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THE GORIEST SNES GAME EVER!

DOOM

DONKEY KONG LAND

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WORLD EXCLUSIVE! THE MAKING OF THE MASK

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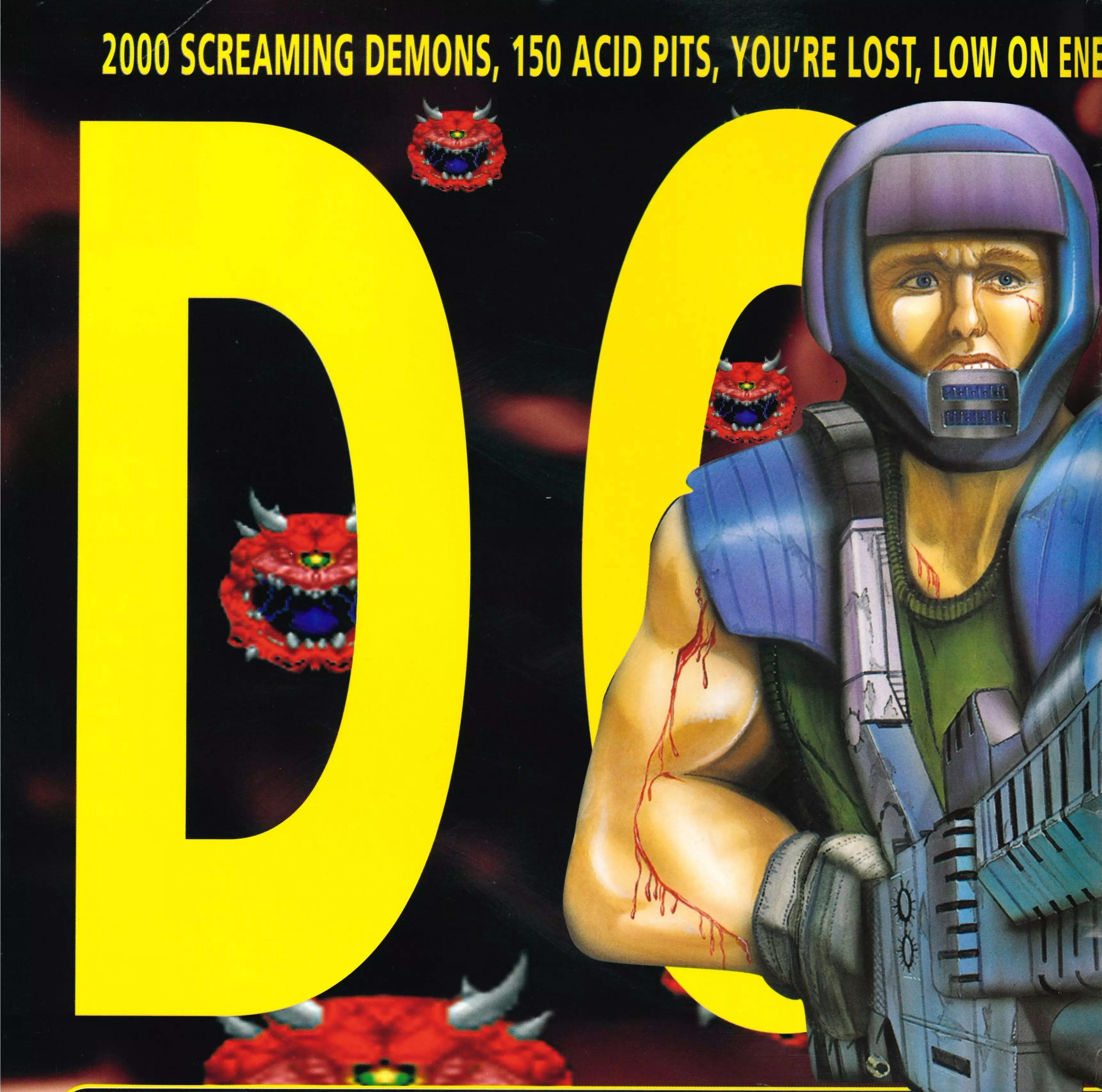
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Rob Pegley
DEPUTY EDITOR
Deborah Cook
ART EDITOR
Jon Billington
STAFF WRITER
Sean Atkins

CONTRIBUTORS
Andy Dyer, Steve Fardy, Andrew Green, Alex Pang, Daniel Rudrum, Steve Dent, Barbara Bush

ADVERTISING
AD MANAGER
Louise Woods
ACCOUNT MANAGER
Guy Bartlett
PRODUCT MANAGER
Tamara Ward
BUSINESS DEVELOPMENT
Graham Clarke
SALES EXECUTIVE
Lydia Milsom
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PRODUCTION TEAM
CO-ORDINATOR
Lisa Smith
AD DESIGN
Cherry Coad
PRODUCTION CONTROLLER
Claire Thomas
PRODUCTION MANAGER
Richard Gingell
PAPER CONTROLLER
Fiona Deane

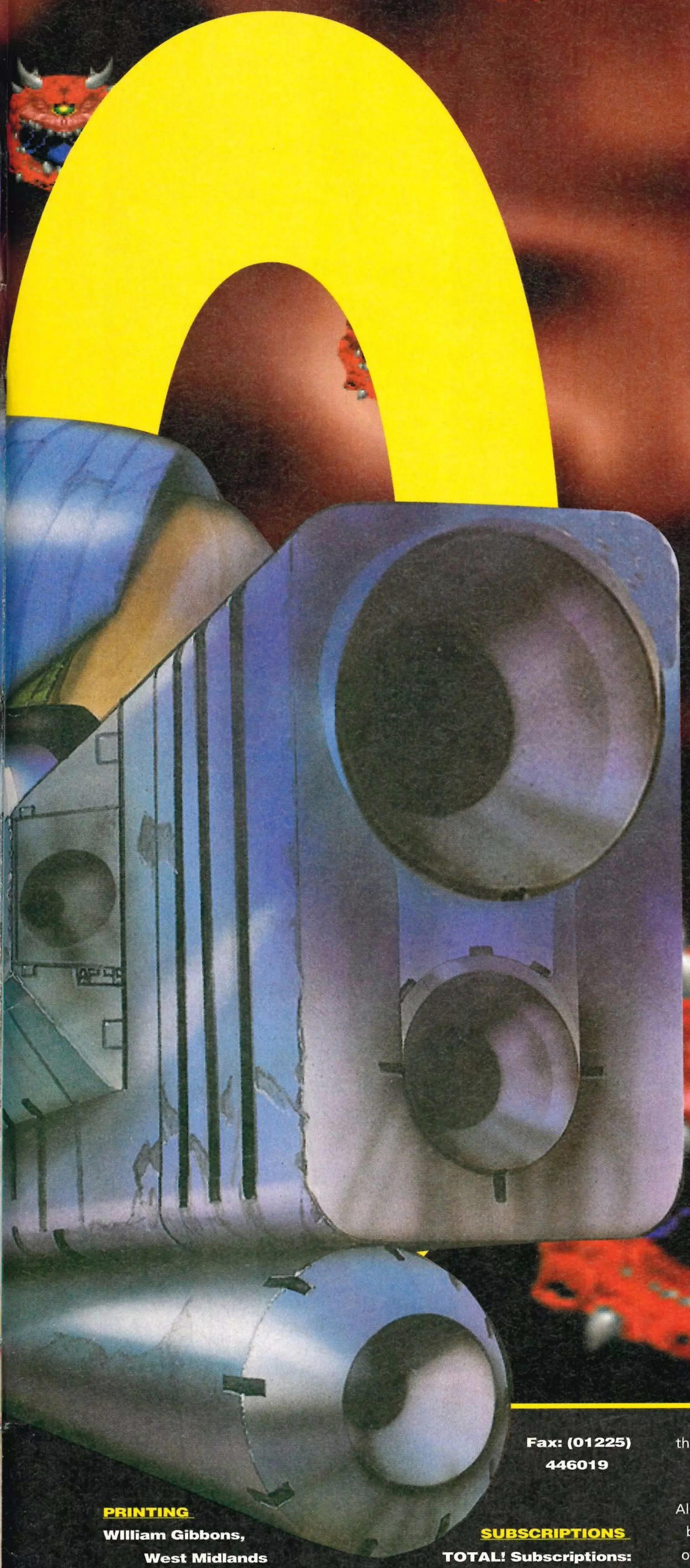
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Simon Chittenden, Simon Windsor, Chris Stocker, Jason Titley, Mark Glover, Brian Hook, Olly Gibbs,

PUBLISHER
Colin Campbell
MANAGING DIRECTOR
Greg Ingham
CHAIRMAN
Nick Alexander
CIRCULATION DIRECTOR
Sue Hartley

GROUP PRODUCTION MANAGER
Judith Green

COLOUR REPRODUCTION
Saturn Reproduction Graphics, Bath, Phoenix Reproduction, Bath

ERGY AND HAVE 6 BULLETS, MAKE THE RIGHT DECISION OR MEET YOUR



DOOM

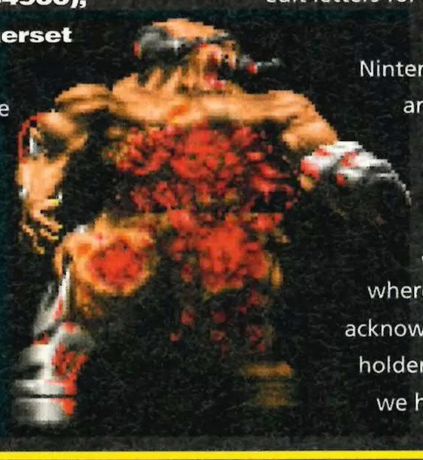
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DOOM



We feature one of the best games in the world as it closes in on the SNES.

3



WORLD EXCLUSIVE

TOTAL FOOTBALL



Page 10

TOTAL! and football – the best two things in the world, rolled into one game from Acclaim.



WORLD EXCLUSIVE

THE MAKING OF... THE MASK



A first look at how this movie smash hit is heading from screen to machine.

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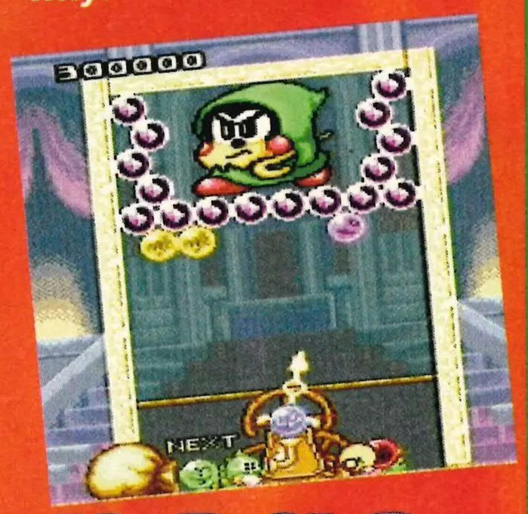
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BUST-A-MOVE

Possibly the most addictive game ever to enter the TOTAL! office. Find out why.



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SPRITES, CAMERA... ACTION!

MOVIE SPECIAL

We preview all the best films making it onto the SNES this summer, with in depth reports on *Waterworld* and *Batman Returns*.

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The mega player's guide to Mega City One.

COMPLETE SOLUTION

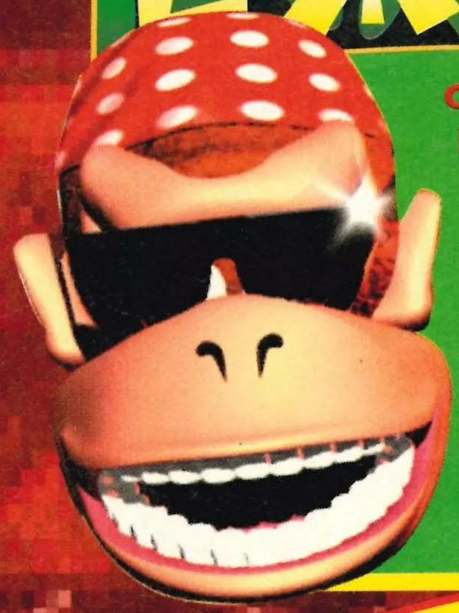
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EARTHWORM JIM

Could the world's most famous worm be set for even more glory on the Game Boy?

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DONKEY KONG LAND



Could this be the best Game Boy title ever? Check out the TOTAL! verdict.

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CASTLEVANIA – VAMPIRE'S KISS



Konami's brilliant Vampire platform adventures are set to continue. Not bad!

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TOTAL! RECALL

6 PAGE SPECIAL

MOVIES vs GAMES

A look at every movie license ever plus complete listings of everything available on the SNES.

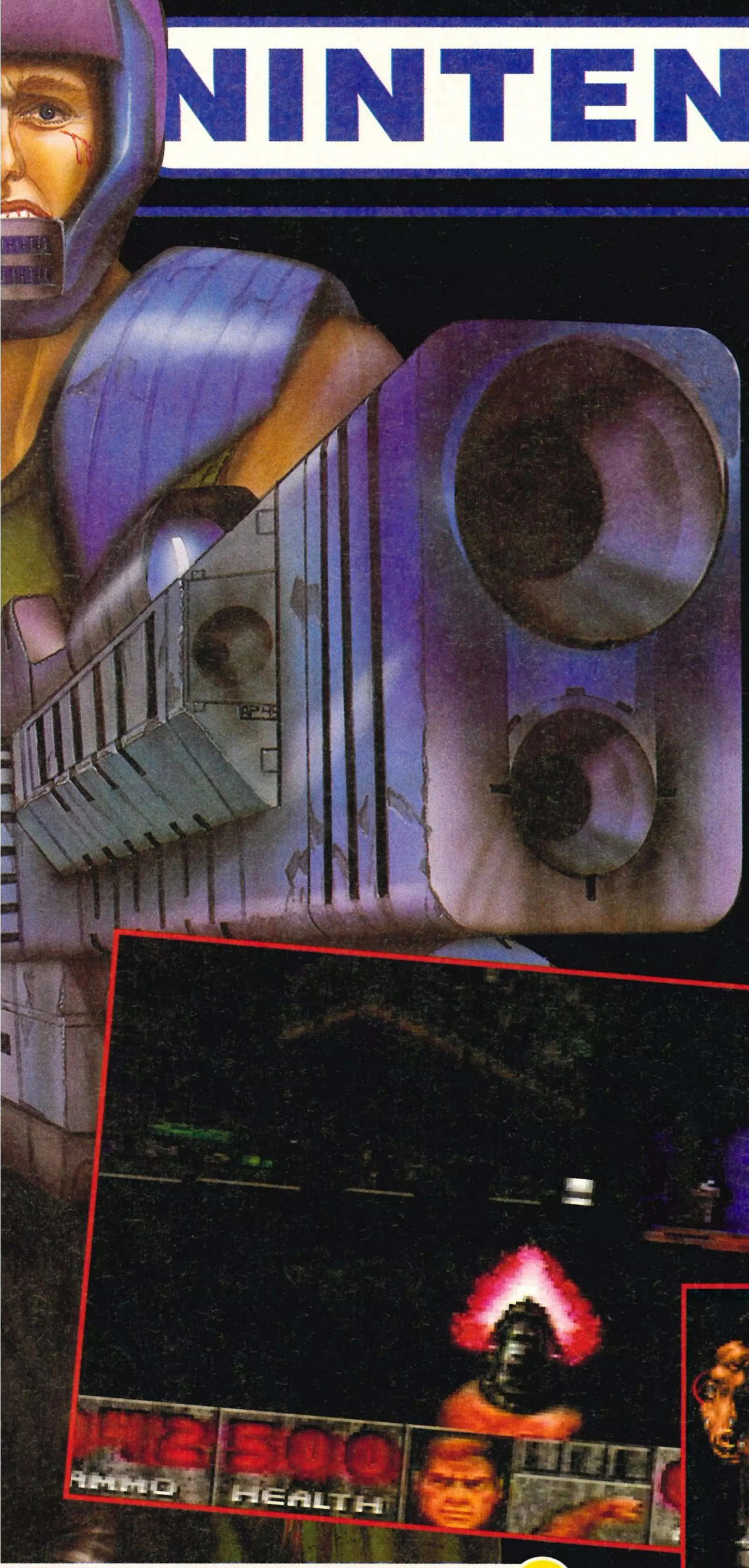
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JUDGE DREDD & DKC 2 Pull-out Poster Special

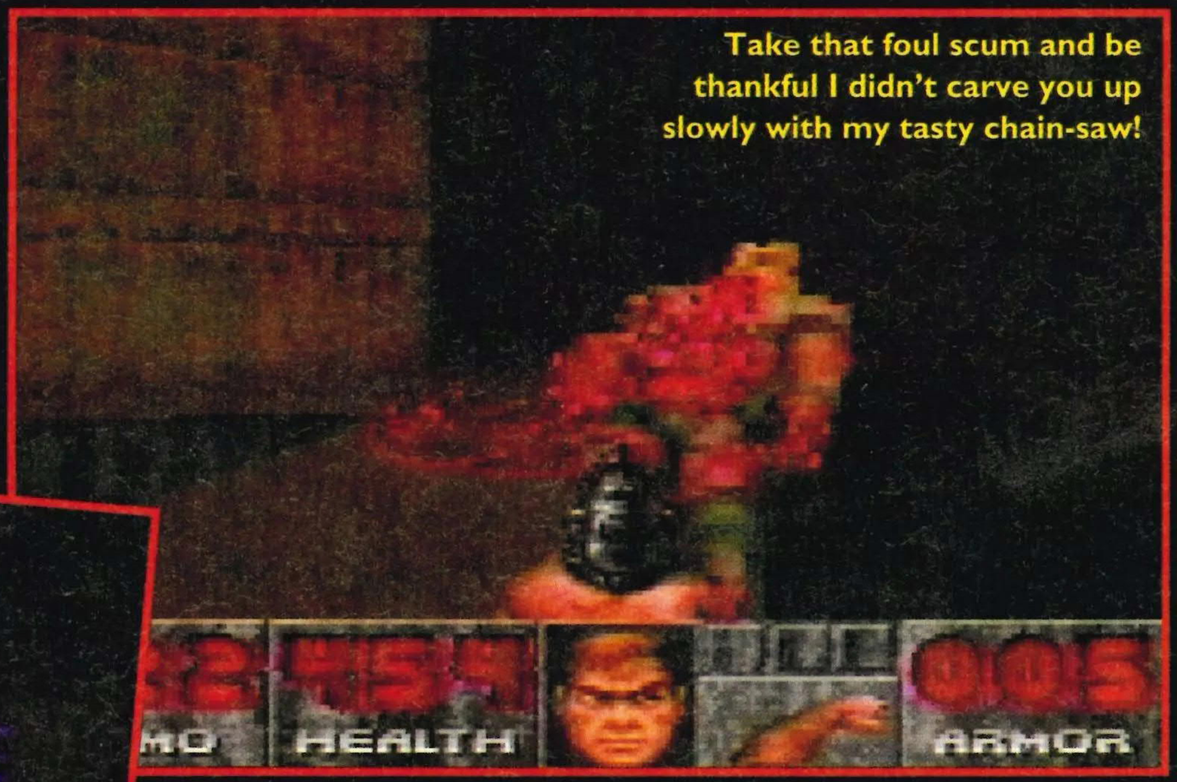
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TOTAL!

NINTENDO NEWS



DO



Take that foul scum and be thankful I didn't carve you up slowly with my tasty chain-saw!

Left: Who needs texture-mapped floors and ceilings when most of the action takes place in the dark? Eh? Answer me that?





Is this the best time to own a Nintendo since the SNES was first released, or what? There may not be hundreds of releases every month any more but that just serves to get rid of all the tat we used to review. Instead we are on the verge of some of the best games ever seen! Forget all the hoo-ha bandied around about next generation consoles. The real next generation won't arrive until next April in the form of the Nintendo Ultra 64. Until then, tuck into this little lot on the best console around...







Right: That gun just isn't practical, is it? It's like running about with six foot of scaffolding. Use you head mate!

DOOM

THE BLOODIEST SNES GAME EVER?

Last month we stunned the world by printing the first ever shots of *Doom* on the SNES. They said it couldn't be done. They said that if it was attempted it would be too slow to play. They said a lot, and they were wrong on all counts. Here are the facts...

Doom for the SNES is a direct conversion from the mega selling PC version which single-handedly changed the face of PC gaming way back in '93. Admittedly it has appeared on many systems since then including, Atari's Jaguar and Sega's ill-fated 32X add-on but only now has technology enabled a 16-bit console to tackle the job of convincing 3D graphics. That 16-bit system is, of course, the SNES courtesy of the SFX2 chip (the Mega Drive would break down and cry if you put *Doom* anywhere near it).

So what changes have been made? Surely this can't be exactly the same? Well no, it isn't exactly the same but it's pretty close. The most notable difference is in the floors and ceilings. Sculptured Software had to sacrifice all the horizontal texture mapping in order to make this game as fast and scary as its predecessors. Still we're quite happily prepared to live with that as long as the rest of the environment is still in order. And it is! Yippee! Wahoo!

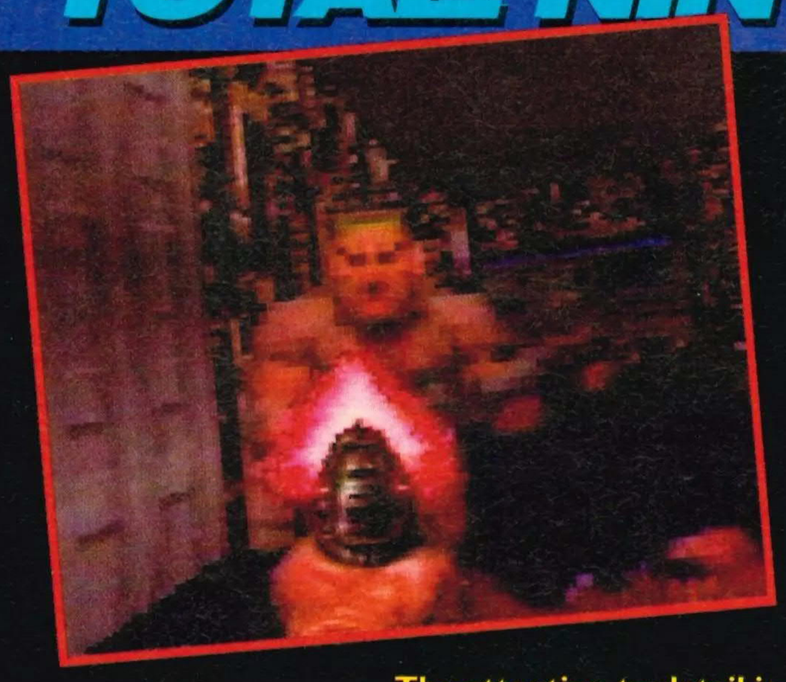
The other main difference is the number of levels. Whereas the original had 27 levels, the SNES version only has 22. On the upside however, it doesn't have those massive on-screen bricky borders that spoiled the 32X version. Instead there are much smaller black borders which don't detract from the action one iota.





Left: This cyborg type geezer is the Ultimate Demon. If you come across him either run or do what Johnny does, get out your chainsaw and fight.





The attention to detail is amazing. The screen glows red for an instant every time you fire your weapon. Phwoar!



It's too quiet! It must be a trap! I don't like it! Oh to hell with it, I'm going in! Aaarrrgghhh!

What a great sounding game, eh? And on top of this Nintendo's recent softening of their censorship policy means that this version will contain all the blood and gore that made the original so popular.

By our reckoning this will now officially be the bloodiest game ever on the SNES. The programmers even told us that the SNES version is far more playable than Sega's 32X version and you don't have to spend £150 on a silly mushroom shaped add-on. Hoorah for Nintendo and their superior technology!







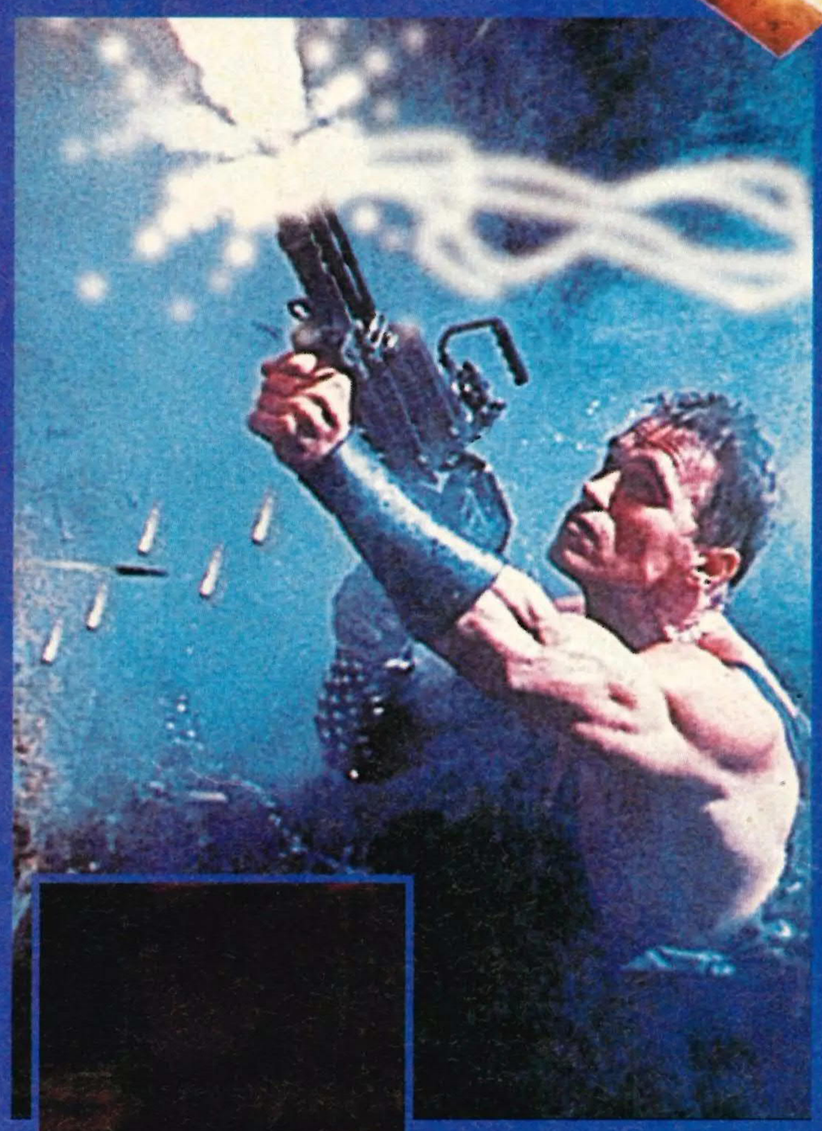
DOOM

WHAT'S THE PLOT?

Mars' two moons, Phobos and Deimos, have been experiencing some strange goings on. After recent inter-dimensional space travel testing between the two something evil has been exiting the gateways and slaughtering humans.

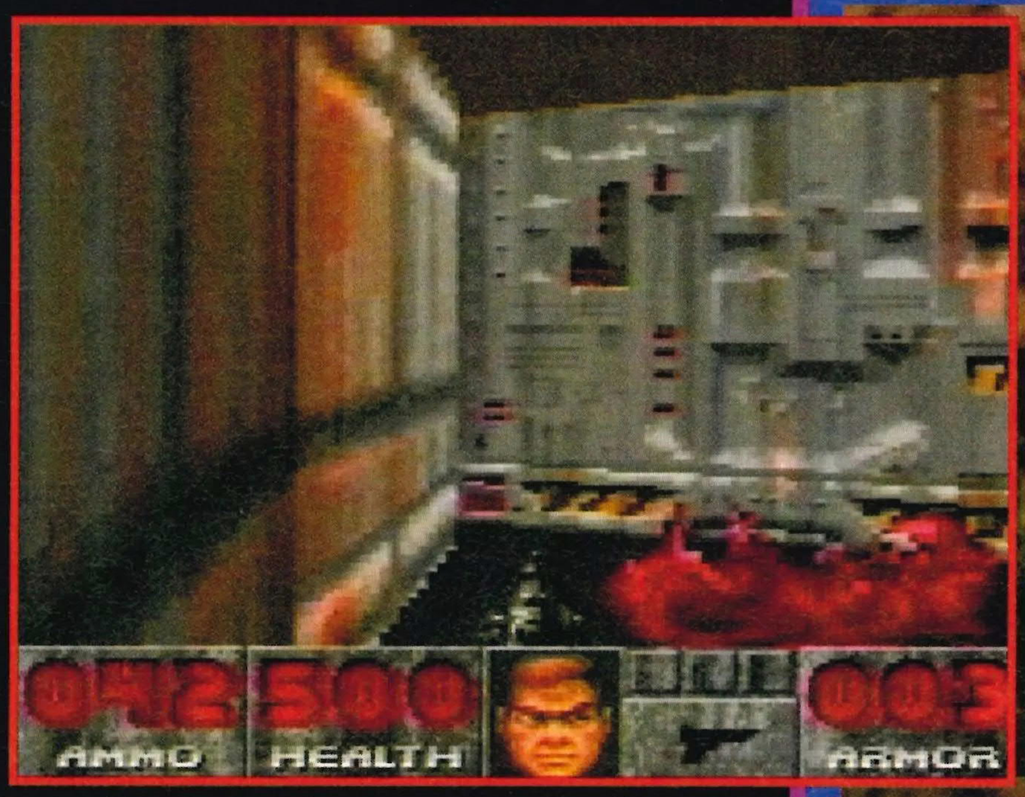
As one of the only assault troops within 50 million miles of earth and ready for combat, you and your colleagues have been ordered to Phobos. Upon arrival you secure the perimeter of the site while the rest of the marines go inside.

After much bone crackage, screaming and gun firing from inside the site, there is silence. You are the only marine alive. It's up to you to avenge the slaughter of your buddies by packing everything from chain-saws to rocket launchers and entering the gore filled under-world that is *Doom*.





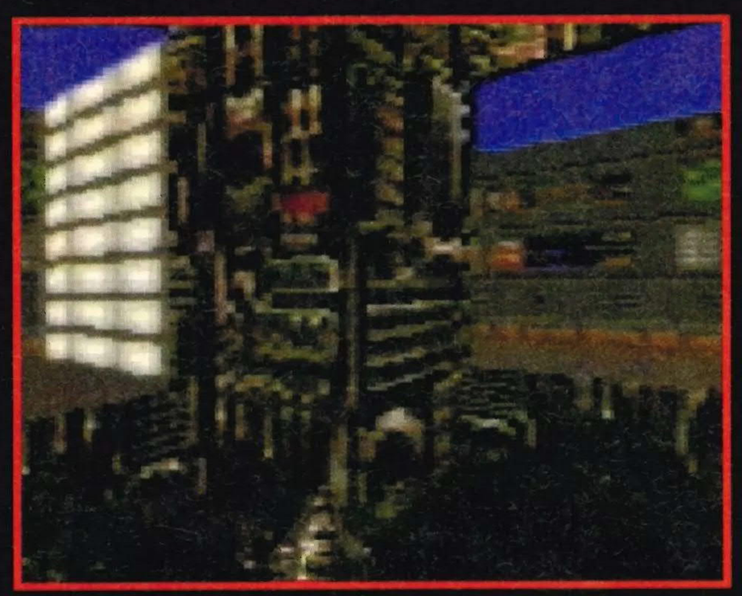
Even the mighty Arnie would have a tough time in the world called *Doom!*



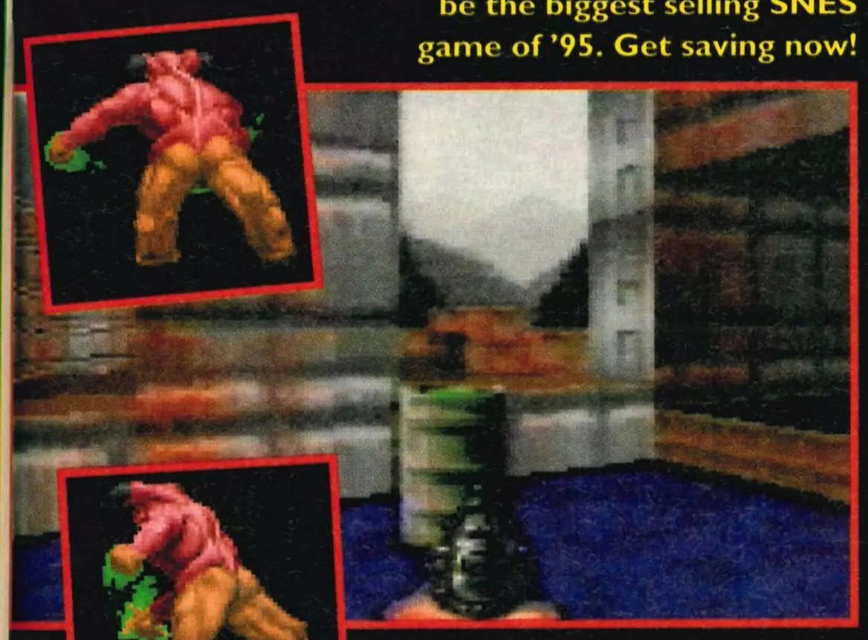
Get a decent weapon ready before you open a door. Demons are always waiting behind.



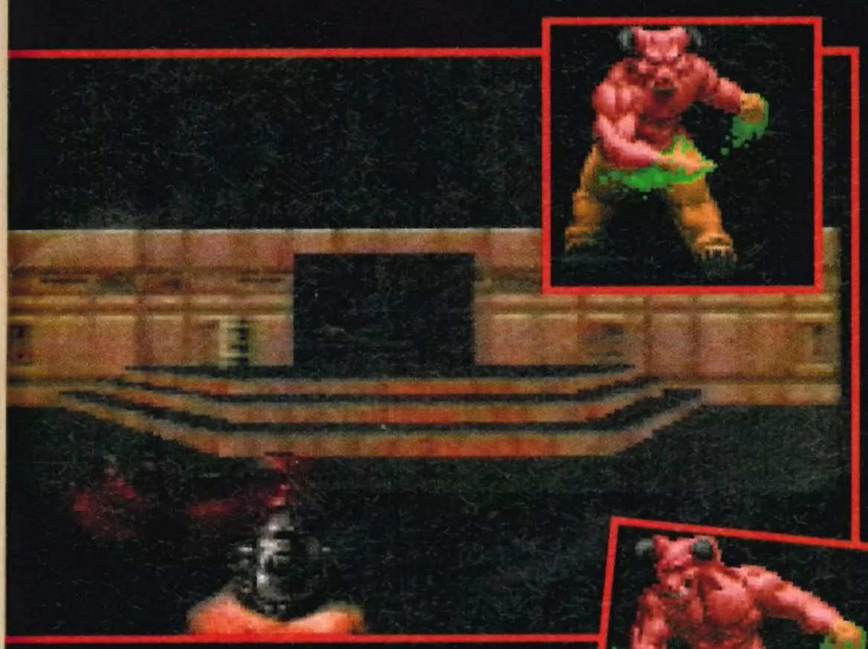




We predict that *Doom* will be the biggest selling SNES game of '95. Get saving now!



Shoot barrels from a distance to clear demon filled rooms or maybe just for a bit of a laugh.



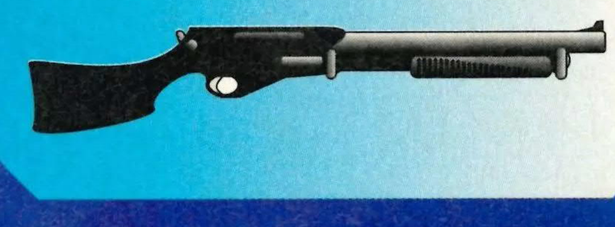
Purple Demon Vs Boogerman? Now that would be an interesting game. No really.

TOOLS FOR THE JOB

At the start of the game you only have the pistol and your fists for protection. However, look carefully enough and you could be carrying this little lot around with you...

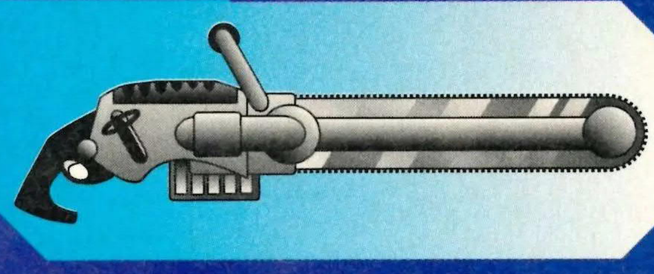
SHOTGUN

This is unbeatable at close range and pretty accurate for long shots. Even with bigger weapons Atko is happy with the shotgun all round. Then again, he is clearly mad in the face.



CHAINSAW

This is a last resort unless you just want to see some decent blood spillage. Only effective once you have mastered the control system this, quite obviously, only works up close.



CHAIN GUN

What a ridiculous name, it's a *Gattling Gun* for goodness' sakes! This is a great weapon when you're in a tight spot surrounded by monsters but the ammunition runs out far too quickly.



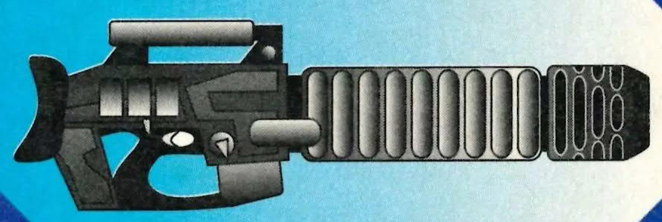
ROCKET LAUNCHER

This is not a good weapon to use in a confined area but if you shoot it into a room from afar it's brilliant. Not only will it clear the room from all demons, it may well turn a few of them inside out.



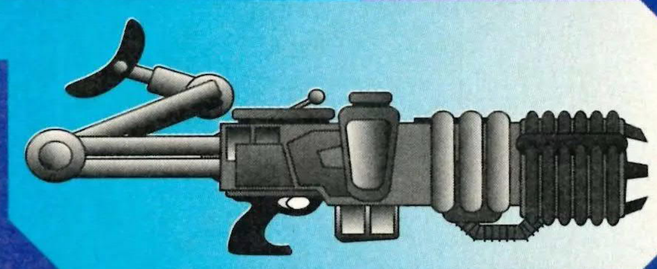
PLASMA RIFLE

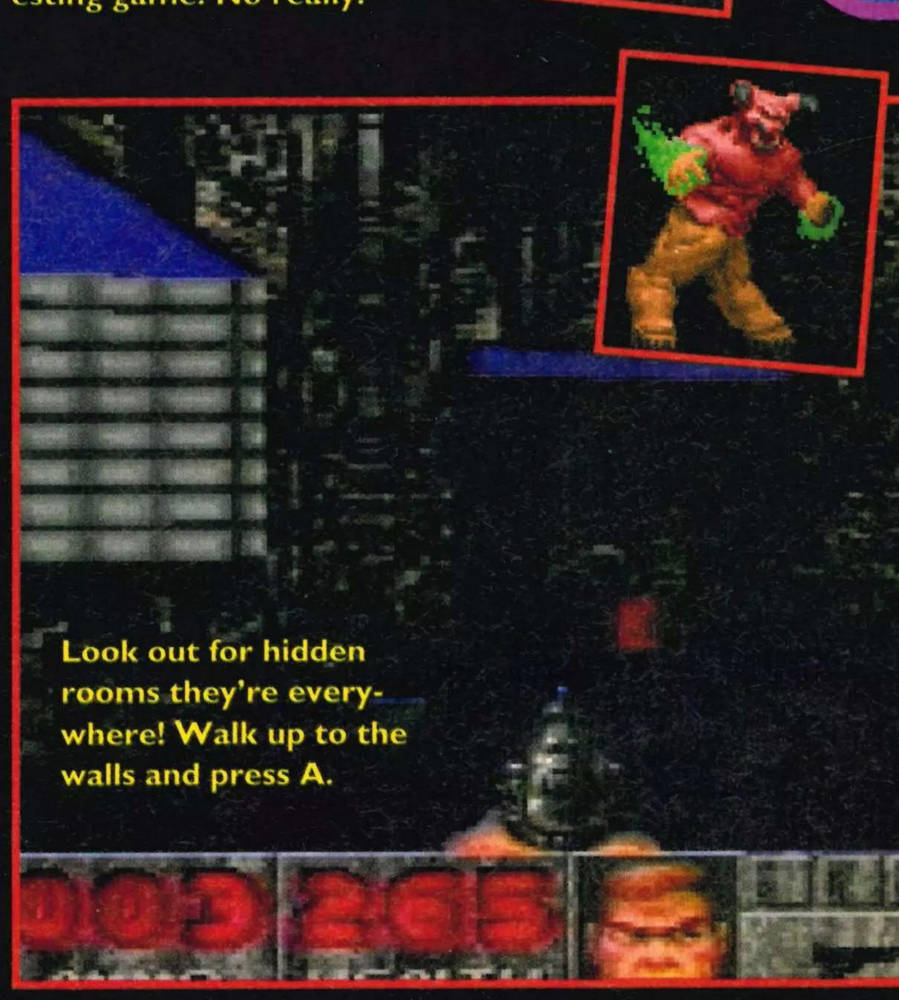
This shoots a multitude of powerful plasma rounds which fry those dastardly demons to a crisp. Again, it's not a good idea to fire this weapon in a confined area or you'll fry yourself.



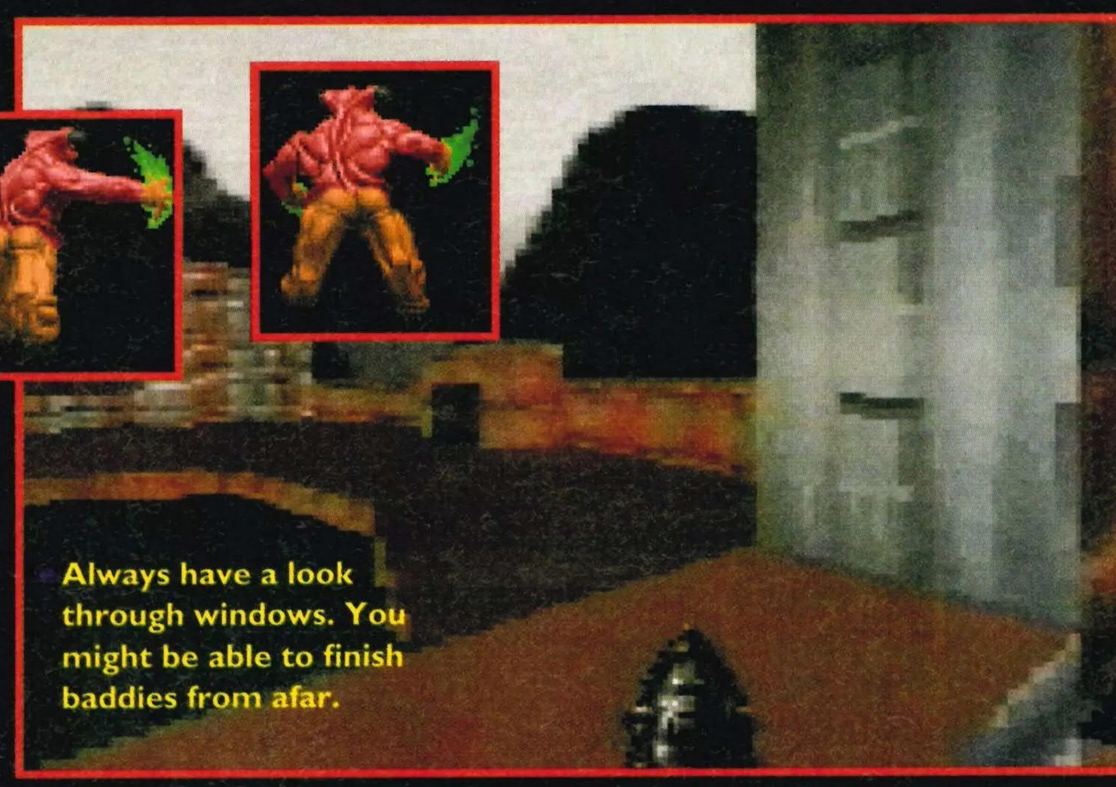
BFG 9000s

These are hard to find but if you do stumble upon one it'll slaughter anything that gets in your way. The only problem is that ammunition is scarce. Top gun though.





Look out for hidden rooms they're everywhere! Walk up to the walls and press A.



Always have a look through windows. You might be able to finish baddies from afar.

WORLD EXCLUSIVE

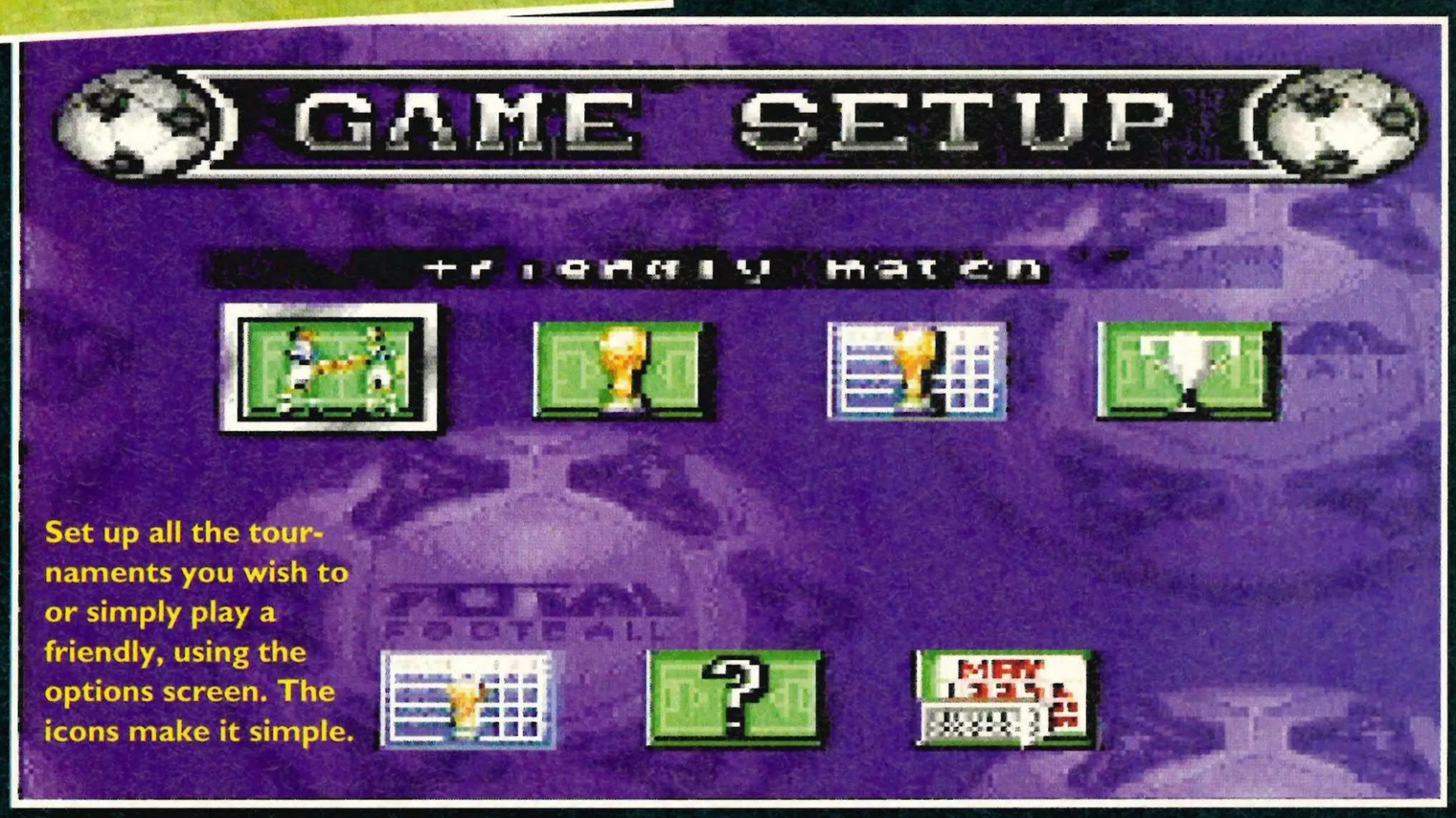
TOTAL FOOTB



Argentina see double Dutch as the Holland players run rings round them.

The players on the right seem to have lost their heads in the crowded penalty area.

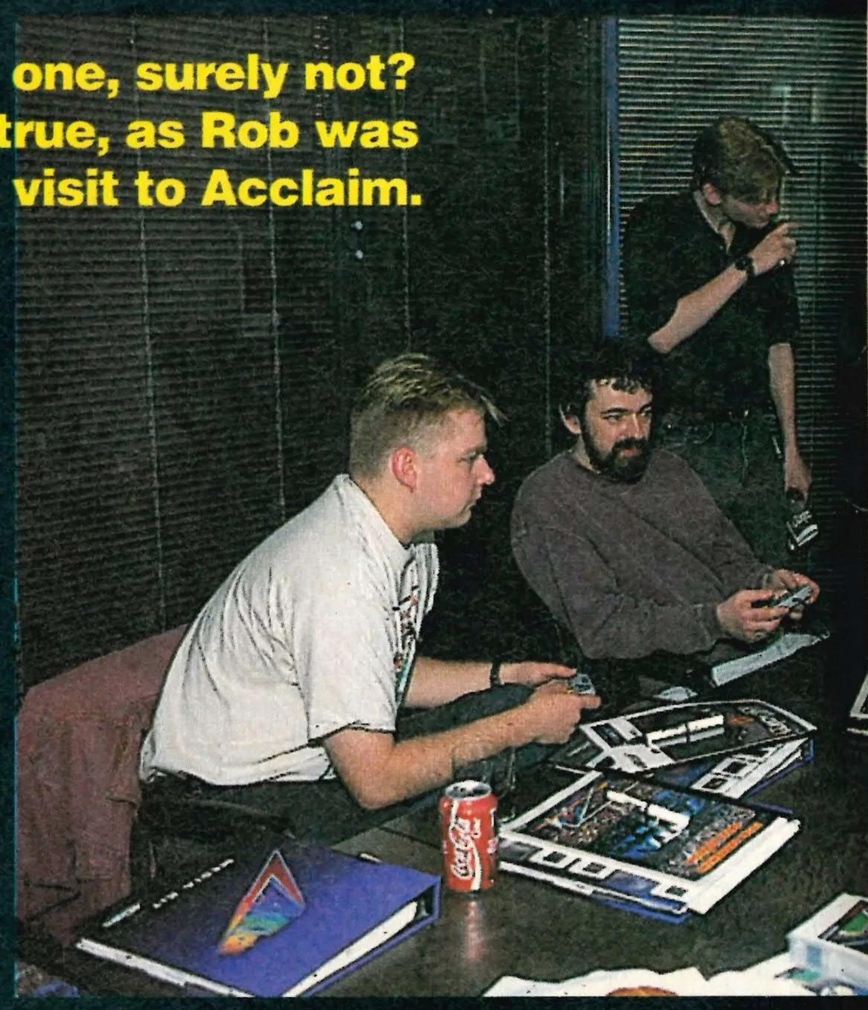




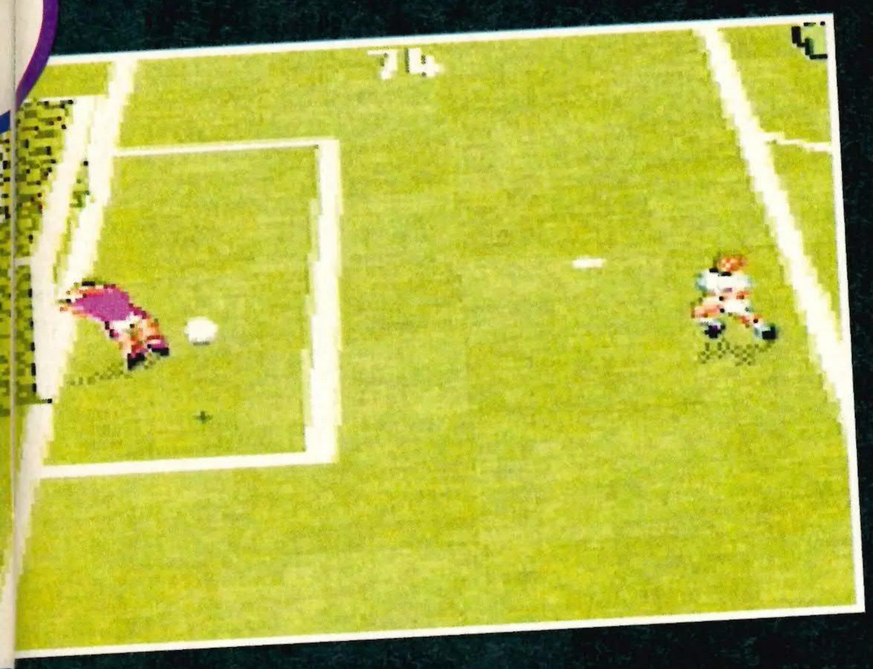
Set up all the tournaments you wish to or simply play a friendly, using the options screen. The icons make it simple.

