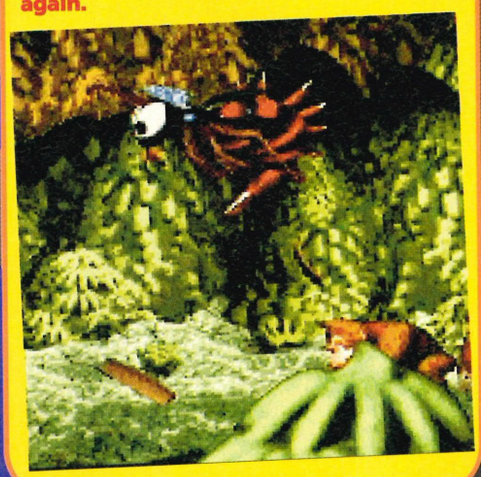
3. Near the end of the level, float down by this clam to get yourself the frog icon.



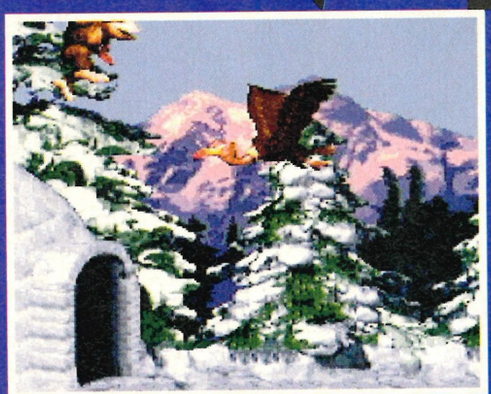
Bumble Bee Rumble



This bee is one of the major pains in the game that you'll fight. Choose Diddy Kong and pick up the barrel. Now just let the bee fly into you. When it goes red, run away from it, until it turns yellow when you can do it all over again.



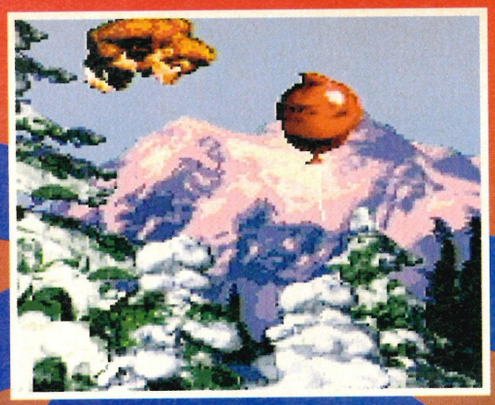
Snow Barrel Blast



1. Jump up onto the vulture and left onto the igloo to get yourself a bonus barrel.

2. Play Find the Winky. Concentrate on the last flashing icon, and jump on the barrel.





3. Jump on the three vultures and hold right. If you're a lucky gorilla you can catch this balloon.

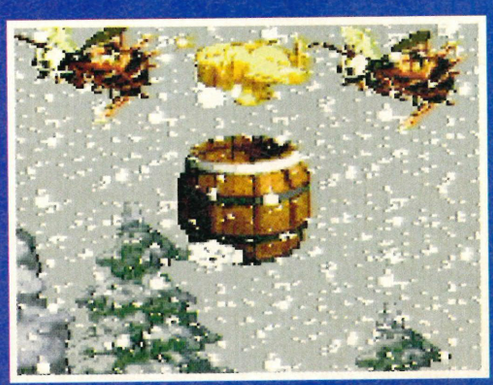


4. Once you get to just about the halfway point, head left and drop down here to find another bonus.



5. Jump up here, and then hold left so that you land in the centre. Do it right and you'll get another go.

6. Only go for this extra icon if you've got your timing pretty much perfected. Don't bother otherwise – it's tricky.



Slipside Ride



1. Wait for the monsters to come along and then jump on them to get to the rope.



2. Throw the barrel at the wall to get to this room. Spell out KONG for a free life.



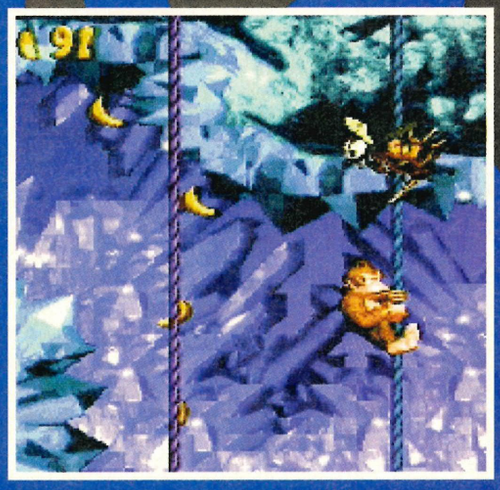
3. Hold up on the ropes to slow your descent. Jump past the bees to get a barrel.



4. Drop down the cliff to this point here and throw the barrel at the wall to find another secret place.



5. Now you have to spell out NINTENDO for more free lives to come your way.



6. When you get to here, note that the red ropes take you down, while the blue ropes take you up. Simple!

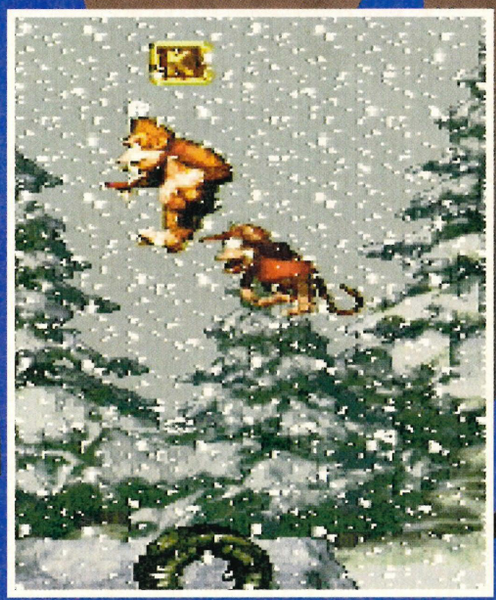


7. After the halfway mark, jump on the monster to get up the rope. Drop on the thin ice to get the swordfish.



8. On this section you must jump horizontally between the ropes to make your way across and up the screen.

Ice Age Alley



1. From the start of the level, jump left over the vulture to get the ostrich icon.



2. Fly right over the vultures with Expresso to find this bonus area barrel.

DONKEY KONG COUNTRY Tips



3. This section is yet another timing exercise. Again, make use of the practice.



4. When you get to the rope swinging section, be careful as your likely to land near an orang-utan.

Croctopus Chase



1. Make sure you keep moving on this section, as if you stop for more than a second, you've had it.



2. After the halfway mark, you'll see this crossroads. Follow the Croctopus round for a swordfish.



3. When you see this incredibly narrow gap in the rocks, swim left for yet another swordfish box.

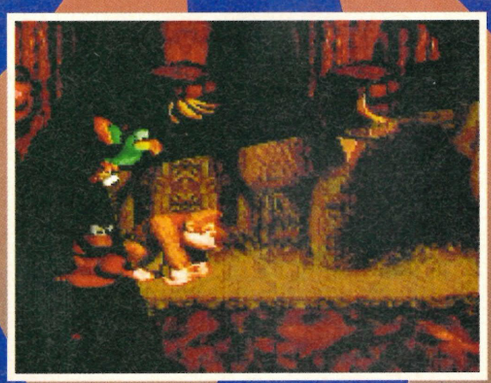
Torchlight Trouble

1. Jump on this box immediately to get yourself this happy parrot who will light your way.





2. After the DK barrel, throw a barrel at this wall to open a bonus area for you.



3. Jump from left to right to get the balloons. be patient because this will, in the end, get you a free life.

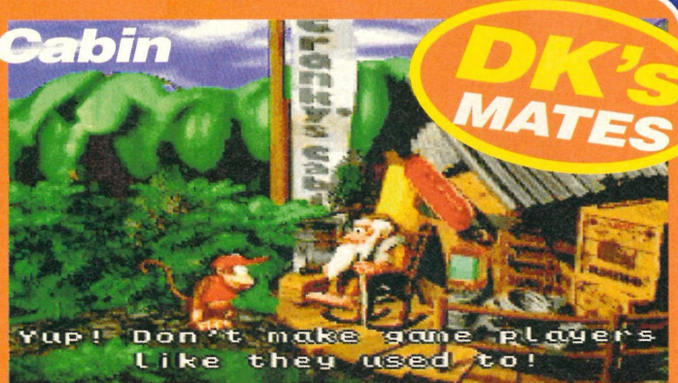
Rope Bridge Rumble

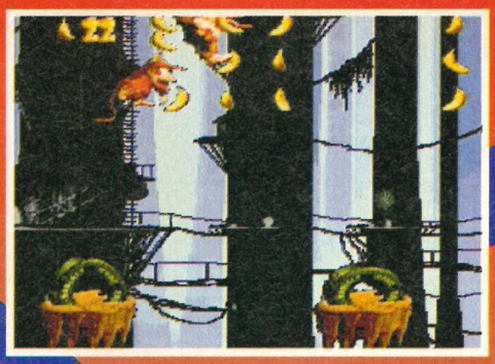
1. Drop down here straight away to get yourself a bonus barrel for more secret room antics.



Cranky's Cabin

Cranky is your in-game adviser who will, if you take the time to listen to him, give you top advice on some of the hidden areas of the game. There's some great in-jokes that all you former Spectrum/Commodore owners will have a laugh at, so enjoy.





2. Just time your jumps over the tyres to get yourself a stack of bananas and Winky.



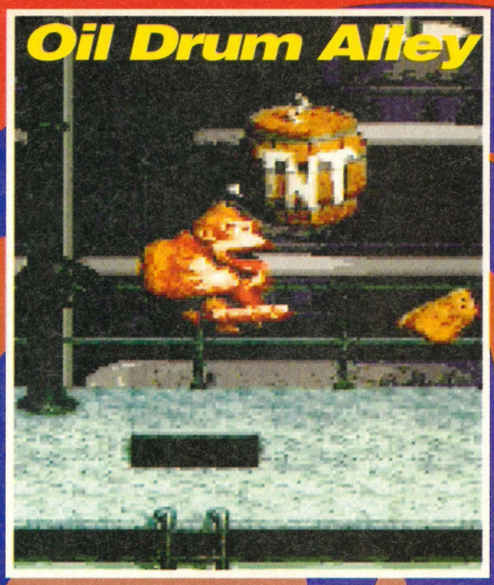
3. With Winky you can now breeze through the level, squashing the monsters as you go.

4. When you get past the red arrows, jump by this section here to find yourself another handy bonus barrel.



5. Play the bonus game again, the prize on this one is an icon of your choice if you match all three.

Oil Drum Alley

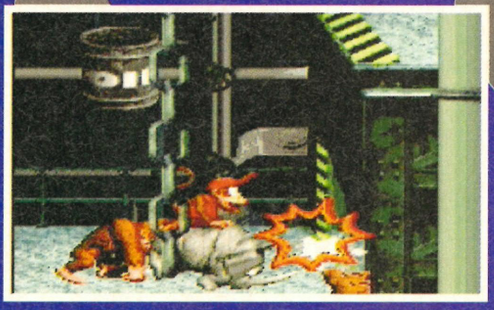


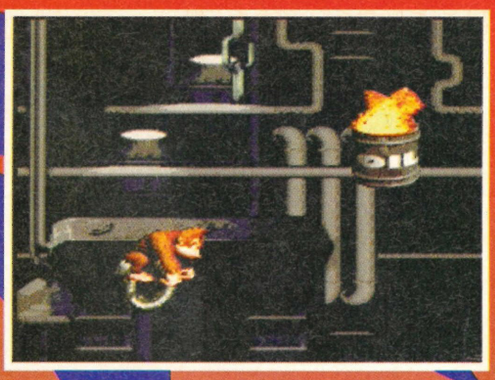
1. Jump up on the rope off the first platform to get this barrel of TNT to blow things up with.



2. After the halfway mark, jump off this platform to get a barrel. Drop down here to get a rhino.

3. Try to keep a hold of the rhino to get to here, then ram the wall to find the bonus level.





4. When you get past the read arrow, time your jumps over here. Wait for three flames then go for it.

Poison Pond



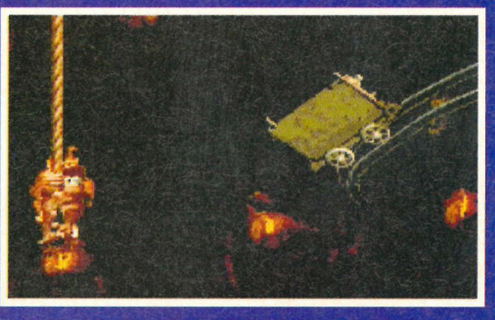
1. Right at the start of the level, swim left to get yourself the swordfish straight away.



2. If you should lose your swordfish chum again, you can pick him up here after the halfway mark.

Mine Cart Madness

1. When you make the jump to the second cart, get ready to jump up onto this rope.



Really Gnawty Rampage

This beaver is getting a bit narked what with you bouncing on his head and that. After you jump on his head, he'll do a big jump towards you. Jump away from him three times and then jump on his head again. Oh yeah, and use Donkey Kong for this level.



DONKEY KONG COUNTRY Tips



6. To get this bonus barrel, jump up in the air at the top of the track and just drop in.





2. Jump right across the screen at this point. Only risk it if you have both apes.

3. Jump right again one more time to get yourself into the bonus barrel for more power-ups.



2. When you go through the line of bananas you'll come to a gap. Jump at this point.

Trick Track Trek



1. The first half of this level is a breeze. In the second half, watch out for these gits who jump down.



4. Make sure that your using Donkey Kong on this level, as these big men will send Diddy Kong flying.



3. This level requires your timing to be at it's tops. There's a rhino icon and a free life to be had.



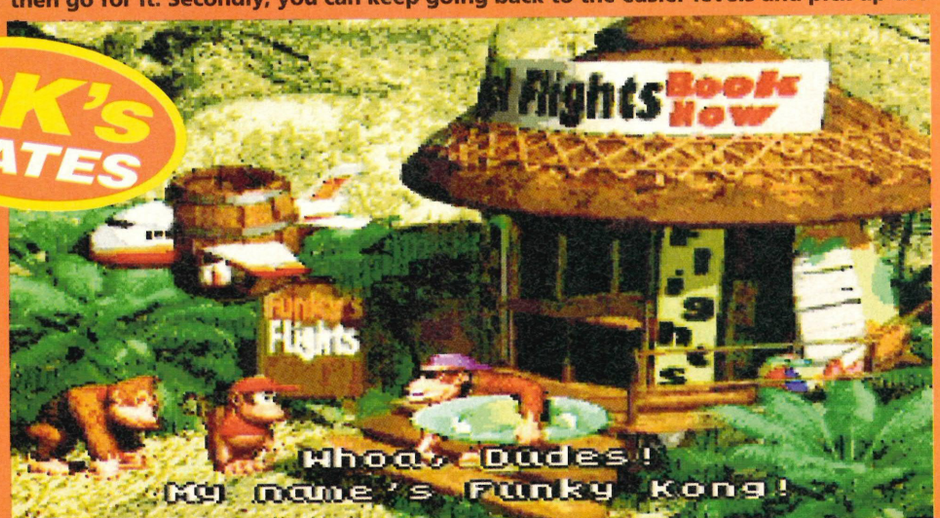
4. At the midway point don't jump out of the cart, instead stay in the cart.



5. When you see the monsters in the carts, don't despair! Just jump on their heads and you'll see that they're not so scary.

