ALWAYS FIRST WITH NINTENDO EXCLUSIVES!

TOTAL!

JULY 1995 Issue 43 £2.50

9 770964 935021 07

Future PUBLISHING
Your guarantee of value

DONKEY KONG COUNTRY 2

Nintendo®

SNES TOP 100 GAMES

AND CHEATS FOR ALL OF THEM!

DOOM AND KILLER INSTINCT ON THE SNES!

DOOM

ULTRA 64™

IT'S HERE!

SNES • GAME BOY

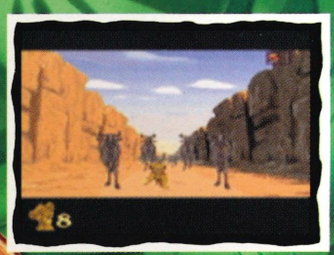
Disney's THE LION KING

GAMEBOY NOW AVAILABLE

Disney's The Lion King brings to life the majesty and mystery of Africa through the tale of Simba, a lion cub faced with the challenging transition to maturity. Now in this video game you can be part of the adventure. Driven into the wilderness by his evil uncle Scar, Simba finds salvation with Pumbaa the warthog and Timon the meerkat, and his education begins. Tackle heinous hyenas in the elephant graveyard, avoid the trampling hooves of stampeding wildebeest as you battle through 10 levels to ensure Simba claims his rightful place as The Lion King.





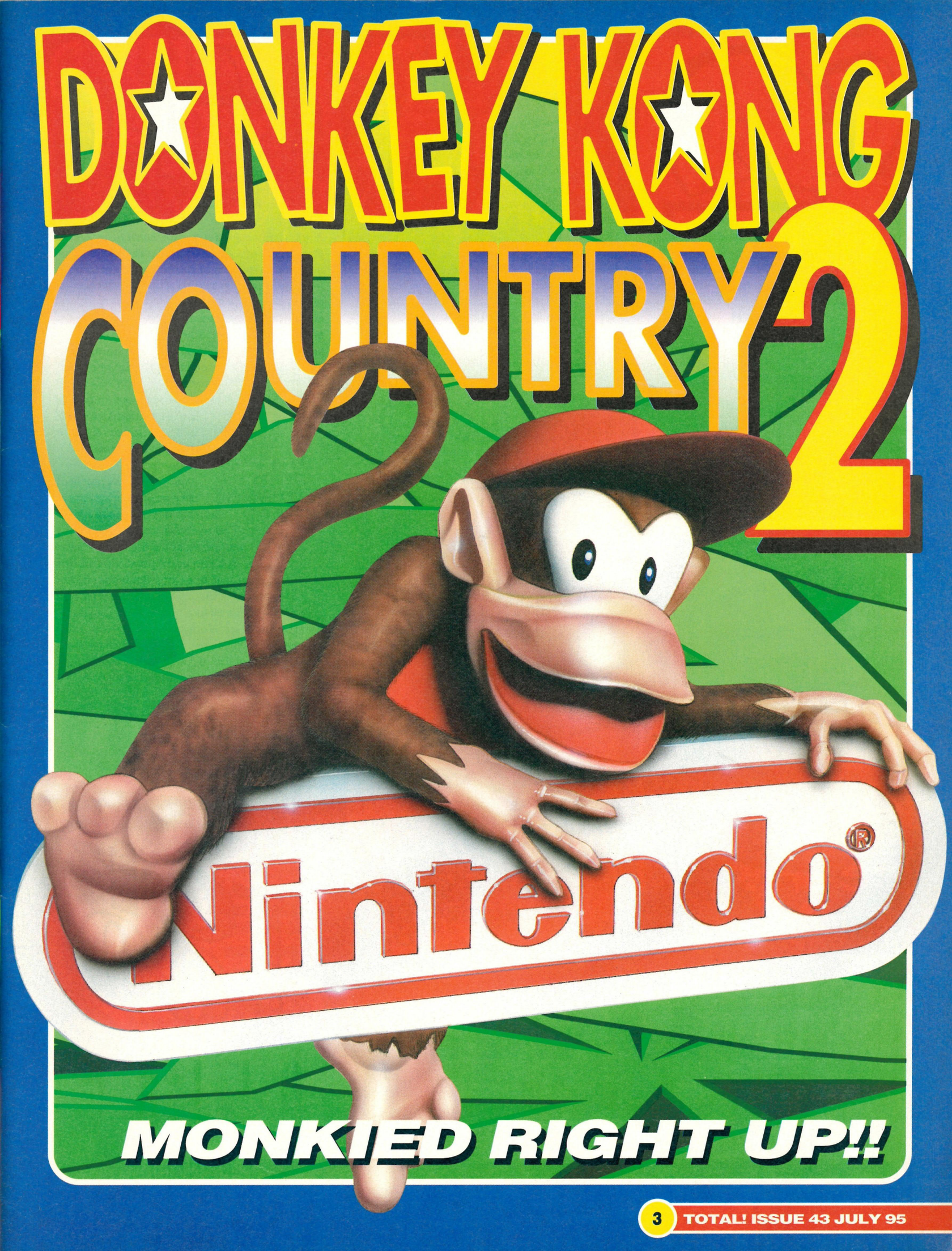


© Disney. © 1994 Virgin Interactive Entertainment (Europe) Ltd. All rights reserved.

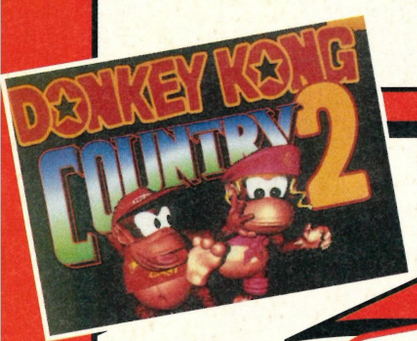
Virgin Interactive Entertainment (Europe) Ltd.
338A Ladbroke Grove London W10 5AH.

Virgin INTERACTIVE entertainment

Disney SOFTWARE | Nintendo | SUPER NINTENDO ENTERTAINMENT SYSTEM | MEGA DRIVE | SEGA Master System | SEGA GAME GEAR | GAME BOY


DONKEY KONG
COUNTRY 2
Nintendo®
MONKIED RIGHT UP!!

DONKEY KONG COUNTRY 2



The sequel to Donkey Kong Country is on its way – first news and pictures inside.

page 6

Nintendo®

The best games of all time! See if you agree with our choice.

WITH CHEATS FOR ALL 100!

SNES TOP 100 GAMES

12-Page pullout

pages 37-48

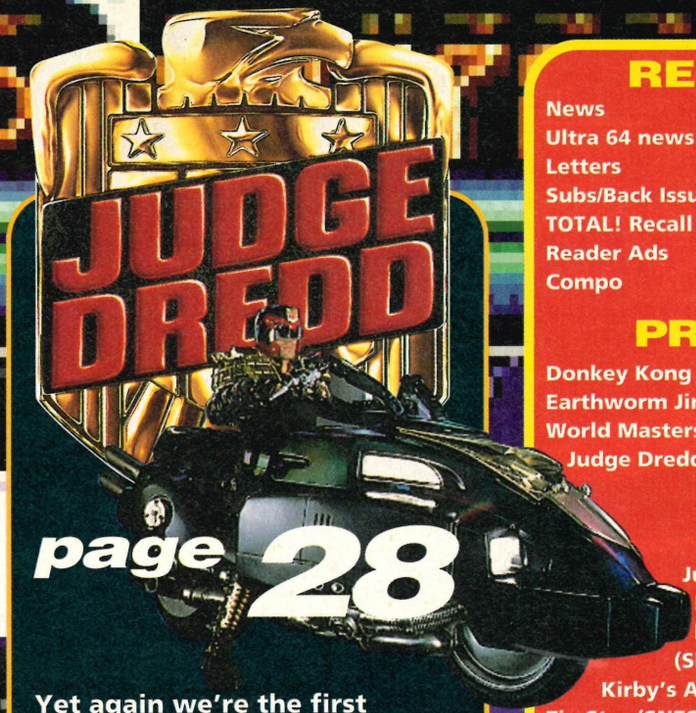
KILLER INSTINCT



Yes it really is coming to the SNES. See for yourself inside – you won't be disappointed.

Page 12

JUDGE DREDD



Yet again we're the first Nintendo magazine to review the biggest releases.

page 28

REGULARS

News	6
Ultra 64 news	10
Letters	58
Subs/Back Issues	61
TOTAL! Recall	74
Reader Ads	78
Compo	81

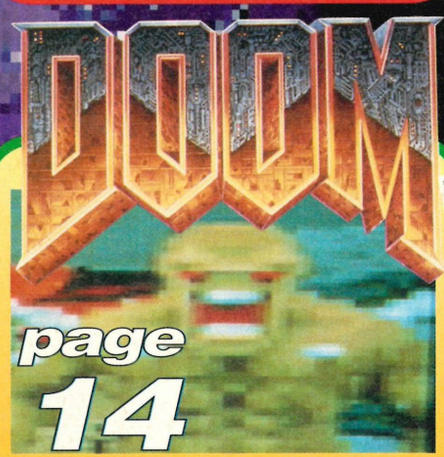
PREVIEWS

Donkey Kong Land (GB)	22
Earthworm Jim (GB)	24
World Masters Golf (SNES)	25
Judge Dredd (GB)	24

REVIEWS

Judge Dredd (SNES)	28
Black Bass (SNES)	32
International Cricket (SNES)	34
Kirby's Avalanche (SNES)	49
Tin Star (SNES)	50
Carrier Aces (SNES)	52
Mario's Picross (GB)	53
PGA Golf (GB)	55
Game Boy Fun Packs (GB)	56

DOOM



page 14

Another game that they said would never appear on the SNES. They were wrong – we've got the proof.

BASSIN'S BLACK BASS



Fishing on the SNES – you may well be hooked. Reel in our review.

page 32

Can Mario's latest game be as good as Tetris on the Game Boy? Find out for yourself.

MARIO'S PICROSS

page 53

TIPS

Some of them old, some of them new, all of them vital. We're here to help.

SYNDICATE
Page 62

THEME PARK
Page 70

PUTTY SQUAD
Page 68

page 16

VIRTUAL BOY

Latest news and pictures from the E3 in America.

MARIO CLASH

TELEROBOXER

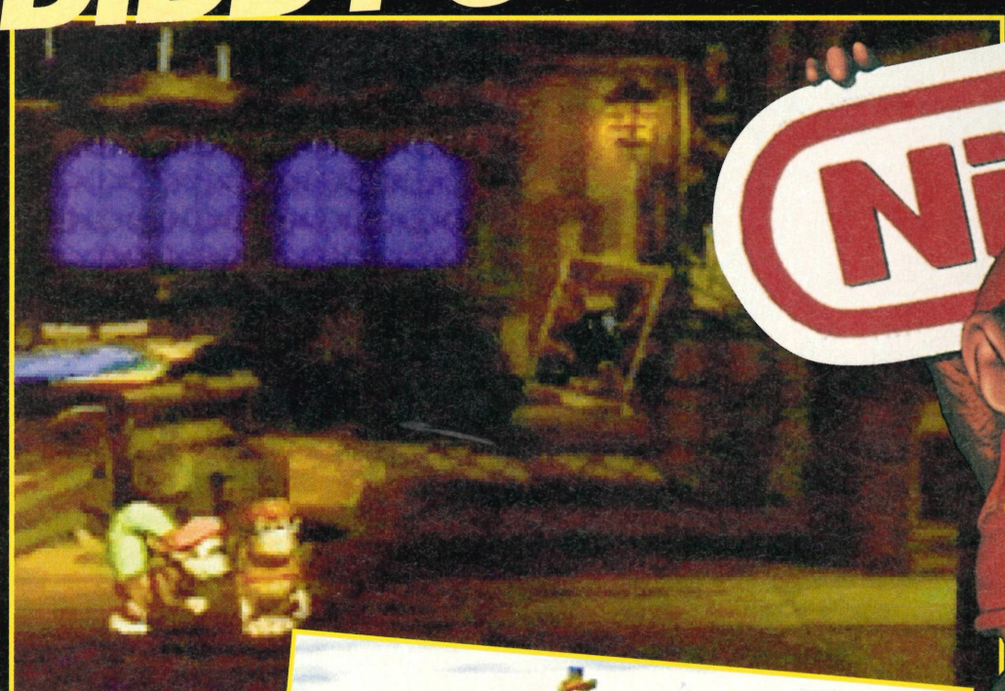
page 10

ULTRA 64



TOTAL!
NINTENDO NEWS

DONKEY KONG
DIDDY'S KONG QUEST



No, Dixie Kong hasn't got a yellow tail. That is, in fact, her rather useful and dead powerful pony-tail.

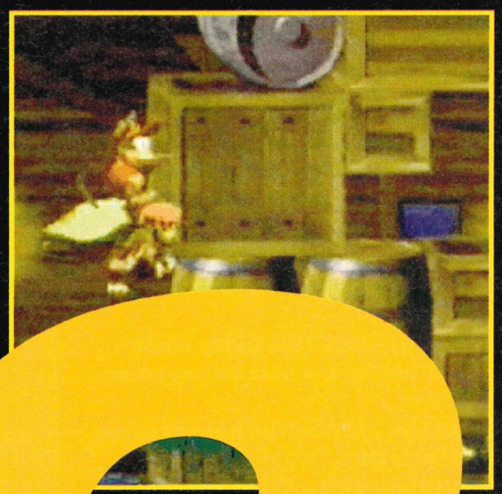


This is the map to just one of the new and improved levels.





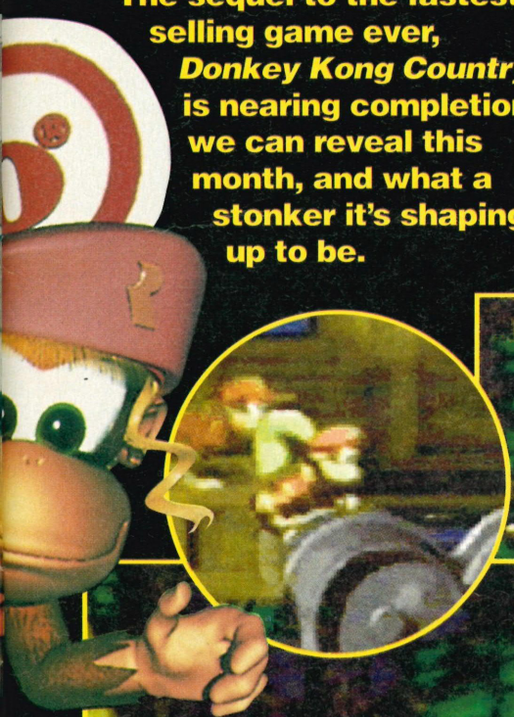
Phew! I've just got back from a crazy three days at the Los Angeles E3 with the rest of the TOTAL! review crew. Yes I'm tired, yes we watched *Baywatch* being filmed on Venice beach and yes I've got some tippety-top Nintendo gossip that might just change your life forever. Are you ready for *Donkey Kong Country II?* Can you handle a first look at the Ultra 64 machine? Is your washing powder potent enough to clean your pants after you read about *Killer Instinct* and *Doom* on the SNES? Sit down, strap in and prepare for the most up-to-date news in the business.



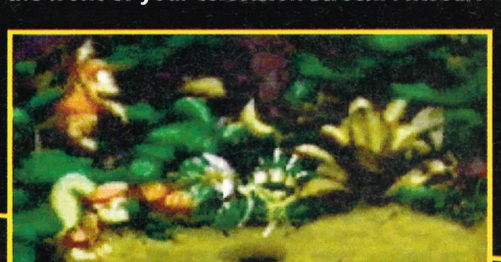
COUNTRY 2

The sequel to the fastest selling game ever, *Donkey Kong Country*, is nearing completion we can reveal this month, and what a stonker it's shaping up to be.

In surely the most eagerly awaited sequel of all time, Diddy Kong joins forces with a new character, Dixie Kong, in a quest through more than 100 levels to unearth the mystery of Donkey Kong's disappearance. As Diddy and Dixie search for their missing buddy they meet a cast of new and improved characters including a pogo snake, spiders that wears tennis shoes and completely re-designed Kremlins kitted out in pirate costumes. Hoorah! New areas in the game include: K Rool's wrecked ship, a roller-coaster high above a carnival, a haunted forest, a deep jungle and the inside of a beehive where honey seems to drip down the front of your television screen. Phwoar!











You can't really tell from these screen shots but the graphics are much more detailed.

Left: If you climb onto Dixie's shoulders she'll throw you up onto high ledges. Top lass!

WHAT THE WORLD SAID...

...about the original *Donkey Kong Country*. Bear in mind that everyone who has seen the sequel agrees that it is superior in almost every way. Get saving!

15/11/94 – TOTAL! – 'Grab your copy of this instant classic immediately. 97%.'

19/11/94 – NBC TV's Today Show – '*DKC* will be the best selling game of '94.'

09/12/94 – MTV – 'The hottest game of '94 is *DKC*.'

16/12/94 – CNN – '...the hottest Christmas title from the game business' undisputed leader Nintendo.'

20/12/94 – Spin Magazine – '...the best looking video game I've seen. Period.'

26/12/94 – Time Magazine – 'Nintendo's *DKC* ranks as the number two product of '94 behind the Chrysler Neon.'



Can the sequel possibly be any better than the mighty *DKC*? Well, Rare have developed an improved version of the Advanced Computer Modelling that made the original *DKC* such a stunner. This has resulted in some awesome special effects which, wait for it, are even better than those in *DKC!* Blimey! These new ACM effects range from the dripping honey to added character detail including realistic looking hair on Diddy and Dixie and improved animation. Together these give *Diddy's Kong Quest* a much richer environment than it's predecessor which, frankly, is very hard to believe but all true, honest!

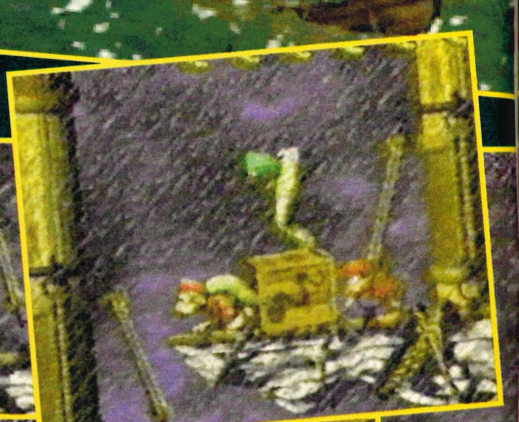
Diddy's Kong Quest will be released worldwide in November and will probably break every record in the book. With games like this on the way we don't mind waiting until next April for the Ultra 64. Doh! I've given away our next news story. Oh well, turn the page anyway.



Don't worry! Donkey Kong does make an appearance towards the end of the game.





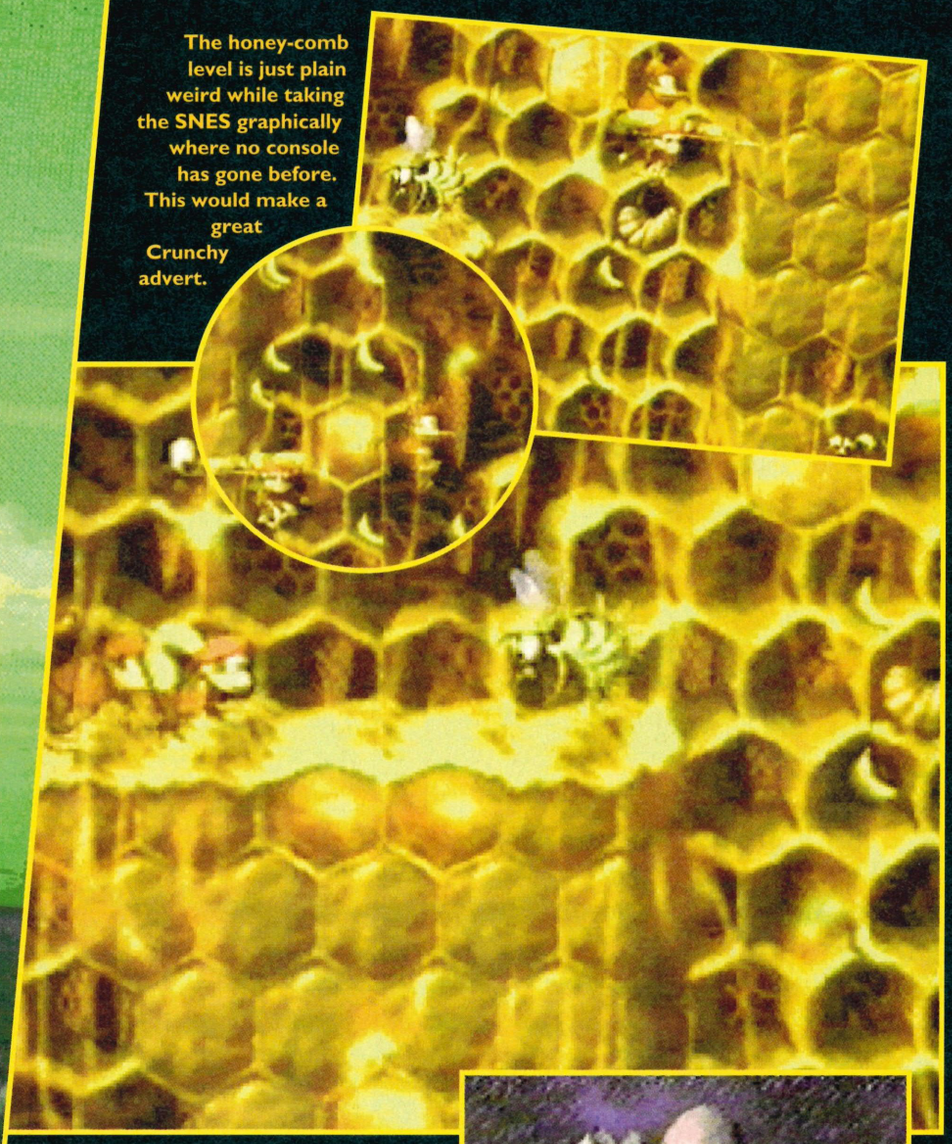




Now that's what I call a rainstorm but why don't the characters get wet? Water is underused in video games!

The honey-comb level is just plain weird while taking the SNES graphically where no console has gone before. This would make a great Crunchy advert.





Left: The opening screens scroll upwards to reveal a map of the whole game. We want the finished cart now!









Above: The second end-of-level-boss drops lovely rendered eggs. Rare are just showing off now!

NEW KONG ON THE BLOCK

Dixie Kong is Diddy's new girlfriend although neither of them will admit to it. She has a spunky, tomboyish attitude but her strength lies in her hair. Dixie can dispose of baddies using a spin attack which causes her hair to whip anything within range but that isn't all it's good for. With just a flick of the neck her hair becomes a whirling propeller taking her slowly down from high platforms and best of all, she can use her ponytail to pick up and throw such objects as barrels and even Diddy himself. Top lass or what?

Name:	Dixie Kong
Age:	Young, for primates
Height:	Short, about as tall as Diddy
Hair:	Blonde ponytail
Eyes:	Ape Brown
Clothes:	Pink shirt, pink cap, knee pads
Marital Status:	Single, Diddy Kong's girlfriend
Hobbies:	Blows bubbles, makes banana shakes



ULTRA 64 NEWS

ULTRA 64 UPDATE

NINTENDO ULTRA 64™

No other magazine knows more about the Ultra 64 than TOTAL! We even saw this mighty machine before the folks at Nintendo UK. Not bad! For all the latest Ultra 64 news, gossip and screen shots be sure to completely ignore all other magazines on a monthly basis.

THE BEST CONSOLE EVER UNVEILED



Here it is. The moment we've all been waiting for, in the flesh and ready for action let's hear it for the Ultra 64, the best console in the world!

Yes, it's finally been unveiled in all it's Flash Gordonesque glory and I'm sure you'll agree that it really does look good enough to eat. The bad news, however, came just minutes after we got our peepers on this super console. The release date has been put back until April '96! See So Why The Delay? box at the bottom of the page.

Still, whenever they finally decide to release it this is a seriously desirable piece of kit. Nintendo may be last to join the next generation party but heads are sure gonna turn when they crash through the door, ready for a good time. Hands up all those who want this dead smart box under their tellies right now. Too right!

As yet nobody has seen the finished machine up and running except those involved in its development so we wondered how those in the know think the Ultra 64 stands up against its main rivals, the PlayStation and Saturn. Ken Lobb, *Killer Instinct* development manager at Nintendo said, 'They don't stand up, they are on the floor and we're in orbit!' while Kevin Bayless from Rare stated that, 'When the Ultra 64 stands up, the others take a bow.' Sounds pretty good to us. Check out our exclusive screen shots next month.

SO WHY THE DELAY?

Howard Lincoln, the chairman of Nintendo US explained to TOTAL! exactly why the release of the Ultra 64 has been put back until April '96. 'Let's face it. Gameplayers always recognise quality and they enthusiastically flock to it...It's this never-ending quest for better games that's really behind our decision to move the introduction of Nintendo Ultra 64 in North America and Europe to next April...What this means is that the quality of video games now under development for Nintendo Ultra 64 simply must be that much better. Not just a little bit, but a lot! And Nintendo is going to take the additional time necessary to achieve that level of quality. Period. There's no question about it.'

ULTIMATE DOOM

More details are emerging on what looks like being one of the hottest titles for the Ultra 64, *Doom*. We can now confirm that it will be graphically the best version yet. So far the cart boasts 24-bit colour together with bilinear interpolation which basically means that the graphics will be completely smooth and not at all pixely. Even up close!

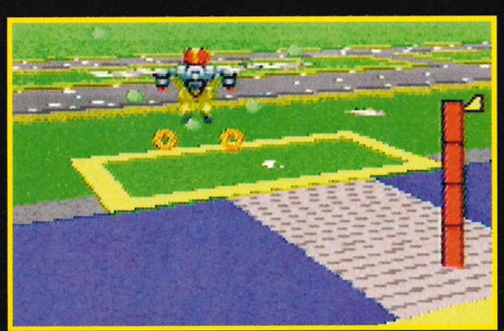
Williams are trying to keep the project under wraps as much as possible but a source in the know told us that they are working on entirely new levels, new textures, new music and several new monsters which are all being rendered on Silicon Graphics work stations. Provisionally titled *Ultimate Doom,* this is being readied for release alongside the Ultra 64 next April. We'll have some exclusive screen shots in next months action packed TOTAL!



Phwoar! *Ultimate Doom* may just be the game to make up for the Ultra 64's cack release date.

PLACE YOUR BETS...

...on which game will be bundled with the Ultra 64 upon its release. The smart money is on one of the following: *Killer Instinct II, Cruis'n USA, Pilotwings II, Ultimate Doom* or *Donkey Kong Country III*. We asked Nintendo but they refused to tell us because we've had too many exclusives this month. We'll find out, just you wait and see if we don't.

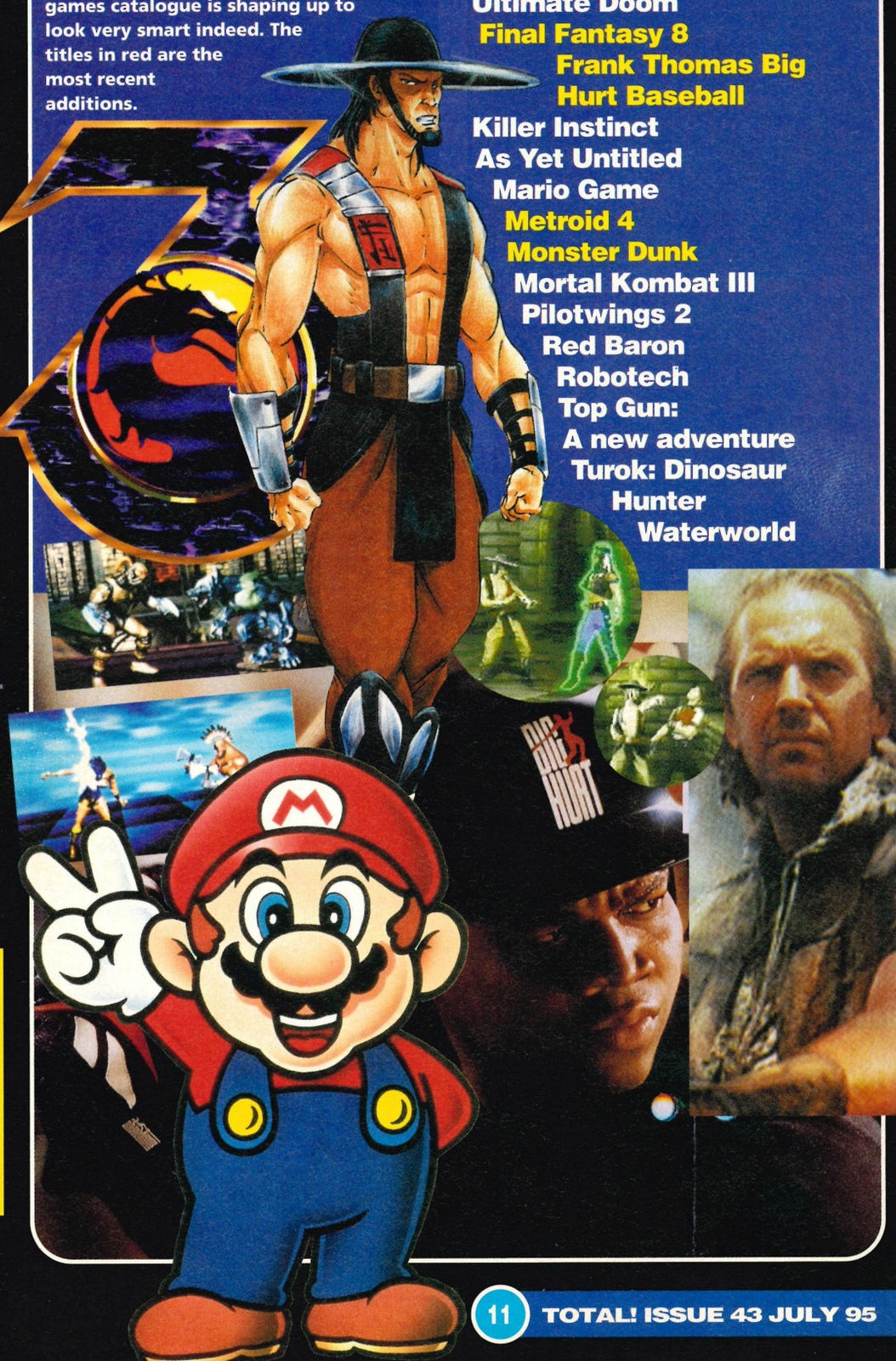


The SNES seemed to completely ignore flight sims so it's good to see two already for the NU64.

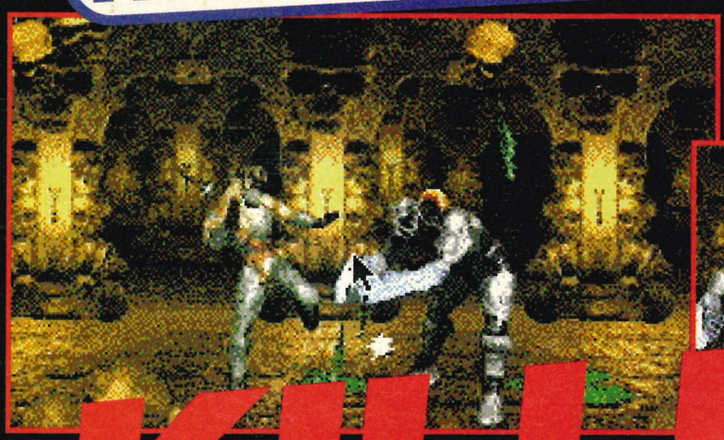
MORE GAMES CONFIRMED

We'll be updating this list every month until it becomes so big that it needs a mag of its own. Even at this early stage the Ultra 64 games catalogue is shaping up to look very smart indeed. The titles in red are the most recent additions.

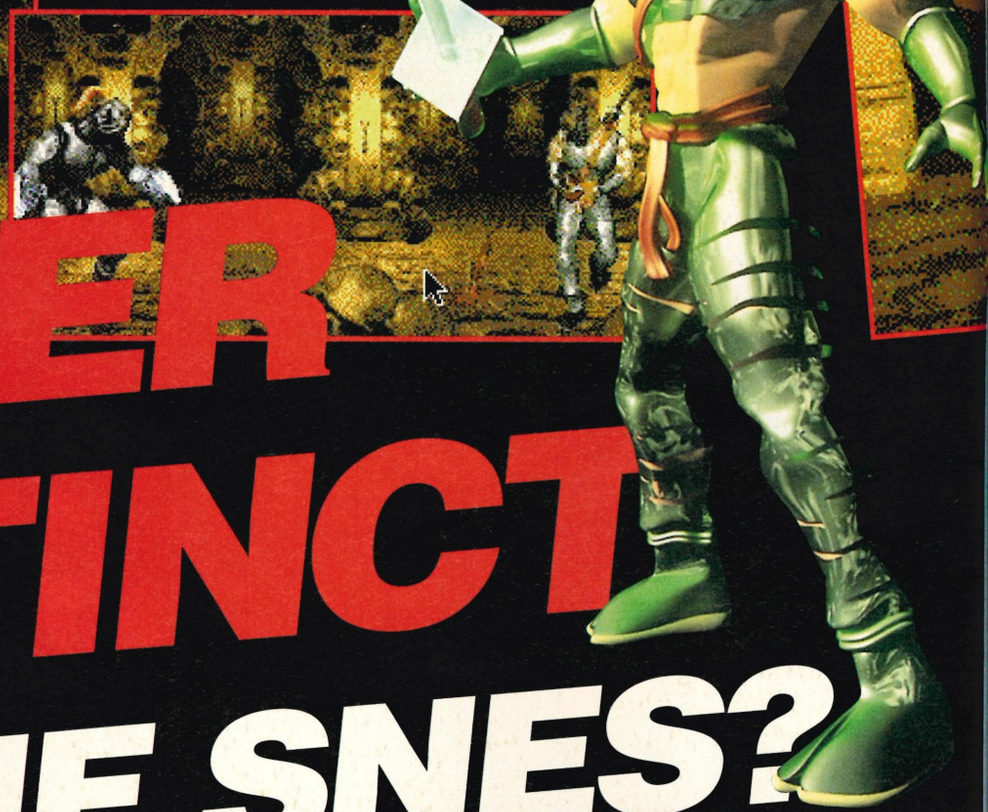
- Akira
- Alien Trilogy
- Cruis'n USA
- Ultimate Doom
- Final Fantasy 8
- Frank Thomas Big Hurt Baseball
- Killer Instinct
- As Yet Untitled Mario Game
- Metroid 4
- Monster Dunk
- Mortal Kombat III
- Pilotwings 2
- Red Baron
- Robotech
- Top Gun: A new adventure
- Turok: Dinosaur Hunter
- Waterworld



NINTENDO NEWS



This is such a good conversion! Who cares if we have to wait until next year for the Ultra 64?



KILLER INSTINCT ON THE SNES?

Surely Shome Mishtake

As exclusively revealed in last months TOTAL!, *Killer Instinct* is set to stun the world when it makes its SNES début this summer. Yes, SNES début! There was a shocked silence on the floor of the E3 as Nintendo unveiled what looks set to be the biggest selling game of the year. No one could believe that a 16-bit machine could possibly handle such phenomenal graphics.

This 32 megabit beat-'em-up contains all the characters that were in the arcade version including: Fulgore, Chief Thunder, B Orchid, Riptor, SabreWolf, and the two-headed final boss Eyedol. It even has all the moves, combos, danger moves and special moves which range from three to 46 hits. Not bad!

So how did Rare cram all the features of the coin-op into a SNES cart? Well, that's the clever bit. Rare have improved their Advanced Computer Modelling system along











Above: Blimey! TJ Combo has taken Glacius' head clean off. And he only dished out a girly jab! Rock hard, or what?



Riptor is quite obviously stunned by Orchid's baton spinning antics, coupled with her stunningly plastic hair. Actually, it's not dissimilar to Atko's stupid mop.

HAND-HELD VERSION ON THE WAY

Killer Instinct for the Game Boy may seem like just another one of those particularly satisfying dreams which usually result in a change of sheets but not only is it definitely on the way, it's nearly complete and was on display for all to see at E3.

Rare have again come up trumps thanks to the same Advanced Computer Modelling that made it all possible on the SNES. The hand-held version includes all the characters from the arcade game as well as many of the moves. Add to this the Super Game Boy enhancements and the Game Boy link option and this must surely be the best portable beat-'em-up in the world.

Killer Instinct on the Game Boy is due for release in November. We'll have more shots next month.



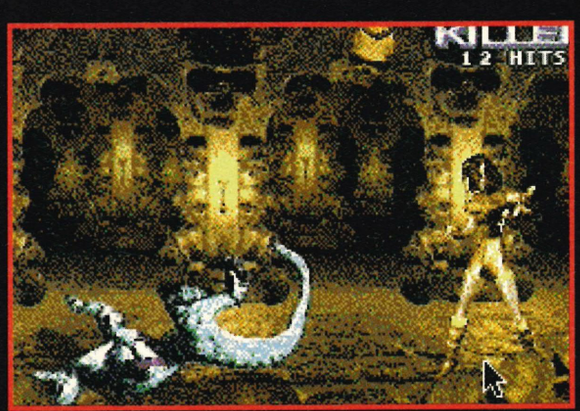
How on earth did they cram all that detail onto the Game Boy? It quite clearly defies all laws of physics. Hoorah for Rare!

with their famed data compression techniques to the point that they even had a bit of room left in the cart to make this version even better than the coin-op in many respects. The backgrounds are more detailed displaying special lighting effects and reflections and the parallax scrolling, which obviously isn't as technically advanced as the coin-op's scaling, curiously adds a greater sense of depth to the game. Other effects include foregrounds that didn't appear in the arcade and elements such as birds flying across screen, clouds drifting in the distance and swinging lamps that illuminate parts of the screen like *DKC's* mining levels.

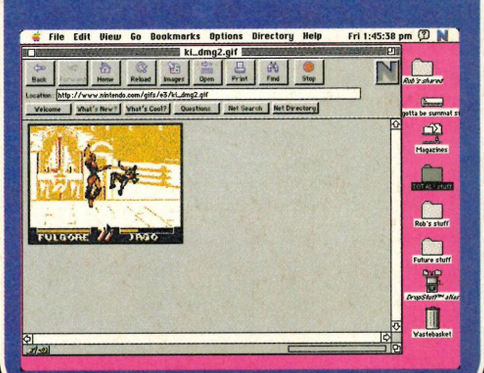
Killer Instinct for the SNES is, without a doubt, the most advanced home video game ever. It's even more impressive than *Donkey Kong Country* (although the jury is still out on whether it's better than *DKC II*). Apart from the stunning graphic effects, one of the most impressive aspects of this conversion is the quality of the sounds. The background music is arcade perfect and the sound effects are bone-crackingly in-your-face. So proud are Rare of their musical achievements that the first two million games will be bundled with an audio CD, *Killer Cuts,* featuring 15 tracks from the game as well as one hidden track.

Killer Instinct is scheduled for release in late August. Look out for yet another TOTAL! exclusive review very soon.





Cor, that Orchid's a top lass! I prefer her in green though.



NINTENDO NEWS



Left: That's a screen-shot from the 64-bit Jaguar version. They should be ashamed of themselves.



These graphics are so smooth. How on earth does this FX2 chip work?



DOOMSDAY For SNES beckons



Left: That chainsaw is our personal favourite. Come on then red-head! Come on!



Now that's one room I'd like to find. We'll tell you exactly where it is when we print the player's guide. Give us chance to review it.



Last month we exclusively revealed that *Doom* is set for release on the SNES at the end of the year, but nobody seemed to believe us. Well now it's official so a big raspberry to all you non-believers!

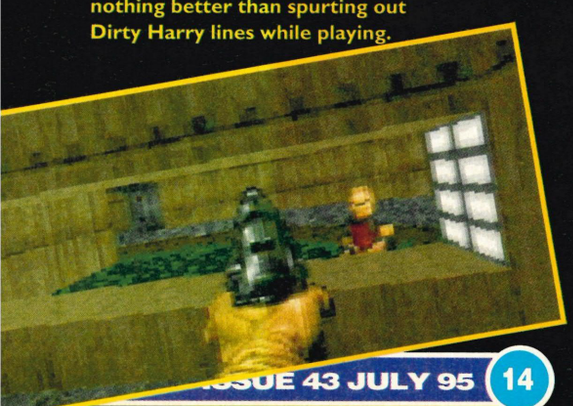
Due for release on *Doomsday,* September 1, the SNES version claims to be every bit as good as the original PC version. Sculptured Software have used the power of the SFX2 chip to make this massive 16 Megabit cart run at 15 frames per second and fill the whole screen. Blimey!

So just how good is the SNES version going to be? Kelly Zmack worked on the SNES version of *Doom* for Sculptured Software. She told TOTAL!, 'The SNES version is exactly like the PC version...we believe it is superior to the 32x version. We haven't had to remove any of the monsters from the product, and other features have not been removed.'

The only question remaining is that of violence. In the past Nintendo have been renowned for insisting on blood free games. Not any more! This is definitely going to be as violent as all previous conversions. Nintendo are happy to rely on the ratings system to take care of nervous parents nowadays leaving the rest of us gore fans completely happy with our washes.

As yet there is no two-player option on the SNES version but X band, those American SNES-link-up-over-the-phone geezers have apparently expressed a great deal of interest in supporting a two-player head-to-head option. We'll be previewing this corker of a cart in a couple of months. Don't you dare miss it!

Do you feel lucky punk? There's nothing better than spurting out Dirty Harry lines while playing.



ERM, WHAT'S DOOM?



I find it very hard to believe that there are actually people out there who don't know what *Doom* is all about. On the other hand, if you ignore all other systems as we recommend there's no reason why you should be familiar with this brilliant blaster.

For those of you in the dark, here's a plot rundown: Colonists on Mars have accidentally opened a porthole to hell which has unleashed all manner of hideous demons. You are the sole survivor and armed with weapons ranging from a rocket launcher to a chainsaw you must slaughter both the demons and the remaining possessed soldiers in 24 levels of terrifyingly realistic 3D mayhem.

Doom is the biggest hit ever on the PC and also happens to be one of the most gory and atmospheric games ever. To be honest, it makes its closest rival *Wolfenstein 3D* look and play like *Pong*.

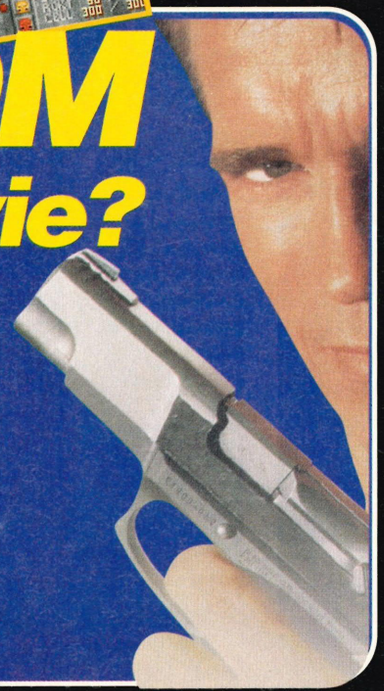


The green suit protects you from radioactive streams leading to hidden rooms. Groovy!



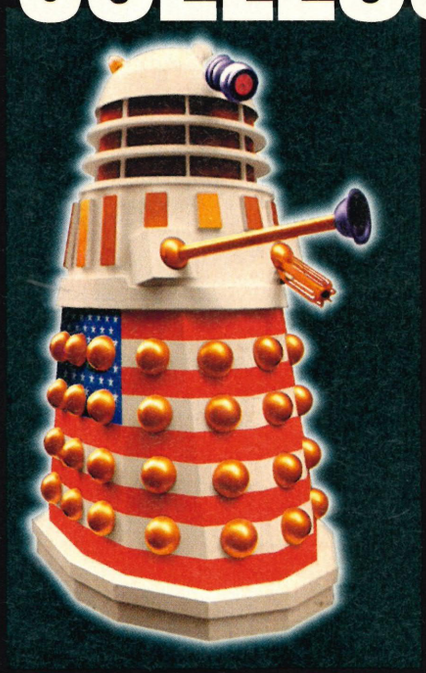
Atko's personal favourite weapon, the shotgun. He just loves that tschick, tschick load noise. Odd bloke!

DOOM the Movie?