TOTAL! and football rolled into one, surely not? But yes, it was a dream come true, as Rob was the first to find out on a recent visit to Acclaim.

When I'd got off the phone the previous week I'd been sure someone was taking the mickey. Surely this was too good to be true? My two favourite things in life (TOTAL! and football) rolled into one and Acclaim (one of the best games producers of all-time) wanted me and the boys at TOTAL! to be the first to see it. Surely that idiot Beadle was going to wander out in a Policeman's hat and a stupid beard and say, 'only joking Rob we really want you to see Sonic 27 on the Mega Drive'. But no, here I was in Acclaim's plush London offices just along from Harrods, drinking Coke and playing the most complete version of *Total Football* that Domark have produced for Acclaim to date.



And as if that wasn't enough, in walked one of my footballing heroes Les Ferdinand. Or was it beadle wearing a mask? Nope, he shook my hand with the sort of grip that could choke a chicken and I new it was Les. Later we took a limo to the Sports Cafe for lunch where we bumped into one of Les' mates, the boxer Prince Hamed Naseem and then... But hey, enough of my name-dropping and tales of hobnobbing with the rich and famous. What about the game? Well, it's still early days and Domark have a few glitches to solve, but it already looks pretty impressive. There aren't too many extras in the way of crowds, referees and other frivolous bits, instead everything has been concentrated on pure footy gameplay. The Mode 7 screen allows real depth of movement for the characters and complete rotation of the pitch when



ALL

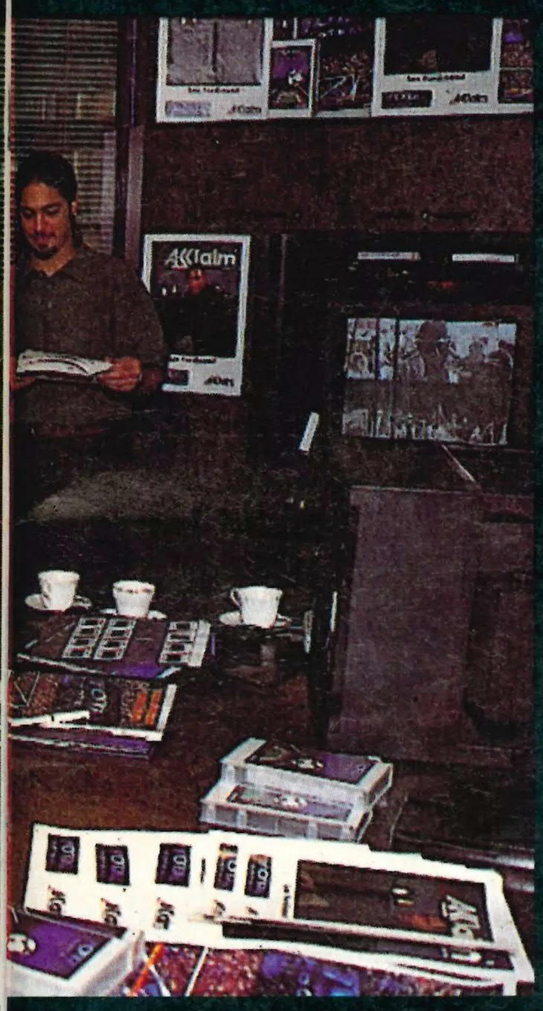
Mega Drive version



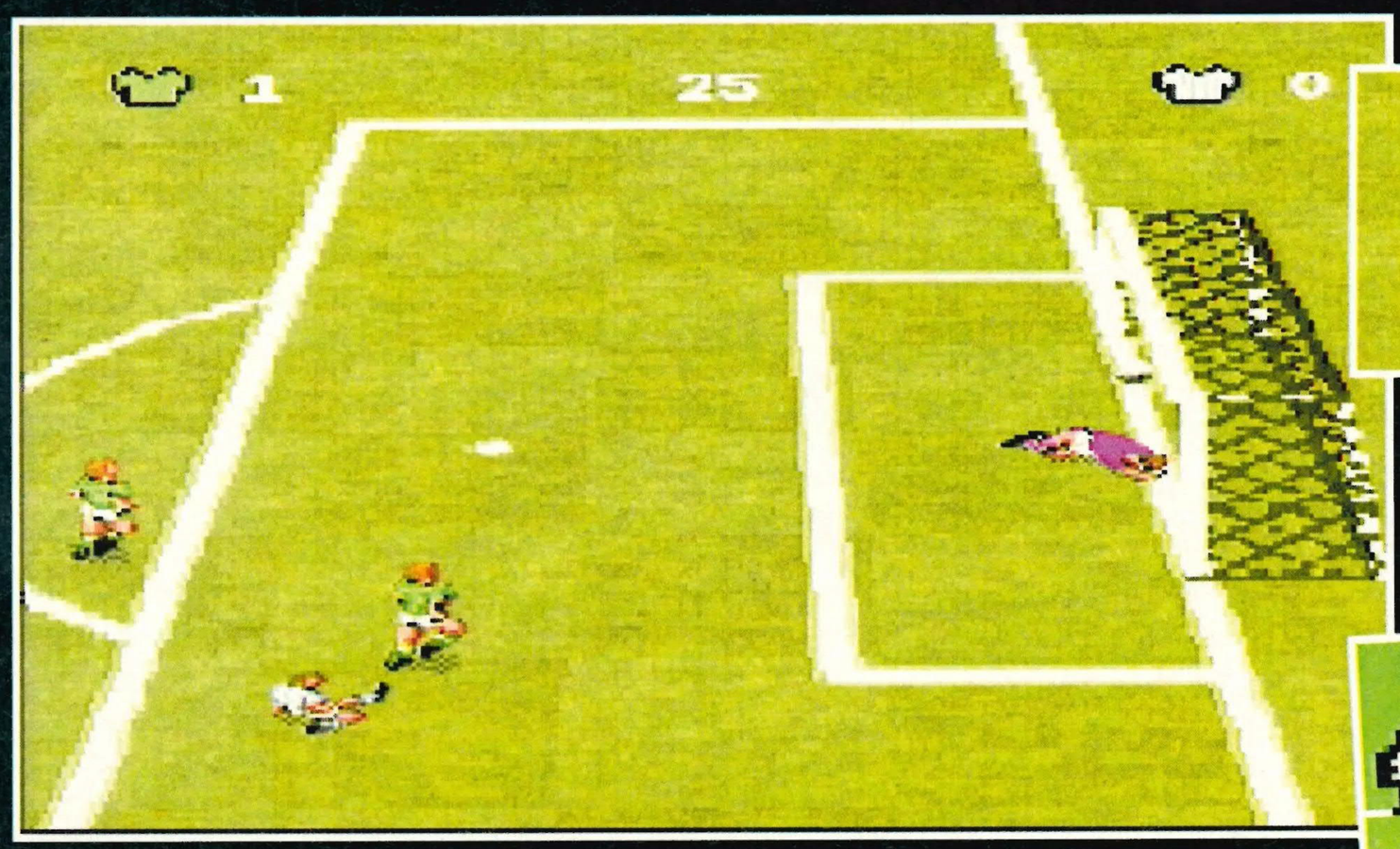
The SNES and Mega Drive versions of Total Football are in fact completely different games, created in parallel by separate designers. Obviously the SNES version is better to play – it goes without saying, but there are some snazzy little extras in the Mega Drive version that will hopefully one day make it onto a SNES.

For instance, when a goal is scored there are loads of different celebrations for your player to do (the Klinsman dive, Brolin's mid-air twist, Peter Beagrie's backflip and Lee Sharpe's Elvis impersonation). You can also pre-programme in a four-man move that can be triggered at any time during the game. Assuming your players are in roughly the right place and the opposition don't intercept the ball half way through its execution, these moves can lead to some great goals.

These great little touches are unlikely to make the game as playable as the SNES version is sure to be, but they're certainly food for thought for the future.



Despite this lunging tackle from the Argentinian, Eire go 1-0 up with a rasping drive.





Below: Changing the formations of the players is a simple operation. Even Johnny could manage it. Well, maybe.



watching the action. The controls are very easy to handle and programmer Jon Ritman has set out to create a real football game that needs real skill. 'Naming no names, there are certain isometric football games that when you pass the ball it ends up at a team-mates feet. You can almost score without looking at the screen. I wanted something where you had to aim at your player to pass to them'. And that's exactly what he's created.

Passing, tackling, lobs, shots, headers and volleys all have a realistic feel and for once goalies are not unbeatable from two yards out with an open goal. You can dribble round them with skill in a one-on-one situation and that's the way it works in real life. With this game there are unlikely to be too many tedious nil-nil draws.

Up to five people can play and you can either control a team, or a particular individual. Each player in the team can also be altered in terms of their skill, speed and stamina. And as speed increases, so the other attributes alter to accommodate the change. You don't, therefore, get 11 Linford Christies running around for the whole game. One of the extra options the game does include is a Goal Of The Month award which is updated every time flasher goals are scored.

As the programmers pointed out, they still have problems to sort out before the games is finished, but it was still complete enough for me to give Les a good beating and that's good enough for me.

WORLD EXCLUSIVE

TOTAL FOOTBALL



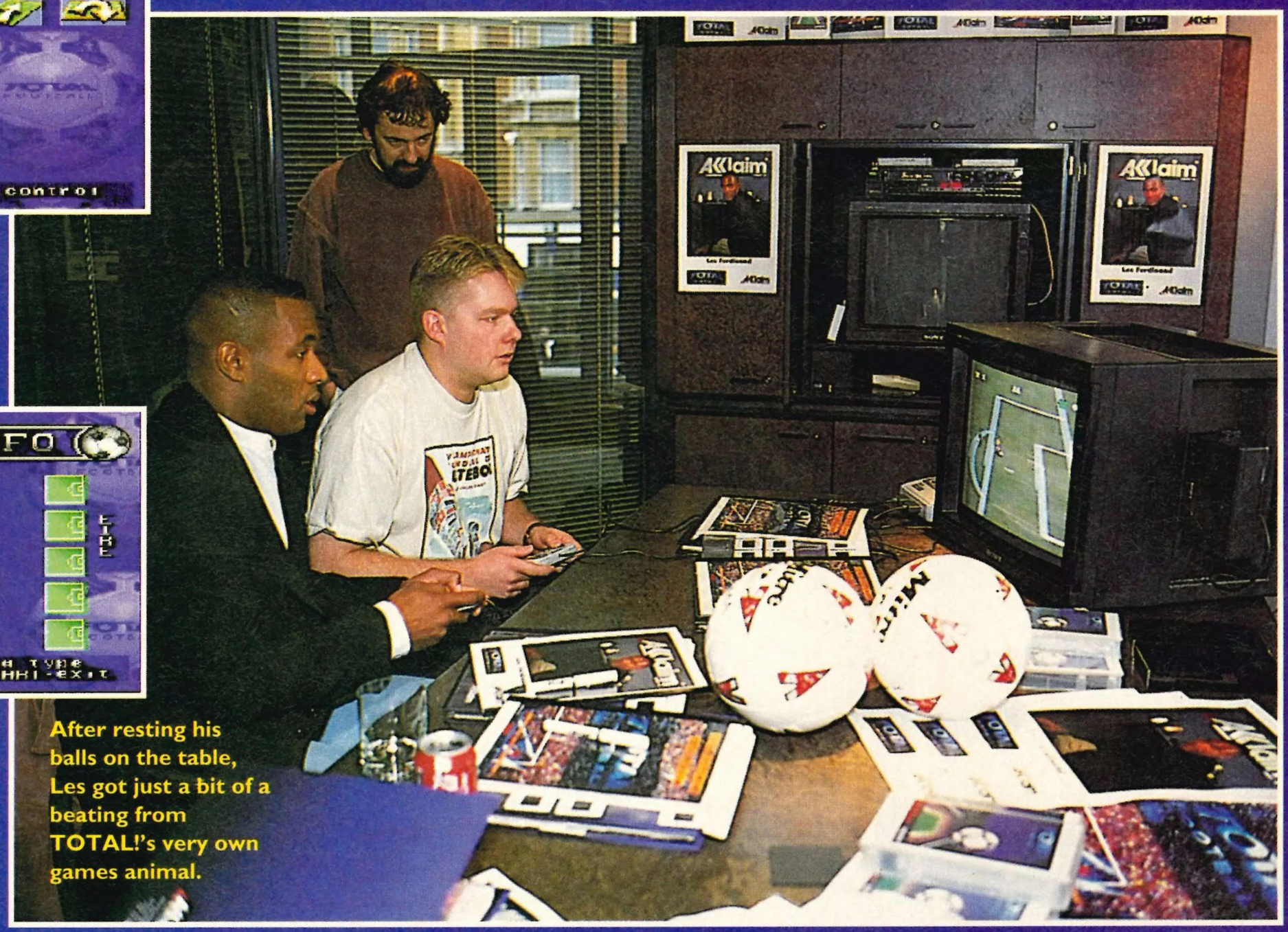
When Les is more



Above: This pitch angle option allows you to play in five different styles. It's like *FIFA*, *Striker* and *Sensi* all in one.



Up to five players can play and take control of a team or a player as they wish.



After resting his balls on the table, Les got just a bit of a beating from TOTAL!'s very own games animal.

Les may be a better footballer than me. He might be bigger and stronger. In fact he might be richer, better looking, fitter, faster, friendlier and better dressed than me. But stick a joypad in my hand and a footy cart in the Super NES and I'm worth £6 million of anybody's money.

Newcastle's new £6 million dollar man (well pounds then) is promoting *Total Football* for Acclaim. He doesn't appear in the game but he was so impressed with it game he wanted to get involved.

As I gave Les a whipping on the SNES he talked about his move to Newcastle and how he's becoming a bit of an expert at video games as well.

'I could have gone to a few other clubs, but the chance to play for Kevin Keegan and alongside Peter Beardsley was just so exciting. If I can't learn from those two I never will. I'll miss London and my friends but I'm really looking forward to getting settled at Newcastle and starting the new season.'

Les started his career with non-league Hayes before moving to Queens Park Rangers. He wasn't an instant success though and spent a year on loan in Turkey. He then exploded into goalscoring action and played for England last season. One of the most powerful forwards in the Premier League and the third most expensive British player ever, he now hopes to regain his England place with Newcastle. And to get a few games of Total Football in, 'My son's got a SNES and so I play him at various games. I'll get a copy of Total Football from Acclaim as soon as I can.' And nobody's likely to stop him – he's a big bloke Les.

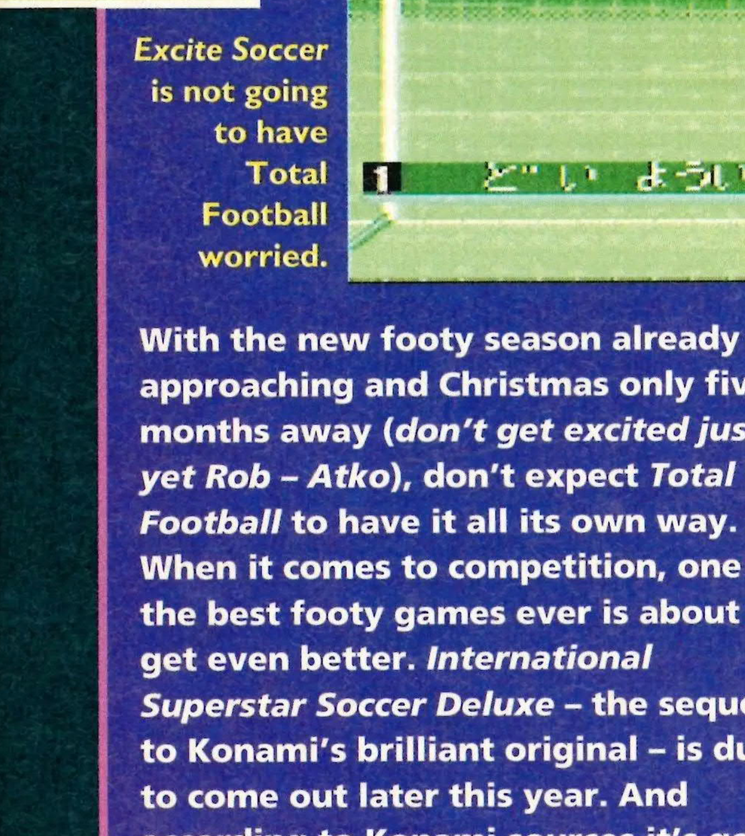


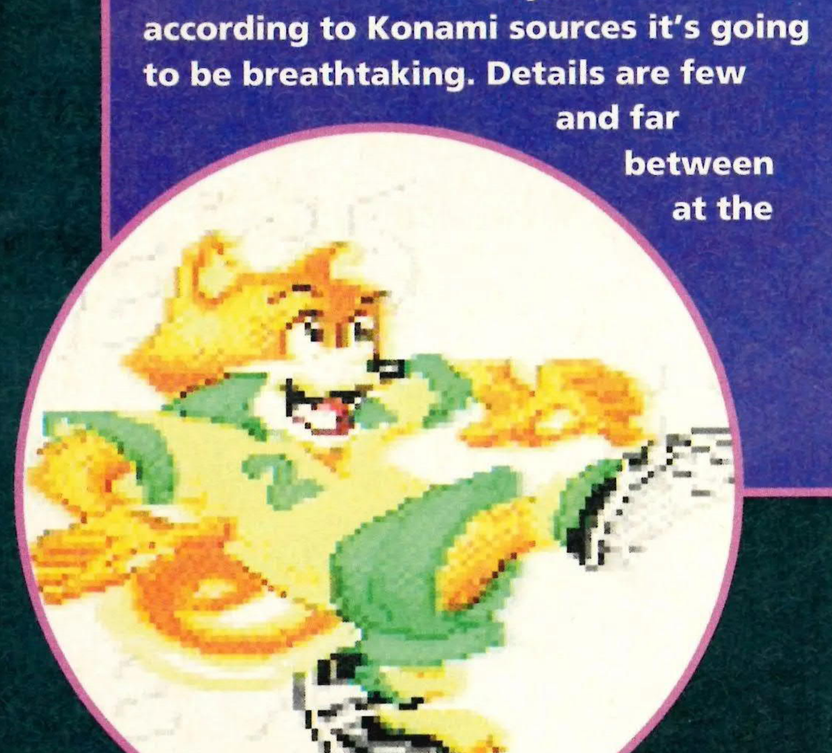
Get ready for footy



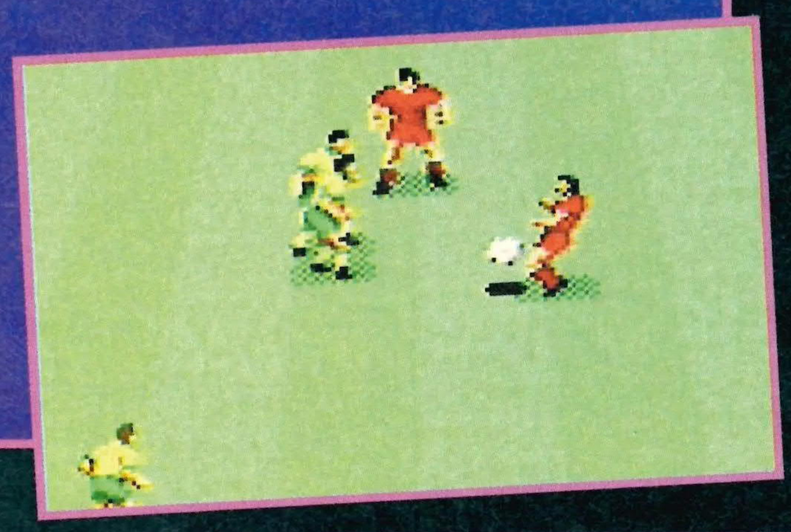
Excite Soccer is not going to have Total Football worried.

With the new footy season already approaching and Christmas only five months away (*don't get excited just yet Rob – Atko*), don't expect *Total Football* to have it all its own way. When it comes to competition, one of the best footy games ever is about to get even better. *International Superstar Soccer Deluxe* – the sequel to Konami's brilliant original – is due to come out later this year. And according to Konami sources it's going to be breathtaking. Details are few and far between at the moment with everything being kept top secret, but it is likely to have loads of extra moves and techniques that were left out of the first version in a bid to get it released for Christmas. And when you consider just how good that original was and how many copies it sold, the sequel is likely to be awesome. Along with *Total Football,* this is going to be a very happy few months for me on the SNES. Then of course there's also *Excite Soccer '95...*





Two players from one team challenge for the ball. Well, they are Irish! Please send complaints about this remark to TOTAL! 30 Monmouth Street, Bath BA1 2BW. Thanks.

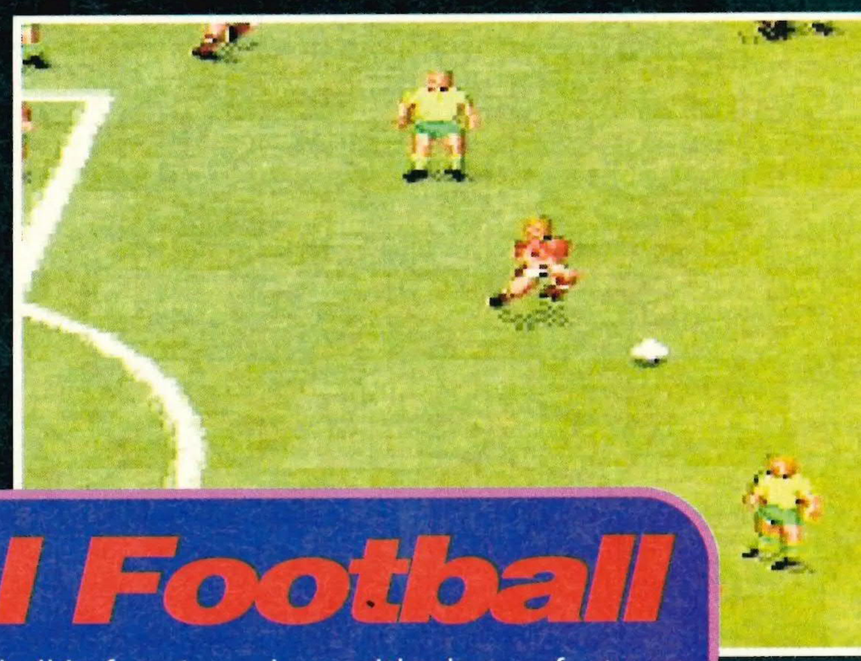




He rises like a salmon to head the ball when there really was no need. What a showoff.



The graphics are being rapidly improved and touches like the shadows are starting to add some realism to the game.



More Total Football

If the game *Total Football* isn't enough from you, there's a new football magazine about to be launched also called, you guessed it, *Total Football.* Aimed at an adult audience it intends to be a glossy colourful magazine including everything there is to know about football. Total football in fact. Interviews with players, features on fans and all the news and gossip you ever need. And of course yours truly writes the odd bit for it too. Can't be bad. *Total Football* is available from newsagents from Thursday, 17 August priced 95p for the first issue.

TOTAL FOOTBALL

NINTENDO NEWS



KILLER CUTS

As promised last month we've managed to get hold of a copy of *Killer Cuts* the CD that will be packed in with the first million or so units of *Killer Instinct* on the SNES.

All the tracks are produced and performed by Rare's in-house musicians so it's not of the same calibre as the *DKC* CD which featured some tippety top acts. Still, for a freebie it's pretty darned groovy and even caused our Debs to dance on top of her desk with her dress over her head.

Blimey! It's any excuse with that girl!

JOHNNY ON THE TELLY

Our very own Johnny finally managed to escape from his Crayon Corner this month and ended up on the telly of all places! His appearance and ultimate victory on Sky's *Bad Level 10* was a triumph for TOTAL! and looks like being the first step towards world-wide mega stardom for the little ginger fella.

Johnny will have his own chat show later in the year and together with Debs will be taking over from *Richard and Judy* next January. The chemistry between the two in *The Johnny and Debs Show* should be, well, interesting if nothing else. This is all rubbish of course!



Since his TV debut our little Johnny has had lovely ladies chasing him everywhere. Poor bloke.

KONG COMIC



Those top comic geezers Fleetway are about to launch a new video game related comic, based on the adventures of Donkey and Diddy Kong.

Following the baffling success of *Sonic The Comic* Fleetway figured that the only way to go one better would be to base their new launch on the most successful video game of all time *Donkey Kong Country*. Of course they intend to ride on the inevitable hype created by *DKC2 – Diddy's Kong Quest* but who can blame them really?

COOL SPOT 2



As exclusively revealed last month in these sacred pages, Virgin are nearing completion on a sequel to that classic 1993 platformer *Cool Spot*. Provisionally titled, *Spot Goes To Hollywood* this new adventure sees the Spotster embark on an adventure through some of the best films of the last 25 years including, *Star Wars, Aliens, Dracula, Frankenstein* and of course *Jurassic Park*. Anyway, here are some more exclusive shots.

Phwoar! Look at the rendering on that! Lovely!

SUPER BOMBERMAN 3

With *Super Bomberman 2* riding high in the SNES charts again what better time for Hudson to unveil the third in the mega-selling *Bomberman* series.

You must all know that *Bomberman* and *Bomberman 2* are not only great games but the most sociable video games ever created so lets dispense with game descriptions and check out the differences in this second sequel.

Again the game is split into Normal Mode and the infinitely superior Battle Mode. The most outstanding difference in Normal mode is the addition of a map screen allowing you to re-visit previous levels to collect power-ups, much like in the *Mario* series. In Battle Mode the most noticeable difference comes when you're playing as a team. When a player is killed he remains on the sidelines and provided opponents get close enough, can get up to all sorts of tomfoolery. Hoorah! Look out for an exclusive review of this blast-tastic sequel next month.



Prepare for some kangaroo antics.

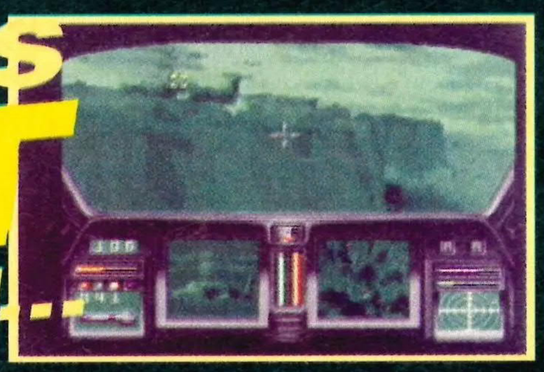
TOTAL! S.P.E.C.U.L.A.T.I.O.N

Special Preview Exclusives Collated Under Large Acrylic Tents In Our Nighties



What's this we hear about *FX Fighter*, the much hyped polygon beat-'em-up having its release date put on ice? Our source in America claims that because *Killer Instinct* is so good *FX Fighter* will either be released next year or not at all.

WHO NEEDS NEXT GENERATION...



...when we've got games like *Comanche* coming out on the SNES? Quite frankly this makes 3D games on machines supposedly boasting more than twice as much power as the SNES seem embarrassing.

So what's *Comanche* all about then? Well, it's a first person military flight sim and even though it's only 50% complete we're prepared to stick our necks out to tell you that it's brii-lliiant! As well as using the SFX2 chip this boasts a super quick two-player split screen mode and for the first time ever on the SNES, a two-player link up. This means that provided you and a friend both have a SNES and the cart you can battle it out on your own private tellies, provided you have a link up cable. Not bad!

Yes, I know on paper this looks like a pixelated nightmare but the flesh when *Comanche* is zipping along on your TV screen it makes other SNES flight sims such as *Starwing* look prehistoric. Weird but true!

TO FIND OUT WHICH TOP MANAGER WEARS THESE SOCKS, READ TOTAL FOOTBALL



TOTAL FOOTBALL

THE ULTIMATE FANS' MAG

Issue 1 on sale Thursday August 17th!

NINTENDO NEWS

Dave Perry In Second Worm Shocker!



The challenge is tougher, the graphics are richer and old Jimmer is even more bonkers!

Yes, it's the game that every magazine raved about but not nearly enough people went out and bought. If you haven't played *Earthworm Jim* go out and buy it now, because the sequel is only just around the corner. Entitled *Earthworm Jim 2* it sees our hero in another mish-mash of rather bizarre predicaments. I won't try to explain what any of them are but here's the slant. Jim has to dig his way to hidden treasure, dodge household objects, catch puppies on a huge marshmallow, encounter the flying salamanders, survive a sinister circus and avoid the tax man. It all sounds very bizarre, and that can only be a good thing judging from the outrageous and utterly brilliant nature of the first game. Oh, and we know it's not being released until October, but we reckon it'll be brilliant and if it is, please listen to us this time and buy the flipping thing. Oh, and while you're at it, you may be interested to hear that in September there'll be a range of Playmates action figures, a TV cartoon series and also coming in the autumn is a comic book, trading cards and some stickers. Looks like Jimmers going to be a bit of a star.



Below: It's really not nice when a pig breaks wind in your face. Even if you're a worm and don't have a proper nose.

Above: It's even worse if the pig falls on you. This pig looks pretty settled as well. Time to give him the chop, Jim.

Are this lot made of Plasticine or Play-doh?

Primal Rage certainly looks impressive but can it compete with *Killer Instinct*?









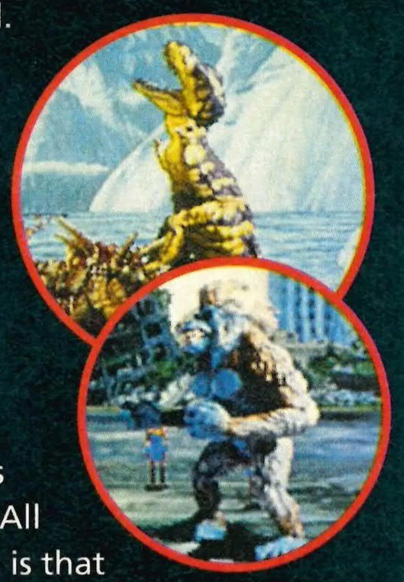
PRIMAL RAGE



What Planet Are You On...?

Well, if you're one of the fantastic creatures in *Primal Rage,* the planet you've been romping around on is, wait for it, Urth. Sounds a bit like Earth, doesn't it? Only it's spelt a bit different so that it sounds all fantasy-like. Anyway, for those of you who haven't been to an arcade in the last six months or so let us tell you a little about this technically impressive coin-op. It's a beat-'em-up, right? But what makes Primal Rage a bit of a success story is the fact that it not only plays as well as anything else out there but it features stop-frame animated model characters which give the game a totally unique look. It doesn't look like a load of actors adequately digitized and placed over made-up backdrops like *Mortal Kombat* and it doesn't look like a collection of cartoon characters (like *Street Fighter II*). The reason for using stop motion was simply that models could be minutely animated far more creatively than real people but would also create a feeling of depth far greater than simple two-dimensional sprites. It took a team of thirty people to bring the thing to the arcades but judging from the reaction that was received from the public the effort was worth it.

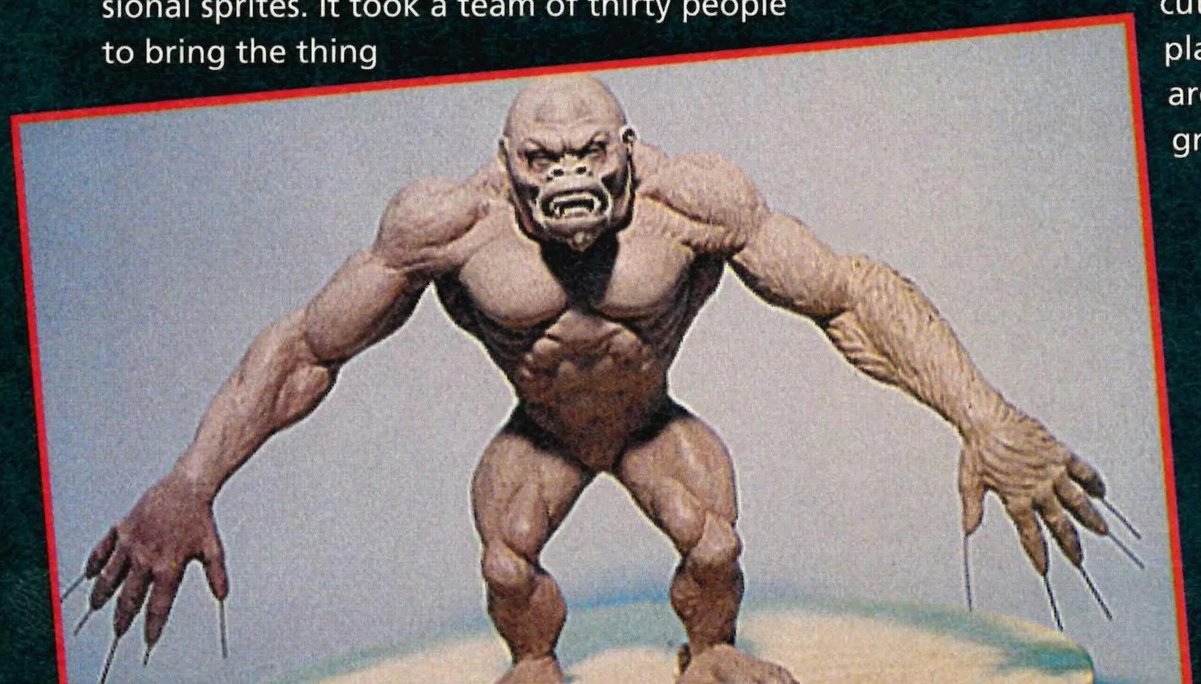
Now, however, comes the really difficult part. Converting the game onto our weeny little home consoles. The SNES version, which is to be released on 25 August, will contain all the characters, moves and hidden features of the original coin-op with obvious omissions and short cuts taking place in the areas of graphics and animation. Fear not though, you're not about to see a game that is visually totally removed from the original. It's surprising what little effect the removal of the odd frame or two of animation will have. From what we've seen, *Primal Rage* looks, within the SNES' constraints, every bit as impressive as the coin-op. All we can hope is that the gameplay will be every bit as enjoyable too.





He wants to go out and have a slap-up meal or something.

Right: Blimey! Make his chest any bigger and he'll need a bra.



NINTENDO

ULTRA 64 UPDATE

As always we're first with all the latest Nintendo Ultra 64 gossip. If only they were releasing the thing a bit earlier. Ah well, at least we've got some top SNES releases coming up.

JAPAN TO SEE ULTRA 64 FIRST

After last month's shock news that the Nintendo Ultra 64 will not be released worldwide until April '96 we've just heard that that the Japanese release date has been changed yet again to Christmas '95. Cheers then!

The Nintendo Ultra 64 – to be known as Ultra Famicom – will be shown publically for the first time on 24 November at the Japanese Shoshinkai show to be held in Makuhari. Excited punters will only have to wait a few days for the official release on 1 December. The rest of us are still going to have to wait for a needless four months though. Huff puff.

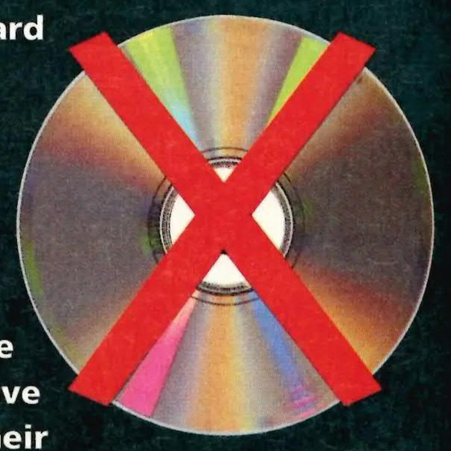


On the upside, if you really have got your heart set on unwrapping this super console on Christmas morning at least it will be available on import. It'll cost you a pretty penny though.

CD OR NOT CD...?

The much rumoured CD add-on for the Ultra 64 has been scrapped in favour of a new Ultra Disk.

A hint that Nintendo were dissatisfied with CD as a format came at the recent E3 as Howard Lincoln, President of Nintendo US, based his whole speech on video game piracy. Nintendo aren't happy with the ease with which CDs can be bootlegged and so have decided to develop their own, more powerful foolproof format, the Ultra Disk.

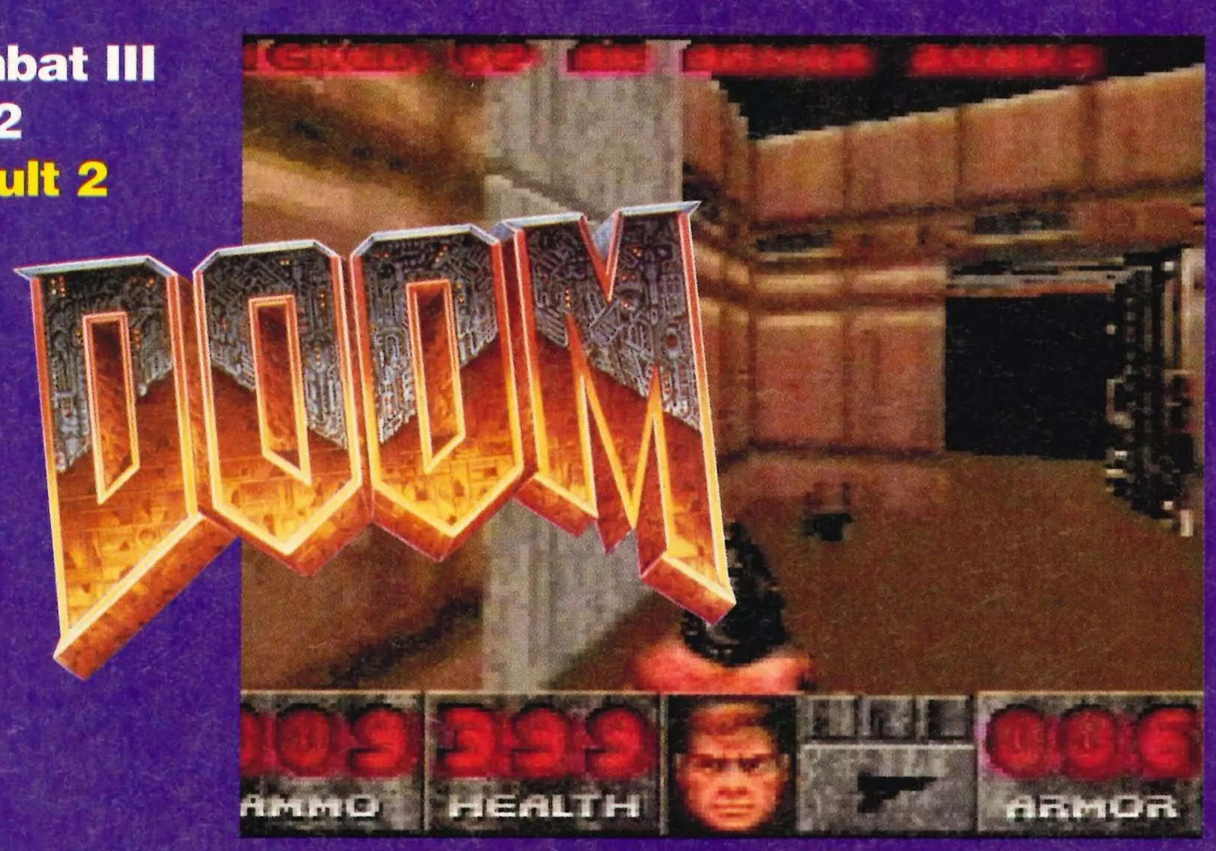


The disk will be optical which means that it should be able to hold up to five times more information than traditional CDs. Hoorah for Nintendo and their add-on antics!

CONFIRMED GAMES LIST

This list is getting bigger by the month. The titles in yellow are the most recent additions.

Akira
Alien Trilogy
Cruis'n USA
Dark Forces
Ultimate Doom
Final Fantasy 7
Frank Thomas Big Hurt Baseball
Mario 5
Metroid 4
Monster Dunk
Mortal Kombat III
Pilotwings 2
Rebel Assault 2
Red Baron
Robotech
Top Gun: A New Adventure
Turok: Dinosaur Hunter
Ultra Starfox
Waterworld



VIRTUAL NEWS

VIRTUAL BOY UPDATE

IT'S BRR-IILLIANT!

Don't believe what you read about the Virtual Boy in other mags. Most of the gaming media seem intent on hating this 32-bit system, seemingly before they've even played it. Well, we got a chance to have a decent play on it this month and here's the verdict...

ROB – So far my favourite game is *Mario Clash*. It's very similar to the original *Super Mario Bros* but much, much better. I can't get over how deep the levels are. On top of that the action takes place in all directions. It's difficult to get hold of but great fun.

ATKO – For me Mario's Dream Tennis is pick of the crop. I thought nothing could surpass *Smash Tennis* in terms of gameplay but this is just brilliant. The court really does appear to stretch back into the distance. This superb 3D effect is well worth the Virtual Boy's hefty price tag in my opinion.

ANDY – What are those two on about? *Galactic Pinball* is easily the best of the bunch. What better way to show off the system's 3D capabilities than with a good dose of flipper related antics? The tables stretches back so far that you forget you're actually playing a game after a while. I love it!

We'll all have to wait until the Virtual Boy is officially released in this country to find out the winner of this pathetic 'my game's better than yours' squabble. It shouldn't be too long now because it'll be in American shops next month. Keep reading.

Yes these games do look very ropey on the page but in the flesh you'll wonder how you ever managed without the Virtual Boy. Honestly! What you don't believe us? Well bog off then! You'll be sorry!

GET YOUR GOB ROUND THIS

Walls have brought out a *Donkey Kong* lolly which, erm, is very similar to most other lollies really. The wrapper's pretty groovy and that's about it. Just thought you'd like to know.

Atko got his girlfriend to try out this lolly. She wolfed it in seconds and demanded another immediately. Sounds alright to us.



EARTHBOUND

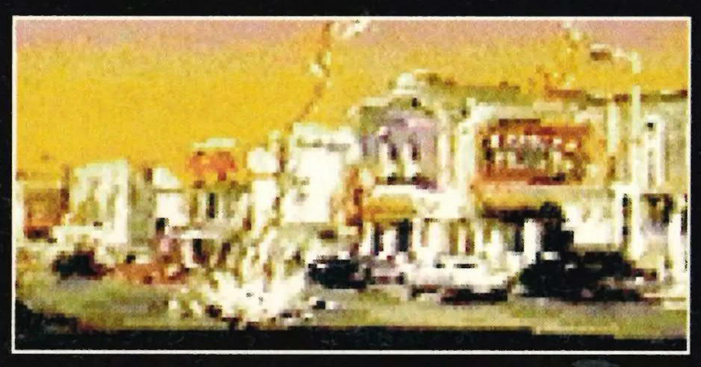
Are Nintendo the kings of the RPG or what? Yes indeedly-doodly! And to add to their already crammed back catalogue of role players comes their latest achievement *Earthbound.*

The US version of the multi-million selling Japanese title *Mother 2* has yet to receive a release date here but for all you import freaks, here's what it's all about...

In the middle of the night a meteor falls on the town of Onett. A young boy called Nes and his best friend are woken and decide to investigate. The site is swarming with police who are remaining tight lipped about the whole event. The two boys return home where they stumble upon an adventure filled with fruit, mushrooms and psychkinesis. We'll be reviewing *Earthbound* next month.







To try and give this role player mass western appeal Nintendo have borrowed from popular sci-fi films of the '50s

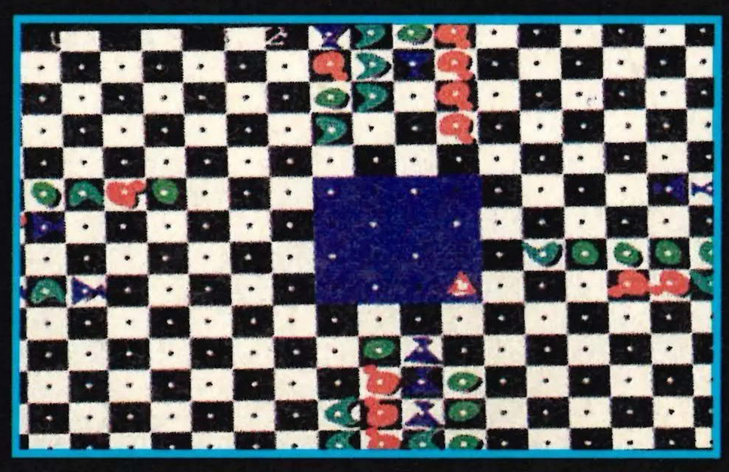
If you can think of a punchline to this potential cracker of a joke send it to *Earthbound* Compo at the usual address for a free thing.

ZOOP DOGGY DOG

Zoop is yet another in the ever growing range of puzzle games for the Super NES. The object (as far as we can fathom) is to remove pieces from the board courtesy of some top strategic planning. As with all games of this ilk, things speed up to a frantic pace until the whole thing becomes nigh on impossible.

They're saying that *Zoop* is going to be the next *Tetris.* They being the makers of course so don't wet your pants with excitement just yet.

This looks a bit like the old office favourite *Othello* if you ask us. Top fun but not exactly revolutionary. We'll have to wait and see.



NINTENDO seven times better than SEGA

It's official! According to last year's sales figures not only are Nintendo the most profitable video games company in the whole world but they are seven times bigger than Sega.

The final figure for the financial year ending 1995 puts Nintendo's profits at an astonishing Y73.35 billion, that's £540 million, compared to Sega's dismal £76 million. Oh dear Mega Drive owners! Time to swap allegiances, perhaps?

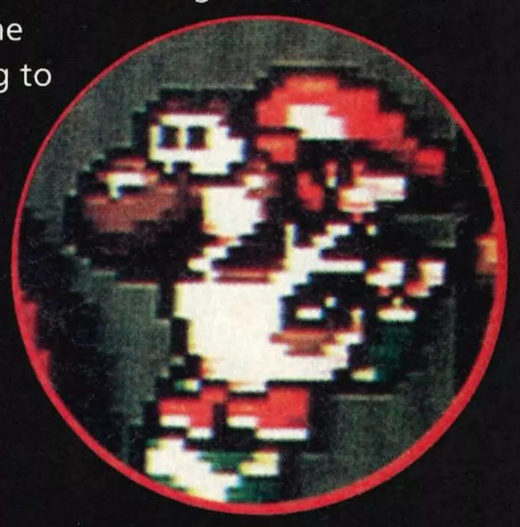
The big question is how much bigger Nintendo are going to be next year? Can they double their profits after they've raked in the cash from such potential biggies as: *Donkey Kong Country 2*, *Killer Instinct* and *Yoshi's Island* as well as the Virtual Boy and NU64 in Japan? Too right they can!

THE BEST MARIO GAME EVER

News is just breaking on what could turn out to be one of Nintendo's best kept secrets ever, *Yoshi's Island*. What is *Yoshi's Island?* Well exactly! Here's what we know so far...

Yoshi's Island is the new, and possibly last ever Mario game for the SNES; it's been developed by none other than Shigeru Miyamoto; it uses the SFX chip; it's very similar in terms of gameplay and layout to *Super Mario World,* and the backgrounds have a bonkers hand-drawn feel to them while the sprites are the biggest and most detailed ever seen in a Mario game. Phwoar!

Our source in America told us that *Yoshi's Island* is planned for release in October and that Nintendo are quietly advising third party publishers to hold out on releasing titles around that time because, 'this is going to be one mega-selling game'. Be warned!



Ahh, baby Mario is sooo cute! Don't you just want to buy Yoshi a pint for looking after the little fella so well?

WEAPON LORD



Yep, you've guessed it, *Weapon Lord* is pretty much *Street Fighter* with weapons. Way back in February we ran a feature on this potentially brilliant slash-'em-up so we just thought we'd let you know that we haven't forgotten about it.

Next month we'll give *Weapon Lord* the preview treatment so in the mean time enjoy some more exclusive screen shots.

The beat-'em-up genre is getting a little stale so the inclusion of weapons and a gloomy gothic theme is a welcome addition. Not bad!

CHARTS

***ISS* gets dislodged from the top spot (just as its sequel is announced) by *Super Bomberman 2* (just as its sequel is announced).**

SNES

1	6	Super Bomberman 2
2	NE	Super International Soccer
3	1	Int Superstar Soccer
4	RE	Super Return Of The Jedi
5	4	Donkey Kong Country
6	2	Unirally
7	4	Starwing
8	RE	Super Street Fighter II
9	RE	Mortal Kombat 2
10	17	Cannon Fodder
11	RE	Rise Of The Robots
12	12	Animaniacs
13	RE	Indiana Jones
14	7	Zelda III
15	RE	FIFA Soccer
16	5	Jurassic Park
17	8	Shaq Fu
18	14	Mystic Quest
19	RE	The Incredible Hulk
20	RE	Ghoul Patrol

GB

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

PREVIEWS



Loads of scenery has simply been updated. If it's not broken...



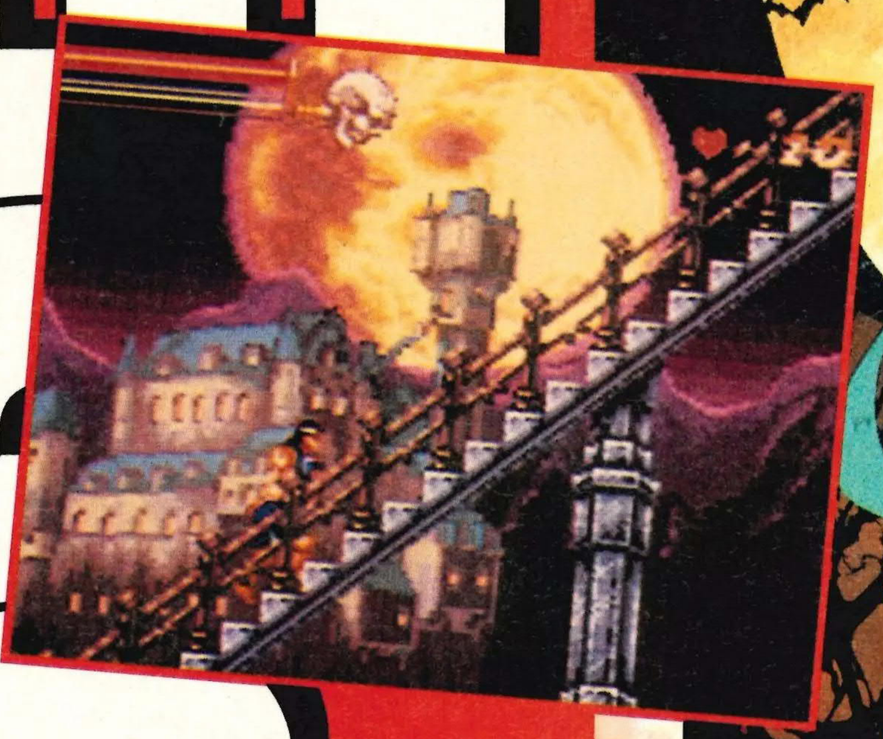
It's just amazing how many enemies you have to encounter.