Funky's Flights

Get funky, er, like a monkey with this top geezer who looks a little chunky. Use this bandanna wearing games world goof to take you back to previous levels, which can help you in the following ways. Firstly, if your down to your last life and need a save then go for it. Secondly, you can keep going back to the easier levels and pick up the



Elevator Antics



1. Go to the second rope, climb up as far as you can and then jump left up to here.



2. On the second set of ropes with the bees, jump right over here to find a bonus level.



3. If you take your time on this bonus level, there are at least three lives to be had.

4. On the very last elevator before the exit, ride it down to find this secret room.



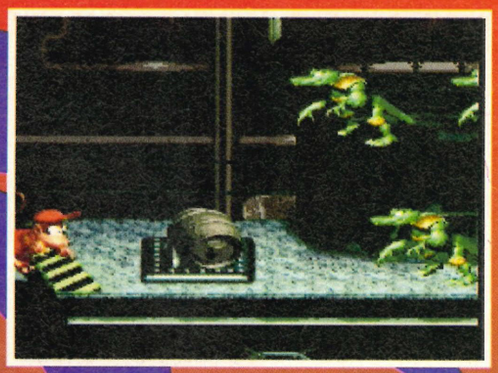
Blackout Basement



1. When the screen blacks out, just tap the Y button to do your roll attack.



2. When you get to the tyre jumps, stop and take your time. Wait until it lights up.



3. You'll find a special steel barrel as you go through the level. Throw it and chase it along – you'll find out why.

Tanked Up Trouble

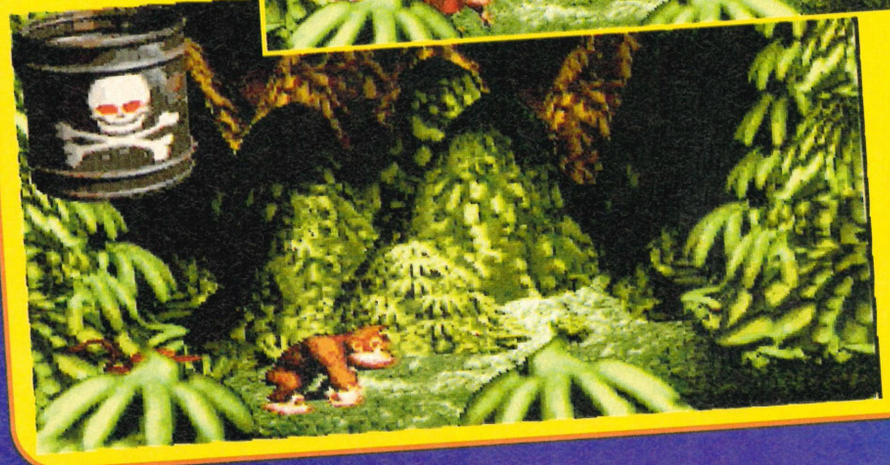
1. On this level, you have to keep the lift filled with fuel. Collect ALL the barrels you find else you're in trouble.



Boss Dumb Drum

This guardian/tin can has two attack patterns. Firstly it drops out of the sky in an attempt to crush you. Run from both ends of the screen to avoid that. Secondly it shakes out monsters. Kill them and get ready to run again.

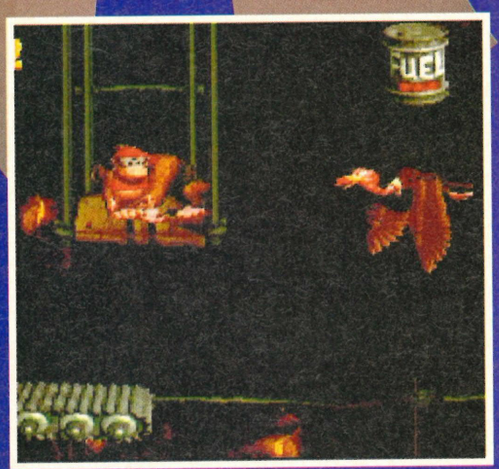




DONKEY KONG COUNTRY Tips



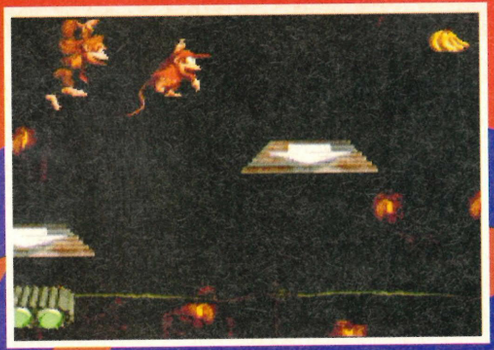
2. When you get to here, jump on the platforms early, to allow yourself time to react for the next one.



3. As the lift makes it's second descent, jump quickly right to get this fuel.



4. In the later stages, you have to jump on the tyre and over the bees to get the fuel. Always jump early.



5. The final skill test here, push the tyre, jump the gerbils, then jump on the tyre to get the fuel.

Manic Mincers



1. There's not too much happening here, but use a barrel or the rhino and you'll get to this bonus area.



2. Not one, not two, but three, yes three nasty crocodiles! Don't be disturbed cos they've got lots of bananas for you.



3. When you get to this secret area, jump like crazy to get all of the bonuses.

4. Jump onto the top of the ledge and leap left for the frog icon. Now the rest of the level is easy to do.



Misty Mine



1. Pick up the TNT and drop it on the flaming barrels to destroy them. Do this through the level.



2. On the rope ride after the halfway mark, slide down to find a bonus area.

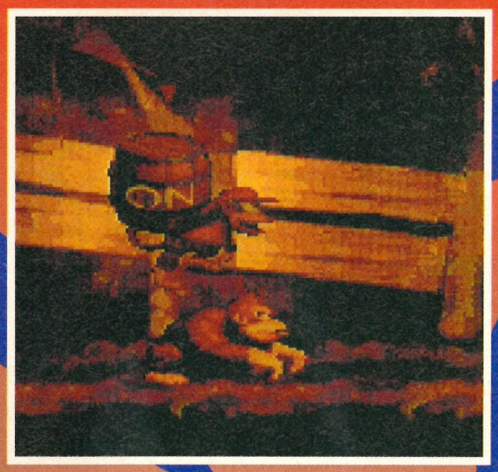


3. Alternate along the routes in a pattern, starting up then down etc, and you'll get the free life and ostrich.

4. Use the ostrich to it's fullest potential, remembering that you can glide by tapping the jump button.



Loopy Lights



1. As in the Stop-Go area, these barrels must be kept switched on to help you on your way through the level.



2. Drop down the first gap you come to and you'll be catapulted into this bonus room.



3. When you enter this rather dark bonus area, just tap the jump button continuously and you'll be ablen to get through.

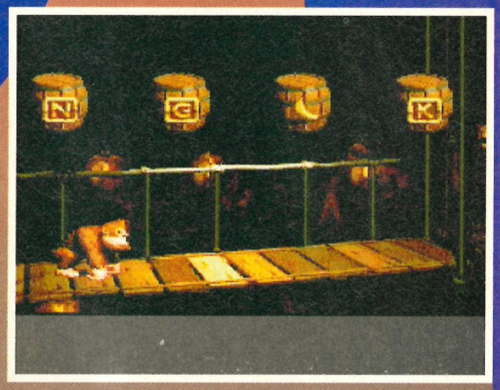
4. This is Wanky the gibbon who tries to sell you a cheap watch. Psst guv, jump on this dodgy geezer's head.



Platform Perils



1. Walk right to here and then step left onto an invisible pad. This will take you to a bonus barrel.



2. Nothing to special on this bonus level, just spell out KONG for your free life.



3. Use Donkey Kong for the rest of the level, as there's a few hard guards. Remember, always jump early.

4. On the later stages, always keep a barrel handy for these guards who are otherwise invulnerable.



Necky's Revenge

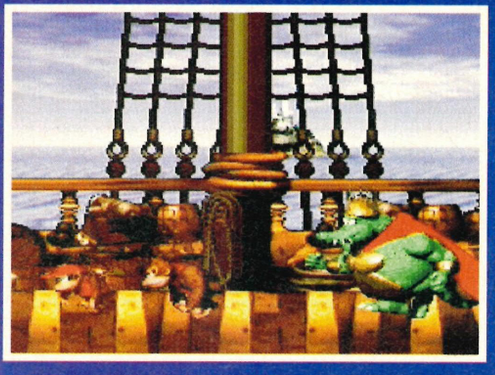
Not too much to say about our Necky. Beware of his nut's which he sends flying out at you. On occasion he will pop out at the top of the screen, try to stay away from him at these times. As before, use Donkey Kong for the job.



Gang Plank Galleon



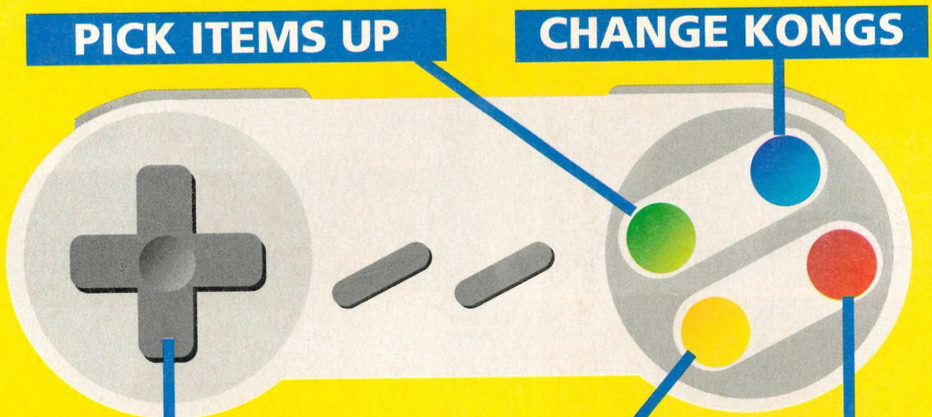
1. This is the final encounter of the game. Firstly, King Kroc will throw his crown at you. Just jump over it and land on his head.

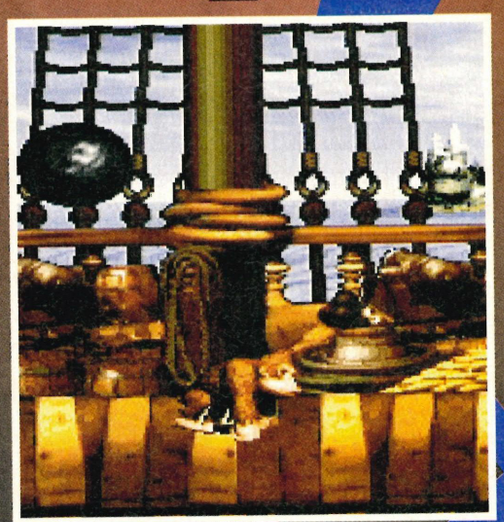


2. After annoying him, he runs after you. Just run away and then jump over his head, ready to jump on his again.

DONKEY KONG COUNTRY Tips

FINGERS ON THE BUTTONS





3. He repeats this three times, running at you an extra time as you bounce on his head. The he drops cannonballs on you from above. Again, three times.

4. Now don't think he's dead, 'cos he's just faking it. Stay close to him as he'll jump after you.

When he gets to the end of the screen he'll throw his crown so jump on him. He does this three times as well so make sure you're ready.



WIN A YEAR'S TOTAL! SUBSCRIPTION

Yep, we reckon we've got the whole game covered here, but no doubt there areplenty more cheats and tips out there. The first five original useful cheats sent in will earn the tipsters a year's subscription to TOTAL!.

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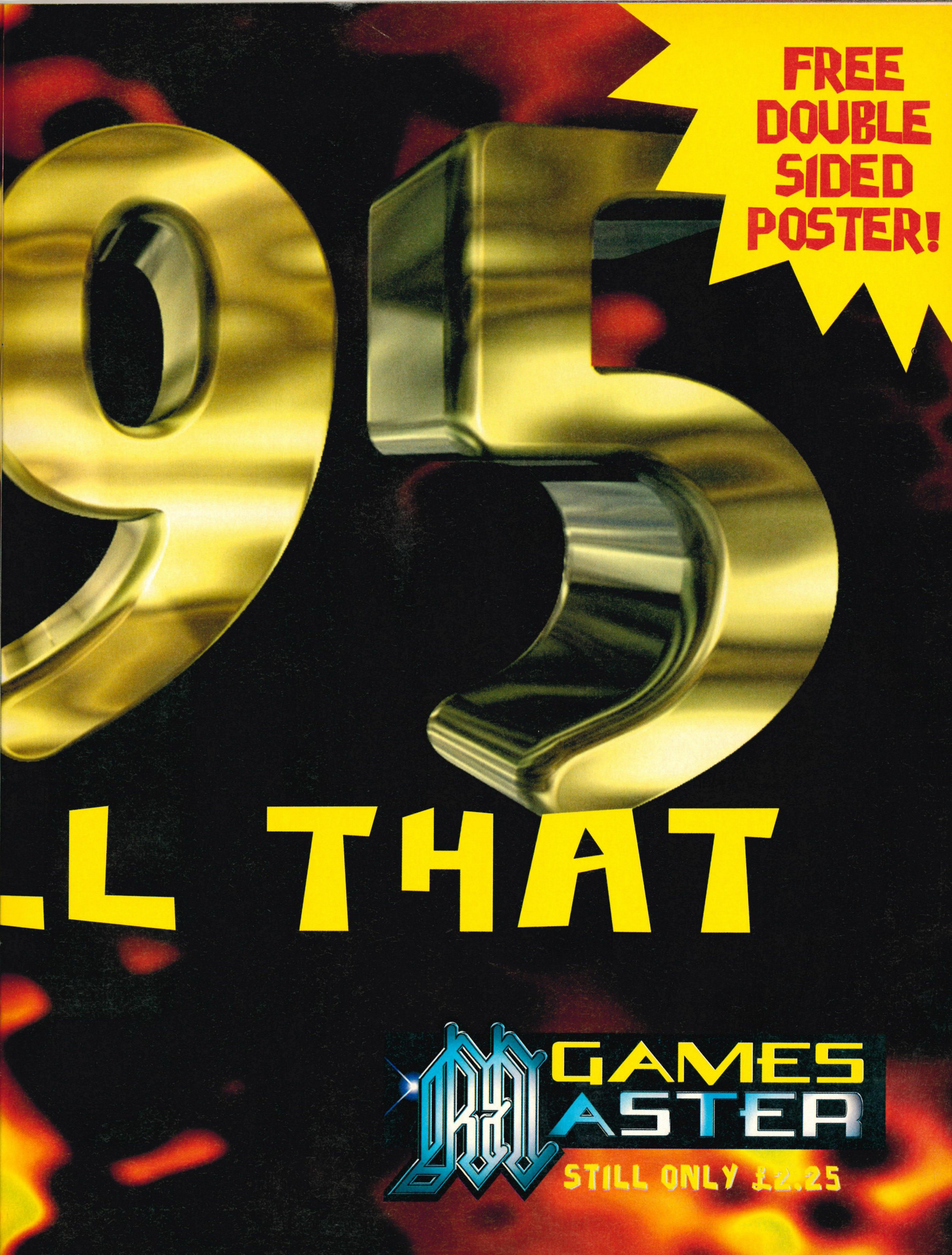
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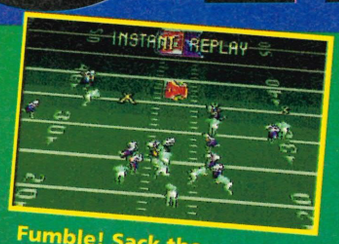
TROY AIKMAN FOOTBALL

TOTAL! SNES REVIEW

Troy Aikman – is it a sack for a loss of 15 yards, or a 99 yard kickoff return for a touchdown? Only Thicky Dyer can talk like this.



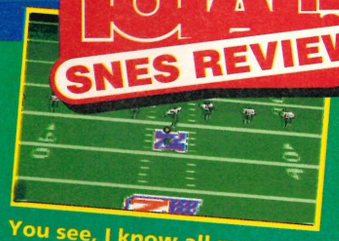
PLAYERS: ONE
FROM: SONY
PRICE: £TBA
RELEASE: TBA



Fumble! Sack the Quarterback! End Zone!



Get the running back! Touchdown! Cheerleaders!



You see, I know all my American footy lingo!

Troy Aikman is an American hero. Quarterback of the Dallas Cowboys, winner of the Superbowl for the last two years, he's been voted the League's and Superbowl's Most Valuable Player, and he's the highest paid player in American Football history.