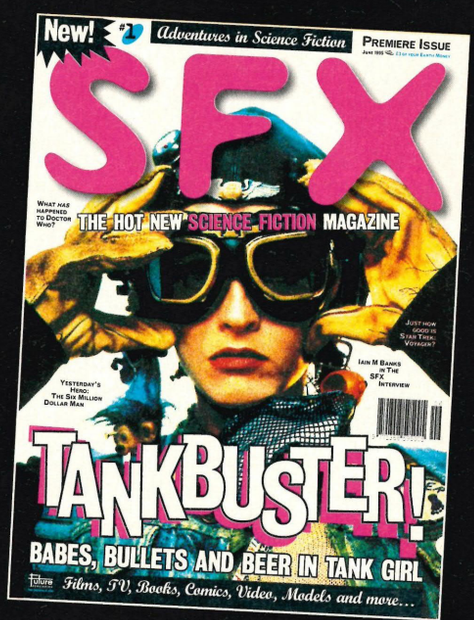
What's this we hear about *Doom* being made into a mega budget Hollywood film? According to our source, the script for *Doom The Movie* is all but complete but who could possibly star in such a global event? Well the name being bandied around at the moment is none other than the Last-Terminator-actiony-True-Lies type geezer himself, Arnie. Now that would make a cool film!

RESISTANCE IS USELESS!



HAS DOCTOR WHO GOT A FUTURE?

FIND OUT IN ISSUE 1 OF SFX, THE SCIENCE FICTION MAGAZINE



ON SALE 23 MAY

SFX: BECAUSE YOU DON'T KNOW WHAT'S OUT THERE

Future PUBLISHING

Films, TV, Books, Comics, Video, Models and more...

VIRTUAL NEWS

VIRTUAL AUGUST



Some Japanese bloke in a suit has a go before you do! It's a disgrace!

August 14 will be Virtual day in America this year as Nintendo's Virtual Boy officially goes on sale. The revolutionary, and much criticised, successor to the Game Boy may not have received much coverage in the press up to now but the feeling at E3 was that Nintendo may well be onto another winner. We had a quick go on *Tolero Boxer* and loved it to bits. Who cares if it's not colour? It's dead powerful, truly three-dimensional and has digital stereo sound. Not bad! The only problem is that it's so hard to describe the experience. Erm, so we won't even try until we get one in the office.

The Virtual Boy will retail at $179.95 and will be bundled with an, as yet, undecided game. It's powered by six AA batteries or an optional AC adaptor. We're not sure how long the batteries last but as we're getting one in next month, we'll let you know.

Five games for the VB will be available from launch and another nine have been confirmed as in-development although many more are on the way as there are more than 100 developers and third-party publishers supporting the system. Nintendo expects to sell more than 1.5 million Virtual Boys together with 2.5 games by the end of the year. Who are we to question them, they've never been wrong before. Let's just hope the UK release is soon after.



TECHY STUFF

Here's another look at the power behind the Virtual Boy

CPU: Single 32-bit RISC processor running at 20MHz

Display: Dual Mirror scan, high resolution, oscillating LED displays

Software: ROM cartridge, maximum capacity 128 Mbits

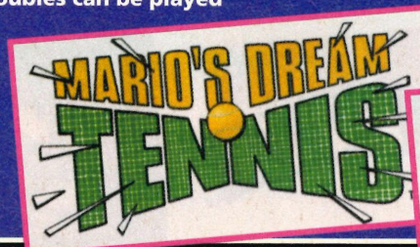
1. **Adjustable eye piece**
2. **Digital stereo sound**
3. **Twin hi-res display**
4. **Two player port**
5. **RISC based processing**
6. **Advanced LED system**

LAUNCH TITLES

First of all allow us to apologise for the lack of Virtual Boy screen shots to date. The ones we've got so far are mostly a load of old cack which doesn't do the system any kind of justice. We're still working out exactly how to grab and present this underrated 32-bit, 3D beast without having to cover-mount 3D glasses every month. So, erm here are some lovely logos for all the launch titles:

MARIO'S DREAM TENNIS

This is the first tennis sim to offer a true 3D court. Singles or doubles can be played in one-player mode or together with a friend in link-up mode. You're opponents including: Mario, Yoshi and Donkey Kong Jr.



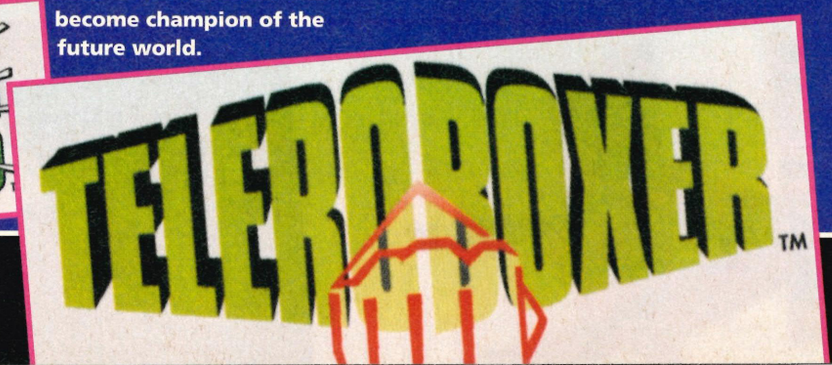
RED ALARM

This polygon rendered blaster is very similar to *Starfox* except in three dimensions. Your aim is wipeout alien ships while swerving and ducking obstacles that appear to fly towards you.



TELERO BOXER

This is much like *Super Punch Out!!* with added 3D graphics. Throw right and left crosses, uppercuts and jabs in an effort to beat 10 robot boxers and become champion of the future world.



GALACTIC PINBALL

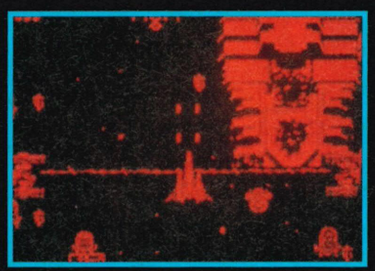
This 3D pinball game offers four realistic pinball tables: Cosmic, Colony, UFO and Alien. Multiple hidden bumpers send pinballs up, down, forward and back in a space age, 3D environment.



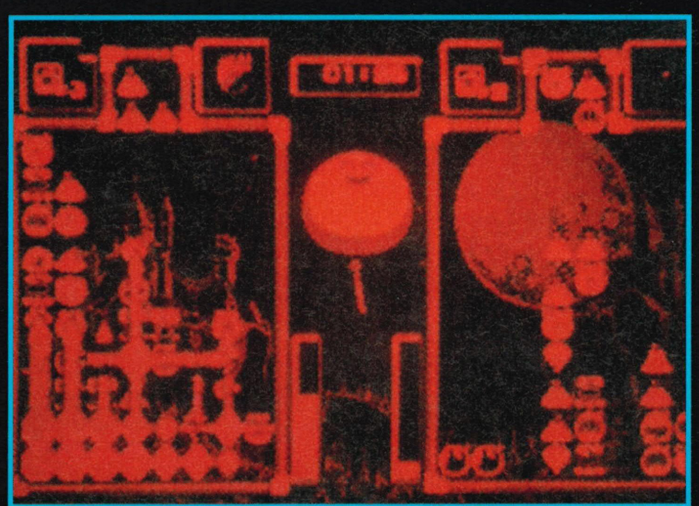
CONFIRMED GAMES IN DEVELOPMENT

So far, apart from the five games set for immediate release, the following nine have been confirmed as in-development:

DEVIL BUSTERS
FACEBALL
GOLF
MARIO CRUISE
PANIC BOMBER VB
STAR SOLDIER
VERTICAL FORCE
V1-TETRIS
VIRTUAL LEAGUE BASEBALL
WATERWORLD



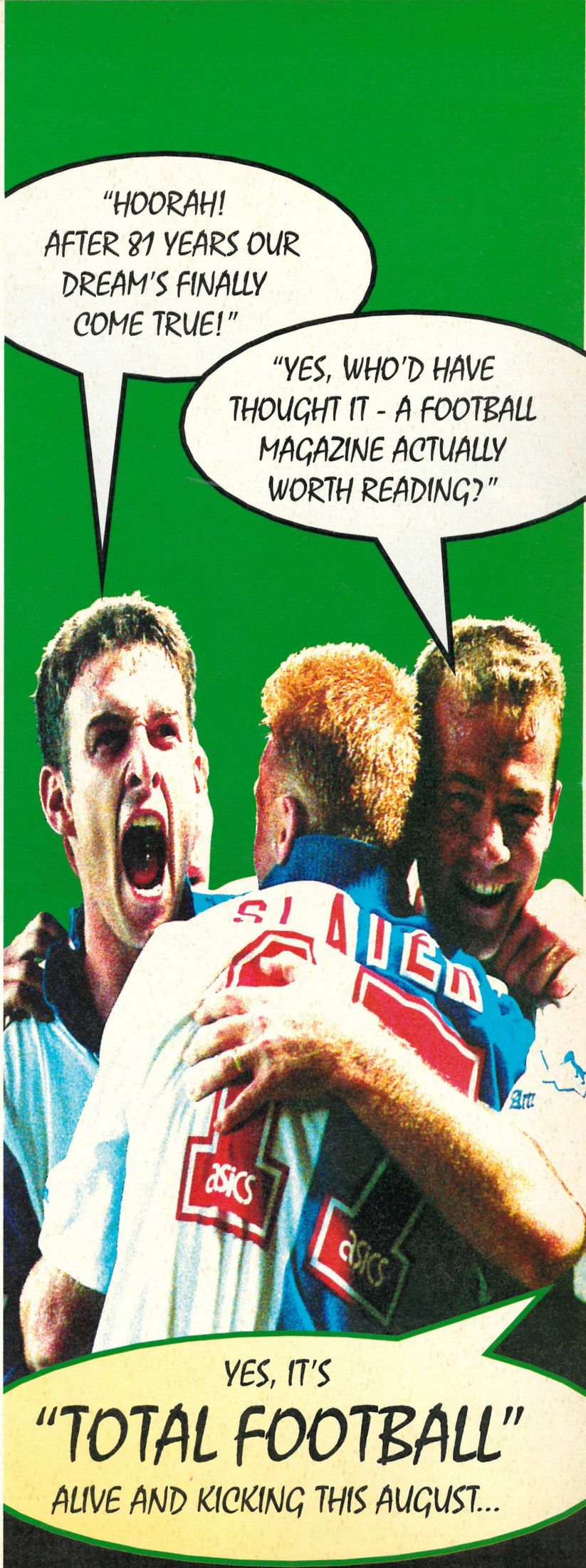
Yes these screen shots look like a pile of mup! You really do have to see this machine in the flesh.



TIC PINBALL™

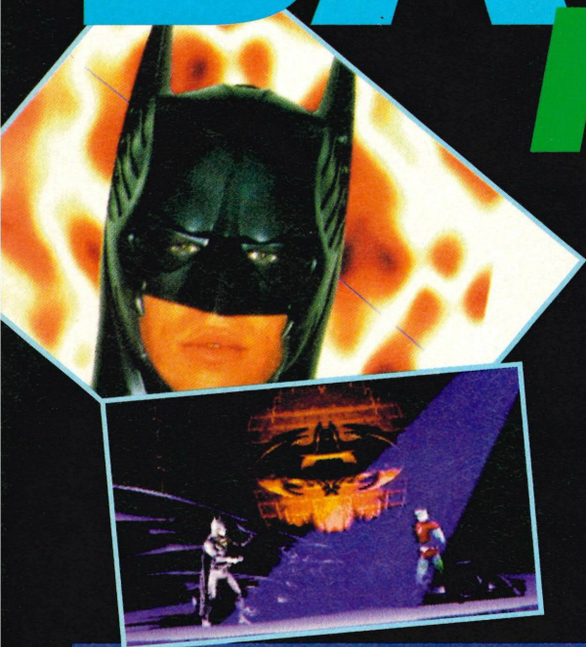
MARIO CLASH
Designed by Shigeru Miyaoto this is based on the original *Mario Bros.* Enemies come from above and below, left and right and even foreground and background. Mario can run, jump and throw in all directions.

MARIO CLASH™



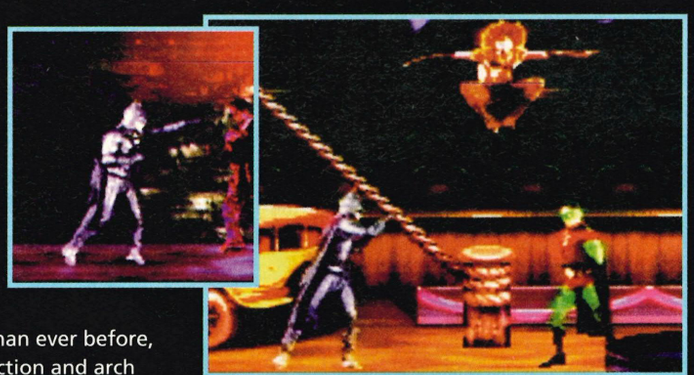
NINTENDO NEWS from the NET

BATMAN FOREVER



It may be a bit of a stupid name but *Batman Forever* looks like being the best Batman game yet and possibly the best movie license ever. The movie is due for release in August followed soon after by this stunning SNES cart.

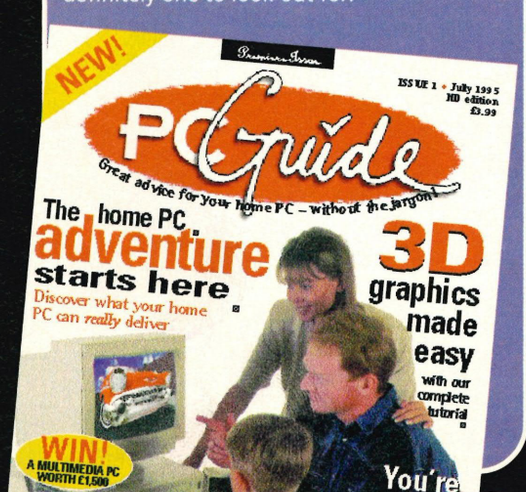
The game features state-of-the-art digitized graphics, more bat moves and weapons than ever before, two-player Batman and Robin action and arch villains The Riddler and Two-Face. Check out these exclusive screen shots.

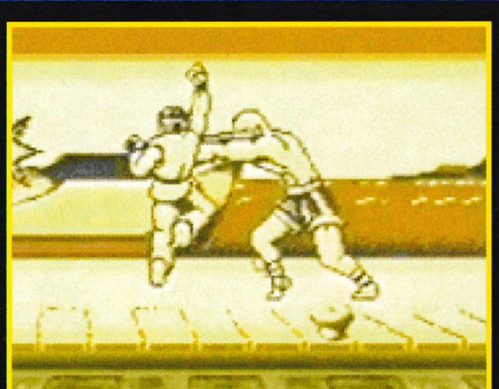


Acclaim have promised us that this will be infinitely better than the previous two efforts.

PC GUIDE

PC Guide is a new magazine from the makers of TOTAL! aiming to take a straightforward approach to the world of PCs by demystifying all the jargon which sends other PC mags up their own bottoms. Even if you're just thinking about getting a PC this is definitely one to look out for.





***Street Fighter II* could prove to be a little late coming. It's not a patch on *Killer Instinct*.**

STREET FIGHTER II for GB

Yes it's true! *Street Fighter II*, the game that launched a genre will finally make its Game Boy début in August. And about time too if you ask us. You choose from Ken, Ryu, Chun Li, Blanka, Guile, Zangief, Balrog and Sagat as you take on all-comers before a final confrontation with M Bison.

This 4-meg game is going to have to be very special indeed to compete with *Killer Instinct* but that jolly well serves them right for not releasing it long ago.

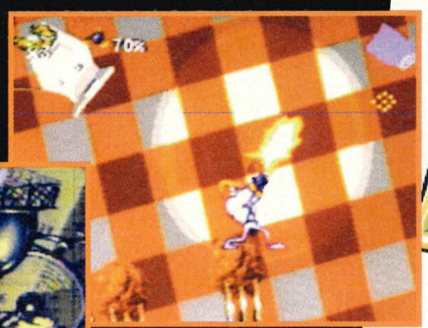


Kids' books come to life

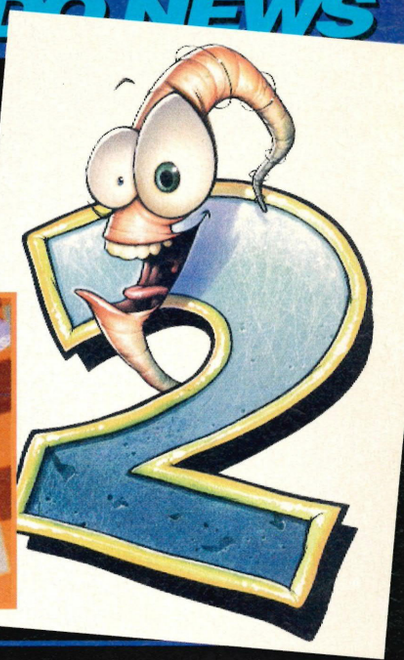
JIMMER RETURNS...



...in the form of *Earthworm Jim 2* this summer. He's back and this time he's, erm, pretty much the same actually. Obviously this is an all new adventure but the only real differences, as far as we can see, are some secret special moves and five new guns. Oh well, if it aint broke why fix it?







Look out for Jimmer in a Saturday morning cartoon very, very soon.

KIRBY'S DREAM LAND 2

This eagerly awaited sequel to the multi-million selling Game Boy original promises to be one of the biggest sellers of the year. Players multiply their powers as they team up with new characters to discover hidden levels and secret bonuses. The gameplay remains the same which can only be good news for all of us really.



That Kirby is a lovely, pastely, cutesy character for all the family. Makes you sick, doesn't it?



COOLER than COOL

It been a long time coming but a sequel to the amazing *Cool Spot* is almost upon us. *Spot Goes To Hollywood* is a multi-level frolic through some of Hollywood's greatest film genres. The newly rendered *Cool Spot* pays homage to *Star Wars, Mutiny On The Bounty, Aliens, Dracula, Frankenstein, Indiana Jones, Jurassic Park* and many more. This looks like being one of the best sequels ever. More soon!

CONVERSE HARD-CORE HOOPS

You've got an *NBA contract* dangling under your nose and the other punks on the street want it bad. It's time for some *Hardcore Hoops.* This looks very similar to the ill-fated and very poor *Jammin'* released last year. Let's hope it's entirely different.



Arcade Classics

Retro gaming really does seem to be in vogue at the moment. No sooner do we have the pitiful Game Boy Gallery and the slightly better *Space Invaders* than Nintendo announce a whole spate of retro gaming bundles. Coming soon are the following two-in-one carts: *Asteroids/Missile Command, Centipede/Millipede, Galaga/Galaxian* and *Defender/Joust.* These are mostly brilliant games so get saving!

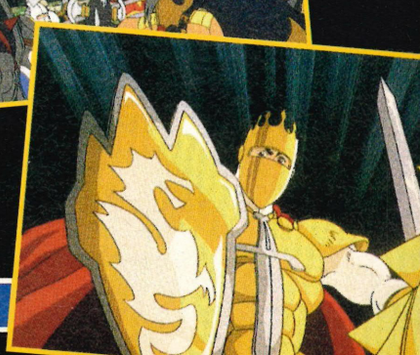


Nintendo could have crammed more of these games onto each cart surely.

KING ARTHUR AND THE KNIGHTS OF JUSTICE

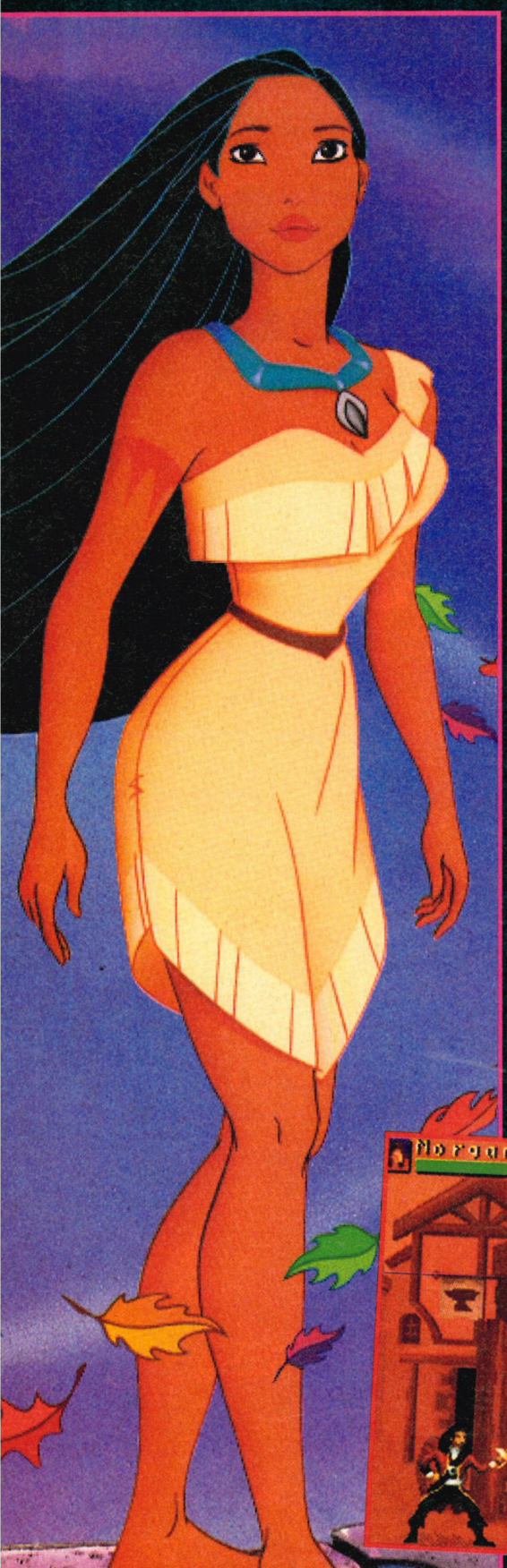
This role-player is apparently based on a hit American cartoon series of the same name which nobody in this office has ever heard of. We know for sure that it's one hell of a big cart but that's about it at this stage. Sorry about that.





POCAHONTAS?

Disney's latest cinema offering is also being released for the Super NES later in the year. We don't know too much about it as yet, in fact we don't even know how to pronounce Pocahontas. Do you?



WORLD HEROES 2 GB

The world's greatest heroes have gathered for the ultimate fighting challenge on the hand-held later this year. So far *World Heroes 2* looks like a pretty tasty beat-'em-up and boasts an amazing 16 characters. Phwoar!



World Heroes 2 promises to contain some of the very worst hair styles in video gaming history. Look at the state of that lot! Yuk!

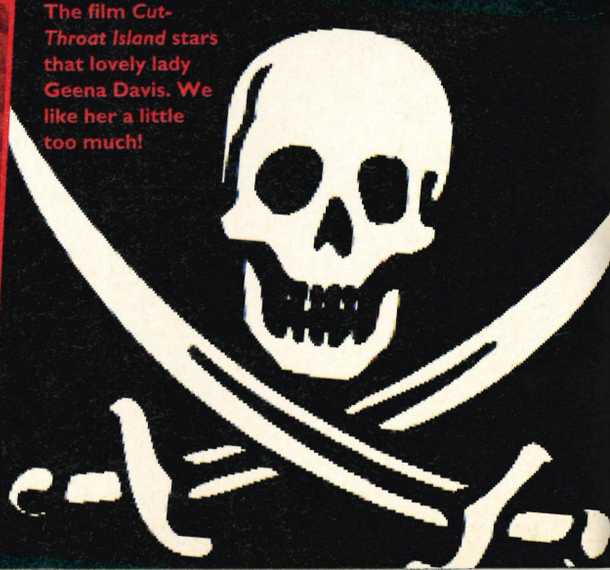
Throat Cutting ANTICS

Swashbuckling games are pretty rare on the SNES and every other games system for that matter. Why? Erm, because they sound cack of course. All that looks set to change however with the release of *Cut-Throat Island* on the SNES.

It all looks a bit camp at this stage but with ruthless pirates, blazing sea battles and secret passageways galore we just can't wait to go treasure hunting.







The film *Cut-Throat Island* stars that lovely lady Geena Davis. We like her a little too much!

REVOLUTION X

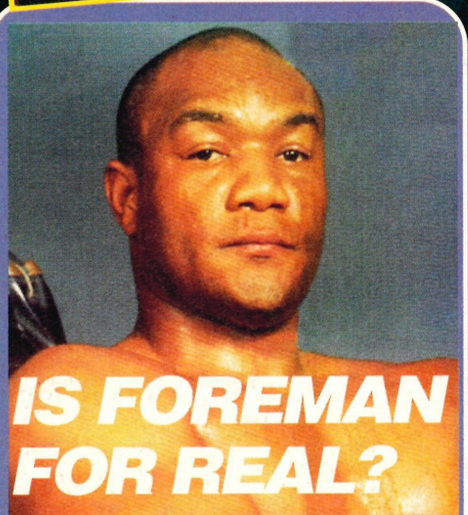
This has been a massive arcade hit in America and looks like being the same on the SNES. Music is your weapon in this clearly bonkers cart as, armed with CD-bombs, you blast your way through secret passages galore while bopping to the hottest guitar licks around. We'll have more on *Revolution X* next month.





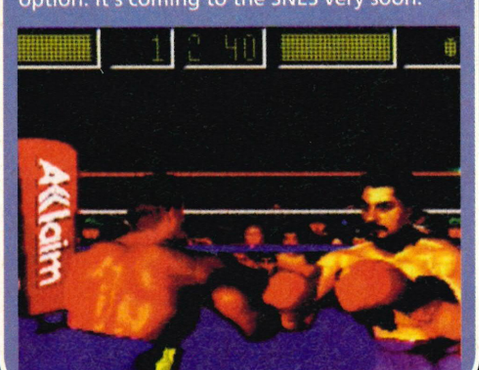
Looks as though a ruck is developing outside of the glossy Club X.

I bet that geezer on the left was nick-named Four Eyes throughout his whole school life.



IS FOREMAN FOR REAL?

Unfortunately he is. The 46-year-old heavyweight is not only the oldest heavyweight champion ever but he's just made a mint by putting his name to yet another boxing game. Unlike previous efforts though this outing actually looks very good. *Foreman For Real* utilises Acclaim's advanced motion capture technology, to present over 20 lifelike opponents and a groovy training option. It's coming to the SNES very soon.



MEE-OOW!

Based on the nature programme of the same name this David Attenborough narrated look at *Wild Cats* in action takes us to darkest Africa – oh I can't bluff any more. Details coming out of America are very sketchy at the moment, but as soon as we know more, so will you.



CHARTS

Unirally **storms into the charts but can't dislodge the mighty *ISS* while *Donkey Kong Country* just won't go away at number three.**



SNES

1	1	Int. Superstar Soccer
2	NE	Unirally
3	4	Donkey Kong Country
4	3	Starwing
5	14	Jurassic Park II
6	NE	Super Bomberman II
7	NE	Zelda III
8	NE	Shaq-Fu
9	8	Mario All Stars
10	9	Desert Fighter
11	5	Star Trek: Starfleet Acc.
12	NE	Animaniacs
13	20	Plok!
14	19	Mystic Quest
15	16	Sensible Soccer
16	NE	Syndicate
17	11	Cannon Fodder
18	12	The Lion King
19	NE	Beauty And The Beast
20	NE	Street Racer



GB

1	3	Zelda Links Awakening
2	2	Kirby's Dreamland
3	4	Donkey Kong '94
4	5	FIFA Soccer
5	1	Micro Machines
6	NE	Tetris
7	6	Super Mario 3
8	7	Super Mario
9	NE	Space Invaders
10	NE	The Lion King

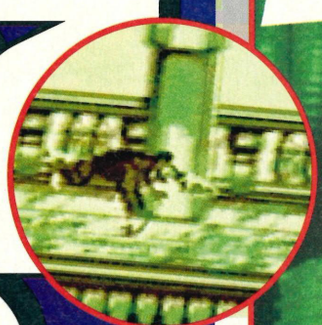
PREVIEWS



Are we witnessing the birth of the biggest selling Game Boy cart ever? I'd bet my house on it, and no mistake.

DONKEY KONG LAND



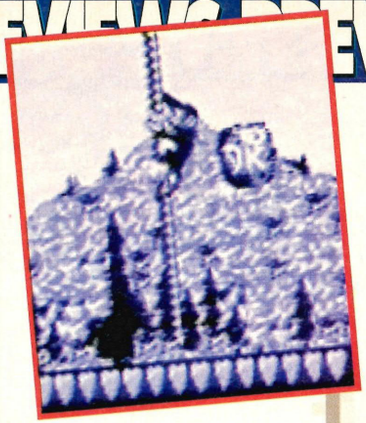




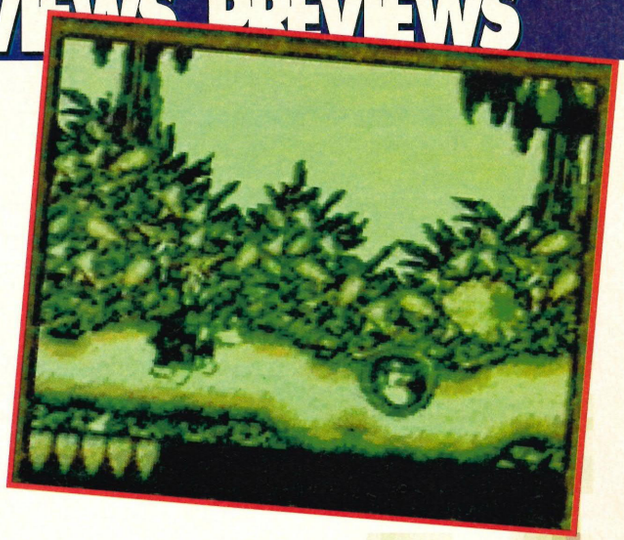
This has to be the best custom background yet for the Super Game Boy. Look out for our Super Game Boy competition next month. Design your own backgrounds and wins heaps of tippety-top goodies.







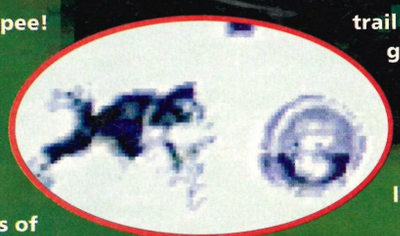
Has the Kongster really taken over from Mario as Nintendo's figurehead character? It's certainly looking that way.



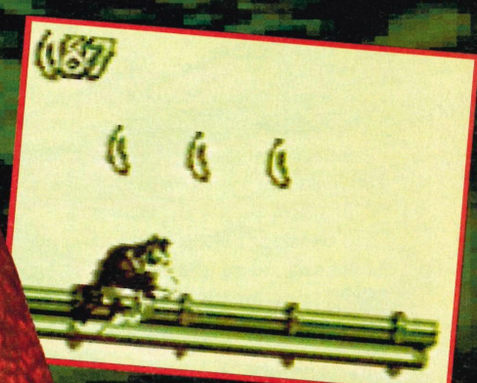
It looks like being the Game Boy event of the year. It looks like being one of the biggest selling Game Boy carts ever. It looks as though we've fallen in love with it already and this isn't even a review. It's *Donkey Kong Land* and we're so excited that our office floor is nothing more than a pool of saliva this month.

The programmers at Rare have performed miracles in reducing the stunning graphics of *DKC* to the tiny mono screen of the Game Boy and the four colours of the Super Game Boy. We didn't think they could do it but they have and it's a stunner! *DKL* features more than 30 all-new levels and secret areas to explore including Big Ape City, Kremlantis and the Chimpanzee clouds. Yippee!

In this new adventure, Donkey Kong, Diddy Kong and the Kong family face loads of new villains as they battle to save Donkey Kong Land from the clutches of the evil Kremlins. The battery backed up memory keeps you on the trail of the Kremlins, but you're gonna have to watch out for the likes of Hogwash the flying pig and Hard Hat the scary mole on patrol if you want to finish this little gem. Sounds groovy!



Other features include a specially rendered Super Game Boy background, a bright banana yellow coloured (not flavoured) cartridge and some of the funkiest tunes we've ever heard on the hand-held. Not bad!



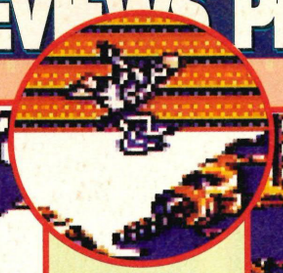
When you play the ice level on the Super Game Boy you just have to turn the whole thing blue. It just seems correct.

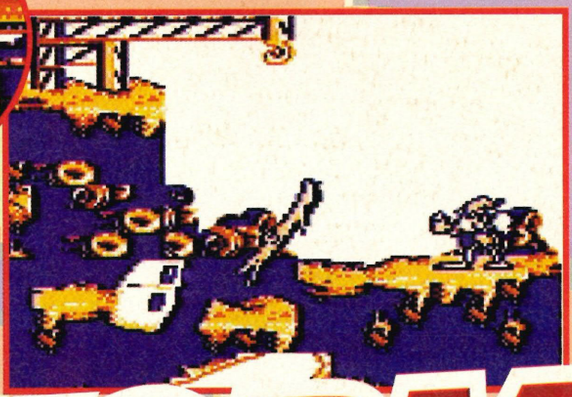


FOR: GAME BOY
FROM: NINTENDO
CATEGORY: PLATFORM
PLAYERS: 1
DEVELOPER: RARE
AVAILABLE: AUGUST
99% COMPLETE



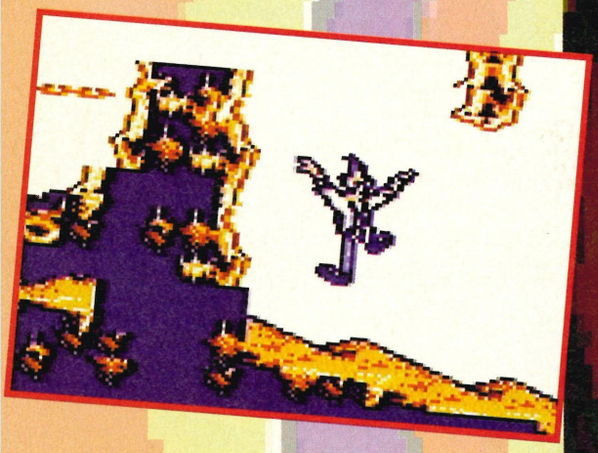
Unfortunately the first end-of-level-boss has become no easier in conversion I'm afraid.





Above: Why is all the background scenery made out of Honey Nut Loops? Strange.

EARTHWORM JIM





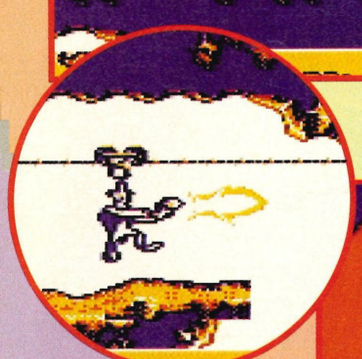
Just six months ago *Earthworm Jim* stormed onto the SNES and became the benchmark by which all platformers were to be judged, until *Donkey Kong Country* came along that is. Still, being a benchmark for a month isn't bad. Not only did it receive a whopping 95% but a classic character was born leading to numerous spin-offs and a very rude advertising campaign. Hoorah!

Sadly, although the Game Boy version looks like being every bit as good as its big brother, history may well be repeating itself. We fear that *Donkey Kong Land* may well steal old Jimmer's thunder again this summer, unless, of course you lot have learned your lesson this time and go for gameplay as opposed to looks. We'll see.

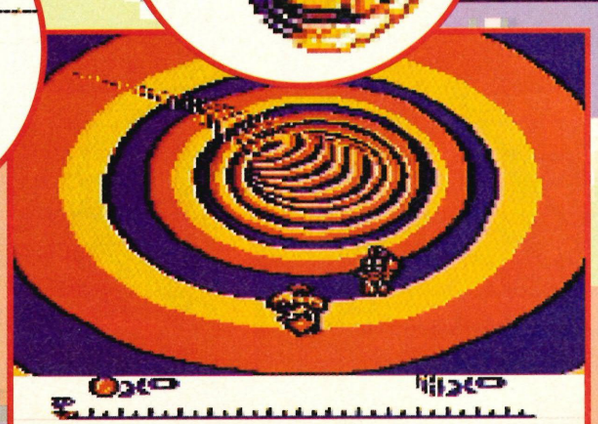
Earthworm Jim looks like being one of, if not *the* Game Boy cart of the year. Enough said really.







The Andy Asteroids section is every bit as quick as the original. Cor blimey guvnor!

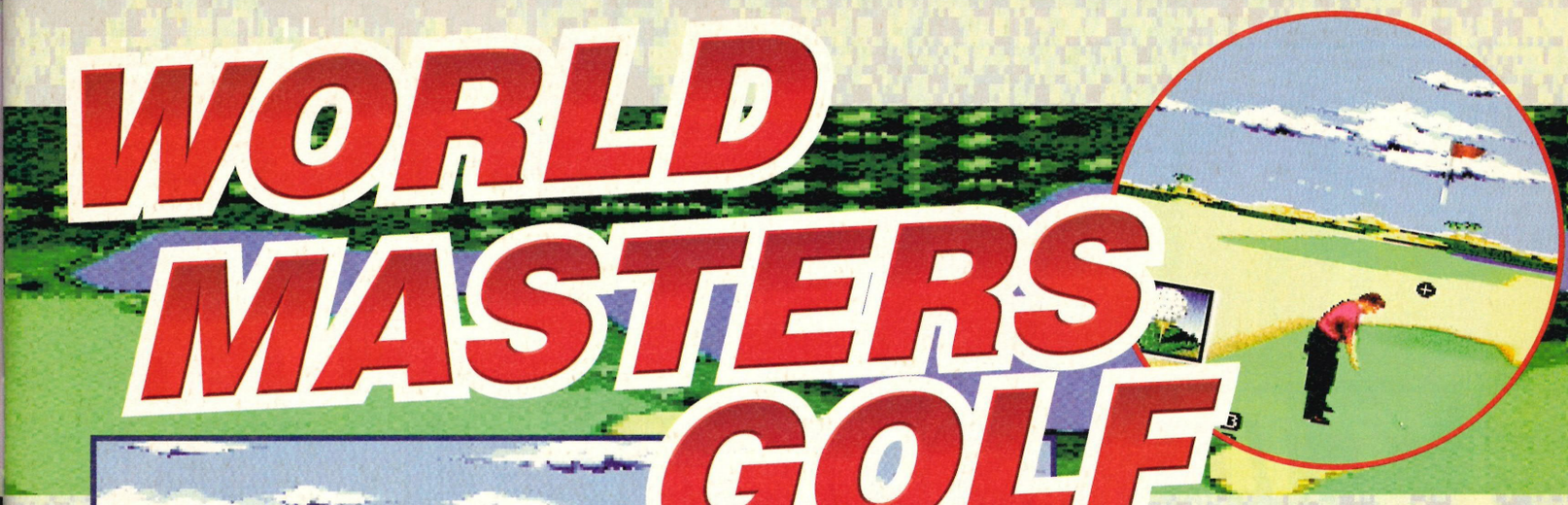




FOR: GAME BOY
FROM: VIRGIN
CATEGORY: PLATFORM SHOOTER
PLAYERS: 1
DEVELOPER: SHINY ENTERTAINMENT
AVAILABLE: SEPTEMBER
94% COMPLETE



WORLD MASTERS GOLF









Above: A man with his metal detector.



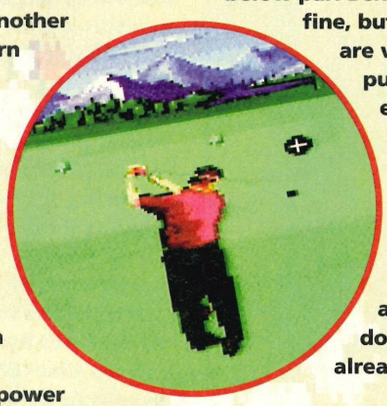
Above: Hopefully the putting sections will have some work done on them before the game is released.

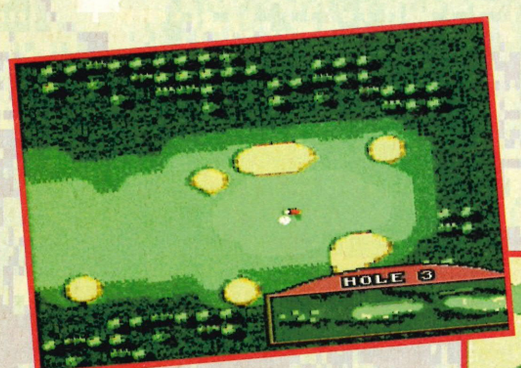
Okay the SNES needs another golf sim, like Blackburn Rovers need more money, but if the game's good enough then there's no problem. While this is a perfectly reasonable sim which performs very accurately, though, there is nothing to suggest it will be top of the leaderboard.

It has all you'd expect of a golf sim, such as four very different courses which test power and accuracy to varying degrees. There are a number of ways to play: Practice Round, Match Play and most impressively a Tournament involving 24 challenges and a password system. Club selection, wind conditions, and the ability to draw and fade the ball are also available. While the play itself is the normal shot metre bar method, with the 0% to 100% scale. And that's it.

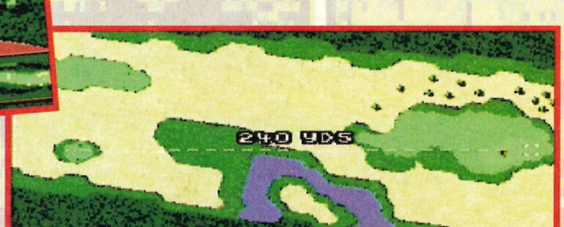
The handicap system and the ability to play as a left-handed golfer are original touches, but generally the presentation of the whole thing and the graphics are well below par. Behind-the-player shots are fine, but sweeping camera views are very pixelated and the putting green sections are especially poor. The tables and additional options are also slightly shoddy.

Perhaps a review of the finished game will shed some light on its release, but for now there are a dozen golf sims that do everything this does already.



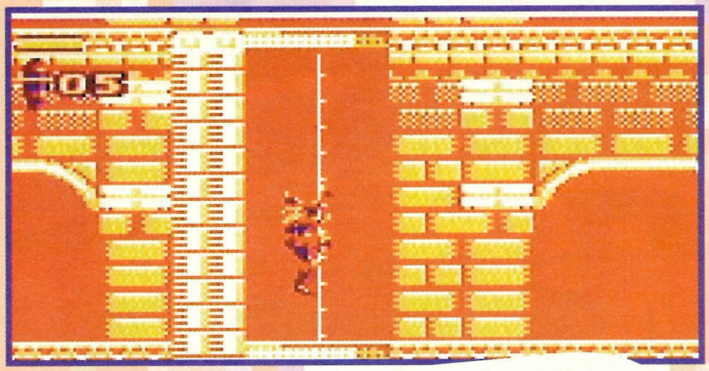


Overhead views are fine, but you can't go wrong with them really, can you?



FOR: SNES
FROM: VIRGIN
CATEGORY: SPORTS SIM
PLAYERS: 1-8
DEVELOPER: ARC DEVELOPMENTS
AVAILABLE: SEPTEMBER
90% COMPLETE





Is it a rope, a ladder, a rope-ladder or a futuristic rope/ladder combination type arrangement?



Right: You stand flat against the wall while I busy myself with this invisible umbrella.

JUDGE DREDD



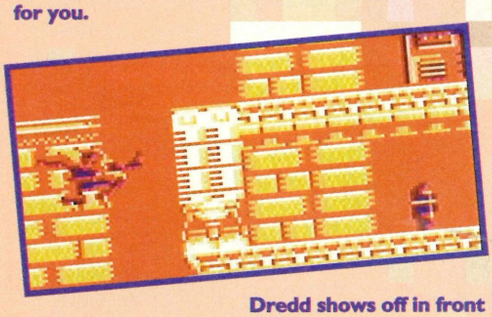


This menu has only been given three weeks to live. Oh well, that's flesh-eating tropical diseases for you.

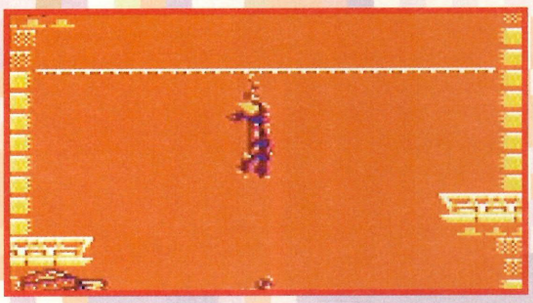
It's the third millennium and the remnants of the world's population has regrouped behind the protective walls of teaming mega-cities. New guardians are needed to dispense instant justice and punishment for the crime that has evolved. The police can't cope so who're you gonna call? Well, how about Judge Dredd? He looks as though he knows how to handle himself.