VAMPIRE

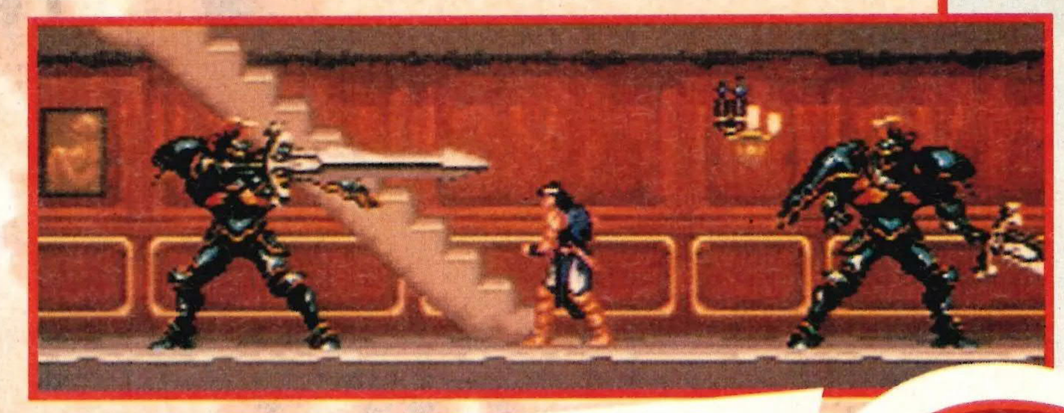














VAMPIRE'S KISS

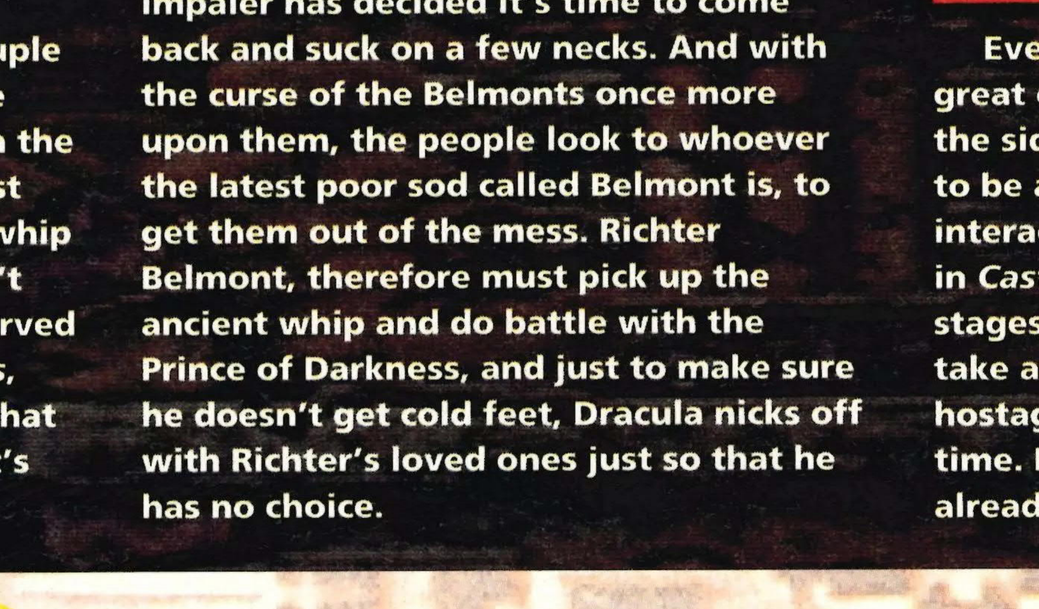
Polish your garlic and keep those fingers crossed because Drac's back! And he's looking mean. After a couple of outings on the Game Boy and another on the NES, *Super Castlevania IV* was the first time any of the Belmonts took their whip to the evil Count on the SNES. It didn't really receive the acclaim that it deserved but maybe this time in *Vampire's Kiss*, Dracula has finally come good. Or is that bad? Well, you know what I mean – it's well worth waiting for anyway.

After seven centuries of peace and quiet, the people of Transylvania have got a bit cocky in their Draculaless state. So with evil in their hearts, old Vlad the Impaler has decided it's time to come back and suck on a few necks. And with the curse of the Belmonts once more upon them, the people look to whoever the latest poor sod called Belmont is, to get them out of the mess. Richter Belmont, therefore must pick up the ancient whip and do battle with the Prince of Darkness, and just to make sure he doesn't get cold feet, Dracula nicks off with Richter's loved ones just so that he has no choice.

Even at this early stage it looks to be a great conversion of the PC Engine and the side-scrolling action adventure is sure to be a hit. There is the same level of interaction with scenery that was present in *Castlevania IV*. There are also seven stages, and depending on the route you take and whether or not you rescue the hostages the ending will change each time. Early days, but *Vampire's Kiss* already looks well snoggable.

DO YOU REMEMBER THE FIRST TIME?

Super Castlevania IV only scored 74% back in issue 7, but the main reason for that was its similarity to the NES versions. Three years on and with the improved PC Engine a sequel is long overdue. Graphically, there have been significant changes and the gameplay has been overhauled. Unfortunately one of the things that has been dropped is the ability to use your whip to perform swings from the scenery. So here's a little reminder of the 'good' old days.



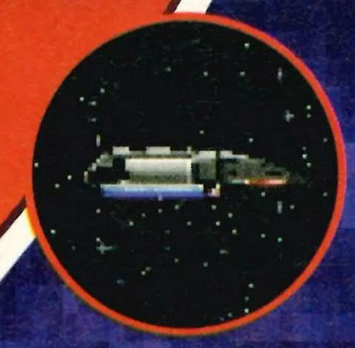
Left: On reflection the original was probably worth more than the 74% it was awarded.

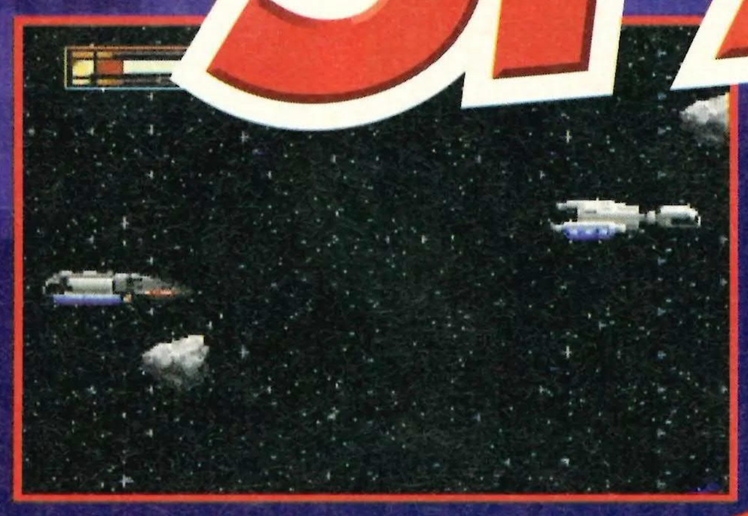
FOR: SNES
FROM: KONAMI
CATEGORY: PLATFORM ADVENTURE
PLAYERS: 1
DEVELOPER: IN HOUSE
AVAILABLE: SEPTEMBER

80% COMPLETE

Star Trek DEEP SPACE 9

Crossroads Of Time





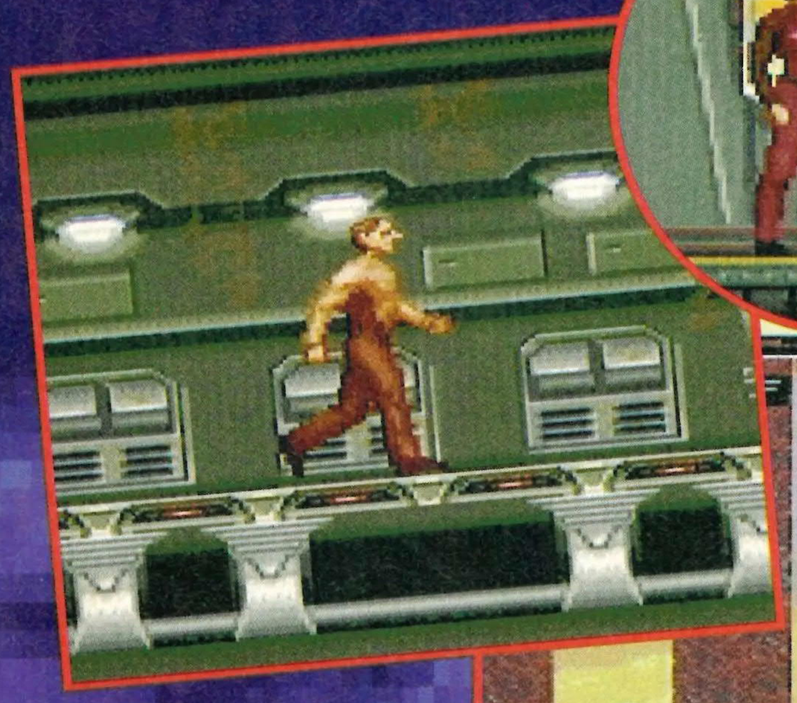
Space. The final frontier. A place where SNES games boldly go...



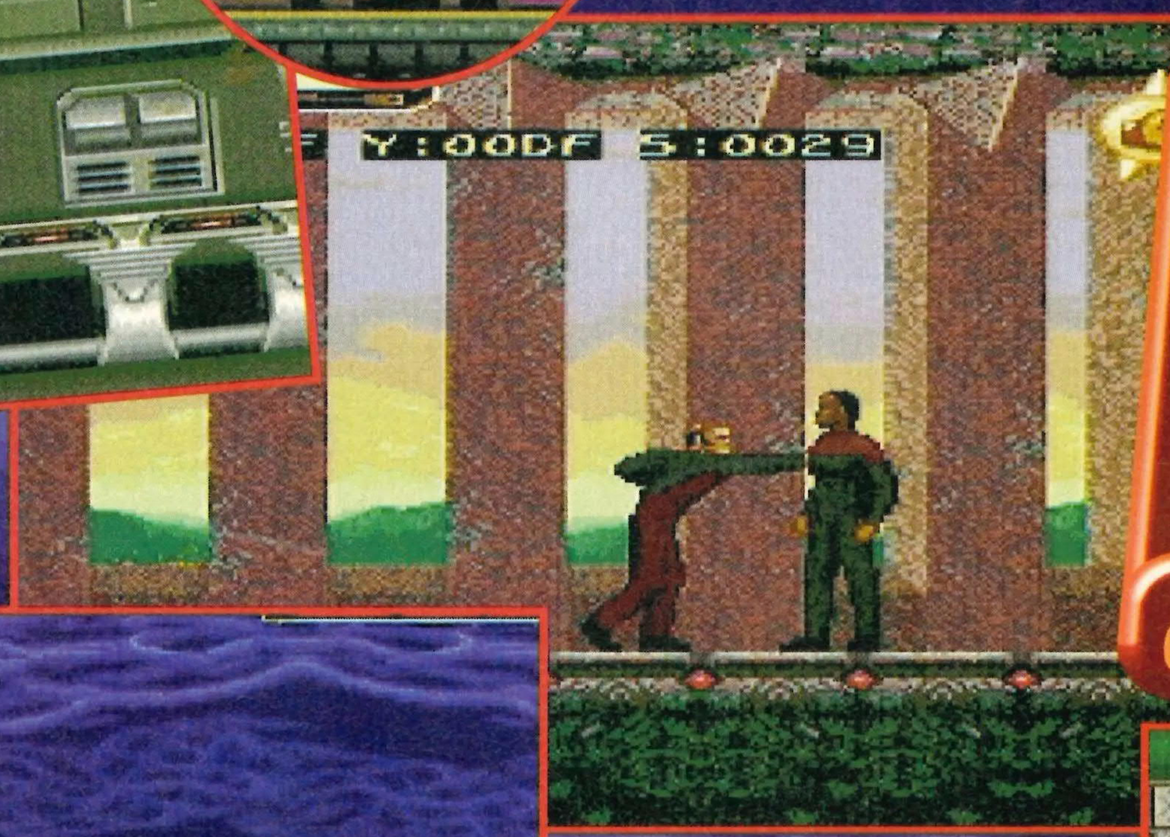
For a TV show which originally bombed when the first series was shown, *Star Trek* has certainly shown an improbable amount of resilience and seems now more popular than ever with more off-shoots and sub-serials than you can wave a stick at. What's next we wonder? *Star Trek: The Adventures Of Kirk's Dog? Star Trek: Spock's Quest For Corrective Ear Surgery?*

But we digress. *Deep Space Nine: Crossroads Of Time* is to hit the Super NES in September and while no price has yet been set, no doubt Trekkies everywhere will be willing to pay an arm and a leg (not to mention half a dozen Tribbles) to get a piece of the action. The game's a little hard to describe in that it features adventure, platform and action sections. It's sort of like *Super Star Wars* with all the flashy bits missing but a whole heap more adventuring provided. We've only seen an early version and if we're perfectly honest, the graphics aren't exactly a feast of galactic proportions. However, what is clear is that there's plenty of levels and challenges to get your teeth into and if it's all paced correctly in the final version it should actually turn out to be quite an intriguing adventure (for *Trek* fans at least). More news as it gets beamed across the cosmos folks.





Above: Look at the size of that nose. It's Josse.



FOR: SNES
FROM: VIRGIN
CATEGORY: PLATFORM ADVENTURE
PLAYERS: 1
DEVELOPER: PLAYMATES
AVAILABLE: TBA
85% COMPLETE

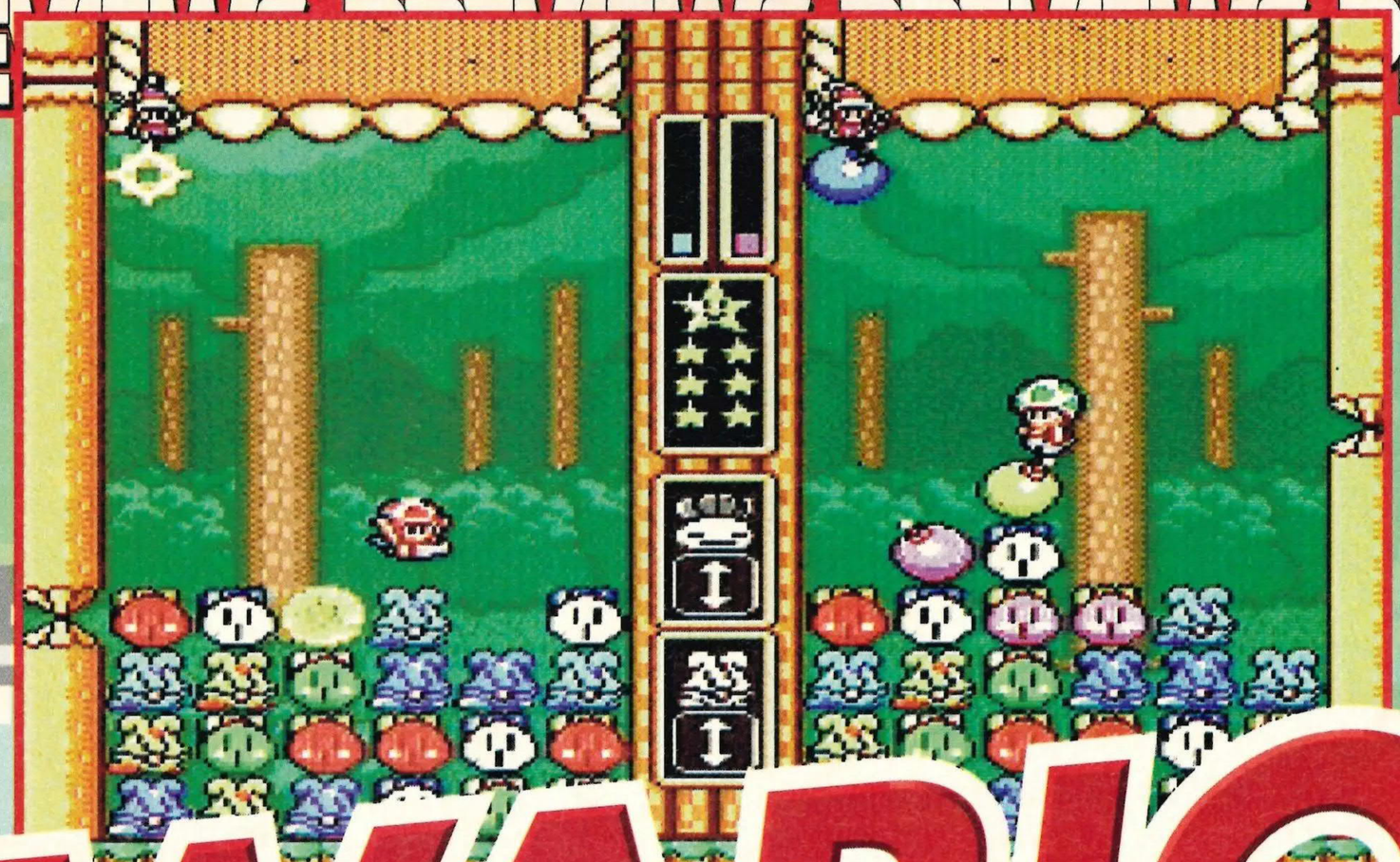
0 20 40 60 80 100

This is even scarier than getting a lift with Johnny in his Lotus.

Above: This punch is not exactly hard. It's a right poncey punch.

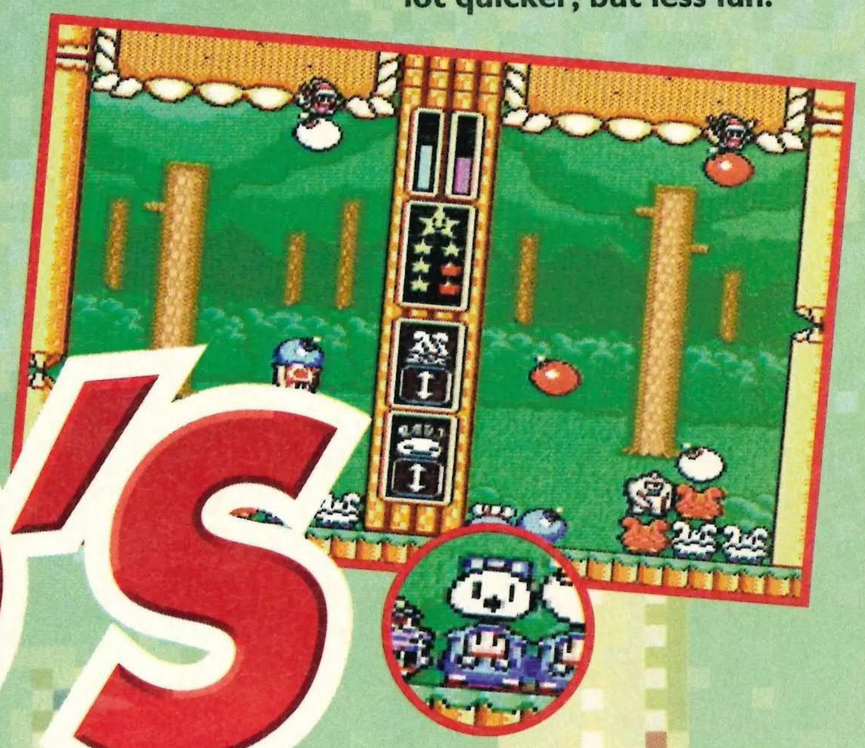


The animation is shaping up to be pretty special at this stage of production.

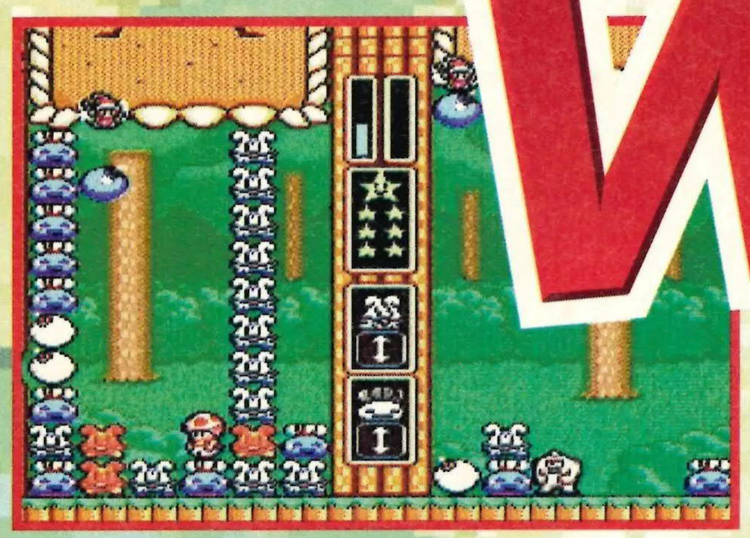


When you introduce more and more colours it all gets just a bit too mad.

Below: When you only have two or three colours the games are a lot quicker, but less fun.

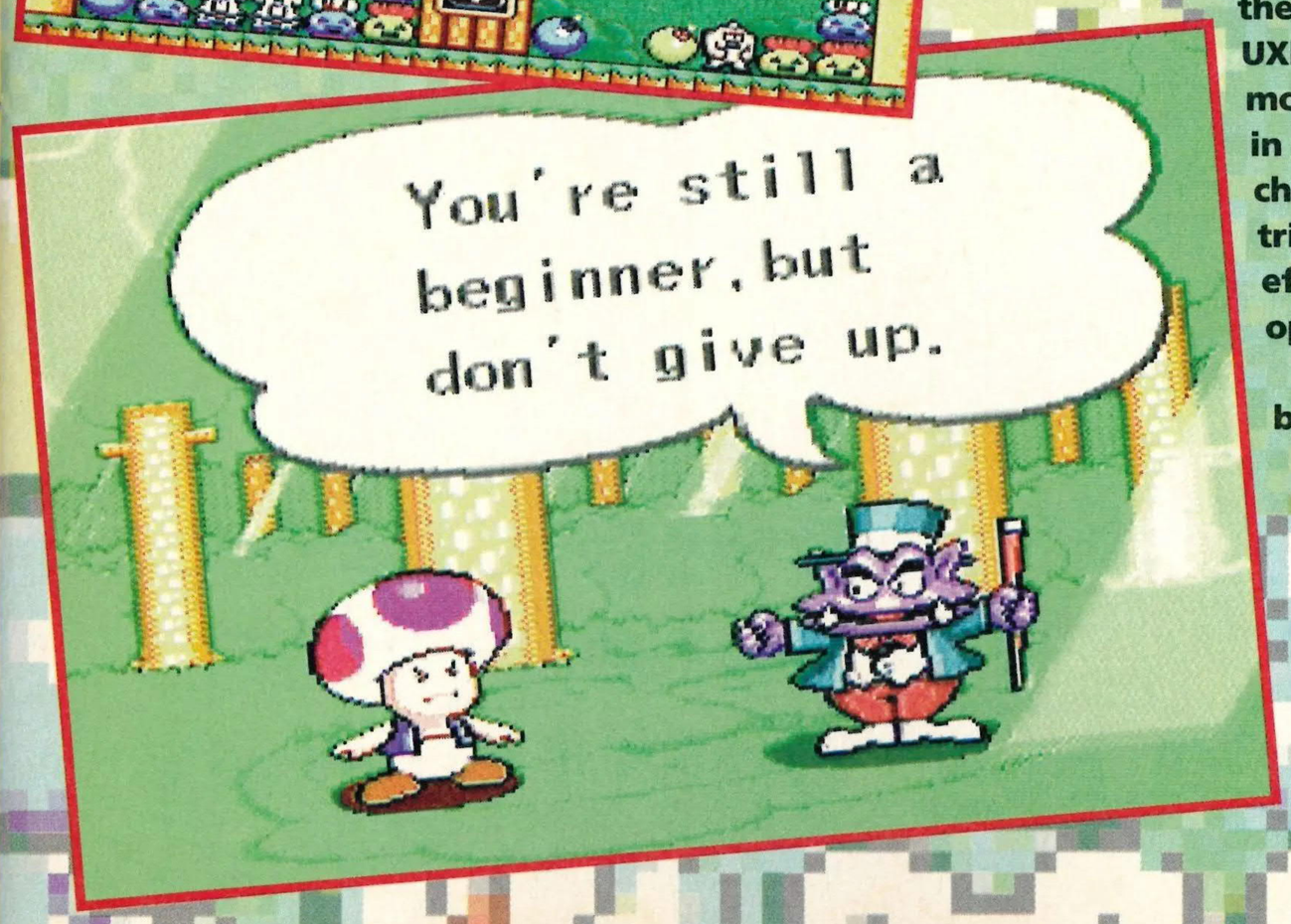


WARIO'S WOODS



Nasty case of piles that, I'd get that sorted pretty quickly mate if I was you.





Right: What can I add? It says it all.

Left: Actually I've been playing it for bloody ages, I'm just not very good.

Just when you thought Nintendo were completely puzzled-out along comes even more join-them-up-and-make-them-disappear type malarkey.

Wario has taken over the once Peaceful Woods and renamed them after himself and to add injury to insult he's started dropping monsters down tree trunks to make the place a tad nastier. In a bid to stop this destruction of the Rain Forest scenario, you control Toad as he runs about like an idiot moving the monsters into little lines that can be destroyed when they link up with a bomb.

Any line of three horizontally, vertically or diagonally will disappear when they line up with a UXB. The more monsters you link up in one go, or the more chain reactions you trigger, the worse the effect it has on your opponent.

The colours are bright and the tunes are jolly and on the whole it looks everything we could expect of a puzzle game. At this stage and with only a few plays under our belt, it looks slightly too complicated to be instantly fun. But it bodes well for the lifespan of the game and we're looking forward to giving it a rigorous testing.



Will it match up to *Puzzle Bobble* and can it give *Kirby's Avalanche* a run for its money? Find out next month.

FOR: SNES
FROM: NINTENDO
CATEGORY: PUZZLER
PLAYERS: 1-2
DEVELOPER: NINTENDO
AVAILABLE: TBA

99% COMPLETE

0 20 40 60 80 100



SPRITES CAME

This summer looks like being a record breaker at the box-office and unsurprisingly nearly all of the blockbuster film releases will be accompanied by a game. Atko takes a look at what we can expect on the silver screen and slapped into your favourite console this summer...



BATMAN FOREVER



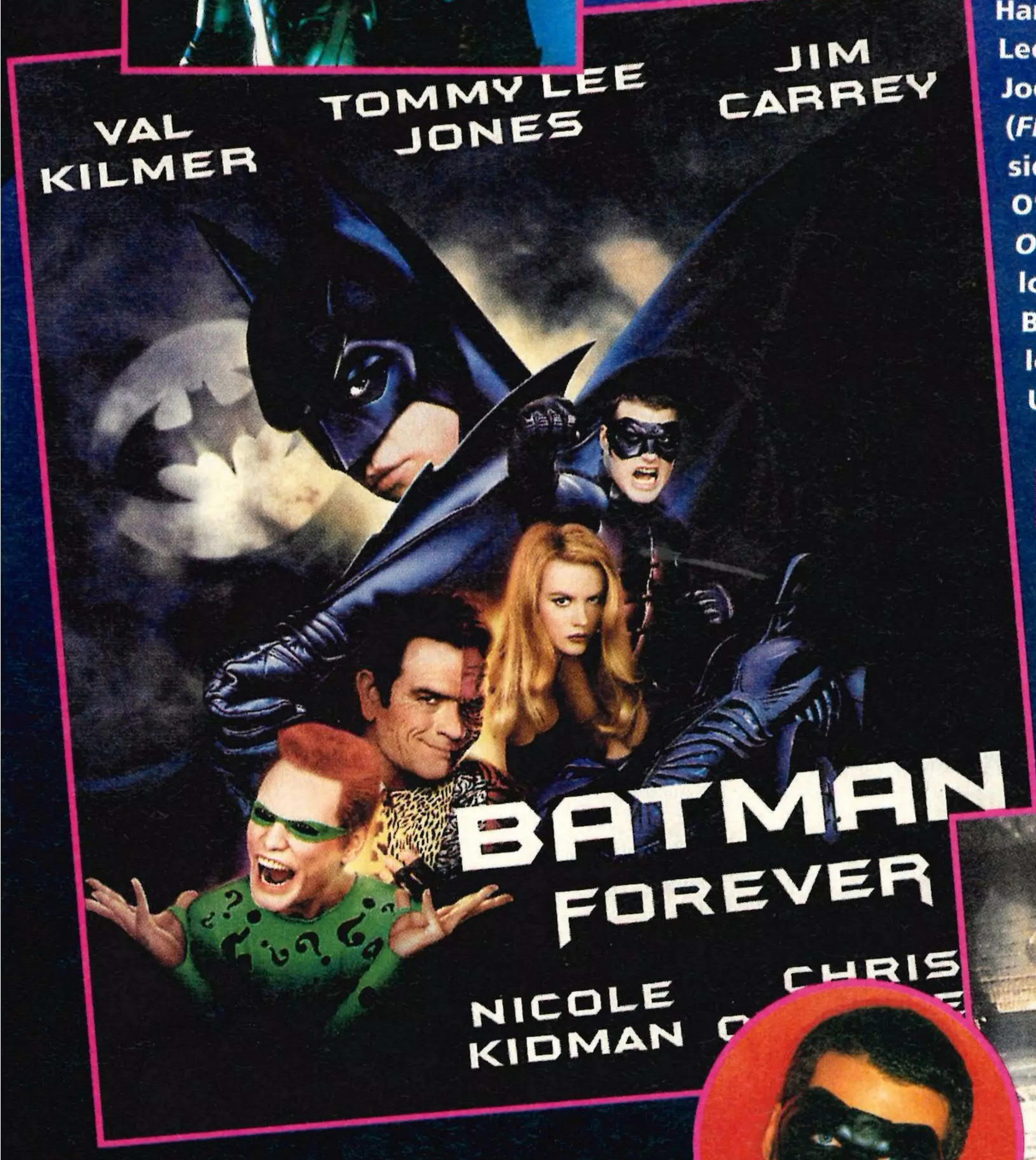


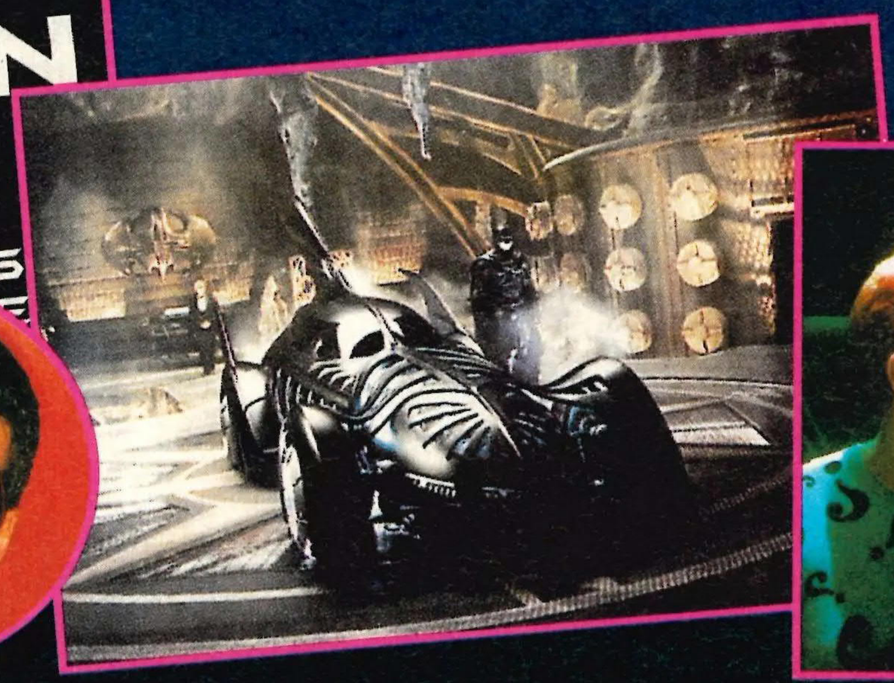
THE FILM: The third chapter in the Dark Knight series pits a new Batman (Val Kilmer out of *Top Gun*) against the double trouble of The Riddler (Jim Carrey) and Harvey Two-Face (Tommy Lee Jones). New director Joel Schummacher (*Flatliners*) also introduces sidekick Robin (Chris O'Donnell out of *Scent Of A Woman*) and a new love interest for the Batster in the form of the lovely Nicole Kidman. Ummm Nicole!

THE GAME:

Acclaim have used their innovative advanced digitation effects in this conversion which isn't surprising when you consider that Warner Brothers used the self same technology for some of the best bits in the actual film. The game features two-player Batman and Robin action as well as all the main characters from the film. *Batman Forever* will be released in September on the SNES and Game Boy. Look out for a preview next month.

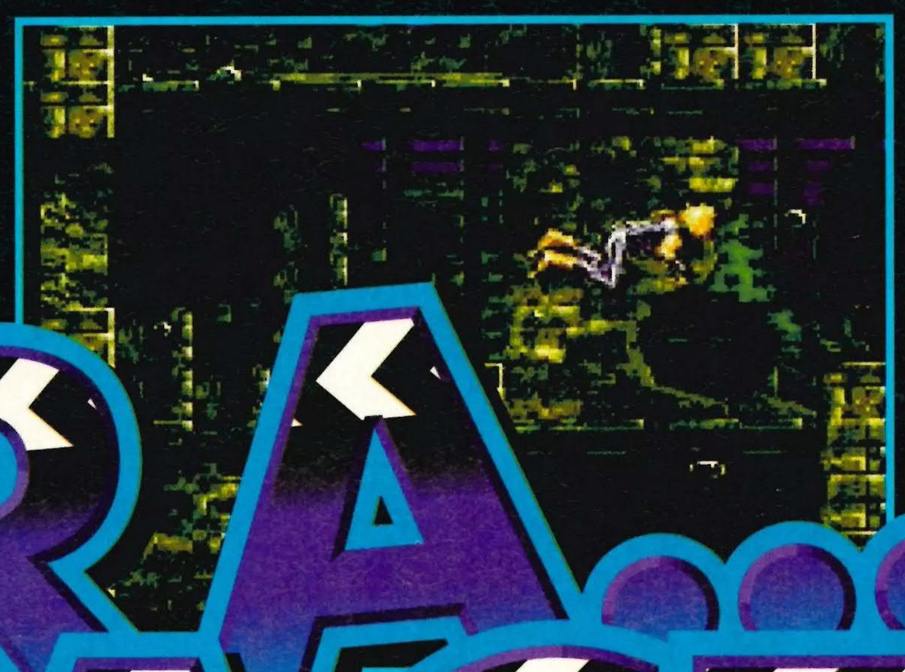
THE VERDICT: Both the game and the film will do massive business this summer. Our US correspondent checked out the film in LA and very nearly wet his pants with delight. Expect the film to be the most successful of the three. As for the game, I'm going to stick my neck out and predict that this will be the biggest movie license ever. Please let me be right!







In its opening weekend in the US, *Batman Forever* earned a record breaking $53.3m. That's more than *Jurassic Park*!



Just a bit like parts of *Donkey Kong Country* or what? Let's bleedin' hope so!

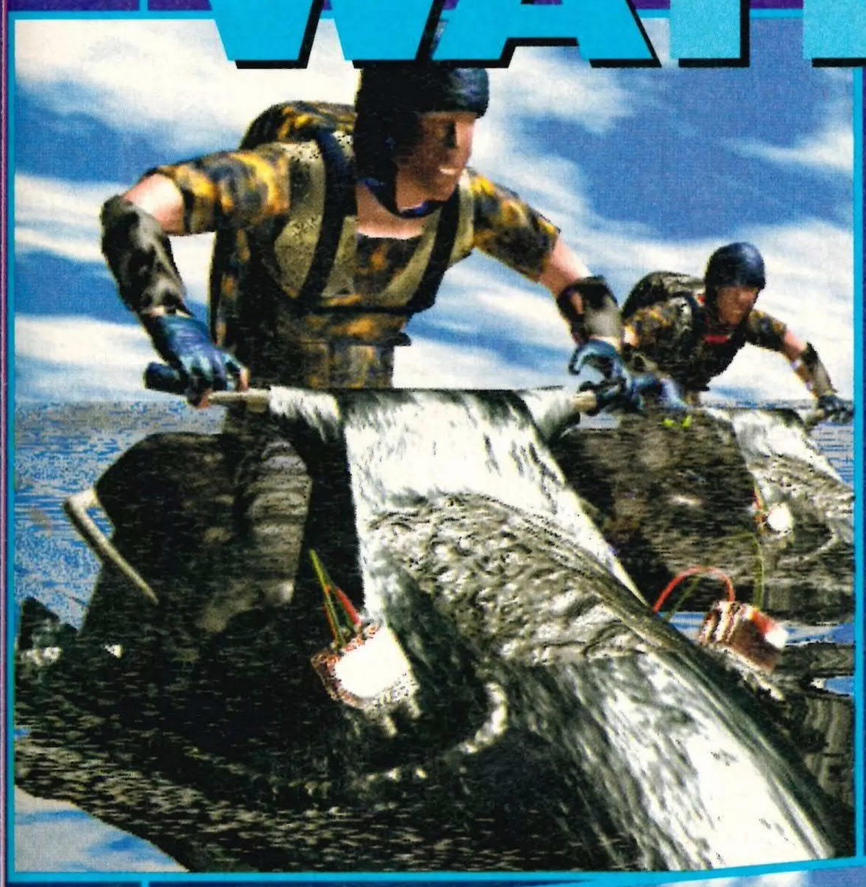


The most expensive film ever gets the full treatment.



'RA ACTION!

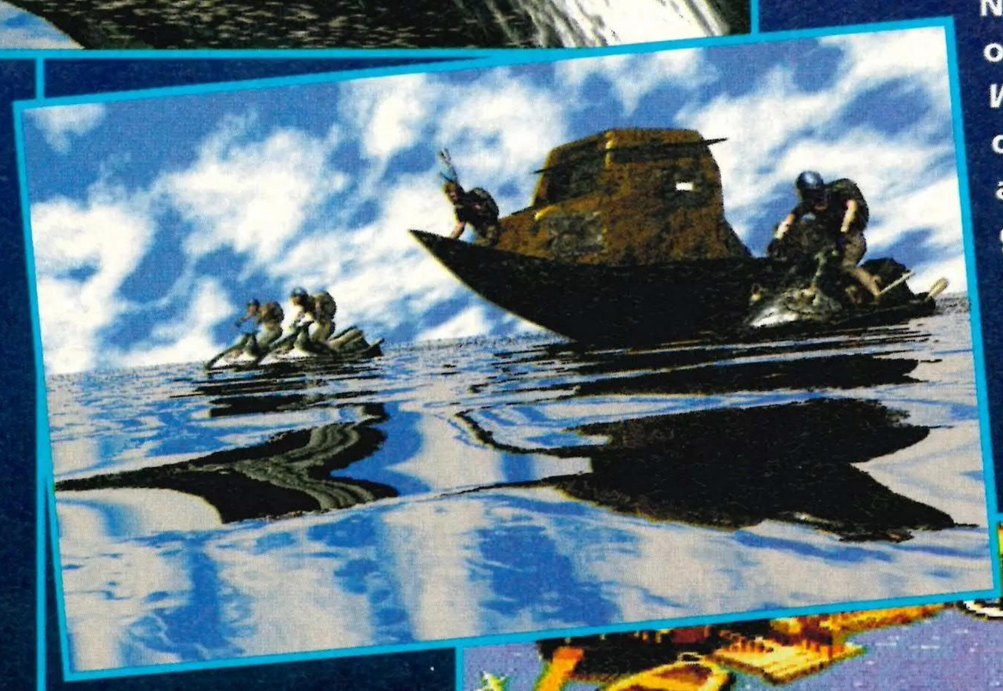
WATERWORLD

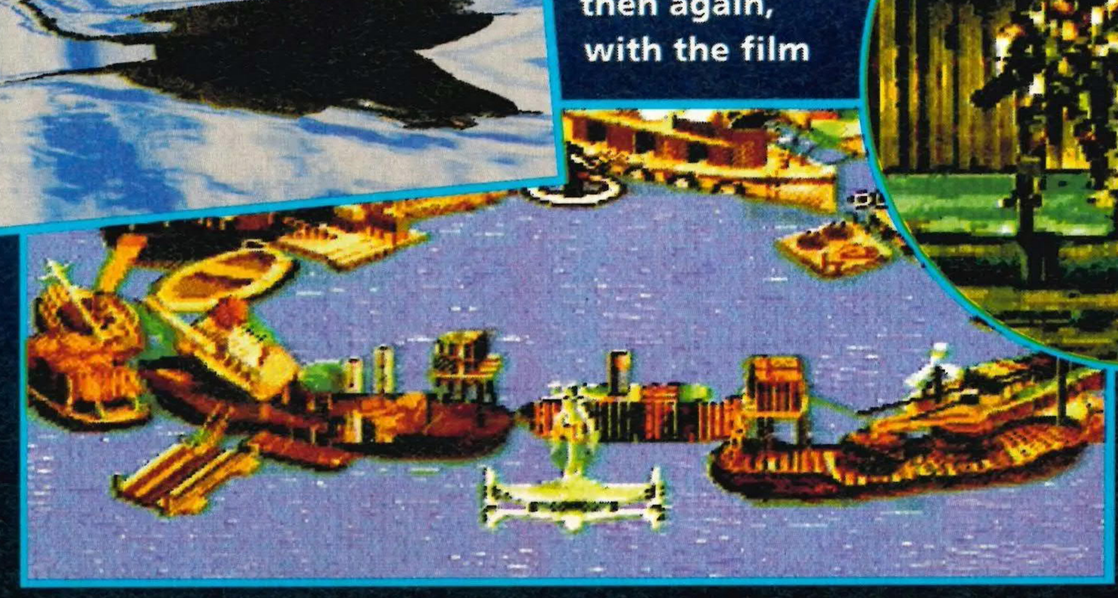


THE FILM: In the 25th century the earth has been flooded because of that pesky global warming we were all warned about way back in the 20th century. Kevin Costner plays The Mariner who together with a lovely lady and a little girl (equipped with a tattoo in the shape of a world map) go in search of the only dry land on the planet. The only problem is that the evil Dennis Hopper will stop at nothing to prevent them finding it.

THE GAME: Due for release on the SNES in November and on nearly every other format possible thereafter *Waterworld* looks set to be a bit of a surprise stunner. Ocean appear to have spent a great deal of effort on the visual effects for this license but then again, with the film costing a record breaking $180 million, the game has to look vaguely special or it's a waste of a license. This certainly boasts more variety than the average film license, but how does it play? We'll see. *Waterworld* will be released on the SNES and GB in October, and on the Virtual Boy and Ultra 64 early next year.

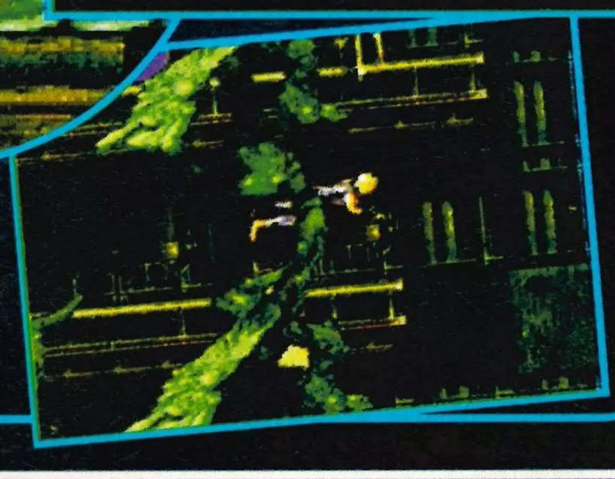
THE VERDICT: From what we've heard and seen of the film we reckon it may well be this year's *Last Action Hero.* However, the game could be surprisingly good. The problem it faces is if the film flops big-time who's going to be interested in playing the game? That's the gamble with licences, I suppose.











Obviously these rendered images aren't SNES shots but the NU64 version is supposed to even better!

CASPER

With over forty minutes of special effects this looks lush.



THE FILM: Based on the comic strip character *Casper The Friendly Ghost* this big screen adaptation is produced by none other than Steven Spielberg. The plot? Well, a young girl (Christina Ricci from *The Addams Family*) bonds with a friendly ghost just as her dad is hired by a money-grabbing mansion owner to rid the place of all spooksome beings.

THE GAME: We haven't actually laid our peepers on this one yet but expect a platform adventure along the same lines as the *Addams Family* series (let's hope it's similar to *Pugsley's Scavenger Hunt*).

THE VERDICT: With over a massive 40 minutes of ghostly special effects compared to *Jurassic Park's* 12 minutes the film should, at the very least, look stunning. Even as I write it's number one in America. It's hard to gauge just how well the game will do but Hi-Tech should release it as soon as possible to ride on some of the films hype.

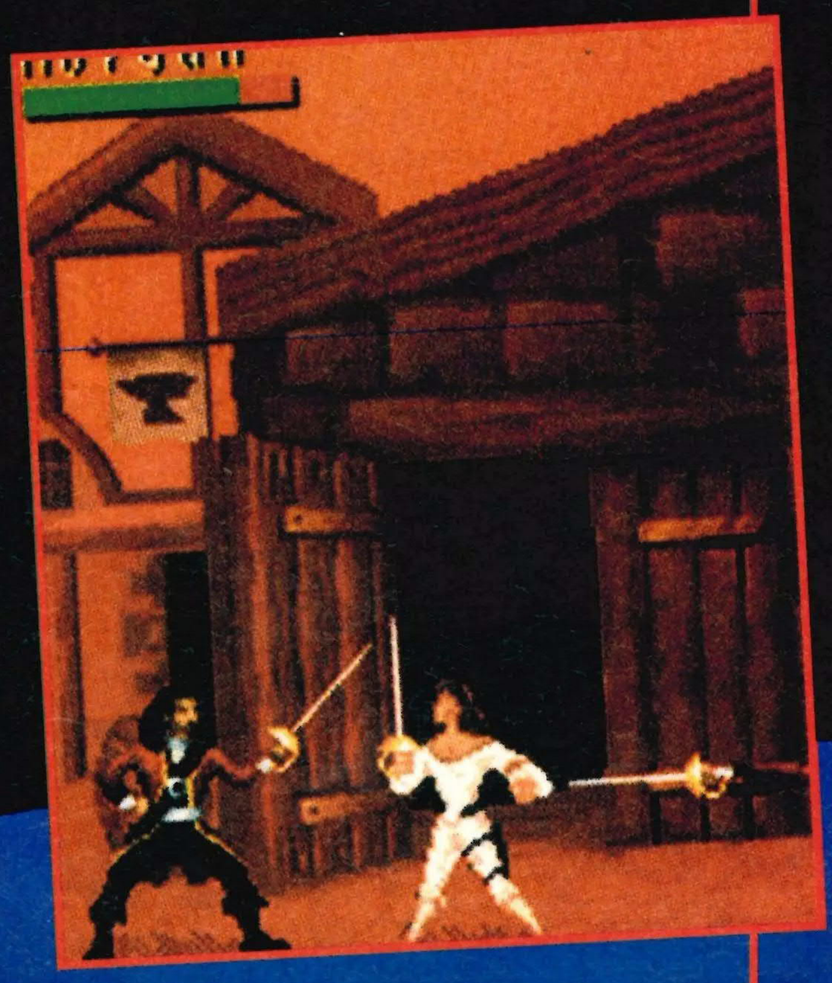


CUTTHROAT ISLAND

THE FILM: This high-seas swashbuckler stars Geena Davis (*Thelma And Louise*) as the pirate queen who finds a treasure map tattooed on some geezers head. Much swordage occurs together with a fair amount of heaving Davis cleavage.

THE GAME: Acclaim gave us these exclusive screen shots and if nothing else it looks different to the usual crop of licenses. If the sword fights play as good as they look *Cutthroat Island* could be tippety top fun.
More soon.

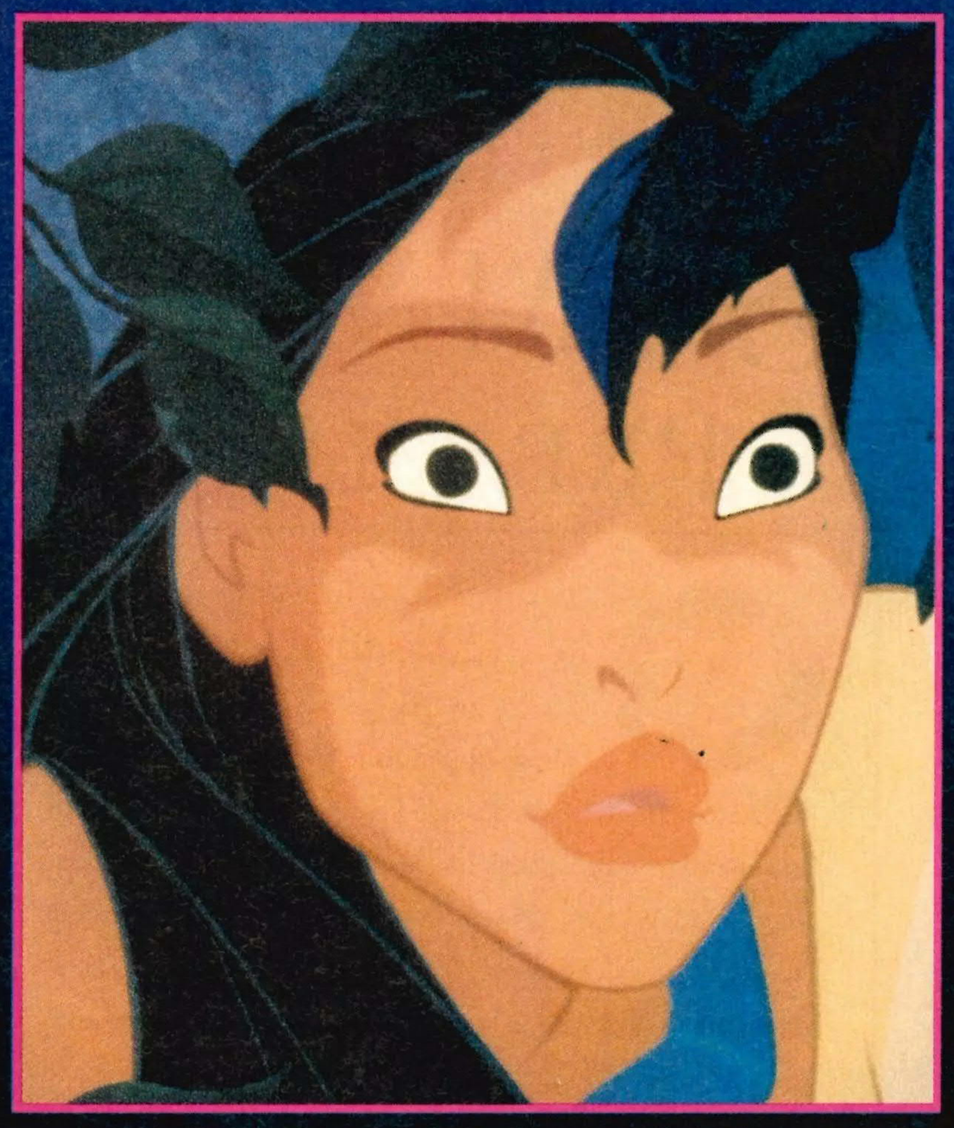
THE VERDICT: We reckon that *Cutthroat* may prove to be one of the surprise license hits of the year even if the film looks destined to bomb big-time. We only hope that there's a lifelike Geena Davis sprite in there somewhere.



This is one lady who knows how to take care of herself.