A good man to hang a license on, in America anyway. But the question is being begged – why use it to turn out a turkey? Of course all American football games have one yardstick by which to be measured, namely *John Madden Football* ('94 is the best), and *Troy Aikman* (the game, not the man) has followed very much in its footsteps.

Troy Aikman features an over-and-behind-the-head view of the small player sprites, a play menu, and a passing and running play system that all owe much to *John Madden* (the game, not the man). However, it falls well short of the slickness. The graphics are awful, blurred-out blocky affairs that not only look unattractive, but make it terribly hard to see how your players are performing.

The behaviour of these badly drawn sprites is even more baffling. They scoot along the ground hovering a foot above it, and for some reason tackling them appears to propel the ball carrier five yards forward. I tackled a running back from the side, on my own five yard line and he skidded into the End Zone for a touchdown as a result. Grr!

TROYS The Dallas Cowboys are on good form. Erm, and see below

PLOYS Very poor graphics, shoddy game-play

If you're into American Football, there's still only one option – *John Madden '94*. Don't be allured by the Troy Aikman licence, this is awful and deserves to be sacked in its own End Zone for a safety.

ANDY

T!

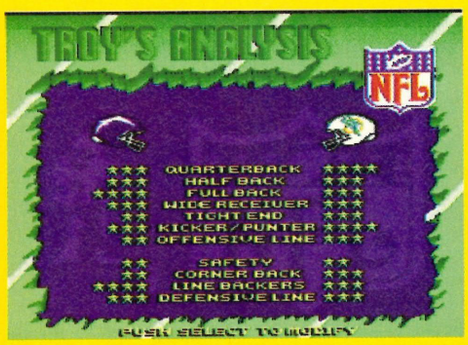
Hey That's A Good Idea

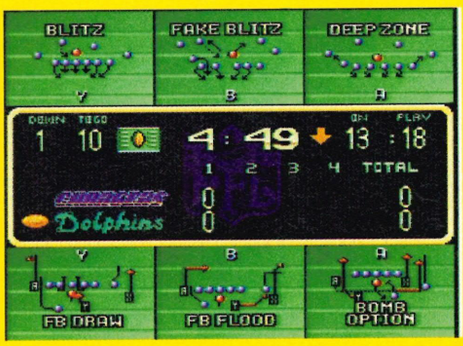
Buried within this pile of poo, quite well hidden in fact, are some nice ideas. For example:

1. Design your own plays
Out of the 57 Offensive plays that you can choose from, three are user-definable, allowing you to become a bit of a football coach. Nice idea.

2. Play options
If your running back is a receiver on a passing play, you can choose to pitch it to him for a run instead of going for the pass by simply pressing X instead of B. Useful if the Defense is geared up for a passing play.

3. Stats
Stats are great. You may think they're boring, but you're wrong. Half the fun of American football is looking through lists of numbers afterwards to find out how many 3rd downs you converted, or what was your rushing yard total.





GRAPHICS
Truly awful visuals. The crowd looks more like an early Jackson Pollack — **4**

SOUNDS
Average sound quality with quite tedious music and passable sound effects — **5**

GAMEPLAY
It's based on the *Madden* approach it manages to fall well short of the mark — **4**

LIFESPAN
Playing just one game is a tedious chore, so why prolong the agony? — **3**

TOTAL! JUDGEMENT
"About the only people who might want this are Troy Aikman fans who like the picture on the box. And they're clearly mad."

TOTAL! SCORE 42

THE ADVENTURES OF MIGHTY MAX



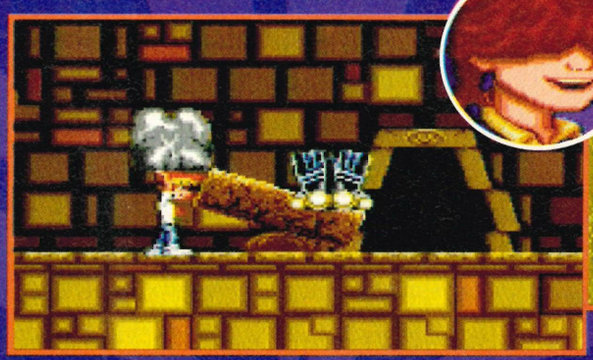
Look at the top of the screen and you'll see a balloon. Thrilling.

TOTAL! SNES REVIEW



Andy Dyer puts his cap on back to front and realises he looks even sadder than Atko so, erm, he takes it off again. Right, so *Mighty Max*, then.

PLAYERS: 1-2
FROM: SONY/ OCEAN
PRICE: £TBA
RELEASE: TBA



Place your item on one side of the see-saw then chuck a rock onto the other end.



Just chuck the collected items into the portals. It's as simple as that.



Refreshingly, Sony had sense enough not to churn out yet another standard platformer, but have instead produced a platformer with a few novel twists.

The aim of the game is very straightforward and never changes from one level to the next (so it's a bit repetitive). You have to leap around each level collecting a predetermined number of special objects, usually two on practice level and three on normal level. You then take each object to the magic portal thingy and dump it there. When all the items are accounted for you leap through the portal and move on to the next level. Easy.

But it's not really that easy as it happens. Because of the way the levels are structured it's the devil's own job to actually reach your goal. What you have to do is use the various springs, see-saws, switches, magnets and moving platforms to manoeuver the item towards the portal. It's tricky and time consuming (the levels are huge) but it's not impossibly tricky so right from the start you become hooked and can't leave it alone until you've finished another level. The trouble is, a good few hours on practise mode and you've finished.

Our advice? Well, play on normal mode right from the start, this gives a considerably more challenging game. Also there's a rather neat split screen two-player mode in which you both help each other so that extends the life span even further. It's a shame the game isn't the biggest ever, but what's here is very neat, a little different and just plain fun.

ANDY T!

GRAPHICS 7
Not that brilliant. There's variety, but none of it is shockingly well-drawn

SOUNDS 8
The soundtrack's a bit Status Quo but at least it's loud and lively. Effects are fine too

GAMEPLAY 8
A little different and very addictive. And the two-player game adds a lot of fun

LIFESPAN 6
Aw, never mind. It's a bit on the small side but the two-player mode helps quite a bit

TOTAL! JUDGEMENT
"Surprisingly good. Apart from the limited life span this is a very entertaining game indeed. Er, well done those lovely chaps and chapesses at Sony"

TOTAL! SCORE 81

TOTAL! TACTIX

Clear The Decks

When you first play, you'll die very quickly. There are so many enemies whizzing around you'll wonder how on earth it's possible to survive.
The answer is simple.
Now this might sound obvious, but all you need to do is shoot creatures immediately as you meet them, but don't just leave them, because your gun only stuns them and they come back.

Instead, walk over to the stunned creature, pick it up and throw it. It'll disappear off the bottom of the screen never to reappear. Hurrah, then.





STAR

TOTAL! GAME BOY REVIEW





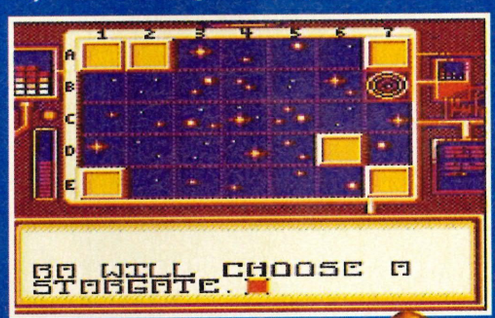
PLAYERS: 1-2
FROM: ACCLAIM
PRICE: £TBA
RELEASE: FEB

GATES
Challenging and bloody addictive, make no mistake

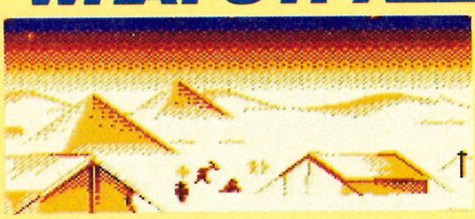
Atko thought that a Stargate was the entrance to the playboy mansion. Oh alright he didn't but we thought it was a good attempt at a joke.

Even if the the icons falling aren't in the bar at the top of the screen you'll want to stack them three high just to get rid of them. Clever, clever. Always thinking!

You've seen the smash-hit, yet critically panned film. You've probably read the preview to the top SNES platform shoot-'em-up on page 18. Well now we have the Game Boy version of *Stargate* and my-oh-my it's some-



WHAT'S IT ALL ABOUT, THEN?



In Garza, Egypt 1928 Professor Langford has discovered a strange quartz ring in a dig site near the pyramids. The hieroglyphic markings have remained a mystery for over half a century.



Present day. Daniel Jackson deciphers the hieroglyphics which read: A million light years into the sky is Ra, Sun God. Sealed and buried for all time is his... Stargate.



The army have discovered that the Stargate is a doorway to another Star System controlled by Ra. Daniel must go through with the troops to shut it down and protect earth. Some bad geezer volunteers to take on Daniel and open the Stargate before he can close it. Ra warns this geezer that if he fails it'll be curtains. Okay?





"A great addition to your puzzle games collection"



JOSSE SAYS...

It's about time we had a decent new puzzle game for the Game Boy. In recent months only *L.U.C.L.E.* has come close to satisfying the lust of us hard-core puzzle fans. *Stargate* is better than that and unless you haven't got the mighty *Tetris* in your collection I suggest you this immediately.

GATE

RAILINGS Initially difficult to get your head round

thing different again. A puzzle game! Would you believe it?

Unlike the SNES version, you take on the role of Daniel Jackson played in the film by James Spader. In three different game modes you must unlock the Stargate to prevent the evil Ra from conquering the universe. Still a bit baffled? Well check out the 'What's it all about then?' box down to the left.

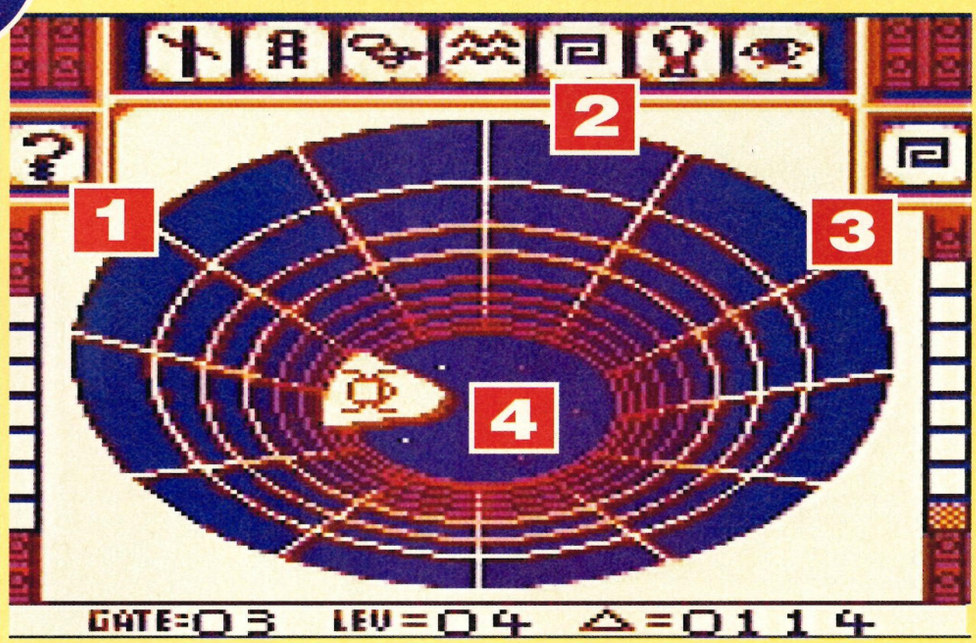
Stargate can best be described as a kind of a 3D *Super Puyo Puyo*. Your primary aim is to match up hieroglyphic icons in groups of three corresponding with the icon bar at the top of the screen. In skill mode this process continues until you're bricks reach the top of the screen and in two-player and Battle mode until you've cleared all the icons in the icon bar. Once you've mastered this initial strategy several others may be employed (see 'Strategy' box below).

Graphically this is clear enough and scrolls very well, but apart from the jazzy intro screens it's all a bit samey. Then again, name a puzzle game with graphic variety. In the gameplay department, one session and you'll be hooked. Link up with a friend, (in my case I could only find Josse) and it'll take a crowbar to separate you.

Overall *Stargate* is a thoughtful, intelligent puzzler that will take years to crack and even then will still have a lot of shelf-life left in the link-up mode. If *Tetris* is wearing a bit thin, give *Stargate* a whirl.

ATKO

ISN'T THAT A WOK?



1. This icon shows which tile is coming next. Keep an eye on it.

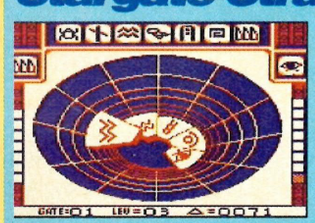
2. This is the Stargate code. Clear that and you're home and dry.

3. This icon shows which tile will be coming after the next one.

4. This piece may be rotated to reveal another icon or simply dropped.

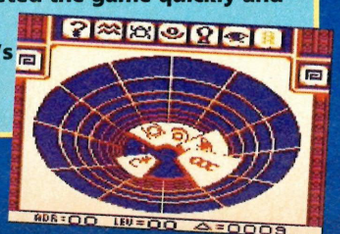
TOTAL! TACTIX

Stargate Strategies



Left: Drop three tiles on top of each other to clear one icon from the top row. Or...

Below: Lay the tiles on the bottom of the wok-like bowl in the correct order and you've completed the game quickly and easily. But believe me, it's no easy task.



GRAPHICS

Like most puzzle games the graphics are functional but don't boast much in the way of variety — **8**

SOUNDS

Better than your average but not catchy enough to prevent Josse from shouting "Turn it off!" — **8**

GAMEPLAY

Once you've worked out exactly what's going on this is a joy to play. Controls are similar to *Tetris* — **9**

LIFESPAN

With three game modes and two difficulty settings this should last you a long, long time — **9**

TOTAL! JUDGEMENT

"The Game Boy needed another decent puzzler and *Stargate* fits the bill with ease. Expand your brain and solve the mystery of the pyramids"

TOTAL! SCORE 85

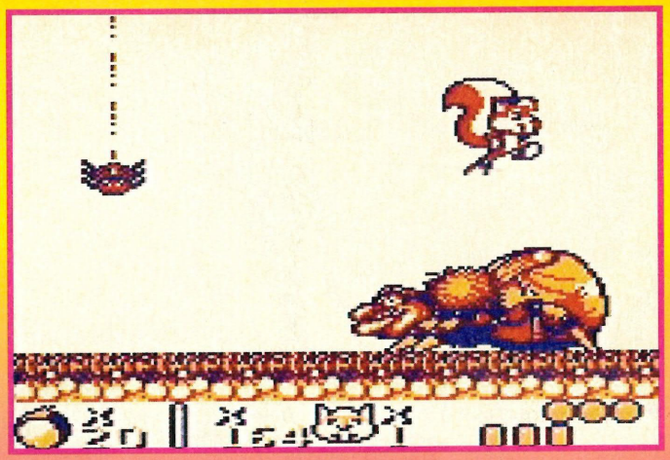


Watch out for the clown mice. They're, er, micey.



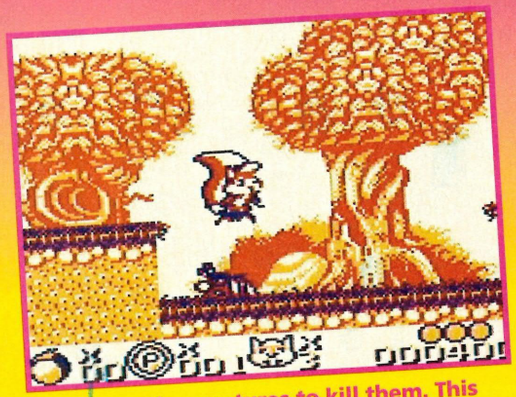
Did you know that eskimos have three ears?

About that Eskimo thing... it was a lie. They actually only have one ear. Here's a big spider.