I'm gonna stick my neck out here and say that I reckon this looks even more promising than the SNES version. As usual Probe have done a brilliant job in creating detailed and well animated sprites. What is more impressive however is the general design of the levels and the entire game. We found it pretty difficult but never frustrating which is usually our main gripe with movie licences.

So far *Judge Dredd* appears to be an atmospheric and involving platform shoot-'em-up which coincides nicely with the film's worldwide release this summer. Cool!



Dredd shows off in front a bus load of the girls with his world famous Spiderman impression.



Look, one hand! Hang on, how am I going to get down? This doesn't seem to lead anywhere! Help!



Judge Dredd gives his can a good shake before beginning his weekly graffiti session.



You wouldn't believe just how big these levels are. What a tippety top Game Boy crop we've got this month!

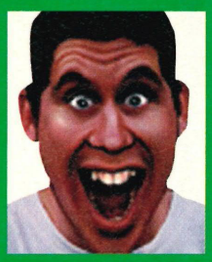


The TOTAL! review crew

The Three Amigos, The Three Wise Men, Three of a Kind, The Three Musketeers... Rob, Atko and Thicky Dyer. Hasn't got that ring to it, has it? Oh well, here are the TOTAL! boys.



ROB
'I went a bit bonkers this month and couldn't stop playing *Black Bass*. I'm okay now though, I hardly ever talk about floats and hooks and bait and spinners and...'



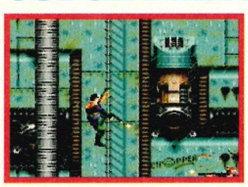
ATKO
'You wouldn't get me being obsessive, even though each and every one of *Kirby's* 23,546 characters are each beautifully crafted and the 235 techniques for gameplay are superbly designed and the...'



ANDY
'I never become addicted to games ever. I've never been addicted to *Mario All Stars*, or *Mortal Kombat*, or *Jungle Strike*, or, or... oh, I'm starting to sound a bit sad aren't I. Sorry.'

Super NES

JUDGE DREDD 28



One of the most-hyped games in months finally arrives and makes it on to the TOTAL! SNES. So will...

... the man they call The Law do himself justice. The TOTAL! jury has reached its decision. And the verdict is...



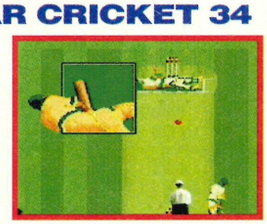
BLACK BASS 32



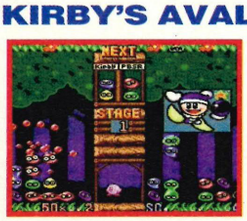
Gone fishing, or gone bonkers? Is this a joke, or will you be hooked? Read on for some fishy goings on...

INTERNATIONAL SUPERSTAR CRICKET 34

Fishing, cricket... is this some sort of tedious sports special? Check out our review for more surprises.



KIRBY'S AVALANCHE 49



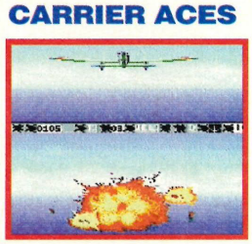
Kirby's back. What's he after this time? Basically the chance to be cute and brilliant again. Fair enough.

TIN STAR 50

Kid Atko jumps on his steed and heads into the sunset. Is that a gun in his pocket though,or is he pleased to see Tin Star?



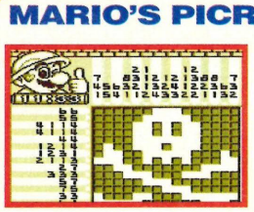
CARRIER ACES 52



It's rumoured you can have more fun with a carrier bag. We care not for rumours, just for games. Find out the truth. Read TOTAL!

Game Boy

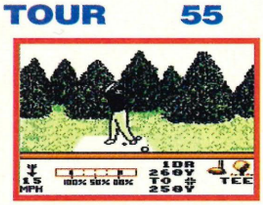
MARIO'S PICROSS 53



Mario's latest release is finally here. Check out Andy's review on page 53.

PGA EURO TOUR 55

The best golf game ever on the hand-held? Find out what Atko thought of it.



GB FUN PACKS 56



They're fun, they come in packs and you play them on your Game Boy. By definition then...

SNES

JUDGE DREDD

TOTAL! SNES REVIEW



Dredd's quest to find out who framed him takes him from the Mega City underground to the wastes of the cursed earth.

'Judge Dredd is lawman, judge and executioner. Oh and film. And game, of course. He's a busy bloke is Judge Dredd.'







PLAYERS: 1
FROM: ACCLAIM
PRICE: £40
RELEASE: JULY



Dredd is capable of many Strider like athletic antics.

It's no surprise that a hero such as Judge Dredd – who could easily have been adapted for a game at anytime over the last 10 years – has only just made the transition to console, with a blockbuster film version starring Sylvester Stallone about to hit our screens. Fair enough, the game is going to get a huge amount of second-hand publicity from the Hollywood release as a result and you're going to hear a lot about this game because of it.

And is it worth the hype? Well, yeah, it's not bad actually. It's easy to slag these games off because so many film licences are turned into formulaic platform adventures. But what else can you do with them? It's based on a cartoon character turned film hero, who follows a linear plot dispensing his rough justice to an endless stream of onrushing enemies. It's hardly going to become a sports sim or a racing game is it? Apart from a top-down shooter such as *True Lies*, your only other option is basically a platform adventure. The real test is how good the platform adventure is, irrespective of how unoriginal its concept.

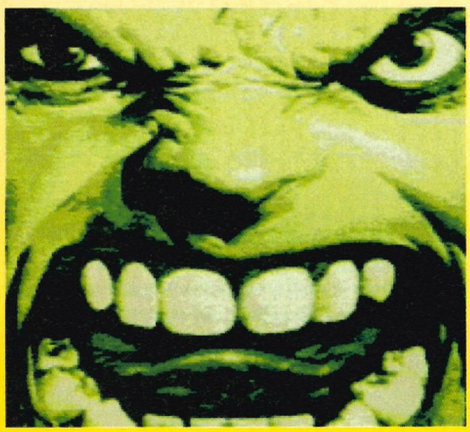
Is the gameplay exciting? Is the animation and action realistic? Are there enough surprises to keep you

JUDGES
Plenty of hidden extras and surprises



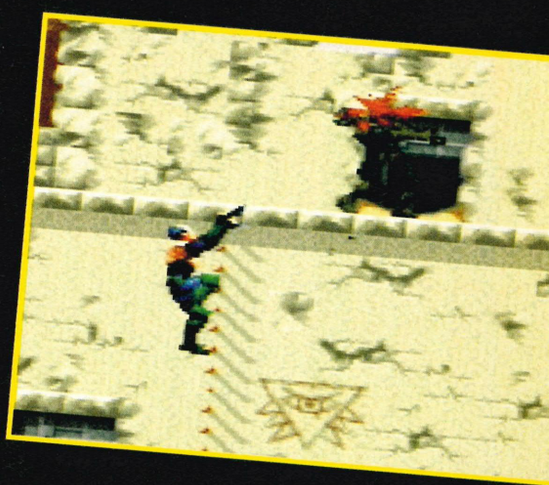
In the comics you'll find that Dredd's bike does not fly, but in the film and game it's a different story!

CALLING ALL THE HEROES



There have been a number of cartoon characters that have made it into the arena of games over the last couple of years. *Superman* and *Batman,* of course, were reasonable games but never really achieved the heights their super heroes deserved. About the best of the other contenders was *The Hulk* reviewed in issue 34. In much the same way as Dredd, Hulk had powers that transferred well into a game and it was full of little hidden extras, power-ups and small touches faithful to the original concept. Apart from *Hulk,* though, *Dredd* is one of the best there's been to date.

Dredd creeps up on an unsuspecting perp, much violence will ensue. Hurrah!



It'll take more than a plasma injection thermo lance to stop Dredd.

occupied? Is it worth buying? And in this case the answer is yes, yes, yes and yes.

For those of you unfamiliar with Dredd, he started life in the comic *2000AD*. He was created to control the rising crime in Mega City One and using his Law-Giver gun he dispensed justice freely, quickly becoming a cult hero. There has been talk of a film for at least 10 years and as recently as two years ago Arnold Schwarzenegger was being talked about as playing the lead. Now, however, Sly Stallone is going to don the helmet and play the role.

The game is based on his film adventures rather than the comics and involves following a mission for each level with varying tasks which need completing. For example in the first mission there are a number of crates to destroy and enemies to arrest. In the second you enter a prison and have to arrest all escaping prisoners plus secure all exits. And so it continues, each mission more complex than the last. Each of these missions will finish with an end-of-level boss to fight. These are perhaps the biggest disappointment of all in the graphics department. At first you don't even realise that they're bosses until they display just how hard they are to beat.

Judge, being a hero and everything, he's obviously going to have some special talents to







Dredd exercises his Gun fingers by hanging precariously from a ledge.

A perp attempts to escape the ultimate Lawman. Oh, the futility of it all.



ATKO SAYS...

Yet again they've taken a potentially brilliant film licence and turned it into a platform shoot-em-up adventure. Luckily this one is very good, but there are already so many around. Personally I prefer *Robocop vs Terminator* to this and possibly *Hulk* as well. Then of course there's *Timecop* on the way...

JUDGE DREDD

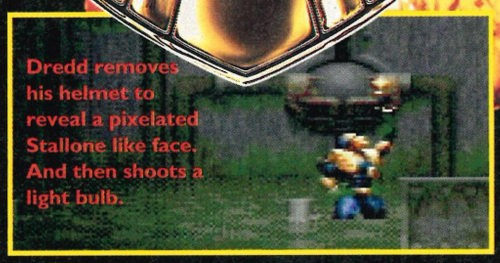
MEGA-SPEAK

Police uniforms aren't the only things that have changed in the 22nd century. So here are a few definitions of words that you'll come across in both the game and the film:

PERP – CRIME PERPETRATOR.
JUVE – JUVENILE.
ISO-CUBE – PRISON CELL.
CITI-BLOK – TWO MILE HIGH BUILDING THAT ACCOMMODATES THOUSANDS OF CITIZENS.



Mean Machine from the Angel gang is about as bad as they come, a robotic claw for an arm and an adjustable battering ram for a head.



Dredd removes his helmet to reveal a pixelated Stallone like face. And then shoots a light bulb.



Skysurfers are a harmless breed as they shoot the warm air up drafts of the Mega City. But Judges shoot them anyway.



Dredd apologises for mistakingly executing an innocent bystander and tells himself off sternly.



exploit. He has the ability to jump and run just like anyone else. But also he can kick and head-butt pretty well. And when I say pretty well I mean he can kick through walls which isn't bad. But his main strength is the weaponry at his disposal. Unlimited bullets plus plenty of grenades and special guns to be picked up throughout the game.

The Judge himself is in fact one of the strongest points of the game. His animation is excellent and when he arrests rather than kills somebody, they are sent off to prison on a floating platform. Impressive looking stuff. The backgrounds are also very well done, adding great atmosphere to it all and there are also excellent touches such as the terminals dotted around the place which the Judge can tap into at any time to give you an update on how the mission is going.

As for the actual gameplay, at first it is frustratingly slow and you would be forgiven for giving up only a little way into the game. If you persevere, though, you'll be rewarded with a game full of surprises and hidden extras and with loads to explore.

ROB

T!

SMUDGES
The action can be very slow at times



Using a turbo lift as a toilet is a heinous offence, so Dredd makes his perp do 50 squat press-ups.

The ABC War droid featured in the film is a fully articulate 8ft-tall nightmare, in the game he's made only of pixels, but is nonetheless very scary!



IT'S TERMINAL



Throughout the game, you can stop at Terminals dotted throughout the level which tell you how near to completing the mission you are and how much ammo and energy you have left to do it. Simply approach the terminal and turn to face it and the game will automatically lock onto it. Press A, B and C to get the info relevant to you and then press start to resume. Don't worry about being attacked, you're completely safe the whole time you're using it.



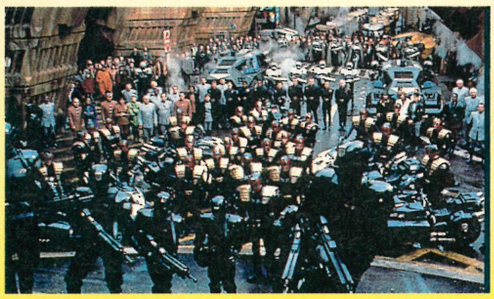
```
TERMINAL MENU
-------------
A - MISSION STATUS
B - AMMO STATUS
Y - DREDD STATUS
```

```
PRIMARY MISSION:
DESTROY ALL AMMUNITION
SUPPLIES.
STATUS: 7/18
SECONDARY MISSION:
ARREST OR SENTENCE ALL
P
```

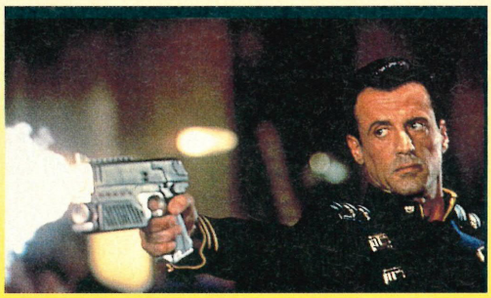
ANDY SAYS...

I think this is a top game. Probe have done a superb job stuffing the game with hidden extras and you find something new every time you play it. I'm with Rob, there's nothing wrong with platform adventures as long as the gameplay is exciting. And this is.

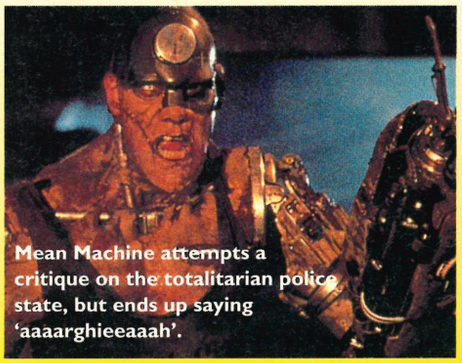




The Grand Hall of Justice where all the judges hang out, thinking of yet more laws to control the 800 million citizens of Mega City One.



Dredd's gun is called a Lawgiver to justify the fact that it's capable of killing someone in six different and unpleasant ways.

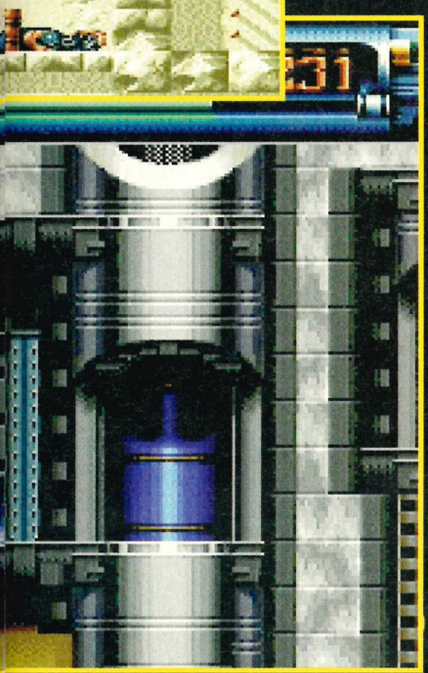


Mean Machine attempts a critique on the totalitarian police state, but ends up saying 'aaaarghieeaaah'.



One of the few pleasures a Judge is allowed – trampolining!

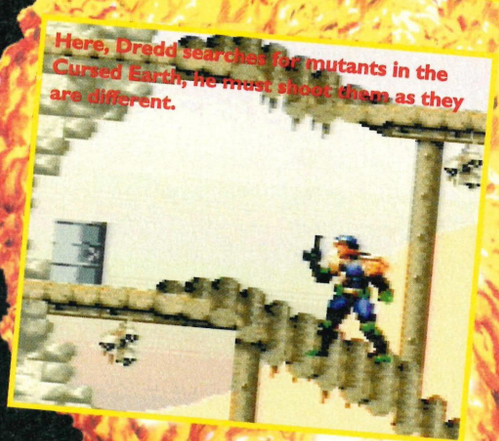






Dredd is firm but fair. Here we see him harassing someone for having long hair, while below he gives an arrested Eco- protester a bit of a cuddle.





Here, Dredd searches for mutants in the Cursed Earth, he must shoot them as they are different.



Blimey! Dredd's been shot! Call the police, ooh, hold on there aren't any!

TOTAL! TACTIX

When you're exploring the early levels you cannot be shot while you are still going up or down a ladder. So hang onto the ladder and wait for an enemy to come near and you can pick him off without him returning fire. If you jump off the ladder onto firm ground you will be shot at very quickly, so make the most of this loophole.



GRAPHICS

Clear sprites, well-animated action, great backgrounds. Everything you could ask of a game like this.

9

SOUNDS

Fighting, explosions and stirring music see you happily through the whole game. Atmospheric stuff.

8

GAMEPLAY

The early levels are predictable and slow, but once you progress it gets very interesting. Lots of surprises.

8

LIFESPAN

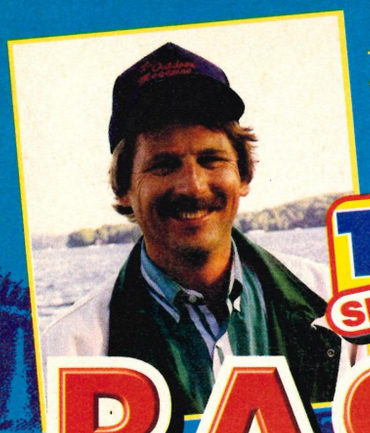
These games are not really suited to long term play but this is a huge game that'll take ages to finish.

8

TOTAL! JUDGEMENT

'Dredd was always going to be good material for a game, and Acclaim have delivered an exciting adventure full of surprises.'

TOTAL! SCORE **86**



This is a very famous fisher-men. Recognise him? Erm, no.

TOTAL! SNES REVIEW



The best bet for fishing in the lily pads is a frog. By jerking the rod you can make it hop from pad to pad, attracting the bass.



BASSIN'S BLACK BASS

HOOKS It gives an incredible feeling of actually fishing





Above: In the second competition head straight for the rocks to get the best results.



PLAYERS: 1
FROM: HOT 13
PRICE: £40
RELEASE: OUT NOW

'Until yesterday, Rob thought Bass was something brewed at the local brewery. Now he knows better.'

A fishing game? On the SNES? Yeah, right. And then next there's going to be a croquet and darts, I suppose? How about shove ha'penny?

This was my reaction when *Bassin's Black Bass* first plopped onto my desk in the morning. My second reaction was to sit down and play it and not move until late in the afternoon. I was hooked you might say. People came and went, each with the same warm greeting, 'You still playing that stupid fishing game you saddo?'. The thing is, it *is* a stupid game, but you just can't stop playing it.

The opening sequences let you register your player and listen to the rules of the particular event (there are four stages of excellence to progress through), and then at 7am you set off in your slow *Micro Machines*-style boat. When you find somewhere that looks like the sort of place bass would hang out you stop the boat, sort your tackle out and cast your line. The start of the game, with it's basic graphics and corny language doesn't really prepare you for what is to follow. Once you cast out, the graphics look excellent:

IT WAS THIS BIG...

...and you should have seen the one that got away. Here's some of our catches of the day.



This was one of our first catches, it's called a Crappie and you can see why.



We reeled in a lovely little fish – the Spotted Bass. It should do something about that acne though.



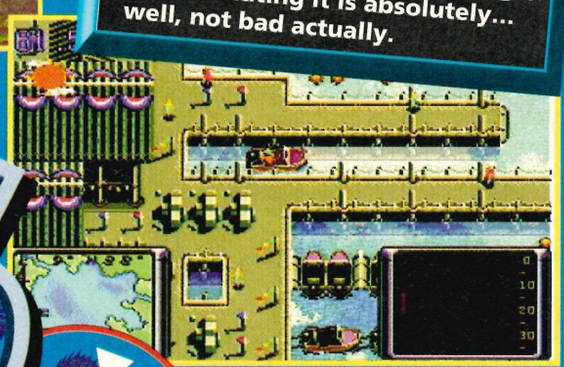
And here is our whopper. A course record and one for the old photo album.



This helpful chap tells you what to bait your hook with. Very nice man.

ASS

ATKO SAYS...
Rob has gone bonkers. I had to drag him away from this game and I don't understand why. It's terrible. Fishing on the SNES, have you ever heard of anything like it? This is slow and tedious. Fishing in itself is boring enough, but simulating it is absolutely... well, not bad actually.



Here's where the competition starts and you get in your boat.

CROOKS Fishing becomes very boring after a while

fish gliding elegantly below the lapping water and the lure wiggling its way back to the boat trying to attract a fish. And if you've ever been fishing, you'll know just how accurate this is. Taking a guide for the first few trips is your best bet. He'll tell you where to go, what bait to select and which technique to use. And then away you go. The tension trying to catch one is excellent and you get a real buzz when a fish actually bites. Reeling it in is equally exciting as you play with the fish hoping it won't snap the line and get away.

As your clock (not real time) reaches the end of the day, it's time to weigh-in and you see whether you've finished high enough to qualify for the next round.

Then off you go again. Different fish, different conditions and different waters to fish. Admittedly after a full day of it, I was slightly bored, but it's the first game in at least, oh a week I suppose, that has had me totally addicted for a whole day. Likewise anyone who sat down to play couldn't get away and sat for hours deciding which lure to use, how to cast and where to cast it. It's like late night telly – you know it's rubbish, but you can't stop watching. Then later we'd sit and discuss tales of the one that got away.

It certainly isn't essential for your collection, but it's a bonkers game worth the odd play. I can't wait for croquet now.

ROB





Left: As you pull the fish out of the water, just give it a little tickle on the tum. It's an old fishing tradition.

TOTAL! TACTIX

I THINK I'VE PULLED



To reel a fish in without it snapping your line or getting off the hook, you have to be very careful. Keep the line as straight as possible by pulling the rod to the left or right if the fish starts to wander. Reel in with the rod in the air (the D-pad pushed down) and only do it when your strength on the bar is greater than the fish. If it starts to struggle wildly, push forward on the D-pad to give it some slack and then start winding in again.





Would it be enough at the weigh-in to win? Does the Pope wear a funny hat?

GRAPHICS
Excellent fishing scenes, but there are some pretty dodgy linking sequences. **8**

SOUNDS
Great atmospheric wildlife samples, plus clicking and plopping fishing noises. **8**

GAMEPLAY
Intuitive and incredibly absorbing, but slow and with only glimpses of major excitement. **7**

LIFESPAN
Initially it's very addictive, but you'll get bored of it quite quickly. Just like real fishing. **6**

TOTAL! JUDGEMENT
'A bonkers idea, but somehow it works and it gives a very realistic feeling of fishing. It's fairly easy to master though, and becomes boring after a while.'

TOTAL! SCORE 74

INTERNATI SUPERS CRICK



The stumpcam is an excellent touch of realism. Watch as the ball rips the stumps out.

TOTAL! SNES REVIEW

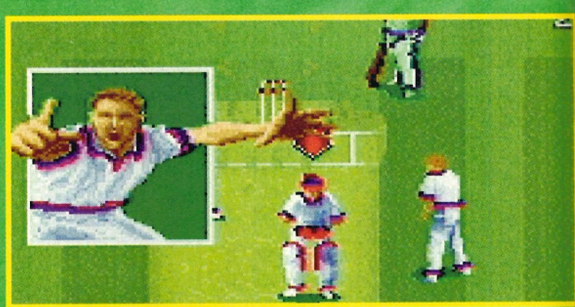


If you smack a boundary, this bunch of oiks start shouting their heads off. It's just not cricket.



PLAYERS: 1-2
FROM: NINTENDO
PRICE: £39.99
RELEASE: JULY

'A bit slow and boring, but very misunderstood. That's Rob for you. Oh, and cricket as well I suppose.'



Either this bloke is the most aggressive hitch-hiker in the world, or he's making an appeal.

There are two main ways you get to experience cricket. Playing it, and watching it. Playing it is great fun, whether it's smacking a tennis ball over next door's garden, or a proper game at school with pads and gloves. Watching it isn't so much fun. As a spectator there is, as far as I can see, only about ten minutes of excitement in a whole season, and it comes one Saturday tea-time at the end of summer. That one day final at Lords ends with somebody needing to smack a six off the last ball to win. If they don't then the other team wins. Apart from that, the rest of the season is a bit boring really.

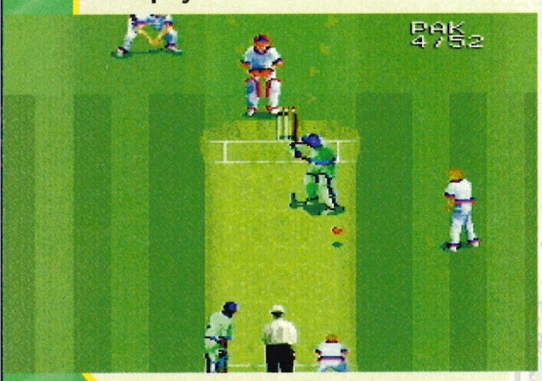
So what can you expect from something that falls somewhere between the two? To be honest you get something that is closer to watching the real game on TV, than the back garden fun you might have had, but it's actually better than you'd imagine. And there's just enough going on to convince you that maybe cricket isn't as boring as you'd thought.

You're not going to get thrill-a-minute, soil-your-pants arcade excitement, but what you do get is accurate console cricket, warts and all. It's all about patience and cunning and timing and tradition. Just like the real game there is a delay between each delivery – time in which to decide on length, line, style of bowling and other cricket-type things. Then it all

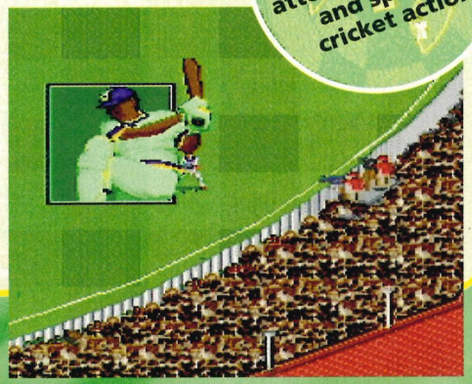
TOTAL! TACTIX

DON'T GIVE A TOSS

If the bowler is starting to pin you down, it is possible to come right out of your crease and smack one before it bounces. You have to be very careful with your timing, though, especially if the ball is straight, as you're likely to be clean bowled if you miss. And if you aren't clean bowled, make sure you get back in quickly before the wicket-keeper stumps you.



WICKETS
Excellent attention to detail and spot on cricket action



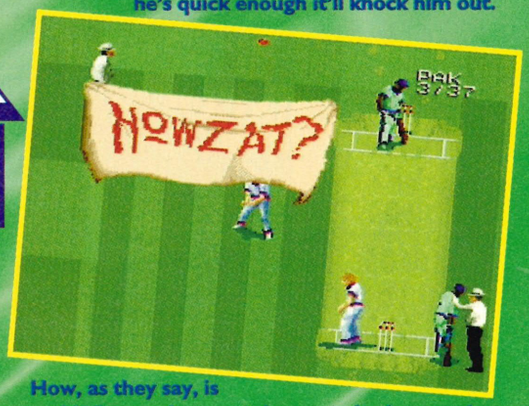


ANDY SAYS...
This may be just like the real thing, but frankly I hate the real thing. Cricket is one of the most boring sports in the whole world, apart from playing up the park with a tennis ball. Personally I prefer baseball for a bit more excitement. Something like *Nolan Ryan's Baseball* perhaps.

ONAL TAR KET



If you aim straight down the centre of the pitch and swerve the ball in at your opponent, unless he's quick enough it'll knock him out.



How, as they say, is zat? When a player catches somebody a magic blanket is thrown over his head. Cricket is weird.

builds to when you release the ball and the split second of action that follows. Then you start all over again.

International Superstar Cricket captures the thoughtful and tactical nature of the game brilliantly. As an arcade game it's lacking, but as a sports sim it's superb.

Both bowling and batting are fairly straightforward and intuitive, allowing you a whole range of batting strokes and bowling techniques. You can swing the ball, spin it, bounce it and ball a Yorker. Also you can sweep it and cut it, play defensively or heave it for six.

As for the options you can take part in short one day matches or a whole test series. There is also the option to pick your team, but the fact that these aren't real cricket stars is something of a let down. Then again, unless you're a real anorak you won't know who *really* plays for Sri Lanka anyway.

RICKETS Small sprites make it difficult to control at times

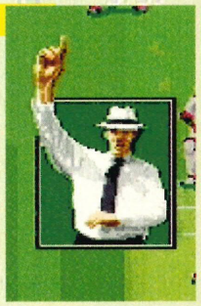
If there is a real criticism of the game, it's the size of the sprites. They're a little too small to see the action completely and fielding is especially tricky and hard to judge. That apart, though, this allows you all the variety you'd expect, plenty of traditional cricket quirks and even things as detailed as the fact your batting partner will not react as quickly as the person that's hit it. Great attention to detail that.

For those of you hooked on adrenaline action this may not be for you, but it's well worth checking out as an alternative. For cricket fans it's a must. **ROB**

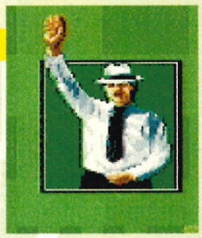
T!

THE UMPIRE STRIKES A POSE

In a bid to liven up the action, the man in the middle does a bit of vogueing to keep the punters happy.



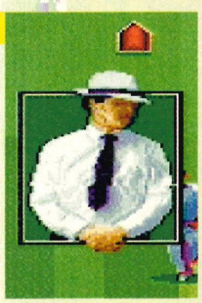
OUT The appeal is accepted and the referee puts his finger in the air in that knowing way that only he can. Regal and dignified, but basically he's saying 'bugger off mate, you're out'.



BYE See ya! No, he's not off home for his tea, a bye is when nobody hits the ball but the batsman run for it anyway.



SIX Put your hands in the air. A big slog of the ball over the boundary and the umpire gets all excited and starts reaching for the sky.



NOT OUT The umpire looks like he's checking his shoulders for dandruff (he should be safe in that white jacket), but he's actually shaking his head to signify that the batsman is not out.



FOUR As the ball races away for four runs, the umpire does a lovely little sweep of his arm. What a mover.



WIDE Is it a bird? Is it a plane? Or is it Jan Fjortoft, even? No, it's that madman making all the decisions. Oh, dear.

GRAPHICS

8 Smart motion-captured movement, but the sprites are a little too small for complete control.

SOUNDS

8 Pompous umpire decisions and repeated 'owzat' appeals are great fun and add to the atmosphere.

GAMEPLAY

7 The action can be slow and disjointed, but is always varied. It's a better game with two players.

LIFESPAN

8 It takes ages to beat the best CPU teams in one-player mode and two-player contests will run and run.

TOTAL! JUDGEMENT

'It recreates cricket almost perfectly, whether that's good or bad depends if you like cricket or not. It's an excellent sports sim but lacks any arcade-style fun.'

TOTAL! SCORE 84



PGA TOUR GOLF
19.99



THEME PARK
36.99



SUPERSTAR SOCCER
39.99



UNIRALLY
39.99



NHLPA HOCKEY '93
14.99



SUPER BOMBERMAN
17.99



SECRET OF MANA
33.99



JOHN MADDEN '93
9.99



STAR TREK
37.99



STREET RACER
32.99

SNES GAMES

• = NEW GAME

ADDAMS FAMILY VALUES ... 35.99
AKIRA ... 39.99
ALIEN VS PREDATOR ... 33.99
ANIMANIACS ... 22.99
BATMAN RETURNS ... 19.99
BATTLETECH ... 44.99
BATTLETOADS & DOUBLE DRAGON 39.99
BEAUTY AND THE BEAST ... 34.99
BEAVIS AND BUTTHEAD ... 37.99
BIKER MICE FROM MARS ... 26.99
BUBSY 2 ... 38.99
CANNON FODDER ... 40.99
CARRIER ACES ... 39.99
CHOPLIFTER 3 ... 21.99
CLAYFIGHTER 2 - JUDGEMENT CLAY 44.99
DEMOLITION MAN ... 39.99
DONKEY KONG COUNTRY ... 49.99
EARTHWORM JIM ... 44.99
FIFA SOCCER ... 35.99
FULL THROTTLE RACING ... 39.99
GHOUL PATROL (ZOMBIES 2) ... 44.99
HEBEREKE'S POPOON ... 36.99
HURRICANES ... 34.99
ILLUSION OF TIME • ... 33.99
INT'L SUPERSTAR SOCCER ... 39.99
JELLY BOY ... 36.99
JOHN MADDEN '93 ... 9.99
JUNGLE BOOK ... 37.99
JUNGLE STRIKE ... 39.99
JURASSIC PARK 2 ... 42.99
KICK OFF 3 ... 41.99
KID CLOWN'S CRAZY CHASE ... 35.99
LEGEND OF THE MYSTICAL NINJA ...19.99
LEMMINGS 2 ... 45.99
LETHAL ENFORCERS (WITH GUN) ...49.99
LION KING ... 44.99
LORD OF THE RINGS ... 37.99
LOST VIKINGS ... 19.99
MADDEN NFL '95 ... 37.99
MAN UNITED CHAMP SOCCER ... 36.99
MARIO ALL STARS ... 24.99
MARIO ANDRETTI RACING ... 36.99
MAXIMUM CARNAGE ... 44.99
MEGA MAN X ... 33.99
MICKEY'S ULTIMATE CHALLENGE ...38.99

MICKEYMANIA ... 45.99
XS MICKEYMANIA - DEDUCT £3 UNTIL JUNE 30

MICRO MACHINES ... 38.99
MORTAL KOMBAT ... 24.99
MORTAL KOMBAT 2 ... 49.99
NBA JAM - TOURNAMENT EDITION ...51.99
NBA LIVE '95 (BASKETBALL) ... 44.99
NFL QUARTERBACK CLUB ... 49.99
NHL PA '93 ICE HOCKEY ... 22.99
PACMAN 2 ... 34.99
PGA TOUR GOLF ... 19.99
PINBALL FANTASIES ... 32.99
POP 'N' TWINBEE ... 23.99
POWER RANGERS ... 43.99
POWERDRIVE ... 37.99
SECRET OF MANA ... 33.99
SIDE POCKET ... 35.99
SPARKSTER ... 24.99
SPIDERMAN ... 46.99
STAR TREK - STARFLEET ACADEMY 37.99
STARWING ... 14.99
STREET RACER ... 32.99
STREETFIGHTER 2 ... 34.99
STREETFIGHTER TURBO ... 25.99
STUNT RACE FX ... 39.99
SUNSET RIDERS ... 19.99
SUPER BC KID ... 40.99
SUPER BOMBERMAN (4 PLAYER GAME) ... 17.99
SUPER BOMBERMAN 2 ... 40.99
SUPER INTERNATIONAL CRICKET ...33.99
SUPER MARIO KART ... 33.99
SUPER METROID ... 41.99
SUPER PUNCH OUT ... 39.99
SUPER RETURN OF THE JEDI ... 48.99
T. M. H. T. - TOURNAMENT FIGHTERS 26.99
TERMINATOR 2 - THE ARCADE GAME 19.99
THE BRAINIES ... 37.99
THE MASK ... 37.99
THE SHADOW ... 39.99
THE SMURFS ... 33.99
THEME PARK ... 36.99
THUNDER IN PARADISE ... 41.99

TINY TOON ADVENTURES - BUSTER BUSTS LOOSE ... 26.99
WILD 'N' WACKY SPORTS ... 40.99

TRUE LIES ... 49.99
UNIRALLY ... 39.99
VORTEX ... 45.99
WARIO'S WOODS ... 27.99
WARLOCK ... 46.99
WING COMMANDER - SECRET MISSIONS 24.99
WORLD LEAGUE BASKETBALL ... 9.99
WWF RAW ... 39.99
X KALIBRE ... 34.99
YOGI BEAR - CARTOON CAPERS ...34.99
ZELDA 3 - LINK TO THE PAST ... 26.99
ZOMBIES ... 19.99

ATARI LYNX 2 HANDHELD



LYNX 2 + BATMAN RETURNS
29.99

POWERFUL 16 BIT HANDHELD AT AN UNBEATABLE PRICE.

MAINS ADAPTOR FOR LYNX ... 11.99
RECOMMENDED AS BATTERY LIFE IS SHORT

LYNX SOFTWARE

BASKETBRAWL ... 8.99
CALIFORNIA GAMES 16.99
CASINO ... 12.99
CHECKERED FLAG ...16.99
CHIP'S CHALLENGE ...8.99
CRYSTAL MINES 2 ... 8.99
DESERT STRIKE ... 25.99
DIRTY LARRY ... 14.99
GATES OF ZENDECON 14.99
HOCKEY ... 11.99
HYDRA ... 9.99
LEMMINGS ... 24.99
MS PACMAN ... 14.99
PINBALL JAM ... 11.99
QIX ... 8.99
RAMPAGE ... 11.99
ROBOTRON 2084 ... 12.99
S.T.U.N. RUNNER ... 9.99
SHADOW OF BEAST ...8.99
SHANGHAI ... 11.99
SLIMEWORLD ... 11.99
SWITCHBLADE 2 ... 11.99
T-TRIS • ... 24.99
TURBO SUB ... 8.99
WARBIRDS ... 25.99
W/CLASS SOCCER ...11.99
XENOPHOBE ... 11.99
XYBOTS ... 9.99

NEO·GEO CD



NEO-GEO CD WITH FATAL FURY 2 AND 2 CONTROL PADS
379.99
STATE-OF-THE-ART CD BASED CONSOLE

NEO GEO CD SOFTWARE

2020 WORLD BASEBALL 43.99
AEROFIGHTERS 2 ... 43.99
AGGRESSORS OF DARK KOMBAT ... 50.99
ART OF FIGHTING ... 43.99
ART OF FIGHTING 2 ... 43.99
BLUES JOURNEY ... 43.99
CROSSED SWORDS ... 43.99
FATAL FURY SPECIAL ... 43.99
KARNOV'S REVENGE ... 43.99
KING OF FIGHTERS '94 50.99
MAGICIAN LORD ... 43.99
MUTATION NATION ... 43.99
NINJA COMBAT ... 43.99
NINJA COMMANDO ... 43.99
RALLY CHASE ... 43.99
SAMURAI SHODOWN 2 50.99
STREET HOOP ... 43.99
TOP HUNTER ... 43.99
VIEWPOINT ... 43.99
WIND JAMMERS ... 43.99
WORLD HEROES 2 JET 50.99

HEAVY discounts
HUGE range
10am to 8pm Daily
01279 600204
Fax 01279 726842
(we'll fax back to confirm)
Win a Sony PlayStation
Free competition to members
See the Club Magazine

Membership Card 01279 600204
Special Reserve
The Discount Club

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN

MEMBERSHIP FEES	UK	EC	WORLD
ONE YEAR (12 ISSUES)	£7.00	£9.00	£11.00
SIX MONTHS (6 ISSUES)	£4.00	£6.00	£7.00

Each issue includes £15 of new XS Savers. Members are under no obligation. All prices include VAT and carriage to MOST UK mainland addresses.

Overseas orders must be paid by credit card
Hardware items (battery or mains) are only supplied to the UK mainland
Overseas surcharge £2.00 per software item or **25%** on other items

NUTS
(BLOCK CAPITALS please)
Name & Address
TOTAL
Postcode
If Mac or PC please state DISK or CD ROM
Phone No Machine
Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (ANNUAL UK 7.00)
item
item
item
Please use this box to add any **optional** fast delivery charge
1st Class Post 50p per posted item or **£10 hardware**

ALL PRICES INCLUDE UK POSTAGE & VAT
Cheque/P.O./Access/Mastercard/Switch/Visa £
CREDIT CARD SWITCH
EXPIRY DATE SIGNATURE (ISSUE NO)

Mail Order address. Cheques payable to:
SPECIAL RESERVE
P.O. BOX 847, HARLOW, CM21 9PH
or FAX a credit card order on 01279 726842 - and we'll FAX back.

Inevitably some games listed may not yet be available. Please phone to check availability. Prices may change without prior notification. Time of going to press 18.05.95 E .& O.E. SAVE = Saving off full retail price. Inter-Mediates Ltd, The Maltings, Sawbridgeworth, Herts.