POCAHONTAS

THE FILM: Disney's latest animated offering is based on the popular American folk tale which nobody this side of the Atlantic has ever heard of. *Pocahontas* is the story of a 17th century Native American maiden who embarks on a sloppy romance/adventure type arrangement with English settler John Smith and his home-brew kit.



This is the exact same expression as the one Debs gives when we hand in late work. Bless her.

THE GAME: First indications on this conversion are that it will have a very similar game engine as *Aladdin* and *The Lion King*. Is that a good thing? Well judging by the amount the last two sold, it would definitely seem so.

THE VERDICT: Disney know exactly what they're doing what with *Aladdin* and *The Lion King* being their highest dollar grossers ever. The film may not have a money spinning soundtrack or much side-splitting humour but they'll have something up their sleeves. The game will probably be criticised for being similar to *Aladdin* but we'll all play it to death and it will sell by the truck load.

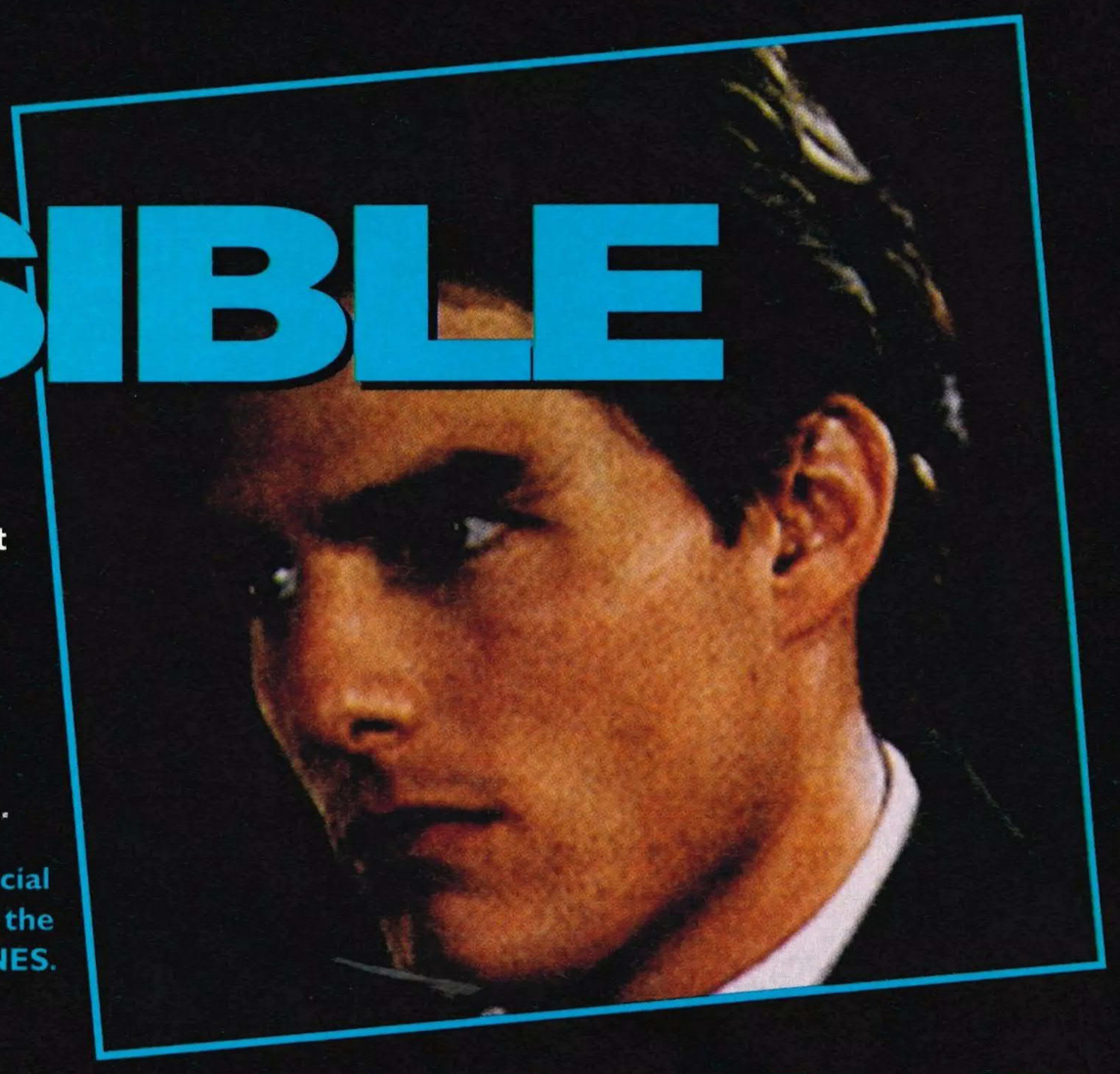
MISSION IMPOSSIBLE

THE FILM: Tom Cruise stars in the big screen treatment of this '70 classic TV show. Erm, that's all anybody knows at this stage.

THE GAME: Well the film hasn't even finished shooting yet so the game is only in pre-production at the moment. We expect to see a platform puzzler but we're praying that it isn't going to be as tedious as the ill-fated and thoroughly poor *Hudson Hawk*.

THE VERDICT: The film will sky rocket into one of the years biggest hits but the game will stiff making it probably one of the last film licenses to grace the SNES. Maybe.

They'll have to use special compression chips to fit the Cruisers nose onto the SNES.



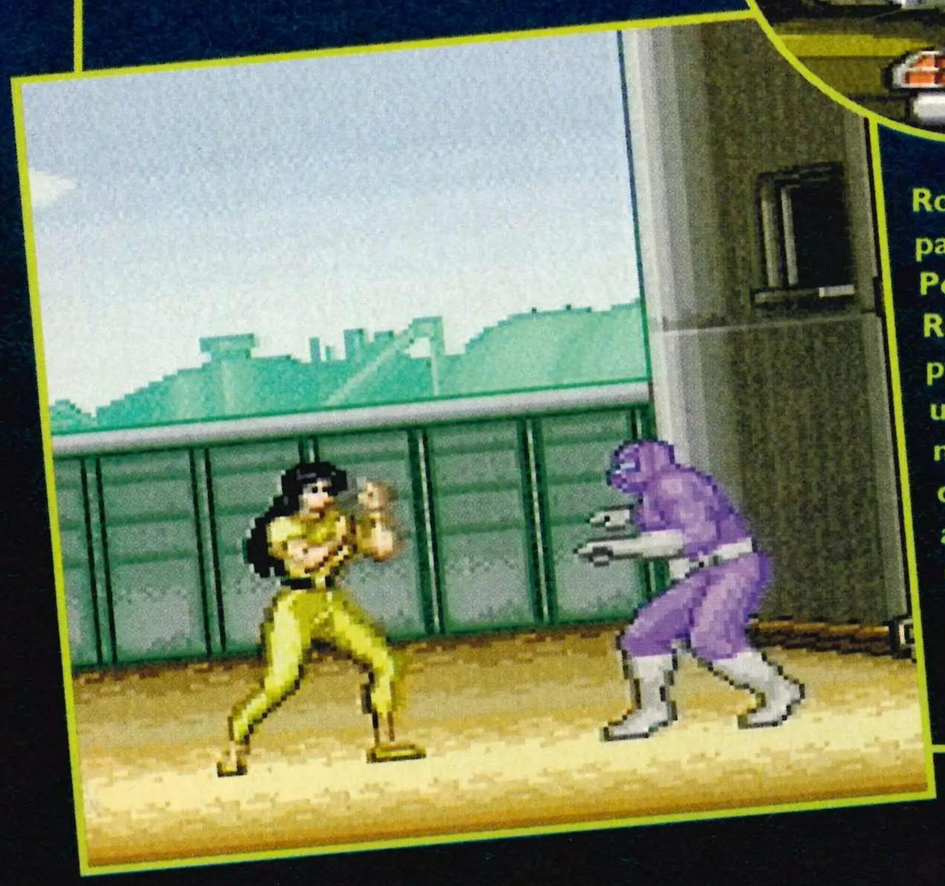
POWER RANGERS THE MOVIE

THE FILM: The Saturday morning superstars of martial arts travel through outer space battling monsters-a-plenty in order to save their home, Angel Grove, from the all round bad guy, Ivan Ooze.

THE GAME: Rumour has it that this is merely going to be a revamped sequel to the previous *Power Rangers* effort. If so then it's going to need a considerable face-lift because we only gave the original beat-'em-up 18%. Well, it was cack!

THE VERDICT: The film will be massive, I can't work out why but you lot seem to love the *Power Rangers*. What is it with these particular super heroes? Is it their lycra pants? Baffles me.



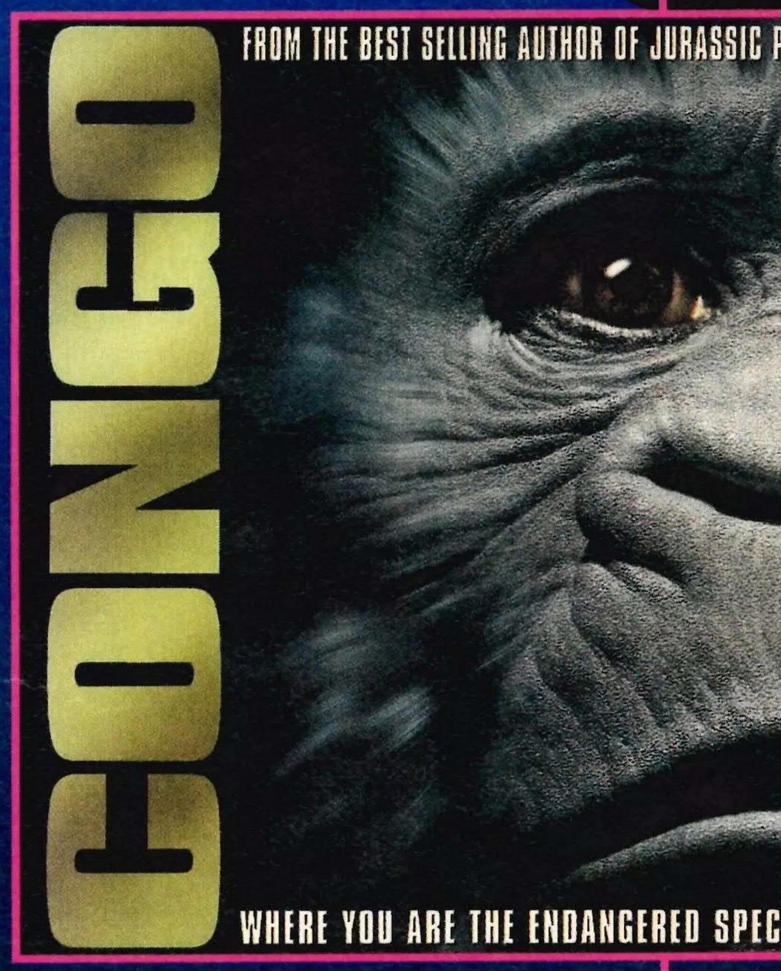


Rob wears a pair of purple Power Ranger pyjamas under his normal clothing at all times. Odd fella.

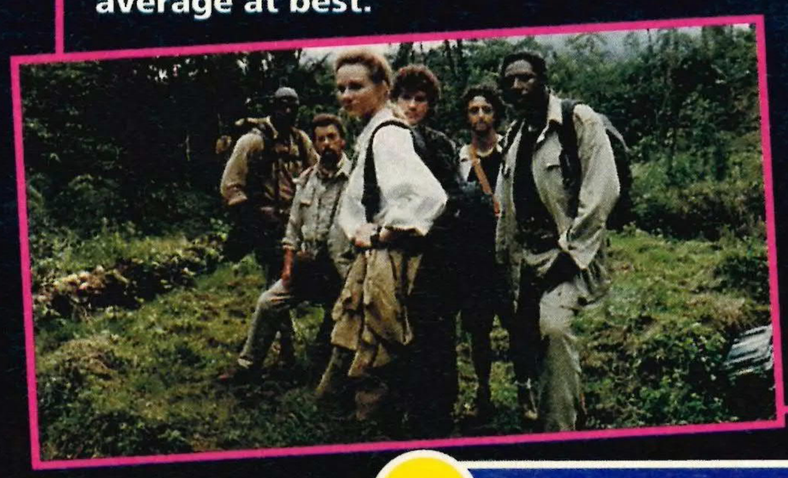
CONGO

THE FILM: Based on the novel by Michael Crichton (*Jurassic Park*) this tells the tail of a domesticated ape who has mastered sign language. He joins forces with a bunch of primatologists in the Congo to save them from a whole pack of ash-coloured gorillas who are not only well 'ard but want to protect the fabled lost African City where they live.

THE GAME: This would be the ideal opportunity for a tie-in between the fruit drink Um-Bongo and a video game (because apparently they drink it in the Congo). We've heard from Viacom that this will be similar in terms of gameplay to *Jurassic Park 2*. That sounds good enough to us.

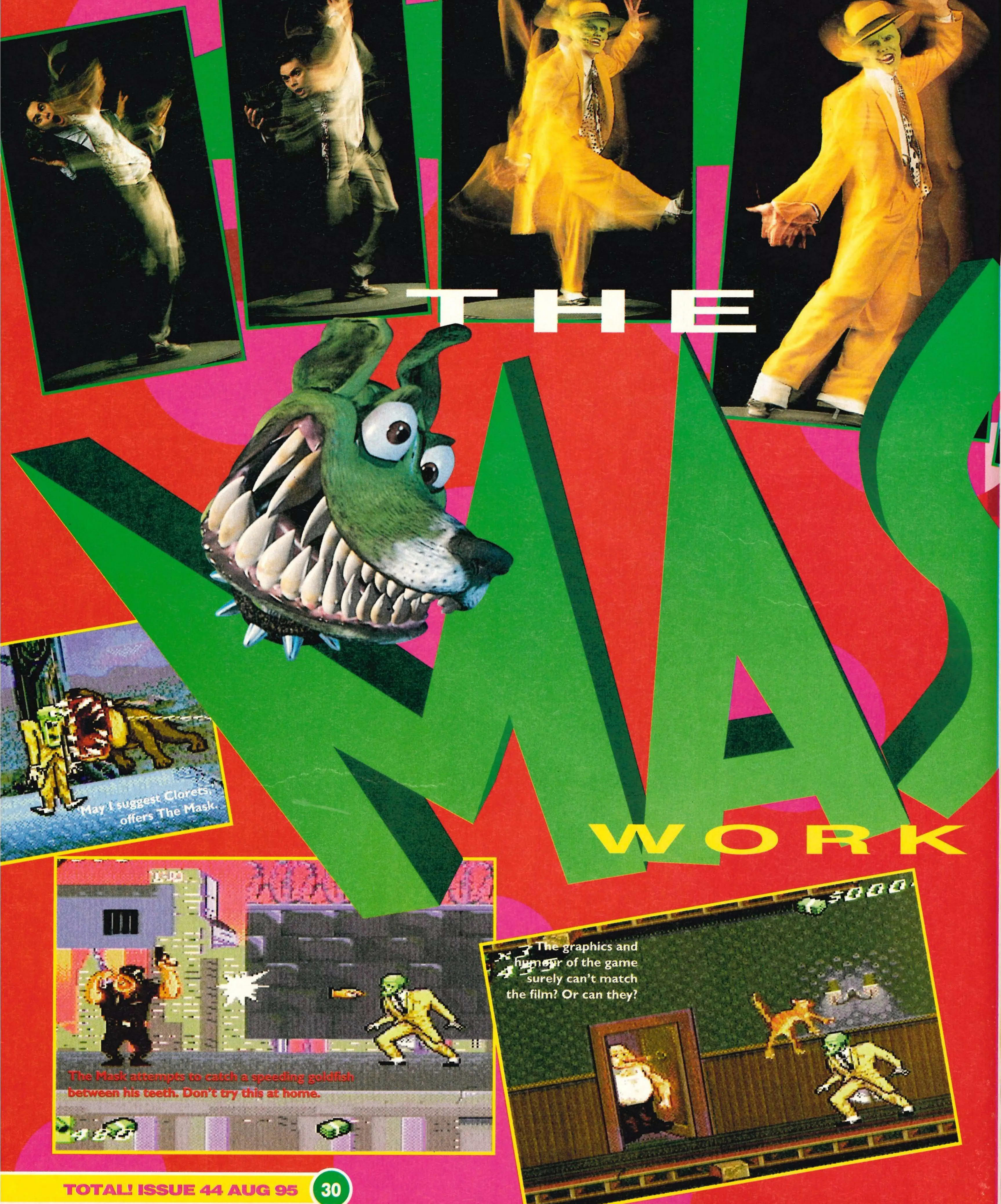


THE VERDICT: The book was an international best seller, the film will be huge but it remains to be seen whether or not Viacom will make the most of this. If they render the sprites and cash-in on the fact that the whole world seems to have gone ape crazy then this could be brilliant. If not it will be average at best.



Only three of these six characters survive in the film. We're not telling you which ones but they're standing at the back. Oops!

THE MAKING OF

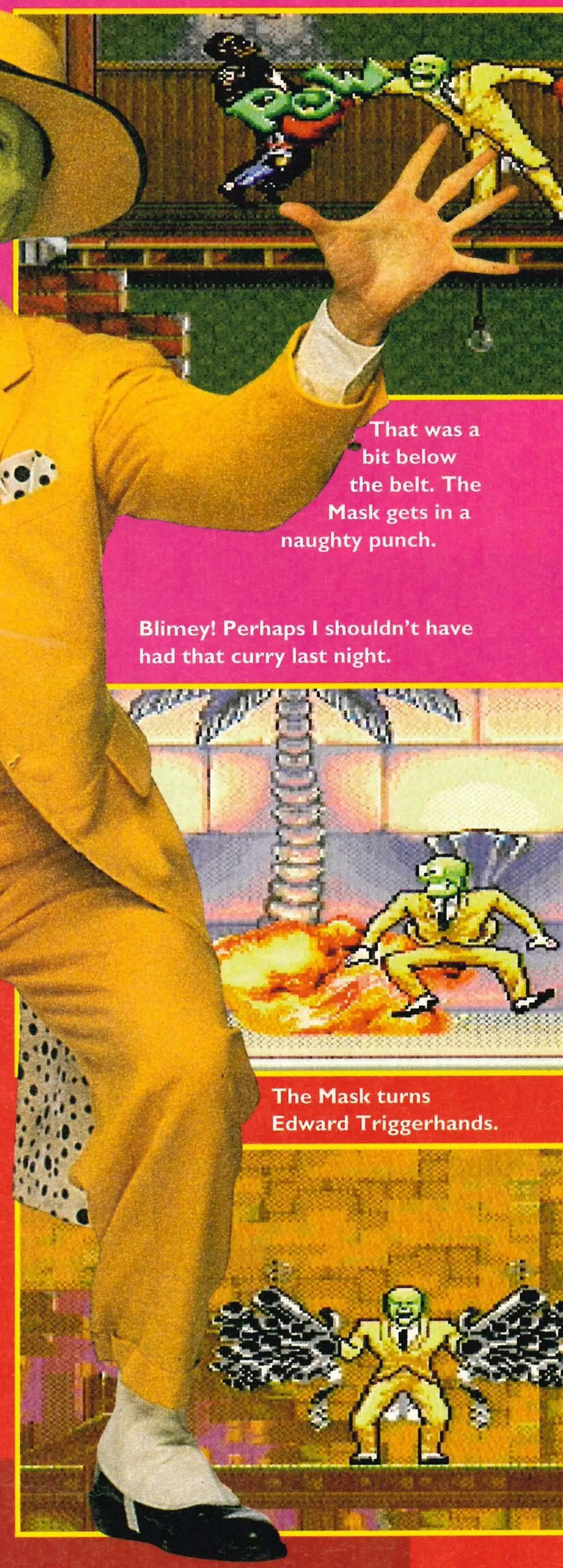


'May I suggest Clorets,' offers The Mask.

The Mask attempts to catch a speeding goldfish between his teeth. Don't try this at home.

The graphics and humour of the game surely can't match the film? Or can they?

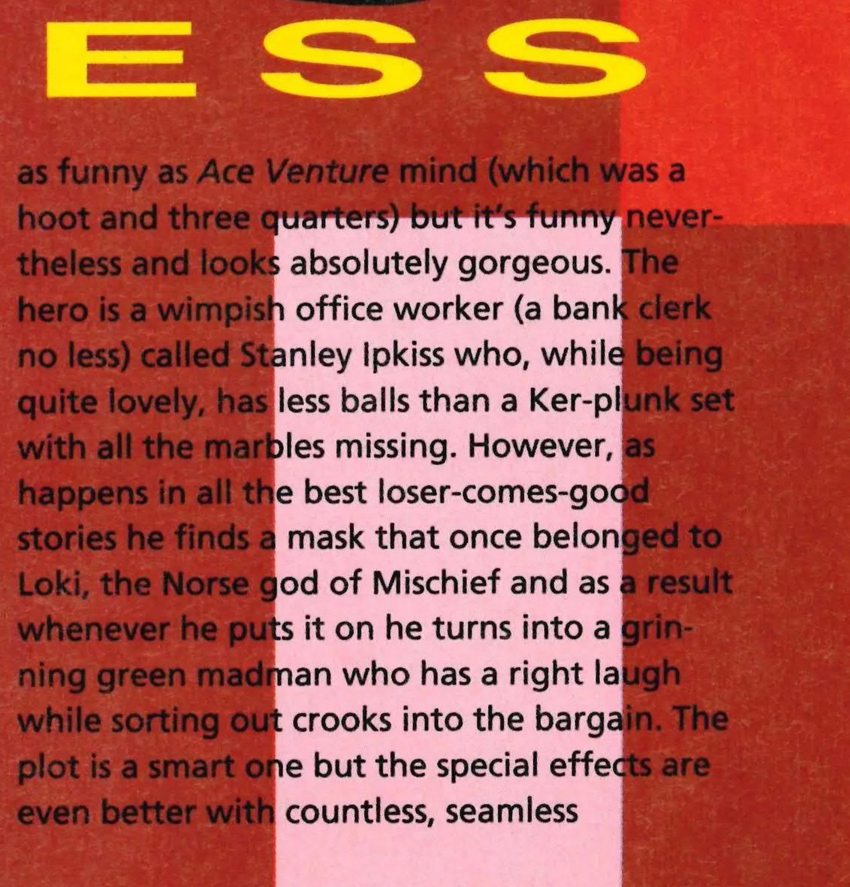
O F . . .



That was a bit below the belt. The Mask gets in a naughty punch.

Blimey! Perhaps I shouldn't have had that curry last night.

The Mask turns Edward Triggerhands.



IN PROGRESS



Jim Carrey, eh? Annoying git. One day, gawky bloke doing stand up comedy, next day, multi-million, A-grade Hollywood star. And all because he can pull a few funny faces. Still, like me Murphys and all that.

If you haven't seen the film yet, let me tell you it's a hoot and a half. Not quite as funny as *Ace Venture* mind (which was a hoot and three quarters) but it's funny nevertheless and looks absolutely gorgeous. The hero is a wimpish office worker (a bank clerk no less) called Stanley Ipkiss who, while being quite lovely, has less balls than a Ker-plunk set with all the marbles missing. However, as happens in all the best loser-comes-good stories he finds a mask that once belonged to Loki, the Norse god of Mischief and as a result whenever he puts it on he turns into a grinning green madman who has a right laugh while sorting out crooks into the bargain. The plot is a smart one but the special effects are even better with countless, seamless

THE MAKING OF... THE MASK



He may be smart, but The Mask goes over the top this time about blowing his own trumpet.

sequences containing the finest works of computer wizardry yet seen.

The Mask was actually a comic book character before it hit the big screen. He appeared in *Dark Horse* comics and although the original was a much darker and more violent affair, the screen version capitalises on the bizarre and humourous aspects of the comic to excellent effect.

Oh, and before we take a look at the game of the movie here's an interesting rumour. Obviously most of the special effects for the movie (created by Industrial Light And Magic) required the talents and processing power of a team of graphics experts. Interestingly, it is rumoured that because of Jim Carrey's unfeasibly flexible face, he saved the producers nearly a million dollars in make up and effects.

The Mask Unmasked

Gameplay, as we know, is what makes or breaks a game, but with a big budget, special effects spectacular like *The Mask* you have to, right from the outset, get the game looking 101%. From what we've seen of this early version the initial effort has been ploughed into doing just this. While much of the meat of the game isn't yet in place, the main sprite is functioning well and looking mighty fine. The main characters abilities all reflect memorable moments in the movie with his gun-slinging, horn-tooting, and boxing-glove swinging antics being reproduced perfectly.

The Mask has an energy bar and when the hero is particularly low on energy he rips the mask off his face and reverts to Stanley Ipkiss. While playing you can pick up morph energy which enables you to use your special abilities. If you don't have enough energy, you are restricted to using just the boxing gloves. The special abilities are what really make the game. You can turn into a whirlwind and wreak havoc as you whoosh around the level. There's a mallet hidden away in your suit which not only makes a handy weapon but helps you smash your way through weak floors.

Some levels require extra high jumps so if you have enough energy you can do just this. Then there are the memorable guns, a weapon that reflects the scene in the movie in which The Mask reaches for a gun and pulls out a whole arsenal of weapons. For extra comedy choose the horn. It's a dinky little thing which morphs into a big horn and blasts everything away. And finally there's the speed dash, which quite simply enables you to, yes, dash around.

What would a platform game be without special objects? Apart from a bit empty it would also be crap, so *The Mask* is chocka with 'em. Find a hat and if you die that's the point you restart from. You'll also find vents all over the place which you can get sucked into to travel from place to place more quickly. Milo the dog also makes an appearance but as yet

POP-EYE

If you haven't seen *The Mask* yet, rent the video now. The effects will have your eyes popping out on stalks. Like this!

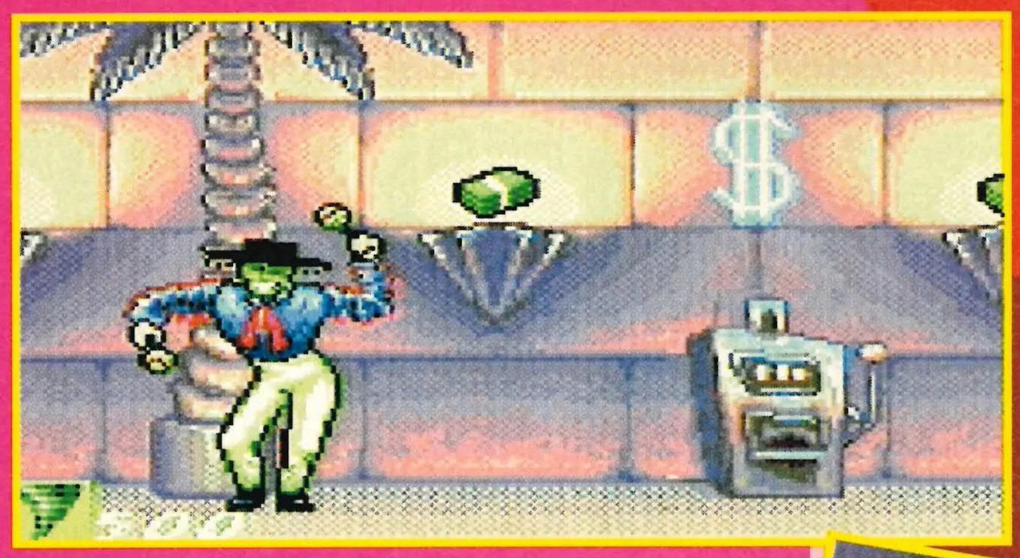








'It is rumoured that because of Jim Carre producers nearly a million do



The Mask travels all over the world performing his subtle blend of music and humour.

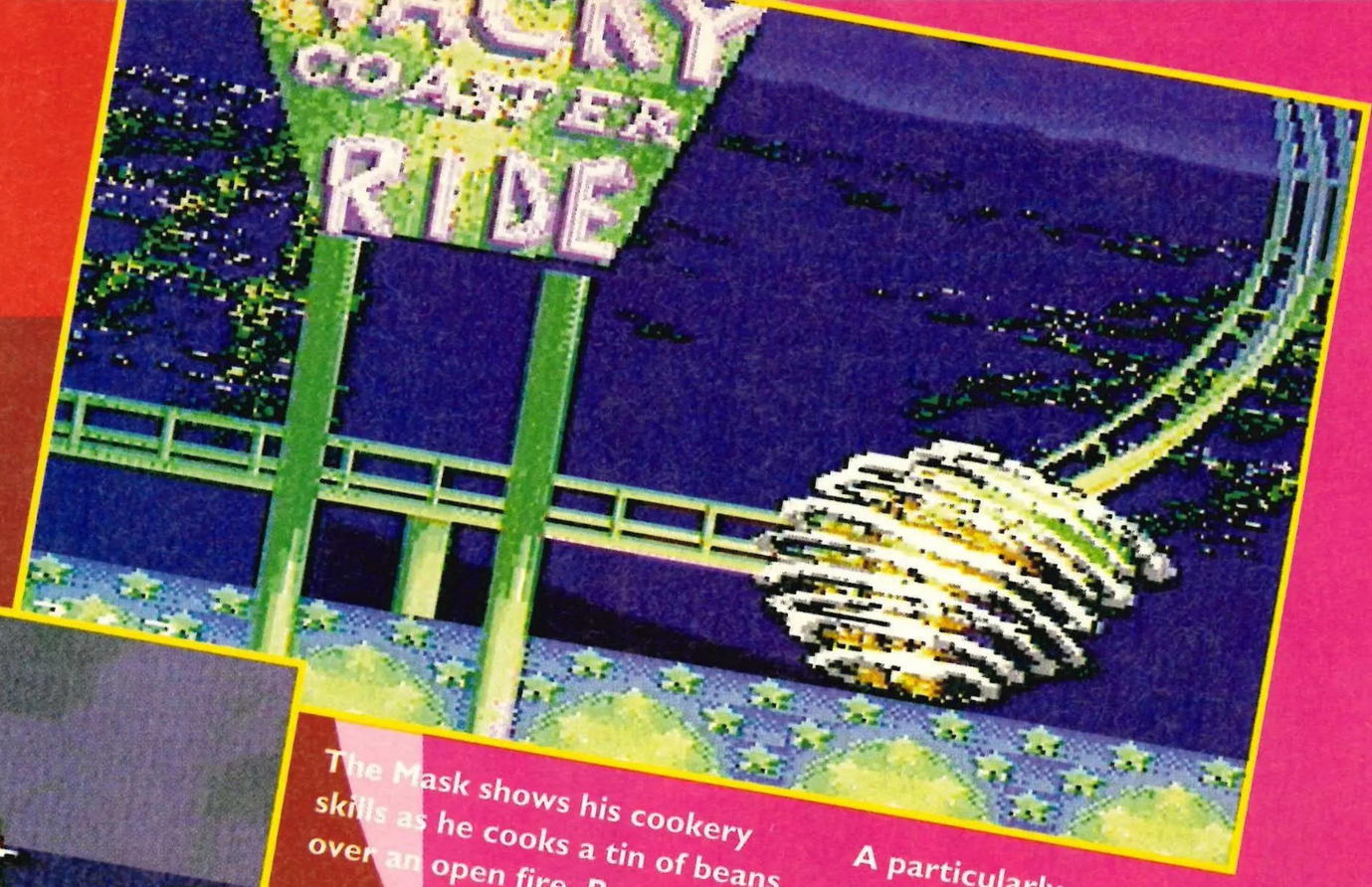
we don't know quite what his function is. If he's anything like his film counterpart though he'll be most useful in helping to defeat the bad guys. Then, of course, there are chairs and sofas to enhance your jumping ability, elevators from level to level, switches which operate a variety of barriers and a number of secret little bits of scenery which you can bash your way through.

The game takes place over seven large levels. They can be played in any order but it probably makes more sense to do them as they appear in the film. There's Stanley's apartment in which angry neighbours set their vicious cats on you and because of the tatty nature of the place there are all sorts of other hazards from various household objects that are in disrepair. Next it's onto the streets of Edge City where you meet lots of vile street folk and get run over by trucks and stuff. The Edge City bank is your next stop. The only withdrawal you'll be making is a tactical one because there are mad gunmen all over the place. Landfill Park is gagging for a visit too, but unlike the film, you get to climb trees and fight killer ducks. Doh! Things go a bit wrong next and you end up in the jail. This maze-like level is no problem for a man who can use those vents I was talking about earlier. Then once you made your escape via the sewers (a whole level in themselves) you have to make your way to the Coco Bongo Club for the final challenge.

Even at this stage the game is certainly not lacking in graphical wizardry and size, but as for that gameplay, it's early days yet so you'll just have to wait until next issue when we take an even closer look at the game of last year's most hilarious cinematic outing.

T!



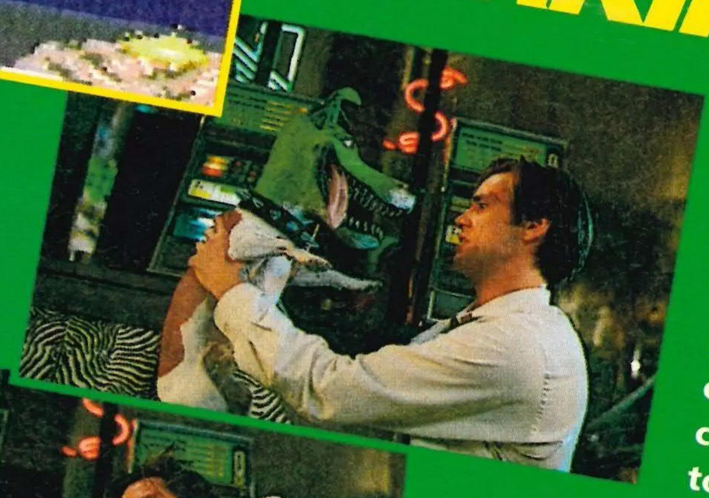


The Mask shows his cookery skills as he cooks a tin of beans over an open fire. Possibly.

A particularly nasty guff sees The Mask fly into a terrific whirlwind.

BARKING MAD

Jim Carrey may have been the star of *The Mask*, but there were a few other characters that kept us on the edge of our seats. This dog being one of them. The way his jaw was graphically inserted onto his body was superb. You can expect plenty of brilliant touches like that from the SNES version too. Not bad!











'...y's unfeasibly flexible face, he saved the ...llars in make up and effects'



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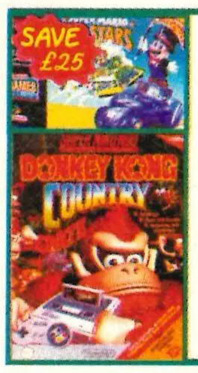
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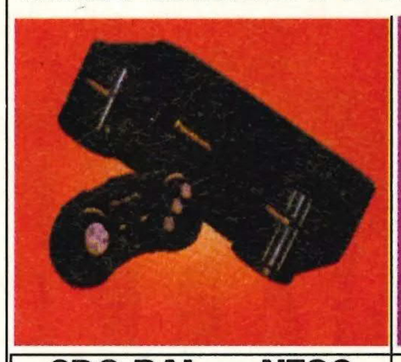
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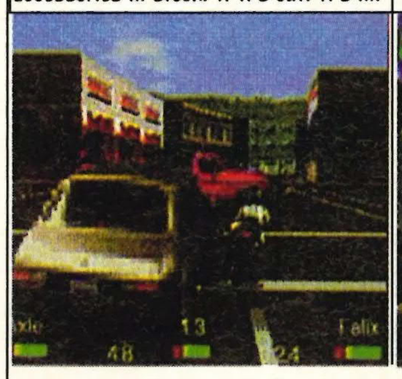
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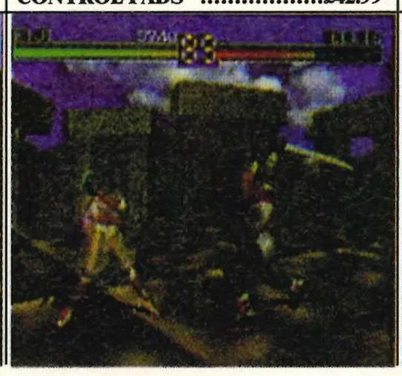
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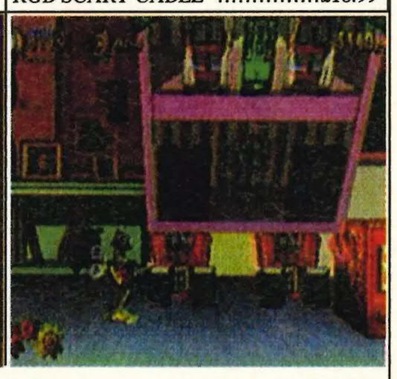
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The TOTAL! review crew

Meet the gang 'cos the boys are here, the boys to entertain you, with games and reviews and jokes just for you, with us around you won't feel blue. This month it ain't half hot man...



ROB
Donkey Kong Land on the Game Boy, eh? How do they fit all that stuff into such a small space then? Modern technology, what are your feelings on it boys?

ATKO
I'm all for it. I love technology. The television, camcorders, computers, portable telephones and of course *Bust-A-Move* on the SNES. It's amazing the strides man has made this century. I'm all for progress.



ANDY
Yeah, I mean like the Thermos flask right. You put hot water in and it stays hot. And then you put cold water in and it stays cold. Brilliant. Not like the hot water bottle, I mean that's hot...(*oh Andy, please shut up – Rob*).



Super NES

BUST-A-MOVE 36



'Okay, just one more go...'. One of the most addictive games ever to enter the TOTAL! office. Find out why on page 36.

PREHISTORIK MAN 38

Let's take it back to the Stone Age man, chuck rocks and get jurassic with a really primitive hero. Name of Sam.



JUSTICE LEAGUE 40



Superman vs Wonder Woman and Batman vs The Flash. Superheroes in mass punch-up shocker. Read on.

STAR TREK – FUTURE'S PAST 45

Another one for the Trekkies, but will it appeal to everyone? See what Atko thought of it all.

EXCITE STAGE '95 46

Footy, footy, footy, footy. Our Rob just can't get enough of it. But will the J-League of Japan be to his liking?

TIMECOP 48

Oh, not another film licensed platform game? Erm, yes actually, so up yer bum you whinging gits.



WORLD MASTERS GOLF 51



Will this golf game be up to scratch, or below par. This and other sports cliches on page 51.

Game Boy

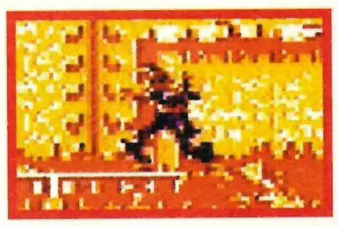
DONKEY KONG LAND 52



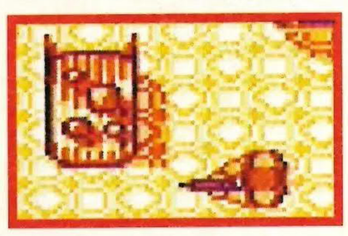
Is this the best Game Boy title ever? Nintendo think so, but do the boys at TOTAL!?

JUDGE DREDD 54

Dispensing Justice on a smaller scale the Judge legs it round a not-so-Mega City.



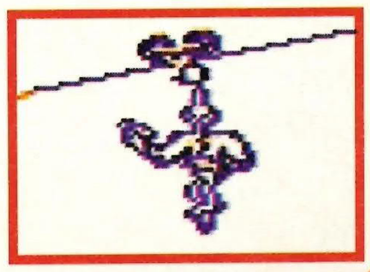
TRUE LIES 55



Arnie also shrinks down as the underrated *True Lies* converts from the SNES.

EARTHWORM JIM 56

After a long and happy honeymoon period, Jimmy boy wiggles on to the Game Boy.





You win some, and in this instance it's me, as indicated by this big 'WON!!' thing.

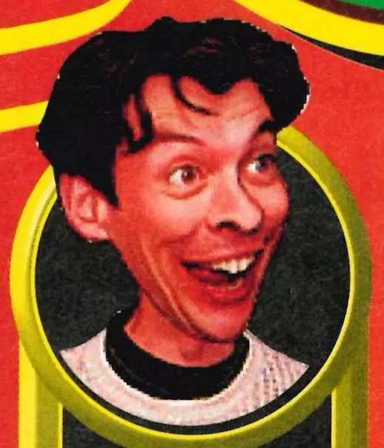


TOTAL! SNES REVIEW

BUST-A



Here I am busting more bubbles than is probably healthy. It's damn good fun though.



PLAYERS: 1-2
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'Time for bubble trouble in a bubble bobbing, *Bubble-Bobble* sequel. Sort of. Lots of bubbles anyway.'

Have you ever accidentally bumped into an old friend who you haven't seen for years and hit it off as if it was only yesterday that you'd last met? No? Oh, I won't bother gibbering on about this being a sort of follow-up to *Bubble Bobble* and *Rainbow Islands* then. But that's what it is and it is indeed refreshing that this is every bit as playable with a sort of overwhelmingly addictive feel to it just like those other games.

BUBBLES
Brilliant one- and two-player games. Bloody great all round.

The format is significantly different mind you. Gone is the platform style to be replaced by what is an increasingly familiar *Tetris/Puyo Puyo* formula. However, to our joy those Taito people have turned the idea on its head (quite literally) and given us a variant that plays up the screen rather than down. The object of the game is much the same as other Puyo games. You have to position like-coloured blobs adjacent to each other and when three or more are in place they disappear.

As you would expect there's a stonking two-player option (either against the

100-Piece Puzzle

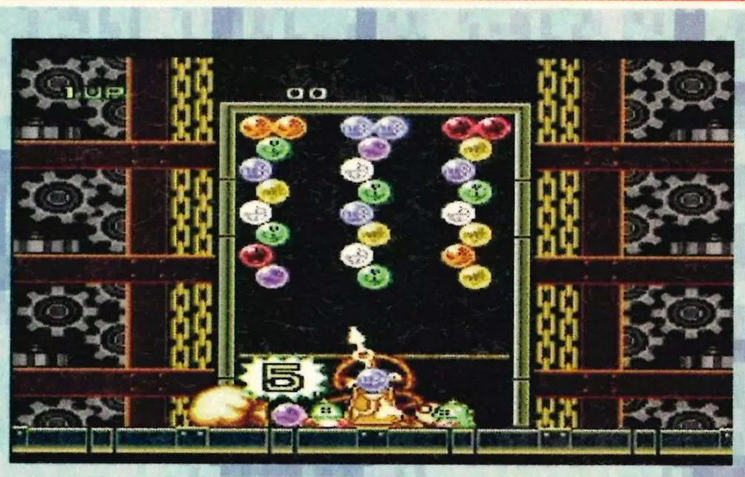
That's right. There are 100 levels in the one-player mode of *Bust-A-Move.* And they're not that easy I can tell you. In fact, by the time I'd finished them all my head hurt and my eyes had gone all squiffy. So be warned.



Hit only the green or (as seen here) the purple blob in the middle. Get rid of them both and the exploding blobs drop down and are lost. Once one blob has gone, hit the exploding one with any coloured blob and a a big hole is blown away.



Clear the sides of blobs and then, as you can see, all you have to do is send a red blob up the left and right-hand sides. When higher blobs are destroyed the ones below it just fall away. So here the whole lot will be cleared by getting rid of those top red ones.



This is a very painful level. You can send blobs right up through those narrow gaps so you can either chip away at the lower blobs or try (very carefully) to aim blobs about halfway up the columns. If you're successful it makes clearing the rest a lot easier.

And then you lose some, as indicated equally boldly with this 'LOST' message.







ATKO SAYS...
I'd like to put across an alternative viewpoint but old Thicko has hit the nail right on the head. So by way of reinforcing the point why don't you just buy the game and experience the glory of it all.

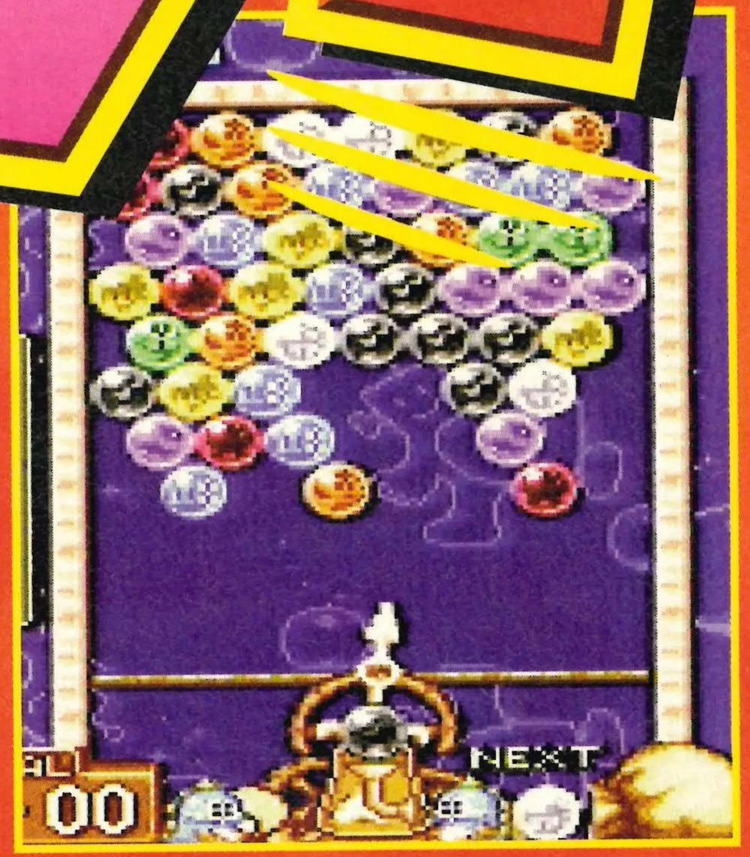
MOVE

And to prove I spent far too long playing the game, here's a shot of the final Boss.

TRUBBLES
Nothing really wrong with it whatsoever in our opinion

computer or a human opponent) and you have to set up mighty blob combos in order to send rogue blobs over to your opponent's screen thus making his life really grim. So far so good. And in case you were wondering, yes, this head-to-head battle is excellent and potentially has an infinite life span. However, unlike most other games of this type which usually are a bit sad on the old one-player side, this game has a series of 100 tough puzzle levels which not only stretch the grey matter but sends it throbbing into overdrive. By a combination of accuracy, forethought and ultimately a speedy reflex you have to clear each screen of blobs without letting them fill up your play area. It's not as easy as it sounds but it is an obscenely good challenge. I finished it in two days but that's not because it's in any way easy. It's because it's so addictive I found myself sticking at it solidly for two five-hour sessions until I'd cracked it. To try to recommend it further would be pointless. But this is, yawn, possibly the greatest puzzler you'll ever play.

ANDY

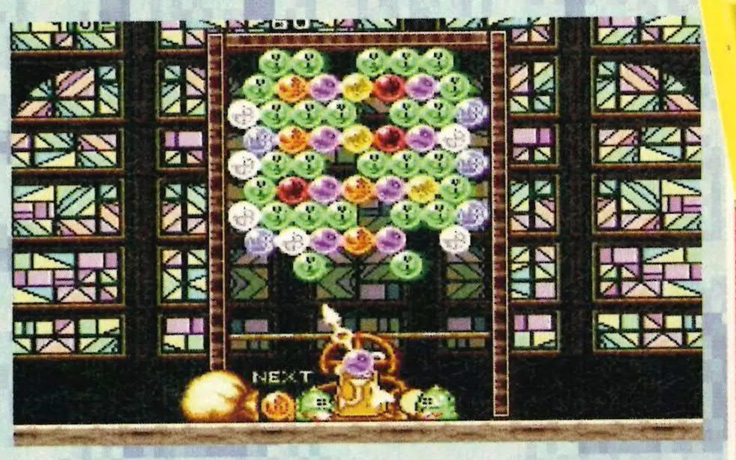


Naturally, in any tournament stuff happens and this is just the screen to keep you up to date. And that.

KER-PLUNK

This is the little cannon thing you operate. It turns through several degrees. Um, that's it! What a useless little box this is.





AAAARRGH! This is tougher than trying to get Atko to pull an attractive face and believe me that's tough. There's no option here but to gradually chip away at the blobs until you get up to the top. So get chip, chip, chipping, matey!

TOTAL! JUDGEMENT

'Utterly stupendous. All that talk about playing it until your head explodes is true. Completely addictive and 100% slick. It's a winner and so on.'

GRAPHICS 8
Okay, it's not *DKC*, but for this type of game it's very colourful and not at all messy.

SOUNDS 7
A depressingly cute theme tune and lots of cute whoopy sound effects. Nothing too unexpected.

GAMEPLAY 10
One of the most addictive puzzlers I've ever played. If you like these games, this one'll kill you.

LIFESPAN 9
One-player mode lasts a few days and two-player mode can last forever and a day, maybe two.

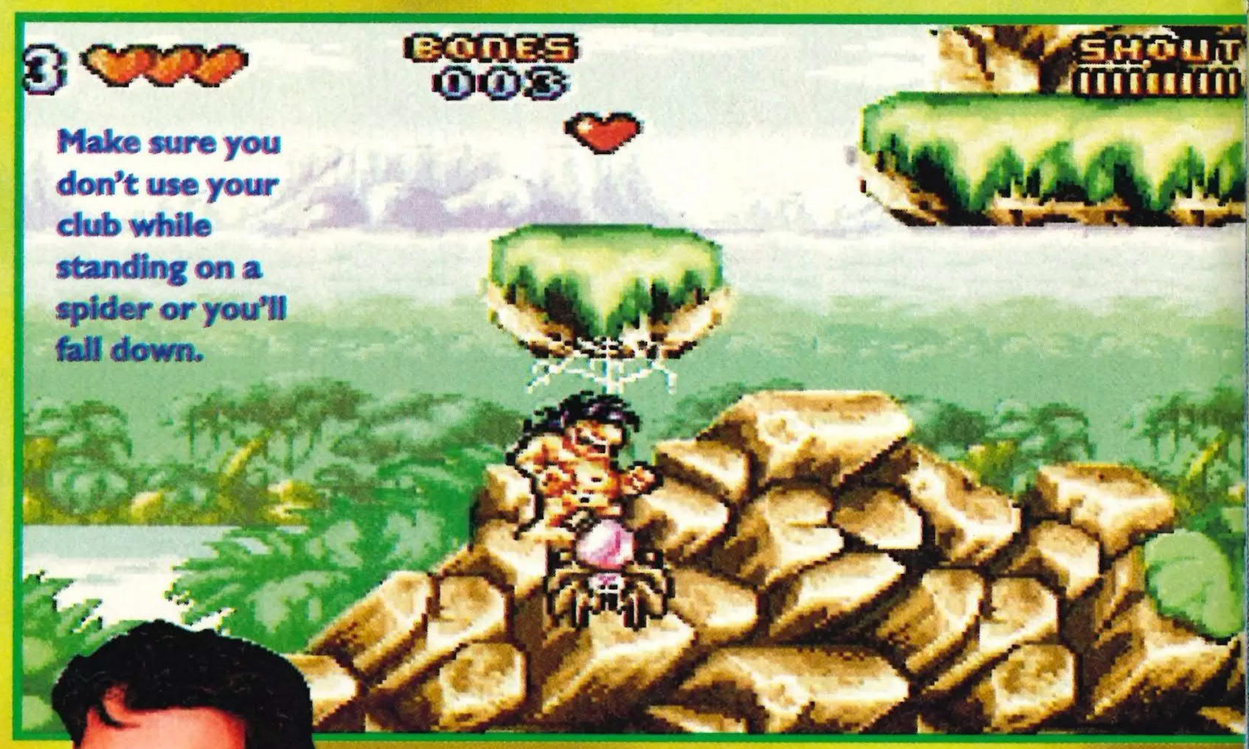
TOTAL! SCORE 95

PREHISTORIK

TOTAL! SNES REVIEW



That's a magical tiara thing which replenishes your shout ability more quickly than if you didn't have it. The reason you can't see me is because I've been killed by that bird.