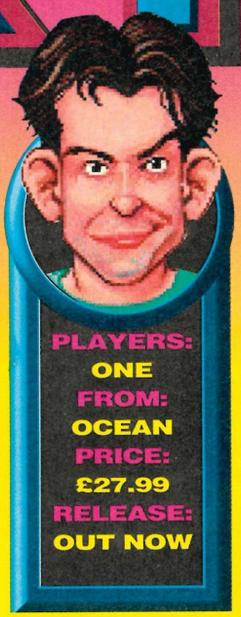


"At last!" cried Andy triumphantly and he playfully leapt from branch to branch, "I've discovered where a squirrel keeps his nuts!"

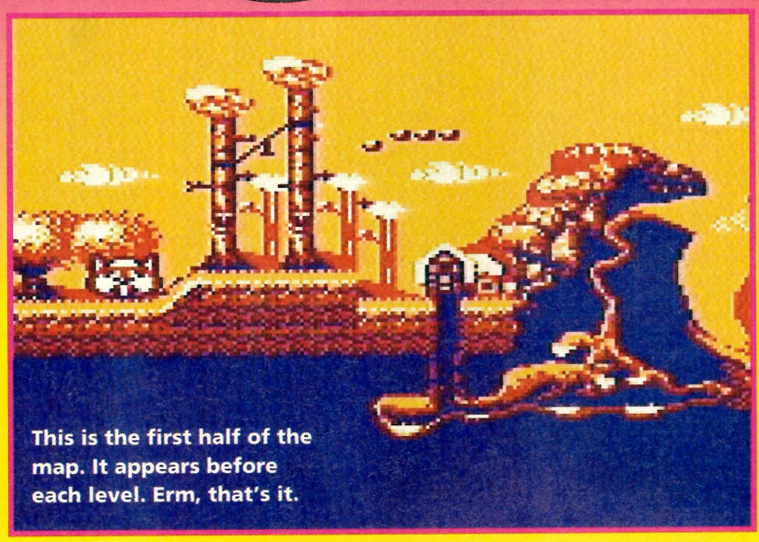
MR NUTZ



Bounce on the creatures to kill them. This worm takes three bounces incidentally.



PLAYERS: ONE
FROM: OCEAN
PRICE: £27.99
RELEASE: OUT NOW



This is the first half of the map. It appears before each level. Erm, that's it.



Two more screenshots from this ground-breaking new example of originality.

NUTTIES A good solid game with some considerable challenge to it

Despite what the title may suggest, Mr Nutz is *not* a variation on the Viz character Buster Gonad theme but a game about a cute little squirrel whose parents saw fit to name him after his favourite food. Presumably you're all expecting me to go into great detail about who he is, what he's up to and why he has to try to get through several levels of hazard-infested platform-riddled scenery. Well I won't.

And the reason is because there's really nothing new to add. Why the furry little fart even exists in the first place is beyond me. Let's face it, you could replace the little guy with a blob which has the words "Platform Character" written on it and it would achieve much the same result. That's a point, you could also change the names of the levels to, erm, "Block World" and then, instead of drawing lots of different backdrops you could just have plain blocks. Much easier. Then, you could leave out all the enemies and replace them with little squares that say "Monster" on them with bigger squares at the end of each world which move in set patterns and have "Boss" written on them. Yes, this is great. Then, you could leave out all the coins and power-ups and instead just replenish the main blob's energy every once in a while, it would amount to the same wouldn't it? And *that way* the programmer's job would be made a lot easier and there would be no reason to employ expensive graphic artists so the game could be cheaper, yes?

SMUTTIES The same as a squillion other bloody platformers

Trouble is it doesn't work that way does it? The public (that's you) wouldn't buy it. In fact neither would we. We'd all just say "This is crap, it's all full of blocks!". So instead we have a decent platform game (oh didn't I mention that? It is actually good fun) with yet another cute character, yet more predictable worlds containing oh-so-familiar levels, yet more unoriginal traps 'n' tricks and gameplay that could quite easily have been lifted directly from a few dozen other titles. Have I made my point clear enough?



Oh look. The other half of the map. It's much the same as the first half only it contains the rest of the levels. Rivetting stuff this, isn't it?

"Andy's already said this bit."



ATKO PROBABLY SAYS...

If you're the sort of nerk who doesn't want any originality in your games whatsoever, give it a shot. Alternatively you could just spend your hard earned cash on another copy of a game you've already got then squint a bit.

TOTAL! SNES REVIEW



Jump, Mr Nutz. Jump like... well, like Sonic, Mario, Cool Spot, Bubsy... whoever.



God only knows what this thing is but it fires a pickaxe at you so it's probably best avoided.

Mr Nutz is jolly good fun, it looks nice, it plays nice. So I guess the bottom line is that if you're the sort of nerk who doesn't want any originality in your games whatsoever, give it a shot. Alternatively you could just spend your hard earned cash on another copy of a game you've already got then squint a bit. And just to hammer the point home Atko will be repeating this paragraph word for word in the "Atko says..." box. **ANDY**



This fiery head homes in on you, rather like Jon at a nightclub.

GRAPHICS — 8

Pretty smart actually. The animation is 'nice' and the scenery is fairly well detailed

SOUNDS — 6

Irksome tunes and predictable whooping jumpy sounds. The joy of platformers eh?

GAMEPLAY — 7

Fairly slick and jolly but it's a tad bland and there could have been a few restart points

LIFESPAN — 8

It's tough and big enough so it should last you a fair old while. If you like this sort of thing

TOTAL! JUDGEMENT

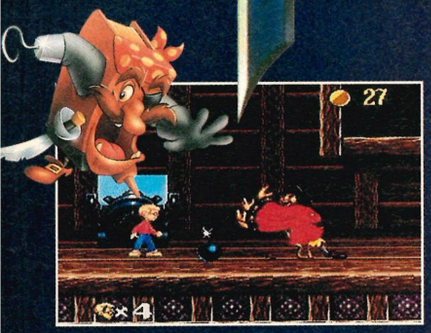
"It's a fine example of the tried, trusted and somewhat tired platform genre... blah, blah, blah. If you like that sort of thing... blah, blah, blah"

TOTAL! SCORE 72

A MAJOR MOVIE RELEASE THIS CHRISTMAS

20th Century Fox Presents

the Pagemaster











When Richard Tyler took an innocent trip to the library he found himself involved in an incredible adventure! Join Richard as he battles through 3 super challenge worlds (comprising of 13 levels!) overcoming an array of freaky fictional characters. Whether you're in Horror World, Adventure World or Fantasy World, your gaming skills will be tested to the max in order to conquer The Pagemaster!

FOX INTERACTIVE

SUPER NINTENDO ENTERTAINMENT SYSTEM

Super GAME BOY

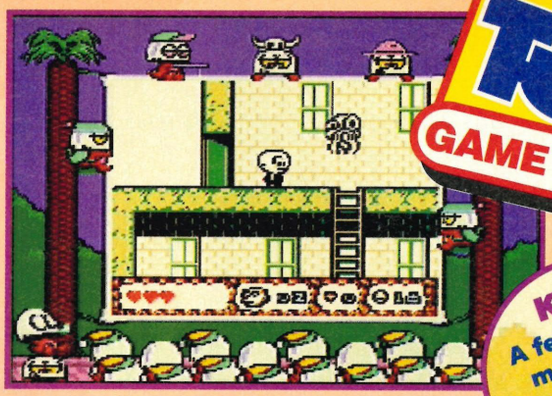
Virgin

CONTAINS PLATFORM AND STUNNING MODE 7 LEVELS

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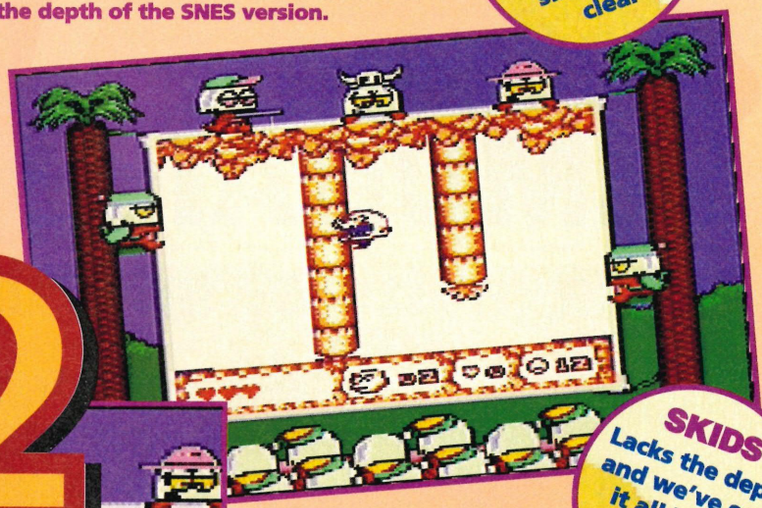
BC KID 2

TOTAL! GAME BOY REVIEW



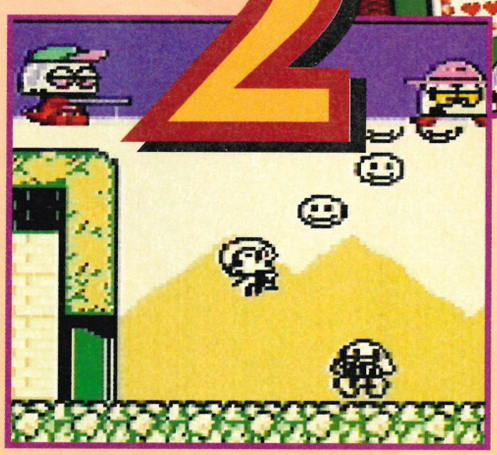
It all looks good but simply doesn't have the depth of the SNES version.

KIDS A few decent moves, the graphics are simple and clear



BC Kid has super strong jaws to hang onto pillars and ceilings.

SKIDS Lacks the depth and we've seen it all before. Only better



Collect the faces and avoid the octopuses. Or should that be 'octopi'?



PLAYERS: ONE
FROM: VIRGIN/ HUDSONSOFT
PRICE: £TBA
RELEASE NOW

Our Josse was a tiny baby with a huge head once. But times have changed. Haven't they?

What is it about derivative platformers on the Game Boy? Why is it that the obvious superficial attempts at 'being a bit different' scream that the game's actually just the same as all the others? What makes you think that just because the baby's head flashes or grows for no apparent reason just because he accidentally collects a power-up that this game is going to be a laugh? I don't know, but that's what we've got here.

Yep, everything works alright. The collision detection's well sorted (in fact it's pretty tight in some places making it fairly testing), the graphics are clear if blocky and unadventurous, the levels are well-sized and there are a fair few secrety bits (like very simple one-on-one fights and spells in jail) to keep you on the look out.

There are octopus baddies who surprise you once by splitting into two babies and nipping at your bitmapped heels, and baddies who follow you across the ceilings (you grip on to walls, ceilings and pillars with your huge gob. Novel?

Yeah, great – it's those dandy little touches that make a game, right? Well, yeah, it's alright except it's all a bit dull and slow (except for the occasional power-up) and you've seen it all before only better.

JOSSE



Get the power-up and BC Kids head goes bonkers and he runs around quickly. Hmn.



"Don't bother, get *Aladdin* or something"

SALLY SAYS...
I went out to America recently on a holiday and saw this same game advertised as *Bonk* – in fact the sequel, *Bonk's Revenge* is just coming out over there. So if you see either of these games in an importers don't bother getting them 'cos they're just *BC Kid 2*, which isn't very good.

GRAPHICS
Simple and clear – nothing too ambitious but at least you can see what's going on **7**

SOUNDS
The music's quite annoying and as far as I could tell there's no option to turn it off **4**

GAMEPLAY
The neat touches are matched by the flaws – stopping to headbutt baddies, etc **7**

LIFESPAN
Amusing and playable but not testing or exciting. It'll keep you out of trouble for a bit **6**

TOTAL! JUDGEMENT
"Playable and well put together, but not different enough to so many other Game Boy platformers. Interesting, but not that interesting"

TOTAL! SCORE 70

INDEPENDENT SUPER NINTENDO MAGAZINE

SUPER PLAY

ISSUE 28

FEBRU 1995

SAMURAI SPIRITS

32 megabits of swordplay on the Super Nintendo – reviewed!



Plus

VIRTUAL BOY
What's up with Nintendo's new machine?

DONKEY KONG COUNTRY
Find everything with our guide!

SUPER PLAY 28 ON SALE NOW!

If you had any idea how much this boy's made from his 'talent' you'd cry. Lots and lots.





Since when has a library card ever been worthy of a wow?

THE PAGEMASTER

TOTAL! GAME BOY REVIEW

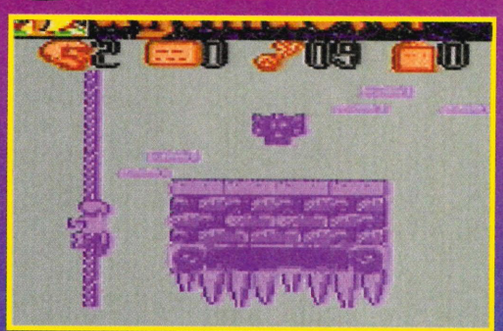
Sally loves nothing more than to play a constant stream of platformers. Well, since she had her lobotomy, anyway...



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



Fancy state-of-the-art graphics abound in *The Pagemaster*.



SULKIN'S: Another decidedly average platformer. Not much fun

Games: funny things aren't they? Designed to amuse and entertain, they brighten up our spare time with their glowing excellence – or they would in the ideal world. It's well known, though, that we don't live in an ideal world, but hey, here's another platform game.

The Pagemaster wouldn't fit into this ideal world if it had a gold invitation card and was related to the 'bloke on the door'. It would stand outside trying to get in saying things like "Yeah, it's alright. I'm a mate of Dave's" or "What? I'm not on the guest list? The drummer's me best mate."

CULKINS: Some nice graphics, slightly varied levels

The film – which should be irrating your senses around about now – stars the 'delightful', 'cute' Macaulay Culkin who must surely have got up everybody's nose by now, and considering the plot's all about a boy who enters a magical world through the aid of a book at his local library, the game's obviously a platformer, and a largely dull one at that.

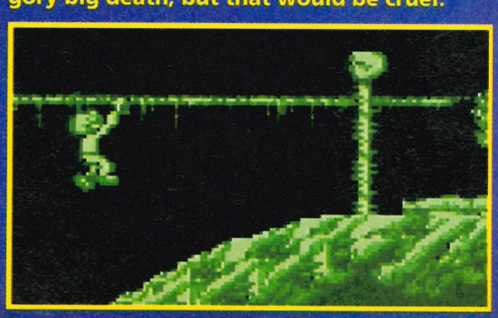
There's an almost infinite list of platformers available for the Game Boy (and you all know which ones the good ones are). The Pagemaster, however, lasts about as long as the boy Culkin's charm. SALLY



"There're plenty better platformers around"

ATKO SAYS...
Well just take a look at what I said for the SNES version and substitute Game Boy' for 'SNES'. Oh, and for *Donkey Kong Country*, erm, simply insert the name of a decent Game Boy platformer. Simple! I thank you and goodbye.

You may wish that Macaulay would fall to a gory big death, but that would be cruel.