SUPER NES DEALS

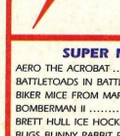


SNES MARIO ALL STARS PACK
SUPER MARIO 1, 2 AND 3 PLUS LOST LEVELS GAME (ON ONE FOUR-GAME CARTRIDGE) ... 74.99

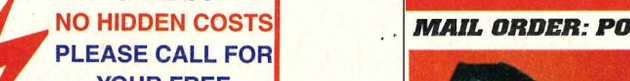
SNES WITH STARWING ... 79.99

SNES WITH STREETFIGHTER TURBO ... 79.99

SNES WITH DONKEY KONG COUNTRY 111.99
(ALL OF THE ABOVE COME WITH ONE NINTENDO JOYPAD)



SUPER GAMEBOY ADAPTOR ... 44.99
ALLOWS YOU TO PLAY GAMEBOY GAMES IN COLOUR ON YOUR SNES. SELECT COLOUR SCHEMES (4 COLOURS) AND SAVE YOUR OWN DESIGNS



ASCIIPAD SN | 2ND LIGHT GUN | QS190 MAVERICK | QUICKJOY PROG PAD | 4-PLAYER ADAPTOR

ASCIIPAD SN JOYPAD ... 12.49
FIGHTER STICK SN JOYSTICK ARCADE STYLE 24.99
LIGHT GUN (PLAYER 2)
FOR LETHAL ENFORCERS 1 & 2 AND SNATCHER. PLUGS INTO GUN 1 FOR 2-PLAYER ACTION. 17.99
LOGIC 3 SPEEDPAD SN ... 9.99
NINTENDO CONTROL PAD ... 16.99
QS190 MAVERICK 2B JOYSTICK ... 9.99
QUICKJOY SN PROPAD (MICROSWITCHED) ... 12.99
PHASE 9 MULTI-PLAYER ADAPTOR
2-5 PLAYER ADAPTOR (IDEAL FOR 4-PLAYER GAMES LIKE SUPER BOMBERMAN) ... 14.99
QUICKJOY SN PROGRAM PAD
PROGRAMMABLE JOYPAD CAN HOLD UP TO 3 PRESET MOVES IN MEMORY. IDEAL FOR SPECIAL MOVES REQUIRING MORE THAN ONE BUTTON 19.99
SUPER ADVANTAGE JOYSTICK ... 20.99
TECHNOPLUS CONTROL PAD ... 10.99
DUST COVER FOR SUPER NES ... 3.99

EXCITEMENT DIRECT

SAVE £'s
NO HIDDEN COSTS
PLEASE CALL FOR YOUR FREE CATALOGUE
01242 516116

SUPER NES GAMES

AERO THE ACROBAT ... £22.95
BATTLETOADS IN BATTLEMANIACS ... £11.95
BIKER MICE FROM MARS ... £40.95
BOMBERMAN II ... £45.95
BRETT HULL ICE HOCKEY ... £20.95
BUGS BUNNY RABBIT RAMPAGE ... £33.75
CANNON FODDER ... £40.75
CASTLEVANIA IV ... £21.95
DENNIS ... £21.95
DINOS DINI'S SOCCER ... £22.95
DIRT RACER SFX ... £39.95
DOUBLE DRAGON ... £22.95
EARTHWORM JIM ... £47.95
EEK THE CAT ... £16.95
EQUINOX ... £18.75
FIREMAN ... £38.95
FLASHBACK ... £18.95
FLINTSTONES ... £40.75
FULL THROTTLE RACING ... £39.95
GAME OVER ... £21.95
HEBEREKES POPOON ... £36.75
ILLUSION OF TIME ... £33.75
ITCHY & SCRATCHY ... £41.75
JELLY BOY ... £36.75
JUNGLE STRIKE ... £40.75
JURASSIC PARK ... £24.95
KEVIN KEEGAN PLAYER MANAGER ... £21.95
KID KLOWN IN CRAZY CHASE ... £35.45
MADDEN '95 ... £25.95
MAN UNITED CHAMP ... £35.95
MARKO'S MAGIC FOOTBALL ... £46.95
MICKEYMANIA ... £35.95
MICRO MACHINES ... £31.95
MORTAL KOMBAT ... £17.75
MR TUFF ... £39.95
NBA JAM TOURNAMENT EDT ... £39.95
NFL QUARTERBACK CLUB '95 ... £44.75
OPERATION STARFISH ... £33.75
PINBALL DREAMS ... £21.95
PINBALL FANTASIES ... £29.95
POCKY & ROCKY 2 ... £40.75
POWERDRIVE ... £35.95
PUSHOVER ... £33.75
ROBOCOP V TERMINATOR ... £36.75
SATURDAY SLAM MASTERS ... £39.95
SECRET OF MANA ... £32.75
SHAQ FU ... £18.95
SIDE POCKET ... £36.75
SIM CITY ... £22.95
SPIDERMAN ANIMATED ... £48.75
STAR TREK: NG FINAL UNITY ... £39.95
STARGATE ... £48.75
STREET RACER ... £37.75
SUPER BC KID ... £40.95
SUPER DROP ZONE ... £34.75
SUPER MARIO WORLD ... £21.95
SUPER TURRICAN ... £16.95
SUPER TURRICAN II ... £36.75
THE MASK ... £36.95
THEME PARK ... £35.95
UNIRALLY ... £36.75
WARLOCK ... £44.75
WORLD CUP STRIKER ... £19.95
WORLD CUP USA '94 ... £21.95

PURCHASE ANY TWO OF THE SUPER NES GAMES BELOW & DEDUCT £6 FROM THE TOTAL

DONKEY KONG COUNTRY ... £43.95
GOOF TROOP ... £15.95
INTERNATIONAL SUPERSTAR SOCCER ... £40.95
LOST VIKINGS ... £17.75
MARIO ALL STARS ... £24.95
MARIO PAINT WITH MOUSE ... £44.95
MORTAL KOMBAT 2 ... £46.95
MYSTIC QUEST ... £15.75
NIGEL MANSELL'S WORLD CHAMP ... £31.75
PAC ATTACK ... £15.75
PLOK ... £18.75
RISE OF THE ROBOTS ... £25.95
STARWING ... £13.95
STREETFIGHTER II TURBO ... £18.75
STUNT RACE FX ... £36.95
SUPR MARIO KART ... £27.95
SUPER METROID ... £33.75
SUPER PUNCH OUT ... £35.95
SUPER RETURN OF THE JEDI ... £39.95
TOTAL CARNAGE ... £15.95
ZELDA 3 ... £21.95

HARDWARE & ACCESSORIES

SNES & STARWING WITH DONKEY KONG COUNTRY ... £112.00
SNES & FIFA SOCCER ... £78.00
GAMEBOY & TETRIS & SUPER MARIOLAND ... £55.00
SUPER GAMEBOY ... £43.95

GAME BOY GAMES

BC KID 2 ... £23.95
FIFA INTERNATIONAL SOCCER ... £24.95
FLINTSTONES ... £24.95
JELLY BOY ... £19.75
JUNGLE STRIKE ... £23.95
KIRBY'S DREAMLAND ... £14.75
LION KING ... £24.75
MICRO MACHINES ... £19.95
MILONS SECRET CASTLE ... £23.95
NBA JAM TOURNAMENT EDT ... £23.95
NFL QUARTERBACK CLUB '95 ... £20.95
NHL HOCKEY '95 ... £19.95
PAGE MASTER ... £24.75
PINBALL FANTASIES ... £20.95
STARGATE ... £20.95
WARIO BLAST ... £18.95

PURCHASE ANY TWO OF THE GAMEBOY GAMES BELOW & DEDUCT £8 FROM THE TOTAL

DARKWING DUCK ... £11.45
DONKEY KONG '94 ... £19.95
DUCK TALES 2 ... £23.75
GAMEBOY GALLERY ... £19.95
GOLF ... £14.75
MEGA MAN 3 ... £19.75
MS PACMAN ... £17.95
MYSTIC QUEST ... £14.75
N MANSELL'S WORLD CHAMP ... £40.95
NINTENDO WORLD CUP ... £14.75
SPACE INVADERS ... £14.95
STAR WARS ... £26.95
SUPER MARIO LAND ... £18.95
TETRIS 1 ... £14.75
TETRIS 2 ... £21.45
TOP RANKING TENNIS ... £19.75
WARIO LAND (SML 3) ... £19.95
ZELDA – LINK'S AWAKENING ... £14.75

send to:
EXCITEMENT DIRECT (T5)
P.O BOX 26, CARTERTON
OXON, OX18 4UL
All prices include UK postage
£2 Europe £3 overseas

Name
Address
Post Code
Telephone

ITEM	
GRAND TOTAL	

I enclose a cheque/P.O made payable to:
EXCITEMENT DIRECT
Please allow sufficient time for cheque clearance.
All items are subject to availability.
Prices may change without prior notification.

✷ KRAZY KONSOLES ✷ EST 1990 ✷ HOTLINE: 01422 342901 ✷

MAIL ORDER: PO BOX 200, HALIFAX, W.YORKS HX1 3LY







3DO PAL or NTSC
By Panasonic.
Includes:
* Demonstration Disk
* In Pack Game + free game
* 1 Control Pad and all leads
Only: £384.99
N.B. PRICE WILL DROP SOON!!!
PLEASE CALL FOR LATEST!!

PlayStation
By SONY Japan.
Includes:
RIDGE RACER
RGB SCART CABLE
AV CABLE/CONTROL PAD/POWER PAK
Only: £569.99
RGB SCART CONVERSIONS AVAILABLE!
PLEASE CALL FOR LATEST PRICES!!!

SEGA SATURN
By SEGA Japan
Includes:
Virtua Fighter
RGB Scart Cable
Power Pack/Pad
AV Leads (Hi-Fi)
Only: £579.99
*CALL FOR LATEST PRICES!!!

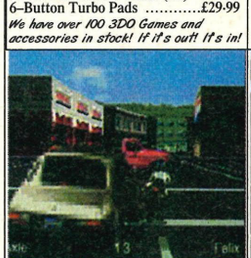
SOFTWARE & ACCESSORIES

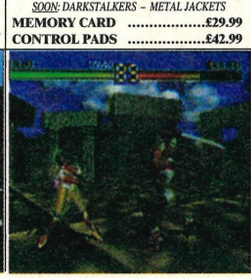
USA 3DO LATEST:

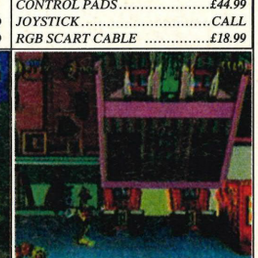
RISE OF THE ROBOTS ... £54.99
CANNON FODDER ... £54.99
QUARANTINE ... £39.99
WING COMMANDER 3 ... £54.99
MYST ... £54.99
SPACE ACE ... £54.99
SYNDICATE ... £57.50
11TH HOUR ... £59.99
FLASHBACK ... £54.99
DOOM ... £54.99
SNES PAD ADAPTORS (2P) £34.99
6–Button Turbo Pads ... £29.99
We have over 100 3DO Games and accessories in stock! If it's out! It's in!

POP N' TWINBEE PUZZLE ... £69.99
MOTOR TOON GP ... £64.99
ULTIMATE PARODIUS ... £69.99
TOH SHIN DEN ... £74.99
CYBER SLED ... £69.99
RAIDEN PROJECT ... £79.99
SPACE GRIFFON VF-9 ... £69.99
KILLEAK THE BLOOD ... £74.99
STARBLADE ... £74.99
TEKKEN ... £79.99
GUNNER'S HEAVEN ... £74.99
JUMPING FLASH ... £79.99
SOON: DARKSTALKERS – METAL JACKETS
MEMORY CARD ... £29.99
CONTROL PADS ... £42.99

CLOCKWORK KNIGHT ... £64.99
VICTORY GOAL ... £64.99
PANZA DRAGOON ... £69.99
DAYTONA USA ... £69.99
TAMA ... £54.99
PEBBLE BEACH GOLF ... £69.99
SIDEPOCKETS 2 ... £69.99
DEADALUS ... £69.99
VIRTUAL HYDLIDE ... £74.99
ASTAL ... £69.99
CONTROL PADS ... £44.99
JOYSTICK ... CALL
RGB SCART CABLE ... £18.99







N.B. ONLY IMPORT MACHINES GIVE A FULL SCREEN IMAGE!

CARRIAGE: £1·50 per Game / £10 Machines Next Day delivery!

SNES TOP 100 GAMES

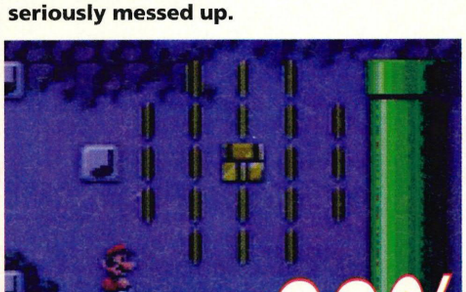
PULL-OUT 12-PAGE FEATURE

Welcome to the all-new TOTAL! Top 100 SNES games. What you are about to read is the most up-to-date guide to the very best games on the Super NES and there's a tip for each of the 100 games too. We've put the games in order, and those at the top are the very best available, but please don't write to us disagreeing with the placings. What we've tried to do is give you a guide which you could quite easily blindly stick a pin into and come up trumps. On top of that we've pulled out the very best games from each genre to help you even further. So, enjoy it.

SNES TOP 100 GAMES

1 Super Mario All Stars

This is possibly the best cartridge on any system, anywhere. The reason is that it contains *Super Mario Bros 3*, the NES platformer that is arguably even better than *Super Mario World.* What's more, the game has been revamped to take advantage of the SNES' better capabilities. On top of this there are several other complete games on the cart which basically chronicle the whole of *Mario's* history on the NES. Okay, the games vary in quality, but as we all know the *Mario* series contains the finest platformers ever created. This cartridge is totally and utterly unmissable. If this isn't your first buy, then your head is seriously messed up.



Issue 21 99%

TOP TIPPAGE!

In the *SMB 3* game complete the first two levels then get to a hammer brother. Finish him off to get a hammer then go to the pipe on your right and smash the rock that's blocking your way. Go into the mushroom house and get the hammer suit. Now you can save the game at the map screen and keep going back to the mushroom house to get unlimited hammer suits.

2 Zelda III



There is still nothing to touch the king of RPGs. The plot development is a dream drawing you right in from the very start and holding you captive until the end. The puzzles, while fairly traditional, are superbly structured and you have to be aware of absolutely everything as many of the problems that need to be solved are interwoven in some way. Also, there's just enough slashing action to break up the tedium of wandering that's inevitable in this sort of game. It's just a shame that every other RPG that has come along since hasn't quite made the grade. Still, *Zelda IV* can't be far away.

Issue 11 93%

TOP TIPPAGE!

As soon as the title screen appears press RIGHT, UP, B, A, DOWN, UP, DOWN, UP, B. You can now have a gander at all the tasks in the game.

How To Win Friends & Influence P

3 Super Bomberman 2

There are a lot of great multi-player games around, but this is the one most guilty of making people forego sleep in order to keep playing.

The idea is simple, wander around a single screen maze dropping bombs in the path of up to three opponents, but the result is uniquely satisfying. As you progress you and your opponents can enhance the power of your bombs and you can learn to use them in a variety of ways which heats up the action. But it's the way in which you gradually build on your own strategies that turns it into the hilariously competitive triumph of gameplay that it is. To play the game with four humans you will, of course, need a four-player adaptor and four pads, but believe us when we assure you that it really is worth buying these things to experience the game.

Issue 35 94%

TOP TIPPAGE!

On the password screen type in 1111 and you'll start the game with six bombs with maximum range, detonator bombs and a power glove.

4 Mortal Kombat II

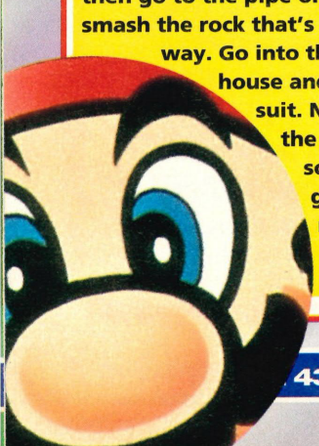
Mortal Kombat was a bit disappointing on the home systems it must be said. But by golly, for the sequel Acclaim pulled out all the stops and came up with a practically perfect conversion which to many is the greatest beat-'em-up ever (better even than *SFII* according to some).

The graphics, while still retaining that slightly fuzzy digitized style, were much more in keeping with the coin-op and the gameplay had been tweaked to perfection with all the special moves and so on being easily accessed. And of course the game featured all the additional moves and opponents that the coin-op contained. We're now waiting for *MK3*, of course, but a good indication of this game's quality is in the fact that people are still playing it some 10 months after its release.

Issue 33 93%

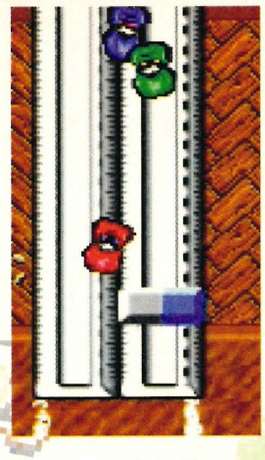
TOP TIPPAGE!

On the title screen hold down the L and R buttons and then start the game. Now both players can now choose four fighters each.



There are certain games you should have before you eve

5 Micro Machines



This'll put a few noses out of joint but, after much deliberation, we reckon the SNES racer that's going to give you the most fun is this one, not *F-Zero,* not *Super Mario Kart* and not *Stunt Race FX.* The others are great, it's true, and that's why they appear on the following pages, but when Codemasters created this game they created something very special indeed. The top-down view is unusual, but works perfectly and is strangely reminiscent of other great driving games that thrilled game-players everywhere (hands up all those who loved *Super Sprint* in the arcades).

There are masses of tracks all based on household themes (such as breakfast tables and pool tables) and the way the whole control system and the opponent's intelligence works is utterly perfect. Oh, and the challenge is immense. We've been playing it on and off for gawd knows how long and still we've never finished it. Feel free to write in and tell us otherwise, but we're convinced this is a uniquely designed experience.



Issue 35 91%

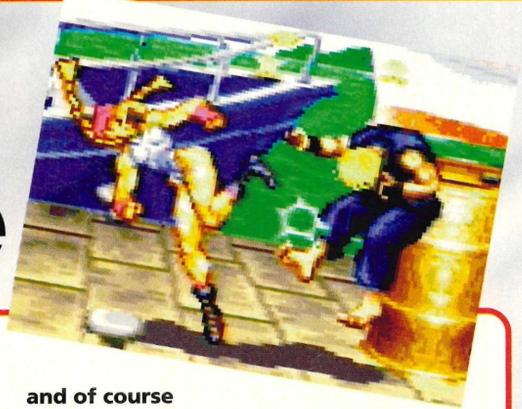
TOP TIPPAGE!

On the Helicopter level ram your opponent into the bushes so they don't get time to recover before you rush off screen to claim the point.

The 10 games that should be the basis of everyone's collection

And People

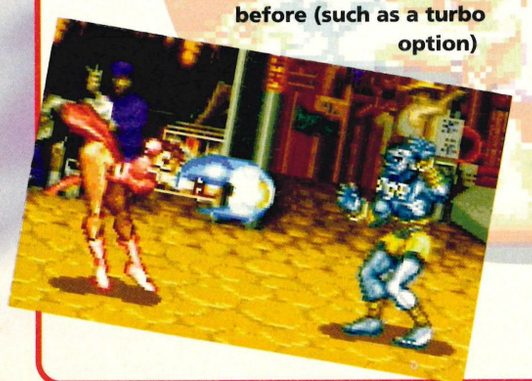
6 Super Street Fighter II



It almost didn't get released over here because someone somewhere felt people had already had their fill of the previous versions but, thankfully, eventually, it did hit the shelves, albeit in limited numbers.

Although *MKII* stole its thunder to a degree, there is still no doubt that this is one of the finest beat-'em-ups and one of the most well-crafted games ever. The characters and their special moves work perfectly and again, like many of the best games, after a short time the controls become second nature and winning or losing comes down to pure skill.

This version of the game pretty much included everything that had gone before (such as a turbo option) and of course featured the new characters such as Fei Long and Cammy to name but two. Whether any attempt will be made to revamp the game in line with the up and coming *MK3* remains to be seen but, regardless, to many this still the yardstick by which all other combat games are measured.





Issue 32 97%

TOP TIPPAGE!

Select Group Battle then keep pressing L and R on pad two until you hear Vega's laugh. Choose Match Play or Elimination and you will be able to choose eight similar characters.

7 Sensible Soccer



Weeny little sprites and graphics that could be duplicated on an old Commodore 64. So what makes *Sensible Soccer* one of the greatest games of all time? Well, it's that old gameplay thing again (game developers take note). Visually *Sensible Soccer* looks like it should be a pile of dung, but people who know their football know that by keeping the graphics simple, the people at Sensible have managed to create a footy game that has the speed and fluidity to perfectly replicate all the speed, excitement and strategic complexity of the real game. In fact, the programmers made such a good job of it that even people who wouldn't go near a real football get completely hooked on the game.

As well as the super slick gameplay, though, there are all the usual options to chop and change your line up, strategies and tournaments so that every aspect of building up and maintaining a successful soccer team is accurately and realistically covered. The only thing missing is the more tedious managerial side of soccer.

Issue 25 94%

TOP TIPPAGE!

Learn about offsides, er, choose a pretty formation (4-2-4 has a sort of poetic symmetry) and play a friend who's a bit crap. Oh, come on, it's a footy game.

n think about buying anything else. And these are they.

SNES TOP 100 GAMES

8 NBA Jam Tournament

Until this one arrived, this space would have been occupied by *NBA Jam*. However, there's little point in owning both versions so if you haven't sampled the delights of console basketball, this is definitely the one to go for. The thing that made *NBA Jam* one of the most popular games of all time was, quite rightly, the superb playability. And what is especially true of the game is that even if you haven't played it before, within the first few seconds of having the joypad in your hands you'll be whooping with excitement. On top of that, with its superb two-player mode you'll find that several months down the line despite you and your mates being significantly better at it, the excitement won't be diminished. It's one of those games that works so smoothly that the actual mechanics of the game can be ignored and it comes down to a battle of wits between the players. This edition also boasts an unbelievable number of hidden characters and cheats to be discovered so even the one-player game has an immense life span.



Issue 39 89%

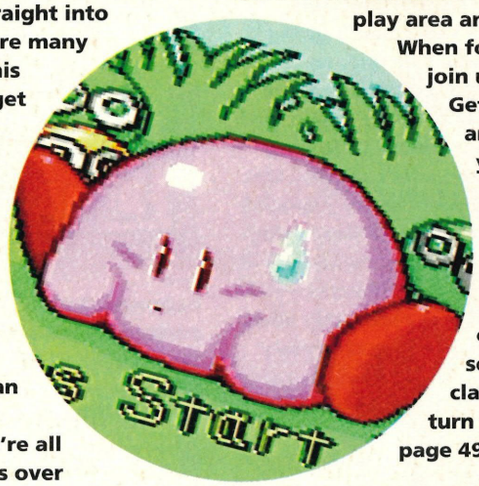
TOP TIPPAGE!

On the match up screen hit the following buttons for various effects:
URRLADLLRB – Teleport pass
LRABBA – Dunk from anywhere
DRRBAL – Always on fire
RUDRDU – You can goal tend

9 Kirby's Avalanche

Reviewed in this very issue, *Kirby's Avalanche* goes straight into the top 10. There are many great puzzle games of this type which often don't get as much credit as other flashier titles, but the simplicity of the game makes it a perfect test of skill.

Ignore the Kirby connection though, as this game previously appeared on import as *Super Puyo Puyo*. In Japan the game was huge, but presumably, because we're all a bit shy of puzzle games over here, it was decided to theme the game around the well known Kirby character. None of this matters, however, because the game itself hasn't been changed one jot. Gameplay wise, you probably know the score. You have to drop blobs into the play area and match colours. When four or more blobs join up they explode. Get a chain reaction and blobs are sent to your opponent's play area. It's as simple as that, but when you're playing head-to-head this simple competition leads to some spectacular clashes. To know more turn to the review on page 49.





Issue 43 91%

TOP TIPPAGE!

No, no, no, it's far too new. But for a few tactical hints about the game, turn to our review over on page 49.

10 Starfox

It's not the best shoot-'em-up on the SNES but it was the first game to feature the Super FX chip. As a result it has graphics unlike any other SNES shooter and gameplay unlike any other SNES shooter. It's also pretty good. It has been criticised for being a bit easy but with multiple routes to the final level and several skill levels it still manages to hold its own in the longevity stakes. The other Super FX shooter available, *Vortex*, is also pretty smart, but this is a real classic and as such should be right near the top of your list.



Issue 16 96%

TOP TIPPAGE!

On Level 1-2 (the asteroid field) shoot the first three columns of spinning rocks (they have an orange one in the centre). You have to shoot them just as you're about to hit them. If your timing was good a rock with a smiley face appears. Crash into it and you're in the secret black hole.

The Best RPGs

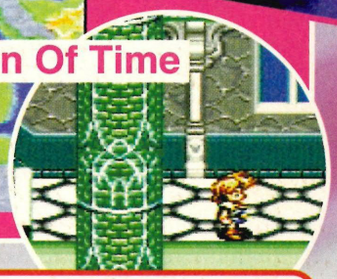
If you're an adventurous sort and your wardrobe is crammed with a range of anoraks, these are the carts for you.



Soul Blazer



Secret Of Mana



Illusion Of Time

11 Super Mario World

It's a contender for best game ever but because of the high value for money factor of *Mario All Stars* it just misses out. This really was the big one for the SNES. When it first came out *Mario* was still selling games big time. As was expected Nintendo didn't disappoint and this massive platformer was immediately hailed as the best thing since, well, anything really. It's hard to fault really except to say that this took the *Mario* thing about as far as it could go which is presumably why *Donkey Kong* has now taken over as the main man at Nintendo.

TOP TIPPAGE!

On Forest Of Illusion cut the tape at the halfway point. Go right, kill the turtle and when the block is a mushroom jump on it and collect it when it's a star to become invincible. Go right, killing everything until your invincibility runs out. This gives you 20 lives. Press START and SELECT and repeat the process.



Issue 4 — 98%

12 Secret of Mana

There was never any point in trying to beat *Zelda III* at its own game so *Secret Of Mana* took a slightly different approach. The game is massive, there's a great story line and the graphics are arguably every bit as good as *Zelda*, but to make things a little different, three heroes were provided. Now, in one-player mode two of the characters were computer controlled. But there was also an option to use the Multitap so that three human players could control a hero each. It was an excellent idea that worked very well indeed. If nits are to be picked then it's not as good as *Zelda*, but it's so close, it hardly matters.

TOP TIPPAGE!

If you have an Action Replay cart you can play the game's tunes. Enter this code, 7E1E 05xx, where xx is the tune number (between 00 and 3B).

Issue 26 — 90%

13 Donkey Kong Country

There's absolutely no need to ramble on about this one. All we really need to say is that it takes the superb gameplay style of *Super Mario World* and pumps the whole idea up with some revolutionary graphics. If you don't have this, you'd better go and get it now 'cos *Donkey Kong Country 2* is in progress.

TOP TIPPAGE!

When Cranky Kong plays his gramophone, press UP, Y, DOWN, DOWN and Y and you'll be able to play the bonus levels until you have 99 lives.

Issue 36 — 97%

14 Earthworm Jim

This one didn't sell as well as was expected and that is a monstrous tragedy. It's not the hardest platformer in the world but what Shiny Entertainment did was to look at every aspect of platforming and make it better. The game reeks of quality, plays like a dream, is hilariously funny and is packed with more original touches than anyone would have thought possible. The only problem is that it's hard to see how a sequel could be made any better (although the developers assure us that it will be).



TOP TIPPAGE!

To skip a level simply pause the game and tap A, B, X, A, A+X, B+X, B+X, A+X.

Issue 35 — 95%

15 Super Probotector

It's hard to know whether to put games like this in the shooty section or platform section. Anyway, it's basically a shoot-'em-up played on foot and of all the shooty-jumpy games available this remains one of the best. The gameplay is frantic and every single one of the bosses is both inventive and surprisingly scarey the first time you see them. Two players can play at once which is a superb experience.

TOP TIPPAGE!

On the title screen press UP, UP, DOWN, DOWN, RIGHT, LEFT, RIGHT, LEFT, B, A, B&A. Now you have a level select.

Issue 9 — 88%

16 Super Mario Kart



Pushing the use of Mode 7 to its limits *SMK* manages to put the fun back into 3D racing. It would takes pages to describe all the features but basically the cutesy graphics mask a hugely playable and challenging racer with heaps of tracks, loads of characters and a whole heap of bonuses and special little secret things to discover. Oh, and the head-to-head option is the icing in this particularly delicious cake.

TOP TIPPAGE!

On the character select screen press and hold Y then press A. The characters will all be shrunk in the next race.

Issue 11 — 82%

SNES TOP 100 GAMES

17 Super Metriod

Fairly unusual in that the hero is a girl in a cyber suit, this game took the games-playing public by storm. It's a truly massive experience with not only heaps of shooting action and terrific weaponry but a whole load of cerebral challenges too.



TOP TIPPAGE!

Make sure you have at least 10 missiles, 10 super missiles, 11 power bombs, less than 50 points on your power meter and empty reserve tanks. Roll into a ball and then press select three times. Drop a bomb and hold down X while holding L, R and DOWN. You will now get 14 energy tanks refilled.

Issue 30 91%

18 FIFA International Soccer

The gameplay isn't quite as slick as that found in the brilliant *Sensible Soccer*, but this has one big thing in its favour. Atmosphere. The isometric graphics allow for more realistic and better animated visuals. And the sound effects are brilliant with crowd chants that change according to the action. *Sensible Soccer* is great for real competitions, but for an evening with your beery mates, this is a superb option.

TOP TIPPAGE!

Try these button presses on the option screen.

R, R, R, R, R, L and R – Super Offence
X, A, B, Y, Y, B, A and X – Crazy Ball
A, A, A, A, A, Y, Y, Y, Y and Y – Super Goalie

Issue 30 90%

19 Smash Tennis

For a long time *Super Tennis* was the dog's danglers of tennis sims but then this came along. Its main advantage over its predecessor was that it had a sense of humour, bits of the background were interactive and basically just worked slightly better all round. It's hard to qualify it, but just try both and you'll see what we mean.

TOP TIPPA

Passcodes for all: US
Open: XBAAYAXA
Asian Open: AYAAYXYA
Australian Open: XABAYAYA
European Open: AXBAYXAA

Issue 31 94%

20 Pilotwings

This is unique. Quite who came up with the idea of a game based around learning to be good at flying a variety of aircraft is a mystery, but whoever it was was a bloody genius. The lack of shooty action does nothing to detract from the fun. We can't describe what makes this game so good, but it's still one of the most playable SNES games and it's been around right from the start. Not bad!



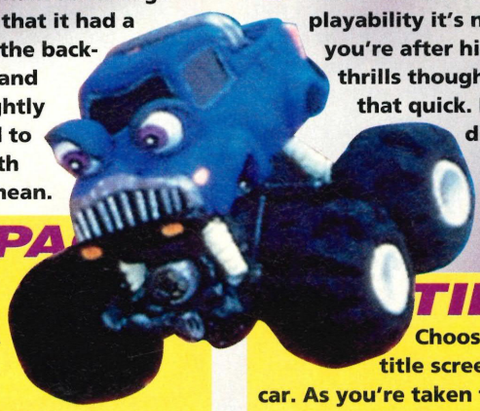
TOP TIPPAGE!

Enter 882943 as the code and you get to play the game with an increased challenge.

Issue 11 91%

21 Stunt Race FX

The second game to use the Super FX chip. Graphically, it's significantly better than *Starwing* and in terms of playability it's no weed either. If you're after high-speed driving thrills though, be warned, it's not that quick. However, it's very different from your run-of-the-mill race game and manages to offer a wide range of challenges.



TIPPAGE!

Choose Battle Trax on the title screen then select your car. As you're taken to the start line don't touch anything. After a few moments the cars will zoom off and run the race all by themselves.

Issue 32 94%

22 Madden '95

There have been more versions of this game than most people have had hot dinners. Still, this is the most current and best of them. If you don't understand American footy perhaps it's time you learnt because this is just so well put together. It's friendly, it looks great and for those who know their American footy it's the next best thing to playing the real thing.

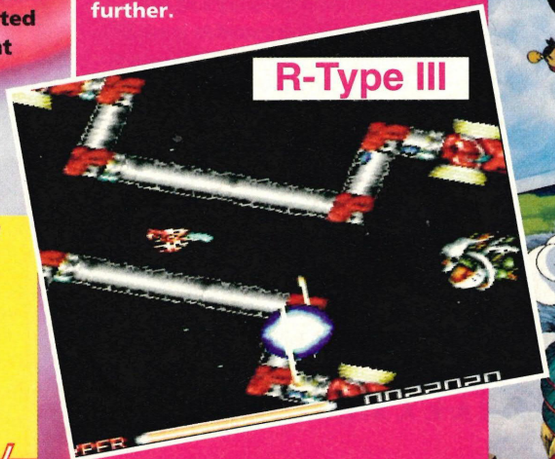
TOP TIPPAGE!

Learn all about offsides, er, choose a pretty formation (4-2-4 has a sort of poetic symmetry) and play a friend who's a bit crap. Oh come on, it's a footy game.

Issue 37 84%

The Best Shooters

If your life is so dull you have to constantly pretend you're the only person who can save the world from alien hordes, look no further.



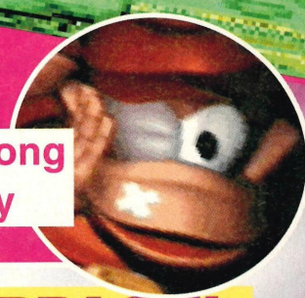


The Best Traditional Platformers

If your mental capabilities extend no further than working out the best way to get across a small gap, here's what you're after.







23 Unirally



Another unique game. It's essentially a race game, but you 'drive' your unicycle around tracks gaining speed by performing stunts. It's bizarre, but it works and unusually it's superb in both one- and two-player modes.

TOP TIPPAGE!

Enter the player name as FAE DINE and you'll activate the special effects such as Hedgehog mode and Barf mode when you overtake the other player.

Issue 39 90%

24 Flashback

Using superb rotoscoped graphics to create the most realistic animation ever seen in a platformer this game works superbly on many levels. It looks great but it also combines action and adventure-style puzzle challenges to brilliant effect. The game itself is a hell of an experience and the excellent plot also keeps the whole thing incredibly atmospheric.

TOP TIPPAGE!

Level codes, whoopee!
Level 2 – JWLYX
Level 3 – RSVP
Level 4 – DXCPT
Level 5 – SLMN
Level 6 – ZTHRK
Level 7 – CRLQXZ



Issue 25 85%

25 Parodius

It's a fitting tribute to *Parodius* that it's one of the older shooters available for the SNES and yet there still isn't much to touch it. Much of its charm rests on the fact that it's a comedy shoot-'em-up which rips off the gameplay of the *Nemesis* and *Gradius* games and slaps some cartoony graphics over the top. It's a parody, hence the name (how very clever) but still manages to more than make the grade in terms of quality of play.

TOP TIPPAGE!

Pause the game and press B, B, X, X, A, Y, A, UP, Left button and START. You now have full power and weapons.

Issue 9 87%

26 Super Ghouls & Ghosts

Suffering the same sort of slow-down problems as *R-Type III* this game is showing its age a bit, but there's no arguing with the top-notch graphics and classically arcadey gameplay. It's constantly challenging but also has a wonderfully friendly learning curve.

TOP TIPPAGE!

Select the option screen and highlight EXIT. Hold LEFT and START on pad two and a level select screen will appear.

Issue 11 87%

27 Super Punch Out!!

Boxing games are notoriously crap so it makes a refreshing change to find one that isn't. In fact, far from being crap, it's brilliant. It's handled in a very cartoony way with the opponents having a variety of moves. It's sort of like having to work out how to defeat an end-of-level boss one after the other which seems to work well.

TOP TIPPAGE!

When fighting Nick Bruiser you need to be patient and look to unleash a KO as often as possible. Alternate high and low punches while dodging.

Issue 37 85%

28 Mega Man X

Not significantly different to *Mega Man X* and certainly it still carries the same awkward gameplay flaws that all the *Mega Man* games have suffered with, but it remains a huge and challenging game.



TOP TIPPAGE!

Try the following Action Replay code to make you invincible.
7E0C 1311

Issue 41 75%

29 Jungle Strike

More technically accomplished that *Desert Strike* but retaining identical gameplay, *Jungle Strike* proved Electronic Art's policy of 'give 'em more of what they want' to be spot on. Another winner.

TOP TIPPAGE!

When escorting the President's motorcade keep the motorcade right at the far side of the screen with you at the top and that way the enemy can never get at him.

Issue 42 91%

30 Alien 3

A film licence that actually works. The graphics are mean 'n' moody just like the film and the platform shoot-'em-up action just seems to draw you right in. It's a superb blast.

TOP TIPPAGE!

On pad two press A, B, Y and X. Now the A, B and X buttons on pad one will activate different cheats.

Issue 18 90%

SNES TOP 100 GAMES

31 Cannon Fodder

It's the ultimate in mindless violence. Take your teeny weeny troop of men around the various missions, machine gunning everything in sight. There's a bit of thinking to be done but the bulk of it is just blasting. It's very different from other shooting games (mostly due to the unusual view-point) but it's a complete classic. It also works best with the Nintendo mouse.

TOP TIPPAGE!

If you encounter a sniper, send one guy straight for him and his missiles will simply land where you were, not where you are.

Issue 37 93%

32 NHL '95



It's seems that the kings of sport sims are Electronic Arts. As well as creating the super *Madden* games they also popularised *Ice Hockey* with their *NHLPA* and *NHL* games. Like *Madden '95* this is the latest and best and the bottom line is you're guaranteed to like it.

TOP TIPPAGE!

Either play the game to death or simply cut straight down the side of the play area then cut diagonally into the net and whack the puck home. It rarely fails.

Issue 37 92%

33 Lemmings 2

If you didn't like *Lemmings* forget it. If you're a fan though, this took the original format and piled on loads of new levels, a range of new *Lemmings* and basically just gave us more of what we liked, only better. Not much else to be said really.

TOP TIPPAGE!

On the title screen click on the dot above the 'i' in Lemmings and the littles guys say 'Oof' when they fall.



Issue 35 90%

34 Super Dropzone

Doesn't really perform in the variety stakes, but this pumped up version of the old C64 classic represents what's best about the shoot-'em-up in its purest form. It's sort of like the *Tetris* of shooters in that the challenge is merely to defend your pods from attack by moving around and firing and that's about as complex as it gets. As for playing it, well, right from the word go it's as frantic as hell and your heartbeat won't settle one bit until you actually switch off the game. Non-stop thrills.

TOP TIPPAGE!

Level codes: IO – 37670561
Callisto – 04721006
Ganymede – 93161096

Issue 36 91%

35 Soul Blazer

This one is no spring chicken, and it's not exactly original, but its similarity to *Zelda* can only be seen as a good thing. The game is very huge and graphically it can certainly hold its own. The story line is a strong one and while it doesn't quite pip *Zelda* it does come surprisingly close. If you're an RPG addict then this really has to be part of your set.

TOP TIPPAGE!

To defeat the real Deathtoll shoot his head with the phoenix each time you've destroyed each of the four flame pillars. After five or so hits move down and to the left or right to avoid his shots. Then stand near the top centre and shoot the flame pillars again. Make sure you equipped the medical herb before the encounter.

Issue 12 89%

36 Theme Park

A god sim essentially, but based around a theme park. There's a big challenge here as you try to run a theme park and keep the punters happy. Almost everything can be tweaked to lesser or greater effect.

TOP TIPPAGE!

For all the tips you'll ever need, simply turn to our player's guide on page 70.

Issue 42 93%

37 Syndicate

Bullfrog deliver heaps of moody atmosphere in this bleak futuristic shooter in which your agents have to complete a series of dangerous missions. It's gripping and a little different.

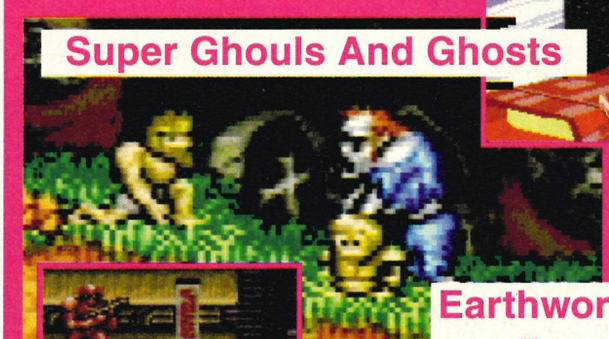
TOP TIPPAGE!

For a top team of agents type in the password: -ND-SC-V-R-D-CH--T.

Issue 37 88%

The Best Other Platformers

If, like us, you couldn't quite figure out what category these excellent titles should go under, here's the solution.



Super Ghouls And Ghosts



Flashback



Super Probotector

Earthworm Jim

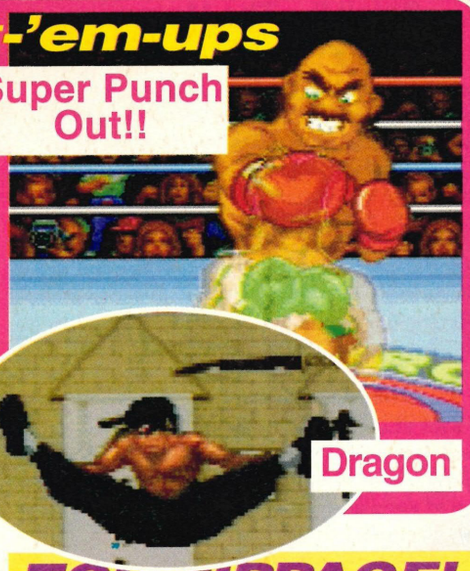


The Best Beat-'em-ups

Do you have delusions of being a great warrior even though your puny little muscles couldn't get you out of a wet paper bag? Try these.



Turtles Tournament Fighters



Super Punch Out!!



Dragon

38 Actraiser 2

Actraiser was fab enough, but this one was even better. It's hack 'n' slashing of the very highest order. There's still a bit of thinking to be done but the emphasis is mostly on action.

TOP TIPPAGE!

Enter the code XxxxYyyyZzzz and you'll get to fight a Boss from the first game.

Issue 26 87%

39 Street Racer

Set out to slaughter *Mario Kart* and in terms of features it certainly did just that. At the end of the day it couldn't quite match up in the gameplay stakes. It's still a superb racer though.



TOP TIPPAGE!

When choosing a character press X, Y, X, Y, X, Y then hold X and push right. Your top speed will be increased.

Issue 36 91%

40 Super Tennis

For a long time this was the best tennis game on any system. That's until *Smash Tennis* came along. However, if you're well into tennis then this is superb. It hasn't as many features as *Smash Tennis* but the gameplay is unbelievably slick.

TOP TIPPAGE!

On the player select screen press L five times, X, R seven times then X. You now have a super-strong player.

Issue 5 96%

41 Illusion Of Time

The graphics are stunning and the quest is huge, the pace of the game could have been a little better. However the gameplay is top-notch when it gets going and there are plenty of neat twists to give you your money's worth.

TOP TIPPAGE!

In the Incan desert you'll find a huge drawing of a bird on the ground. Make a sketch of the thing and mark down where the stones that are scattered around sit. You'll find that one is missing (the pattern is symmetrical). Stand where the missing stone should be and the puzzle is solved.

Issue 42 86%

42 R-Type III

It was one of the first games available for the SNES when the machine first came out on import and still remains one of the better blasters. It doesn't look at all dated with its big flashy graphics and the gameplay is unrelenting. The only indication of its age is that it slows down a bit when things get hectic (a common problem with new machines that the programmers haven't got to grips with). If you can cope with this though, you're onto a winner.

TOP TIPPAGE!

If you want to be invincible and you have an Action Replay cart, try this:
7E11 4480

Issue 26 88%

43 Zombies

Doesn't quite gel at first but a few plays in and you'll be completely engrossed in this hilarious cartoony shooter that's packed with all sorts of old B movie comedy. Not an epic, but the enthralling gameplay made it a massive hit.

TOP TIPPAGE!

Enter BCDF at the password screen and you'll enter a special bonus section that's rather a hoot.

Issue 22 92%

44 Super BC Kid

It sort of came and went, but if you missed it, you missed a real treat. Despite slightly awkward controls this is an amusing, well crafted and gripping platformer. It's also very original in places.

TOP TIPPAGE!

Enter BCDF at the password screen and you'll enter a special bonus section that's rather a hoot.

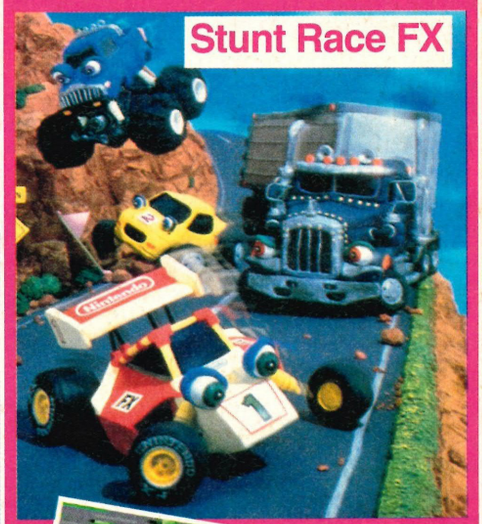
Issue 38 85%

The Best Driving Games

Failed your driving test for the eighteenth time and want to know what you're missing out on? You could do worse than try these three.



F-Zero



Stunt Race FX



Super Mario Kart

SNES TOP 100 GAMES

45. Hagane

Heard of *Strider*? No? Oh dear. Well it was very good I can tell you, and this is very heavily based on that old classic. The graphics are moody and the gameplay is not only fast but furious also. It's classically demanding shooting action.

TOP TIPPAGE! To defeat the first boss select the grenades then fire like mad at the floating bloke. When he's high up jump to make the grenades reach him. When the guardians' shoulders move run in the opposite direction before they grab you.

Issue 42 — 86%

46. Another World

The game cleverly uses polygons, but unusually for flat objects, not 3D ones. The result is a moody, but amazingly fluid game which faultlessly takes you between action sections and plot scenes drawing you into the excellent story.



TOP TIPPAGE! Try these passwords:
LBKG – Section 4 KLFB – Section 8
TFBB – Section 12 LFCK – Section 15

Issue 12 — 72%

47. Aladdin

Rumour has it that the developers of this game saw the Superb Mega Drive version of the Disney film and completely rewrote this one to bring it up to scratch. Whether it's true or not, what they came up with was a game featuring amazing animation and some slick (if easy) gameplay.



TOP TIPPAGE! Pause the game and press A, A, B, B, A, A, B, B, A, A. This allows you to skip the level you're on.

Issue 25 — 85%

48. Pitfall II – The Mayan Adventure

The old Atari VCS classic lends only its name to this slick action platformer. It's a sort of *Indiana Jones* type of thing and plays like a dream. And for nostalgia freaks it contains a complete and accurate version of the old Atari classic.

TOP TIPPAGE! When the continue screen appears repeatedly press START and you should get nine continues every time.

Issue 37 — 85%

49. Blackhawk

It's a bit like *Flashback*, only it's more action based. This lack of puzzling elements makes it slightly less intriguing, but it delivers a whole heap of atmosphere and keeps you on the edge of your, er, joypad.

TOP TIPPAGE! Yet more codes:
Mine 4 – WJTV Tree 4 – CGDM
Sand 4 – Y4DJ Castle 4 – MJXG SARLAC – K3CH

Issue 37 — 85%

50. F-Zero

It's old and basic but this garish futuristic offering still pushes your driving skills to the limit.

TOP TIPPAGE! On Port Town 2 at the end of the first lap you'll see a jump just after the line. Use power boost and push right and you'll clear the gap. It's a good short cut.

Issue 5 — 91%

51. Super Smash TV

Love it or hate it this is a superb conversion from the coin-op. One of the most frantic blasters ever.

TOP TIPPAGE! On the options screen press L button, R button and UP. You hear 'Bingo' and you can now increase your lives and continues.

Issue 8 — 93%

52. The Lost Vikings

An original platformer in which you control three characters with different abilities.

TOP TIPPAGE! To get a level select hold down X, Y, A and B simultaneously while the game is paused.