On this level you have to find the three missing gems to open this skull shaped door. One down, two more to go.

This is me standing on a spider (as you do).





PLAYERS: 1
FROM: TITUS
PRICE: £40 approx
RELEASE OUT NOW

'Andy gets right into the part of *Prehistorik Man* by not washing for a week and grunting a lot. No change there, then.'

Oh for Pete's sake. This is so bloody annoying. How disappointing? This is like, like... right, imagine this. You settle down in front of the telly to watch an all time classic movie that you just happen not to have seen before. Let's say it's... *Star Wars,* yes, that's a good one. It's all starting off rather nicely and you get to that scene where Luke meets old Ben Kenobi. The sombre mood and Ben's almost cryptic words suggest to young Luke that the old guy is not the kooky old picture of senility that everyone reckons he is. Eventually, Ben produces a package, a cylindrical object wrapped in cloth and Luke feels that what is about to occur will change his life forever. Suddenly there is a knock at the door. Ben answers it and a messenger hands him a piece of paper.

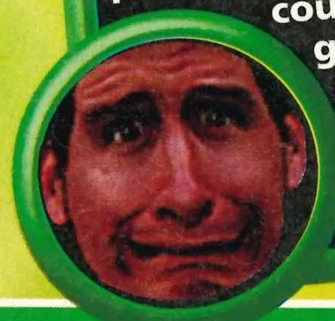
'What is it Ben?' enquires Luke.

'It's from your Mum,' answers Ben, 'it says, Dear Luke, Empire has surrendered, everyone can live in peace and harmony again, and could you pick up a loaf of bread on your way home.'

The credits roll and that's your lot. It would be a real bummer wouldn't it? And that is much the same devastating disappointment I felt

CAVES
A stylish, varied and challenging game, while it lasts

ATKO SAYS...
There's absolutely no way you should consider spending large sums of cash on this. But here's an idea, wouldn't this be the perfect rental game. Pay a couple of quid and you get an afternoon of perfect platform action and a chance to finish the thing before returning it.



TOTAL! TACTIX

Here's that final Boss. It'll take you a good few attempts to finish him off, but here's how to do it. His head bobs up and down and homes in on you. When it's at the top, jump up adjacent to it and hit it. When a claw rises in the air, run to the opposite side of the screen. Oh, and when the beast drops a spikey ball, whack it repeatedly so that it flies up into his head.



STONE AGE

Shouting and other stuff
(A look at what Prehistorik Man is capable of)



THE SHOUT

Wait until the shout power bar is on full then press the shout button. It's like a smart bomb and kills everything on screen.





CLUBBING

Ah, the trusty old club. It can be used to batter enemies, but you can also break open secret chasms in the floor with it.



DOGGIE

Yep, for that extra burst of speed you can crouch down and lollop along like a hound. Good for building up to extra big jumps.

SPEARS

Jolly useful for climbing trees. Stick 'em in and jump on 'em. Alternatively, use them as a long-distance weapon.

GRAVES
No faults apart from the fatal problem of its size

after playing *Prehistorik Man.*

This must be one of the most enjoyable platformers I've ever played. It looks lovely and the control of the main character is silky smooth. Each of his special abilities are introduced over a series of trainer levels and, in fact, the whole thing is ultra friendly. For example, the first time you encounter a falling platform there's a solid platform beneath so that you don't immediately die. You are then able to take extra care when you encounter these hazards later on. As for challenges, well, some of the sections and enemies are incredibly taxing, but they're well constructed and there's never a feeling of facing the impossible.

But now for the downer, and you've probably guessed what it is. Only a couple of hours play I was battling away against an enormous Boss hoping beyond hope that I could soon move onto the next section. Only there wasn't a next section. The game's too short. What's here is practically perfect with more challenge and variety (get a load of the hang glider and pogo stick sections) than you find in most platformers. But it simply doesn't go on long enough. Design-wise the game would score in the 90s. In its current state, there's no way it can be recommended.

ANDY

GRAPHICS — 8
Beautiful. The main character is a comic little fella and the backdrops are very nice indeed.

SOUNDS — 8
Not revolutionary but cute with a jolly soundtrack and lots of classically comic sound effects.

GAMEPLAY — 9
Stunning. The more you play the more you want to play. It all moves so fluidly.

LIFESPAN — 2
Doh! Shorter than Atko's hair after he's had it stuck in a furnace for an hour. What a dismal waste.

TOTAL! JUDGEMENT

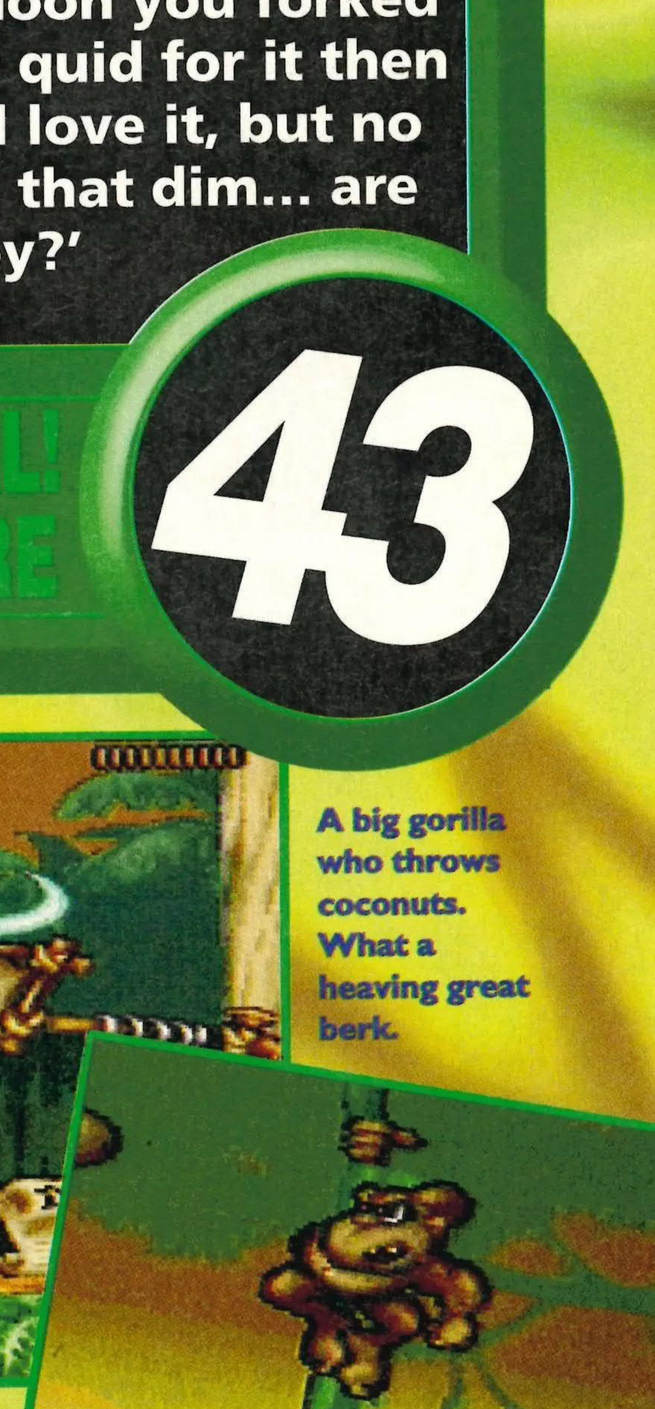
'If you like finishing a game in the same afternoon you forked out 40 quid for it then you'll love it, but no one's that dim... are they?'

TOTAL! SCORE — 43



Visit the shop to save your game or get some useful information. Got enough cash?

A big gorilla who throws coconuts. What a heaving great berk.



TOTAL! SNES REVIEW

JUSTICE LEAGUE

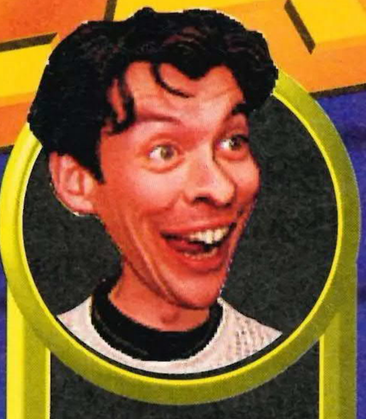




The Flash makes an embarrassment of himself with one of the worst sneezes ever in a game.

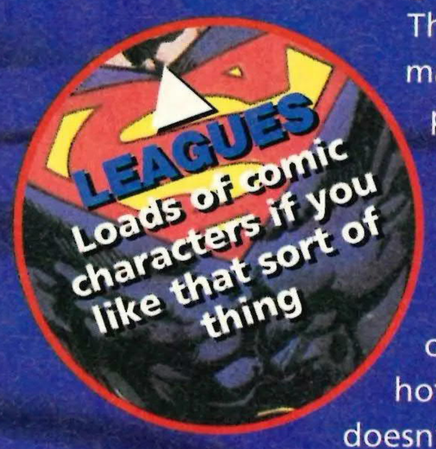
Wahay, lots of fighting and a newspaper. What better way to illustrate the game?

'The Justice League represent the most fearsome fighting force on the planet. Their game, however, smells.'



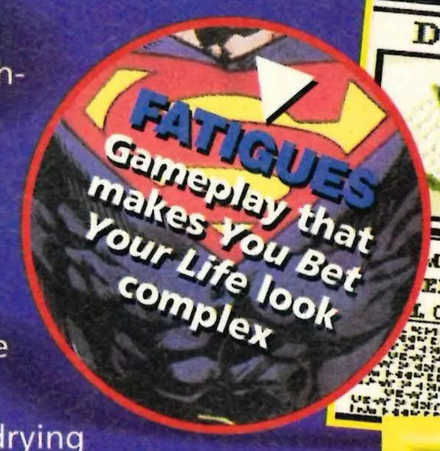
PLAYERS: 1-2
FROM: ACCLAIM
PRICE: £TBA
RELEASE: OUT NOW

Blimey, this game's chocka with top-notch super heroes. There's Superman. You know, the bloke from Krypton who's totally indestructible and cannot ever, EVER, be killed. Er, except on those occasions when his enemies trip over some Kryptonite that has fortuitously fallen out of the sky or something.



Then there's Batman, a man with no real super powers but who, throughout his career with the Justice League, has travelled through time more often than we've had hot dinners but still doesn't figure out a way to go back and save his parents and stop being so bogged off about everything.

Next up, Green Arrow. Oh yes. Why fire off a dozen ultra destructive rounds from the latest high-powered automatic weapon when you can simply carry round a bloody great quiver of novelty arras.



The Flash? Super fast he may be, but it's nothing a well-hidden tray of quick-drying cement can't solve.

Aquaman's a right laugh, isn't he? Apparently his life's work is keeping the sea free of villains. Yeah, like Ronnie Biggs scarpered to the bottom of the pacific. I suppose Lord Lucan's swimming around down there too.

And then of course there's Wonder Woman, an Amazonian Princess who's heightened virtues prevent her ever fighting without provocation. Interestingly, the Amazon guidelines on provocation state the main criterion as being 'He looked at me funny'.

Anyway, about the game. On paper it should be brilliant. A *Street Fighter* clone but with *Super Heroes*. However, the gameplay is pump and the special moves are dire. They're all a variation on the fireball except Superman does his eye thing, Green Arrow shoots an arrow, Wonder Wo... oh look, you get the idea. Had Capcom done the game I think it could have been a stormer. But unfortunately, it smells of The Caped Crusaders 'box' after a particularly energetic fight.

ANDY

T!

Here are the logo's that symbolise good and bad in the world of comics. Which are you?




DAILY PLANET

DARKSEID DECLARES WAR ON EARTH!

MILITARY BASE DARKSEID'S FIRST TARGET
ED NATIONS MOBILIZES MULTINATIONAL FORCE
L GOES OUT TO WORLD'S HEROES FOR HELP

GRAPHICS

Good sprites which are adequately animated. The backgrounds are nice too. **8**

SOUNDS

Lots of punchy, swooshy fighting noises. Just what you'd expect, I suppose. **7**

GAMEPLAY

Not very super at all. It's nowhere near as good as many combat games. **5**

LIFESPAN

The two-player mode means it'll last an age, but you won't want to play it much. **6**

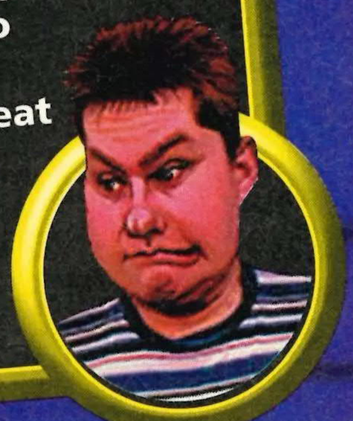
TOTAL! JUDGEMENT

'A very poor fighting game that just stupidly throws away some brilliant super-hero potential.'

TOTAL! SCORE 58

ROB SAYS...

The developers got everything right apart from the programming. The Super hero thing always has potential and it's great to see someone doing a comicbook licence that isn't a platformer.



Y KONG

RY 2



TOTAL!

IN THE FUTURE NOBODY IS INNOCENT.




TOTAL!


DONKE
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Nin

STAR TREK: THE NEXT GENERATION

FUTURE'S PAST

TOTAL! SNES REVIEW

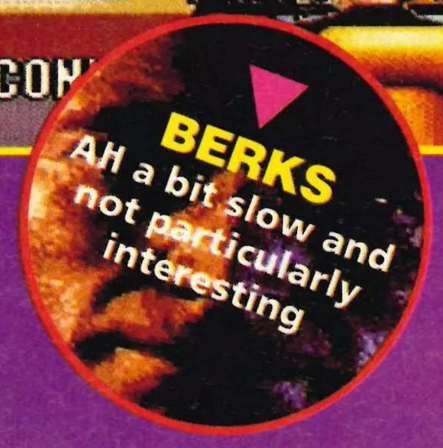


Left: The Captain of this ship displays one of those tasteless commemorative *Star Trek* plates on his wall.

Right: Data looks socially awkward as his co-pilot barfs into a space-sickness bag.

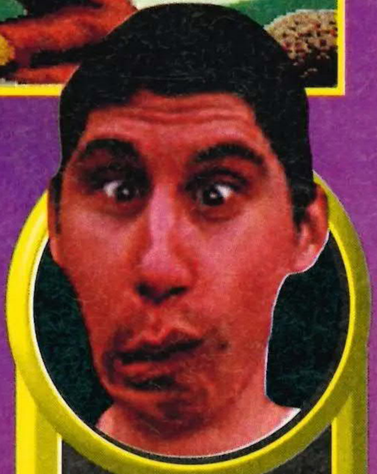






Left: An alien tries to convince the Enterprise crew that he is indeed a new life form, and not just auditioning for *Babylon 5*.

Inset: Earth space dock, modelled on an ice-cream cone.

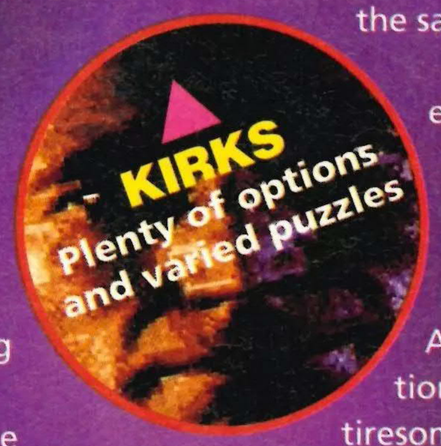


'Atko thought the Next Generation was a game based on those Pepsi commercials. He's not a bright lad, is he?'

PLAYERS:1
FROM: SPECTRUM/ HOLOBYTE
PRICE: £40 approx
RELEASE: OUT NOW

Okay, I've learnt my lesson since last time I reviewed a *Star Trek* game. I merely said it was a bit dull and we got swamped with hate mail from devoted Trekkies all over the country. Blimey! Erm, except, well this one is a only a bit better. Here we go again...

It's the 24th century and the fate of the Galaxy is in your hands, just for a change. The United Federation of Planets is having a terrible time of it what with Romulans and the like causing chaos all over the gaff. All a bit vague, isn't it? Well that exactly the point in this strategy role-player. The game is set out over more than 25 missions ranging from straight ship-on-ship battles to mining explorations and you're never really sure what's going on, which makes it both unpredictable and at the same time baffling.



The problem is that everything moves along too slowly. Must we really have to watch the Enterprise travelling through hyper-space for nearly a minute? Add to this the constant interruption of hostile craft resulting in a tiresome shoot out and this is one of the most disjointed games I've come across in a long time.

A lot of effort has clearly been put into the design of this game but only a true Trekkie will get much pleasure out of it. Roll on the hate mail. **ATKO**

T!

ROB SAYS...
Much as I like *Star Trek* I wish they would produce a game that's more along the lines of JVC's *Star Wars* trilogy. Role-players are fine but without a good dose of blasting action this is an opportunity missed.



The away party sigh heavily, as they find themselves on yet another unconvincing ice-planet.



GRAPHICS
Plenty of variety. The animation is ropey but the parallax scrolling makes up for it. **8**

SOUNDS
A pretty faithful soundtrack and some tasty effects but nothing to send pulses racing. **7**

GAMEPLAY
Most of the game is paced well but those space battle sequences are so frustrating! **5**

LIFESPAN
It's certainly a tough one to crack, maybe too tough. I got annoyed and lost interest. **6**

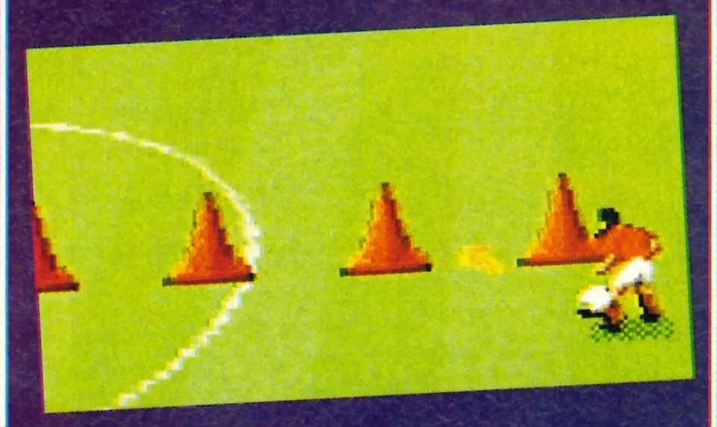
TOTAL! JUDGEMENT

'It has all the options you'd expect from a top-notch PC game but suffers from being slow and a bit tiresome.'

TOTAL! SCORE 72

TOTAL! TACTIX

Every footy game is different, so it's back to the drawing board (and the practice mode) to polish up on all those skills again.



DRIBBLING

To polish up your dribbling you can either get a rabid dog to bite you and simply wait until your mouth goes frothy or, in footy terms, you can try this option. However, I've always found these things a bit pointless. You'd have to be a pretty crap player if you couldn't move the joypad up and down a bit, wouldn't you?



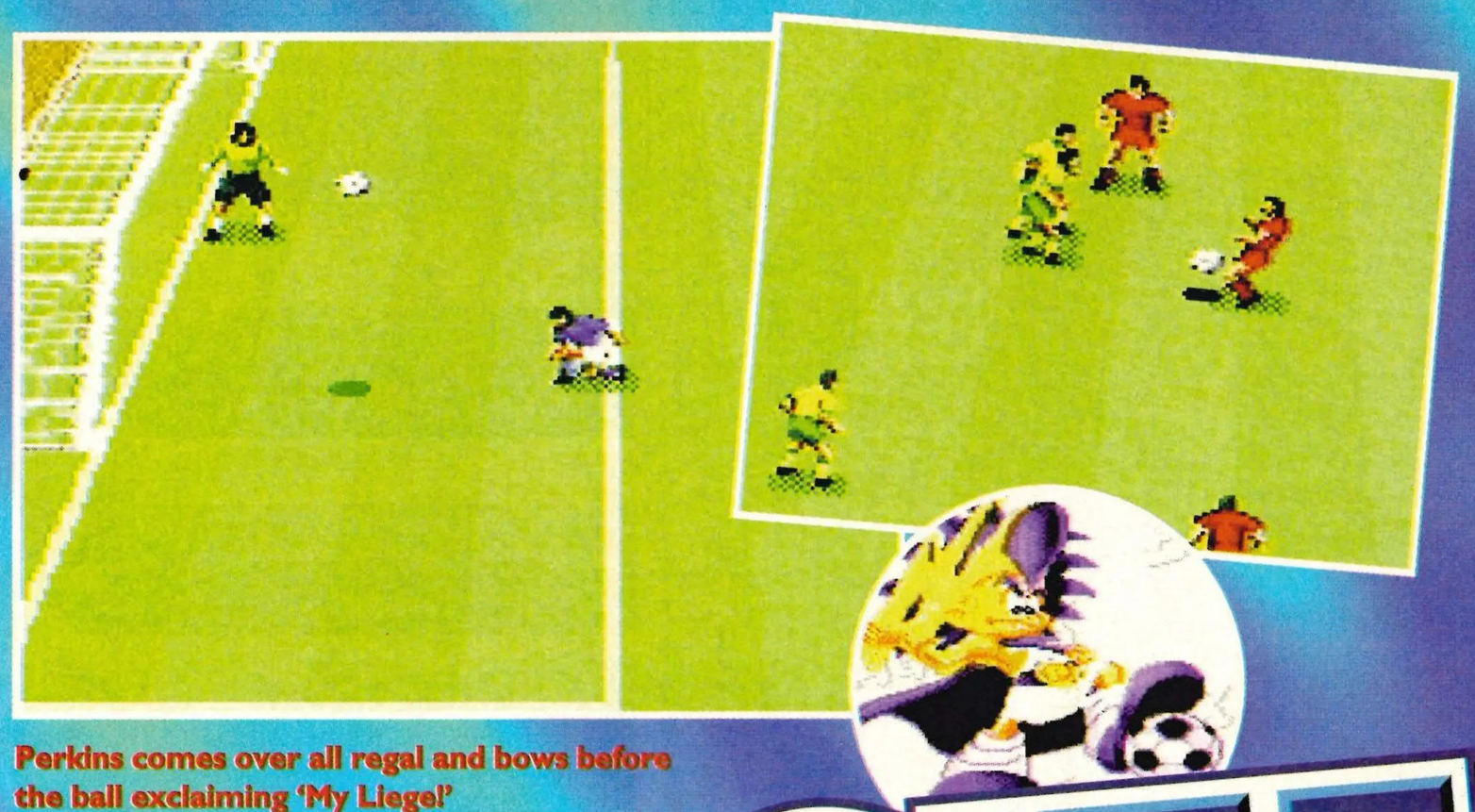
PENALTIES

Not the cleverest of penalty systems in that you can actually see a pointer where your shot is to be aimed and, yes, the opposing goalie can see it too. It sort of like shouting, 'I'm going to kick it left' in a real match.



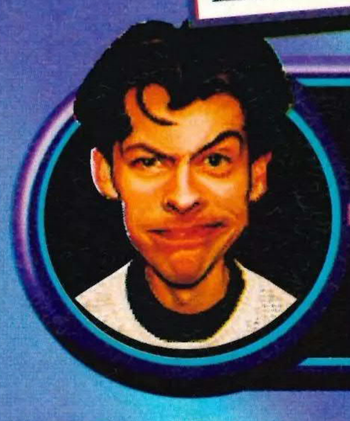
CORNERS

There's no goalie in this training option which is a bit daft but what you can do is learn to curve the ball into the net from the corner flag. Just line up the shot as you see here and then hold down the left collar button.



Perkins comes over all regal and bows before the ball exclaiming 'My Liege!'

EXCITE



PLAYERS: 1 – 4
FROM: IMPORT
PRICE: £50 approx
RELEASE: OUT NOW



You can't work as hard as, you can't work as hard as, ooh, as hard as Right Guard™.

'The tidal wave of Western soccer games has subsided. The Japanese, however, are still bonkers about the game.'

UPPERS
The unfussy gameplay gives it a neat arcadey feel

Software houses are a fickle bunch and without any big soccer events to pin their products on they seem to have lost interest. The Japs however have always been, and still are, bonkers about their home-grown J League and as a result are still producing games based around it. So if you're a footy nut and don't mind not being able to select your local side, then this import should satisfy your soccer cravings.

The first point to be made is that while there's quite a variety of moves you can perform while playing (headers, back kicks and so on) the gameplay is very much geared around a simpler fast moving game making the whole thing feel a lot more arcadey than games like *FIFA* or *Sensi*. Given time and increased ability you will be able to get a deeper more involved game out of it but at this point the few flaws in the gameplay show themselves. The thing is, when you play on a simple level it's fairly smooth but when you try to get tactical you find that the moves included are not nearly precise or fluid enough so you never really reach the point at which you're entirely comfortable with the moves you're trying to pull off.

As for options though there's a whole stack of them.



Automatic goalies are best. This is the result when you try to do it all by yourself.



ROB SAYS...

I spend most of my time working on this mag so when I get time to play footy, I go for one of the better ones. If I had more time to try out other carts, I'd have a good look at this one because it's easy to get into and makes a change from the others I've played to death.

TOURNAMENT BONKERS!



The first step to a truly monumental tournament is to decide which teams are controlled by computer and which by humans. As you can see it's possible to get a whole smelly gang of mates round and take a team each.

Then all that remains is to figure out who's playing when and get down to the job in hand. Oh, and get some band aids just incase it all comes to blows.



It's a dream come true, a ref with no mouth. Foul city here we come.

STAGE '95

TOTAL! SNES REVIEW



A fox in a footy strip. To be honest it's just here to make the page look nice.



On the left you see a five-a-side match in progress. Below! The options screen.



There's not much new to get your boots around but at least there's all the old familiar stuff. You game play a one-off game, you can play in a tournament, you can play five-a-side and you can even tailor the tournament so that a variety of play-computer combinations can take place. Also, as with all the best footy games, you can play with up to four players with a combination of computer and human players on both teams. And of course there's the training mode in which you practise pretty much every individual aspect of the game.

DOWNERS
Not nearly as polished or technical as *FIFA* or *Sensi*

We've all had a good old play and while it was quite a laugh for a bit, it is very apparent that this is in no way the next big thing as far as football games go. I'm quite a casual footy fan and it's only when something as brilliant as *Sensi Soccer* comes along that I make the effort to get involved. If you're like me this isn't even worth considering, but I know that there are fanatics out there who can't get enough and it's these people who will find in *Excite Stage '95* a perfectly adequate, unfussy football game that'll at least fill the gap and provide a new challenge until the next footy game comes along. **ANDY**

GRAPHICS

Not quite *FIFA* but the sprites are clear and the animation adequate. Presentation is quite good too. **7**

SOUNDS

Again, not the best there is but at least there's plenty of ball-kicking sound and so on. **6**

GAMEPLAY

Plays well when treated as a simple arcade-style game. Not technically impressive on a deeper level. **7**

LIFESPAN

As with all multi-player games, its life span is governed by your attention span, really. **8**

TOTAL! JUDGEMENT

'Nothing unexpected here. It was fun for a while but I think this is only a safe bet for real fanatics who have to own every soccer game that's out there.'

TOTAL! SCORE

75

Not the most aerodynamic submarine in the world but it gets you from A to B and, indeed, throughout the alphabet.



I don't quite know how to say this so I'll just come out with it: Will you marry me?



TOTAL! SNES REVIEW

TIMECOP



Roll your sleeves down Jean Claude for goodness' sake! We're not in the '80s now!



PLAYERS: 1
FROM: JVC
PRICE: £45
RELEASE: OUT NOW

'Atko tears himself at the seems while attempting to mimic one of Jean Claude's high kicks but he still manages to review *Timecop* for us from his hospital bed.'

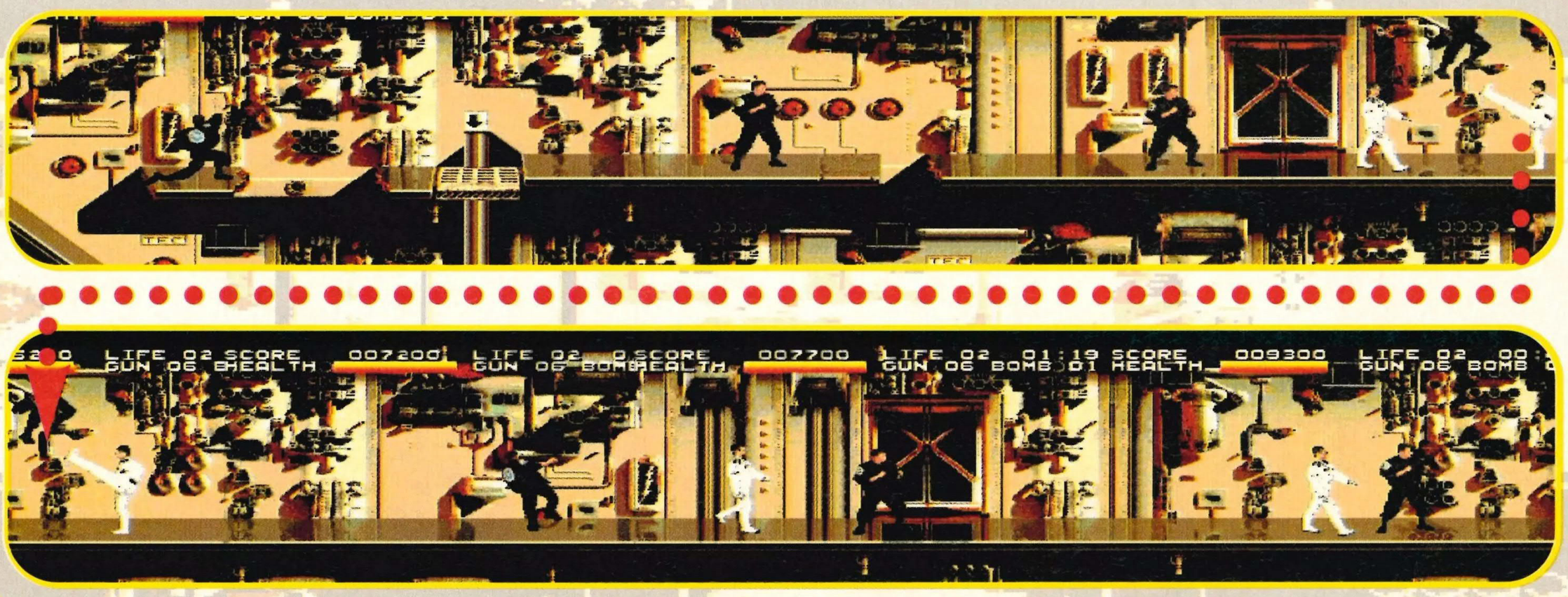
What is it with film licenses and why do publishers insist on making games out of the most tedious of films? Oh it makes me so mad! Okay, I can understand them thinking that a film starring Jean Claude Van Damme is going to be reasonably good but if that's the case why produce such an average game to merely try and ride on the films hype? Why not try and produce a games that's actually better than the film? Blimey that sounds more like a conclusion than an intro, let's have a look at the game shall we?

You take on the role of Max Walker and must embark on a manhunt through time to stop a

COPS
The game box is handy for storing paper clips

WHAT A LOAD OF OLD CACK!

Look at the quality of this level. That's as good as it gets I'm afraid. Walk along a bit, kick a few blokes in white coats and find the exit in the bottom left-hand corner. Hardly revolutionary, is it? Come on JVC! You can do better than this in your sleep!



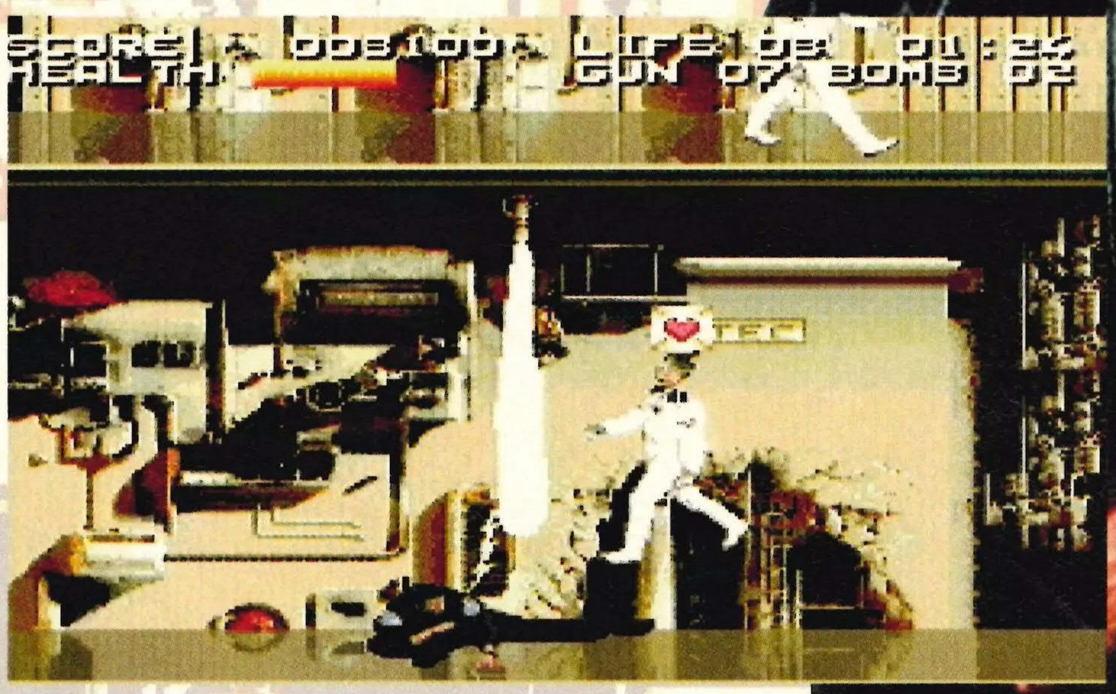


ROB SAYS...
What a load of old mup! Why oh why are film licenses like this allowed? As an alternative I would suggest you go for *True Lies, Judge Dredd* or any of the upcoming movie licenses featured on page 72.

TOTAL! TACTIX

CROUCH POTATO

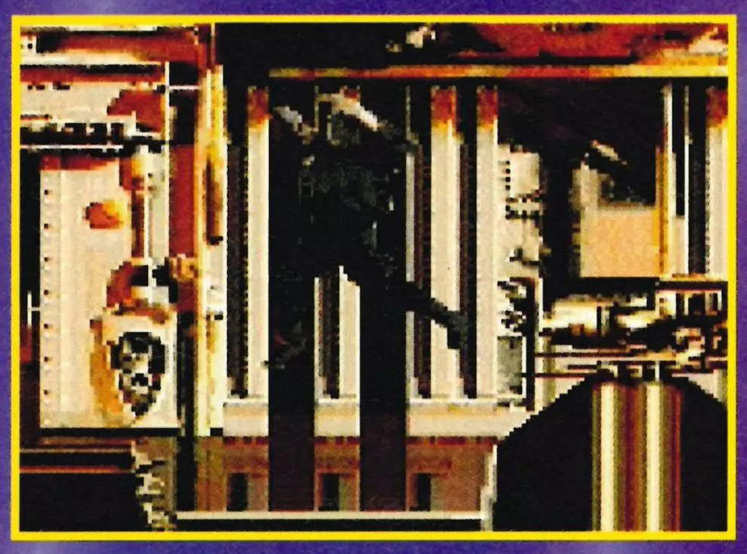
Whenever you come across a baddie simply crouch down and kick whenever he comes near he won't be able to touch you. It's pathetic really, isn't it?





I'm walking in the air! I'm walking in the moonlit sky. There's a heart above my head. I don't know whether to laugh or cry.

TOP



Fame! I'm gonna live forever. Oh, I'm gonna learn how to fly. Hiiigghhh!

bonkers politician from altering the course of history and fulfilling his dream of world domination. Yes, this is another one of those very predictable platform beat-'em-ups. Not a very good one either.

So what's so rubbish about *Timecop*? Well it's like this: the graphics are superb in theory, i.e. on the page, but in motion the rotoscoped sprites are laughable and the parallax scrolling embarrassing; the sounds must have taken all of three minutes to compose; and the gameplay is an insult to anybody over three years of age. All in all it's as entertaining as choosing curtains.

Even if you're one of the few who actually enjoyed the film, avoid this game like the plague (in much the same way as I avoid writing clichés). *Timecop* is not so much a disappointment as a purely embarrassing. Oh dear! **ATKO**

T!

PLOPS
Everything about this game stinks of old fruit

GRAPHICS

The sprites move in such a way you'd think they had the inside of a Biro lodged in their ears.

6

SOUNDS

The two sound effects remind me of the sound I hear when I pick my ears with the inside of a Biro.

3

GAMEPLAY

About as much fun as picking your ears with the inside of a Biro. Well, not quite as much fun.

2

LIFESPAN

All the lifespan of a good old-fashioned ear picking session courtesy of a Biro's innards.

2

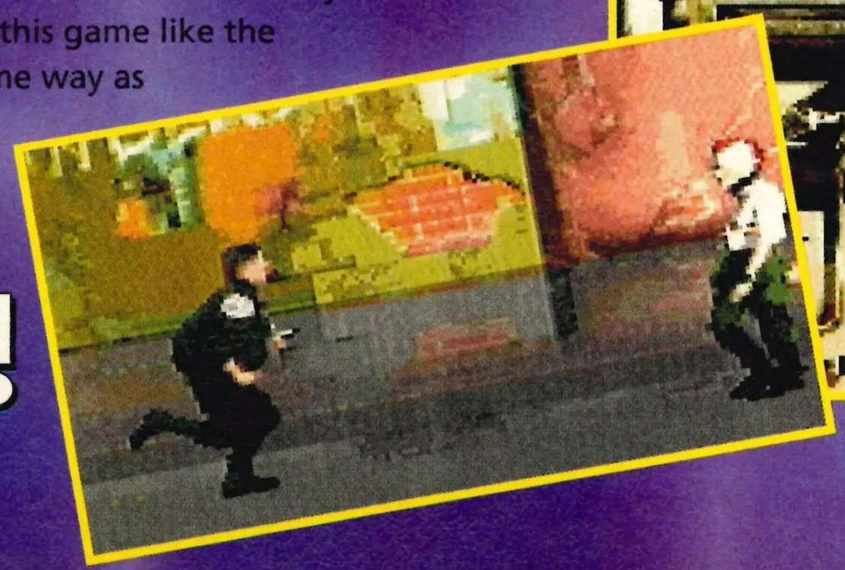
TOTAL! JUDGEMENT

'This is a strange one. Even though it's utter pap you find yourself wanting another quick go, a bit like when you pick your ears with the inside of a Biro.'

TOTAL! SCORE

29





The secrets of Sega's

Saturn

revealed

Only in **Edge**

Magazine of the year

IN◊IN

Industry awards

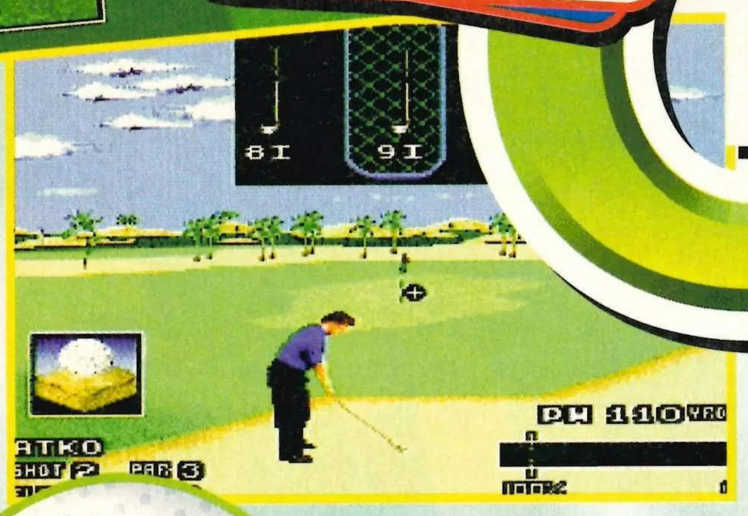
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Watch yourself putt like the devil.

WORLD MASTERS GOLF

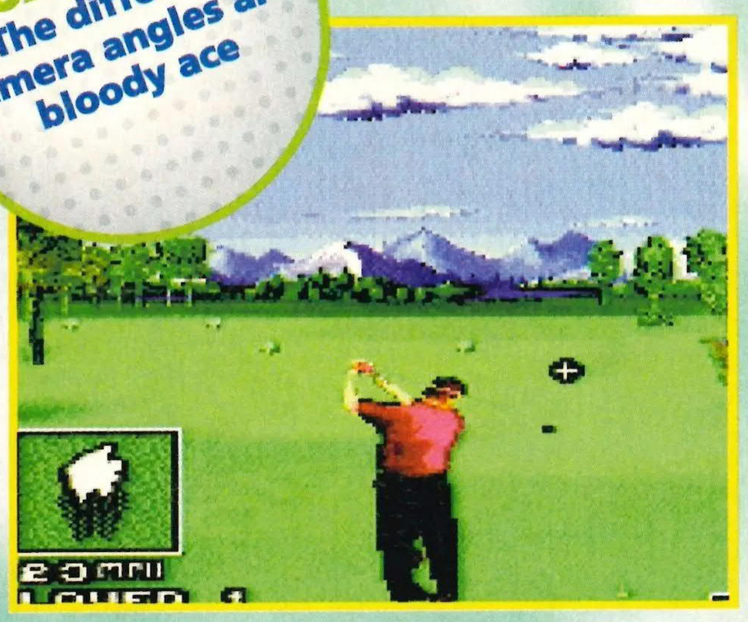
TOTAL! SNES REVIEW





Atko looks smarter than I've ever seen him before.

CADDIES The different camera angles are bloody ace



Fly, little ball, fly..



PLAYERS: 1-8
FROM: VIRGIN
PRICE: £50 approx
RELEASE: AUG

'Normally the only thing Rob swings is his pants. He made an exception for this.'

Right, Golf is pants. You all know it's true. It goes on too long, it's too difficult and it costs too much.

If I sound like a jealous, talentless pleb to you then you'd absolutely right. It's only because I always wanted to be great at the game, maybe even sip martini with the farties. Alas, I dream instead.

Worldmasters Golf is about golf. You may have realised that already. It's been called 'sexy' but, frankly, it's just not as appealing as nude female mud boxing. It's a pretty damn fine example of a Golf sim nonetheless.

The graphics are nice and the animation is smoother than Atko's telephone manner. You also get a variety of different camera views, including the incredible ball-cam which at 2.30 in the morning after too much caffeine is quite bizarre to say the least! Options are plenty, allowing between one and eight people to play. The handicap system is pretty useful as well, especially if like me you are cack at Golf. The tournament section is fun, where you compete against the computer's numerous individual challenges, and there's a handy password system to avoid the pain of always starting this from scratch.

Like the game itself it is tough. Don't expect to leap from Sunday morning pitch'n'putt to prime-time *Grandstand* straightaway. The Ballesteros within you is going to need some fine-tuning first. A driving range would have been handy here but sadly there is no such thing.

It is a damn good game in all. It's rather pretty, it plays smoothly and I damn well like it, but calling Golf sexy .....I don't think so. **ROB**

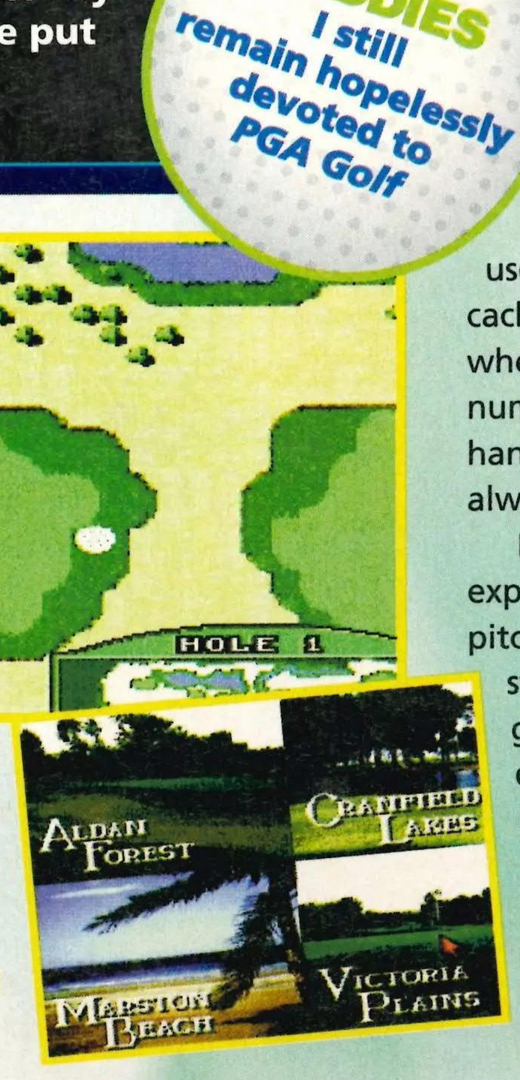


ATKO SAYS...
PGA Golf is the closest competition. Although my head tells me this is better, *PGA* has matured well and remains close to my heart. Don't be put off though...

BADDIES I still remain hopelessly devoted to PGA Golf

Swoon with excitement as you follow the progress of your ball.

Oooohh, where shall we go this time?



TOTAL! TACTIX

And the interesting thing is... If you choose a left-handed player everything switches around accordingly. Wahay!



GRAPHICS 8
Pretty impressive use of scaling with a great 3D feeling. A joy to watch.

SOUNDS 5
Pap, cheesy supermarket theme tune and standard FX of the *THWACK* variety.

GAMEPLAY 8
The head-to-head mode is great fun but for one player this gets very tedious.

LIFESPAN 8
A long life is guaranteed by those things that make you go oooohhh!

TOTAL! JUDGEMENT

'A thoroughly entertaining golf sim which I must admit does border on being sexy!'

TOTAL! SCORE 83

DONKEY KONG

'Andy Dyer went ape when we handed him a fully-rendered, fully-fledged Kong game for his little Game Boy.'



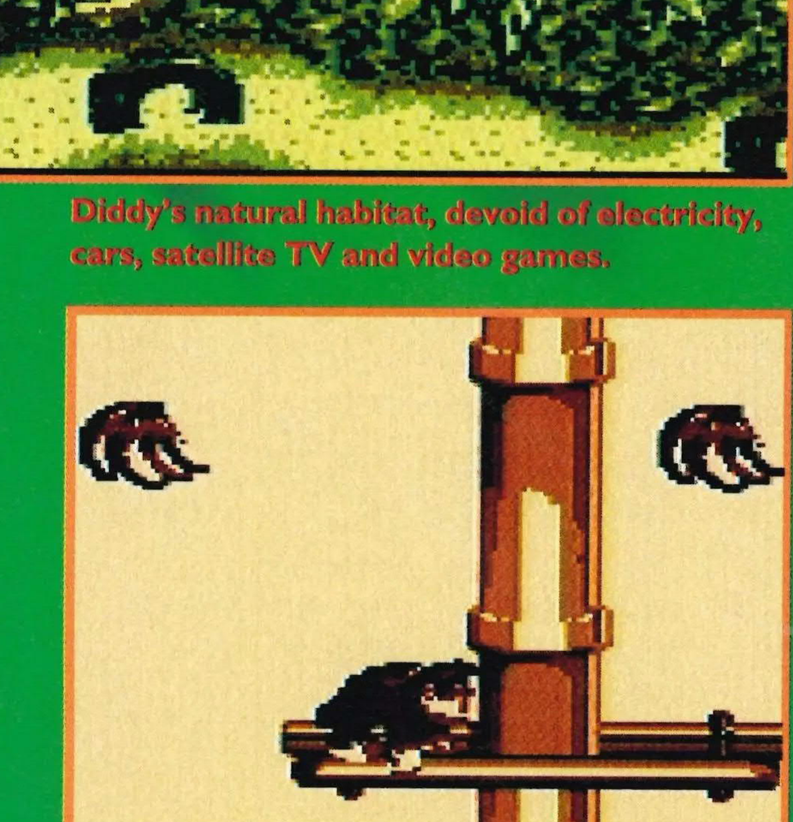
PLAYERS: 1
FROM: NINTENDO
PRICE: £TBA
RELEASE: AUG

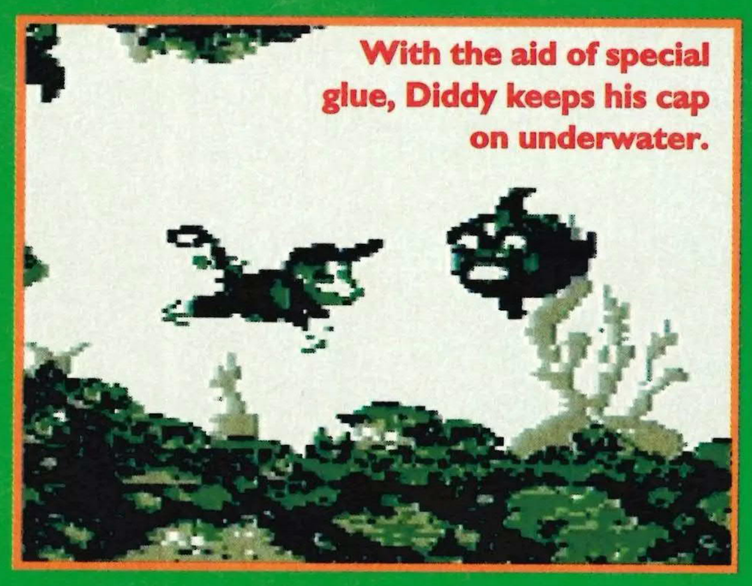


Diddy's natural habitat, devoid of electricity, cars, satellite TV and video games.



Not only can bananas be found underwater, but also in the air. Handy, eh?





With the aid of special glue, Diddy keeps his cap on underwater.

I must confess to more than a little cynicism when told I would be reviewing the Game Boy version of a game that was considered impossible on the SNES, let alone on our little hand-held. The good news is that, by and large, RARE appear to have just about pulled it off, albeit by the skin of their teeth.

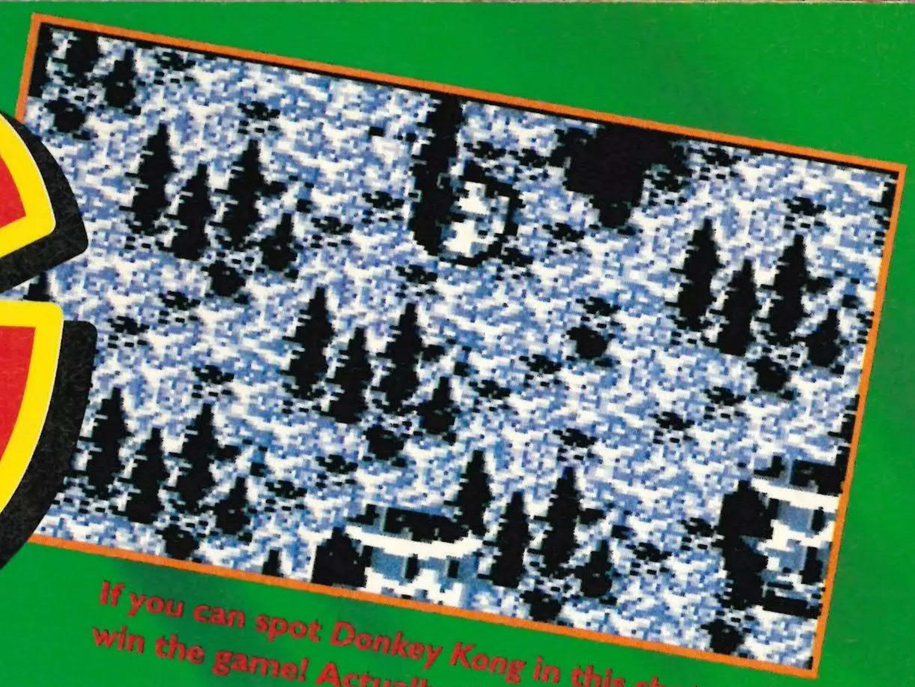
Let's start with the bare bones of the thing, the size. *DKC* was a massive game. Considering *Super Mario Land* contained 100 plus levels, it was somewhat miraculous that *DKC* contained the same amount with far superior visuals. It would have been naive to expect the same of a GB title, but a very respectable 33 levels have been crammed in, none of which are small. And, of course, there's no shortage of bonus sections and secret bits to discover on your way to the finish. As with all the other *Mario/Kong* games the thing is structured world by world with occasional deviations from the main path. This has become a sort of standard where good platformers are concerned and it works well here too.