GRAPHICS 6
The Pagemaster's graphics definitely fall into the 'seen it all before' category

SOUNDS 5
It's a Game Boy, you're bound to get something that sounds like a cheap music box

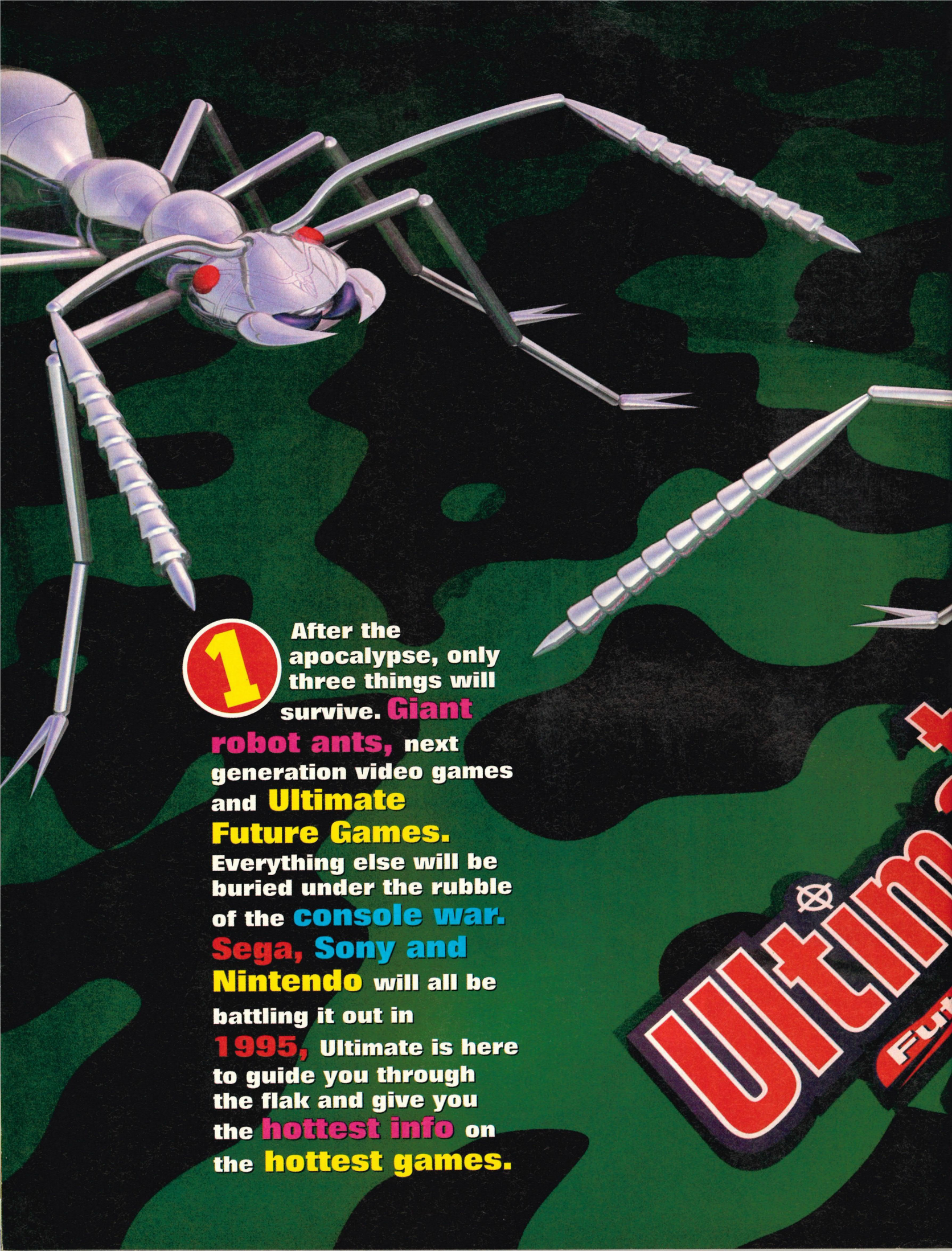
GAMEPLAY 6
Frustrating and dull. Although it's fun to watch Culkin get his face smashed right in

LIFESPAN 5
It's unlikely that you'll still be playing this when you eventually get to see the film

TOTAL! JUDGEMENT

"Another day, another platformer. We've seen it all before. You know which are the good ones; buy those and make a reviewer happy"

TOTAL! SCORE 62



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.

KICK OFF 3

EUROPEAN

Challenge

CVG GOLD

YOU KNOW THE GOO

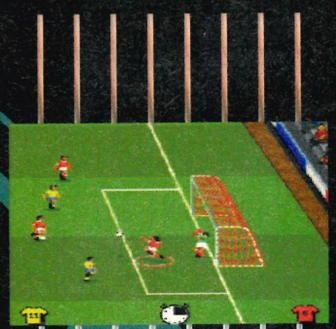
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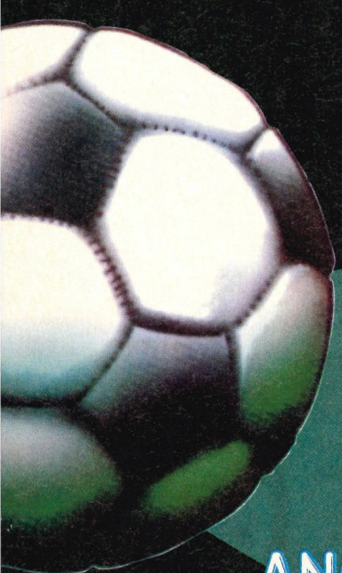
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MEGA DRIVE

SUPER NINTENDO ENTERTAINMENT SYSTEM



SCORE



ANCO

VIC TOKAI

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

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'SUPER NINTENDO ENTERTAINMENT SYSTEM' is a trademark of Nintendo

MONSTER TRUCK WARS



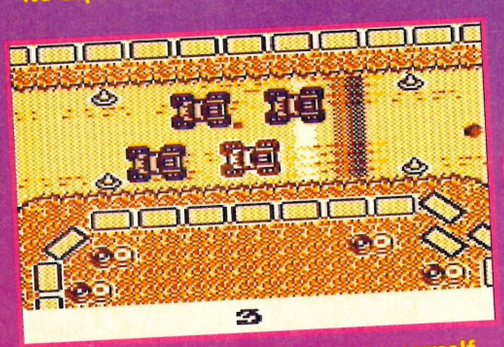
A lot of people gag at the size of Andy Dyer's knobblies! (Naaa! Stop it! I meant the ones on his Monster Truck)

PLAYERS: ONE
FROM: SONY
PRICE: £24.99
RELEASE: OUT NOW

TOTAL! GAME BOY REVIEW



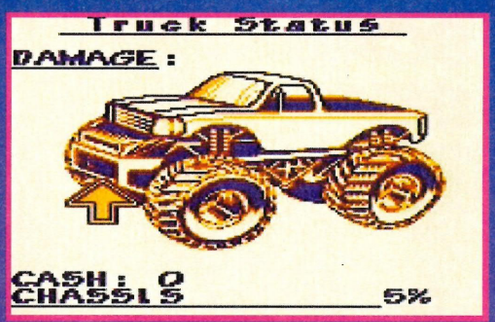
This is where you choose your vehicles. No expense spared on the graphics eh?



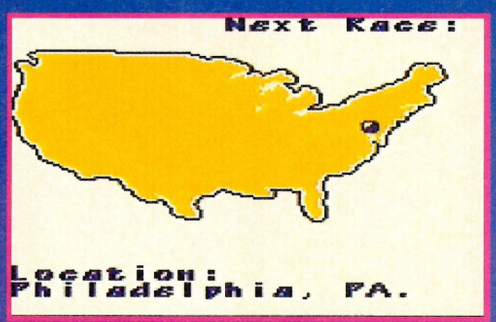
This is the start of a race. Prepare yourself for some intensely dull, frustrating gaming.



Here's where you can either repair or upgrade your monster truck if you want.



At any point you can check for damage.



Here's America with only one town on it.

Sometimes something very rare indeed happens. A game comes along, quite unexpectedly. A game which the developer has decided not to promote at all. A game with no hype whatsoever. And yet, to the amazement of everyone it turns out to be a complete stormer.

TRUCKERS A nice idea. The graphics are okay-ish

However, as I said it's very rare so rather predictably *Monster Trucks* has turned up and it stinks. Anyone who's played *Micro Machines* will be familiar with the Monster Truck against-the-clock bonus sections. Well this game is just like an expanded version of that. The difference is that the smooth controls have been replaced by unresponsive awkwards ones, the friendly way you could bounce off the obstacles has been replaced by a system in which it's quite possible to find yourself stuck to a barrier for no adequately explained reason, and of course, you don't have the variety of vehicles and courses that were found in *Micro Machines*. Sorry to keep carping on about *Micro Machines*. Had this been a polished Monster Truck simulation the comparison wouldn't have been necessary. However, as the only positive thing you can say about this shambles is that "It's a bit like that bonus section out of *Micro Machines*" my repetitive arguments were unavoidable.

Our condolences go out to all those who bought the game in the pre-Christmas rush and would warn the rest of you that this is odourous beyond measure and should be ignored. Utterly. **ANDY**

@$!&ERS It's appallingly uncontrollable. And it's as dull as ditchwater

"How very unpleasant"



JOSSE SAYS...
NOOOO! Sorry, I refuse to comment. I'm going on holiday. I refuse point blank to give any alternatives today thank you. I have far better things to do than comment on how awful this is, especially when you could be playing something decent like *Micro Machines*... doh!

GRAPHICS
It's a top-down racer and as such doesn't look that awful. It ain't that good either — **7**

SOUNDS
Poop soundtracks and an equally bland series of effects to accompany them — **6**

GAMEPLAY
Were it not for Game Boy Gallery this might be the worst game ever — **3**

LIFESPAN
Fairly challenging but only because it's so awful. This is definitely one to be missed — **3**

TOTAL! JUDGEMENT
"Awkward controls, and dull gameplay make it one of the smelliest racing games of all time. It would be funny if it, er, wasn't"

TOTAL! SCORE 21

LETTERS

Yes, it's that time again! Your chance to put pen to paper, fingertips to keyboard, or if you're from Muswell Hill, £60 fountain pen to luicrously expensive, coloured deluxe papyrus...

SCART BEAT

Dear TOTAL!
I have a television with a SCART socket but unfortunately I cannot buy a UK SCART Super NES. Why is this? Most new televisions in the UK these days are supplied with SCART sockets so most people *must* have them. Why should we lose out on superior machines. In previous issues you stated that SCART versions run 17.5% faster, have no borders at the top and bottom of the screen and have higher definition. Many people are afraid to buy import machines from dodgy dealers as they may not give a refund if their merchandise is faulty. It's not fair.
Richard Bicknell, Sheerness

Dear Richard
You're absolutely right, it isn't fair. Unfortunately SCART systems were introduced in other countries long before they were in the UK so they are by no means standard yet. Games giants such as Nintendo will only release SCART compatible hardware when the majority of homes are ready for it, which shouldn't be too long now. Be patient.
Atko

CARDBOARD CITY

Dear TOTAL!
I bet I'm not the only one to find that my cardboard Super Nintendo games cases seem to damage far too easily. I've seen plastic display cases in shops such as Woolworths and Dixons that look smart and would be a lot more sturdy than the cardboard ones. Why don't Nintendo sell their games in these cases like Sega do?
James Renton, Berwickshire

Dear James
Those flimsy cardboard boxes are certainly a problem around the TOTAL! office. Our games cupboard is packed full of naked carts huddling together missing their tattered long ago discarded packaging. However, this problem will be addressed when the Ultra 64 is released. We've been told that shiny plastic packaging will be here to stay late next year.
Sally

DONKEY KONG EASY

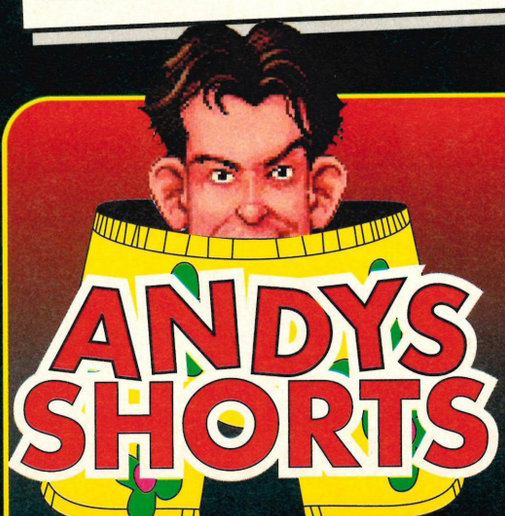
Dear TOTAL!
Donkey Kong Country for the Super NES is certainly good in the graphics department but why did they make it so easy? We all know that Nintendo only release good playable games most of the time. We also know that they have game testers who play the games to see if they're good enough for release, in the case of *DKC* they must have had five year old's testing the game. It's easy peasy. What's going on?
Lee Chapman, Melton Mowbray

Dear Lee
Come on, it's not *that* easy. You are either a gaming God or you're lying your pants off. I bet you haven't completed the game 100%.
Josse

MELODY MAKERS

Dear TOTAL!
Here are the *new* lyrics for Prince's song *The Most Beautiful Girl In The World*, just for you guys at TOTAL!:

(Chorus)
Could you be the most beautiful mag in the world, it's plain to see, that it's the reason that God made a SNES.



Dear Andy
I've been told that most US companies are going bankrupt or have done already. Most of the local shops that sell US games have closed down. Is there a link?
Neil Wallis, Bexleyheath

Dear Neil
Most US companies have gone bankrupt? You are clearly bonkers. As for your local shops closing down, that's to do with supply and demand or bad management or something. I don't know, I just run a games mag.
Andy

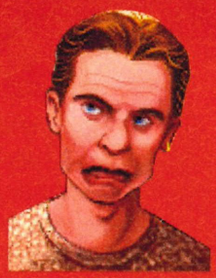
(Verse One)
So when the days, turn into the last day of the week, I can say, I have been on my SNES every day, and in the night, I was dreaming of playing the Game Boy, tears of sadness, 'cause the Nintendo system will die, will die.
(Chorus)
(Verse two)
How can I, get through days when I can't get my SNES, I can try, but when I do I see Mario and I cry, sob sob sob, sooob sob. Our face was as wet as the sea. I can vow, I am proud that I've never touched a Sega.
(Chorus)
(Verse three)
And if SNES's ever fell one by one from the sky, I know Sega could not be too far behind. Cause baby these Nintendos are unbelievable, cause honey these kind of Nintendo's are the kind that come from way up there.
(Out of this world)
(Chorus)
Paul Leslie & Simon Dow, Tayside

Dear Paul & Simon,
The rhyming is a bit suspect but apart from that not a bad effort. You said at the bottom of your letter that you'd like a copy of *Lethal Enforcers* for your trouble. We'll you can't blag freebies as easily as that. If you doctor the lyrics to another song, include the whole TOTAL! team and send it to us at the usual address we'll print it in a couple of months and send you our copy of the cart. Fair enough?
Josse

THE IRISH ARE BONKERS

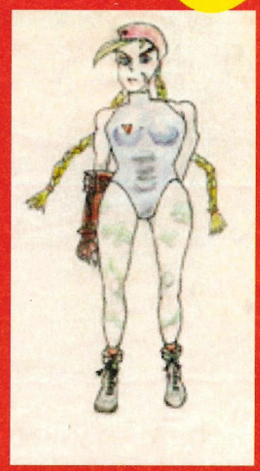
Dear TOTAL!
Greetings from the green, green grass of Ireland. Can you please tell me why there aren't any decent Irish games mags on the market? Also if the rumour that there's to be a *Power Rangers* game is true can you please come around and beat me with a stuffed German Shepherd so I wont see it. Yours whatever.
Richard McBride, County Clare

Dear Richard
Not only aren't there any decent Irish games mags on the market, there aren't any at all as far as we know (somebody please tell us if we're wrong).
As for the *Power Rangers* game, there are two and they're both utterly cack (the SNES version scored what was, at the time, the lowest TOTAL! score of all time... just 5%). What you do with a German Shepherd is your own business. You blinkin' weirdo!
Josse

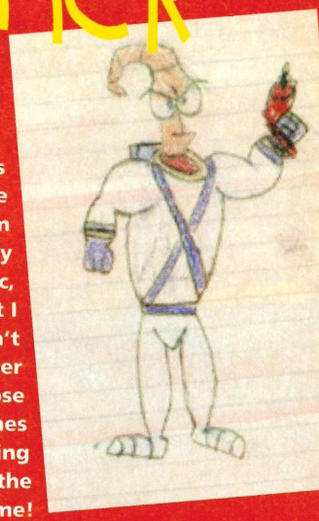


Johnny's Crayon Corner

Right then, what's in Johnny's Crayon Corner postbag this month? Mmm... not a lot! I'll tell you what, every pic that gets published will receive a free *thing*, so be sure to put your full name and address.



Sombody called Damo sent this picture of Cammy in, and as you can see, it's as silly as his nickname, unless he's about ten years old or it's his real name.