Issue 17 — 87%

53. The Jungle Book

All the fluid animation and slick gameplay you've come to expect from a Disney licence.

TOP TIPPAGE! Press UP, UP, UP, B, B, Y, Y, SELECT, UP, DOWN, LEFT, RIGHT, B, UP, Y. Now go to options for a level select.

Issue 30 — 85%

54. Mickey Mania

Released to celebrate Mickey's umpteenth anniversary, this is original and very playable.

TOP TIPPAGE! On the option screen select Beanstalk 1 music and Extra Try FX then go to EXIT and hold the L button for a moment. You'll hear a chime and have a level select.

Issue 36 — 85%

55. Hebereke's Popoon

A bit like Kirby's Avalanche. If you like these puzzlers then it's an absolute must.

TOP TIPPAGE! Always be sure to utter 'Dustin Hoffman' and chuckle a bit every time the little sampled voices do in the game.

Issue 46 — 90%

56. Dragon

Good beat-'em-up with a neat system allowing you more special moves as you get better.

TOP TIPPAGE! Don't waste energy pulling off moves that aren't going to hit your opponent because the more consecutive hits you get the quicker your second energy bar goes up enabling you to do more moves.

Issue 22 — 91%

57. Demon's Crest

Almost an RPG but this platformer has more action than you can wave a demonic entity at.

TOP TIPPAGE! Try this code to give you all the gargoyle forms: QFFF. KNRR. DDLR. XGTQ.

Issue 40 — 82%

58. Lethal Enforcers

At the original £75 it was a bit of a no-no. Get a cheap version though and you're in for a treat.

TOP TIPPAGE! Pause the game and press UP, UP, UP, DOWN, DOWN, DOWN, LEFT, RIGHT, RIGHT, RIGHT, B, A, A, A and A to get eight continues.

Issue 27 — 70%

59. Super Turrican 2

The original C64 *Turrican* games were a bit ropey but this is a classic blaster in every way.

TOP TIPPAGE! When you're inside the jaws of the big mouthy boss, try to stay either to the right or the left and keep firing. Don't hang onto anything as this complicates things. Whenever the sides of his mouth get near your feet, leap over the gap and carry on from the other side.

Issue 41 — 91%

60. Super Star Wars

The sequels left a little to be desired but this is a great interpretation of the original and best film.

TOP TIPPAGE! On any of the horizontally scrolling levels press and hold A, B, Y, X and SELECT on pad two. You'll be invincible.

Issue 15 — 87%

61. Turtles Tournament Fighters

Not quite *SSFII* but almost. This is a shockingly good beat-'em-up considering it's a licence.

TOP TIPPAGE! At the title screen press L, R, L, R, L, R and A on pad two to be able to fight on the Karai and Rat King stages.

Issue 25 — 90%

62. Troddlers

A sort of *Lemmings*/*Krusty's* hybrid with a bit of *Solomon's Key* thrown in. Jolly good fun.

TOP TIPPAGE! Try these codes: level 5: SPHNX Level 10: SKPRND Level 15: TGHTTM Level 20: HNNS Level 25: TCHN

Issue 20 — 87%

63. UN Squadron

It's a bit of an old fart these days but it's a solid conversion and classically slick.

TOP TIPPAGE! Go to options and highlight the game level. Plug in pad two and hold down A and X. Now go through the levels until you find the ultra difficult 'Gamer' level.

Issue 10 — 92%

64. Kick Off 3

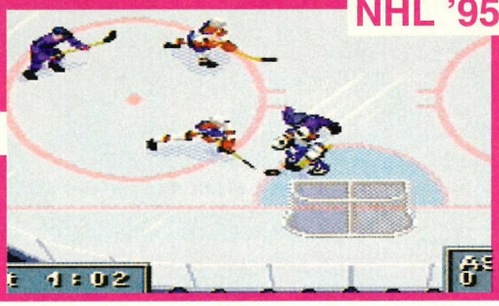
Kick Off was, at one time, the soccer yardstick and this version is also a force to be reckoned with.

TOP TIPPAGE! As with all soccer games, learn all about offsides, er, choose a pretty formation (4-2-4 has a sort of poetic symmetry) and then play

The Best Sports Games

Too much of a goddam lard-arse to actually get out and play some real sports? I think we have what you need.







a friend who's a bit crap. Oh come on, it's a footy game.

Issue 30 89%

65. Cool Spot

The game that Dave Perry really showed his talents off with. Not deep, but a great laugh.

TOP TIPPAGE! Hold L and R buttons simultaneously then reset the machine. When the Virgin logo appears press select 30 times to access a level select.

Issue 24 92%

66. Striker

At one time this was the only choice for footy fans on the SNES. A hugely playable footy game.

TOP TIPPAGE! Enter the code BCDFGHJKLMPQRST. It'll say password error but go to the team select and you'll be able to choose the Elite team.

Issue 20 94%

67. Dragon's Lair

Crap coin-op style ditched in favour of complex and challenging platformer... and it works!

TOP TIPPAGE! Passwords galore!

Level 1 – 2A, 4B, 6D, 7C Level 2 – 3B, 5C, 7D, 8A
Level 3 – 2C, 3D, 6A, 8B Level 4 – 1C, 2D, 3B, 8A

Issue 10 93%

68. The Chaos Engine

Sort of Jules Vern meets Arnie. This is a great co-operative challenge and very stylish with it.

TOP TIPPAGE! Try these Action Replay codes for a laugh:

7E00 901A – Infinite lives player 1
7E00 921A – Infinite lives player 2

Issue 29 90%

69. The Smurfs

Don't be put off by the annoying little blue gits. This is crammed with superb gameplay.

TOP TIPPAGE! A level code for your delight Brainy Smurf/Smurfette/Greedy Smurf/Jokey Smurf.

Issue 34 87%

70. Side Pocket

A bit flawed and there are no UK pool rules but in two-player mode this is a real giggle.

TOP TIPPAGE! For the first trick shot aim the cue one click up from the horizontal and put two clicks of left spin on the ball and whack it.

Issue 29 89%

71. Addams Family Values

Shock horror, a great licence and a surprisingly good RPG. Not quite *Zelda III* though.

TOP TIPPAGE To defeat the plant Boss make sure you have some of granny's biscuits left then watch the plant's arms to see how far they extend. Once that's sorted get as close as you can and blast its head. Easy.

Issue 41 80%

72. Super SWIV

It looks a bit dated but this shooter is brilliantly designed. It's a two-player jobby too.

TOP TIPPAGE! Pause the game and press L, L, L, L, L, R, L, L, L, L, L, L, L and R to skip to level six.

Issue 16 83%

73. Jelly Boy

On the surface this platformer seems basic but the challenge is big and it's strangely gripping.

TOP TIPPAGE! A mini Jelly Boy state is only temporary. Watch the countdown because if you grow big again while your in a tight space you'll die.

Issue 34 90%

74. Sparkster

Konami come up trumps again with this gorgeous looking platform blaster. A huge challenge too.

TOP TIPPAGE! Go to setup and press L, L, R, R, DOWN, UP, DOWN, UP, A and X for an extra hard difficulty setting.

Issue 35 84%

75. Krusty's Super Fun House

A sort of reverse *Lemmings* in which you have to kill the little on-screen characters.

TOP TIPPAGE! Yet more level codes. Zoinks!

Level 2 – SKINNER Level 3 – SCRATCHY
Level 4 – BARTDUDE Level 5 – BOUVIER

Issue 8 80%

76. The Firemen

Same over head view as *Chaos Engine*, this is a quirky little game in which you play a fireman.

TOP TIPPAGE! Hold the collar buttons down while you're firing and your water jet stays firing in the same direction while you move your fireman around.

Issue 40 87%

77. Clayfighter 2: Judgment Clay

A moderately good beat-'em-up with the added bonus of being chocka with comedy fighters.

TOP TIPPAGE! Enter tournament mode, pick speed one, play the match, watch the second match and then reset the machine halfway through the third. You can now play a speed 10 game.

Issue 38 89%

78. Desert Strike

A bit old but this is a classic. Top army games with a nice tasteless Gulf War setting.

TOP TIPPAGE! On the password screen enter B59JS27 and you get 10 lives.

Issue 13 88%

79. Legend Of The Mystical Ninja

It's a mixture of arcade action and role playing and what's more it's a right bloody good laugh.

TOP TIPPAGE! Enter the password Z+LHd H to get straight to level nine.

Issue 25 90%

80. Pugsley's Scavenger Hunt

A fairly regular platformer but surprisingly, for a film licence, it's been handled very well.

TOP TIPPAGE! An Action Replay code for infinite energy no less! 7E00 9503

Issue 16 89%

81. Lemmings

The game that spawned a dozen imitators is still one of the best platform puzzlers available.

TOP TIPPAGE! Press and hold SELECT then press START (do this on the title screen). A hidden options screen will appear.

Issue 10 81%

82. Fatal Fury 2

This is certainly no lightweight in the visuals department, and it'll provide a decent challenge.

TOP TIPPAGE! When the Takara title screen appears press B, A, X, Y, UP, LEFT, DOWN, RIGHT, L and R to be able to select the Bosses.

Issue 26 78%

83. Super Buster Bros

Otherwise known as *Super Pang* this is an unusual game in which you break up bouncing bubbles.

The Best Weirdos Games

Do you long for something original? Or are you just one of those contrary gits who always has to be different? Either way, looky here.







SNES TOP 100 GAMES

TOP TIPPAGE! Go to the game select screen and press L, R, R, L, UP and DOWN. You now have a stage select.

Issue 14 57%

84. Wolfenstein 3D

When it looked like no one was going to give us SNES owners a version of DOOM, this had to do.

TOP TIPPAGE! Hold down the R button and switch on the power. Release the button on the title screen and begin a new game. Pause the game and press A, A, UP and B. The whole map is revealed.

Issue 26 87%

85. Populous 2

A lot like *Populous* only with a '2' on the end. If you liked *Populous* then, yes, you'll love this.

TOP TIPPAGE! Oh, er, oh dear. Just try to be generally omnipotent and do clever stuff with those little people and you should be okay, presumably.

Issue 32 83%

86. Cybernator

Another good solid blaster for fans to get their teeth into. Well worth the effort.

TOP TIPPAGE! On the title screen select option then press and hold UP, R, L and START. This gives you a free play option with infinite continues.

Issue 19 83%

87. Final Fight

Tragically it's missing one of the main characters but this was still a stonking conversion.

TOP TIPPAGE! On the title screen press and hold the L and R buttons then press START to bring up a special options screen.

Issue 9 78%

88. Axelay

We're getting to the borderline stuff now. This game has a lot of fans but it's slightly ropey.

TOP TIPPAGE! When the START sign appears press UP and DOWN repeatedly until you get a level select.

Issue 11 81%

89. Sim City

Who would have thought a game about building a city could be good fun? Well it is.

TOP TIPPAGE! At the end of the tax year save the game than load it right back up again. You'll find that Policing, Transport and Fire work is free for the year.

Issue 79 84%

90. Spindizzy Worlds

Based on the old classic *Marble Madness* this takes the whole concept much further.

TOP TIPPAGE! On the password screen enter MIMICHAN and you'll access a level select.

Issue 14 91%

91. Actraiser

Looks like it should be an RPG but is actually an epic platformer with a few adventuring aspects.

TOP TIPPAGE! There's a forest in the Northeast. Call on the rain over it and the people give you an extra life.

Issue 12 91%

92. Choplifter III

The graphics are laughably crude but after a while you'll grow to love this shooter/rescue-'em-up.

TOP TIPPAGE! Level 2 – DSRTLLN
Level 3 – MRDSTGN Level 4 – MDCTLVN

Issue 28 89%

93. The Hulk

A not too shabby look at everyone's favourite green bloke. A bit flawed but fairly smart.

TOP TIPPAGE! Action Replay codes for angry green people: 7E07 1863 – Infinite energy 7E0D C003 – Infinite lives 7E00 BC01 – Infinite capsules

Issue 34 80%

94. Animaniacs

The Spielberg/Warner Bros cartoon works just as well as a game. Ingenious and funny.

TOP TIPPAGE! If any of your mates get captured, simply go to the water tower in the middle of the map and complete the level to rescue your friends.

Issue 36 89%

95. Super Troll Island

Takes place on an island that's super, and full of trolls. A big platformer that's a bit weird.

TOP TIPPAGE! For a level select pick these colours on the troll select screen: Blue, Red, Green, Red, Pink, Blue, Pink. To select a level, pause the game and adjust the number in the corner of the screen.

Issue 29 90%

96. Buster Busts Loose

Those Tiny Toons, they're pretty zany chaps aren't they? Formulaic, but it's all done very slickly.

TOP TIPPAGE! Level codes: World three – Gogo/Shirley/Sweetie World five – Montana Max/Babs/Calamity Coyote Bonus World – Elmyra/Shirley/Calamity.

Issue 18 87%

97. Equinox

An isometric 3D adventure in a sort of platform RPG style. Follows Solstice on the NES. Brilliant!

TOP TIPPAGE! When the title screen appears press L, L, R, R, L, L, L, R, R, R, L, L, R, R, L and R. You are now invincible.

Issue 29 91%

98. Fever Pitch Soccer

Not that accomplished as a full-on footy sim, but the comedy makes it that little bit different.

TOP TIPPAGE! As with all soccer games, learn all about offsides, er, choose a pretty formation (4-2-4 has a sort of poetic symmetry) and then play a friend who's a bit crap. Oh come on, it's a footy game.

Issue 42 85%

99. James Pond: Operation Starfish

This smooth platformer is big and challenging. The fluid gameplay gets repetitive after a bit though.

TOP TIPPAGE! Tempting though it is to go full pelt in this super fast platformer, take things very easily until you get to know the levels. Many sections contain hazards put there especially to hit impulsive players where it hurts.

Issue 41 79%

100. Power Drive

Not brilliant, but it does have a high addictive element. And it's the only decent rally game.

TOP TIPPAGE! On a few courses there are secret short cuts. If a track is surrounded by woodland or something keep your eyes peeled for a section that differs from the rest of the scenery and you'll probably discover a secret passage.

Issue 37 80%

The Soccer Games

Are you a right-thinking British bloke who quite rightly loves his footy? Good, these should see you right then.

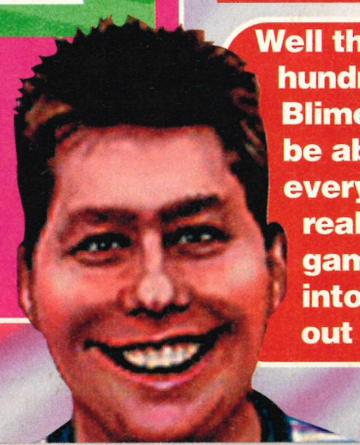


Striker



FIFA International





Well that's the top one hundred over with then. Blimey! I never thought I'd be able to get cheats for every one but then I didn't realise quite what a game spaz I've turned into. I really should get out more.

KIRBY'S AVALANCHE

TOTAL! SNES REVIEW





'Welcome to Dream Land, a small peaceful country. Or at least it was until Atko turned up and caused a stonkin' great avalanche!!'

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



The right hand player is in all sorts of trouble. Kirby wins again.



Right: You must defeat 15 of these bosses in order to face King Dedede.



The last time we encountered Kirby he was busy driving baddies out of his Dream Land on the Game Boy. Well, now he's back and he wants revenge! Actually he doesn't want revenge at all but it sounds a lot better than saying, now he's back and he's just as cute! What Kirby does want is to win the much coveted Avalanche competition that's held annually in Dream Land.

Yes I know, this is not so much a plot as an excuse to convert *Super Puyo Puyo* for a Western audience but there's nothing wrong with that, *SPP* is a great game and unsurprisingly, so is this! Hoorah!

You must surely know the drill by now. Lots of cutesy beans fall and you have to match them in sets of four (no diagonals) as they land. They then disappear in a Tetris kind of a way and drop nasty beans on your opponent. Sounds simple but it isn't. Your main aim is to set up combination drops which in turn release an avalanche of nasty beans onto your opponent and win you the game. I won't even attempt to give you strategy examples in such a short space but just trust me when I tell you that this is one of the best puzzle games ever.

If you haven't got *Hebereke's Popoon* or *SPP* in your collection already don't hesitate to part with your cash for *Kirby's Avalanche* as soon as possible. This might just change your life or at least raise your IQ.

ATKO

KIRBY'S Thoroughly addictive, a joy to play and a swine to complete

SCUVEYS Its not the most original game in the world is it?



Kabu is the sixth character and as far as I got in the game I'm afraid.

ANDY SAYS...



In my opinion *Hebereke's Popoon* has the slight edge over this in terms of variety and sheer bonkersness but there really isn't a lot in it. Other than that there's always good old *Tetris*, *Tetris 2* and the soon to be released *Tetris 3*. They're not as cute though.

GRAPHICS 8
This is slickly animated but more effort should have gone into the backgrounds.

SOUNDS 9
The soundtrack is so infectious it'll take a operation to remove it from your head.

GAMEPLAY 10
It's a 'minute to learn but a lifetime to master' puzzler that's a bit of a tricky bugger.

LIFESPAN 9
With the two-player option and difficulty settings this'll last longer than most pensioners.

TOTAL! JUDGEMENT

'This is one of the best puzzle games ever released, on any format, anywhere. Su-poib!'

TOTAL! SCORE 91

TIN STAR

TIN STAR

The complete good guy. He my not be the most intelligent robot in town but he loves to shoot and has an infinite supply of bullets.

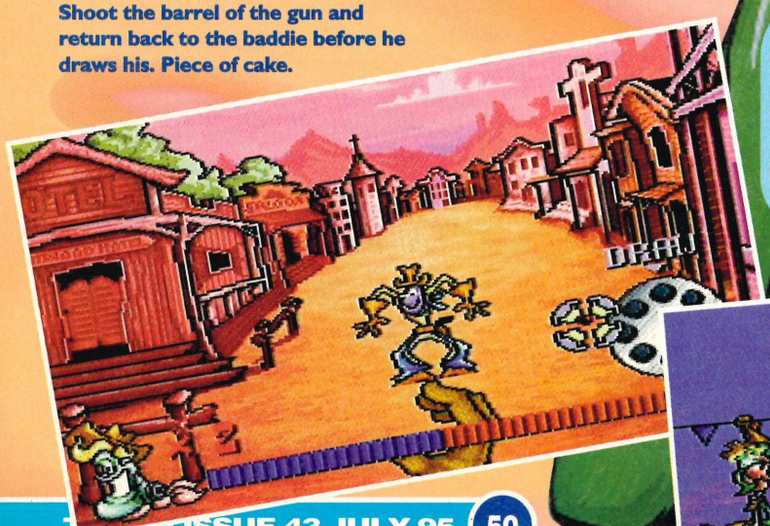


TOTAL! SNES REVIEW



Be sure to shoot everybody twice as they often get up after one shot and nail you. Be warned!

Shoot the barrel of the gun and return back to the baddie before he draws his. Piece of cake.





PLAYERS: 1
FROM: NINTENDO
PRICE: £TBA
RELEASE: TBA

'Atko dons his leather chaps, suede waistcoat and grows irregular stubble in an attempt to take on the Bad Oil Gang in the irresistible *Tin Star*.'

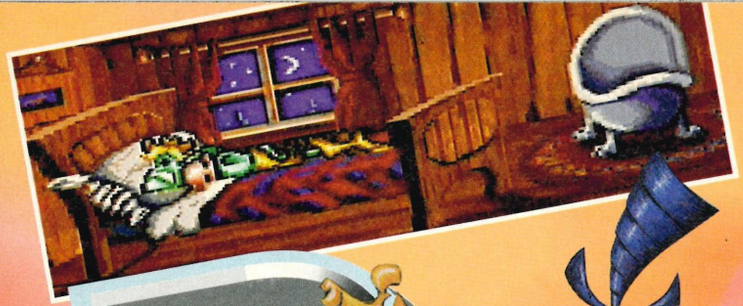
MARIA BEAN

The virtuous daughter of Judge Soy Bean who also happens to be in love with Tin Star. That's Maria, not the judge.

GUNS

Far too easy to complete and no two-player option

Howdy pardners and welcome to a celebration of the idyllic life of early fur trappers. A life that ended in bloodshed as Indians, aroused by the coming of greedy civilisation, took up arms and generally went a bit bonkers with anybody who didn't have a tan (*Atko what are you on about? – Rob*). Blimey! I nearly wrote a review of last Sunday's episode of *Rawhide* then. Sorry about that, all this gunslinging is starting to affect me. Onward with the *Tin Star* review. *Tin Star* is one of those first person perspective shoot-'em-ups, you know the sort, a variation on the old NES game *Duck Hunt*. The action takes place unsurprisingly in the Ol' West as you take on the role of Tin





TIN STAR



UNDERTAKER

This morbid townsman always has his tape measure at the ready. He also charges you for any damage you cause to the town in your shoot-outs.

ROB SAYS...

This is certainly more fun than Konami's *Sunset Riders* but suffers from having no two-player option. As an alternative I would suggest either *Terminator 2 The Arcade Game* or Super Scope the game. With these kind of games, they're much more fun with the Super Scope.



BLACK BART

The evil leader of the Bad Oil Gang will try anything to keep control of East Driftwood. He also has personal hygiene problems.

BUMS
Great looking, top fun and plenty of secret bits

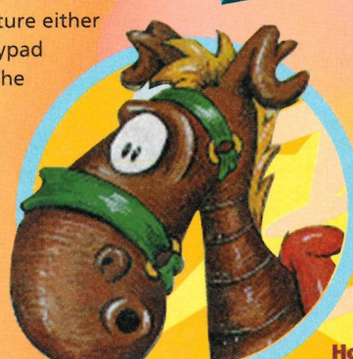
Star, a metallic gunslinger whose task it is to run the Bad Oil Gang out of East Driftwood in just seven days. Why? Well because they're baddies and, erm, they're only in town for a week. Or something.

Set out over 28 levels *Tin Star* is the first game on the SNES to feature either Super Scope, Nintendo Mouse or joypad control (I recommend the mouse). The basic aim is to shoot anything that moves as quickly as you can. It's certainly simple enough but is it any good?

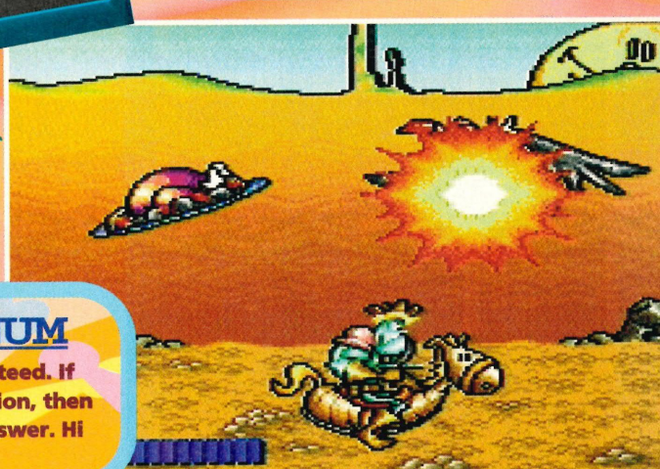
Well, it's great while it lasts. Graphically, it's the best of its kind on the SNES, the gameplay is simplicity in itself and the sounds are superb. It's just the challenge that lets this cart down. I finished it with ease in one afternoon on the easy setting. Huff puff! Having said that I didn't find any of the secret bits and only saw one of the endings so it's not all bad.

Overall, this is a thoroughly playable and downright great game that would have qualified as possibly the game of the year with the addition of a two-player option, a turbo function and more levels. Still worth buying though.

ATKO



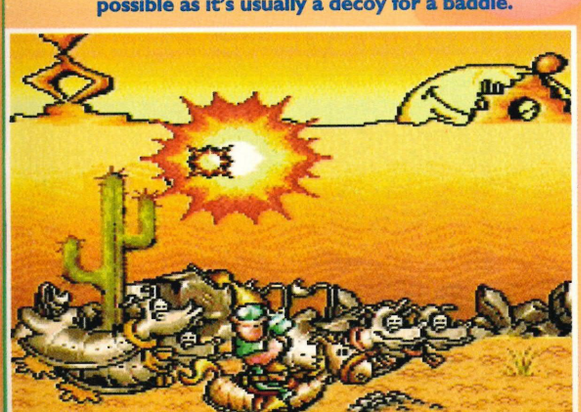
Swooping vultures transform into lovely roast dinners thanks to Tin Star's groovy and rather needless microwave pistol.



ALUMINUM

Tin Star's trusty steed. If speed is the question, then Aluminum is the answer. Hi Ho Aluminum!

Shoot any incoming dynamite as quickly as possible as it's usually a decoy for a baddie.



GRAPHICS

Plenty of settings, some very funny animated intros and interactive scenery. A very good looking game. **9**

SOUNDS

The music captures the feel of the Wild West perfectly and has some good Western film effects. **8**

GAMEPLAY

If you have a mouse or Super Scope you can bump the gameplay score up to ten. **9**

LIFESPAN

On the easy setting I finished this in a couple of hours, but I didn't manage to find any secret bits. **7**

TOTAL! JUDGEMENT

'*Tin Star* feels like an gem of a game from the moment you plug it in but you can't help feeling short changed when it's nearly complete after one sitting.'

TOTAL! SCORE 82

CARRIER ACES

TOTAL! SNES REVIEW



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

'Andy can't fly a kite, so what chance has he got of becoming a Carrier Ace? You work it out.'

So fifty years after the end of World War 2 Cybersoft have re-opened hostilities between America and Japan. The only difference is no one gets killed this time around, so three cheers for the SNES. The object of *Carrier Aces* is to gain control of a chain of seven islands in the South Pacific. This is achieved by generally blowing the opposing forces off the face of the Earth. This is easier said than done, as you need to master strafing attacks, dogfights, torpedo strikes, dive bombing and landing back on the Carrier, all while coming under fire from the enemy. Cheers then.

At the start of each of the seven missions you get asked to build up a squadron of eight planes, with two varieties of fighters, a dive bomber and a torpedo bomber to choose from. The bombers are most fun as you get a rear gunner thrown in at no extra cost.

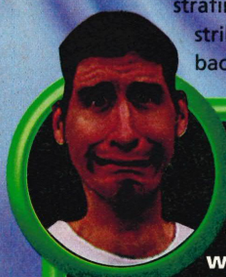
It's the normal split-screen arrangement, with you at the top. There's also a cockpit display, but it's so small I'd book an appointment with your optician if you play for too long. When your plane suffers damage the display then packs up altogether, making the plane almost impossible to fly.

Carrier Aces tends to become rather tedious against the computer, as it seems the computer has had bullet-proof armour fitted to its aircraft. The graphics are nothing special, nowhere near as smooth as say *Desert Strike*, and you get the odd vocal warning of imminent doom, such as flying too low, but did they have that in 1943? I think not.

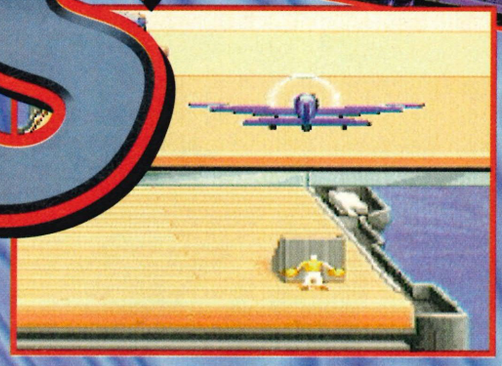
As a shoot-'em-up, this is outdated and there are plenty of other better flight simulators on the market, and the whole thing is a bit of a disappointment really. Put your pocket money in the bank and watch the interest grow, it's more exciting then watching this crud.

ANDY

TOP GUNS
Graphically sound and a variety of planes to attack



ATKO SAYS...
I'm suspicious when companies avoid sending games and we're forced to track the blighters down. As Andy says, flight sims are dodgy on the SNES and this is only a slight improvement on *Super Strike Eagle*. The only decent one in my opinion is *Wing Commander*. Oh, and Wing *Commander 2*.



This is no time for someone to play table tennis with a plane about to land on the ship.

GRAPHICS
Reasonable animation, flying through clouds adds a touch of realism. **6**

SOUNDS
The usual annoyingly dull aircraft noises drone on in the background. **4**

GAMEPLAY
Very tricky to control. Crosshair view for greater accuracy – who are they trying to kid? **4**

LIFESPAN
You'll become pretty annoyed with it long before you finish it. **4**

TOTAL! JUDGEMENT
'Flight sims rarely work on the SNES. It looks good and the idea is great, but this is one Carrier that should be mothballed.'

TOTAL! SCORE 45



STICKY BUNS
Frustrating to the extreme

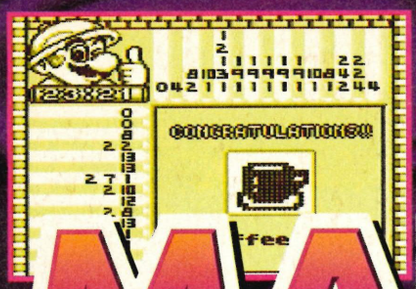




Above: This screen keeps you up to date with how the war's going for you.

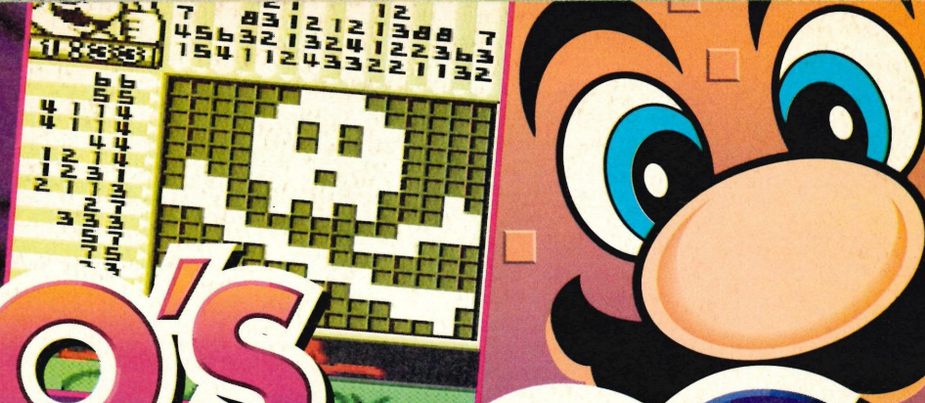
Left: The split screen can be very effective and is one of the better features in the game.

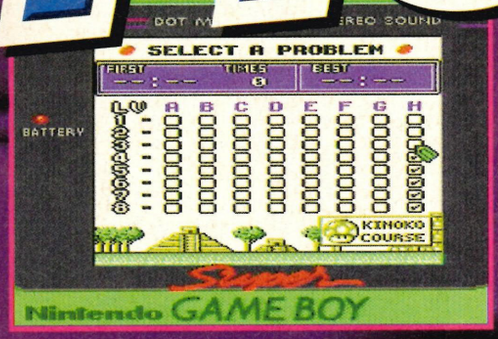
MARIO'S PICROSS



Left: Congratulations, you've drawn a coffee cup. Clever little thing, aren't you?

Right: Some are harder than others.





There are 64 puzzles to a page and you tick them off as they're completed.



One of the rows and a column are completed, then it's down to you to work the rest out.



PLAYERS: 1
FROM: NINTENDO
PRICE: TBA
RELEASE: JULY

'This is a game all about squares. We'll give this one to Andy to review then.'

There's no doubt that the Game Boy was made for puzzles, really. The Game Boy *was* built to incorporate *Tetris*. And although platformers have come, and sports sims have gone, there's nothing like testing the old grey matter on the Game Boy for real enjoyment.

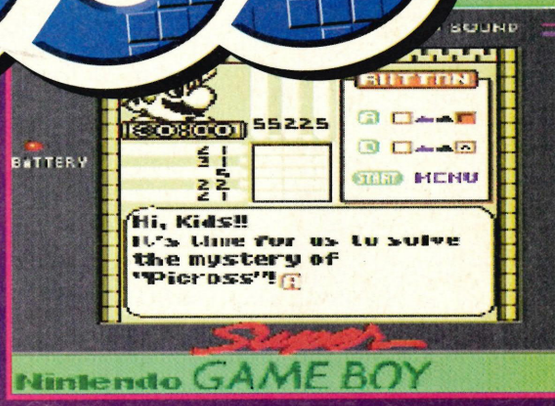
In *Mario's Picross*, the object of the game is to chisel out squares, or cross them off, to reveal a picture. Of course you don't do this randomly, you're given clues to how it's done. In a Chinese puzzle-style, there are numbers along the top and down the side of a grid, telling you how many squares there are in a line and in what order they need chiselling out. So if there was zero at the side, you could cross them all out. If there was a 15, they could all be chiselled. Anything in between and you have to use your brain to work it all out. Explanation would take pages unless you've played the game, but that's basically it. And you'll have to trust me that it's very addictive and well worth a play.

There are some quirks to it. Many of the puzzles are bizarre choices, which are difficult to make out. And there is a lack of variety that can mean you get fed up with the thing. Once you've got the technique mastered, it can sometimes feel like you're marking exam papers or something. I suppose the proof of the pudding is in how often you go back for more though, and although you'll get annoyed with this occasionally, you'll still always want 'just one more go'. And there are plenty of those to be had. **ANDY**



ROB SAYS...
I'm with Andy on this one. It's a very good game but it really doesn't have the long term appeal of *Tetris*. I'd also say *Mean Bean Machine* has more appeal. But then I love puzzle games so I'd get all three of them. They are the best Game Boy bets.





Before you start, there are very thorough instructions to help you out.

GRAPHICS 8
Simple and clear, which is exactly what you need for puzzle games like this.

SOUNDS 7
Jaunty little numbers but they get a bit annoying after playing for hours, though.

GAMEPLAY 8
The sort of simple puzzle that fits the Game Boy so well and is instantly addictive.

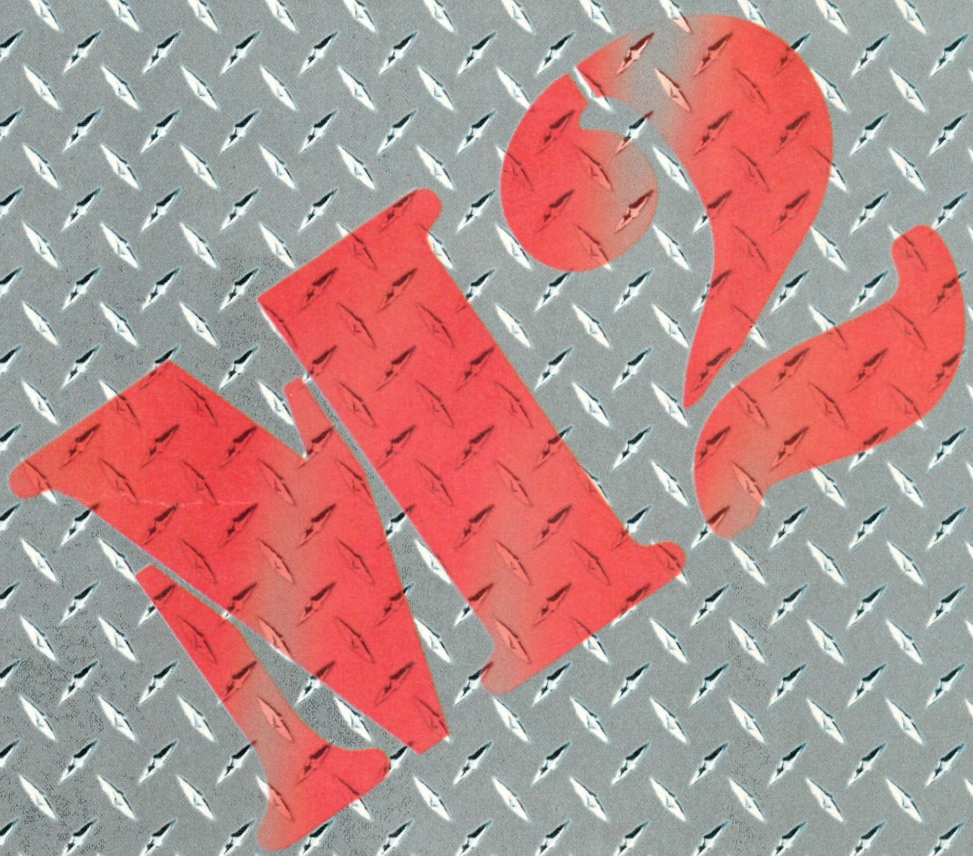
LIFESPAN 8
More than enough puzzles to keep you going, although it becomes a bit samey.

TOTAL! JUDGEMENT
'A thinking game which fits the Game Boy perfectly. It lacks real variety, but you can't help going back for more puzzles.'

TOTAL! SCORE 80

EDGE

3DO's secret weapon exposed



Edge: defining the future

Extra Supplement
Atari's **new** technology revealed. Special **16-page** supplement enclosed with issue **twenty-two**



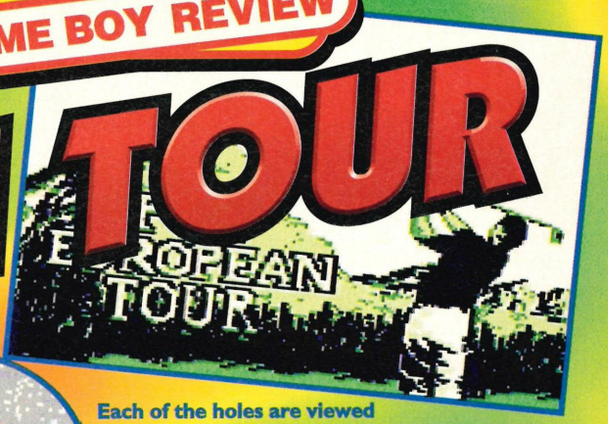
Magazine of the year

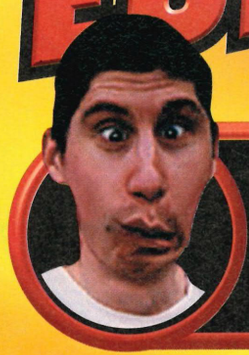
Industry awards

Issue **twenty-two** onsale now at selected newsagents

PGA EUROPEAN TOUR

TOTAL! GAME BOY REVIEW





PLAYERS: 1-2
FROM: THQ
PRICE: £29.99
RELEASE: MAY

'Atko quickly masters *PGA European Tour's* stroke meter as he drives and slices himself into a hand-held frenzy. Blimey!'

There's not a lot you can say about a golf game, it either works or it doesn't. The graphics maybe flash, there may be loads of players to choose from but at the end of the day the ball either roughly goes where you intended it to or the game stinks of guff. Well, the good news is that there isn't even a whiff of guff coming from *PGA European Tour* cart. Well not much anyway.

All the features you'd expect from a golf game are here on offer. You've got your bunkers, your fairways, your green, four courses, four sets of clubs, and four tournaments. There are even a few new touches, in particular the password system, skins challenge (for money) and action replay features are all jolly good fun and set this cart above most of its competition. The graphics are great and it's easy to play so surely it must one of the best sports sims on the Game Boy, then?

Well, not really. The fact that shots are viewed from a side-on rather than first-person perspective is annoying but not the major flaw. What lets *PGA European Tour* down most is having only four courses and no provision for more than two players. How hard would it have been? Not very, which is why the score isn't higher. So there! **ATKO**

FORES
Easy to play, great graphics and plenty of options

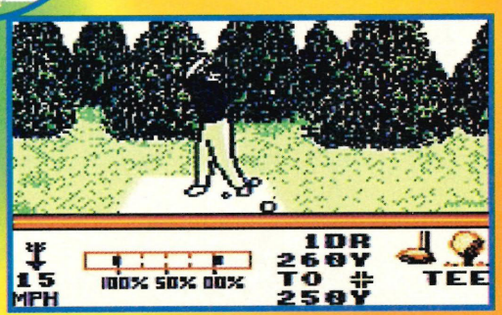
POORS
Only four courses? Come on T•HQ you can do better than that



Each of the holes are viewed from an overhead perspective where the player vanishes.



Yes can I help you? Do you want to buy a fluffy sweater? Do you like my centre parting?



The power bar is a complete doddle to control. In fact it's almost too simple. Top fun though.



ROB SAYS...



The only alternative to *PGA European Tour* is the ancient *Golf* which we reviewed in issue 1. It received a whopping 92% and can be picked up very cheaply but is very difficult to find. *PGA* is not quite as playable but it's got loads more options.

GRAPHICS 8
Very slick graphics for the Game Boy with top settings and groovy cut-aways.

SOUNDS 6
Just what you'd expect – the odd thwack sound effect with a very ropy soundtrack.

GAMEPLAY 8
Confusing at first but after a few rounds the controls become second nature.

LIFESPAN 9
With the addition of a two-player option this game should last you ages.

TOTAL! JUDGEMENT

'Golf is the perfect sport for the Game Boy and this is almost as good a conversion as we could have hoped for.'

TOTAL! SCORE 80

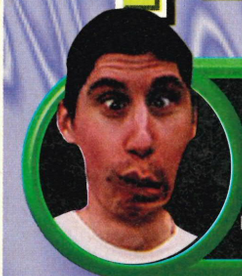
GAME BOY BUNDLES

TOTAL! GAME BOY REVIEW

4-IN-1 FUNPAK

It's about time software houses began releasing game bundles. When I was in Thailand last year the game shops were throbbing with such Game Boy gems as 52-In-1 packs for the bargain price of about £50. I would have brought a few back but that would have been thoroughly illegal, snigger, snigger.

Each of the following bundles contain games that are very intelligently designed and on the most difficult setting the computer absolutely stuffed the TOTAL! review crew pretty much every time. Interplay haven't skimped on features either. Each of the relevant games feature up to six difficulty settings, take-back and replay options and you can swap sides whenever you're taking a particularly brutal beating. Phwoar! Read on to find out which is best...



PLAYERS: 1-2
FROM: INTERPLAY
PRICE: £21.99
RELEASE: OUT NOW



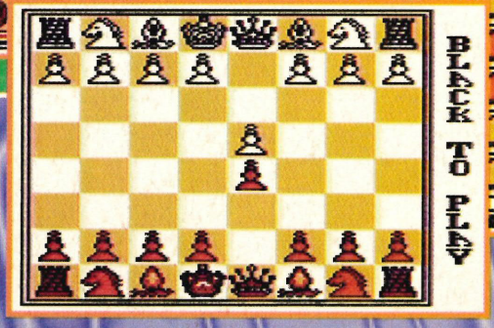
What a combination! Chess, Backgammon, Reversi and Checkers all in *one* cart! Not, as they say, bad! Ordinarily, any one of these games would set you back around £25 so all four for just £22 is great value especially when you consider that the chess game is every bit as good as the legendary *Chess Master*.

What, the thought of four board-games doesn't exactly enthral you? Oh come on, these are just the sort of games that should be in your collection. Brilliant for travelling and very sociable, highly recommended for strategy freaks everywhere.

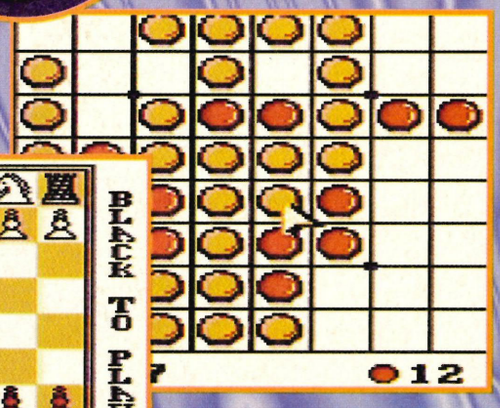
ATKO







Draughts really doesn't have a great deal of shelf-life but the chess game in itself is worth the price tag.



Why do people insist on calling *Othello*, *Reversi*? Baffles me!

GRAPHICS

The games are clear enough but more effort could have been made for the Super GB. **7**

SOUNDS

A bit rubbish but there isn't exactly a lot of scope with board-games, is there? **6**

GAMEPLAY

Superb. These board-game conversions are dead quick and still tough to crack. **9**

LIFESPAN

These games will keep you going for a while, especially with the multi-player option. **9**

TOTAL! JUDGEMENT

'In theory this is a dull cart but after playing each game *and* considering the price this is a must buy. Go forth and multiplay!'