If we're going to find out if we're on shaky ground though we're going to have to talk about graphics or gameplay. Surprisingly, it's the gameplay that gives us the most cause for concern. The problem is that the complex animations on the main characters makes the control a little sluggish and occasionally a little inaccurate. The very best platformers work so smoothly you quickly forget about the joypad and moving around becomes second nature. With *DKC* it was all just a little awkward. With this game it's very slightly more awkward still. But before you panic let me assure you we're talking tiny amounts of awkwardness. I was put off at the start, but you do, after a couple of sessions, get over any annoyance you might experience.

DONKIES
Good size, a good challenge, and the graphics are great

Graphically, RARE have excelled themselves. Obviously this isn't a patch on the SNES game, and if you play the game through the TV on your Super Game Boy you'll probably, as I did, scream 'OHMIGOD!!! This looks crap!' But on the Game Boy screen the thing actually looks pretty damned hot. The small screen helps to blend away the rough edges that the rendered visuals possess and you end up with something that almost looks like a mono version of the SNES game running on a mini telly. Of course, changes have been made. Some levels are slightly too detailed and as a

ONG

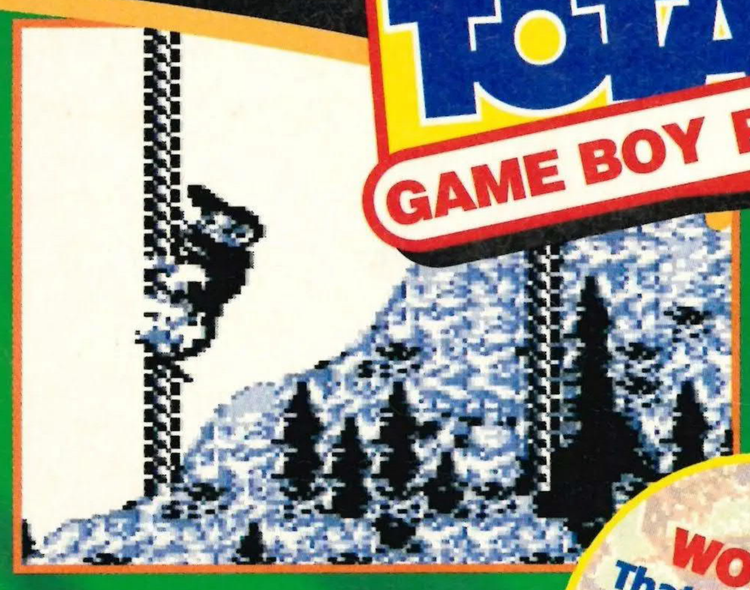


If you can spot Donkey Kong in this shot, you can win the game! Actually, that's not true.





TOTAL!
GAME BOY REVIEW





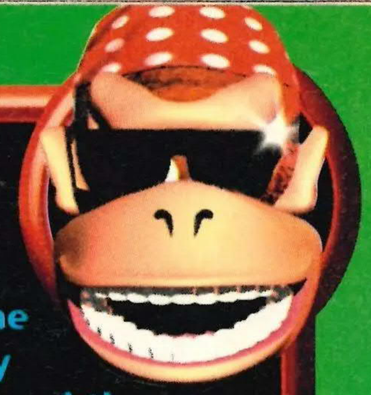
Our hero finds bananas underwater, as you do.

WONKIES
That sluggishness still grates a little, but not enough to spoil it

result it's hard to see the enemies and so on. But generally the programmers have removed the background detail while keeping all the moving stuff looking gorgeous and very visible.

It has its faults, but then a project like this is bound to. I wasn't even expecting them to do it at all a while back, so to now see a game that does a pretty good job of mimicking the 16-bit counterpart is fairly amazing. It's a bit boring to have to say it but Nintendo have another winner on their hands.

ANDY



SOMEONE SAYS...

(Please note: the comments below come from someone who is quite clearly mad, but having heard them, we thought it only fair to let you know there are people like this around. We have kept the person anonymous for their own safety).

I think the criticisms made already should be looked at a little closer. *Mario Land* and, some would say, *Wario Land* were among the best platformers ever. A lot of this was through the fluidity of the gameplay. If a high profile game like this lacks smoothness it's a bit poor. But of course it's the revolutionary graphics that make this one, isn't it? But there's another strange thing. The slightly fuzzy, but frankly stunning, visuals of the SNES game were rendered. And the whole point of rendering is enhanced realism (or at least to make the characters appear as real 3D objects). The Game Boy can't cope with all this though. The resolution isn't high enough. So what with that and the grey display you end up with a very unrealistic, blocky, scrappy looking thing that looks like a poor photocopy of the SNES game. It all seems to me that the game has simply been written, well, for the sake of it really. Fun though it is, I really can't see what all the fuss is about.

T!



GRAPHICS

A bit ropey on the Super Game Boy but see it on the small screen and you'll be amazed.

9

SOUNDS

The Kong theme is in there and there's plenty of other sound related stuff going on.

8

GAMEPLAY

A weeny bit sluggish, but it's an exceptionally good game with plenty of challenge.

9

LIFESPAN

Not as big as the SNES game but there's loads to do and the challenges are really hard in places.

8

TOTAL! JUDGEMENT

'All in all, on reflection, at the end of the day and when all's said and done, *Donkey Kong Land* is the monkey's nuts!'

TOTAL! SCORE

93

JUDGE DREDD

There's no law against turning films into licensed platform games. After all, Judge Dredd would know. Wouldn't he?



PLAYERS: 1
FROM: ACCLAIM
PRICE: £24.99
RELEASE: JULY

If ever a game was guilty of being a stereotypical film licence, this is it. Not least because it's a film licence – obviously. But also because it's a platformer and it comes off the back of a hyped-up film starring Sly/Arnie/Van Damme/somebody else with big muscles and a speech impediment.

Believe me, I know what I'm talking about – I've just finished a feature (see page 72) in which I studied every film licence there is. Basically I defended the film licence as being misunderstood and not as crap as everyone says, but then things like this make you wonder don't they? Actually, this is typical of my argument. Yes it's a platformer. And it isn't that bad (look at the score, 74%, go on, down there, bottom right – averagely good I'd say). But because it has the promotional leg up of following a much-hyped film, that hype becomes a massive weight around its neck as it tries to meet the expectations that publicity creates.



Down in the caves below Mega City, Dredd seeks to dispense his justice.

FUDGES Overly busy graphics make playing very difficult in parts

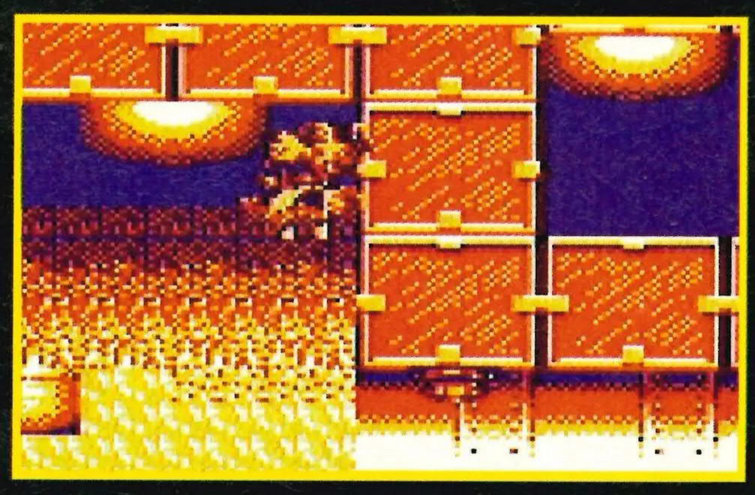
JUDGES Manages to retain much of the SNES gameplay

It's a platform adventure; there are various levels and missions, you run and jump, you pick up bonuses and you kill people. If it had come from nowhere we'd proclaim it as a surprise little number. Because of the hype we all end up a bit disappointed.

But, hey, enough of my yakking, read the feature for the bigger picture. This is a decent attempt to match the gameplay of the SNES version, but the inability to match the graphics of the original lets it down. If you've a long trip imminent then give it a whirl, but ultimately this is definitely better left on the console. **ROB**

As explosions smash up the walkways, hidden chains emerge for you to use.





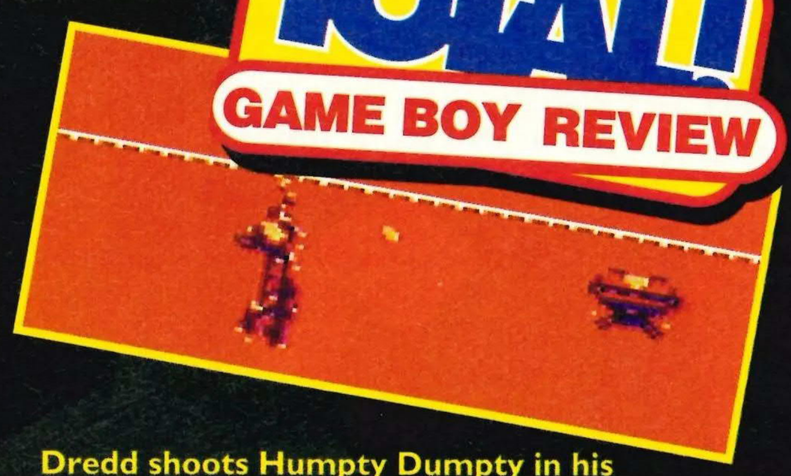
Some of these steel walls have hidden entrances, not telling you which ones!



Dredd goes bonkers after walking round a platform for too long.

ANDY SAYS...
I've said it before and I'll say it again, film licences are tricky blighters. They take your money under false pretences and give you redundant old platformers in return. A good platformer, but nothing I haven't seen a thousand times before.





TOTAL! GAME BOY REVIEW

Dredd shoots Humpty Dumpty in his quest to reach the next level.



The gameplay shares many similarities with the SNES version, but sadly the graphics don't.

GRAPHICS
In trying to imitate the original, the busy backgrounds make gameplay difficult. **6**

SOUNDS
Not bad for the Game Boy. Creates a decent atmosphere for the Mega City capers. **7**

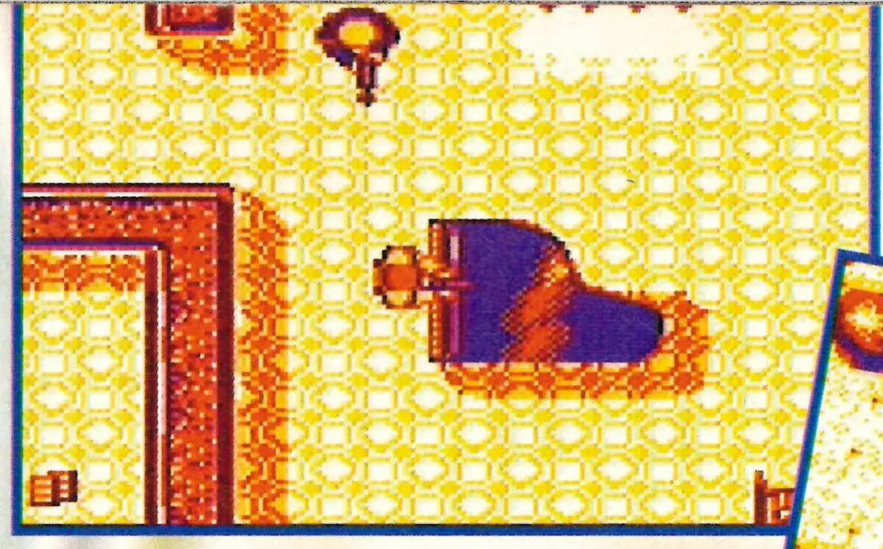
GAMEPLAY
Ambitious in its attempts to replicate the SNES version but a pretty reasonable try. **8**

LIFESPAN
Once you've completed it, there seems little point in going back too often. **6**

TOTAL! JUDGEMENT
'Certainly lacks the graphics of the SNES version and the gameplay suffers in parts as a result. Still, plenty of surprises though.'

TOTAL! SCORE 74







TOTAL! GAME BOY REVIEW

TRUE LIES





PLAYERS: 1
FROM: ACCLAIM
PRICE: £24.99
RELEASE: OUT NOW

What the hell are 'True Lies'? Atko uses them to outwit those weird lie detector jobbies the police use. Apparently.

ARNIES: Fairly good graphics, easy to get in to and an enjoyable challenge

He's big, he's hard, he doesn't need a bodyguard, he's Arnie! He's about as hard as mineral water, he's nicked off with Arnie's daughter, he's the evil Abu Aziz!

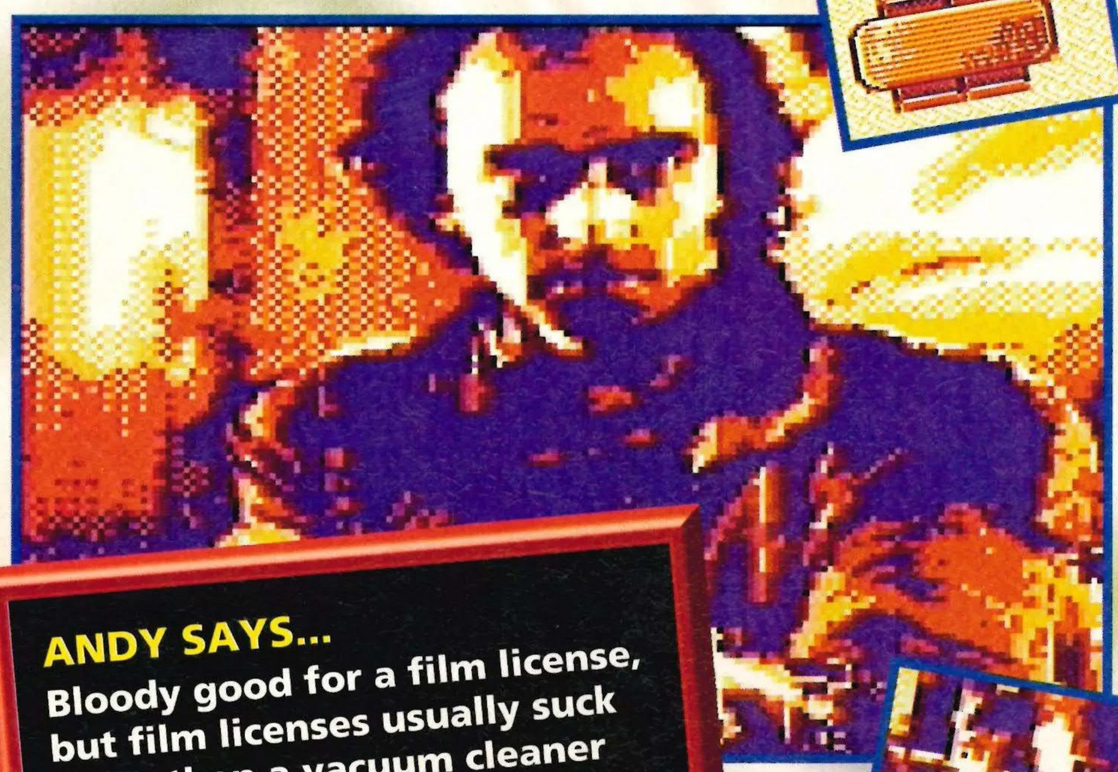
Enough of that. *True Lies* is a top-down shooter that pits you (as Arnie) against said nasty bloke. You work your way through six surprisingly large levels of blasting and collecting which, as always, gets progressively harder as the game goes on. This is a pretty tough game, although that proves to be a jolly good thing, as the difficulty curve is well set and it never becomes too unfair. There is a password system, but unfortunately the options end there, with no difficulty setting etc. Still, at least the game isn't overcrowded with superficial luxuries such as sound tests or the option to select the colour of Arnie's boxers (they might change anyway after confronting some of the bad guys in this game).

The graphics are good rather than excellent with nice intermission screens between levels, and the animation is adequate with characters that move well but crumple to the floor spread-eagled in a kind of 'come and get me big boy' pose when killed.



The gameplay is for the most part rewarding and fun, unusually for a film licence, but I'm afraid you just won't find yourself playing it non-stop – it's nothing new and is unfortunately missing that vital something that makes you keep on playing. Also, continues would have been more useful than passwords in this sort of game. Worth a bash though.

ROB



BARMIES: Seen it done before and to better effect



GRAPHICS
Detailed though the sprites could be better. Excellent clarity for a Game Boy game. **7**

SOUNDS
Usual Game Boy fare I'm afraid, but it does improve slightly as you progress. **6**

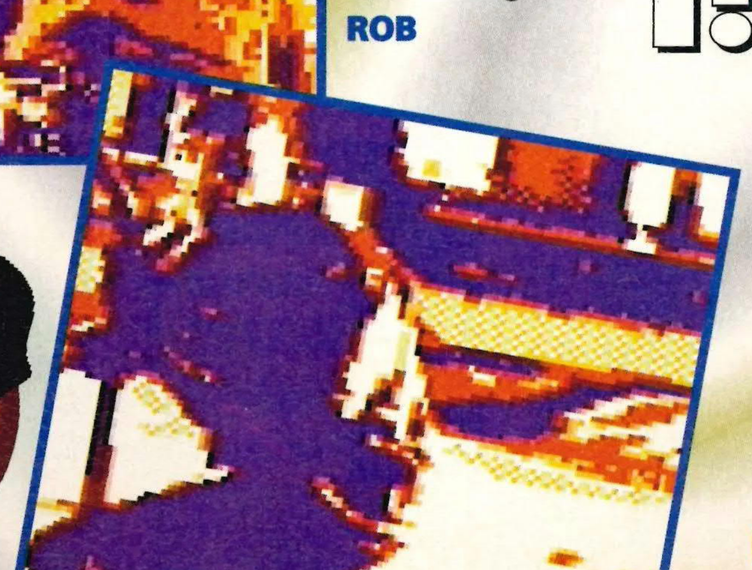
GAMEPLAY
Good fun with well-paced action that keeps on comin' but no outstanding features. **8**

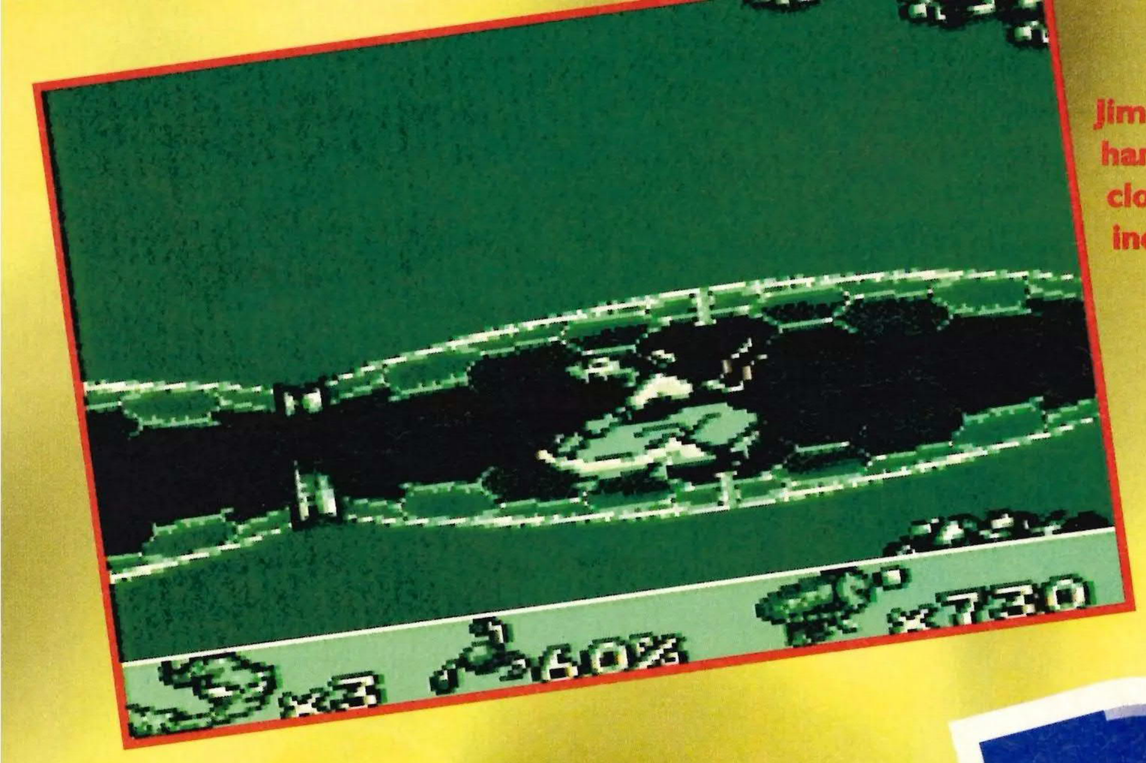
LIFESPAN
A fine challenge but nothing to bring you back once you've completed it. **7**

TOTAL! JUDGEMENT
'Good use of a film license but nothing special. A solid blast which is worth a look, especially for fans of the film and genre.'

TOTAL! SCORE 79

ANDY SAYS...
Bloody good for a film license, but film licenses usually suck more than a vacuum cleaner on full power. For a brilliant shoot-'em-up, try any of the *Probotector* games, then buy this if you want a bit more.



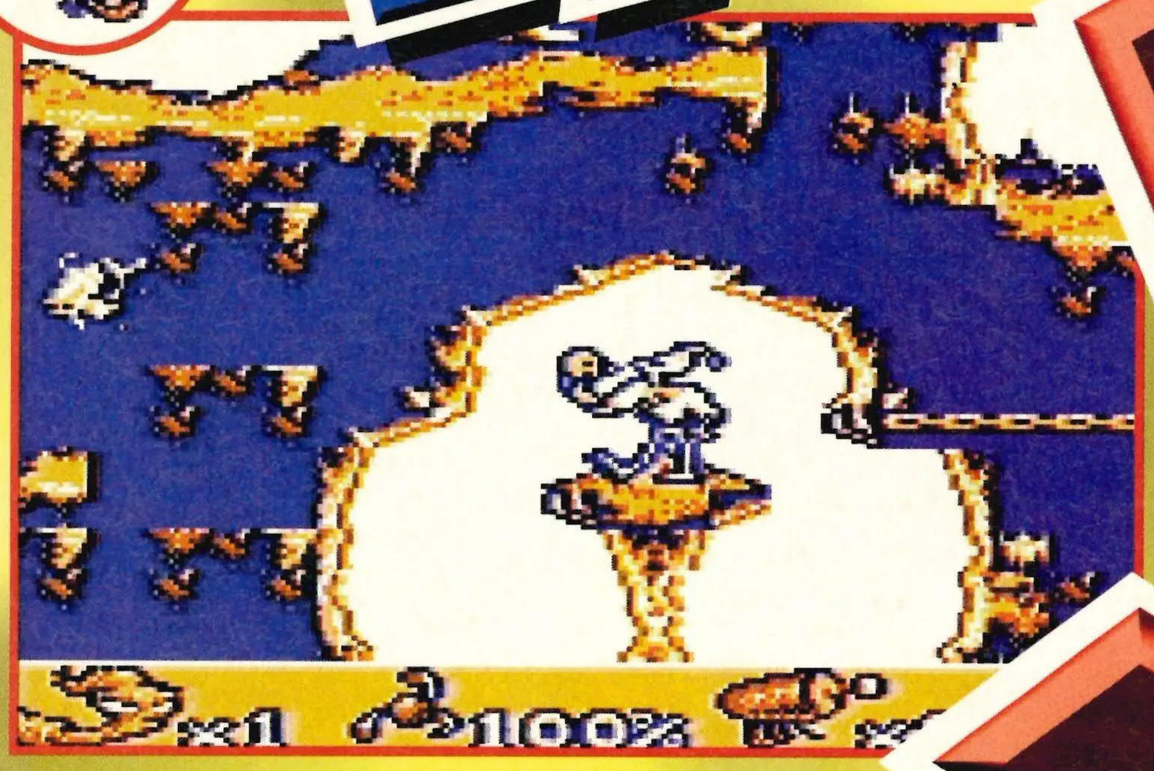


Jim and Colin the hamster had a very close friendship indeed.



Careful! That oxygen runs out pretty quickly Jimmer.

EARTHWORM JIM



"Alas poor Yorrick, I knew him well". Jim in period drama thespian mood.

JIMS
An utter classic. Buy it and retire from life now





PLAYERS: 1
FROM: VIRGIN
PRICE: £27.99
RELEASE: AUGUST

The worm that turned superstar has wiggled his way onto the Game Boy. Will we still dig Jim now?

Well now, if you don't know anything about our Jimmer then where the hell have you been? *Earthworm Jim* was the Lord's gift to the SNES and no mistake. TOTAL! gave it a whopping 95% last November. For most this was enough but not for me. It should have been more!!

We know that Virgin have really sweated over their Game Boy version of *EJ* and here it bally well is, so I'm off to the shed to give it a damn good seeing to. (*I really do worry about him you know – Rob.*)

Right, I've played it solid for five-and-a-half days now and I have to say it's bloody great. There's no real need to go into detail here. You all know what *EJ* is all about. You are a worm... called Jim who... er... runs, jumps and plays with his gun a lot.

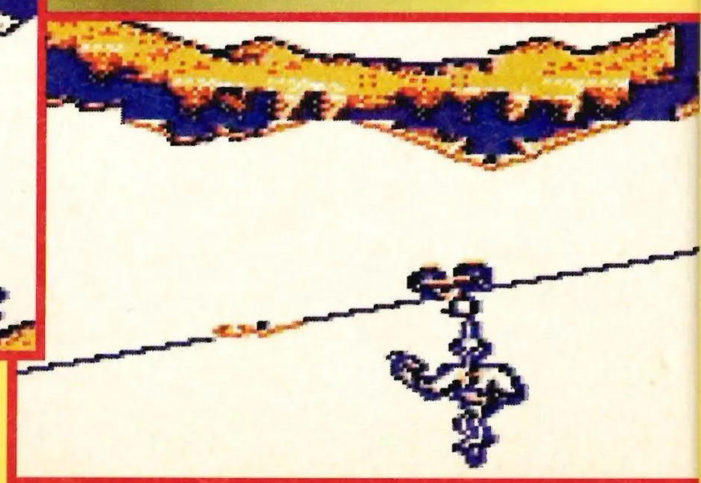
The Game Boy version remains just about as faithful as is possible. Basically, everything that could be crammed in has been.

Dusty Bin the human dustbin is reincarnated in a bid to thwart Earthworm Jim.



'Blast', Jim exclaimed as his path was unexpectedly blocked by a giant CONTINUE sign.



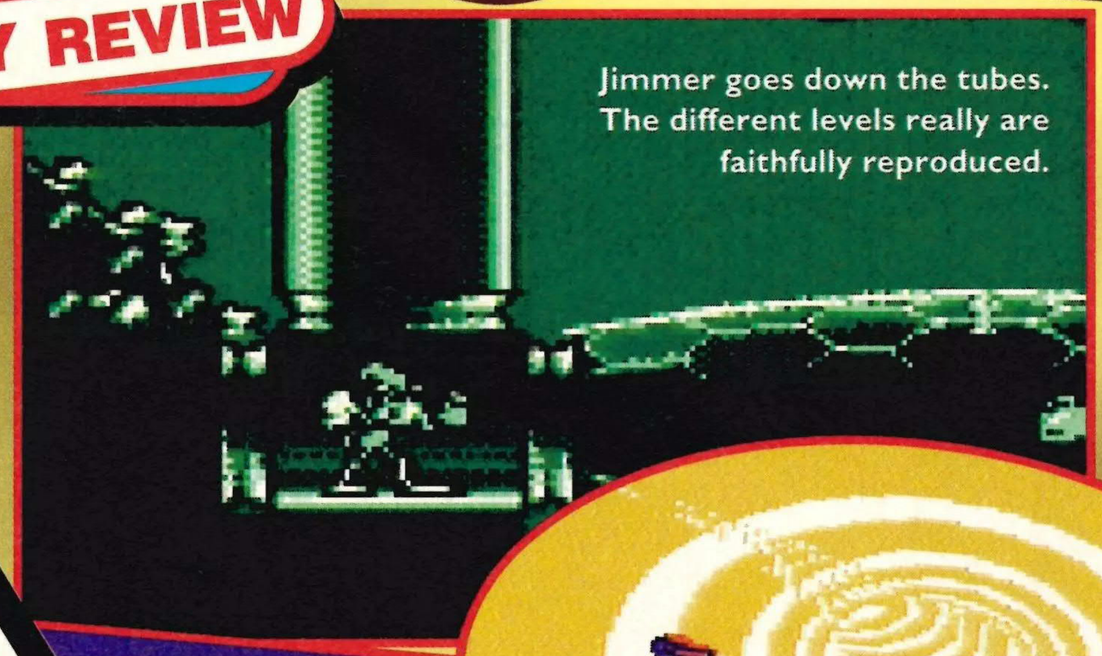


Jim displays the strength of his sturdy hairdo.

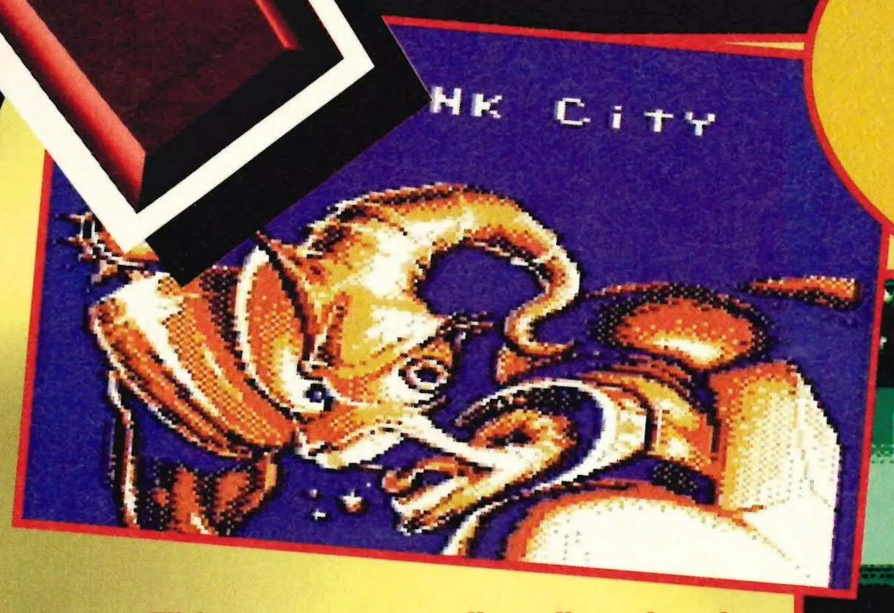
ORM

TOTAL! GAME BOY REVIEW

ATKO SAYS...
It's one of those Game Boy must-haves. It's like nothing else I can think of and basically you must own it. If you can't afford it sell your own Grandmother. JUST DO IT!! Go on. Do it now.



Jimmer goes down the tubes. The different levels really are faithfully reproduced.



Title screens are really well produced.



Graphically, it's an excellent reproduction of the original although the dear little thing does struggle to reproduce the depth of big brother – sometimes it's a little hard to follow the action on the tiny screen. Similarly, the quirky sound samples have been omitted. It's sad but unavoidable, I suppose.

Don't fret though Jimsters, the game is a pretty foxy experience even if it's still as stupidly difficult as ever. It's still ridiculously addictive and it's still mind-bendingly bonkers. It's a damn shame that the sound had to go – but life's tough when you're a Game Boy.

When all's done it's damn groovy and you still get to ride bareback on a hamster. I love it and I want to marry it!

Shout it loud, Game Boy *Earthworm Jim* is an absolute corker!

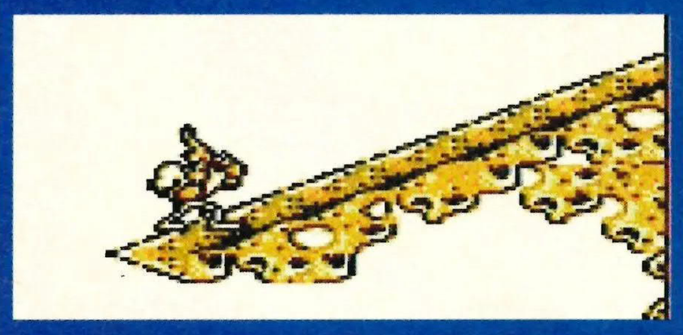
ANDY

GRIMS
At times it can be quite blurry on the Super Game Boy

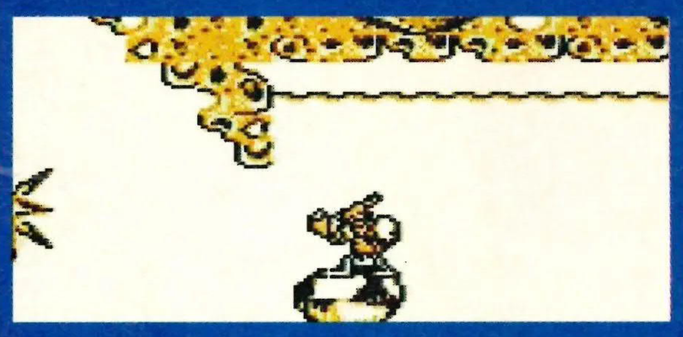


This bit is still as stupidly fast as in is on the SNES. So quick, quick, quicker.

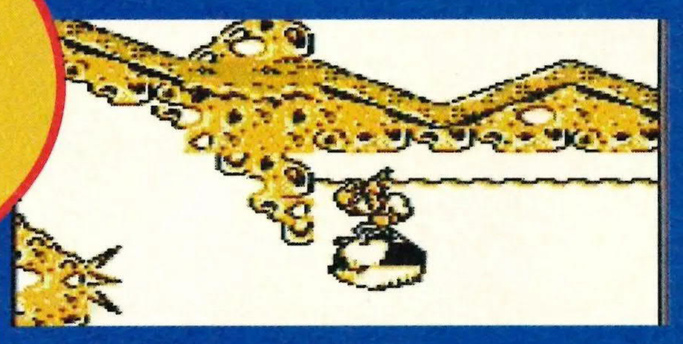
TOTAL! TACTIX



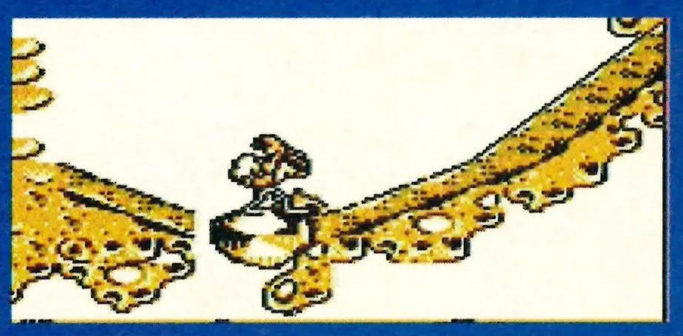
1. At this point it may seem there is nowhere to go. Never fear, leap onto the spinning orb type thing and wait patiently...



2. Slowly but surely you will begin to rise to a previously unreachable level packed with further jim-fodder for your entertainment.



3. Up and up you go...



4. Yes sir, it's packed full of innovation this one and no mistake!

TOTAL! JUDGEMENT

Well-defined images and some faithful — **9**

The SNES' samples are no more but the soundtrack is accurate and it drives you along nicely. — **7**

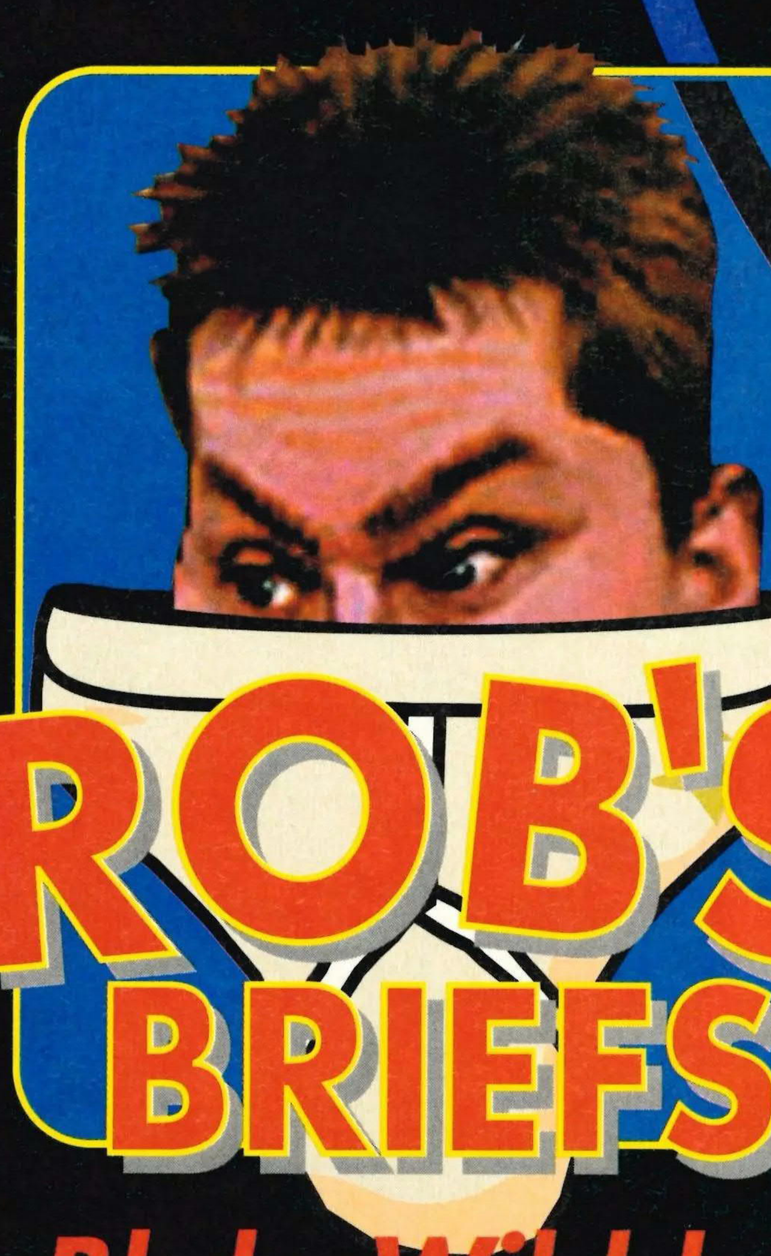
GAMEPLAY
It constantly surprises you and originality is its middle name. Dreamlike! — **9**

LIFESPAN
This is even more addictive than black cherry cheesecake. Put it down if you dare! — **9**

'An absolute Grade A classic and a mighty fine conversion. Mad as a bottle of chips and every bit as playable as Super Mario World.'

TOTAL! SCORE — **94**

ROB'S BRIEFS



As ever, put pen to paper, fingertips to keyboard or, if you're John Major give a long and boring speech – just for a change.

Uncle's sweet factory

Dear TOTAL!

Before I begin properly, can I say your mag is far superior to anything else on the local shelves? (*Yes, you most certainly can. And blow me, it's too late, you've said it already anyway – Rob*). There. Now the grovelling is over and done with. Are you sitting comfortably? Then I'll begin.

1. In recent issues you mentioned several versions of Frank's departure, including him repeatedly running off to Scotland and working in his Uncle's sweet factory in Bournemouth. WHICH ONE IS TRUE? I have come up with three possible solutions;

a. Frank has, like so many others, defected to *Sega Power.*

b. He got fed up with all of you calling him fat, so he stole your copy of *Mortal Kombat II* and tried to escape, forcing you to kill him.

c. Frank is still in the office somewhere and is having a massive laugh at letters like this one that are trying to find out where he's gone.

2. Daniel Mellor from Germany wrote in to say you gave *Star Trek: Star Fleet Academy* too low a rating. I'm a trekkie myself, but everyone is entitled to their own opinion. To get an all round review, I look at TOTAL!'s rating, I see what Digitiser has to say, and then I decide.

3. If Ace Davies is sad enough to have burnt two issues of TOTAL! issue 1, then he needs no punishment. He will have to wake up each morning, miserable in the knowledge he is a deeply pathetic individual. If further punishment is needed he should be made to scour the country in his underpants until he finds two issues, buy them and give them to TOTAL!

Yours until 'Ace' Davies gets a life.

Knuckles the Echidna,
Floating Island, Mobius

Dear Mobius person,

The truth is, Frank really did go to America to seek his fame and fortune, working on magazines in the States. He made a quick detour on the way to launch *Ultimate Future Games,* but now he's soaking up the sun and keeping profits up in numerous American doughnut emporiums. And that's the truth, Ruth.

Thanks for the *Star Trek* thumbs-up. Surely we're more trustworthy than teletext, though? As for Ace Davies, somehow the miserable wretch does manage to live with himself and even put pen to paper. He's done it again this month, read on to find out what he has to say.

Rob

The final result

Dear TOTAL!

Please may you answer my questions as I am desperate to know the answers

1. Will *Urban Strike* be released on the SNES? If so, when?

2 The other day I was reading the latest edition of *Super Play* when I came across a review of *Dirt Racer FX*. I read through the review and I was horrified to see that they gave the final result 51% I can't quite understand this after all the hype leading up to it. All the other FX games have been decent but this seems to be a real let-down. What's gone wrong?

3. Why didn't the 'Super Deck' come out? I've got loads of dusty NES games sitting at the bottom of my cupboard. I would love to use them on my Super NES because my NES is broken and I would hate to sell all my own games. It was a great idea so why didn't it ever hit the shelves?

Yours faithfully,

N Hill, Berks

Dear N,

Urban Strike should be out in September. It

Dear Rob,

Could you please tell me where I can get issues 15 and 16 of TOTAL! magazine (March and April '93) I would like them as I am stuck on *Legend Of Zelda* and the Player's Guide is in them.

Shane, Jewkes, Notts

Dear Shane,

As ever it's a case of contacting our lovely back issues people, sending them a cheque and a note saying 'please can I have issues 15 and 16 of TOTAL! you lovely people'. Further details are on page 61 of this issue.

Rob

Dear Rob

Is *Sensible World Of Soccer* ever going to be released on the Super NIntendo? If it is, when?

Richard Redwin, London

Blah, Wibble, Moan, Groan,

might have been released earlier, but the release of *Jungle Strike* put paid to an early launch. As for *Dirt Racer FX*, the only thing that we can't understand is how *Super Play* managed to give it as much as 51%. We're not sure what went wrong with it, but something did. Hopefully future FX games will be vastly improved.

Finally, the 'Super Deck' did in fact come out. The only problem was that it costs about £30 and by the time it was released, the NES had come down to about the same price. You can still get hold of a 'Super Deck' but only through importers.

Rob

WIN A GAME BOY CART!

Forgive me for I have sinned

Dear TOTAL!

Forgive me TOTAL! for I have sinned. My sin is plagerism. I took a cheat from your magazine, and sent it in to *Today* newspaper who each month have a sponsor. These sponsors give prizes for cheats sent in. The cheat was then printed and for my trouble I received a Game Boy and *Tetris 2*.

I beg forgiveness not only from you at TOTAL! but from Tim Garland TOTAL! 28. I hope I may be forgiven for pinching his *Alien 3* tip for my own uses.

PS Your mag is marvellous.

Yours humbly,

Andy Wallace, Portsmouth

Dear Andy,

I can't just believe it. That somebody from my own beloved City of Portsmouth could do this to me. We assume that you'll be sending us the Game Boy and cart, Andy. And kids, if any of you are thinking about scams like this, don't try it at home. We'll send Atko and the boys round.

Rob

What a stinker

Dear TOTAL!

It's Ace here again. Please print this because I have to say to Melaine Brett, my second name is already Adam and if we're on the subject of names – Melaine Brett what a stinker. Were you parents drunk or what?

And as for Dr Andrew Zanelli-King, you racist sod, if you ever come over to Wales me the Rugby team will give you a good kicking. Twll din bob saes, iechid dda bob cumro!!!

Ace Davies, Wales

Dear Ace

I don't really need to answer this letter. People only have to read it for themselves to see what a very sad person you are.

Rob

Something worrying

Dear TOTAL!

I'd like to take this opportunity to condemn those anti-NES people. The NES, although dead, doesn't desire all the slagging it's getting. If it wasn't for the NES' success, Nintendo would have forgotten computers and Sega would rule the world. We all like better graphics, hence 16- to 64-bit, but if looks didn't matter we would all have a trusty NES by the TV adoring its gameplay. 90% of NES games are better than some SNES games, so stop joking, the NES is the Ultra gameplay machine.

In issue 42 you printed the 'confirmed and rumoured' Ultra 64. I noticed something worrying. *Mortal Kombat II, Pilotwings 2, Castlevania V, Final Fantasy VII, Mario Kart 2, Starfox, Ultra Tetris, Zelda, Mario* are all remakes or follow-up games. *Ultra Doom* and *Red Baron* are Ultra 64 versions of PC classics.

If this is an ultimate machine why make so many unoriginal games that would play just as well on the SNES? Follow-ups are boring, repetative and usually worse than the previous games. Come on, let's have more exciting, original and Nintendo-only game titles please.

Karl Rosen, Newport

WEIRD PLACES I'VE PLAYED MY GAME BOY

No. 40



Name: Stan
Age: 14
From: Norway

I'm a 14-year-old boy from the icy, frosty country of Norway. I buy your awesome magazine every month, even though it costs about £5 here. This picture was taken when I was skiing in the mountains of Norway, about 1,000 metres above the sea. My favourite games are *Zelda VI*, *Super Mario Land 3* and *Mortal Kombat II*.

Dear Richard,

No. We'd be very surprised if it was. To be frank, there was very little difference between SWOS and the original Sensible on the formats we saw anyway. Rumour has it, though, that Sensible are working on a version for the Ultra 64, so we'll keep you posted.

Rob

Dear Rob,

Who the hell are you and why have you just proclaimed Andy's 'throne'? Also, while I'm at it, what has happened to Josse and Sal? Nobody told me about these things!

Someone from Peacehaven

Dear Someone,

Who the hell am I? Who the hell are you, more like? And where is Peacehaven anyway? I'm the new Editor, sorry if nobody mentioned it. Josse left a couple of months back for pastures new, and Sal ran away with him. A bit suspicious if you ask me. So catch up mate. Don't worry, it's just like watching Neighbours, by another issue or two and you'll regain the plot.

Rob

Dear Rob,

Please could you tell me if Josse is a Steve Jarrett reincarnation or what? Please print this because you never mention Falmouth. Thank you.

Tim Hart, Falmouth

Dear Tim,

Falmouth, Falmouth, Falmouth, Falmouth. That should do it for mentions for another year. Josse is in no way related to Steve Jarrett, but it is easy to see the similarities. Both are grumpy old gits that make our lives a misery. Not really, we love 'em both. In fact I'm just off to the basement now, to feed them and unchain them for half an hour.

Rob

Dear Rob,

Can you send me issue 1 of TOTAL!, I've got every issue except issue 1. Please?

Gary Pettengell, London

Dear Gary,

No, go to the the back issues on page 61 like everyone else (including Shane who I answered earlier). Look I don't know what's going on here. Just because you say you love TOTAL! it doesn't mean we're going to send you a copy. TOTAL! is one of the most precious things known to man and you have to pay for it.

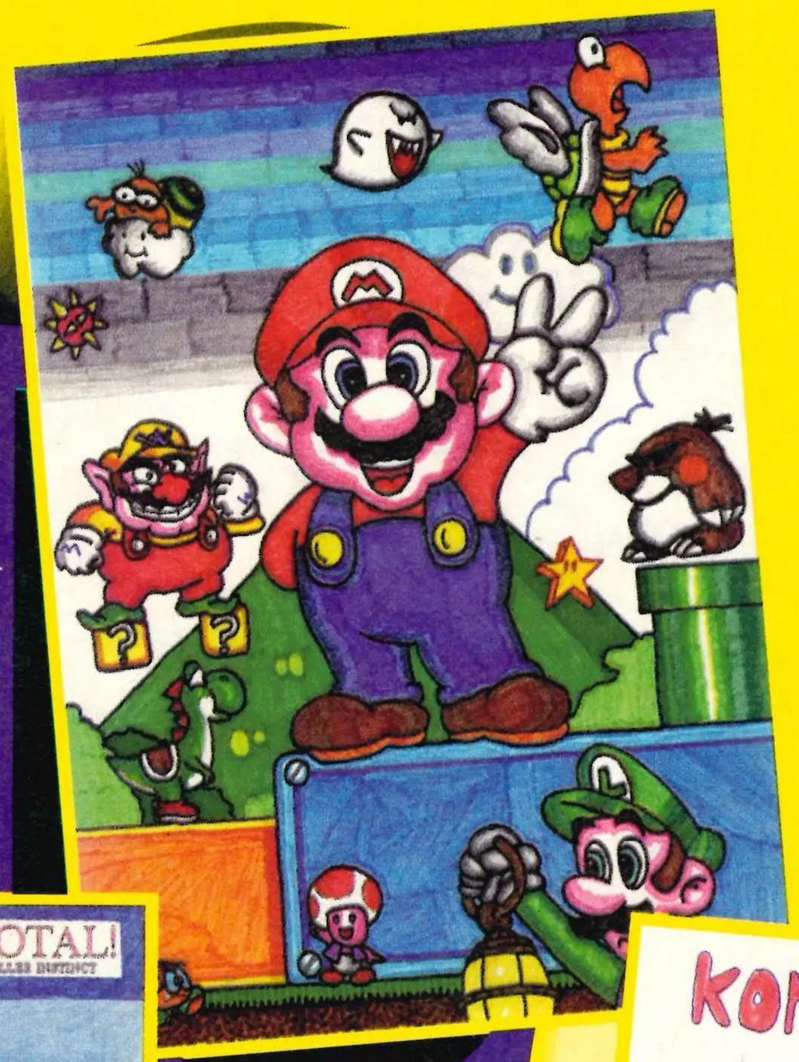
Rob

Jonny's Crayon Korner

Dear Karl,
I couldn't agree more about the NES and I only wish companies had continued making games. The feature in issue 42 Sega vs Nintendo highlighted what a great machine the NES is, and one of my first moves when joining the mag was to give away a load of NES games as a compo rather than leaving them to collect dust in a corner.