Dennis Lee is aged nine and from Surrey. Nicely rendered pic, Dennis, but I don't remember seeing those faint lines running through the game!

WEIRD PLACES I'VE PLAYED MY GAME BOY No:32

WIN A GAME BOY CART!



NAME: Kam Yip Man
AGE: 13
FROM: Harlow
Kam sent in this rare picture of Donkey Kong playing *Wario Land* while having a pooh. You could do with some new carpet in your bathroom, Kam, but instead we'll send you a copy of *Space Invaders* for your Game Boy. You would have got a better game, but that's cruelty to gorillas.

Dear Andy
Please tell Frank that my friend Grant is fat as well. You're not alone, Frank!
Lee Foot, Plymouth

Dear Lee
I'm certain that Frank is fatter. That's why we had to kill him!
Andy

Dear Andy
I've heard that *Doom* may be coming out on the SNES. Is this true, and if so, when?
Paul Hewitt, Derby

Dear Paul
There were plans for a SNES release of *Doom* but Williams are now developing the definitive version for the Ultra 64, packed with plenty of updates, instead.
Andy

Dear Andy
Will Atko be investigating the CES in Las Vegas next year?
Martin Turner, Topsham

Dear Martin
Atko will indeed have his investigator's hat on in Vegas and we'll be publishing the case in March. Let's hope Johnny goes with him.
Andy

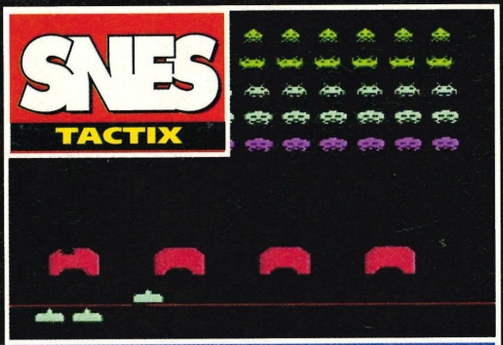
Dear Andy
About three years ago I bought three copies of TOTAL! issue one. I was planning to sell them in the future. I could make some dosh, but have decided to burn two copies and keep the other one for myself. So a big raspberry to anyone out there desperate for one.
Ace Davies, Wales

Dear Ace,
We've got a stack of TOTAL! issue one in the basement and will give a couple away to the first two readers who send in a fitting punishment for this terrible crime. Remember, 'Ace', we know where you live.
Andy

TOTAL! TACTIX

The following three 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



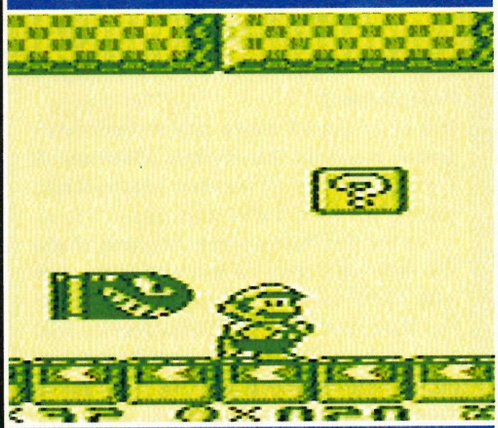
SUPER SPACE INVADERS



Dean Young from Bury sent in this top tip which allows you to amass a whopping score on *Super Space Invaders*. After firing 22 shots on any level stop firing and wait for the space ship to come on screen. Shoot it with your next shot to get the maximum 300 points. Now count a further 14 shots and wait again for another 300 point space ship. Repeat this process on every new screen for a stonking great score. Cheers Dean.

GB TACTIX

SUPER MARIO LAND II



Not only has **Ricardo Visininho** got a stupid name, he's got a stupid cheat for *Super Mario Land II*. To start a short limited silent demo press, DOWN and SELECT together, RIGHT and SELECT together and UP and DOWN together. What a rubbish cheat.

SNES TACTIX

DESERT STRIKE

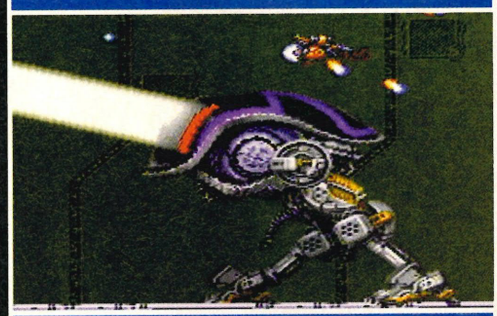
This brilliant top down tactical blaster is a swine to complete so it's about time we got a decent cheat in. Use the following code to get ten helicopters instead of three: BS9JS27. Thanks to **Christian-Arild Strømmen** from Norway for that.



SNES TACTIX

AXELAY

Peter Hetherington from Camberwell sent us in the following top cheat for *Axelay* on the SNES. To become invincible, start the game as normal and press PAUSE. Now de-select PAUSE, wait a second and press: SELECT, UP, DOWN, LEFT, RIGHT, Y, B, A, X, and de-select PAUSE.

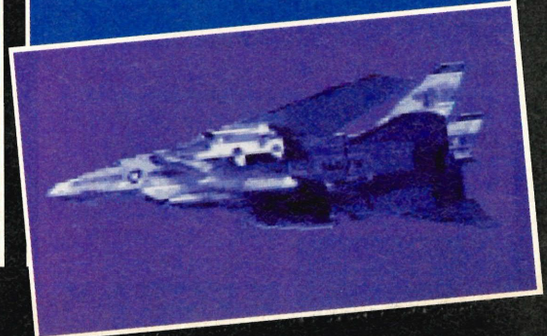


SNES TACTIX

TURN AND BURN

That top bloke **James Bleakney** from Kilkeel has sent us all the level codes for this great shoot-'em-up. Good one James, keep 'em coming.

Level 02 NQBJKLFF
Level 03 GSZWBFPT
Level 04 RRHCZJVM
Level 05 BPYXDLNF
Level 06 LFMGWTKQ
Level 07 PQTBCZNJ
Level 08 DKUWGSQK
Level 09 GKQZBLCT
Level 10 DCMHRPFJ
Level 11 WZGNJYZX
Level 12 JDZFMLFV
Level 13 SOBCTRRG
Level 14 SPWVJKDH
Level 15 LPKGBPFZ

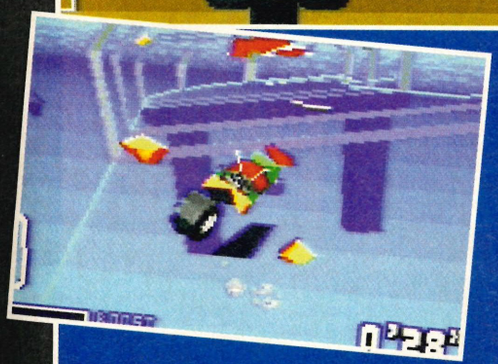


SNES TACTIX

STUNT RACE FX

Is this the best racing game of the year or what? We certainly think so. At any point in the game press L, R and Select. This will access a new diagonal viewpoint which makes the game so bloody hard that we reckon it's thoroughly impossible (good eh?). Thanks a lot to top tipster **Marc Stolworthy** from good old Exeter.

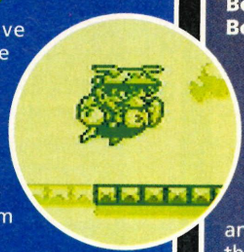




GB TACTIX

WARIO LAND

When you have completed Rice Beach go back to the double exit. Swim over the first door and enter the secret level which contains oodles of lives and coins. According to TOTAL!'s friend **Christopher Tonnely** from Seaham it does anyway.



SNES TACTIX

STUNT RACE FX

Yet another *Stunt Race FX* tip, this time from Stuart Newman our regular tipster from London. On Battletrax you can race as or against the computer. On the starting grid don't press anything on your pad for a couple of seconds and the car will start automatically. If you want to race against it, play using the other pad. If you want to be sneaky and thrash a friend just pretend to be pressing the pad.



Q&A

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

Q Is there any way of making *Super Caslevania IV* on the SNES any harder? I've finished it and now I'm bored stupid.
Thomas Brown, Wales

A There is indeed a way and it goes a little like this. Using the key provided enter the following password.

X = Blank Box **H = Heart**
A = Axe **B = Bottle**

HAXB AXXH XAXX XHXX

Q I know you think that *Power Rangers* is a bit pap but could you please print the level codes for us unfortunates who bought it?
Garry Tibbs, Braintree

A Well of course we can, we feel very sorry for you. Here they are:

Level 01	**3847**	**Level 02**	**5113**
Level 03	**3904**	**Level 04**	**1970**
Level 05	**8624**	**Level 06**	**2596**
Bonus 01	**0411**	**Bonus 02**	**1007**
Bonus 03	**1212**		

Q I'm having loads of trouble with *The Blues Brothers* for the SNES. Have you got any cheats to make it easier?
Marko, near London

A Collect the 11 lives at the Denver concert and then kill yourself. Repeat this until you have the maximum 99 lives. That should make things a bit easier.

Cheat Cart Codes

ACTION REPLAY CODES

We do our best to collect all the most useful and up-to-date codes around. If the codes you need to get the best from your game aren't here, try calling the Nintendo hotlines. They are open until 5:30pm. Advice about Super NES on (0782) 745990, Game Boy on (0782) 745991 and NES on (0782) 745992.

CHAOS ENGINE - SNES

7E00901A	Infinite lives for player one
7E00921A	Infinite lives for player two
7E40FF06	Special powers for player one
7E417406	Special powers for player two
7E40F041	Infinite vitality for player one
7E416555	Infinite vitality for player two

SUPER STREET FIGHTER II - SNES

7E053190	Unlimited energy for player one
7E05EA00	Special moves in mid-air for player one
7E05D002	Player one only needs to win one round
7E05D300	Autofire for player one
7E059C01	Extra Turbo speed for player one
7E059B01	Player one is invisible
7E053430	Super high jump for player one
7E00BF10	No background
7E06A701	Easy fireballs for player one

FLINTSTONES - SNES

7E1CF203	Infinite lives
7E1B9402	Move until you switch Action Replay off
7E1CE802	Infinite energy
7E1CCE1B	Freezes the timer

GODZILLA - GB

00F09FE6E	Infinite lives
00516D19E	Infinite energy
016E9FE62	Start with two lives
096E9FE62	Start with ten lives
0883BFA2A	Godzilla loses half of his energy with the first hit

NEMESIS - GB

01020BCE	Permanent double ghost
010280C0	Infinite lives
010300CE	Permanent top speed
01030CCE	Permanent shields

DEFENDER OF THE CROWN - NES

0005D7FF	Always have 255 gold pieces
000593FF	Always have 255 soldiers
00059FFF	Always have 255 catapults
000599FF	Always have 255 Knights
00051130	Unlimited energy when fighting
00064706	Unlimited boulders
00064502	Unlimited Greek fire

GAME GENIE CODES

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

BEST OF THE BEST - SNES

828DD409	Infinite special moves
DFC36D69	Start with one special move
D6C36D69	Start with eight special moves
BAC36F69	No special moves for player two
D4C30DAD	Player one can play with any boxer
DCC30FDD	Less strength
DCC30F0D	Less resistance
DCC30F6D	Less reflexes
743C0FDD	More strength

Q&A

74C30F0D	More resistance
74C30F6D	More reflexes
D68FAD65	Almost infinite energy

GODS - SNES

1DE731E8	Shield lasts until end of level at least
C269C1EB	Infinite lives
A28435EC	Items you an afford in shop are free
DF3C4073	Start with two lives
D93C4073	Start with six lives
DB3C4073	Start with ten liveS

ASTERIX - SNES

002-85D-E66	Start with one life
042-85D E66	Start with five lives
092-85D-E66	Start with ten lives
F06-DCD-6E9	Infinite lives
002-CAD-E66	Start first life with no energy wings
042-CAD-E66	Start first life with four energy wings
F06-D7D-6E9	No loss of stars when you die
009-6FD-2A2	Infinite time

MEGA MAN 3

00B-CCF-E6D	Infinite lives
02C-CFF-E66	Start with two lives
05C-CFF-E66	Start with five lives
09C-CFF-E66	Start with nine lives
218-5C9-E61	Invincibility

JURASSIC PARK - SNES

GZUXXKVS	Infinite ammo
GZEULOVK	Infinite lives
AVEGPOSA	Immune to most attacks
PAVPAGZE	Small dinosaurs give more bullets
PAVPAGZA	Small dinosaurs give less bullets
EEXASANE + EEUXANE	Small dinosaurs give three balls
OEXASANE + OUEAXANE	Small dinosaurs give multi-shots
XEXAXSANE + XEUAXANE	Small dinosaurs give armour piercing shot

KICK OFF - SNES

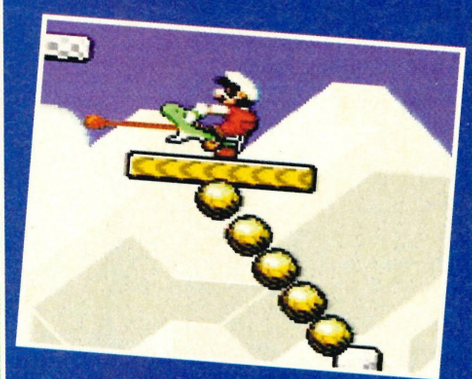
ZTUSIPPL	Slow down game timer
APUSIPPU	Speed up game timer

CYBERNATOR - SNES

C2344FDD	Infinite energy
CD3F1406	Energy chip is worth morer
62BF17AF	Start with lasers
62BF17DF	Start with homing missiles
62B4176F	Start with napalm bombs
F7BD176F	View the succesful ending without having to win the game. We like that one lots!

SNES TACTIX — SUPER MARIO WORLD

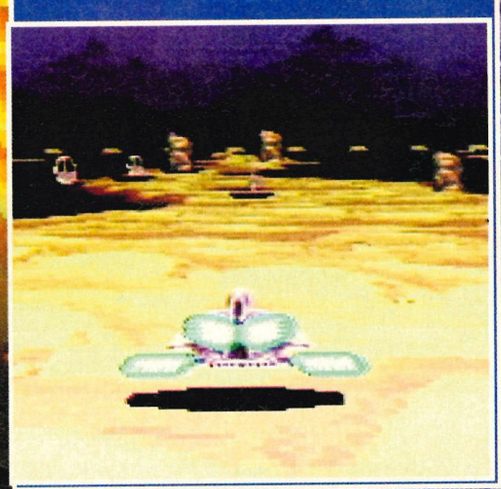
Peter Hewitt from Derby has found a method of obtaining 99 lives on *Super Mario World* for the SNES. Go to the Forest Of Illusion, pass through the halfway point and cut the tape. Go right, kill the turtle and when the multi-power block is a mushroom, jump on it. Now wait until it turns into the flashing star and collect it. This will make you invincible. Go right and kill every enemy which will give you 20 lives by the time the invincibility has run out. Now press START and SELECT and repeat the process until you have a maximum total of 99 lives. Not at all bad!



SNES TACTIX — SUPER STAR WARS

This is the best of the SNES trilogy and probably the hardest as well. Not any more! On the fifth level when you get to the second pit (the one with the falling blocks), walk off the edge and keep your finger on the left button. You should fall into a cave. Shoot around and several lives will appear. Keep doing this until you have all the lives you want. Thanks goes out to Lee Hawkins who faxed that one to us.





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
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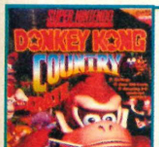
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Mickey Mania Tips

LEVEL FIVE

Jack And The Beanstalk

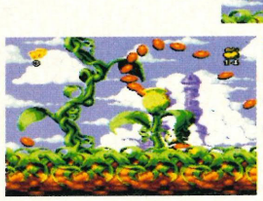
It's unusual for TOTAL! to run a player's guide to a platformer, but when we reviewed *Mickey Mania* two months ago we had such a good time that we wanted to make sure you did as well. Here goes then, with the final part of our *Mickey Mania* walkthrough...