TOTAL! SCORE 88

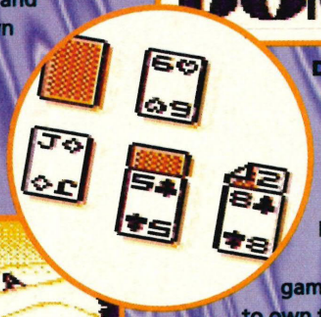
4-IN-1 FUNPAK VOL II



PLAYERS: 1-2
FROM: INTERPLAY
PRICE: £21.99
RELEASE: OUT NOW



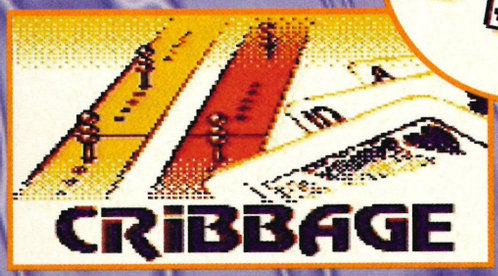
Hmm, strange combination this. Okay so Solitaire, Yahtzee, Dominoes and Cribbage are fairly well known games but they don't exactly set pulses racing, do they? It helps if you have a vague interest in the games in the first place which I doubt anybody under 50 does. Still there's nothing to stop you expanding your brains and having a lash. Except boredom.



Dominoes has to be one of the dullest games of all time, unless you're middle aged that is.

If you're into any of these games ordinarily then you will want to own this cart as these games are very good versions. However, compared to the first volume this is a bit of a yawn.

ROB



If anyone can explain the rules of cribbage to us we'll send you a copy of this cart. Get writing!

GRAPHICS
Nothing special here and the Super Game Boy hasn't been utilised to full effect. **7**

SOUNDS
Standard Game Boy sound effects of old. A funky tune would have gone a long way. **6**

GAMEPLAY
If you're familiar with these games it's a doddle but if not they're quite tricky to learn. **8**

LIFESPAN
Not wonderful. These games just aren't in the same league as the first volume. **6**

TOTAL! JUDGEMENT
'Not bad entertainment and great value for money but not the most exciting cart in the world. Just a bit of a yawn really.'

TOTAL! SCORE 73

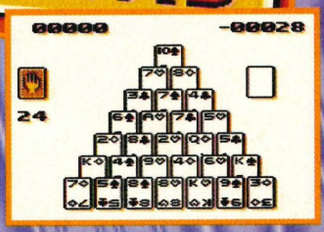
SOLITAIRE FUNPAK





PLAYERS: 1-2
FROM: INTERPLAY
PRICE: £21.99
RELEASE: OUT NOW

All the fun of a cheapo pack of cards in a £22 cart. What terrible value!

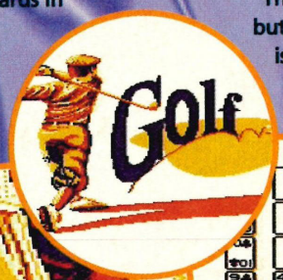


What, 12 card games on one cartridge? Let me at it, give it here, it's the best thing ever! Yipee! Wahoo! Oh, hang on a minute I've got a *real* pack of cards in my drawer. Doh!

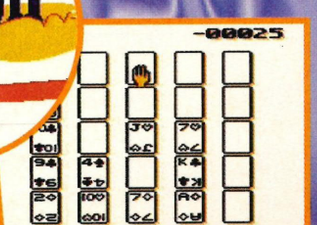
Herein lies the problem. The cart may well boast: *Klondike, Pyramid, Free Cell, Canfield, Scorpion, Stonewall, TriPeaks, Cruel, Golf, Aces Up, Poker* and *Florentine* but my little old pack of cards features more than 100 card games and all for 50p.

The games are all easy enough to play but what's the punchline? Erm there isn't one. This is okay but then so is daydreaming.

ATKO







Left: What this game has to do with golf is anybody's guess.

GRAPHICS
Plain but functional graphics. In fact no, they're just plain dull. Yawn, yawn. **6**

SOUNDS
Plenty of beepy noises for all you beep freaks and the odd wa, wa, wa, waaa for wa fans. **6**

GAMEPLAY
Very simplistic which is in keeping with each of these tawdry little card games. **7**

LIFESPAN
12 games should last quite a while but you'd have to be dull to treasure this forever. **7**

TOTAL! JUDGEMENT
'12 games for £22 seems like a good deal but a pack of cards only costs about 50p. This one's only for the card freaks.'

TOTAL! SCORE 65

LETTERS

As ever, put pen to paper, fingertips to keyboard or, if you're a naive schoolgirl, just write to Ronnie Kray and tell him what a nice bloke he is...

ULTRA WORRIED

Dear TOTAL!

I am thinking of buying a Super NES because it has them most advanced console games. But will the games be phased out when the Ultra 64 comes out? I ask this because I bought a NES and purchased quite a lot of games for it but when the Super NES came out the games started to be phased out until were only a few new games being made a year. Now no games are made for the NES and I am left with a machine with no new games to play on. Please answer my letter because I am at my wits end!

Andrew Chidey, Hitchin

ULTRA CONCERNED

Dear TOTAL!

I am very concerned about the Ultra 64. I am worried that when it is released, the Super NES will be pushed into obscurity as the Ultra 64 tightens its grip on the console market. I am a very loyal SNES owner but all that my change as I feel that Nintendo are releasing a new 64-bit machine because they are worried about Sega and the 32X. They shouldn't let this influence them. I mean, TOTAL! itself said they could buy out Sega with their pocket change.

As more and more software companies drop the SNES for the Ultra 64, it will leave the SNES owners either buying the Ultra 64 or staying with the SNES and watch it slowly fade away until it becomes old, obscure, and out of date.

Gavin Wiggan, Barnsley

Dear Andrew and Gavin,

We've had plenty of letters like this and all I can say, is don't worry. Yes, the Ultra 64 will be a very powerful machine and as with any branch of technology the Ultra 64 will eventually replace the existing consoles. But the key word there is eventually. It took two to three years from when the SNES was introduced for the production of NES games to cease. If you consider that the Ultra 64 is not likely to be available in this country until the end of the year, then it is going to be ages before SNES games stop being produced.

Also where as the SNES was an update of the NES and not that much more expensive than the NES, the Next Generation consoles are likely to be quite a jump in price and are unlikely to catch on commercially quite as quickly as the SNES. So, yes it is likely that games will start to dry up for the SNES, but if you're 16 now, you'll be in your twenties before they do. So don't panic.

Rob

KEEP YOUR EIRE ON

Dear TOTAL!

This is the second time I've written a letter to you and I have a few things to say.

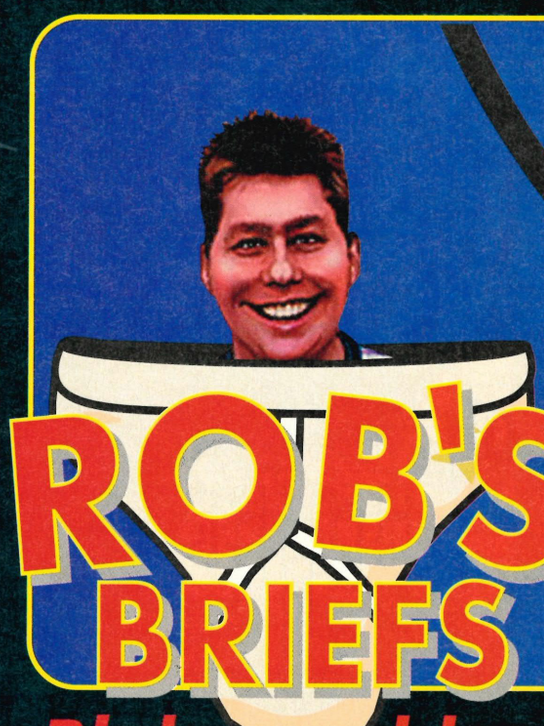
1. The Irish are not bonkers. The English are! Well, Tim Parker (issue 39) is anyway. And in issue 40 you called the Irish 'mildly eccentric'. I demand an apology.

2. Why is your mag so expensive? Here in Ireland it's £3.50.

3. If you write a poem will you give me a TOTAL! T-shirt? Well, I'll write it anyway.

TOTAL! is the best mag in the town,
Read it and you will frown!
It's got reviews, previews and lots of fun,
World exclusive news, it's the only one!
Andy is the Editor, he's got nice shorts,
Jon is the artist, he wears silly shirts,
Josse wears a permanent grin, I like his hair.
But Atko's hair on the other hand will give you a big scare.
It doesn't like Sega so it's better than GamesMaster,
And TOTAL! has Nintendo news which gets much faster.
So if you read another mag, make a switch,
Buy TOTAL! it'll give you a stitch!

Conan Brady, Ireland



ROB'S BRIEFS

Dear Rob

Do you really wear underpants like those briefs in the picture?

Matthew Gilkes, Southend

Dear Matthew

Yes, I do, and what's wrong with that? They're actually my best pair and I wash them once every two weeks whether I need to or not.

Rob

Dear Rob

What were you doing before you joined the TOTAL! team?

Lisa Bicks, Cornwall

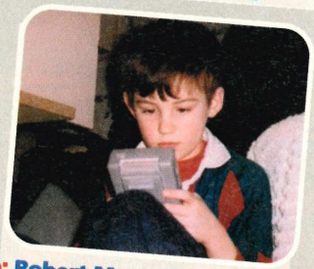
Dear Lisa

Well I've been around a bit actually, Lisa. I started on Sega Power, but having to play Sega games was just too awful for words and so I ran away to London. But I

Blah, Wibble, Moan, Groan, Si

WEIRD PLACES I'VE PLAYED MY GAME BOY

No. 39



Name: Robert Metcalfe
AGE: 9
FROM: Doncaster

Robert Metcalf from out of Doncaster thinks that his garage is a weird place does he? Not only is he clearly bonkers in the face but, annoyingly, his is the best picture we received this month so we were forced to print the rubbish. Come on you lot use your imaginations, we're giving away free carts here. Make an effort!

Dear Conan,
In answer to your three points may I say respectively, 1. Sorry, 2. It's due to the costs occurred in transit from the UK such as import duty and 3. No you can't. Oh, alright then, as the poems not bad.
Rob

WIN A GAME BOY CART!

Let's get ready, lets get ready,
Lets get ready for TOTAL!

Watch us read the mag,
Watch us read the mag,
Watch us read the mag... TOTAL!

Straight up proving it can get you groovin',
This mag's boomin', it's no hype.

Watch us read the mag,
Watch us read the mag,
Watch us read the mag... TOTAL!

Let's go to the shops for TOTAL!,
(Let's go to the shops for TOTAL!),
Get ready, get steady and read it,
(Everybody read it).

Richard Baird, Scotland

Dear Richard,
Not bad at all. I think this is definite chart material. If only we could have got to PJ and Duncan before their big hit we could have had some top advertising. Oh well, at least we can sing it in the office.
Atko

TOTAL! TOTAL! you're the best,
You beat the pants off all the rest.
TOTAL! TOTAL! we love you,
The rest are a pile of dog poo.
TOTAL! TOTAL! nothing can compare,
If it's *Mario, Mega Man* or *Dragon's Lair.*
TOTAL! TOTAL! words can't say how good your magazines is to read every day!

I hope you like it and I just like to say congratulations to: Mary, Angela, Lynsey, Jonathan, John, John-Paul, Gerard, Caira and David for passing their eleven-plus. I would love this letter to be printed as I have never written to a magazine before and can I say thank you to our blood-sucking teacher.
Katrina Nekon, N Ireland

Dear Katrina,
Sorry but the TOTAL! team weren't impressed with your rhyming effort and we must insist that you send us one of *your* T-shirts to make up for it. We're waiting!
Rob

GET READY TO GRUMBLE

Dear TOTAL!
I'd like to say your mag's the best, the best in the world. I've made up a rap adapted from *Let's Get Ready To Rumble* by PJ and Duncan.

TOTAL READER IN VERY POOR POEM SHOCKER

Dear TOTAL!
I wrote this little poem to show you how much I love your magazine.

ELVIS ALIVE AND PLAYING GAME BOY

Dear TOTAL!
I just want to remind you that though your mag is great it's still not perfect. Please would you answer these questions:
1. I noticed that your reader ads

Send your letters, drawings, silly photos, etc, along with your name and address to: TOTAL! Letters, 30 Monmouth Street, Bath, Avon BA1 2BW.

couldn't stay away from games for long and so I came back to sister magazine, Ultimate Future Games. That was okay, but I needed Nintendo games 24 hours a day and so after digging a tunnel I finally escaped to join the TOTAL! team.
Rob

Dear Rob
What happened to that gorgeous hunk Josse? I miss his blonde good looks.
Donna, Bristol

Dear Donna
Well I suppose somebody has to, don't they? We actually moved to a smaller office and there simply wasn't enough room for his nose. As I write, I believe workman are taking out a large window from the old office, so that Josse can actually leave the building at last.
Rob

Dear Rob
Are Take That the worst band in the world or what? So what bands are the team listening to?
Simon James, Sheffield

Dear Simon
Well I quite like Take That myself, but I like to keep it a bit quiet. I'm also a fan of The Boo Radleys at the moment. Atko is into REM and the Brotherhood Of Man. Johnny is the biggest Oasis fan ever. Debs is into Radiohead at present and Andy likes Alexander O'Neal and George Benson. He's a sad old man.
Rob

Dear Robert
I think *Boogerman* is absolutely disgusting. How on earth could you print a review full of such obscenities? It's a disgrace.
Mrs Pegley, Portsmouth

Dear Mrs Pegley
Mum, I told you not to write to me at work, you're making a right show of me. It's a great game and not all that rude really. Please, don't ever write in again.
Rob

Dear Rob
What's happened to the Virtual Boy? Is there any more news on it at the moment?
Nigel Blewitt, Cardiff

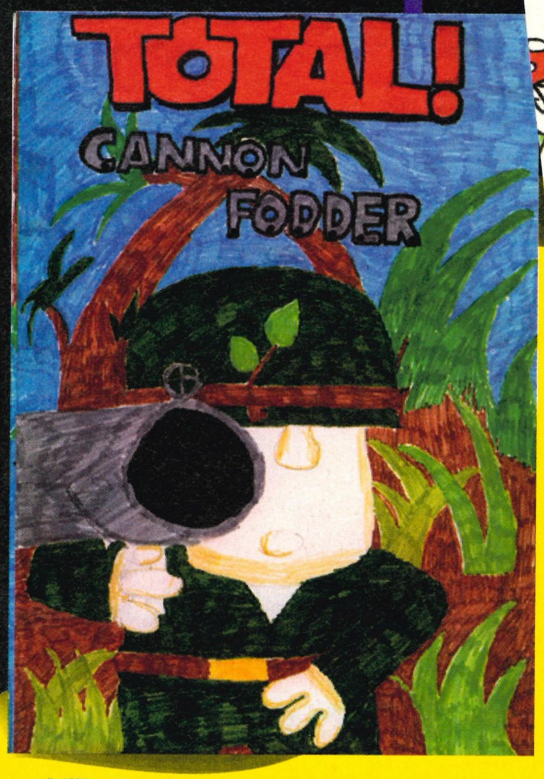
Dear Nigel
News has been thin on the ground lately and has centred around the Ultra 64. As far as we know Nintendo are still putting finishing touches to it and we should here some more in the next couple of months.
Rob

Dear Rob
I've seen some shots of *Unirally* but missed

only take up one page now. Why did you do this?
2. This isn't a complaint. In issue 41 on page 20 there is a picture of Albert Einstein and Elvis Presley on the Game Boy. What games are they from and please could I have a copy of it? Please print this in the mag and every TOTAL! fan can find out the truth.
Chris Spencer, Bradford

Dear Chris
1. Reader ads are usually a page because we have so many wonderful reviews, features, and so on, to pack in the issue that we only have space for a page. You may have noticed, though, that in issue 42 there are two pages of reader ads. We do this every now and again if we have a backlog of ads. So there you go.
2. The game that Einstein and Elvis both appeared in is called *Splitz*. Sadly we don't have an copy but you should be able to get one from a mail order company, someone like Special Reserve may be able to help you.

Jonny's Crayon Korner





Phillip Buchan of Tyne & Wear sent us the above picture along with some tips and cheats all packaged up in a decorated folder, brightly coloured and complete with Spectrum type printouts – all lovingly presented in a sticker-covered envelope.

The whole process must have taken hours, whereas his picture of Kirby must have taken the better half of a minute. You lot are a bit weird!

Nicky Riccotta of Walthem Cross, has captured Zool in a flying kick, breaking through something black type pose!



Phillip McVeigh of County Tyrone, has mastered the time consuming art of short felt tip strokes. He began his drawing four months ago.

your review. It looks pretty cack to me, what did you think of it?
James Sutcliffe, Warrington

Dear James
Never judge a book by its cover. Unirally may look like a pile of poo, but it's excellent fun. We gave it 90% and it was well worth that score. Tips are also available for it in issues 40 and 41 if you buy it and want to finish the whole thing.
Rob

Dear Rob
I've only just started reading TOTAL! and I love it. When did it start, and have you always been the Editor?
Clive Hunt, Ipswich

Dear Clive
No, no, no. I'm the new boy. TOTAL! started way back in January 1992 under the guidance of Steve Jarratt who's a big important person now. Andy started off as staff writer and then became Editor of TOTAL!. He still writes for the magazine as you can see. Wedged in between Andy's two goes was Fat Frank. He left to go to America last year. History lesson over.
Rob

Dear Rob
Whatever happened to *Donkey Kong Land* on the Game Boy?
John Maloney, Stockport

Dear John
Don't panic son, it's on it's way. Those lovely people at Rare are giving it some loving tweakage and it should be released in the very near future.
Rob

Dear Rob
I like sports sims and am also a big fan of *Street Fighter* and *Mortal Kombat*. I simply can't understand why everyone loves *Mario* games so much. Surely you're not another fan of that stupid plumber?
Ian Hunter, Cambridge

Dear Ian
Oh dear. What a very, very sad man you are. Anyone who doesn't see the appeal of Mario games must be very sick in the head.
Rob

What do you think readers? Surely there's nobody else who dislikes Mario? What should be done about heretics such as these? Answers on postcards please to: It Makes My Blood Boil, TOTAL!, 30 Monmouth Street, Bath BA1 2BW.

TOTAL! SUBSCRIBE

Subscribe to TOTAL! for the bargain price of £27 and you'll get every single issue of TOTAL! delivered straight to your door every month for a whole year before your newsagent has even got a whiff of it. Plus you get a gorgeous free newsletter from Rob. Not bad!

So, how do I subscribe then?

1. Fill in the super duper simple cut-out form opposite in block capitals.

2. Enclose a cheque for the piffling little amount of £27, or let us have your Visa/Access details. Or else.

3. Bung the form and cheque into an envelope (no need to put a stamp on it – it's FREEPOST) and send it to: TOTAL! Subscriptions, Future Publishing, FREEPOST, Somerton TA11 7BR.

4. Your copy of TOTAL! will arrive, wrapped in an exotic silver bag and accompanied by the latest issue of the utterly exclusive and the rather special Rob's Subs Club newsletter.

Any problems contact: TOTAL! Subscriptions, Future Publishing, Somerton TA11 7BR. Tel: (01225) 822511

TOTAL! BACK ISSUES

Missed a copy of TOTAL!? Then get it from back issues to complete your collection! A snip at £5.99.

£3 each! Any 2 for £5! Any 3 for £7!

TOT22: *Zombies* review, *Mega Man 3* tips.
TOT23: New look, *Zelda IV* review.
TOT24: *Cool Spot* review, *SMB2* solution.
TOT25: *Aladdin* review, *Zelda Links* solution.
TOT26: *Wolfenstein* review, VR feature.
TOT27: *Stunt Race FX* feature, *Flashback* tips.
TOT28: *Wario Land* and *Jungle Book* reviews.
TOT29: *Super Metroid* review, *Skyblazer* tips.
TOT30: *Jungle Book* and *FIFA* reviews.
TOT31: *SSFII* and *Smash Tennis* reviews.
TOT32: *Stunt Race FX* review, Ultra 64 news.
TOT33: *MKII* review, *Super Metroid* solution.
TOT34: *Batman* review, *Smash Tennis* guide.
TOT35: *Lemmings 2* and *Micro Machines* review.
TOT36: *Street Racer* review, *Killer Instinct*.
TOT37: *Cannon Fodder* review, *Cruis'n USA*.
TOT38: *Stargate* review, *DKC* guide.
TOT39: *Unirally* review, *Cannon Fodder* guide.
TOT40: *Starfox 2*, *Cannon Fodder* guide.
TOT41: *Demon's Crest*, *Killer Instinct* guide.
TOT42: *Mortal Kombat 3* Feature, *Syndicate* guide.
TOT43: *Theme Park* review, *Putty Squad* Tips.

And just who do you think you are?

Name .....

Address .....

.....

.....

.....Postcode .....

Are you completely *sure* you live in the UK?

☐ **£27** (UK) ☐ Europe **£44.95** (airmail)
☐ Rest of the world **£59.95** (airmail)

Hand over the readies

☐ Cheque (to Future Publishing Ltd); *or*

☐ Visa/Access • Expiry date ☐☐☐☐

☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Signed.....

Date .....

☐ Tick here if you don't want mail sent to you from other companies

And send it all off to us

Send this form (don't forget the cheque – if that's how you're paying) to:
TOTAL! Subscriptions, Future Publishing Ltd, FREEPOST, Somerton TA11 7BR.
*You don't need a stamp if posting in UK

EC customers registered for VAT, please quote your registration number

.....

How to order back issues...

Rush me the following issues of TOTAL!

.....

.....

.....

.....

(put in code number of the issue or issues you want):

☐ Please send me TOTAL! binder(s) at a mind-bogglingly cheap £5.99 each

£3 per back issue. Special offer! *Any two* for £5; *any three* for £7!

I enclose **£** .....

(make cheque payable to Future Publishing Ltd)

Name .....

Address .....

.....

.....

Postcode .....

**Back Issues,
Future Publishing,
Somerton TA11 7BR.**

HOTLINE: (01225) 442244

SYND

PLAYER'S GUIDE part 2

MORE MURDERING MAYHEM!

Welcome to the second and final part of our complete solution to *Syndicate*. On this outing we'll be very rapidly covering the whole of Australia and North and South America so make sure you pack a hefty lunchbox.

You know the score so we'll just leave you to get on with it, but don't forget, the game's still a toughie so make sure you don't go pootling around at a leisurely pace simply relying on our direction. Keep your wits about you.

WESTERN AUSTRALIA



There are enforcers all over the gaff so destroy them all first. There are enemy agents too but they don't pose much of threat. When you have finished go to the exit zone at the bottom-right of the level.

NORTHERN TERRITORIES

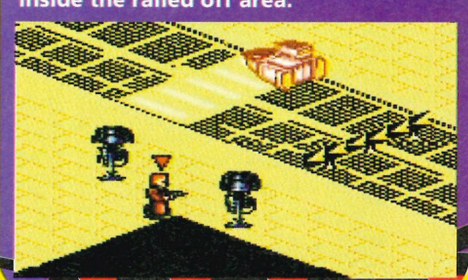


If you're going to leave any levels until the end, it's probably best to leave this one. It's tough. You're bound to lose some squad members and the enemy agents are armed with lasers. To start, put your squad in team mode then panic them. Run out of the building to the right. Go around the corner – firing all the time – and make your way to the bottom left. Go into the small square building to find the first weapon you need. Go back up to the building you started in and go up around the top left. Stand in the clearing and despatch the enemy agents. When the agents stop coming, send one of your team into the tin corridor, run up to the small underground room and get the weapon.

To get the third weapon, go to the extreme top-left of the level. And for the fourth and final weapon go to the bottom right to the end of the pier. Wipe out all the remaining agents then exit by going up to the top of the level to find the start of the long tunnel which travels down the right-hand side.

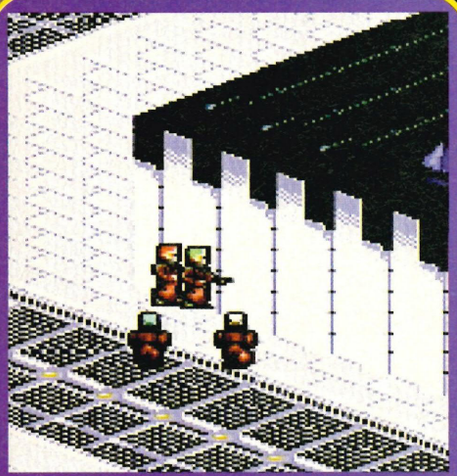
NEW SOUTH WALES

Immediately go to the bottom right and persuade the man who's there. Go to the top-right near where you started and assasinate the chap you find there. To exit the level find the row of telephone boxes on the left-hand side – inside the railed off area.



ICATE

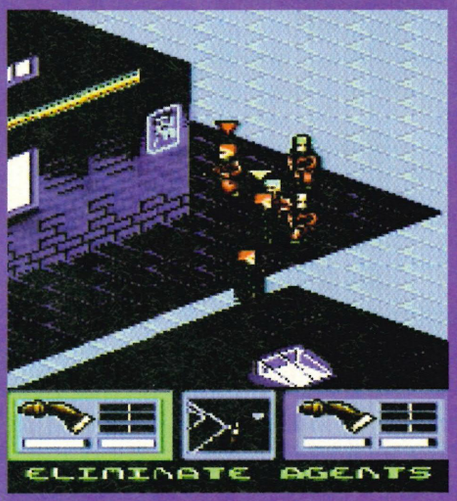
ALASKA



Go down to the bottom left and you'll find a big square building. There's a man hiding in it who you'll have to persuade. You evacuate from the bottom right and you do this by going all the way up around the left-hand side of the thin building in the middle of the level.

YUKON

If you want to get some new agents, this is a good level to get some. The enemies are easy to persuade. Any you don't persuade you should kill before exiting at the top-middle area between all the buildings.



NORTH WEST TERRITORIES

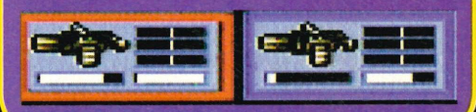


Get the Gauss gun from the building at the top left. Assassinate the man who's running around there then go back inside the building to exit the level.

NORTH EAST TERRITORIES



This level is tough so proceed carefully. There are three people to assassinate. First go to the small bunker at the bottom right. Then kill the droid at the top left near where you started. The third victim will most probably be down at the bottom right where the first one was again. There are lots of people there so it's probably best if you kill them all while getting rid of your first target. Kill all the remaining agents and exit at the bottom right behind the small square building next to the bunker.

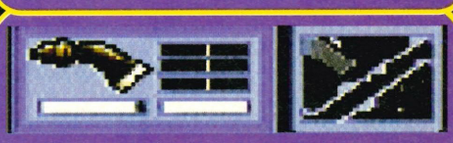


GREENLAND



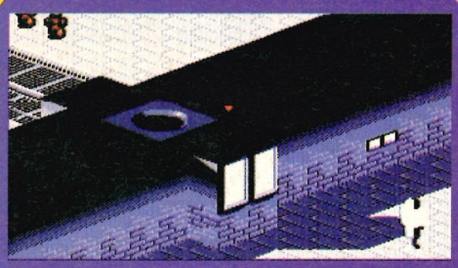
Select one agent to run up to the top middle of the level. Most of the guards you have to destroy are here. Now you have to kill two characters who can be found at the bottom right and bottom left of the level. Evacuate the level at the top left.

NEWFOUNDLAND



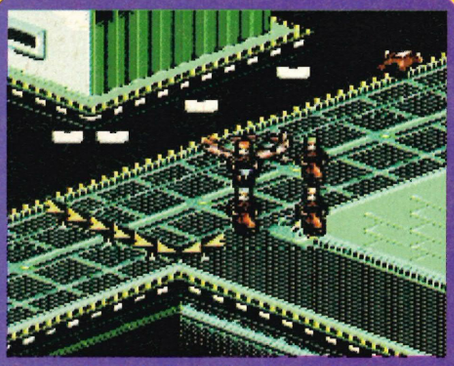
At the start the red agent is in the middle of the level on his own. Don't attempt the level with him alone or you'll die. Get him to meet up with his colleagues at the top left. The target is at the bottom left but you have to get

SYNDICATE 2
PLAYER'S GUIDE part



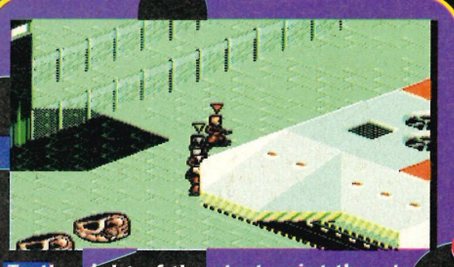
there by travelling clockwise around the whole level. Go back anti-clockwise until you're at the right-middle of the level and you'll find a yellow 'H'. Head for it to exit.

CALIFORNIA



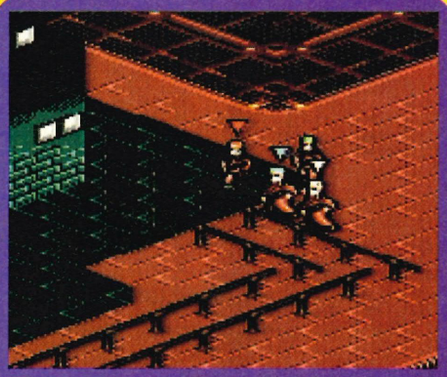
Go to the thin building in the bottom left area and kill the man who's hiding there (you'll need to go across a thin footbridge to get there). Kill the enemy agents who are nearby then leave the level at the top left beside the two ventilation shafts.

THE ROCKIES



To the right of the start point there's a fenced off area with a load of bunkers inside. Kill the enemy agents that are in and around the bunkers. Destroy both of the cars that are to the left of the large bunker then exit via the left hand side of the level.

MID WEST



First run diagonally up and left to find a building with a fenced off segment on the ride-hand side. Enter the building and kill the geezer inside. Exit the level through the flat building at the top right.

NEW ENGLAND



Another hard level. Don't wait around when the level starts or you'll be trapped by all the enemy agents. Go to the building in the bottom left and take the case from it. Now go to the exit in the middle of the level which is in a lake with platforms in it.

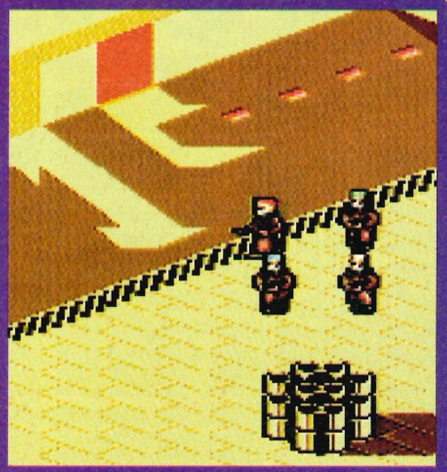
COLORADO

There's an L shaped building near the top left. There's a man near it so kill him. There's another man in a nearby building so kill him also (there's an area of water here). There's a building down at the bottom right and this contains



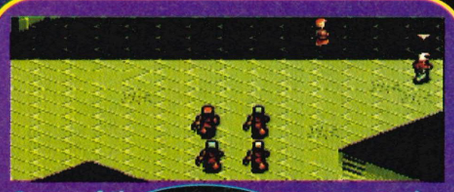
your final target. After this assassination exit from the bottom left.

SOUTHERN STATES



There's a large bunker at the bottom left. This is the enemy agent's HQ so many of the agents can be found here. They're all well-armed so take care while killing them all. Kill the civilians over on the right-hand side and then leave at the evacuation point which is situated at the top left near four parked cars.

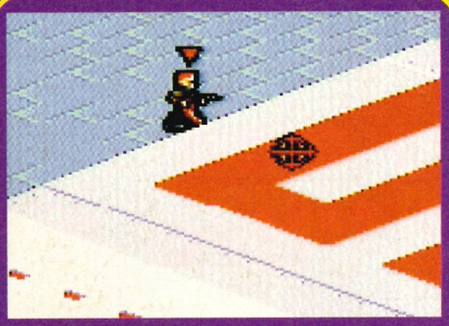
MEXICO



Some of the enemy agents are armed with lasers and Gauss guns so dodge around like a mad thing while you kill

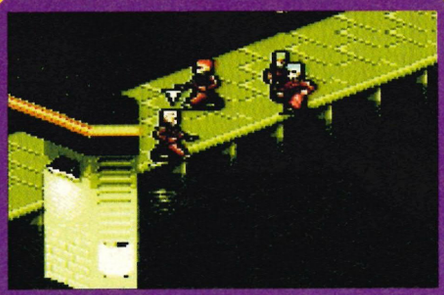
the civilians who are scattered around. There's a time limit so speed is of the essence. Once this is done go back to the start point to end the mission.

COLUMBIA



At the top right there's a large bunker with writing on its roof. Take the weapon from inside. Destroy all the enforcers (they're armed with mini-guns). There are quite a few of them in the building that you should now find yourself in. Go to the middle bottom of the level to exit.

VENEZUELA



Go to the small island via the narrow walkway at the top right. There's a man on the island who has to be killed. Oh, before you do this make sure you leave the rest of your squad at the start of the level. After this first killing make your way back to your team and persuade the man you find there. Go to the small building at the bottom left (beware of an ambush) and exit via the small building.

PERU

To the left of the top right portion of the level is a multi-storey building. Get the weapon inside. Go to the cross-shaped buildings at the bottom left and assassinate the two men nearby. Take the weapon from the left building. The final weapon is in a thin building at the bottom left of the level. Persuade the man at the top left (go right around the level). Now go all the way back around the level to exit at the bottom left.

BRAZIL



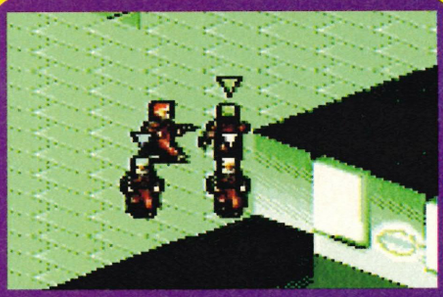
Quite simple. Just kill everyone and exit at the bottom right.

PARAGUAY



Just above the bottom left is a thin building. Destroy the guard who's inside. There are two men nearby who need persuading then you exit where you started at the bottom right.

ARGENTINA



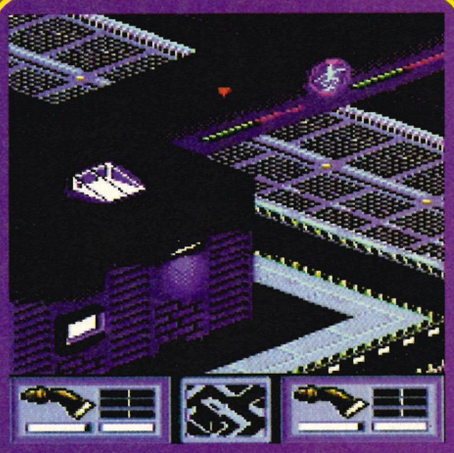
Go up the road to the top right and persuade the fellow who's hiding in the large building. Over to the left or down where you started is a police droid who also needs persuading. Take them both to the top right to exit.

URUGUAY



There's a building to the left of where you start. Assassinate the man who's inside. Run up to the right and kill the three men who are on or near the road. Kill all the droids, police and guards and then persuade the man who's near the bottom right. Take him to the left near the big holes in the ground to evacuate.

ATLANTIC ACCELERATOR



You'll need to use the radar a lot on this level because much of it takes place underground. Go through the door at the start and move up and around clockwise through the passageway. Go to the bottom, go left then go into the opening at the centre. The first target will be here. Retrace your steps until you encounter a droid which you need to destroy. Make your way to the bottom left and you'll find two small enclosures with a tunnel leading to them. In the right hand enclosure you'll find and enemy agent who needs to be killed. There's a final target in the left enclosure and there's a weapon to be collected from this point also. Exit at the bottom right of the level.

Just A Reminder...



And if all those superb strategy guides weren't enough, don't forget you can get a super tooled-up team of characters by simply entering the following code at the start of the game:

-ND-SC-V-R-D-CH-T

The code is simply UNDISCOVERED-CHEAT with dashes replacing all the vowels.

YOU HEARD IT



News from the USA - 1st pictures and news of Ultra 64 AND new Playstation and Saturn games!

PLUS

- Earthworm Jim 2
- Donkey Kong Country 2
- Killer Instinct SNES
- Doom SNES



GAMES MASTER


HERE FIRST AGAIN!
SEGA NEWS
STILL ONLY £2.25
PLUS the BEST and BIGGEST TIPS section
WIN! a Neo Geo CD
ON SALE 8 JUNE

PUTTY SQUAD TIPS



It's such a monster of a game we couldn't fit it all in the last issue. So here are the final levels of *Putty Squad*.

INFLATIONARY MEASURES

Sometimes, when a platform is out of reach and there's no spring about, it's necessary to inflate yourself and float up. However, this uses up huge amounts of vital energy, so if the platform isn't very high up, leap up in the air first and at the top of your leap, quickly double press the inflate button and you'll save a surprising amount of energy. Don't forget, the more you press the buttons, the bigger you inflate and the faster you rise. And of course, the sooner you die.

COVER THE GROUND

Many of the levels are huge and complex and it's very easy to get completely confused and end up wondering where the hell some of the remaining MIAs are. A simple way to avoid this problem is to systematically search the level. It may sound obvious, but often, when faced with two routes, it's all too tempting to take the easier one. It's far better however to attempt to cover every inch of the level in order. In other words, if you start the level at the bottom left, don't move very far right until you've thoroughly searched vertically upwards. Or maybe search horizontally before sweeping across the level a bit further up. On more complex levels exhaust all the possibilities of one area before moving onto the next 'patch'.

POOH-POOH THE PODS!

The pods can be both a hindrance and a help. It's a tricky one to judge but it's probably best not to use them if you can help it as it uses up energy. However, on a couple of occasions there are unreachable places so the pods are vital to your progression.

WWFPM

Jumble Street



The snowy slopes are a slight pain, but keep jumping rather than sliding down them and you should be okay.

Napalm's Pad



If you stay at the bottom and keep moving right, you'll find a picture of a cat on the wall. An extra life will appear here. The level is made up of lots of floorboard/ceiling type tunnel gaps which can get very confusing so this is a good time to be extra vigilant.

Old Moon Street



After the first house you'll find a big gap. Drop down and you'll find a teleporter. This leads on to a whole series of teleporters and a putty. Eventually you end up back at the first teleporter so use the spring to get out of the gap.

Napalm's Kitchen



Sorry about this, bugger all to say about this one. Just work around it and you can't fail. (I'm afraid the game gets a bit repetitive).

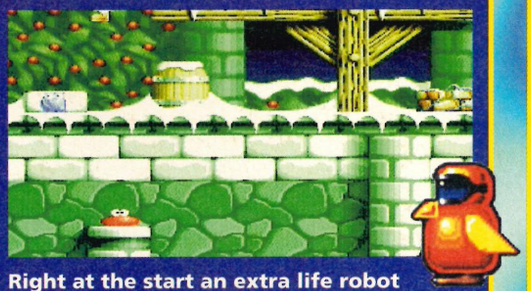
GXDKP

The Wizard's Frozen Garden



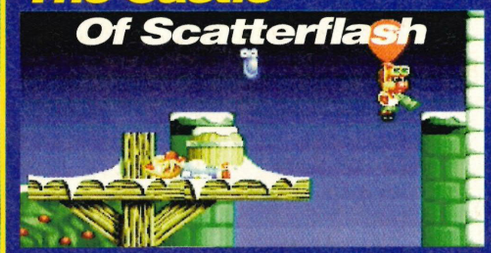
Go up and up and up until you see a rotating platform. Jump left and you'll find a putty. I'm telling you this because if you just head off right you'll probably miss this first one completely and wonder where the hell it is. The sloping surfaces are a bit more tricky on this level because the gaps at the bottom spell your doom. Be careful. Watch out for the pick axes. They're not hard to avoid but if they're in a tight spot then you can find protection by standing right in the middle of them where the handle is tethered to the floor.

The Fortifications



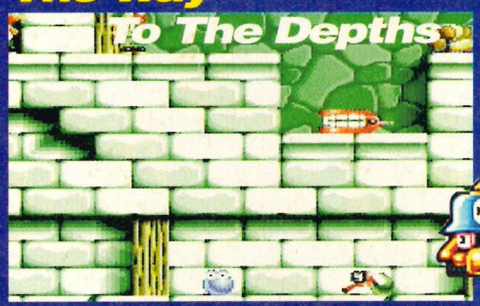
Right at the start an extra life robot appears, so don't go rushing off before you've had chance to collect it. On some of the wooden platforms, there are vertical beams which look like they should be in front of a solid platform. However, when you walk past a vertical beam, you fall down sometime right off the bottom of the screen so be careful to do little jumps over all the gaps. Finally, it's another complex level so don't get complacent. Cover every possibility before moving on.

The Castle Of Scatterflash



Go up and right and you'll find the cat. Punch him over and use his stomach as a trampoline. Wait until he's at the right-hand side of the platform before you do it. When you make the jump you may need to inflate yourself at the end.

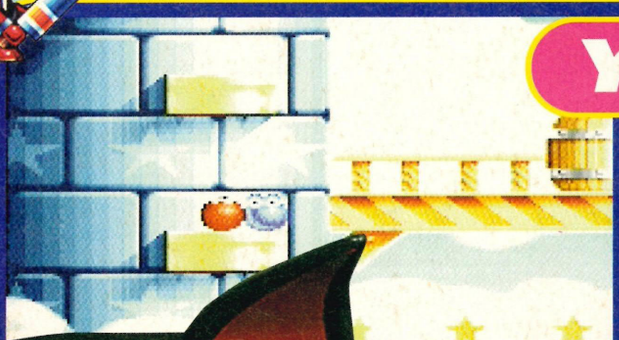
The Way To The Depths



A straightforward level if ever there was one. Simply remember everything that's already been said and your progress will be swift.

YVLPD

Cloud Castle



Go right to the bottom of the level where the platforms go right into the cloud layer. You'll find a putty next to a girder. Get onto the girder and an extra life appears.

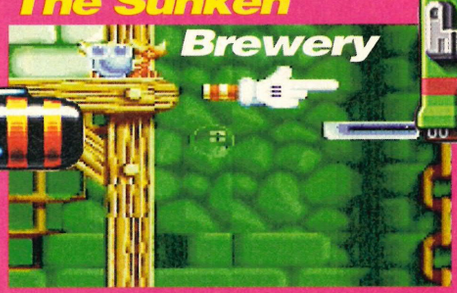
JPWSW

The Depths Of Despair



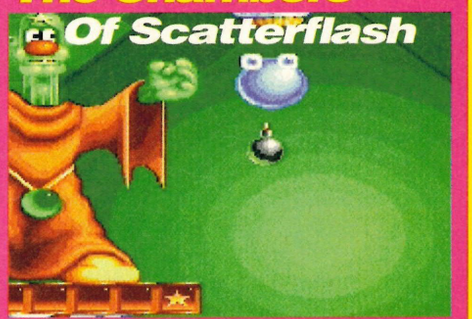
Just sweep left and right across the screen as you descend through the water. This is a very tough level so it's important to remain on the lookout for the red jellyfish who instantly kill you, while all the time frantically punching out the masses of enemies that exist here. The other scary thing is that there are no boxes of bonuses on this level. There are one or two bits of energy lying around, but basically you're going to lose energy on this one (not to mention a life or two).

The Sunken Brewery



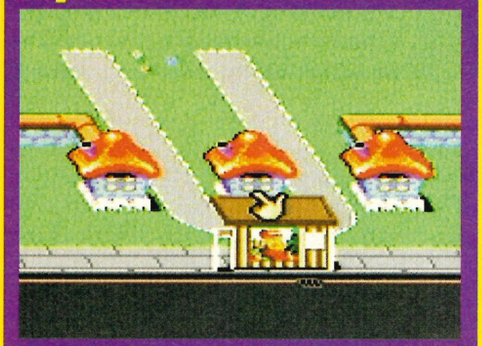
At the very start of the level an extra life appears. As always, get it. With this level it's best to go across the top of the level then down to the bottom and all the way left. Then just jump up to the middle section and go all the way right.

The Chambers Of Scatterflash



This final level is disappointingly easy. The platforms are very spaced out so it's very tempting to use the pods to get around. Don't bother. Scatterflash sends out a bomb-dropping flying barrel and if any of the bombs hit your pod, they send you flying out of control. Instead just use the moving platforms to systematically cover the whole level and you'll have it cracked in no time.

Open The Gates!!!