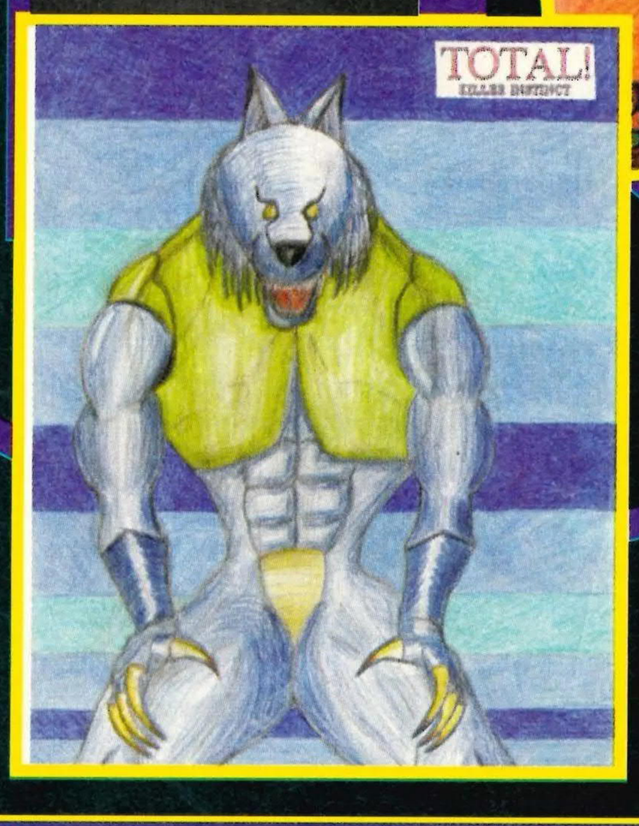
As for the Nintendo Ultra 64, rest assured there will be plenty of new and original titles to make SNES owners think about owning one. But you also have to remember that new generations of games players are emerging all the time and some may never have owned a SNES. This being the case, Nintendo have to lure them into buying an Ultra 64 with their most playable titles.

So while completely new games will eventually become the order of the day some old titles will help with the launch.
Rob



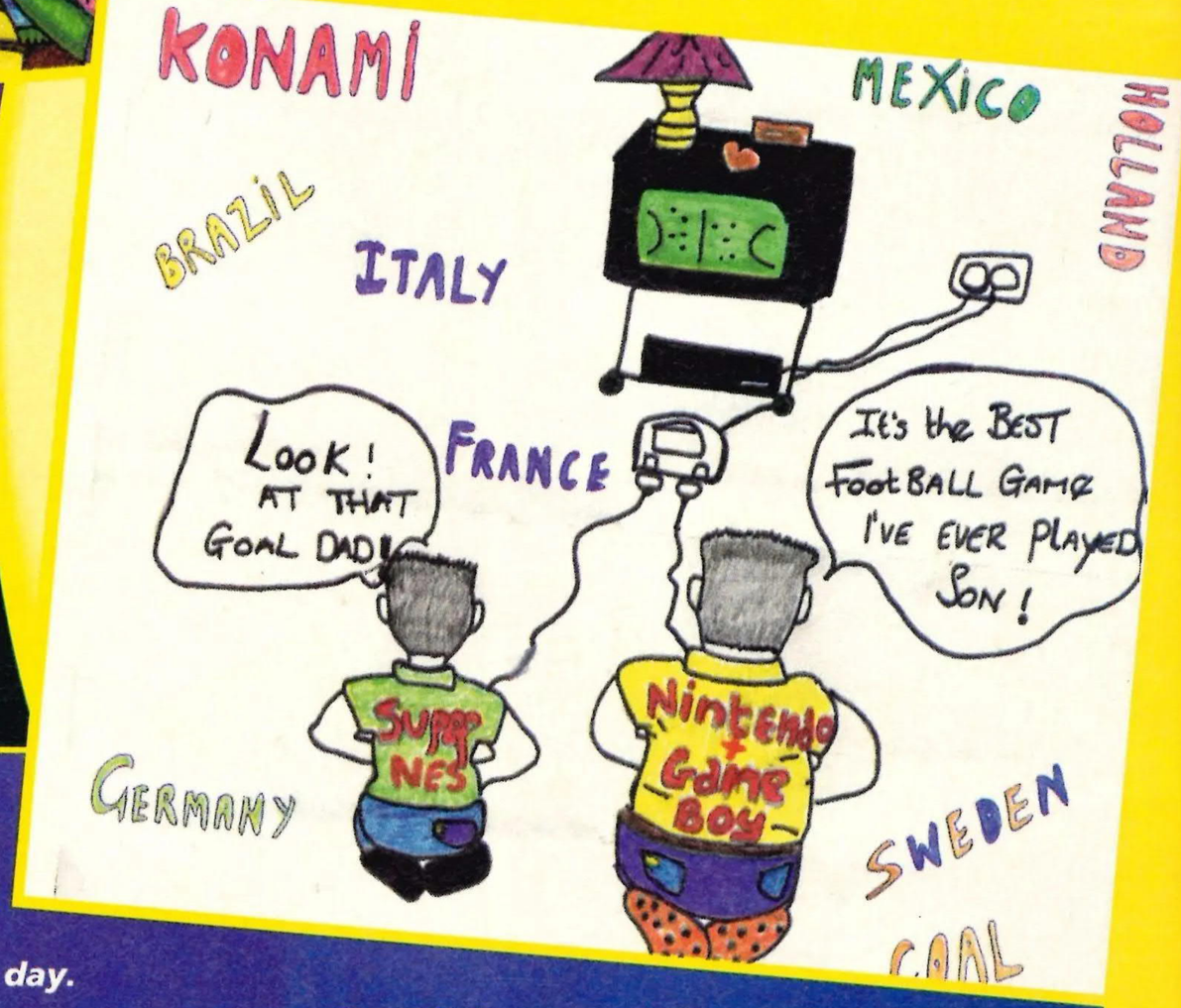
Well done you lot! Free things all round, especially for adhering to the special requirements as outlined in Issue 42. We've got space for three pics, so without further ado...

Mrs DA Brookes (Who had no name or identity of her own before she was married) has sent this photo-realistic freeze in of Mr Brookes and their son Mr Brookes Jnr wearing some ghastly coloured clothes. Part of thier exciting lifestyle includes eating Opal Fruits.



13-year-old Ben Hodgskin from Essex has ordered us to print his pic of SabreWolf, so we have, as he is obviously a right hard bloke.

Trent Milner of Mexborough sent this brightly rendered pic along with a letter that took so long to get to the point that anyone who tried to read it promptly fell into a light coma.



Dear Rob,
I am a footy fan and I want to know whether there is a better manager game than *Kevin Keegan's Player Manager*.
Ben Abrial, Manchester

Dear Ben,
There should be I know, but for now Kevin Keegan's Player Manager is all there is. Personally I like it, but then I like anything with football involved. Still, it could be worse, it could be Graham Taylor's Player Manager.
Rob

Dear Rob,
Why do you cut your head off before reviewing games?
Andrew Joyce, Billericay

Dear Andrew,
Ha! Ha! Fooled you. We don't actually cut our heads off, it's actually an elaborate trick done with special mirrors. I knew somebody would fall for it one day.
Rob

Dear Rob
Please could you answer my question:
1. Who draws the faces of the team? Cos they're bloody good!
Oh, and by the way I am a boy not a girl.
Sam O'Neil, Herts

Dear Sam
How do you know they're good? Have you ever seen me? Do you know what I look like? No. But, yeah they're not bad. A bloke called Mike Roberts draws them and he's a very clever man. As for being a boy, well done. We're proud of you.
Rob

Dear Rob
When will the Virtual Boy be released and how much will it cost?
Billy Barnes, Leeds
Dear Billy
The Virtual Boy will be released on 13 August in the US and should be available over here in September. Depending on the current exchange rate, it should cost about £120 with games at around £40.
Rob

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

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TOT37: *Cannon Fodder* review, *Cruis'n USA.*
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TOTAL! TACTIX



SUPER EMPIRE STRIKES BACK



Here are some top level codes for *Super Empire Strikes Back*, they come direct from Kirsty Bell in Ayrshire. May the force be with you Kirsty.

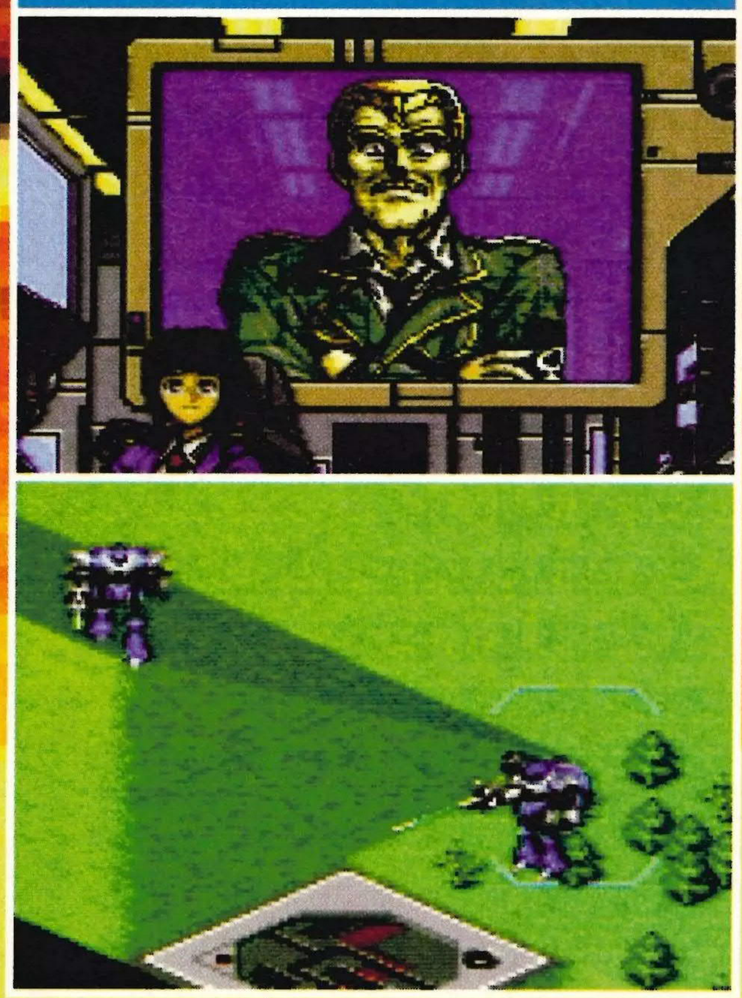
NSRSCL; BHRDHL; HMGPWJ; WLJWDN; NCCGSP; WBWHRW; GLTTDJ; MCDGRJ; PGPNMG; NGMSJB; RLMSWJ; MBRCGB; SWPMSS.



METAL MARINES

And more level codes have been sent for *Metal Marines* on the SNES. A big 'Cheerso' to Adrian Sharp from Cumbria.

2. HBBT	**3. PCRC**	**4. NWTN**
5. LSMD	**6. CLST**	**7. JPTR**
8. NBLR	**9. PRSC**	**10. PHTN**
11.TRNS	**12. RNSN**	**13. ZDCP**
14. FKDV	**15. YSHM**	**16. CLPD**
17. LNVV	**18. JFMR**	**19. JCRY**
20. KNLB		



MICKEY MANIA

D Smith from Essex is another with Level Selects on their mind. This time zip your way through the various lands of *Mickey Mania*.

On the option screen, select sound test then select;

MUSIC **Beanstalk 1**
SFX **Extra Try**

Go to exit and hold down the **L** button until a chime sounds, release **L**, press **start** and you will return to the option screen. Go to the exit and press **L** and you should get a level select screen, starting with **PETE EOL.**



SUPER TENNIS

With Wimbledon in full swing there's no better time to cheat your way right through a game of *Super Tennis* and Christopher Nelson from Derbyshire is the man with the passwords that can help us climb up the rankings. Cheers Chris. What a top geezer you are.

Just won Rio Open
3BQ1408 7JPHKS
TK8XD5J SHVLXKP
C3GRYBQ 14065C6
PDJ9TT8 LNK----

Just won the Nairobi Open
CN8MNZF TB74HDD
9QGKSOM B?H3JSF
TMXNPC2 GNYBQ14
0652MG FLP----

Just won Beijing Open
WSKWV?J ZD86TFF
DRHKTON DOH3JTF
TMXPQC2 GNYBQ14
065B7MJ FHP----

Just won Tokyo Open
VPVPNCO PXX08J
L7MOHOQ ONTD4LQ
OFT8506 5C6PDJS
TK8WMBP QM3----

Just won Melbourne Open
5M3KNYF T951DCD
9QDKSOL 9ZF3JSF
TMXMPX2 GNYBQ14
065Z6RF FDP----

Just won Paris Open
5NR?HLZ ?WC0VCK
WHXMWRR F5KNZDQ
151B6C6 PDJATK8
XD3GRNX TFF----

Just won Wimbledon
OFF1K1R DWWNFVY
QRH6HWO HV44195
C77RKKST K8XD3HR
FTLVMQJ ZGP----

Cack at games? Mad in the head? Some cart or other sending you bonkers? Then you need TOTAL! Tactix. Prescribed by all leading games doctors, it's guaranteed to cure all known games problems. Fast! Please donate your cheats to TOTAL! Tactix, 30 Monmouth Street, Bath BA1 2BW. Because cheats save lives.

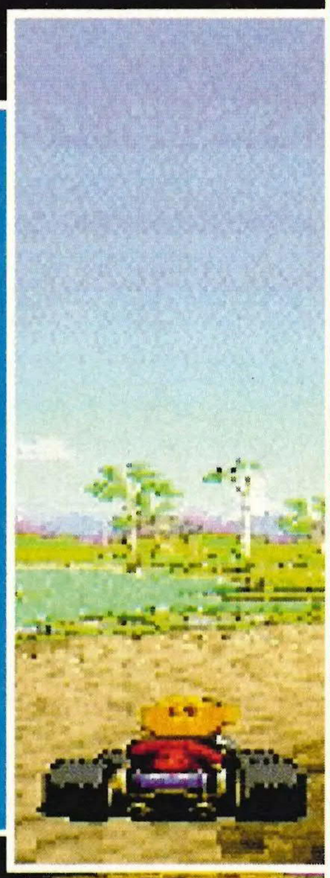
Exhibition Match after New York Open
JSTK8XD 3HRFTLW
JPC2GNY BQ14065
C6PDJST K8XD3HR
FTLB?LL ZSP----



STREET RACER

Here's some top customising action for *Street Racer* courtesy of a Mr Adrian Mawdsley from Liverpool.

In *Street Racer* on the SNES when on the car, select screen and press **X, Y, X, Y, X, Y** and hold down the **X** button. Now use the D-Pad to change the statistics of your car.

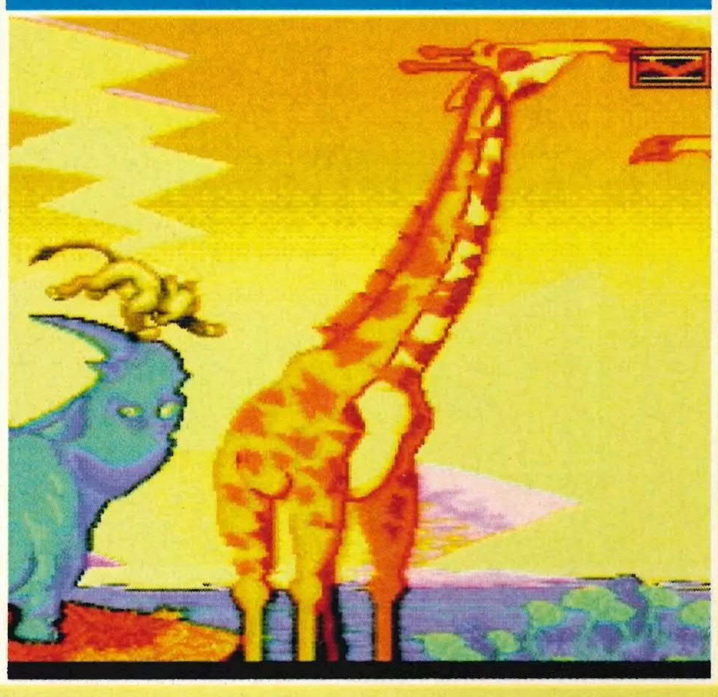




JUNGLE BOOK

Jungle Book has a Level Select and Mark Devin from Devon (or is it Mark Devon from Devin?) is the man that knows it. Oh, plus all of you know, I suppose.

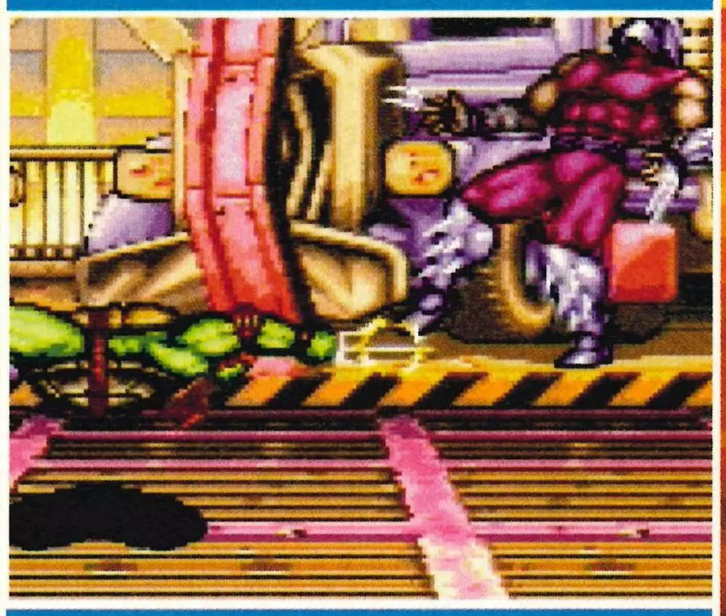
Press **UP, UP, UP, B, B, Y, Y, SELECT, UP, DOWN, LEFT, RIGHT, B, UP, Y** on the Virgin logo.





TURTLES TOURNAMENT EDITION

Here are a few cheats for *Turtles Tournament Fighters:* All must be entered on control pad two from the title screen.
Extra speed setting: **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A.**
10 CREDITS IN STORY MODE: **B, B, B, A, A, A, X, X, X, X, X, X, X.**
Select Kagai and Rat King's stages for use in Vs Mode: **L, R, L, R, L, R, A.**
Special Attack in Story Mode: **UP, LEFT DOWN, RIGHT, A, RIGHT, X, UP.**
(The pictures of the bosses are only shown when you highlight Shredder and move the D-Pad to the left. The cheat only works in Vs Mode.)



CRUIS'N USA

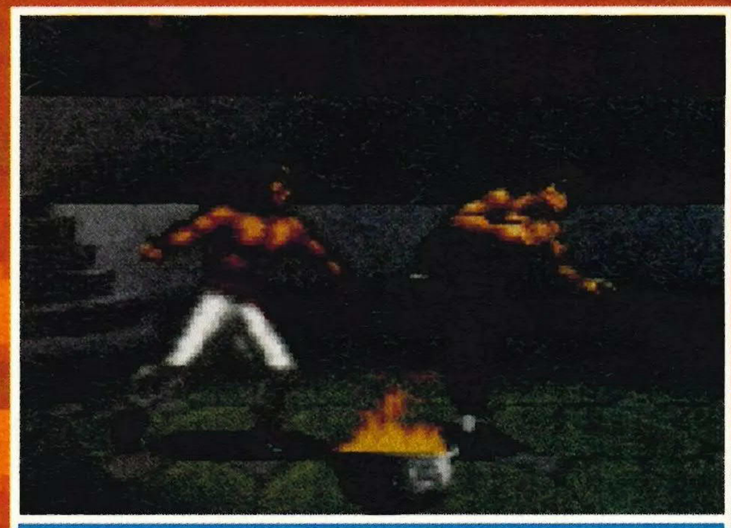
As if there weren't enough reasons to get excited about *Cruis'n USA*, Karl Rosen from Newport comes up with yet another one. Still only at the arcade stage, but keep this one handy for when you get to grips with the console version.

On the chosen race screen hold down views **one** and **two** and **'Highway 280'** turns into **'Golden Gate'** race. Hold down views **one** and **three** and **'Beverly Hills'** turns into **'Indiana'**. Hold down views **two** and **three** and **'Mt Rushmore'** turns into **'San Franciso'**. Later, hold down all view buttons on the car select screen to race with a bus, tricycle, jeep or a mystery car.

DRAGON

Here's the complete *Dragon* Solution, some lovely little chap called Gareth Chappell did the biz on this one. He deserves all the love and gratitude that you can offer him.

Level One – Sailor





Do a flying kick to get the first hit, then attack with flying kicks and a sweep followed by a double high kick. Use a throw then jump on the sailor, continue until he dies.

Level Two – Chef

Go in straight away and use a hard punch followed by a throw and then jump him. Then use a flying kicks and chops until he legs it.

Level Three – Two Chefs

Quickly throw the chef and jump on him. At this point the second chef should jump in. Hit the first chef to get the first hit bonus. You should now be able to go to nunchuckers. Hit the first chef then the second. When they are down swap the nunchuckers from hand to hand to build up chi. Continue this.

Hint

If you press fast punch and walk towards your opponent you do not loose chi and still beat up the other person.

Level Four – Seattle

Scott is the easiest person in the games. Just keep throwing him or hitting him with nunchucks. Simple.

Level Five – Oakland

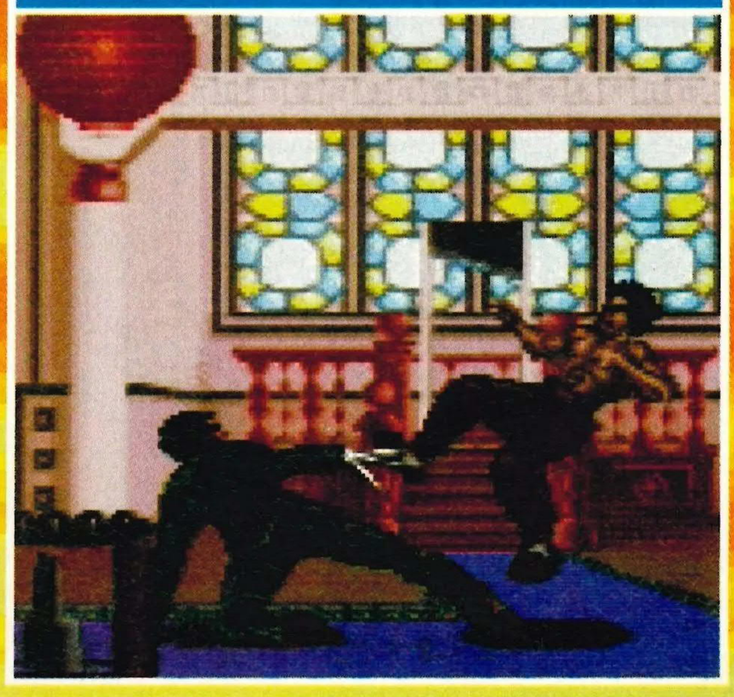
If you do not use your nunchucks be very very careful. Use flying chops and sweeps with a throw here and there.

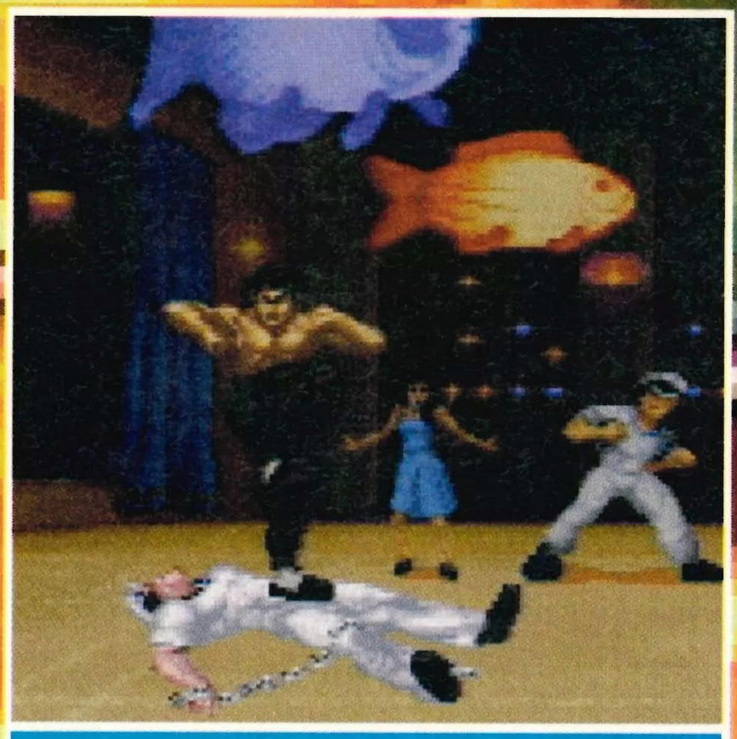
Level Six – Bruce Kwoon

Here is Scott again. Just use the same method as before to beat him.

Level Seven – Hong Kong

To start with fly kick, sweep, punch then double kick the women then when she falls jump on her. When the second





women jumps in turn to nunchucks. The fast punch will not work. Use the B button. If the nunchucks run out use flying chops and sweeps.

Level Eight – Long Beach Stadium
Use the same method as with Johnny Sun but be quick.

Level Nine – Thailand
For the first bit if you have not got nunchunks you're dead. Try flying kicks to build up your chi do not get in close. Use the fast punch hit on him. On the second part jump kick over the ice and use the fast punch again.

Hint
Jump up kick.
Press up and the kick button together to perform this.

Level 10 – Hong Kong
The claw nam must be beaten with nunchucks because there is no chance otherwise. Hit him with the fast kick button and jump that smoke.

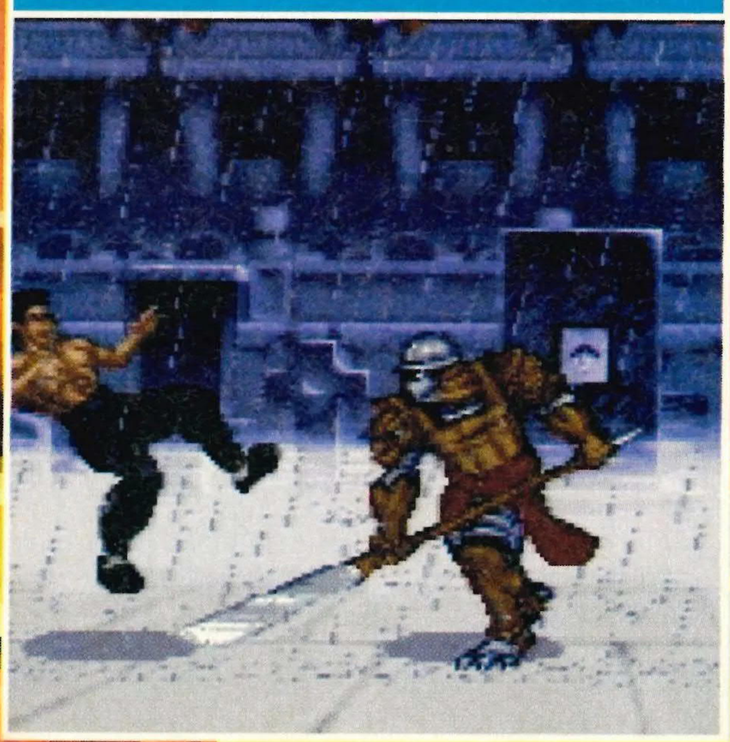
Hint
Every time your opponent falls build up your chi by swapping hands.

Level 11 – The Graveyard
Hit the phantom with the fast kick. As he moves back follow him still hitting him. When he disappears jump as he returns and then press **X** when he has no energy to kill him by jumping over his head. If you jump before he will throw you over his back.

The bonus round
Just walk and duck. Hit the bottom pad with the fast punch. When it hits you away it will slow down so it is easy to hit again.

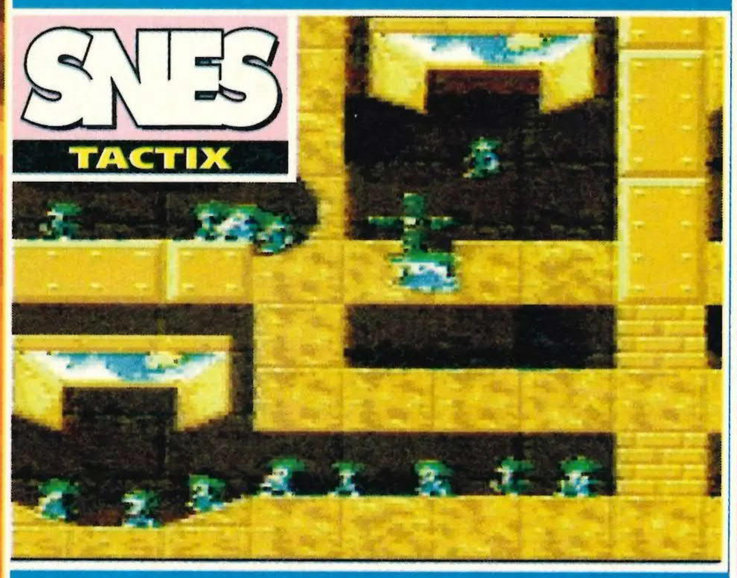
Bruce Lee
When you fight Bruce do go for throws as he will just reverse them. Use good old fly kicks.

Fighter Mode
If you do fast kick sweeps in a corner your opponent cannot get out.



Three way
Just lay low when two people are hitting each other. When they come after you sweep them. And if you are in the middle split kick them.

Two-player vs the computer
The computer will be harder to beat. When your partner has lots of energy hit him occasionally with an oops sorry. Practise with just one human and practise beating the computer so you can smash your partner when you play with them.



SNES TACTIX

LEMMINGS 2

For top comedy antics in *Lemmings 2*, do what Martin Rigler of Dorset tells you. And do it now.

On the options screen place the pointer just below the dot on the green i and press **B.** A speech bubble will appear saying HI! Start the game and speech will appear above the Lemmings when they are in distress.



SNES TACTIX

MEGA MAN X

If you feel like some boss bashing but haven't got the knack, here's a helping hand from Nick Sacksen. In order for this to work properly you must defeat the boss with the weapon you took from the last boss. With Chill Penguin use a normal gun. Here is the order. Chill Penguin, Spark Mandrill, Armoured Armadillo, Launch Octopus, Boomer Kuwanger, Sting Chameleon, Storm Eagle and then finally Flame Mammoth. Here's a little tip. When you have the Dash skill do a wall jump by pressing **B** and **A** simultaneously and holding the direction you want to travel in. Then instead of doing a wimpy upwards travelling jump you will spring out covering at least twice the distance (outwards). If you feel like capsule hunting but not sure where to search, here's a helping hand. Dash on Chill Penguin's Level, Zero's Gun on Flame Mammoth's Level, you need the Helmut Enhancement for this one, Helmut Enhancement on



Storm Eagle's Level, destroy the DA barrels and the 50% armour is on Sting Chameleon's Level, above the passage where the blocks fall down. Or if you want a short cut to all the capsules and half the sub tanks with everyone to kill go to the password and enter:
1482\7686\5456.
Here are a few codes that put you in some weird situations:
6868\5888\6881 5323\4286\5874
5226\8442\2738 5323\4286\5384
5367\3757\4636
6726\2256\5648 5226\8446\2758
3676\4667\5148
1137\3542\1516 1137\2342\8546
4322\1482\8756
Eric adds: 'If you're wondering where I got these codes, it was a random process which tells me when I've got a code or not. You need an autofire joypad or joystick. What you do is you put Y and Start on autofire and fiddle around with the directions on the pad in a few minutes you'll have a code with weird results. Just one thing, the sub tanks are on Flame Mammoth's Level, Spark Mandrill's Level, Aradillo's Level and Storm Eagle's Level.'

SNES TACTIX

THE ADDAMS FAMILY

He's crazy and he's kooky and not just a little bit spooky, he's Neil Graham of Shetland and he knows something you don't when it comes to *The Addams Family*. Well maybe you do now.

Go to password and punch on **'D6SY?'** and you will have 40 lives and Granny will already be saved.





EARTHWORM JIM

Pause the game and press **A, X, A, A, A, A, A** then unpause. You can now do the whole level without being hit. That little gem comes from Ian Tully of Plymouth. Friend of TOTAL!





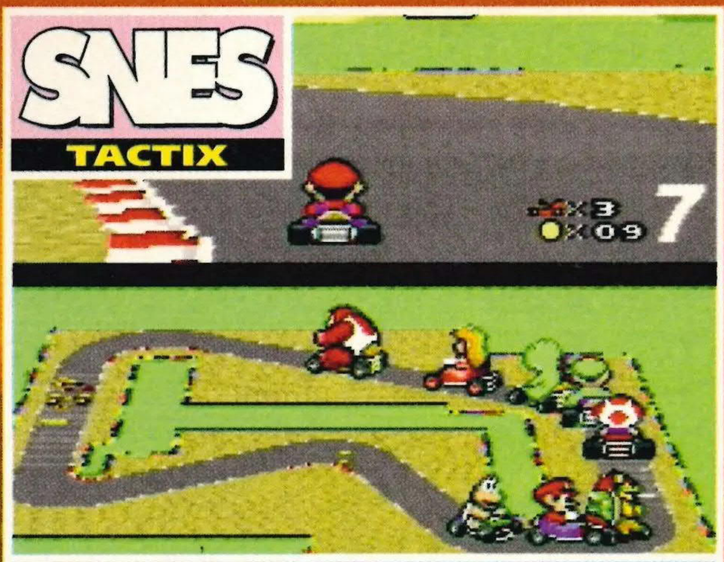
PITFALL II

This is even cheekier than normal and the cheeky chappy that sent it is known as Tom Legerton. Or Tom to his friends.

When you first get to the continue screen press **START** twice. The number of continues will say nine but, in fact, it will never go down no matter how many times you die.







SUPER MARIO KART

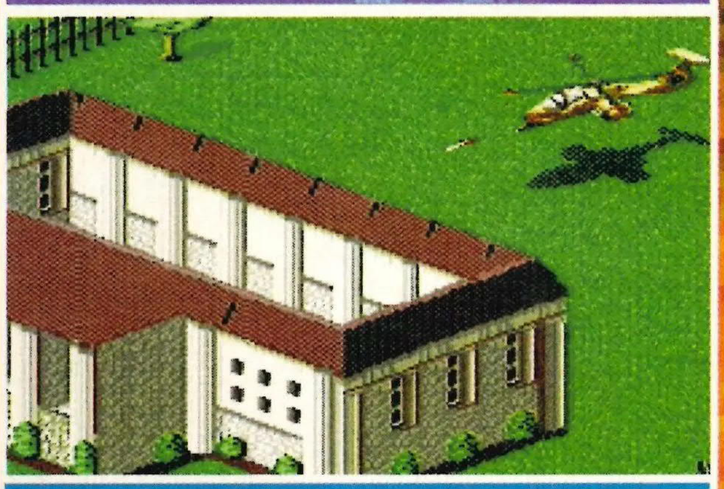
Many thanks to Richard Oliver, from Hull for this tip. Select two-player option go down to Match Race with the pad in port one, select Match Race, select **'yes'** when it asks if the choice is okay, pick player one's driver. Take the pad out of port one and put into port two slowly but make sure the two-player icon is on **TOAD**. Now select any driver if the cheat has worked player-two's driver should have shrunk.

STAR-WING

For a top tip for a top game we have Sandy Chisholm of North Berwick to thank. So. erm, thanks.

On Sector Y shoot all the little stingrays without dying and, before you get the boss, you'll get a whale which sprays out bonuses.





JUNGLE STRIKE

from Andrew Harrison, Hartlepool

Passwords:

Campaign 2 – 4975200968
Campaign 3 – 2922502918
Campaign 4 – 6505068908
Campaign 5 – 0540524815
Campaign 6 – 0550792954
Campaign 7 – 0950035298
Campaign 8 – 0155908131
Return Home – 1185402550

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
International Cricket	SNES	44
Judge Dredd	SNES	44
Jungle Strike	GB	69
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
Rescue Of Princes Blobette	GB	4
Robocop	NES	3
R-Type	GB	3
Shadowgate	NES	4
Syndicate	SNES	42-43
Skyblazer	SNES	29
Smash Tennis	SNES	34
Solstice	NES	3
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 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
Terminator 2	GB	6
Theme Park	SNES	43
Unirally	SNES	40-41
Wolfenstein	GB	30-31
Zelda	SNES	14-17
Zelda IV	GB	24-29

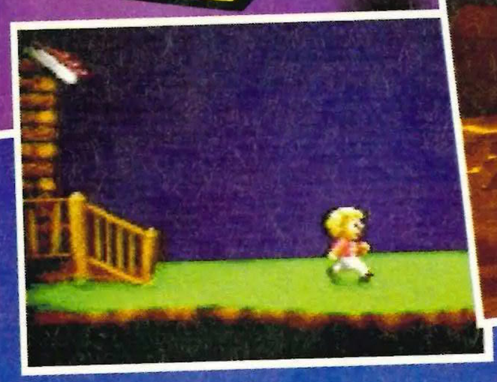
Turn to page 61 to order all the back issues you'll ever need!

Over 400

Over 400

PREVIEWS - every single game released this year!

TIPS - We've got tips for all your games!







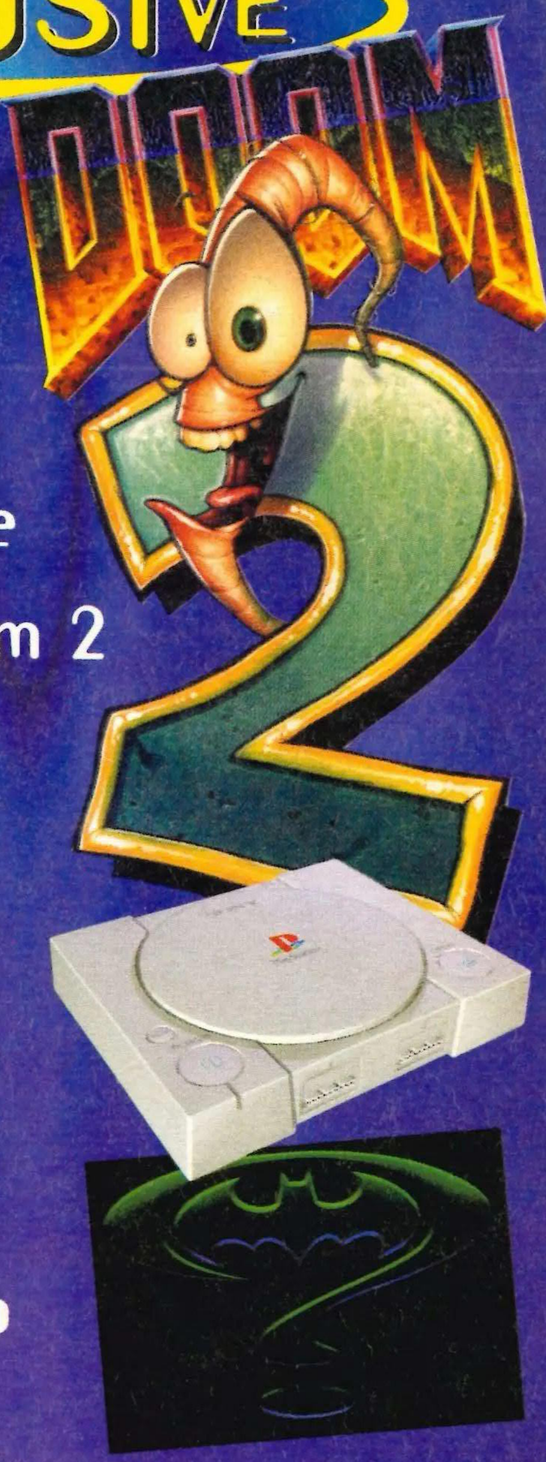
PLUS

REVIEWED!

- **Sensible Golf Amiga**
- **FX Fighter PC**
- **Mother Base 32X**
- **Justice League SNES**

And that's just for starters!!!

WORLD EXCLUSIVE



Doom SNES revealed

The Worm Returns - more Earthworm Jim 2 shots and news

MK3 PlayStation shots and inside info

AND

Batman Forever!

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FREE

First looks at *Pete Sampras '96* & *Micro Machines - Next Generation* in our FREE Codemasters Supplement.



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GAMES MASTER

Unleashed

Mega City One isn't the sort of place to go for a relaxing weekend. In fact, it's a bloody nightmare, especially at rush hour. However, Judge Dredd is here to sort the place out and to make things easier for him, we've done a one-off complete player's guide. We haven't mapped out every single level screen-by-screen because most of the routes through are fairly apparent. What we have done is pointed you in the direction of the various hidden power-ups and lives and helped you out with some of the trickier challenges. The main thing to remember is that cack old phrase that your Gran used to use, 'More haste less speed'. Progress slowly and carefully pick off the bad guys from a distance where possible. The game's really tough and even if you've played a level several times, you'll find that merely ploughing through will lead to failure. *Good luck Judge.*



JUDGE DREDD

HEAVENLY HAVEN 1



Move those crates!

About halfway through the level there's a blue crate and a baddie. Stay away from the crate and lure the baddie towards you so you don't destroy the crate while you kill him. Push the crate right up against the wall and use it to jump over the wall. Push the next blue crate aside and go down to get an extra life (amongst other things). You can then go back up and destroy the blue crates for more bonuses.

HEAVENLY HAVEN 2



More crates!

Push the blue crate right towards the electrical barrier so you can use it to leap up and left to get the bonuses.

RED BOSS!



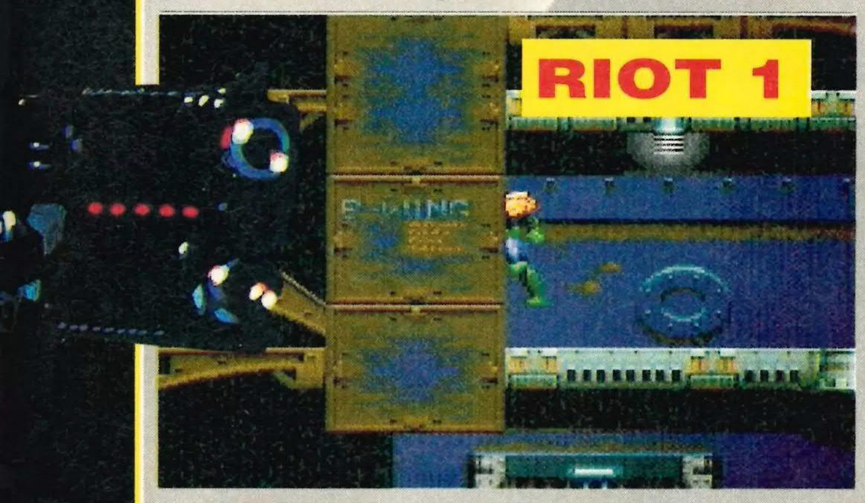
This guy's a real wimp. Stay behind one of the barrels and keep firing. He dies long before you do and at the end of the level all your energy gets replenished anyway.



RIOTS

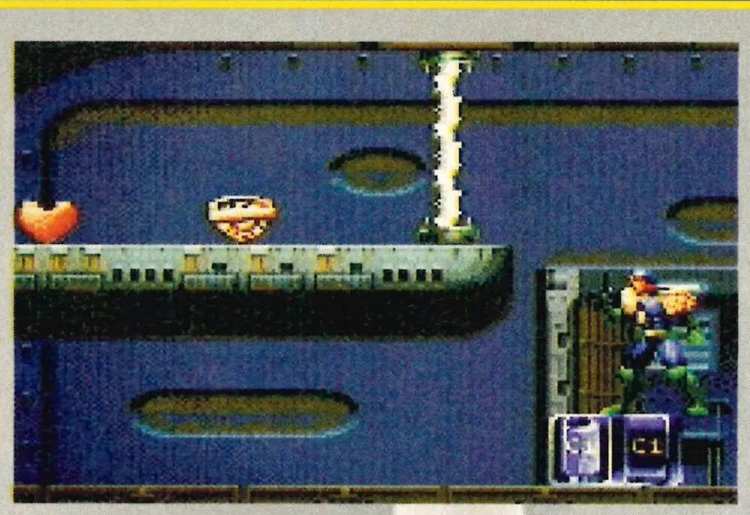
Secret stuff

At the first set of cells go up and left through the wall. Keep going and you'll find plenty of bonus items.



An extra life!

From the electrical barrier with the extra life trapped behind it go back right and drop down next to the terminal. Go right through the wall and kick the hidden terminal to destroy it. This switches off the electrical barrier. Jump up and get the extra life and the energy before quickly running away from the big beastie which appears.







Two ways to skin it!

Go up the third exit from the underground bit and travel right. Halfway up a long ladder you'll see an extra life to the right. You can either jump right onto the girder thing then do a fast jump right while kicking to get the extra life. This, however, is bloody hard so alternatively you can proceed right around the level and get the life from the other side by crawling through the invisible gap.

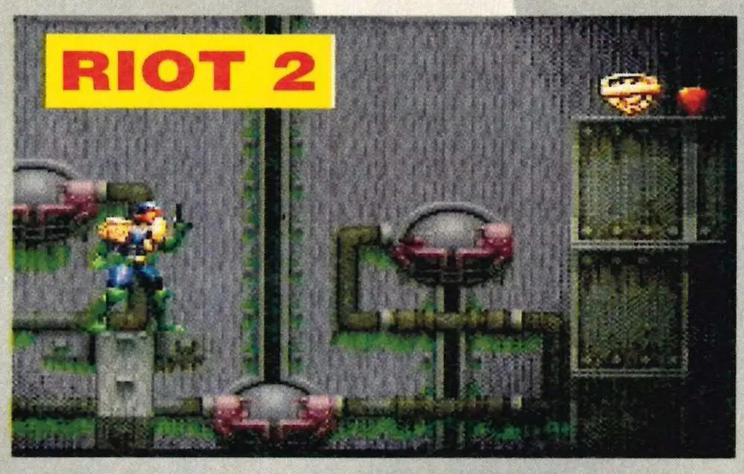


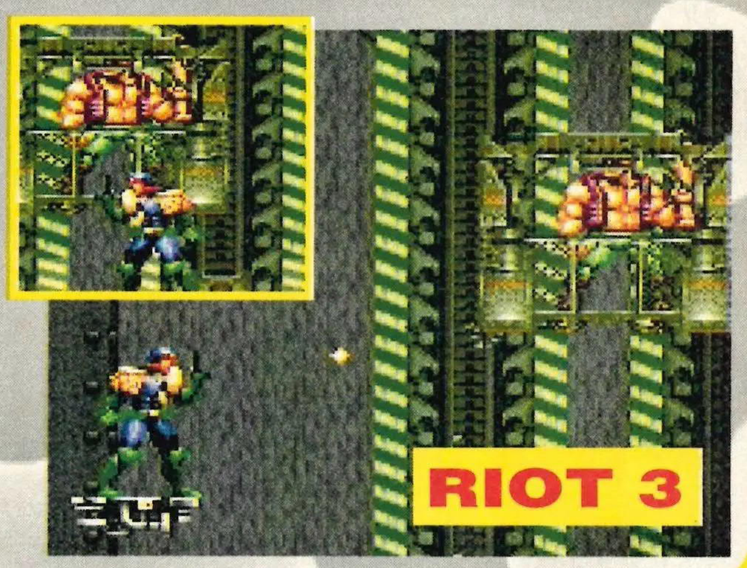
More hidden stuff!

Enter the first chamber and go up then left to the terminal. You can now jump up left through the wall to find a disk and other bonuses.

Going Down!

Again this Boss-in-a-lift is a doddle. As he rises up, run left and immediately grab the extra energy. Jump onto the moving platform then proceed to bomb and shoot the git until he dies. If your energy is precious make a small attempt to avoid some of his return fire. You should get through okay and you'll find some extra energy just a few screens away after the battle.





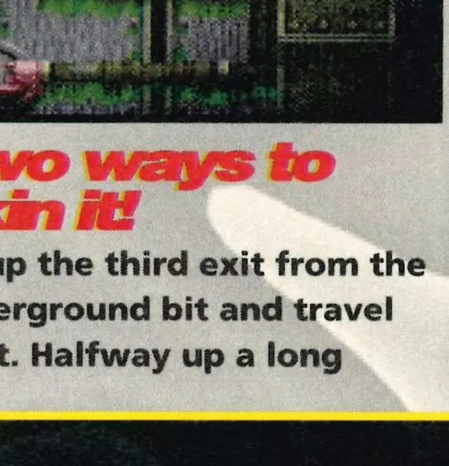
3D TIPS

THE CURSED EARTH 1



Watch out for these guys!

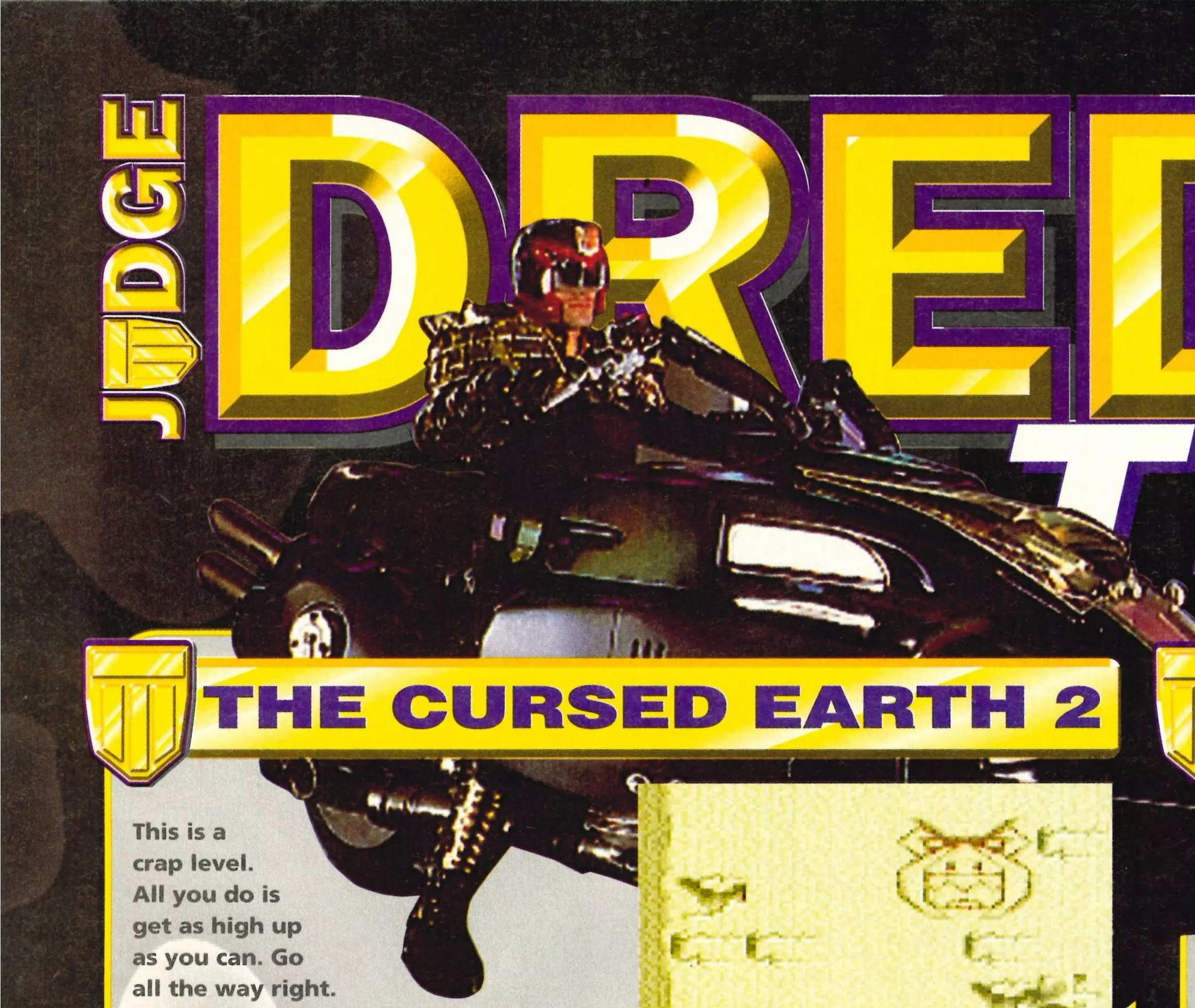
This level is populated with mad somersaulting hippies and well-armed hunters. With the hunters a well placed bomb is the quick and easy way to blow them into submission ready for arrest. As for the hippies, well, either shoot them a bit from a lower platform or avoid them completely.



Where do I go?

After seeing Judge Fargo die before your very eyes it's confusing as to how to get out. The answer is simply to kick away the walls to the left.