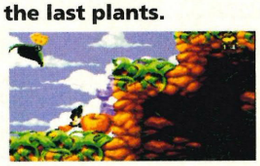
1. Start off by heading right. You might as well kill those butterflies while you're at it.



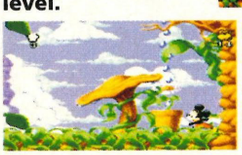
2. The beetles can't be killed. Don't bother trying, eh?



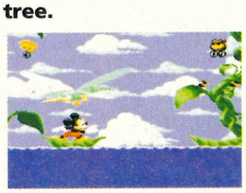
3. The seeds are easiest to avoid if you stand near the stalk of the plant. don't forget to pick up the extra hits between the last plants.



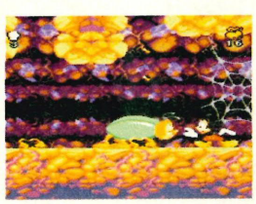
4. Push the apple to the right ad use it as a step ladder to the rest of the level.



5. Push it to the right to water it and once it's grown shove it as far left as it'll go before jumping from it to the mushrooms on the left and up onto the tree.



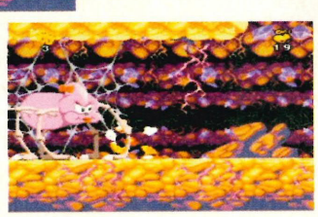
6. Duck down when you get on the floating leaf but be ready to jump to the next one quickly.



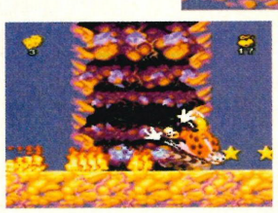
7. When you come across these little pods, don't panic. WHen they drop either jump onto them, if you're on a level surface, or check briefly and continue under the bouncing bug if you're heading up a slope.



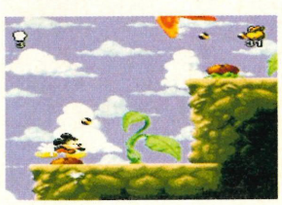
8. To the far right you'll fnd this switch which opens the hatch you passed over earlier.



9. Go left until the lights come on and then run right immediately.



10. All you have to do for this bit is jump on the lady-bird and hang on.



11. To get up these steps you need to jump onto the large brown seeds until a plant grows.



12. To get up the big rope you have to jump from strand to strand.



13. The big potss conceal extra hits, both under-neath and in the top.



14. Don't let the beetle's antics phase you. Just wait for your moment ad move on.



15. Walk up to mickey and he'll fly off, which means you've finished the level.

LEVEL SIX

The Prince And The Pauper



1. When you get to these stairs they dissapear. Don't panic. Kill the stoat and grab the goodies before heading back the way you came.



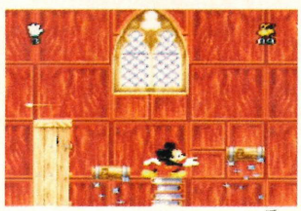
2. Push the chest to the left and jump up onto the platform above the entrance and on to the chandalier. Get it swinging by moving from left to right with the swing and continue to the right.



3. Flick the switch at the top of the stairs.



4. You'll need to bounce on this book to get up onto the bookcase.



5. Jump on the left hand book and as it reaches the bottom jump quickly onto the pile, the other book and the bookcase.



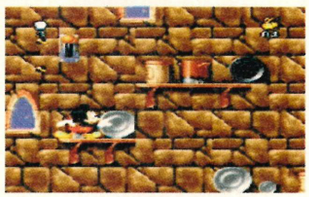
6. The guards can only be killed by missiles, but you can bounce on them unharmed.



7. Once you've found Pauper mickey go bak left under the stairs.



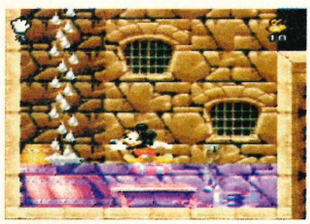
8. Once you're here, simply push the jug to et up onto the tables.



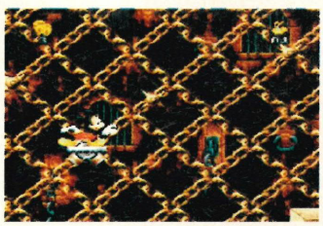
9. Now make your way up and flick the switch.



10. Remember, fire's a bad thing so be sure to avoid it.



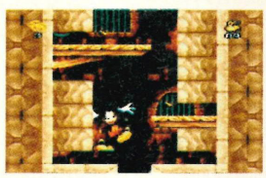
11. As soon as yo get into this room jup on the pump to blow the ring up and hop on.



12. Jump on the platform but watch for when it heads to a spike. Don't panic and it's easy.



13. Don't hang about on these platforms or you'll come to a sticky end.



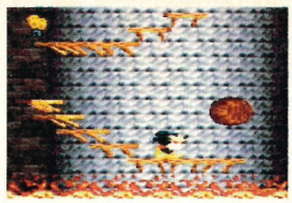
14. And don't hang about here either, unless you want to be crushed.



15. When the spikes withdraw to the ceiling and floor run like hell until you're out the other side.



16. Here you need to push the rock onto the switch to keep the magic platform handy.



17. The tower's tricky but can be done. When you see a barrel coming get to a flarge platform and wait for it.



18. This is a straight race against time. Don't forget that the barrels are platforms too.

Big Pete

Big Pete's one of them three-stage bosses but you can never directly harm him, so stay out of the way.





1. When he jumps Pete causes steel balls and a spiked platform to fall to the ground. Avoid the balls and push the platform to the right where Pete will land next time he jumps.



2. Next a large ball and chain and two switches descend from the ceiling. To get to the switch you need to jump on Pete's sword as soon as it hits the wall. Keep swapping sides and stick to the corners, where it's easier to dodge the increased number of falling balls and you should see him off.

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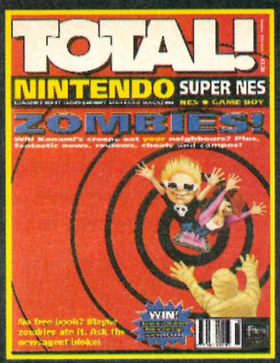


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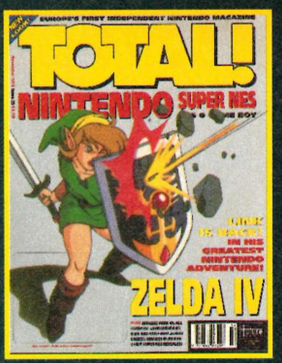
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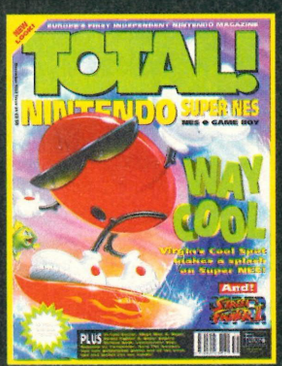
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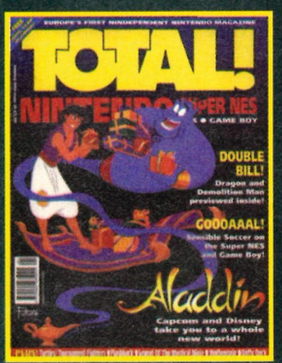
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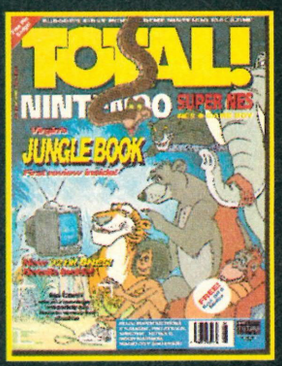
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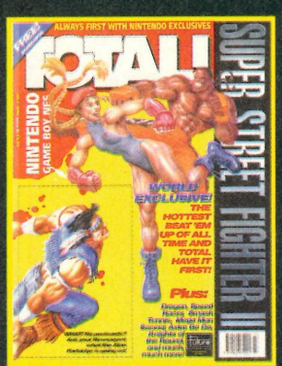
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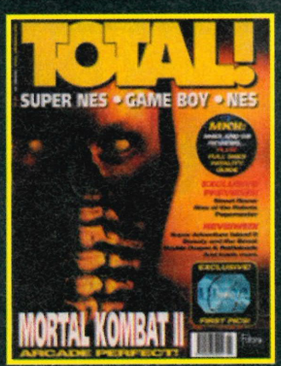
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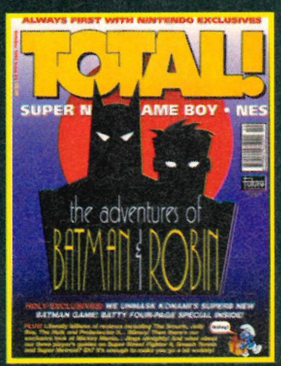
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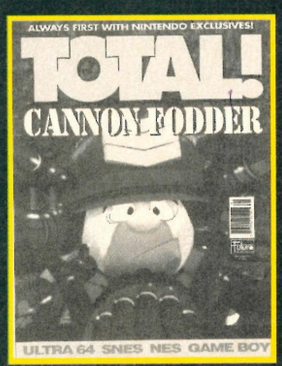
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Look out! There are some stray cats coming into the country! Some USA Jaguars have been imported into the UK unofficially. This imported product has been manufactured for America and is not compatible with UK Jaguar equipment. Look out for the UK sticker above on the Jaguar products you buy. This will ensure it is official product and will work properly in the UK.

AWESOME SOFTWARE



SOFTWARE UPDATE
AS OF EARLY DECEMBER '94

There are now more than 150 developers signed up to produce Jaguar software titles. The following are the current titles, with Atari's release dates.

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Syndicate - JGS 7301	DEC '94	TBC
Theme Park - JGS 7501	DEC '94	TBC
Zool 2 - JGS 93122	DEC '94	£54
Pinball Fantasies - JGS 5931	JAN '95	TBC
Sensible Soccer - JGS 7011	JAN '95	TBC
Charles Barkley Basketball - JGS 1741	FEB '95	TBC
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Flashback - JGS 2971	FEB '95	TBC
Rayman - JGS 6891	FEB '95	TBC
Rise of the Robots - JGS 6942	FEB '95	£49
Battlezone 2000 - JGS 1341	EARLY '95	TBC
Battlemorph - JCD 1201	EARLY '95	TBC
Blue Lightning - JCD 1531	EARLY '95	TBC
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  Change play perspective. View gaming areas from above, left, right, behind or in front.
- **ZOOM IN FOR CLOSE UP ACTION**
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  Store those high score tables and game positions in special random access memory stored on the cartridge.

EXPECTED DURING '95

- **LINK UP WITH 'CATBOX'**
  The optional extra Catbox plugs into the back of your Jaguar, enabling you to connect a wide variety of add-ons simultaneously. Facilities include the ability to link up to 32 Jaguars together for multi-player games such as Doom and Club Drive.
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● I'll swap Mario Brothers 1 or 2 for Pac Man. Please someone swap.
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● Super NES World Class Rugby – sell or swap for Mario Paint or good game.
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or: 01384 291053

● Swap my Mortal Kombat 2 (excellent condition) for Stunt Race FX, or sell for £50 ono. Phone after 8pm and ask for Michael. Must be able to pick up in Barnett.
Tel: 0181 449 4560

● Will swap Mickey's Quest or Nigel Mansell's Racing for either Secret of Mana or Young Merlin.
Tel: 01895 448253

● I would like to swap NES with decent games for a Mega Drive with Sonic 2 and 3. Call any day and ask for Jamie.
Tel: 01772 815195

● SNES games to swap: Flashback, Alien^3, Royal Rumble, Robocop, Blues Brothers, Star Wars (USA), Road Riot (USA). Call Andy.
Tel: 01374 176600

● I will swap World League Basketball or Mario All-Stars (WLB boxed, MAS instructions) for Madden NFL 94, Clayfighter, Cool Spot or Mortal Kombat 2 + £10. Ask for Robin, must live in County Durham area.
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● Wanted – Metroid for the NES. Must be in perfect condition with instructions. Name the price.
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● Hi. I'm looking for a female pen pal. I like most sports and I am 13. I'll try to reply to everyone who writes. Photo if possible.
Write to: Andrew Murray, 100 Lochlibo Road, Barrhead, Glasgow GT8 1TU

● Hi! Chris here. I'm 13 and want pen pals, m/f about 10-15. I like 2 Unlimited, Red Dwarf and Megazone Laser Games. See ya!
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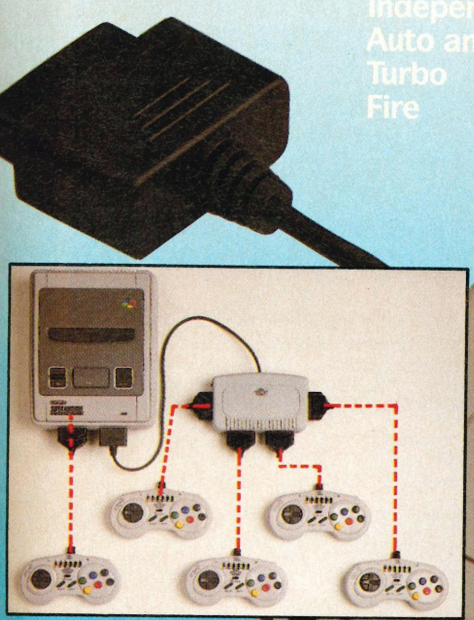
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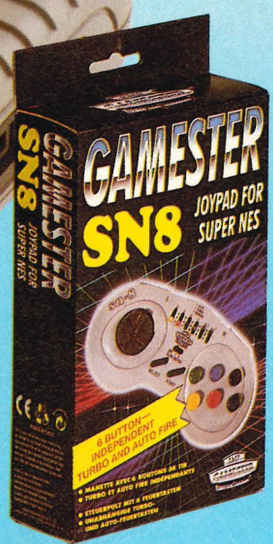


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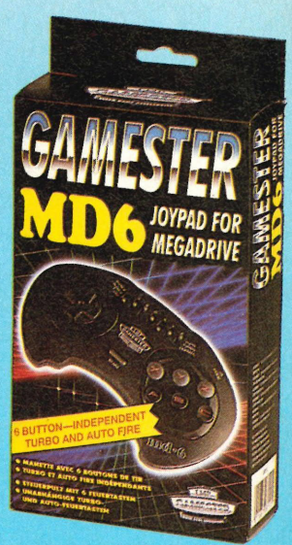


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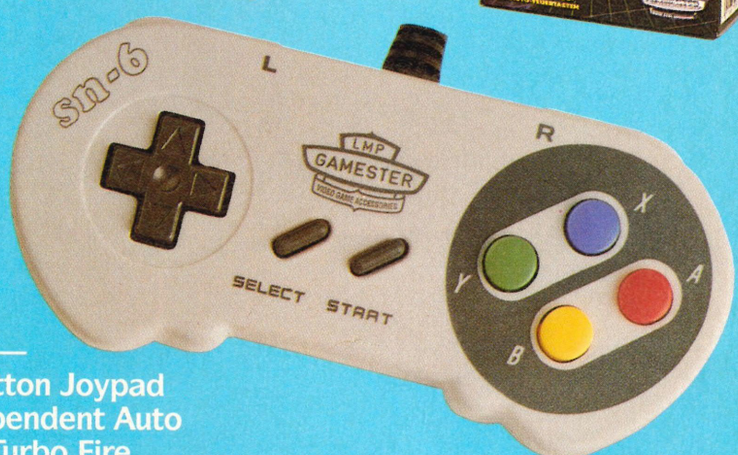


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TOTAL! RECALL

Since we've done a bit of coverage on *Ultra Doom* and the Virtual Boy this month, we thought it would be a good idea to see what's hot and what's, er, crap 3D-wise on our three favourite games machines. Here goes...



NAME: ATKO
GENRE: 3D STUFF
FORMATS: ALL
STATUS: GOT A HEADACHE

3D GAMES

1. STAR WING

The first FX game and a taster of the brilliance to come. The graphics are splendid and there's also a great shoot-'em-up in there too. If anything, the gameplay is actually better implemented than in *Stunt Race FX*. This is a stunning game!