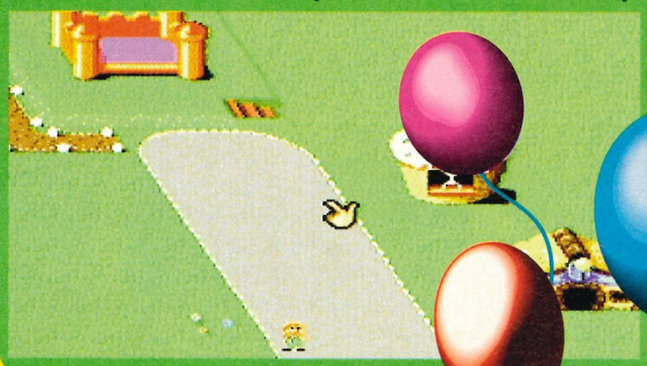


You will undoubtedly laugh as you read this but a classic mistake that is often made when starting a new park is failing to open the gates. You'll notice fairly soon that no one is visiting but by that time you've already lost those valuable early stages in which you get your park noticed. So, once again, the first thing to do is OPEN THE GATES!

Back To Basics

Just a few hints to get you off on the right track. Success comes down not to flashy parks alone but to constantly striving to keep the visitors happy. Instead of building new stuff left right and centre, it's best to build your park cautiously and keep looking at the little people's thought bubbles in order to address problems as soon as they arise. Simple things like slapping in a few food shops when people get hungry and adjusting prices when people get annoyed will reap big benefits.

Start with a small, well-structured park, don't spend too quickly and make sure things are running efficiently before further expansion. It seems quite scarey at first but you should never be afraid to move rides that aren't pulling in the punters because of bad placement. It may cost money, but not as much as a useless attraction will lose you.



THEME PA

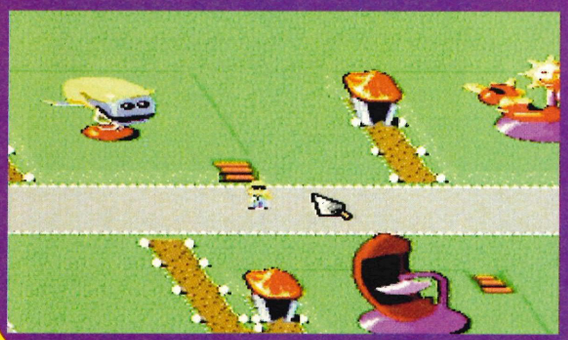
There are so many different ways to build a successful theme park, we figured the best way to give you any chance of success was to talk tactics rather than go down the 'here's one I made earlier' route.

Designing Your Park

As always you have to constantly be thinking what it is the visitors want and what will make them happy. Placing a balloon shop right near the entrance for example not only makes them part with their money while they're still happy but should also make them happy for the rest of their visit.

Also, much as it's nice to have a huge park, the distance between rides and side-stalls should be kept to a minimum – people would rather be on the rides than walking to and from them. A good way of preventing this is to place your rides in a staggered fashion either side of a straight path (see the picture). If you then place the exits at the back of the ride and place it around so that it faces opposite the queue of the next ride people will tend to go straight for the next ride. When it's working perfectly the little guys will go on everything as they zig-zag along your path. Try not to make the whole park this linear though as it leaves little room for decoration (such as trees) and this might put some punters off.





Far from treating all the visitors with kid gloves, the unhappy ones spread their misery around so try to get shot of them.

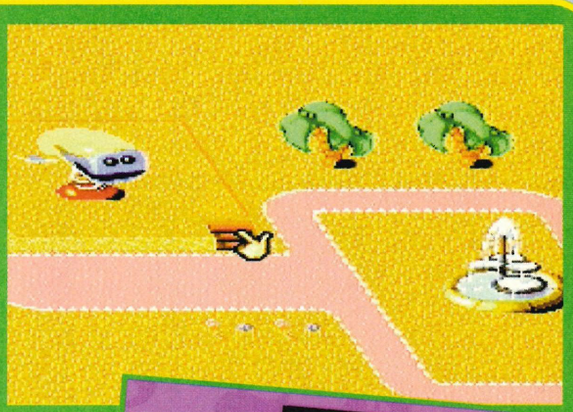
Okay, so you have your avenues of attractions. Another thing you can do is arrange the park a bit like a one-way system. Keep it interesting but try to make it so that one area follows the next then you can keep close tabs on the punters and ensure that they're getting what they want.

Slow And Steady!



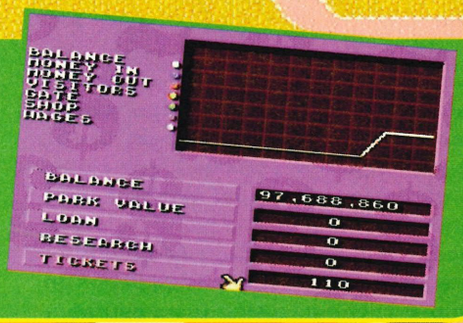
Yes, we know you're keen to get on but it's best to slow the game speed right down while you're designing the park. It takes a very long time to become good enough to manage your park efficiently and if you don't slow things down it'll become too much to handle.

The Rides!



As you'd think the more rides you have the more money-making potential there is. Each time you place a new ride immediately bump up the ticket prices (the adviser will normally let you know when an increase is needed anyway). Obviously placing the rides correctly is essential and you can see how to do this in the 'Designing your park' section on page 70.

It's all too easy to forget the rides once you've placed them, this is a big mistake. As rides get older they get more and more unreliable. When this becomes the case it's best to delete them. It seems a bit wasteful but it's better to replace it with a new one as this will both keep the punters happier and put far less strain on your mechanics.



ARK PLAYER'S GUIDE

Eat Drink And Be Frenzied!

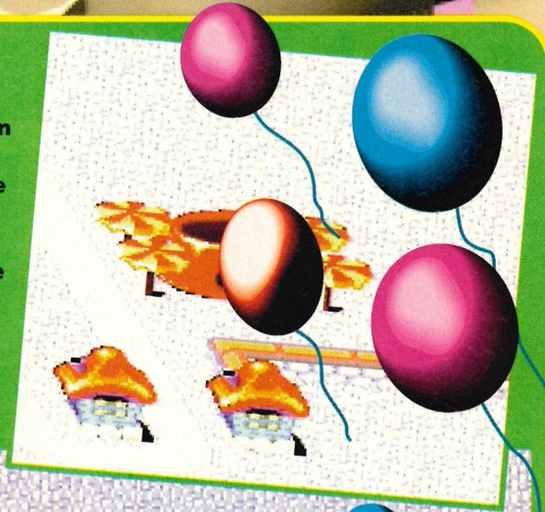
Shops and stalls are where some really serious money can be made. A simple trick is to stick a coffee shop right by the entrance to the park. Once this is done bump up the caffeine levels and the visitors will get all hyped up which makes them zip around the park like nobody's business and, yes, this will increase the takings.

The food and drink stalls are also a real money maker. While playing we found that sticking a little cluster consisting of a burger bar, a fries stall and a cola shop works well especially if you put a whole heap of salt on the fries and loads of ice in the cola. This makes the people really thristy and of course they then go straight for the weak coke (ho, ho. It's a bit sneaky but, hey, it's legal).

One warning about the shops though. They cause litter and this makes people mad. So whenever you're creating a food area, make sure you also place some handymen around to keep things tidy.

Ah, one more thing, you can also place shops outside the entrance to the park which will create the right atmosphere and make the visitors part with some cash before they even get into your park.







THEME PARK PLAYER'S GUIDE

Roll Up, Roll Up!



The stalls, while not as exciting as the rides, really pull in the punters (come on, how often have you been stuck at the coconut shy for half an hour at your local fair?). The trouble is, they can also easily piss people off if they think the park's a bit of a non-event. Don't rip the people off. Whenever you place stalls, place a variety of different ones and make sure both the cost of having a go and the prizes are at fairly low levels while the chances of winning are moderate. This will almost certainly bring in a decent and steady income. Charging the earth for a game that's hard to win is very risky. Try it by all means but if it isn't working, adjust those levels.



Finally, the advantage of these stalls is that they keep people entertained and don't cause litter but don't get carried away. Because they're small you can tuck them away at various places around the park but always be aware of researching new attractions as the punters soon get bored of older stalls in favour of higher tech ones (such as video arcades). Remember, give 'em what they want.







Trees Pleeze!

The power of cosmetic features should not be underestimated. Forget to populate your park with fences, lakes and trees and you can watch your satisfaction rating plummet before your very eyes. It sounds obvious but make your park look pretty and twee on-screen and you'll really notice the difference in your ratings.

These features especially impress newcomers to the park so constantly look at ways to improve the look of your park. Oh, and just because you build something flash like a monorail doesn't mean the punters will have a ball. They need something to look at while they're trundling around so give them it. Finally, one word of warning. Some features are fairly expensive. The unit price may seem small but start splashing them around all over the place when your balance is struggling and you could find yourself up poo creek.

Keep You Eyes Peeled!

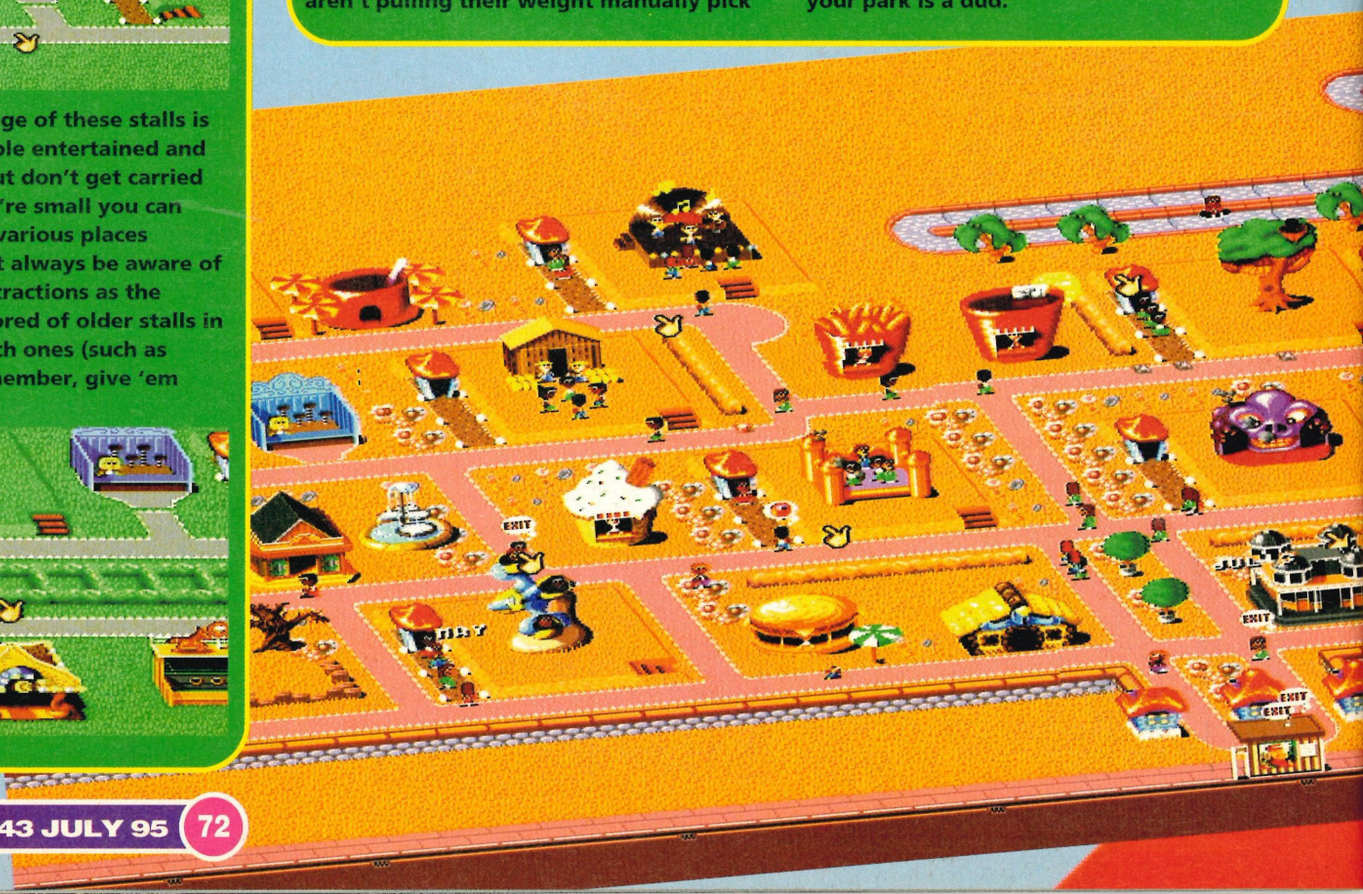
Here are a few things you should be looking for:

Lots of litter – This means the food stalls are rather popular and as a result you should think about increasing your prices.

Full queues – people won't join the end of a full queue. If you see a lot of people building up, quickly increase the length of the queuing area.

Lazy or wandering workers – if the staff aren't pulling their weight manually pick them up and move them to a trouble spot. If a ride breaks down get a mechanic there, if there's a build up of litter move a handyman, and if there are unhappy punters, use an entertainer.

Declining coach parties – if you find that the Bus People line on the graph is dropping you need to immediately do something to make your park more interesting. This line is the best indication that your park is a dud.



Man Management



How we scoffed when Bullfrog told us that bad staffing could break your park. How we blubbed when our park went all crap through bad management. The basic rules are to employ handymen as soon as you place shops which create litter, employ mechanics as soon as your first ride starts to break down and use entertainers in areas where the rides have buggered up. So let's take a closer look at these important people.

So, handymen have to be placed as soon as the litter-bearing shops are built. At the start of your park you need to keep an eye on the handymen as they tend to become confused by the unfamiliar layout of your creation and will leave areas littered with rubbish. A watchful eye and a guiding hand is crucial in these early stages of the game.

As already stated, mechanics need to be employed the instant a ride starts to malfunction. These guys are the worst for daydreaming and taking lunch breaks so you need to be extra vigilant. If you see them arsing around, pick them up and put them where they're needed. If there is more than one ride in trouble you can either employ more mechanics, or if you want to be frugal, simply place the existing mechanic at the trouble spot and close the other ride down until he can repair it (now might be a good time to get those entertainers to earn their crust). As a rule of thumb, one mechanic should be able to maintain three or four rides so don't go employing them every time you create a new attraction. Also, remember that this guidline will vary according to the rides. For example, a tree house never breaks down, that teacup thingy is fairly reliable and the ghost train screws up on a regular basis. Learn the reliability patterns of the rides and the allocation of mechanics actually becomes a matter of common sense than skillful management.



A way of efficiently using your resources (if times are hard) is to wait for several rides to start smoking and then, and only, then deploy your mechanic on one of the rides while shutting the rest down. This means that your mechanic will be fully employed for several months at a time.

Finally (on the mechanic front at least) you can try this fairly risky tactic. Slow the speed of a damaged ride right down while the mechanic is off fixing another ride. With luck, this slowed down ride will survive until the mechanic can get there. This has two advantages in that only one mechanic needs to be employed and the punters always have a ride to go on. It's great when it works, but screw it up and, well, disasters at theme parks rarely have positive results.

And now for the entertainers. Only two major points to bear in mind. Always shove 'em near closed rides or by those rides with long queues to ease the boredom and make sure you have one or more near the entrance to please the newcomers and, more importantly, give leavers a good send off so that they're more likely to return.

Money Matters

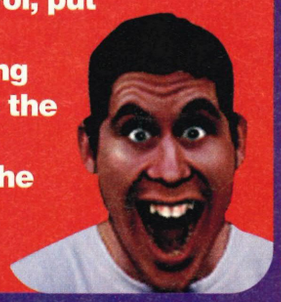
We mentioned some of these elsewhere but here's a list of the financial aspects you should keep an eye on:

- When you add a ride to the park, increase ticket prices.
- If food and drink are selling well, increase the prices.
- Keep stall prices and prizes low while keeping the chance of winning moderate.
- Depending on your financial state, always keep a decent amount of cash in researching new attractions or your park quickly becomes dated.
- Build the park gradually and you should make enough money to expand. Avoid taking out loans if possible or the interest may crucify you.
- At the start of each park make a note of the tax free years. There's no point in buying your land within the tax free period and also avoid buying the land if you're soon to sell the park.
- When things get grim and takings are down, consider selling things at a loss for a short period. This should get the punters returning to your park.
- In the year in which you hope to sell your park, spend all your available cash on new attractions. This will increase the value of your park ready for the sale.
- When times are hard, reduce your research budget. It's a sizeable chunk of your expenditure so you must keep it sensible while you make your park run more profitably.



TOTAL! RECALL

It's all very well being nice about games all the time, but sometimes there are games that simply stink of guff, ones that make you want to kick sand in their face. Ones that you want to hit with a mallet. Ones so bad you want to douse in petrol, put a match to and then dance around chanting 'You're just as bad as the vilest smelling Sega game ever.' You get the idea. Here they are...



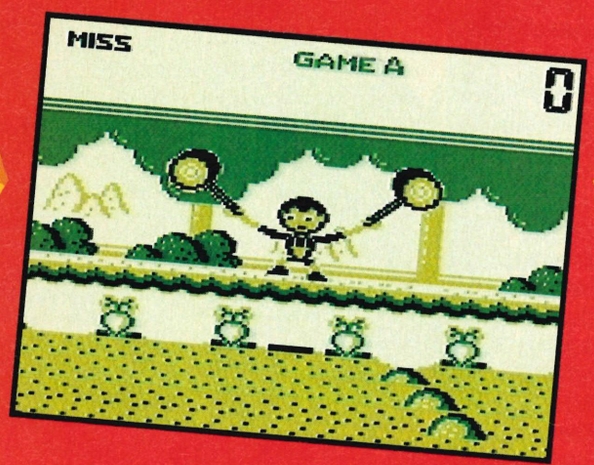
THE WORST GAMES EVER

1. GAME BOY GALLERY

We have absolutely no idea in the world why anyone would spend time programming or marketing anything like this. It's too bad even to take the piss out of. If David Seaman's blunder in the Cup Winners' Cup Final surprised you, this will shock you ten times over. It's just the weirdest release you could ever imagine and more boring than watching Arsenal dry. No, no, no, no. It's all gone very badly wrong.

1%

(ISSUE 37)



2. LAST ACTION HERO

Big Arnie might be able to save the world from destruction, but he can't save an abysmal effort like this. This is by far the worst film licence ever and certainly the worst play available on the SNES. If this is in your collection, dispose of it instantly, before the Poor Taste Police come round and confiscate your SNES. Terrible, terrible game.

6%

(ISSUE 26)



3. AMERICAN GLADIATORS

The only redeeming feature about *Gladiators* was that it was never officially released in this country. Based on the American version of the programme, this is made up of lots of pointless little challenges which involve no skill whatsoever. The hardest challenge is trying to put up with the music played in the background. Very poor. Really, very poor.

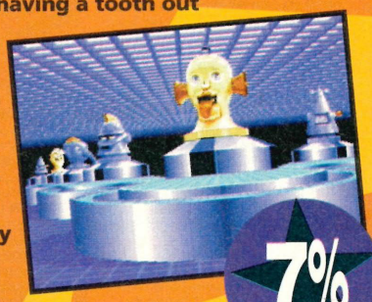
7%

(ISSUE 22)



4. TOYS

This rivals *Last Action Hero* as the worst film licence ever made. A gameplay that is too strange to explain and too bad to describe, even if you could. This took the SNES to new depths and was the gaming equivalent of having a tooth out whilst watching *Songs Of Praise*. The best thing about it is the backgrounds. They're a really nice blue.



7%

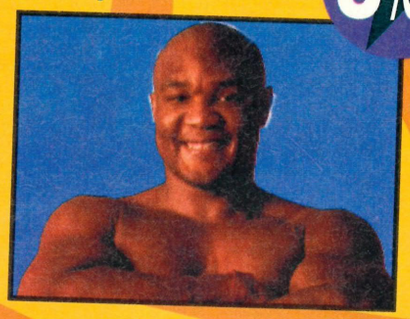
(ISSUE 22)

5. FOREMAN'S KO BOXING

Almost as boring as actually watching George in action. The gameplay is every bit as old and flabby as the man himself and it smells like a jockstrap he's been training in for months. Here's what happens. Punch left, punch right, punch left, punch right, punch left, punch right, and of course, punch left again.

8%

(ISSUE 21)

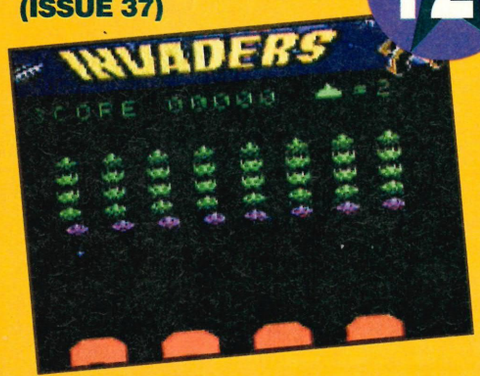


6. SPACE INVADERS

It's sad having to have a pop at *Space Invaders* as I had so much fun as a nipper playing it. But why bother with it 15 years on, there's absolutely no point to it whatsoever. You get a novelty nostalgia feel to it, but that lasts about five minutes, then you just can't stand it. We wanted to like this so much, but we can't. It's old toss.

12%

(ISSUE 37)

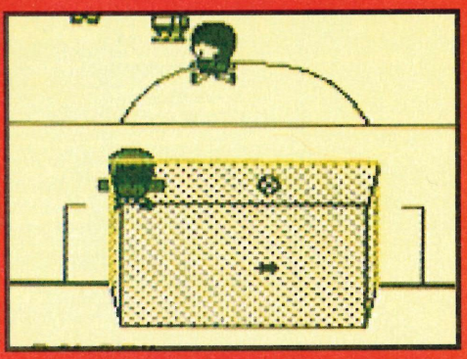


7. SOCCER MANIA

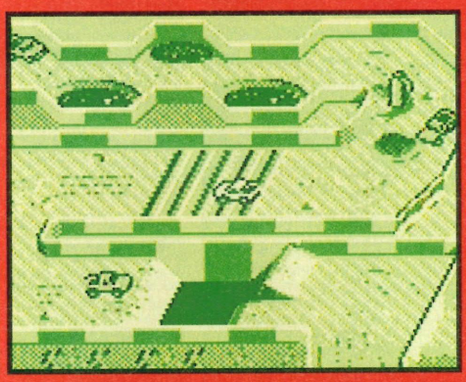
Soccer might be a funny old game, but this is a complete joke, and unfortunately nobody's laughing. You can't tell who is on either team, and even if you could it's a nightmare controlling any of them. No crowd noises just music, and the whole thing looks completely stupid. Deserves a kicking.

13%

(ISSUE 11)



8. SUPER OFF ROAD



The arcade game is superb, the SNES conversion wasn't bad, but this was. Slow, uncontrollable, frustrating and pointless. An hour of playing this game will lead to certain madness and possible psychotic tendencies. Frankly, I'd rather see Dave Lee Travis play Macbeth. Say it, 'I'd rather see Dave Lee Travis play Macbeth'. Go on say it...

16%

(ISSUE 13)

9. WHEEL OF FORTUNE

Hello, my name is Braindead, and I'd like to spend £40 on an utterly useless version of a crap quiz show please. Oh and does that come with a free frontal lobotomy? The only redeeming feature of this dog awful game is that it doesn't have Nicky Campbell presenting it. Spin the wheel, pick a letter, guess a word, do your head in. This isn't fun.

17%

(ISSUE 20)



10. RACE DRIVIN'



That name just gives it away doesn't it? *Race Drivin'*. Like calling a footy sim *Footballin'* or a golf sim, *Golfin'*. And low and behold it cam to pass that this was the worst driving sim ever. It makes *Dirt Racer FX* look like *Ridge Racer*. Here's how it works: get on a straight road, occasionally turn and sometimes overtake another car. Oh, dear.

17%

(ISSUE 12)

But of course, man cannot live by Game Boy alone. There are times when only a SNES is good enough and here are the recent best...



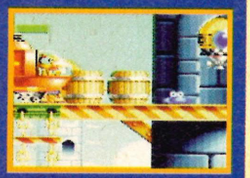
THEME PARK (93%)
ISS 42
This is the best version on any format. Awesome animation, infinite combinations and some of the best pointy clickiness ever seen. Atko goes wild for this one.



JUNGLE STRIKE (91%)
ISS 42
Dare we say even more playable than *Desert Strike*? Of course we dare. Brilliant effects, incredible gameplay, sharper graphics and all round a better game. A great mix of shooting and strategy.



SUPER TURRICAN 2 (91%)
ISS 41
It may look like something Konami were doing two years ago, but this is a superb blaster which grips you from start to finish. The most potent shooter for some time. Packed with enemies, surprises, power-ups and bonuses.



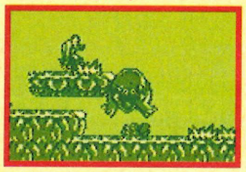
PUTTY SQUAD (90%)
ISS 41
An imaginative and atmospheric, strategic platformer. It'll make you laugh, it'll make you rant, it'll make you drop your underpants.

HEBEREKE'S POPOON (90%) ISS 37
A hugely addictive and very odd puzzler. This does your head in, but in the nicest way.

Game Boy

COLOUR CODING
■ Recomended games
■ New Entries

ADDAMS FAMILY (52%) Iss 7
A tough challenge, but it's all a bit plain. More pukey than ooky.
ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT (78%) Iss 19
Unoriginal platform formula, but it's big, tough, and addictive.
ADVENTURE ISLAND (56%) Iss 9
Loads of levels and smooth, clear graphics. Lame gameplay, though.
ADVENTURE ISLAND 2 (40%) Iss 19
Dull, samey and overly-easy platformer. You'll finish it in a few days.
THE ADVENTURES OF ROCKY AND BULLWINKLE (39%) Iss 13
One of the naffest platform collect-'em-ups ever to hit the Game Boy.
ALFRED CHICKEN (85%) Iss 17
A classic-looking yet original game, with fab graphics and superb design.
ALIEN³ (83%) Iss 17
Big, eerie and rock 'ard arcade adventure. Much better than the movie.
ALIEN VS PREDATOR (79%) Iss 25
A pleasant surprise after all the hassle with the Super NES version.
THE AMAZING SPIDER-MAN (68%) Iss 3
Moderately fun beat-'em-up. The licence doesn't help.
ASTERIX (74%) Iss 20
A tough but bland platformer, which is ruined by the awkward controls.
ASTEROIDS (55%) Iss 5
The simple, but compulsive blaster of old just isn't the same on the handheld.
BALLOON KID (76%) Iss 3
A cutesy, little adventure with excellent hazard-dodging fun.
BARBIE (45%) Iss 21
Pukey plot, over-sensitive collision detection and dull gameplay. Yuck.
BART SIMPSON'S ESCAPE FROM CAMP DEADLY (92%) Iss 4
Nicely structured gameplay and lashings of challenge. Addictive and fun
BART VS THE JUGGERNAUTS (45%) Iss 12 This is just too frustrating to be fun. Eat my shorts!
BATMAN (80%) Iss 1
A tricky little platform shoot-'em-up. Small graphics, but speedy action.
BATMAN: THE ANIMATED SERIES (89%) Iss 24 Superb graphics, sound and gameplay.
BATMAN: RETURN OF JOKER (86%) Iss 10 Great graphics and five tough levels. Plenty of scope.
BATTLESHIPS (23%) Iss 14
Game Boy version of the pen-and-paper game. Boring and pointless.
BATTLETOADS (90%) Iss 11
Heaps of variety makes this a real treat for Game Boy arcade fans.
BATTLETOADS IN RAGNAROK'S WORLD (88%) Iss 24 A worthy successor to the first game.
BATTLE OF OLYMPUS (90%) Iss 19
Big, complex and graphically gorgeous. The best RPG on the 'Boy.
BEST OF THE BEST (38%) Iss 18
An uncontrollable karate game which doesn't have enough moves.
BILL AND TED'S EXCELLENT GB ADVENTURE (91%) Iss 3
Buy this bodacious cart now!
BLADES OF STEEL (60%) Iss 6
Disappointing version of a great game. Not really suitable for the Game Boy.
BLUES BROTHERS (74%) Iss 10
A tough platformer with slow graphics and big and varied levels.
BLUES BROTHERS 2 (61%) Iss 27
Bad brothers more like. Sloppy level design and highly frustrating. gameplay.
BO JACKSON (76%) Iss 22
Decent baseball and US footy sims. Good value.
BOMB JACK (84%) Iss 12
This may not be sophisticated enough for some tastes, but it's still great fun.
BOULDER DASH (89%) Iss 3
Superb graphics and lots of tough screens keep this one interesting.
BOXXLE (69%) Iss 9
Looks easy, but the 108 puzzling levels just get harder and harder.
BOXXLE 2 (72%) Iss 10
Simple but engrossing. You won't find a more refined puzzler than this.
BRAIN BENDER (77%) Iss 11
A fun and fiendish puzzler with a challenge that will last for ever.
BUBBLE BOBBLE (68%) Iss 6
Terrifically addictive platform action. Passwords make it too easy, though.
BUBBLE GHOST (22%) Iss 8
Blowing a bubble around a house could've been fun. Sadly, it isn't.
BUGS BUNNY (43%) Iss 1
This game has 80 levels, but sadly they're all much the same.
BUGS BUNNY RABBIT RAMPAGE (75%) Iss 30 A good one for the younger gamesplayer. It's fun, sounds great and is easily picked up.
BURAI FIGHTER (84%) Iss 4
A long-lasting, beautifully structured eight-way scrolling, shoot-'em-up.
BURGER TIME DELUXE (71%) Iss 8
A bit simplistic for some, but this is still an addictive, if rather odd, platformer.
CASTELIAN (75%) Iss 8
Simple, frustrating and addictive. Could annoy rather than enthrall.
CASTLE QUEST (68%) Iss 26
It's a bit like chess, except there're loads of bizarre pieces and funny moves.
CASTLEVANIA (89%) Iss 1
Lovely animation and detailed backdrops make this a real treat.
CASTLEVANIA II (90%) Iss 5
Not brilliantly original, but the massive levels make this great fun.
CAESAR'S PALACE (60%) Iss 6
None of the five gambling games here require enough skill.
CENTIPEDE (68%) Iss 5
Basic, but tough and addictive. Fun to zap away at now and again.
CHASE HQ (50%) Iss 20
Dated and uneventful racer with a cops-and-robbers flavour.
CHOPLIFTER II (80%) Iss 6
Graphics are unimpressive, but it's an involved game with lots of challenge.
THE CHESSMASTER (90%) Iss 1
Snap this up if you can still find it – it's the only chess game you'll ever need!



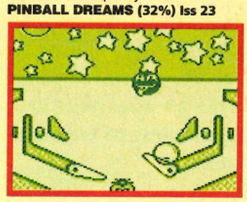
CHUCK ROCK (50%) Iss 26
Fairly tedious platformer where you play a fat Neanderthal.
CLIFFHANGER (38%) Iss 25
Highly disappointing and very dodgy platform beat-'em-up.
COOL WORLD (39%) Iss 19
Like the movie before it, this bizarre platform-puzzler is destined to flop.
COOL SPOT (92%) Iss 31
Bloody wonderful, funky, groovy scrolly platformer stormer. Bostin' crackin' COOL!
DAEDALIAN OPUS (45%) Iss 5
Challenging, but if you don't like puzzlers, then this won't twiddle your dials.
DARKWING DUCK (76%) Iss 18
Nice-looking and fairly varied, but the levels are too few and too easy.
DAYS OF THUNDER (73%) Iss 4
Smooth(ish) vector graphics, but sadly it ain't that fast. For racing fans only.
DONKEY KONG (92%) Iss 32
One of the very finest platformers ever made. A simple enough idea, but a highly polished game.
DOUBLE DRAGON 2 (77%) Iss 4
A bit unoriginal, but this is slick enough to keep fans amused.
DOUBLE DRIBBLE: FIVE ON FIVE (33%) Iss 20 Overly confusing basketball sim. Don't bother.
DRACULA (80%) Iss 22
A big and challenging game, but the jerky scrolling is off-putting.
DRAGON'S LAIR (79%) Iss 3
Some of the best Game Boy graphics you'll ever see. Hard, but playable.
DR FRANKEN (91%) Iss 5
Beautiful platform adventure with detailed graphics. Flippin' brilliant!
DR FRANKEN 2 (89%) Iss 20
Huge adventure with great graphics. Controls could've been better, though.
DR MARIO (64%) Iss 1
Even with the inimitable Mario, this eventually gets pretty dull.
DROPZONE (79%) Iss 15
Loses summat on the 'Boy, but this is still a stiff challenge for shootin' freaks.
DUCK TALES (78%) Iss 2
A snazzy, little collect-'em-up with a tough challenge and good control.
DUCK TALES 2 (55%) Iss 24
A playable platformer, but it's too easy and too similar to the original.
DYNABLASTER (93%) Iss 2
With four games in one cart, this offers terrific value for money.
EDD THE DUCK (80%) Iss 21
Standard platform game, but a very playable and good-looking one.
EMPIRE STRIKES BACK (80%) Iss 17
It's not quite as good as *Star Wars*, but it's still a decent platformer.
F-1 POLE POSITION (79%) Iss 26
Not a bad racing game, but it's pricey if you want four players.



F1 RACE (88%) Iss 1
Loads of courses, four-player link-up and fast graphics make this a corker.
F-15 STRIKE EAGLE (78%) Iss 15
Seat-of-the-pants combat, but not enough depth or variety.
FACEBALL 2000 (93%) Iss 5
Graphics you could frame and addiction you could bottle.
FELIX THE CAT (49%) Iss 25
An absolutely cack platformer which is a doddle to complete.
FERRARI GRAND PRIX CHALLENGE (63%) Iss 11
All the usual racing stuff but nothing new.
THE FIDGETTS (77%) Iss 24
Tough puzzley platformer with nice, cute sprites.
FINAL FANTASY 3 (78%) Iss 25
Good, but routine RPG. Not a *Zelda* beater, though.
FIREFIGHTER (79%) Iss 21
Original platformer. Dodgy graphics, but the action makes up for it.
THE FLASH (74%) Iss 17
Not much action, but this is still enjoyable and challenging.
THE FLINTSTONES (53%) Iss 18
This cartoony platformer is very neat, but it's got one flaw – it's far too easy.
FOOTBALL INTERNATIONAL (70%) Iss 8 With only one player this average game soon gets dull.
FORTIFIED ZONE (68%) Iss 4
With only four short levels this mazey blaster won't entertain you for long.
FORTRESS OF FEAR (84%) Iss 2
A platform collect-'em-up with good gameplay, but no passwords.
GARFIELD (45%) Iss 22
Garfield's pretty cool, but this platform-puzzler is bland and unimaginative.
GARGOYLE'S QUEST (76%) Iss 3
Variety, challenge and good looks. This'll test your brain and reflexes.
GAUNTLET 2 (41%) Iss 3
A faithful conversion, but it's a bit of a pain on the small screen.
GEAR WORKS (65%) Iss 27
A limited puzzler which is never going to compete with the likes of *Tetris*.
GEORGE FOREMAN'S KO BOXING (20%) Iss 14 What can we say? Er... How about 'Don't buy it!'
GHOSTBUSTERS 2 (85%) Iss 4
Controlling two characters at once makes this slick game a bit different.
GOAL (80%) Iss 24
Titchy players and awkward controls spoil this footy sim.
GOLF (92%) Iss 1
Everything you could ask for is here, including two-player link and battery.
GREMLINS 2 (82%) Iss 2
Great graphics and fun gameplay. Tough, but well worth the aggro.
HAL WRESTLING (28%) Iss 10
A truly crap wrestling game. You can't even tell the players apart.
HARMONY (69%) Iss 11
A tough game, with original and puzzling gameplay. A bit hard, though.
HIT THE ICE (50%) Iss 13
At first this ice hockey sim seems okay, but after a while it gets deathly dull.
HOME ALONE (38%) Iss 4
Wander around an empty house and bash a burglar every half hour. Dull.
HOME ALONE 2 (57%) Iss 16

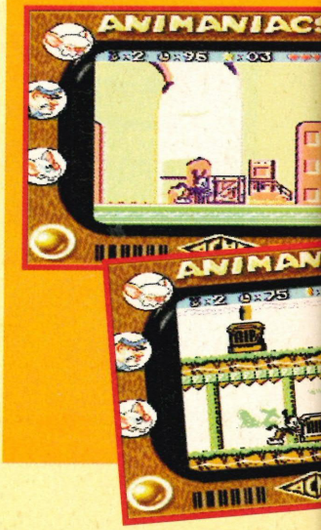


Slightly better than the Super NES game, but far too easy.
HOOK (88%) Iss 6
Fast, smooth graphics and excellent gameplay. Loads of fun.
HUDSON HAWK (35%) Iss 10
Looks nice, but the boring gameplay won't last for more than an hour.
HUMANS (60%) Iss 23
Boring and slow Lemmings rip-off. It's big and cute, but don't bother.
HUNT FOR RED OCTOBER (40%) Iss 5 No variety, no Sean Connery and no match for the film.
HYPER LODE RUNNER (84%) Iss 2
Classically simple platformer. Sad graphics, but huge playability.
ISHIDO (68%) Iss 5
Fun to begin with, but there's not really enough variety here to last .
JOE 'N' MAC (75%) Iss 14
If you're after some raw challenge, this little monster will keep you going.
JORDAN VS BIRD (71%) Iss 11
This three-in-one basketball sim is mostly fun, with a few irritating flaws.
THE JUNGLE BOOK (90%) Iss 28
A great-looking and highly playable interpretation of the film.
JURASSIC PARK (70%) Iss 23
Smart collect-'em-up which is spoilt by some dreadful touches.
KID DRACULA (80%) Iss 18
Cute platformer which, while aimed at a younger market, is still fun for oldies.
KID ICARUS (68%) Iss 11
An engaging little platformer, but it's all a bit samey. You'll soon get bored.
KILLER TOMATOES (79%) Iss 9
A silly scenario, but quite a fab game. Big levels and oodles of action.
KING OF DRAGONS (60%) Iss 30
Sad, short-lived slash-'em-up. Avoid.
KING OF THE ZOO (87%) Iss 1
Cute-looking bash-'em-up with masses of playability.
KIRBY'S DREAMLAND (39%) Iss 12
An original idea which looks pretty, but it's far too easy. Shame.
KIRBY'S PINBALL (92%) Iss 26
The best pinball game on the Game Boy. Three big tables of flip-screen fun.
KONAMI GOLF (84%) Iss 29
An accurate and highly playable sim
KRUSTY'S FUN HOUSE (84%) Iss 13
A well-crafted puzzler with a simple design and tons of gameplay.
KWIRK (78%) Iss 1
This is a fiendishly hard, but incredibly playable puzzler.
LAMBORGHINI (85%) Iss 23
Simple and unoriginal, but still playable, fast and fun.
LAST ACTION HERO (59%) Iss 25
Platform beat-'em-up featuring good visuals and crap gameplay.
LAWNMOWER MAN (85%) Iss 25
Enjoyable licence with loads of sub-games and amazing 3D graphics.
LETHAL WEAPON (41%) Iss 18
A beat-'em-up with poor control and boring action. More like *Water Pistol*.
LEMMINGS (90%) Iss 14
The graphics are a bit dodgy, but this is still as fun and addictive as ever.
THE LITTLE MERMAID (45%) Iss 17
This swimmy game is too easy and too cute for all but the youngest.
LOONY TUNES (80%) Iss 13
Annoying scrolling levels, but brilliant animation and great action.
McDONALDLAND (66%) Iss 14
Fun for a while, but frustrating in the long run. Desperately unoriginal, too.
MARBLE MADNESS (31%) Iss 4
Graphically great and very playable, but it's too small and too dated.
MARIO AND YOSHI (80%) Iss 15
Fantastically simple, but guaranteed to draw you in and not let you go.
MAX (57%) Iss 14
A so-so platformer with some nice ideas. The graphics are disappointing, though.
MS PACMAN (60%) Iss 30
Like *Pac-Man*, ie, lots of mazes with little variety. Yawn!
MEGA MAN 3 (83%) Iss 16
Nothing new, but this challenging blast is still addictive and fun.
MERCENARY FORCE (54%) Iss 9
Tough and different, but ultimately a tedious left-right scrolly game.
METROID 2 (66%) Iss 8
Far too big, empty and bland. There's not enough action, either.
MICKEY MOUSE/BUGS BUNNY 2 (80%) Iss 14
Yes, they're the same game. A pretty platformer which is sneakily addictive.
MICKEY'S DANGEROUS CHASE (38%) Iss 9 A sad excuse for a platformer. Disney should be sick!
MINER 2049ER (25%) Iss 18
Primary-school graphics and probably the worst gameplay ever on the GB.
MISSILE COMMAND (49%) Iss 7
Poor controls and lame visuals ensures that this falls short of the target.
MONSTER MAX (90%) Iss 26
Rare have produced a great 3D adventure. This is a very special game.
MORTAL KOMBAT (59%) Iss 21
Let down by animation and controls.
MOTOCROSS MANIACS (91%) Iss 6
Fast 'n' furious action makes this race-'em-up totally addictive.
MOUSETRAP HOTEL (47%) Iss 13
Sad, Mickey Mouse platformer with poor controls and repetitive gameplay.
MR DO (80%) Iss 10
Nigh-perfect conversion of the highly addictive and cerebral maze-muncher.
MUHAMMAD ALI BOXING (45%) Iss 27 This good looker is spoilt by shallow gameplay.
MYSTERIUM (79%) Iss 11
Adventure-cum-maze game with added shooting. This works well.
MYSTIC QUEST (85%) Iss 27
If you liked *Zelda*, then you'll love this fantasy RPG.
NAIL 'N' SCALE (32%) Iss 10
A tedious puzzle game which is more annoying than challenging.
NAVY SEALS (79%) Iss 2
Run-along-and-shoot-'em-up with good blasting gameplay.
NBA BASKETBALL (35%) Iss 20
Nobby basketball sim that's unlikely to thrill even hardened fans.
NEMESIS (92%) Iss 2
If you like classy blasters then add this one to your collection immediately.
NEMESIS 2 (93%) Iss 12
Just as brilliant as its predecessor. Tough, but intensely playable.
NIGEL MANSELL (73%) Iss 23
Some good graphics and gameplay, but too realistic to be any fun.
NINTENDO WORLD CUP (64%) Iss 1
More oddball than football. Looks interesting, but lacks excitement.
OTHELLO (92%) Iss 2
Wipes the dust off the ancient board game and brings it bang up to date.
OUT TO LUNCH (50%) Iss 25
Dodgy and badly repetitive platform collect-'em-up.
PACMAN (51%) Iss 7
Basic gameplay and fiddly control. Things ain't what they used to be.
PANG (78%) Iss 24
Converted from the coin-op, this has 40 levels and a two-player option.
PAPERBOY (77%) Iss 3
This game gets a lot of fans. Dunno why – it's as dull as the *Sunday Times*.
PAPERBOY 2 (50%) Iss 10
Virtually identical to the first game and just as lame.
PARASOL STARS (92)% Iss 11
Don't let the cutesy graphics fool you – this is tough and very, very playable.
PARODIUS (83%) Iss 10
A standard shooter at heart, but it looks fab and is plenty of fun.
PINBALL DREAMS (32%) Iss 23



Oh dear. Lousy graphics, lame gameplay and only three tables. Very sad.
PIT FIGHTER (27%) Iss 10
This has a massive five opponents and a grand total of three fighters. Hmm.
POPEYE 2 (82%) Iss 15
Honest little platformer with no frills, but fast graphics and good gameplay.
POPULOUS (70%) Iss 19
A good attempt, but too awkward and too complex for the 'Boy.
POP-UP (61%) Iss 14
Basic, five-minutes-at-a-time puzzle game, but jolly enough in its own way.
POWERPAWS (34%) Iss 20
Unoriginal and easy puzzle game with lots of tedious block-shifting antics.
PRINCE OF PERSIA (83%) Iss 8
A bit superficial, but well-designed, nice-looking and great fun to play.
PRINCE VALIANT (71%) Iss 14
An absorbing and playable bash-'em-up. Best head-to-head available.
PROBOTECTOR (92%) Iss 8
Would-be Arnies won't find a better blaster on the Game Boy than this.
PROPHECY (51%) Iss 11
Big and varied platform game, but it's too tough and the action's patchy.
THE PUNISHER (49%) Iss 14
Similar to Operation Wolf, but too repetitive and too annoying.
Q*BERT (80%) Iss 7
Just another platform-puzzler, but the gameplay is timeless and addictive.
QIX (81%) Iss 3
Guide a ship around, filling the screen as you go. Weird, but worth a look.
QUARTERBACK CLUB (46%) Iss 27
Four very weak events combine in this basic Track And Field type game.
RAGING FIGHTER (52%) Iss 20
Beat-'em-up with big sprites, but dull action.There aren't enough moves, either.
RACE DRIVIN' (88%) Iss 19
Forget the dire SNES version – this is one of the best GB racers ever!
RADAR MISSION (53%) Iss 3
This is just like that old pen 'n' paper war game, Battleships. Hmm.
RAMPARTS (59%) Iss 22
Weird puzzler-cum-war game which gets impossible after a while.
THE REAL GHOSTBUSTERS (31%) Iss 31 Huge but unimaginative, repetitive outdated platform nonsense. Dull. Avoid it.
THE REN AND STIMPY SHOW (30%) Iss 19 You'd have to be really stupid to buy this. We're warning you!
THE RESCUE OF PRINCESS BLOBETTE (55%) Iss 2
As dull and aimless as the NES version.
REVENGE OF THE 'GATOR (85%) Iss 1 Pinball sim with fab arcade features. Get hold of it!
ROAD RASH (29%) Iss 22
Basic race game with badly designed graphics and clumsy controls.