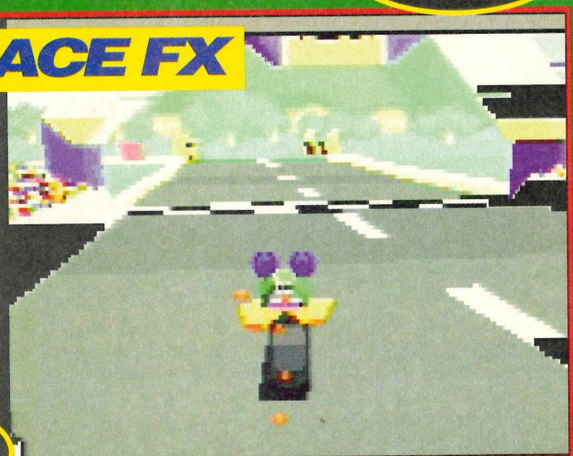


Issue 16

96%

2. STUNT RACE FX

The brilliant follow-up to *Starwing*. This time the Super FX chip is used to even greater effect. It's a tad slow, and not the most thrilling racer ever, but it's packed with tricky and neat little features and as far as 3D visuals go, it's a corker.



Issue 32

88%

3. PILOTWINGS

A complete and utter classic. It seems the early games were the only ones to use Mode 7 properly and this does it to spectacular effect. Oh, and the original concept of being a trainee flyer across many different aircraft was a neat idea too. *Pilotwings* is just brilliant stuff!



Issue 11

91%

4. Street Racer
Hurrah! Ditch those FX chips. Let's see the SNES Mode 7 put to full use like this more often. A more than worthy successor to *Super Mario Kart*. It's splendid, and four can play at once.
Issue 36 91%

5. Wing Commander
Jerky, 3D sprites zoom all over the place as you pilot your spacecraft around the galaxy. It's very playable, but somehow the 3D isn't quite what you'd expect.
Issue 14 89%

6. Vortex
Another FX game and, if anything, the worst of the lot. However, having said that, it's still a very good blast and evidence that given the power to produce decent 3D, the potential is there to open up a whole new area of gaming to SNES owners.
Issue 35 85%

7. Wolfenstein 3D
A little primitive, but the fast moving, go anywhere 3D works remarkably well to produce a very atmospheric shooter-cum-adventure game.
Issue 26 87%

8. Mech Warrior
Pretty bloody smart actually. The downfall is in the gameplay, but the 3D pumps the adrenaline around your body like nobody's business.
Issue 30 85%

9. T2 Arcade Game
No clever 3D trickery here, just an in-yer-face blasting experience using standard sprite scaling. But it works very well. It's a frantic experience.
Issue 25 81%

10. Super Mario Kart
Excellent stuff. Superb in its day, and led the way to the brilliant *Street Racer* which can only be a good thing.
Issue 11 82%

11. Spectre
Fairly simple 3D here, thankfully though, the simplicity has lead to a fast, smooth game that is able to fully exploit the gameplay potential.
Issue 30 81%

12. Lawnmower Man
Many sections of this game feature polygon generated 3D visuals, all nicely created without the help of a Super FX chip. The difference between this and an FX game is obvious, but the coders have done jolly well to make the SNES perform this well.
Issue 24 79%

13. Eye Of The Beholder
The 3D here is fairly basic with the maze exploration format not quite being convincing enough. But in the absence of many 3D adventures, it's an engaging enough title.
Issue 32 73%

14. Super Battletank 2
A bit dull. The landscape is a bit bleak but the enemy vehicles are well-detailed and this helps to enhance the somewhat plodding gameplay.
Issue 33 70%

15. Dungeon Master
A classic on the old Amiga but somehow it's lost its charm in the transition to console. The visuals are detailed, but very static.
Issue 29 63%

16. Turn 'n' Burn
Raaasssp! A large bucket of slops. Crap 3D, crap gameplay, crap everything. Well, alright, it's not completely disastrous, but almost.
Issue 33 60%

17. Taz Mania
What a load of old drivel. The seed of a good idea is here, ditching the platform formula for a 3D race type thing, but it just falls flat on its face through sheer repetition and, well, being crap.
Issue 20 55%

18. Super Air Diver
Average, just average. The Mode 7 3D is only done adequately well and the gameplay is also a full time resident of Bland Street, Mediocrityville.
Issue 22 49%

19. Blazing Skies
Should have been good with it's range of aircraft and slick Mode 7 graphics but the gameplay doesn't cut the mustard. Shame that.
Issue 12 42%

20. Super Strike Eagle
Why is it so hard to come up with a worthwhile flight sim' on the SNES. *Pilotwings* was brilliant, but most flight games, like this one, are pathetic. Dismal 3D, no excitement.
Issue 19 38%

NES

1. Elite
A complete classic. All the 3D is done with wireframe polygons (they're not filled in) but this makes it fast, smooth, and coupled with the intense combat and intriguing trading aspects, it's a thoroughly special game.
Issue 11 96%

2. Ultimate Air Combat
That's more like it. Not a fully fledged flight sim (but that'd be tedious on a console anyway). This blends good 3D with some thrilling action, and all on a humble NES. Not bad!
Issue 15 82%

3. Swords And Serpents
Forget the rating, this is very old and as such, looks a bit poor now. Still, despite dreadful visuals, there's a pretty good RPG underneath.
Issue 2 82%

4. Silent Service
It's good, but more because of the originality of piloting a submarine and the good gameplay. It's certainly not the primitive 3D visuals that make it worthwhile.
Issue 18 75%

5. Shadowgate
Same rules as *Swords And Serpents* apply, but this isn't as good so think hard before trying it as a bargain buy.
Issue 2 74%

6. MIG 29
Ooh hard luck. This almost made the grade but again, couldn't quite come up with the goods in either looks or action. Try again.
Issue 21 70%

7. Top Gun
A bit of a nonsense really. While the film looked flash but lacked depth, this sadly looks cack and has never even heard of the word depth.
Issue 14 69%

8. F-15 Strike Eagle
Look, if you can't create a decent flight sim then forget it. This is as dismally poor as the majority of console flight sims. It just doesn't perform.
Issue 9 56%

Game Boy

1. Faceball 2000
A very unusual game featuring multi-player true 3D maze antics. It's odd, but it's also very exciting and the movement surprisingly smooth for a Game Boy. Splendid multi-player fun.
Issue 5 93%

2. Race Drivin'
It was crap in the arcades, it was crap on the SNES and by golly it's cr... oh, it's actually quite good. The gameplay is still ropey, but they've done a storming job with the filled polygons.
Issue 19 88%

3. Lawnmower Man
Like the SNES version, the 3D has been done surprisingly well. More so here, considering the Game Boy's limitations.
Issue 25 85%

4. Turn And Burn
Ace and fab and all that. Looks good, plays good. You won't get super 3D on a Game Boy, but this is so good it doesn't matter.
Issue 15 80%

5. Mysterium
3D maze-type RPG fun for all the family. Well, the one who's got the Game Boy anyway.
Issue 11 79%

6. Star Trek – The Next Generation
Captain Picard should be given a right good slap on his spammy head.
Issue 29 25%

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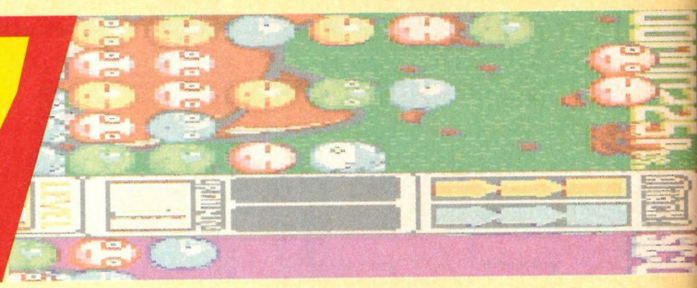
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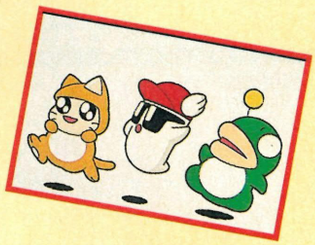
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DUSTIN HOFFMAN GOODIES. NO, HANG ON A MINUTE... WIN! HEBEREKE'S POPOON GOODIES!



You see, we're getting confused with all that Dustin Hoffman nonsense again. That's just the kind of game *Hebereke's Popoon* is – all those bonkers features, effects and samples have addled our brains. They seem to have had an odd effect on those delightful people at Marubeni as well – because they've decided to give away an amazing 100 – yes, 100 *Popoon* T-shirts. NOT BAD!





All you have do to to win one of these rather smart T-shirts, as modelled by the TOTAL! boys and Dave Golder, is to answer these two questions.

1 **Name the hit 1967 film that Dustin Hoffman starred in alongside Anne Bancroft, with music written by Simon and Garfunkel?**

2 **And another film Dustin Hoffman's been in?**

Send your answers on a postcard to: "Well, The Graduate's Got To Be The First One, And He's Been In Plenty Of Others So It Can't Be That Hard." Compo, TOTAL!, 30 Monmouth Street, Bath, BA1 2BW.

RULES RULES RULES RULES RULES RULES

If you don't obey these rules MAY SATAN HAVE MERCY ON YOUR SOUL!

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. Fools!

2 Employees of Future Publishing and any other company mentioned on the TOTAL! Giveaway pages can forget it as well. No chance, matey.

3 The closing date for all these compos is 14th Feb 1995. That's also the final date for sending Valentine's Day cards to the TOTAL! team (especially Jon). I thank you.

4 Thicky Dyer's decision is final. And if he's not here then Josse's will have to do.

PRIZE WINNERS

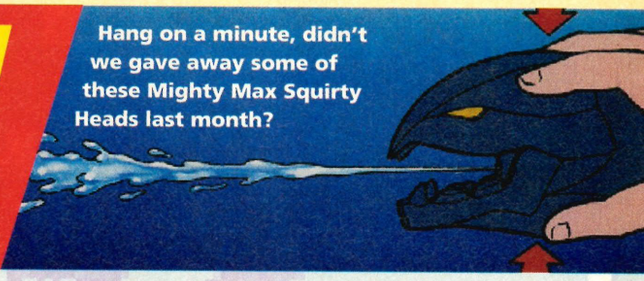
The winners of compos in issue 36 are:

US GOLD'S RALLY SCHOOL DAY:
Stephen Jenkinson, Kidderminster

TEN *POWERDRIVE* JACKETS:
Simon Pennington, Workington. Stuart Renouf, London. Paul Staples, Guernsey, Simon Cotton, Edinburgh. Iain Crawford, London. Mark Andrews, Hayling Island. Kristan Battye, Huddersfield. Irah Simpson, London. Anthony McLean, Northumberland. Robert Strand, Glocestershire.

REN & STIMPY/SEAQUEST WINNERS:
Gregory Co, Derbyshire. Nicholas Boothroyd, Elland. Chris Longrigg, Fleetwood. Simon Warner, York. Chris Seager, North Yorkshire. Mr M Smith, Romford. Ben Derbyshire, Leicester. Christopher Allison, Kirkintilloch. D R Smith, Romford. Gavin Brown, Kirkaldy. Tom Jenkins, London. Wayne Carter, Lancs. Tracey Lynch, London. Chris Ryan, London. Andrew Brown, Powys. Andrew Gibson. Preston. G Jones, Doncaster. R Sandy, Kent. Scott Bradley, Newport Pagnell

WIN!



A DAY OUT FOR TWO AT



Yes, amazing but true, a gamer's dream will come true thanks to the combined magic of TOTAL! Giveaway and the generous, friendly nature of those wonderful chaps and chapesses at Sony and Ocean.

By answering one simple question you could be the lucky TOTAL! reader to enjoy an all expenses paid trip to Ocean's game development headquarters. You and a friend will meet the game designers, producers and developers who've delighted and thrilled you with their games, playtest their in-development projects, enjoy a tour round Granada Studios plus get clued right up on all Ocean's latest top secret plans that they won't even tell us about yet (and we're their mates!).



Meet the people who made this rather spiffing game.

Plus (sorry, I kind of ran out of breath there) the lucky winner will also win a copy of *Mighty Max* for the SNES and a Mighty Max Squidy Suirty head. Not bad!



And win yourself a copy of Mighty Max for the SNES.

Five lucky, but then again, some might say, not-so-lucky runners-up will bag themselves copies of the top new SNES game plus a squirty head each. Not entirely bad, either!



And take a trip to Granada Studios. Which this clearly isn't.

All you have to do is answer this simple question:
Q: How many times have we printed the word TOTAL! in this issue?
Send your answers on a postcard to 'More Than Ten, Anyway, Matey!' Compo, TOTAL!, 30, Monmouth Street, Bath, BA1 2BW.

NEXT MONTH!

STRAIGHT FROM THE USA!

In our very next issue we'll be bringing you a massive special report direct from the Las Vegas Consumer Electronics Show, the world's biggest event of its kind!

There'll be more exclusive news on the Virtual Boy with the first game shots!

We're also taking a look at what each of the systems below has on offer and why Nintendo look set to take the lead!

PlayStation

ULTRA 64

SEGA SATURN™

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PLUS! Masses of information on the exciting games that are coming our way throughout 1995.

DON'T MISS IT!

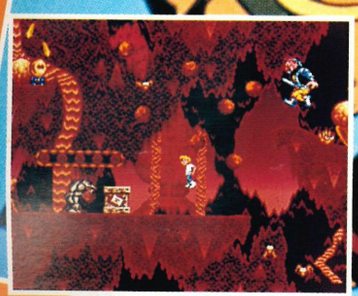


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MEGA DRIVE

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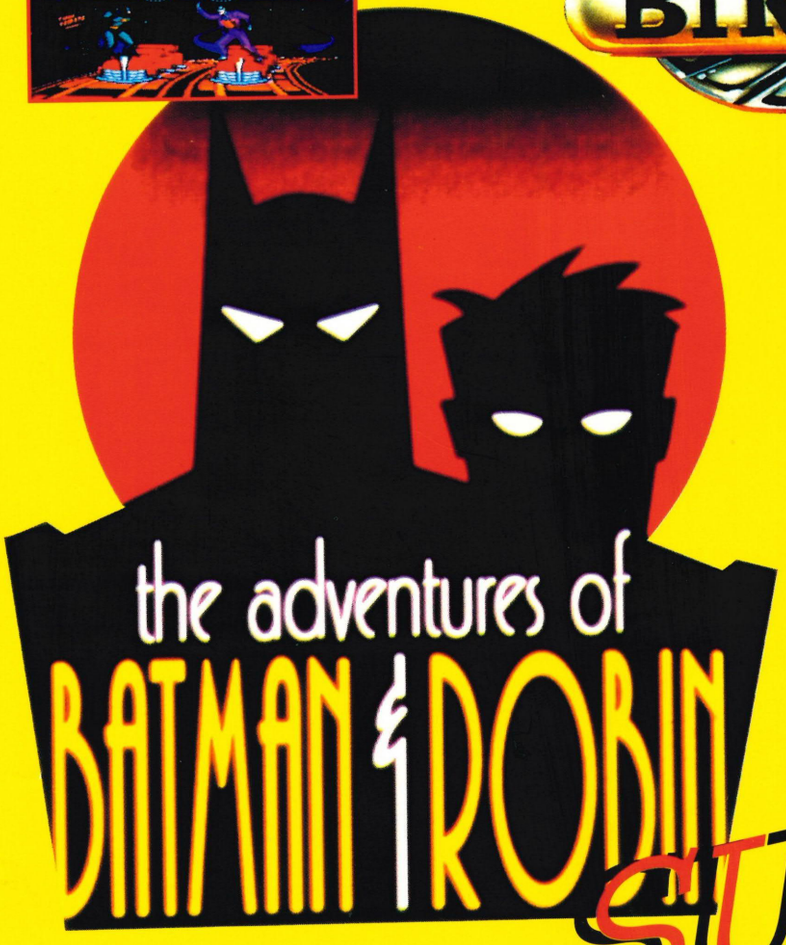
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