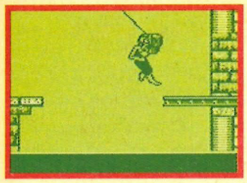
MOS



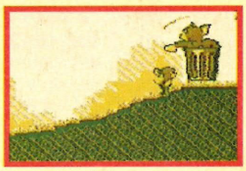
ROBOCOD (60%) Iss 19
Better than both the SNES and Game Boy versions, but still lacks content.



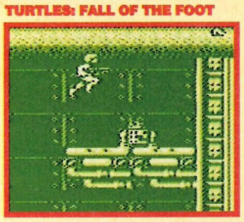
ROBOCOP (74%) Iss 1
Entertaining and challenging enough, but too slow to be brilliant.
ROBOCOP 2 (86%) Iss 10
Unoriginal, but it's got nice graphics, great tunes and nifty sub-games.
ROBIN HOOD (74%) Iss 15
Great graphics and lots of slashy bits, but if you don't like RPGs, forget it.
RODLAND (90%) Iss 19
Simple design, but fun and engrossing platform gameplay.
R-TYPE (86%) Iss 1
A classic shoot-'em-up with great graphics and plenty of frantic blasting.
R-TYPE II (68%) Iss 14
Technically better then its predecessor, but it falls down 'cos of its lifespan.
SENSIBLE SOCCER (70%) Iss 25
A tricky game to do on the GB. Brave attempt, with a good two-player mode.
SIDE POCKET (59%) Iss 1
This pool game's okay with two players but its disappointing otherwise.
SKATE OR DIE (76%) Iss 2
Sufficiently different to the NES original to be rather good.
SNEAKY SNAKES (58%) Iss 4
The GB version of NES' *Snake, Rattle 'N' Roll*, but it's only 2D and a bit dull.
SNOOPY'S MAGIC SHOW (71%) Iss 6 This is great on the move, but it's a bit too easy.
SOCCER MANIA (13%) Iss 11
A very sad soccer sim, with appalling control and indistinguishable players.
SOLAR STRIKER (72%) Iss 1
A playable top-to-bottom shooter, but let down by crude visuals.
SOLOMON'S CLUB (93%) Iss 7
Stunning puzzle game which brain-boxes and arcade fans alike will enjoy.
SPEEDBALL 2 (51%) Iss 16
A poor version of the classic game. It's too slow and the targets are unclear.
SPEEDY GONZALES (72%) Iss 22
A decent game with lots of nice touches. It's not very challenging, though.
SPIDER-MAN II (69%) Iss 9
A playable little platformer, but not really a superhero among games.
SPIDER-MAN III (70%) Iss 19



Dull, unoriginal platform-blaster which plays like a bag of pebbles.
SPIDER-MAN X-MEN (48%) Iss 27
A masterpiece of annoying gameplay and irritating quirks.
SPLITZ (83%) Iss 20
Bored with *Tetris*? Then get this. It's the most addictive puzzler for a long time.
SPOT: THE COOL ADVENTURE (66%) Iss 18 Very average McDonaldland-style game.
STARHAWK (65%) Iss 19
Same blasting formula as *Nemesis*, but with nowhere near the same excitement.
STAR SAVER (34%) Iss 7
A tedious game with weedy visuals and formulaic gameplay.
STAR TREK (57%) Iss 10
This has loads of levels and nice graphics, but the gameplay's lame.
STAR TREK: NEXT GENERATION (25%) Iss 29 No, no, no! Rotten.
STAR WARS (80%) Iss 12
This is big and tough, just like the old NES shooter.
SUPER HUNCHBACK (90%) Iss 7
Brilliantly animated platformer with dreamy gameplay and loads of extras.
SUPER KICK OFF (77%) Iss 6
Quite simply the best footy game available for the Game Boy.
SWAMP THING (21%) Iss 14
Poor excuse for a platformer, despite its environmental message.
SUPER MARIO LAND (94%) Iss 1
A cracking play, with all the class of its full-size counterparts.
SUPER MARIO LAND 2 (70%) Iss 12
This has all the usual *Mario* stuff, but it's not really up to scratch.
SUPER OFF ROAD (16%) Iss 13
Even weaker than the SNES game. Slow, uncontrollable and frustrating.
SUPER RC PRO-AM (87%) Iss 1
Great fun for four players but gets tiresome if you're on your own.
TAIL 'GATOR (86%) Iss 11
A brilliant little arcade platformer. The levels are varied and it looks ace.
TALE SPIN (63%) Iss 18
Shoot-'em-up featuring Baloo the bear. Fun for a while but gets boring.
TAZ-MANIA (55%) Iss 24
A load of old tat. It's virtually identical to Edd The Duck, but not as good.
TECMO BOWL (62%) Iss 22
Good-looking American footy sim which is too haphazard to be fab.
TENNIS (90%) Iss 1
Superb control and perfect graphics. You'll never pick up a racquet again!
T2: THE ARCADE GAME (71%) Iss 13
If you can ignore the sameyness, you'll love the action-packed mayhem here.
TERMINATOR 2 (80%) Iss 3
A neat game with spiffy graphics and all the best bits from the film.
TESSERAE (80%) Iss 24
Fiendish Othello-style puzzler. Three levels and nine different boards.
TETRIS 2 (92%) Iss 30
The best version yet. Buy it!
TINY TOONS (89%) Iss 9
A very playable platformer with some of the cutest graphics ever.
TINY TOONS 2 (86%) Iss 26
The early stages are naff, but the later ones more than make up for 'em.
TIP OFF (78%) Iss 13
This is an unoriginal basketball sim, but it does the job.
TITUS THE FOX (71%) Iss 16
An average platformer, but the two-player link-up option is nice.
TOM AND JERRY (65%) Iss 24



Tragic waste of a licence. Tom and Jerry actually co-operate!
TOP GUN (60%) Iss 15
Easy to learn, with loads of missions. Poor air combat, though.
TOTAL CARNAGE (61%) Iss 24
Even more disappointing than the Super NES conversion.
TOP RANKING TENNIS (92%) Iss 21
Not as jolly as GB Tennis, but it has the edge in terms of gameplay.
TRACK AND FIELD (64%) Iss 20
Decent version of the classic athletics sim, but only for button-bashing fans.
TRACK MEET (64%) Iss 9
Well-designed athletics sim which has nothing new to offer, but is still fun.
TRAX (32%) Iss 10
A dire, little blaster with almost no action. Sad.
TUMBLEPOP (30%) Iss 20
Dull platformer with a dodgy storyline. Get Rodland instead.
TURN AND BURN (80%) Iss 15
A feature-packed, realistic flight sim with clean and detailed graphics.
TURRICAN (79%) Iss 5
Massive and very challenging blaster. Almost as slick as the NES version.
TURTLES: FALL OF THE FOOT



CLAN (91%) Iss 1
Great beat-'em-up, especially if you're a Turtles fan.
TURTLES 2 (84%) Iss 6
A fine sequel to the first game, with more variety and a tougher mission.
TURTLES 3 (78%) Iss 25
Smart scrolling beat-'em-up. Big and bee-yoo-tiful.
ULTIMA (84%) Iss 12
It's a bit too easy to die, but this is a huge RPG which you'll want to finish.
WARIO LAND (92%) Iss 28
Super Mario Land 3, just as good as the rest of the series. A smashing game.
WAVE RACE (70%) Iss 16
Not the best racer ever, but the addition of water makes it interesting.
WINTER OLYMPICS (45%) Iss 28
Seven dodgy games add up to one very dodgy game. A real snow-hoper...
WORDTRIS (44%) Iss 16
A wordy, but poor imitation of Tetris. A bit dull.
WORLD CIRCUIT SERIES (75%) Iss 9
A good, playable racing sim. The F1 tracks are fiendishly hard.
WORLD CUP STRIKER (87%) Iss 30
Exciting matches with plenty of goals, but it's a tad too fast.
WWF SUPERSTARS (49%) Iss 4
Beautiful graphics and heaps of neat moves, but it's far too easy.
WWF SUPERSTARS II (44%) Iss 11
This has nothing new and is ridiculously uncontrollable.
XENON 2 (69%) Iss 13
A polished conversion of a classic shooter. It's looking dated now, though.
YOSHI'S COOKIE (73%) Iss 23
Quite fun to play for an hour or so, but it's just another puzzle game.
ZELDA IV (97%) Iss 23
If you don't own a Game Boy, this is the game to buy it for!
ZEN: INTERGALACTIC NINJA (63%) Iss 19 A horizontally-scrolling beat 'em up with nice graphics and okayish sounds.Ho hum.
ZOOL (60%) Iss 24
Lame Amiga-esque platformer which is simply not good enough for Nintendo.

T WANTED



ANIMANIACS (82%) Issue 42

Maybe not an earth-shattering score, but a superb game is simply let down by its size. Konami have captured the slap-stick cartoons brilliantly and together with a cutesy soundtrack and very responsive gameplay, this is the best Game Boy release in months.

TOTAL! SOLUTIONS

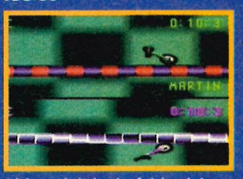
We spoil all your favourite games by tipping them right up!

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
Cannon Fodder	SNES	39
Castlevania II	NES	10
Cybernator	SNES	22
Defender Of The Crown	NES	4
Digger T Rock	NES	6-7
Dizzy	NES	19&22
Donkey Kong Country	SNES	38
Dragon's Lair	NES	10
Dr Franken	GB	15
Duck Tails	GB	7
Earthworm Jim	SNES	37
Faxanadu	NES	17
Flashback	SNES	27-28
Fortified Zone	GB	5
Gargoyle's Quest	GB	13-14
Hebereke's Popoon	SNES	39
Little Nemo	NES	11-12
Maniac Mansion	NES	4&7
Mega Man III	NES	22
Mickey Mania	SNES	37-8
Mortal Kombat	SNES	21
Mystic Quest	GB	30-31
NBA Jam TE	SNES	41
Prince Of Persia	GB	10-12
Probotector	GB	16
Probotector	NES	16
Probotector II	NES	20
Putty Squad	SNES	42-43
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
Star Wars	NES	6-9
Star Wing	SNES	19
Street Fighter II Turbo	SNES	21
Street Racer	SNES	37
Stunt Race FX	SNES	35
Super Mario Bros	NES	23
Super Mario Bros	SNES	23
Super Mario Bros 2	NES	4-5,24
Super Mario Bros 3	NES	2-3
Super Mario Bros 3	SNES	25
Super Mario:The Lost Levels	SNES	26
Super Mario Land	GB	1-2
Super Mario Land 2	GB	17
Super Mario World	SNES	7-12
Super Metroid	SNES	31-3
Super Smash TV	SNES	13
Super Probotector	SNES	16
Super Punch Out	SNES	39-40
Super Star Wars	SNES	20
Super Street Fighter II	SNES	34
Teenage Mutant Hero Turtles	NES	1-2
Terminator 2	GB	6
Theme Park	SNES	43
Unirally	SNES	40-41
Wolfenstein	GB	30-31
Zelda	SNES	14-17
Zelda II	NES	9
Zelda IV	GB	24-29

Turn to page 61 to order all the back issues you'll ever need!

And there's more. As if there wouldn't be. Tsk!

UNIRALLY (90%)
ISS 39



Although it looks fairly plain, this is one of the most original, gripping and addictive games forages. This massive cart also happens to be among the fastest racers ever on the SNES. Top fun for speed-freaks.

SYNDICATE (88%)
ISS 37
Another top-down shooter, and one with over 50 missions. Flawed, due to the frustrating fiddly bits, but still a fabulous idea. Great fun, and for a better idea of how it looks, check out our great tippage this month.

FIREMEN (87%)



ISS 40
An innovative top-down squirt-'em-up, which is tough but great fun to play. Not really big enough, but worth considering for the clear sprites, frightening fire and neat touches.

HAGANE (86%)



ISS 42
Another platform shooter, but a great big Japanese-flavoured one. Gut-wrenchingly good gameplay, lots of action, wrapped around a slightly dated concept. On balance. bloody brill.

ILLUSION OF TIME (86%)
ISS 42
An enormous and very entertaining RPG. It's not the best but then what is? Ah yes, it's *Zelda*, isn't it?

FEVER PITCH (85%)



ISS 42
It might lack the realism of International *Superstar Soccer*, but as an alternative it's fast, furious footy, full of fouls. And it's fun. And blow me if you can't win a copy on page 81.

Reader Ads

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

Sales

● Yo! SNES for sale plus four games. As good as new. Ring for details £120 ono. Ask for Stu.
Tel: (01276) 22598

● SNES with over 20 games, two joypads and extras. Games include *Mortal Kombat II, NBA Jam, Stunt Race FX* and *FIFA Soccer* – £250. Will sell separately.
Tel: (01458) 832977

● For sale: eight Game Boy games – *Dynablaster, Bart Simpson, World Cup, Humans, Double Dragon, Super Hunchback, Mario 2, Gremlins 2* – £15 each ono. Ask for Glenn after 5pm.
Tel: (01634) 867112

● For sale: SNES games. *Mortal Kombat* with box and instructions – £26. *Mario All Stars* with instructions, free tips video but no box – £26. Call Sean before 9pm.
Tel: (01222) 842455

● SNES Scope Gun with six games, excellent condition, boxed with batteries etc only £35!
Tel: (01442) 244426

● SNES, two joypads, *Donkey Kong Country, Mortal Kombat, Tiny Toons, BBL, Wretlemania, Sim City, Wing Commander, Wing Commander II* – bargin £150.
Tel: (01403) 272122

● SNES games for sale: *Street Fighter II* – £15, *Super Mario World* – £15; cart only, *F-Zero* – £15, *Super-R-Type* – £15. All games are boxed with instructions, unless stated otherwise. All games are UK versions and are in top condition. Will sell the lot for £50. Will buy/swap any game for *Starwing*, a Multitap or a joystick. Also wanted: NES games – will pay £5 per title, max. Also for sale: every issue of TOTAL!, *Super Play, Mean Machines, C&VG* and *NMS* – offers. Issue 1 of TOTAL! £30 plus any one of the games that I have for sale, FREE! What a bargain!
Tel: (0181) 883 6259

● Free Game Boy magazines and cheat book when you buy a NES with 15 games, zapper, joystick, 2 joypads and a Game Boy with 5 games. Ask for list – worth £650, sell for £450 ono. Ring Sarah after 4pm. It must go.
Tel: (0181) 673 1856

● NES with six games, two controllers, boxed with instructions as new – £65. Ask for Edd.
Tel: (01788) 510392

● Game Gear, adaptor, Game Genie and nine games (*Sonic 1* and *2*, *Marble Madness, Ecco, Lion King, Solitaire, Poker Columns, Space Invaders, Phychic World* £180.
Tel: (01222) 791211

● NES – four controllers, one Game Genie, one carrying suitcase, five carry boxes and 45 games. Sell for £200 ono. Phone Michael.
Tel: (01236) 421469

● Check this! *SFII Turbo* £20! *Mario All Stars* £20, *Zelda 3* £15! Will sell or swap *SFII Turbo* for *DK'94* (GB)! Ask for Marc.
Tel: (05047) 65246

● UK SNES for £50, US SNES games, Secret Of Mana, Mega Man X, Star Wars, Empire Strikes Back, Cybernator, Legends Of The Ring. £15-20 each.
Tel: (0181) 384 8690

● Game Boy for sale; three games, mains adaptor all boxed, vgc, also SNES games: *Zelda 3, Paradius, Zombies, Wing Commander, Sim City, SMB All Stars*, £20 each, £80 for Game Boy etc.
Tel: (01296) 714100

● For Sale. NES with two control pads, five games, zapper, joystick and adaptor. Still boxed. All this for only £50.
Tel: (01284) 728909

● For Sale – TOTAL! mags issues 6,10,12 and 14 to 35, 75p each. £16 the lot, plus posters, tactics book, Future Games Mag and *SSFII* Sticker Album, £6 the lot.
Tel: (0161) 480 0537

● *SSFII* for sale, £15. Local area only (Edinburgh).
Tel: (0131) 557 3707

SNES Games – *Super Air Driver, Stint Race FX, Striker, Zombies, Smash TV, Super Wrestle Mania*, £30 each or all for £120.
Tel: (01532) 661407

● Every Issue of TOTAL! magazine, plus Xmas Special. All in very good condition £85 the lot.
Tel: (0161) 766 1613

● SNES Games, *Krusty's Fun House, Pop'n'Twinbee, Pushover* £15 each. *Mega Man X and Sensible Soccer* £25 each. *Super Mario All Stars* £18. *Street Fighter II* (USA) and *Thunderspirits* (Jap) £12 each. *Protector (Contra III)* USA £15.

● Full set Teenage Turtle Cards, Hulkster, Macho Man Wrestler's and complete solutions to Game Boy games for just five pounds each! *SFII* CD for £2. Ask for Joe.
Tel: (0181) 898 9679

● SNES games for sale: *Illusion of Gaia* (US) £35, *Equinox* (UK) £20, *Striker* (UK) £25, *Madden '93* (UK) £15, all sent recorded delivery.
Tel: (01702) 344422

● Magazines for sale:- *CVG* Issues 144,150, *The Best of Mean Machines Vol 1*, and *Mega* March and December '93. Open to offers. Also FREE *MKII* Exclusive Review Guide. Not bad!
Tel: (0171) 251 4196

● *FIFA Soccer* for sale (UK SNES) £15 with box and instructions, brand new also Pro-Action Replay wanted for £5. Call Bob now!
Tel: (0181) 530 7232

● SNES games for sale! £15-£20 for one, includes *NBA Jam, Jurassic Park* etc. Call Mat for details.
Tel: (01939) 260 126

● Wrestling mags and programmes for sale. Mags from Aug '91 (£4), Nov and Dec '91 (£3), April '92 – Nov '93 (all £2.20). Ask for Guy.
Tel: (0181) 660 2860

● For Sale – *Zelda 3, Star Wars, Super Smash TV* £20 each, *F-Zero* – £10. (All games are for UK SNES) Phone evenings and weekends only, ask for Michael.
Tel: (01483) 755434

● Game gear and mains adaptor including four games (three MS and one GG) including *RoboCop vs Terminator* and *Asterix*. Sell for £120 or swap for a Mega Drive.
Tel: (01708) 229992

● SNES, five controllers, seven games (all 90%+), inc. *MKII, FIFA and NBA Jam* (all UK), universal converter, etc worth approx £480, sell for £290!
Tel: (01707) 872500

● Mega Drive for sale with 17 top games including *Street Fighter II Turbo, FIFA Soccer, Ecco, Mortal Kombat, Streets Of Rage 1* and *2* and many others. Call after 5.30pm. I also have five joypads SG Pro Pad and SG Pro Pad 2, Arcade Power Stick and two normal Sega joypads. The whole lot for an amazing £200. Ask if you want magazines.
Contact: Nicky Spence, Sinegar House, Church Hill, Bisely GL6 7AB

● NES for Sale! with two games: including *Battle Toads vs DD, Probotector, MB3*. Also two joypads, light gun. Worth £400 but will sell for £150. Ask for Seb (must live in London area).
Tel: (0181) 244 4119

● SNES games: *Street Fighter II Turbo, Zelda 3, Mortal Kombat, Starwing* and *Flashback* (all boxed) all for £30. Ask for Richard.
Tel: (01246) 823137

● SNES games – *Nigel Mansell, Super Smash TV* boxed and as new – £15 each.
Tel: (0181) 556 5131

● Game Boy plus 12 games, Magnalight, Game Genie, two player adaptor and carry case. Worth £400, will sell for £100.
Tel: (0121) 707 8411

● UK SNES and four games including *Street Fighter 2, Mario All Stars* and *Street Fighter 2 Turbo*. Plus Game Boy and four games including *Zelda 4* and *Sensible Soccer*. Plus!!! Issues 1-17 of TOTAL. All for £180!!! Ask for Craig.
Tel: (01475) 892144

● SNES, *Mortal Kombat II*, program pad, Game Boy and two games £60. Also *Shockwave* and *Mega Race* ***(300)*** **£30.**
Write to: A Dhillon, 6, Branoville Road, West Drayton, Middlesex UB7 9DA.

● SNES Scope for £25 in good condition with six games on one cart (unboxed).
Tel: (01753) 710822

● Games for sale! *Mystic Quest* £20, *Mario's Time Machine* £15, *Jurassic Park* £18, *Paperboy 2* £10 (SNES), *Kirby's Pinball* £12 (Game Boy) – all boxed with instructions.
Tel: (01245) 263728

● Atari ST 1 Meg Diskdrive, mouse, joystick and over 30 games worth over £600- £180 ono. Ask for Paul.
Tel: (0151) 476 1049

● Game Boy, eight games and case. Games include *Zelda, Wardo, Alien 3* and *R-Type*, all in vgc. Worth £245, sell for £150.
Tel: (01361) 386008

● SNES games: *Street Fighter II* £10, *Mario World* £10, *Tiny Toons* £15, *FIFA Soccer* £20.
Tel: (0121) 373 0662

Swaps

● I've got *Jurassic Park, Addams Family* and *Clayfighter* all boxed with instruction booklets. Any games considered! Ask for Andrew.
Tel: (01442) 244426

● I will swap *Aladdin* (SNES) boxed with instructions for *Jungle Book, Lion King* or *Mickey Mania* (SNES).
Tel: (0181) 571 1417

● For Game Boy: *Mega Man* or *Mario 1* for *Spiderman 2* or *3*, or *Battletoads 1* or *2*. Phone Mark.

Tel: (01207) 521245
● I will swap my *NBA Jam, Aladdin, Cool Spot, Buster Busts Loose, Mario All Stars, Scavenger Hunt* for any doof game. Ask for Bill, phone after 6pm.
Tel: (0181) 343 4415
● SNES: I will swap my *Ramna 1/2* or my *Super Tennis* for your *Bomberman 1* or *2*. Also, I will swap either of the games and Multitap, for *Mario Paint* and mouse and mouse pad. Ask for James.
Tel: (01795) 843572
● SNES games to swap. My *Tiny Toons* or my *Clayfighter* for *Zelda 3, Lethal Enforcers* or *Flashback*. Ask for Matthew.
Tel: (01379) 854229
● Will swap *Battletoads BM* for *Battletoads, Double Dragon* or *Super Star Wars* or *Mario Kart*.
Tel: (01442) 244426
● I will swap *Stunt Race FX* for *Super Bomberman, DKC, NBA Jam* or £35. Phone Nick after 5.30.
Tel: (01457) 873347
● I will swap *Stunt Race FX* for any of *Mortal Kombat II, Clayfighters, Turtles Tournament Fighter, Micro Machines* or *Super Street Fighter II*.
Tel: (01869) 245292
● SNES SWAP. *Stunt Racer FX* boxed with instructions for *Super Bomberman 2* with instructions. Ask for John.
Tel: (0191) 4169457
● SNES, NES and Game Boy for swap. All games considered. Ask for Marc.
Tel: (05047) 65246
● *Zelda 3* (SNES) for swap. All games considered. Will swap for *DK '94* (GB). Ask for Marc.
Tel: (05047) 65246
● SNES *Bart's Nightmare, Batman Returns* and *Bulls vs Blazers* (all UK) will swap for either *Sunset Rider, Double Dragon, Wolfenstein* or *Final Fight 2*.
Tel: (01734) 787372
● *Pilot Wings, SFII Turbo* or *Exhaust Heat* for *Wolfenstein*. Ask for Josh.
Tel: (01291) 623560
● *Tetris* (GB) for *Faceball 2000* or *Burger Time Deluxe*. Phone after 3.30 pm. Ask for Alex.
Tel: Aldershot 316468
● *Bart vs The Juggernauts* for *Tiny Toons 2* or *Cool Spot* for Game Boy.
Tel: (01224) 869802
● Hello fellow cheesecakes. It is I the Potato King and I ask you to swap my *WWF Wrestlemania* (81%) for your *Dragon-Ball-Z No 3*.
Tel: (0171) 289 0210
● SNES Swap – *FIFA Soccer, Super James Pond* or *SFII Turbo* for *NBA Jam, Sensible Soccer, Super Bomberman*. Ask for Ben.
Tel: (01245) 320510

Wanted

● Wanted – *Mystic Quest* and *Battle of Olympus* for the Game Boy. Good price paid or swap.
Tel: (01296) 393220
● Wanted – *Turtles 2* for NES. Call me now on...
Tel: (01278) 459385
● Wanted – GB *Chessmaster*. Will pay £10. Phone Craig after 6pm.
Tel: (01294) 468232
● Wanted.– *SF II* Box only. Price paid according to condition of box.
Tel: (01203) 302 043
● Box/packaging for *Super Mario All Stars* (UK). Will pay £5 for vgc.
Write to: K Bissix, 44, Lavers Close, Kingswood, Bristol BS15 2ZG.
● Wanted – Issues 1-27 of TOTAL! in good condition. Will purchase as complete set or individually. Call Andrew between 6-8pm.
Tel: (01908) 643421
● Issue 27 of TOTAL! wanted. Will pay £3 as long as it's in vgc.
Write to: K Bissix, 44, Lavers Close, Kingswood, Bristol BS15 2ZG.

Pen-Pals

● Hi! I'm a 14-year-old boy and would like to write to pen-pals m/f aged 13/16. I like sci-fi. 100% replies UK and overseas.
Write to: Oliver Smith, 34 St Saviours St, Leominster-on-Sea, East Sussex TN38 0AP.
● Calling all females! We would like two 12-13 year old girls to write to us. Please!!
Write to: Nick Brunning, 20, Warlex Ave, Dagenham, Essex RM8 1JS.
● Hi! Carl here. I'm 16 and want female pen-pals aged 15+. I like most music and almost anything else – please send a photo – reply guaranteed.
Write to: Carl Barratt, Lauren House, 7 Kirby Road, Blackpool, Lancashire FY1 6EB.
● Hi! I'm 14 years old and looking for m/f aged 12-15 to write to. Please send a recent photo.
Write to: Andy Gribben, 301 Cully Backey Rd, Ballymena, Co Antrim, N Ireland BT43 5JN.
● Hi! I'm looking for a pen pal m/f, any age, who is preferably interested in phonecards, TOTAL!, NES and Super NES. Photo please.
Write to: Wayne Page, 8b Peabody Estate, Farringdon Road, London EC1R 3BA.
● Hi! I'm Rhodri and I'm 13 years old and looking for a male or female pen pal of about 13-14 years old. Must like SNES and GB. Photo if possible.
Write to: Rhodri Jones, 9 Pentrebach Road, Glyntaf Pontyprid, Mid Glamorgan, South Wales CF37 4BW.
● Hi! My name is Ken and I would like a female pen-pal aged 13-18. I have various interests but especially love computers. Write soon.
Write to: Ken Shek, 2 Deane Hill, Chepstow, Gwent NP6 5AT.
● Yo! I'm looking for a cool pen-pal. Male between 8 and 18.
Write to: John Townes, Allendale, Blanford Road, Sturminster Marshall, Wimborne, Dorset BH21 4AG.
● Hi! This is Scott and I'm 17 years old and I'm looking for a female pen friend aged 16 plus. I like music and going to clubs. Please enclose a photo.
Write to: Scott Barrett, 8, Plevna House, Fore Street, Edmonton N9 0QG.
● Hi! My name is Matthew and I am looking for female pen-pals 14-20 years old that like SNES.
Write to: Matthew Beasley, 18, Bedford Lane, Sunningdale, Berks SL5 0NN.
● Hi, I am an eleven-year-old boy looking for pen-pal(s) male or female aged 10 plus. Has to like having a good time, GBs and any other computer. Will try to reply to all, so get writing.
Write to: Jonathan Williams, 4 Barrow Rd, Cheddar BS27 3AY.
● My friend's name is Harry. He's really hard and he's looking for a female pen-pal aged 18 who likes wine and agriculture. Photograph essential.
Write to: Chris Sheldick, South Lawn College, Windsor, Berks SL4 6ES.

Messages

● Screamer, this is a con! I challenge you to supercharge down at mad Harry's. Stay green – stay clean. Doot!
Tel: (0117) 863991
● Well, we work all day and we don't know why. Well, there's just one thing money can't buy, when your body's been starved feed your appitite. When you work all day, you've gotta uh! All night uh! Uh! Uh! Uh! Uh! (Kiss crazy Mark.)
● Jason here... Don't worry, Blitz. Screamer, NGM and Killa... KFM camp will go ahead! And, um, as the door shut – blown sky high!
● Hello to the guys and gals of the Jennie Ice Centre: Kris, Daniel, Matthew, Simon, Jon. Roy, Sharon and if I forgot you – sorry! Your pal Stephanie.
● I'd like to say goodbye and good riddance to Chico Barros, 'Gingernut' and the rest of the crew down at SRO in Roehampton. You're all a bunch of nutters!!! Wayne Page.
● Members wanted for games club. many members to swap games with and many SNES, NES and Game Boy games available.
Contact: R Borrowdale, 26 Brickgarth, Easington Lane, Houghton-Le-Spring, Tyne and Wear DHS 0LA.
● Hello Barth, just to say you're a Milford! From Dean C and Richard.
● Matt Dallas, artist for TFCG2 is totally cule! Transmasters is briliant! From Iacon, George Morgan. Oh... and Martin McVey... you're cool too!

Reader ads! Just £1 for a normal ad! £5 for a boxed ad! Normal ads are free to TOTAL! subscribers

To place an ad, write what you want to say in BLOCK CAPITALS on the right of the coupon. Remember to include your telephone code, although there's no need to put your phone number in the text of the ad.

I'm a reader and I want to say...

(Don't worry, dear readers – we won't print your address – unless you're placing an ad for pen pals.)

Name .....
Address .....
.....
.....
Postcode .....
Tel .....
Parental signature
(Get your parent to sign if you're under 16)
.....

Tick if you're a subscriber ☐
Tick if you want a boxed ad ☐
Write your message in here
Remember to use BLOCK CAPITALS
.....
.....
.....
.....
.....
.....

Classification
.....

Send your ad to: Reader Ads, TOTAL!, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. You can pay by cheque or Postal Order, made payable to Future Publishing – *please do not send cash!* Don't forget to say which classification you want your ad to appear in (Sales, Wanted, Swaps, Fanzines, Pen Pals and Messages) *No trade ads.*

BRITAIN'S BIGGEST-SELLING SUPER NINTENDO MAGAZINE!

Super PLAY

SUPER PLAY ON SALE NOW!



SECRET OF MANA 2

Discover the magic of mana in *Super Play*. Does bigger really mean better?

PLUS

Killer Instinct
Doom
Donkey Kong Country 2
Mortal Kombat 3

FIRST PICS OF *THE* BIG RELEASES OF THE YEAR



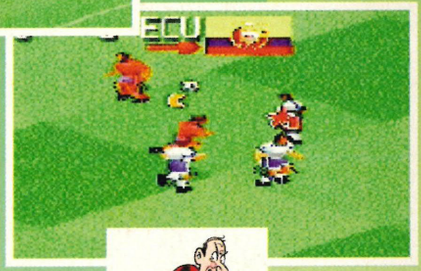
Win Fever Pitch Goodies

























As you've probably seen, in-store challenges have been taking place in HMV stores all over the country, courtesy of US Gold and TOTAL!. The semi-finals and finals will now take place on Saturday July 1 at HMV's Level One. And don't worry if you're not one of the lucky winners because you can still pick up give-aways at the big event as well as winning *Fever Pitch* goodies right here and now.

Fever Pitch is the big, hard, new footy sim reviewed in TOTAL! last month and available to buy later this month. We have 30 T-shirts to give away (10 'have you got the balls', 10 'parlez-vous kung fu' and 10 'US Gold logo on T-shirts') and all you have to do is tell us which Manchester United player was banned for kicking a spectator earlier this year. It really is as simple as that. Send your answers to A Good Kicking, TOTAL!, 30 Monmouth Street, Bath, Avon BA1 2BW.

EDITOR
Rob Pegley
DEPUTY EDITOR
Deborah Cook
ART EDITOR
Jon Billington
STAFF WRITER
Sean Atkins

CONTRIBUTORS
Andy Dyer, Steve Fardy, Laura MacGregor, Alison Harper, Ian Cullen

ADVERTISING
AD MANAGER
Louise Wood
PRODUCT MANAGER
Tamara Ward
BUSINESS DEVELOPMENT
Graham Clarke
SALES EXECUTIVE
Lydia Milsom

If you have any complaints about adverts in TOTAL! write to: Advertising Complaints at Future Publishing

PRODUCTION TEAM
CO-ORDINATOR
Lisa Smith
AD DESIGN
Cherry Coad
PRODUCTION CONTROLLER
Matthew Parker
PRODUCTION MANAGER
Richard Gingell
PAPER CONTROLLER
Fiona Deane
PRODUCTION ADMISTRATOR
Cathy Rowlands
LINO
Jon Moore, Simon Windsor, Chris Stocker, Jason Titley, Mark Glover, Brian Hook, Olly Gibbs,

PUBLISHER
Colin Campbell
MANAGING DIRECTOR
Greg Ingham
CHAIRMAN
Nick Alexander
CIRCULATION DIRECTOR
Sue Hartley
GROUP PRODUCTION MANAGER
Judith Green

PRINTING
William Gibbons, West Midlands

DISTRIBUTION
Future Publishing Addresses
Editorial: TOTAL!, 30 Monmouth Street, Bath, Avon BA1 2BW
Tel: (01225) 442244
Fax: (01225) 446019

SUBSCRIPTIONS
TOTAL! Subscriptions: Freepost (BS4900), Somerton, Somerset TA11 7BR

The subscription rate for 12 issues including postage is £30 in the UK, £47.95 in Eire and £62.95 for other countries.

Contributions are accepted only on the basis of full assignment of copyright to Future Publishing.

All letters submitted are assumed to be for publication unless marked otherwise. We reserve the right to edit letters for reasons of space and clarity. Nintendo, Super NES, NES and Game Boy are all trademarks of Nintendo Co Ltd. TOTAL! recognises all copyrights, and where possible we have acknowledged the copyright holder. Please contact us if we have not recognised your copyright and we will gladly correct any oversight

All material © Future Publishing, 1995

Future PUBLISHING
Your guarantee of value

TOTAL! is on-line on the internet as part of FutureNet. Accessing it is free, just point your Web browser software at: http://www.futurenet.co.uk & rpegley@futurenet.co.uk

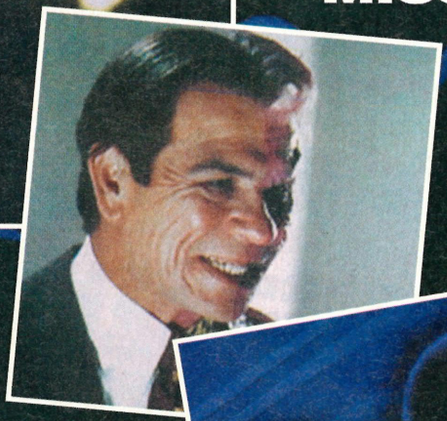
NEXT MONTH

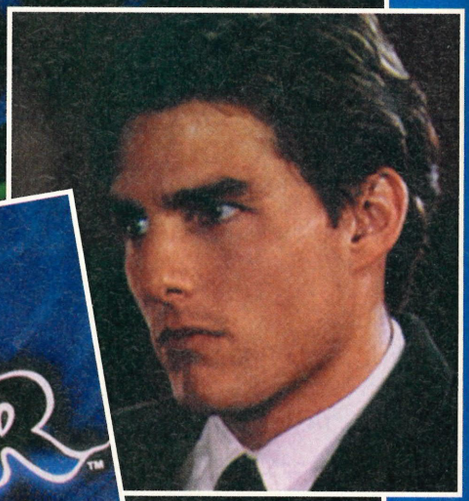
TOTAL! GOES TO THE MOVIES!

All this summer's hot movies are destined for the SNES and TOTAL! has the low-down on every single one of 'em. Find out how they were made, how they play, and whether or not they're a patch on the film – popcorn not included!

BATMAN FOREVER
THE MASK
CUT-THROAT ISLAND
CASPER
WATERWORLD
POCAHONTAS
MISSION IMPOSSIBLE





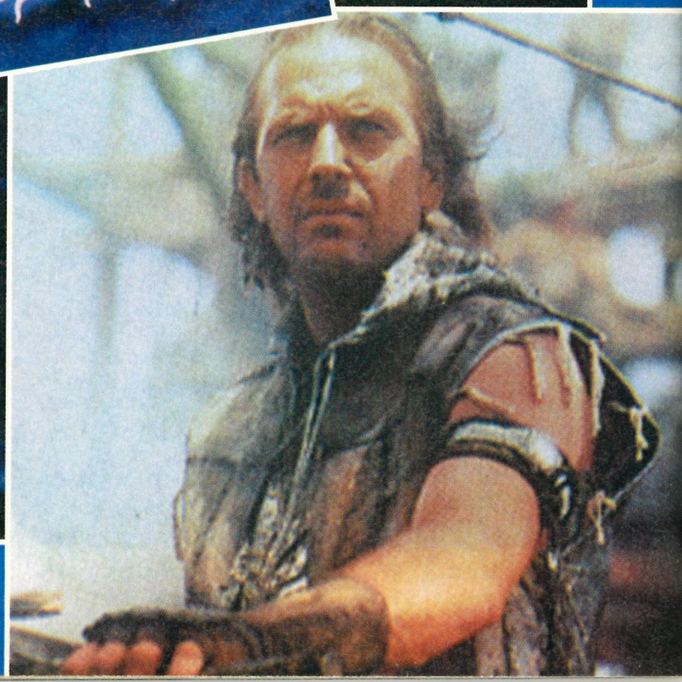


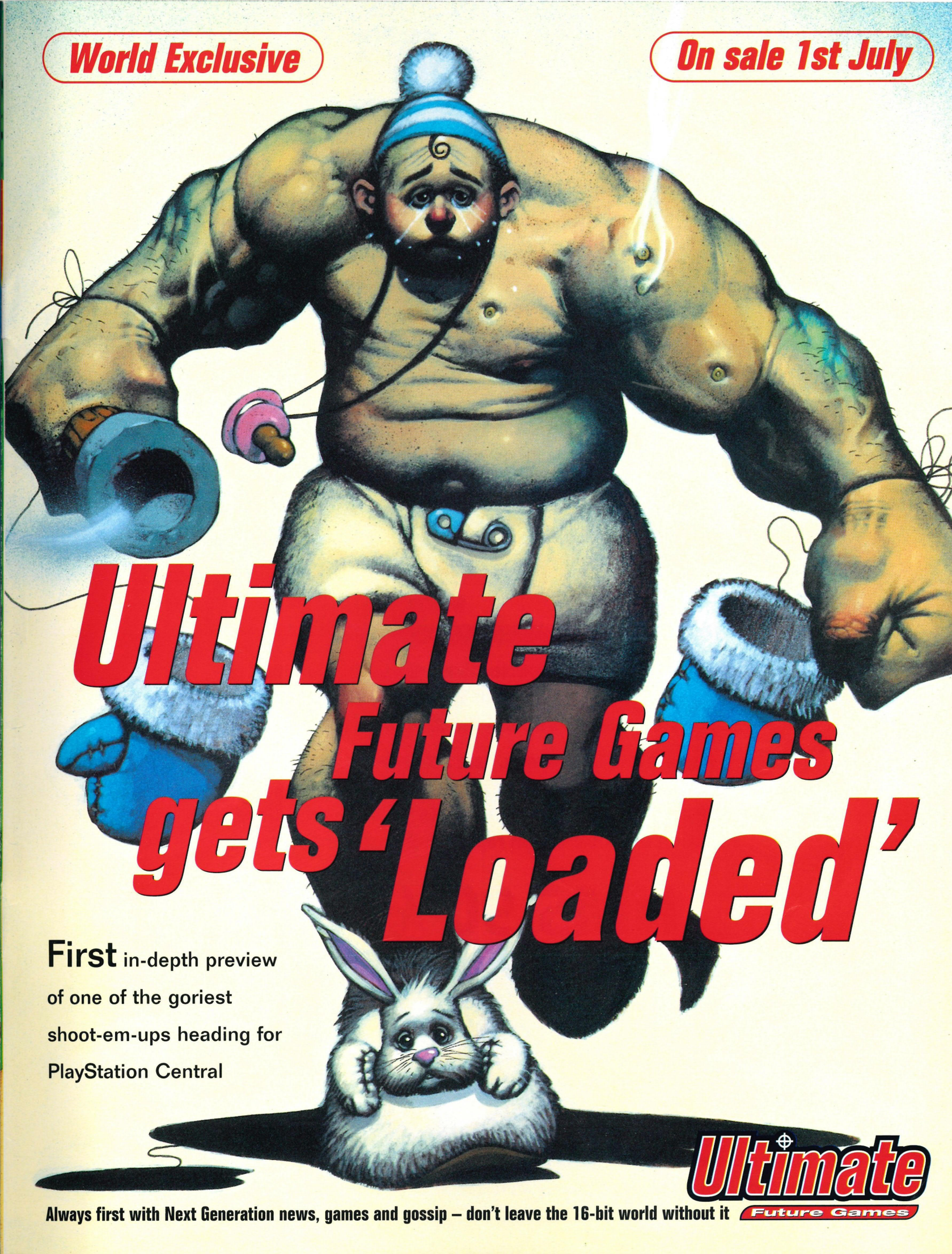


PLUS!

All the latest on the Ultra 64, Virtual Boy and those three big SNES releases: Diddy's Kong Quest, Killer Instinct and Doom. If you miss this you're clearly going nowhere in life!






World Exclusive
On sale 1st July
Ultimate
Future Games
gets 'Loaded'
First in-depth preview of one of the goriest shoot-em-ups heading for PlayStation Central
Ultimate
Future Games
Always first with Next Generation news, games and gossip – don't leave the 16-bit world without it

ARE YOU READY TO MEET THE PROS?

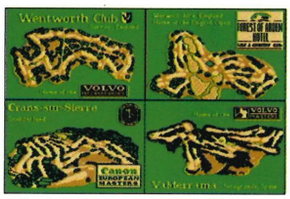


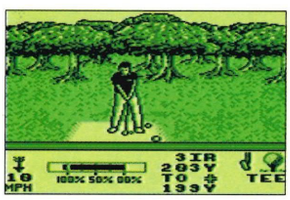
Converted from the spectacular, best selling EA SPORTS 16 bit version, PGA European Tour really tests your skills as you compete against the finest of the European pros!

Packed into this 4 meg. cart are 4 real courses and tournaments, 3 modes of play, including Tournament Play and Skins Challenge, variable weather conditions, selection of clubs, action replay and password features.

NMS 90%

SEAL OF QUALITY Nintendo MAGAZINE SYSTEM







ESPECIALLY ADAPTED FOR SUPER GAME BOY

AVAILABLE NOW!

MALIBU GAMES

Developed and published by Malibu Games under license from Electronic Arts

EA SPORTS ELECTRONIC ARTS

Malibu Games, 4 The Parade, Epsom, Surrey KT18 5DH Telephone: 01372 745222 Fax: 01372 740380

EA SPORTS and the EA SPORTS logo are trademarks of, and Electronic Arts is a registered trademark of Electronic Arts. PGA EUROPEAN TOUR and its logo are trademarks of PGA EUROPEAN TOUR. Nintendo, Game Boy, Super Game Boy and the official seal are trademarks of Nintendo Co. Ltd. Malibu Games is a division of T•HQ, Inc. © 1995 T•HQ, Inc.