JUDGE DREDD TIPS



THE CURSED EARTH 2

This is a crap level. All you do is get as high up as you can. Go all the way right. Drop down and you'll meet the Boss. Stand on the mini platform to the left and bomb the bugger. If you run out of bombs drop down and proceed by shooting him. When he gets close jump up onto the ledge and perform little jumps to avoid his attacks.



RETURN TO THE CITY 1



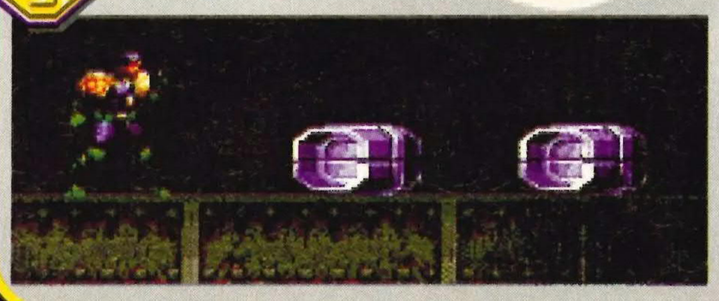
On your knees!

The area you can see here with the energy in it can be accessed by crawling through the wall on the left so don't waste your time on the right hand wall, it's pointless.

Weapons galore!

Don't worry about the absence of new weapons which you were told about at the beginning of the level. You'll find them all at the top of the level after you've travelled through most of it. After destroying the crates and picking up all the goodies, travel back down to the bottom and right to find the exit.

RETURN TO THE CITY 2



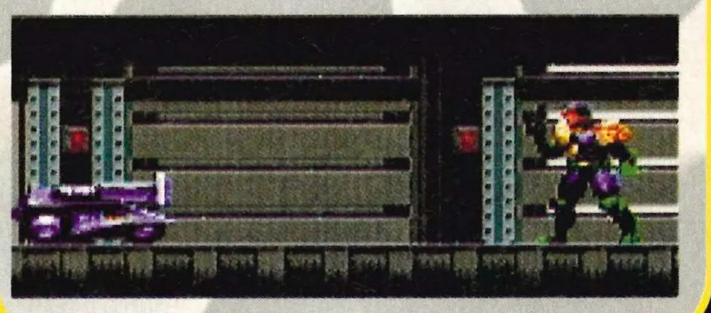
Again the weapons crates are quite near the end of the level. Near the bottom left you'll find a small metallic platform device. Jump on it and you'll be able to float up and left to all the ammo crates.

COUNCIL 1

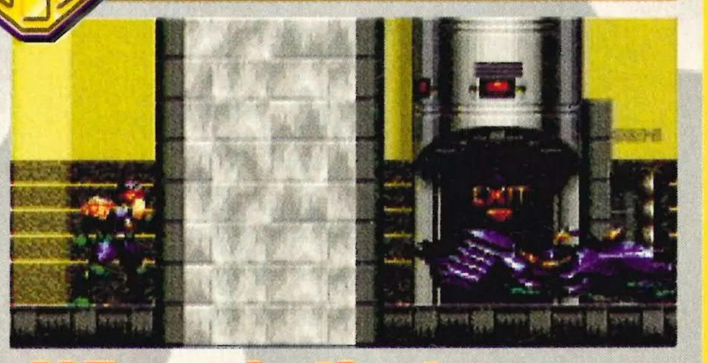


Bombs away!

There's nothing much in the way of secrets on this level, but the hunters and the cannons are a real pain. The secret to success is to use bombs on the hunters which immediately sends them into submission ready for arrest. With the cannons, don't rush up to them or they'll get a shot in. Progress slowly and when one comes into view fire off a bomb from a distance. If it misses edge a bit closer and fire again.



COUNCIL 2

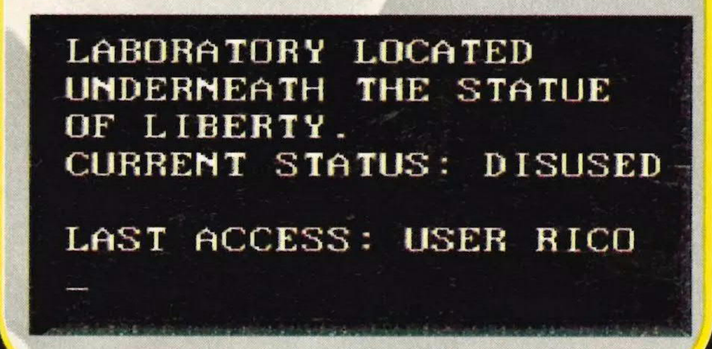


Where's that terminal?

Before you can leave this level you need to find out the whereabouts of Rico. Near the end of the level



(where you find your bike) there's a sort of semi-secret lift. Before descending to your bike in the lift, go left and you'll see an arrow pointing downwards. This is another lift. Go down and log onto the terminal for the information you need.

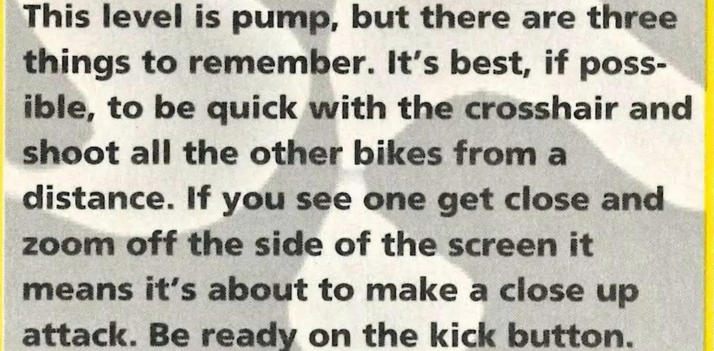


BIKE CHASE



This level is pump, but there are three things to remember. It's best, if possible, to be quick with the crosshair and shoot all the other bikes from a distance. If you see one get close and zoom off the side of the screen it means it's about to make a close up attack. Be ready on the kick button. When the big bike appears do a kick and he'll be history. Also keep an eye out for the approaching missiles. They're easily avoided using the collar buttons but they're small and it's all to easy not to see them coming.

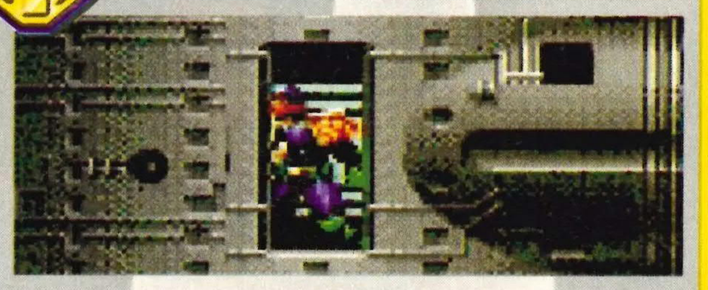
STATUE OF LIBERTY 1



Easy as ABC!

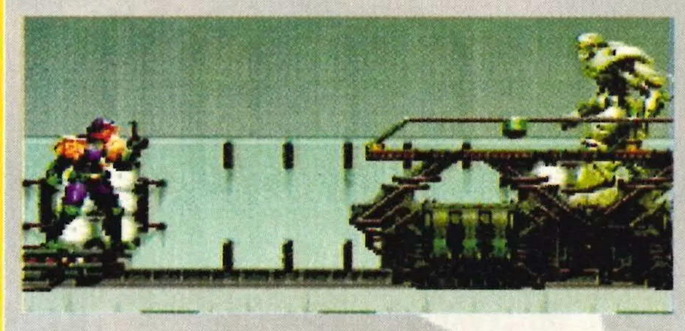
The ABC robots are pretty mean. They can only be killed by the red missiles that come in little silver pods with a red bit on them. The trick is to fire when they're facing you, leap over the missile they fire back then shoot again when they're facing you once more. Don't waste missiles on them while they're backs are turned, it's a waste and missiles are in short supply.

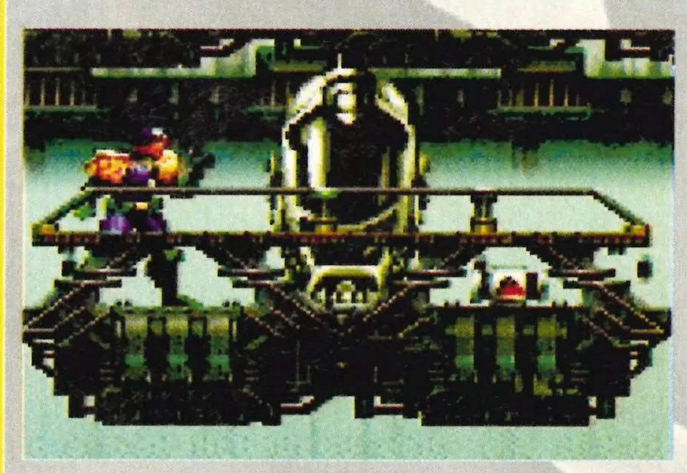
STATUE OF LIBERTY 2



Pull down!

The level is littered with this big silver buildings. Don't worry, you're not stuck inside. You simply have to pull down or push up to activate the hidden lifts. Also, approach these areas with caution because some of them contain big metal doors which squash you.

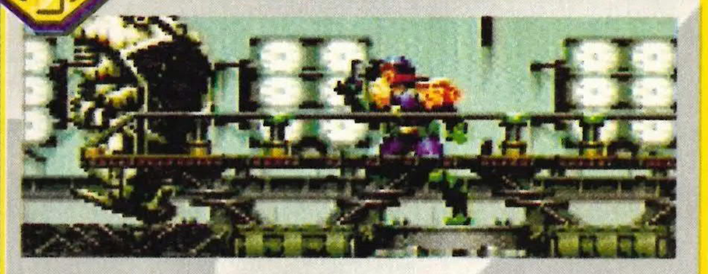




Oh no, no missiles!

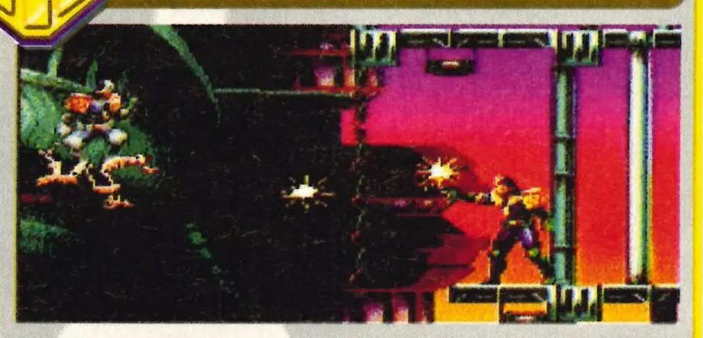
Near the end of the level you'll find several robots and no missiles. Never mind. Make you're way right and down and you'll find some more missiles in the area you see here. When you next run out come back here and they will have reappeared.

THE LAB



Not a lot to say about this level. One tactic though is to make sure you always use bombs on the cloning pods. This has one advantage of destroying both the pod and the foul creature inside in one fell swoop. Also, one bomb often destroys two adjacent pods.

STATUE OF LIBERTY 3



You've found your genetic twin. Go clockwise around the level until you reach the guy. Give him a bit of a kicking until he floats off. When he zooms towards you jump and kick him. This releases little star weapons which you need to collect. After you've got about 30, fire them at him when he gets close. If you run out do the kicking thing again to release more.

GILA MUNJA ATTACK 1



Those somersaulting geezers I told you about earlier are the Gila Munja and just when you thought you'd finished the game, they go and attack the city. This level holds nothing new. Just make sure you progress slowly and attack from a distance. It's better to use your regular gun and save up the other weapons for reasons I'll explain later.

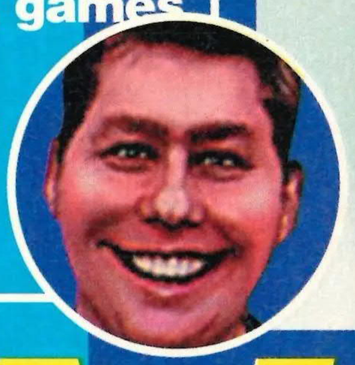
GILA MUNJA ATTACK 2



Same rules apply as for the last level. When you get through to the final Boss, it's best to stay low. If you do the beast doesn't jump. Beware as he approaches. If you don't time your jump correctly he'll claw you to death. Stand to the left and pummel him as he approaches. Leap right over him then back left over him as he comes the other way. With luck and a good supply of ammo you'll be the victor in no time. Well done!

TOTAL! RECALL

The film licensed game: a well interpreted, interactive, extension of a movie? Or, the festering, mundane, platform parasite that lives off the decaying carcass of some cack, over-hyped film? Our verdict: well, a bit of both really. We look at the world of movies, games and decide which licenced games pop our corn, and which die like a dawg.



YOU NEED A L
THAT SORT O

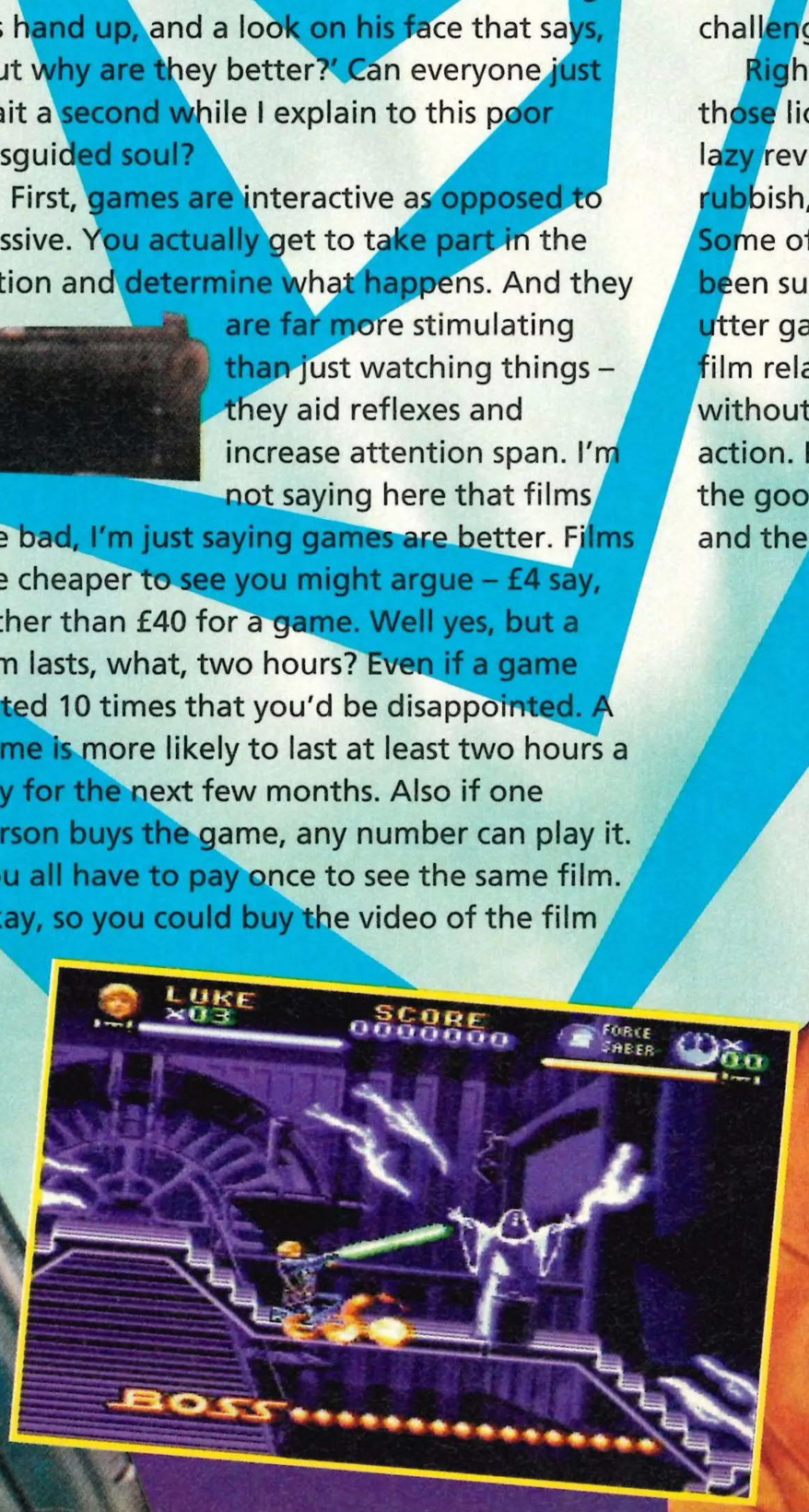


Admit it, games are better than films. You have 20 seconds to comply.

First we might as well get one old chestnut out the way – which are better overall, games or films? It's games. Right, with that argument conclusively settled I can move on to the bit where they slightly overlap, that of film-licensed games. Hold on, some sad-looking arty bloke sitting at the back row of the cinema – on his own – has got his hand up, and a look on his face that says, 'But why are they better?' Can everyone just wait a second while I explain to this poor misguided soul?

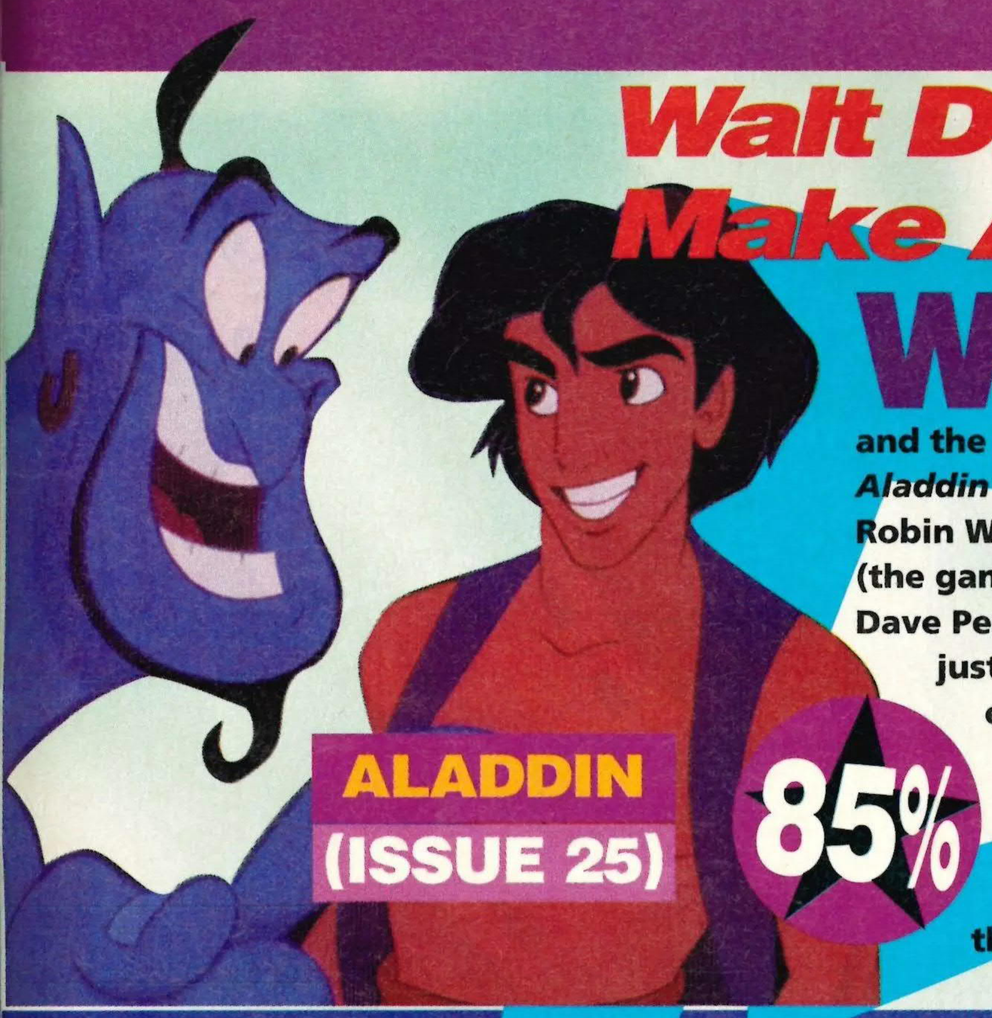
First, games are interactive as opposed to passive. You actually get to take part in the action and determine what happens. And they are far more stimulating than just watching things – they aid reflexes and increase attention span. I'm not saying here that films are bad, I'm just saying games are better. Films are cheaper to see you might argue – £4 say, rather than £40 for a game. Well yes, but a film lasts, what, two hours? Even if a game lasted 10 times that you'd be disappointed. A game is more likely to last at least two hours a day for the next few months. Also if one person buys the game, any number can play it. You all have to pay once to see the same film. Okay, so you could buy the video of the film and watch it over and over. Fine, but eventually you would get bored. You could have at least one game of *NHL* or *Sensible Soccer* every day for a few years and not tire of it. The action would always be different and new challenges would always occur.

Right, thanks for waiting, now on with those licences. It's become common place for lazy reviewers to say, 'Film licences are always rubbish, blah, blah, blah.' Well actually, no. Some of the film licences we've seen have been superb and although some have been utter garbage, there are plenty of other non film related titles which are just as poor. So without further ado, it's lights, cameras,. action. Here come the good, the bad and the ugly.



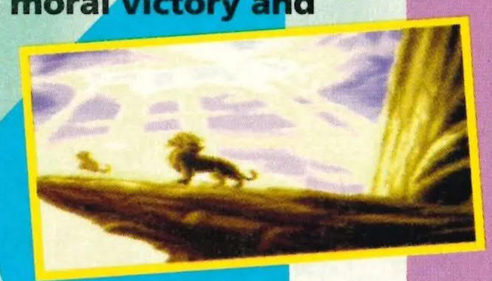


Walt Disney Knows How To Make A Bad Game



ALADDIN (ISSUE 25) 85%

When it comes to adapting those lavish Disney cartoon films it's a difficult one to call, as the films and the games are both equally stunning. *Aladdin* (the film) was brilliant, with Robin Williams on hilarious form. *Aladdin* (the game) was our first taste of the Dave Perry/Disney partnership and it was just as pleasing. Maybe a tad too easy, but a stunning platform experience all the same, one that took Disney graphics and adapted them perfectly for our game-playing pleasure. Since then, things have continued to get better and better. More of the same platform romps, but with graphical and gameplay improvements each time. *Aladdin* gained 85% back in issue 25, The *Jungle Book* then scored 90% in issue 30 and *The Lion King* went one better in issue 36 with 91%. So while all the classic Disney films have already been made, the games just get better and better. We'll call that a moral victory and wait eagerly for *Pinocchio*.



The Lion King – another game to bask in the glorious Disney spotlight.

LICENCE TO DO OF THING...



You Just Know 'He'll Be Back'

What about the Arnie factor? How does the Austrian-body-builder-turned-megastar effect a game? Well rather like his films they're a bit hit and miss. *Terminator 1* and *2* are two of the best films ever, but anyone who saw *Kindergarten Cop* will know the depths the man can reach. As for games, *T2: The Arcade Game* is as good a shooter as any and *True Lies* was a very underrated game, even with its respectable score of 78%. *Robocop vs Terminator* (59%) was reasonable, but *Terminator* (55%) was an awful game and *T2 Judgment Day* (31%) was about as bad as games get. No, hold on, *Last Action Hero* was as bad as they get. I'm afraid that Arnie might be able to save the world from post-apocalyptic destruction, but he can't single-handedly save a game from being a turkey. Taking *RVT* as the average Arnie game, it's a game that takes two superb heroic action films and turns them into a very dowdy platformer. I'm afraid Arnie's better on screen than he is on a console.

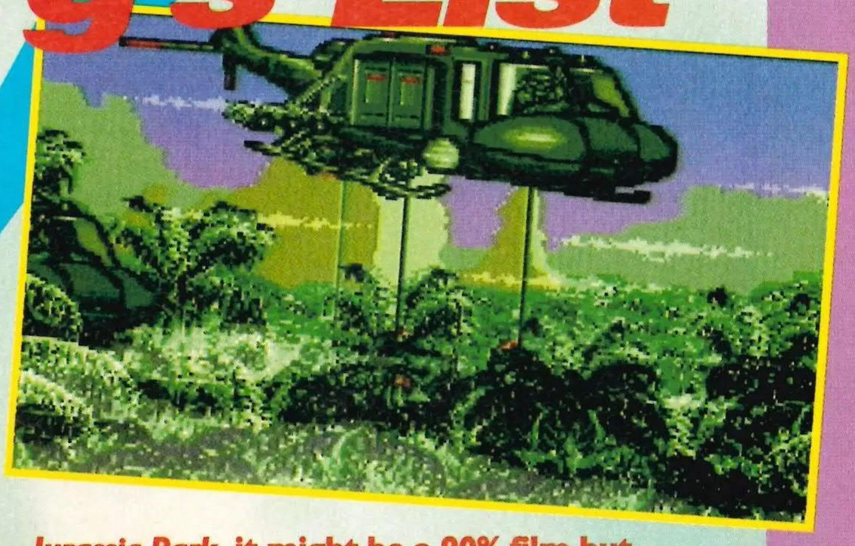
TERMINATOR (ISSUE 17) 55%

Indiana Jones – not only star of movies, but hero of some pretty decent games as well.



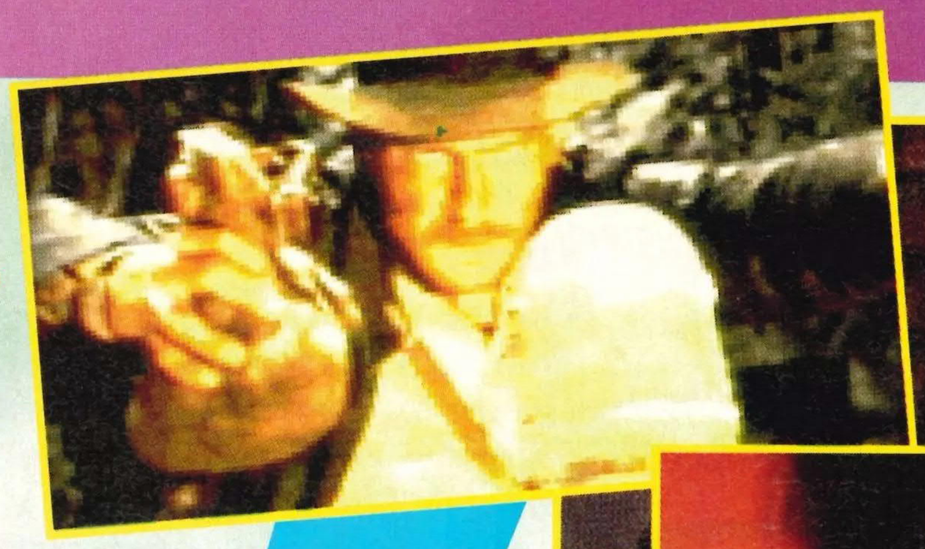
Spielberg's List

How can games compete with the best adventure film maker in the world? By being bloody good games, that's how. *Jurassic Park, Ghostbusters, Indiana Jones* – all incredibly exciting films, but you wouldn't want to watch them over and over again. The Spielberg films that have been turned into games, though, have generally been pretty special. High 70s and 80s the lot of them. Apart from *Hook*, but, hey, we're allowed one duff one. Maybe



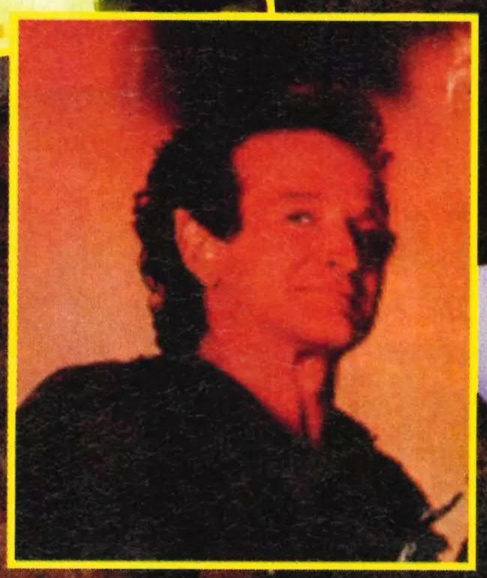
Jurassic Park, it might be a 90% film but it's also an 84% game.

Let me at this Super Mario guy, I'll show him what a real hero is.



it's the fact that the films just lend themselves so well to becoming games, and good games they are. We'll call this one a draw.

Ghostbusters (GB)	85% Ish 4
Jurassic Park	84% Ish 23
Jurassic Park II	85% Ish 36
Indiana Jones Greatest Adventure	75% Ish 36
Hook	60% Ish 11



Robin Williams tries to hide his embarrassment at appearing in *Hook*.

Mr Spielberg ponders as to why *Jurassic Park* scored less than *Ghostbusters*.



JURASSIC PARK

(ISSUE 23)

84%

Space: The Final Affront Here?



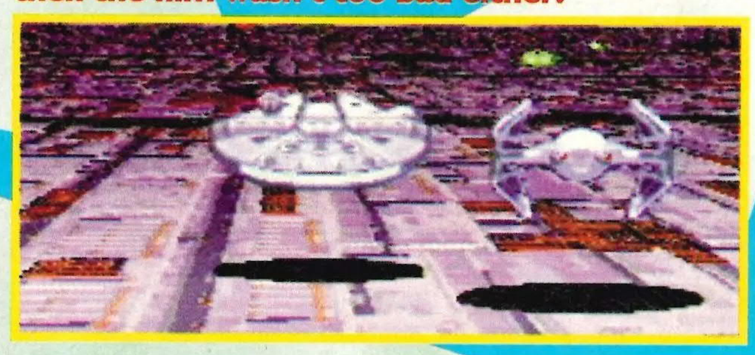
Okay, hands up anyone who is embarrassed at having starred in *Stargate*.

Alien 3	90% Ish 18
Super Star Wars	87% Ish 15
Super Empire Strikes Back	79% Ish 24
Stargate	78% Ish 40
Super Return Of The Jedi	59% Ish 36

Here's a perfect example of the two-way relationship between games and films. Somehow games manufacturers can make a pigs ear of *Return Of The Jedi*, which was a great film. Yet they can turn a turkey like *Stargate* into something well worth playing. But to prove they can adapt decent things properly, that top film *Alien 3* is also a top game thanks very much.

Again honours even. In fact, no. We'll call it a victory for games, simply because I say so.

Star Wars on the SNES was a top game, but then the film wasn't too bad either.

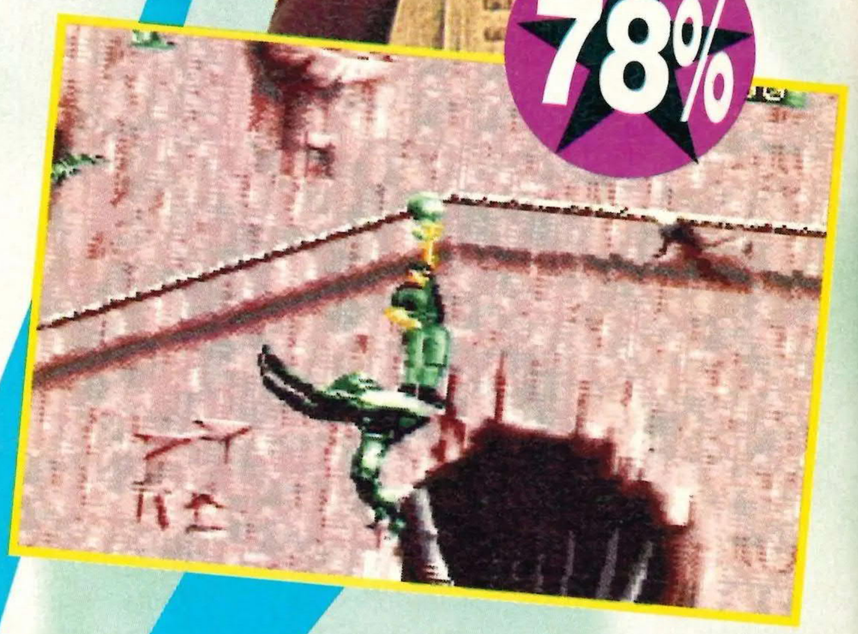


Somehow the awful *Stargate* movie turned into a reasonable game.

STARGATE

(ISSUE 40)

78%



Any More Heroes?

Many of the film heroes starring in games are covered by the Spielberg and Schwarzeneggar sections, but still there are some that don't fit in that convenient pigeonhole. Dragon, the Bruce Lee characterisation, Batman and Robocop have all been incarnated for games. Timecop and Judge Dredd are to follow. I suppose you could even lump Superman in with this lot. How do they fair? Again a mixed bag: *Dragon* was brilliant, *Batman* was okay and *Robocop 3* was dog awful. Then again *Robocop 3* was an absolutely terrible film, so not too many complaints there.

True Lies was a brilliant film, but also a very underrated SNES game.



TRUE LIES

(ISSUE 40)

78%

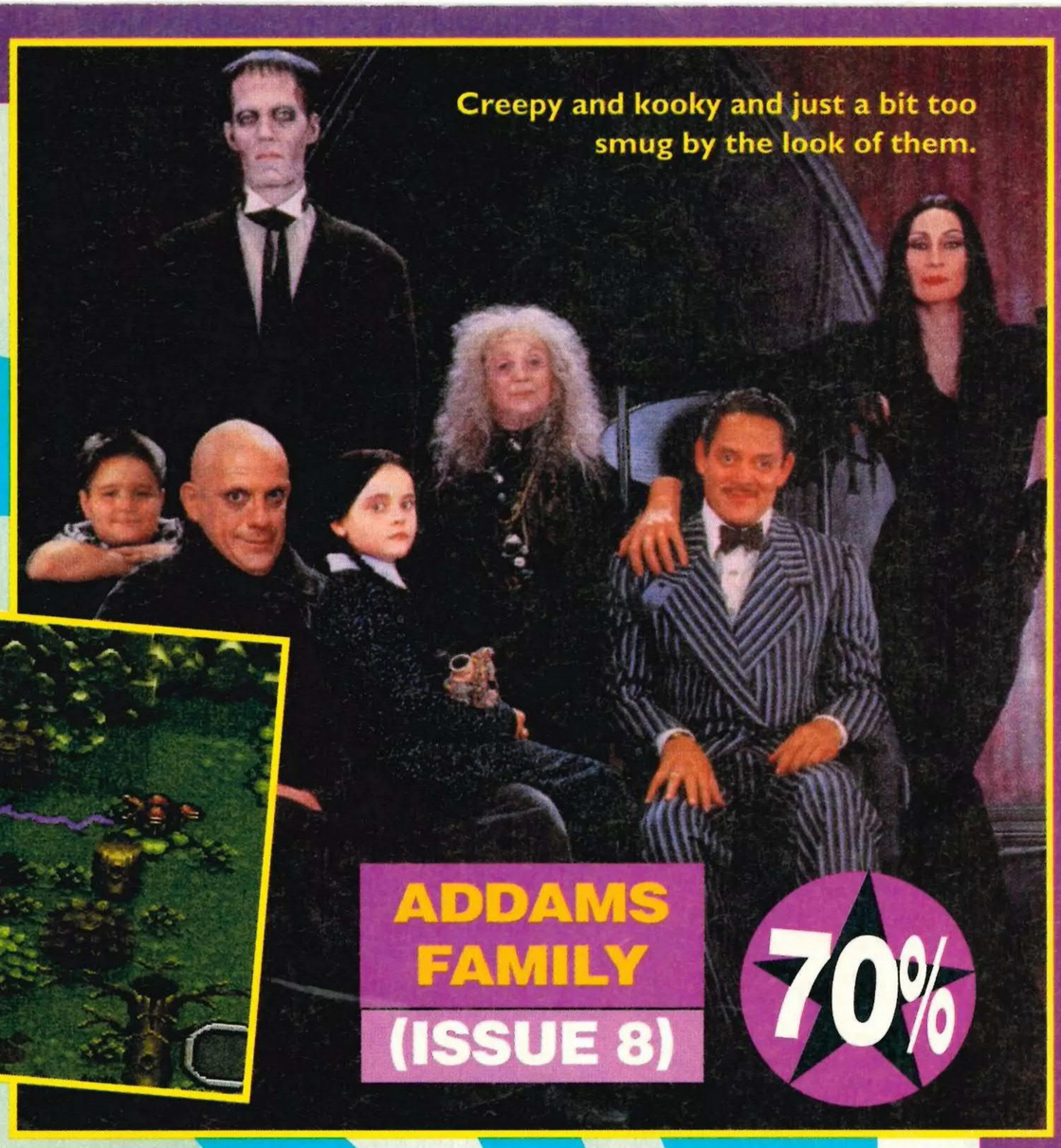
Surprise Nominations

You'd have thought these films would take to a games environment like an elephant would take to knitting, but no, they're all surprisingly worth a play. Not obvious choices by any means, but proof that if the gameplay idea is good enough, anything can be adapted for a console. Big thumbs up for these cheeky monkeys.

Lawnmower Man	79% Ish 24
Addams Family	70% Ish 8
Blues Brothers	68% Ish 19
Lethal Weapon	84% Ish 16
Bill And Ted's Excellent GB Adventure	91% Ish 3

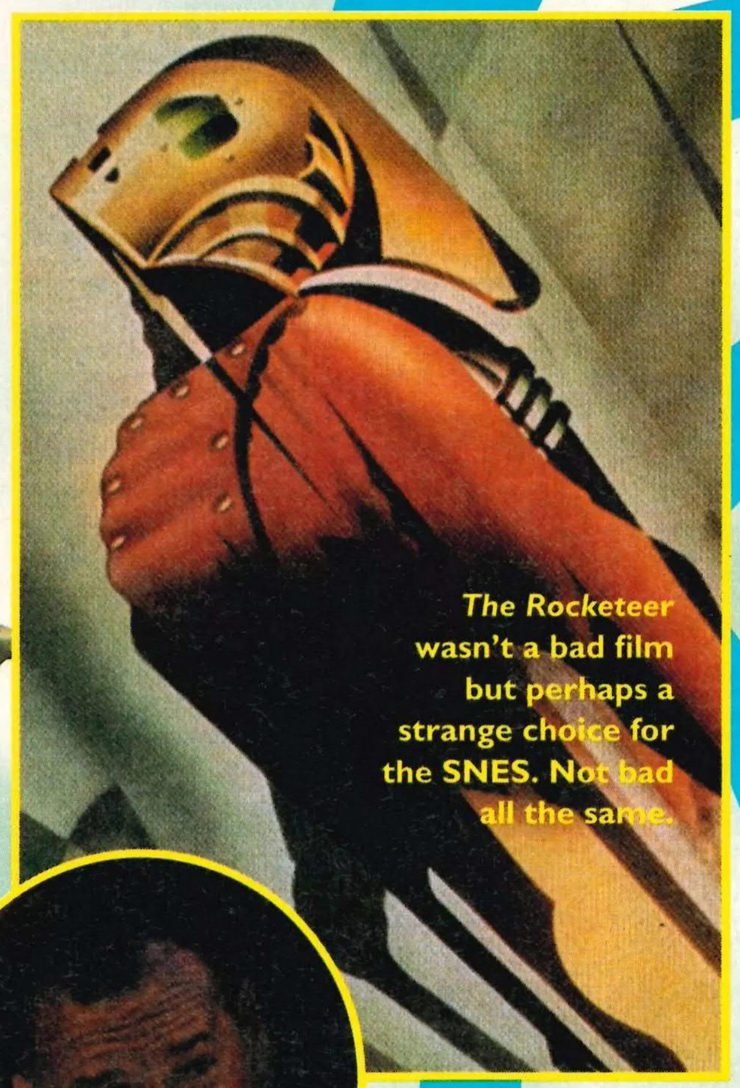
The Addams Family was a top game which was underrated by the old TOTAL! crew.





Creepy and kooky and just a bit too smug by the look of them.

ADDAMS FAMILY (ISSUE 8) 70%



The Rocketeer wasn't a bad film but perhaps a strange choice for the SNES. Not bad all the same.



Yeah, you might well look like that Bruce. We've seen and played *Hudson Hawk* mate.

Cut!

In the words of Two Unlimited 'No, no. No, no, no, no. No, no, no, no. No, no, no...' Of all the great action films that could have been made into incredibly exciting games, how did this little lot end up even being considered for adaptation? And when they'd been created, didn't anyone look on in horror and scream, 'My God, I have spawned Satan's child. May I rot in the eternal programmer pit of despair for all eternity'? No, they probably didn't. Well they should have done. Here are the games that won't be picking up Oscars.

Last Action Hero	6% Ish 26
The Flintstones	50% Ish 24
Dracula	46% Ish 22
Home Alone	38% Ish 4
Wayne's World	35% Ish 19

HOME ALONE (ISSUE 4) 58%



Oh my God I've been rumbled. The boys on TOTAL! have played *Home Alone*.

Hudson Hawk (GB)	35% Ish 10
The Rocketeer	78% Ish 7
Cliffhanger	24% Ish 23
Toys	7% Ish 22

Games On Film

And once or twice – twice to be exact – it all happens the other way round. First Bob Hoskins played the Italian plumber bloke in *Super Mario Brothers* and then Kylie and Claude took on a few nasty characters in *Street Fighter*. Okay, so they weren't bad films, but how can you take two of the best games in the world and fit all that excitement into an hour and a half's worth of film? It's a simple answer – you can't. Perhaps this more than anything else proves that games are a better all round form of entertainment. You can turn a good film into a great game, but so far nobody has been able to turn a great game into a good film.



Where's my agent? I'm off to perform a death move on that idiot.

Here it is, the most comprehensive guide to games available on your SNES. The A to Zool of what's hot and what's not. Read this before you go anywhere near a games shop.

Super NES

Colour Coding

- Recommended games.
- New entries.

ACTRAISER (91%) Iss 12
An arcade slash-'em-up with lovely graphics and loads of atmosphere.
ACTRAISER 2 (87%) Iss 26
A hack 'n' slash, without any of that tedious RPG/god nonsense.
ADDAMS FAMILY (70%) Iss 8
Good-looking and challenging arcade adventure. Unoriginal, though.
ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT (89%) Iss 16
Pleasing 'n' challenging platformer.
ADDAMS FAMILY VALUES (80%) Iss 41
Addams Family Values inspirations are glaringly obvious, but that's not a bad thing. Not a bad attempt at reproducing *Zelda's* classic ideas and themes.
THE ADVENTURES OF BATMAN AND ROBIN (89%) Iss 35
This is a fine example of what you can do with a licence if you really want to. Bar a couple of difficulty gripes, this is excellent stuff, but sixty quid? BLIMEY!
THE ADVENTURES OF MIGHTY MAX (81%) Iss 38
Surprisingly good. Apart from the limited life span this is a very entertaining game indeed. Er, well done those lovely chaps and chapesses at Sony.
AERO THE ACROBAT (83%) Iss 24
Clever and pretty platformer, which is different enough to be good fun.
AGURI SUZUKI (67%) Iss 19
Average, but fast racing game. It's very similar to *Pole Position.*
ALADDIN (85%) Iss 25
A tad easy, but it plays, looks and sounds lush. A whole new world.
ALFRED CHICKEN (75%) Iss 25
A fun platformer which is a bit too frustrating for its own good.
ALIEN^3 (90%) Iss 18
Amazing animation and tough gameplay. The best SNES film licence ever!
ALL AMERICAN FOOTBALL (70%) Iss 31
A potentially great American footy game ruined by shoddy scrolling.
AMAZING TENNIS (33%) Iss 15
Ridiculously poor and completely unplayable tennis sim. A real dodo.
AMERICAN GLADIATORS (7%) Iss 22
No skill required, and the controls are tragically poor. This isbsolute rubbish.
ANOTHER WORLD (74%) Iss 12
Technically stunning and a potential classic, but it's far too easy.
AN AMERICAN TAIL (72%) Iss 31
Fievel goes west in a good looking formulaic cartoon-licensed plodder. Hmn. Kids' stuff.
ARDY LIGHTFOOT (65%) Iss 39
The only thing that isn't average about this game is the difficulty level-it's far too hard. Otherwise it's nothing special.
ART OF FIGHTING (61%) Iss 26
Looks a bit like a Neo-Geo title, but ultimately it's too clunky and dull.
ASTERIX (77%) Iss 20
Great licence, but it's wasted on this disappointingly average platformer.
ASTRO GO! GO! (80%) Iss 32
Bonkers colours, crazy ships and fast action illuminate an imperfect racer.
AXELAY (81%) Iss 11
Very pretty alien-blaster, but it suffers from patchy gameplay.
BALLZ (69%) Iss 34
An interesting novelty beat-'em-up, bolstered by (too much?) Mode 7 graphics and some humourous moves, but ultimatly *Ballz* is well short of gameplay and yes, I'm afraid it does live up to its name.
BASEBALL SIMULATOR 1000 (39%) Iss 18
NES-quality graphics and terrible animation. A real stinker.
BATTLE BLAZE (59%) Iss 8
A second-division slugger which looks good, but doesn't have enough variety.
BATTLE CLASH (28%) Iss 12
A tedious, simplistic Super Scope game. Shoot robots and, er, that's it.
BATTLEMANIACS (68%) Iss 22
Visually brilliant, but the gameplay is the same as NES Battletoads.
BATMAN (66%) Iss 19
Moody levels and a good-looking Batman don't save this one.
BART'S NIGHTMARE (53%) Iss 12 Good-looking and varied, but the gameplay's a bit too random.
BASSIN'S BLACK BASS (74%) Iss 43
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.
BATTLETOADS DOUBLE DRAGON (58%) Iss 33
Okay for a bit of a beat-'em-up knock about, but it's not one you will want to keep going back to. Certainly not at this price, anyway matey!
BEAUTY AND THE BEAST (79%) Iss 33
Solid platform romp that looks great, sounds great, and poses a good challenge, but you can't help wondering what the punchline is?
BIKER MICE FROM MARS (65%) Iss 39
Pretty good fun with some funky characters and smart enough looks, but lacking sufficient variety, adrenaline and depth of gameplay to make it a real winner.
BIOMETAL (80%) Iss 29
Perfectly respectable shoot-'em-up with a great soundtrack.
BLACKHAWKE (85%) Iss 37
Very similar to *Flashback* in terms of style and gameplay-the graphics are brilliant-but somehow it's a lot more fun to play. Top stuff.
BLAZEON (28%) Iss 10
A sad sideways-blaster with shuddery scrolling and a lack of aliens.
BLAZING SKIES (42%) Iss 12
Random gameplay, shabby graphics and no atmosphere. Dreadful.
BLUES BROTHERS (68%) Iss 19
This could have been a classic, but it's too unoriginal, and too blimmin' easy.
B.O.B. (70%) Iss 18
A cute and fairly appealing platformer, but it's simply not varied enough.
BOMBER MAN (93%) Iss 19
The best four-player game ever! Great value for money!
BOOGERMAN (74%) Iss 41
It's offensive and inoffensive at the same time, but it plays well enough and is a bit of a giggle, which is always a good thing.
BREATH OF FIRE (55%) Iss 34
Maybe I've been a bit harsch. It's as good as a purely stats based RPG can get. The problem is that they can never get any good, as far as I'm concerned.
BRETT HULL HOCKEY (79%) Iss 25 This is a fine attempt at an ice hockey game. Looks and sounds great.
BRUTAL PAWS OF FURY (79%) Iss 37
Loads of options and a fair amount of variety are let down by some wooden gameplay and the sickly niceness of it all.
BUBSY (81%) Iss 20
This is a very fast and pretty platformer, but it's too easy.
BUGS BUNNY RABBIT RAMPAGE (75%) Iss 30
Great characters in a platformer aimed at younger players.
BULLS VS BLAZERS (52%) Iss 20 Tough, but slow basketball sim with good sprites and bad animation.
BUSTER BUSTS LOOSE! (87%) Iss 18
Neat-looking and cuddly platformer. Can't be bad.
CALIFORNIA GAMES II (31%) Iss 17 Unbelievably basic and repetitive attempt at a sports sim. Yawn!
CAL RIPKEN JUNIOR (65%) Iss 28 A fairly grotty game which is almost impossible in one-player mode.
CANNON FODDER (93%) Iss 37
An awesome shooty game that actually takes a bit of brain-power to waste each and every scumbag on the face of the planet. Less of a way of life, more like a brill game. With games.
CAPTAIN AMERICA (31%) Iss 23
Diabolical-looking beat-'em-up with laughable scrolling. A real travesty.
CARRIER ACES (45%) Iss 43
Flight sims rarely work on the SNES. It looks good and the idea is great, but this is one Carrier that should be mothballed.
CASTLEVANIA IV (74%) Iss 7
A good-looking swing 'n' slice-'em-up. It's a bit samey, but loads of fun.
CHAMPIONS WORLD CLASS SOCCER (55%) Iss 29
Mediocre footy game that doesn't live up to its Ryan Giggs licence.
THE CHAOS ENGINE (90%) Iss 29
Thoroughly entertaining and well worked strategic war game.
CHARLES BARKLEY: SHUT UP AND JAM (80%) Iss 31
Entertaining and playable basketball-'em-up that is unfortunately utterly overshadowed by *NBA Jam.*
THE CHESSMASTER (79%) Iss 21 If you're a chess-head you'll like this. If you're not you won't. Simple.
CHOPLIFTER III (89%) Iss 28
Addictive classic with brilliant graphics and sizzling gameplay. Excellent.
CHUCK ROCK (61%) Iss 14
A very basic platformer. It's pretty, but the gameplay's just too simplistic
CLAYFIGHTER (87%) Iss 27
What's this? A humorous beat-'em-up? Your next challenge, perhaps?
CLAY FIGHTER 2 (89%) Iss 38
The major difference between this and the original is a load of new characters. They're both great fun but I reckon *Judgment Clay* just edges it.
CLAYMATES (77%) Iss 22
Original platformer with great sprites, but sloppy level design.
CLIFFHANGER (24%) Iss 26
The second worst SNES game ever. Last Action Hero is the worst, though.
COOL SPOT (92%) Iss 24
Wonderful to look at and wonderful to play – wonderful *Cool Spot.*
COSMO GANG (69%) Iss 19
Basic-looking puzzler. Fun for two, but extremely boring for one.
CRAZY SPORTS (54%) Iss 21
A kind of *James Pond* 'sport' sim with primitive graphics and no challenge.
CYBERNATOR (83%) Iss 19
Get used to the cumbersome controls and you'll find a fab blaster here.
DAFFY DUCK (75%) Iss 25
A polished and funny platformer which is, sadly, a bit limited.
DARIUS TWIN (62%) Iss 14
This shooter is action-packed, but it can get seriously repetitive, too.
THE DEATH AND RTURN OF SUPERMAN (79%) Iss 37
We've seen all of this before and lots of times. *Superman's* a well executed example of it, but a couple of years too late.
DEAD DANCE (67%) Iss 18
This beat-'em-up does grows on you, but it still isn't a patch on *SFII.*
DEATH VALLEY RALLY (75%) Iss 15 Fast and funny, but it's also awkward and ludicrously hard.
DEMON'S CREST (82%) Iss 40
Strange game that seems a little dated but provides entertainment in abundance. Good players will finish it with ease, but it's a still a slick
adventure.
DENNIS (65%) Iss 24
Platform game which looks good, but just doesn't play well enough.
DESERT FIGHTER (71%) Iss 28
A dodgy shoot-'em-up, hidden behind mock sophistication.
DESERT STRIKE (88%) Iss 13
An excellent blaster with a great mix of shooting and strategy.
DEVIL'S COURSE (43%) Iss 22
A giant crazy-golf game which is too hard and uncontrollable to be fun.
DINO DINI SOCCER (60%) Iss 37
After the first two *Dino* games, this one is a disappointment. A good package all-round, but simply not much fun to play.
DINOSAURS (55%) Iss 11
Big, pretty and playable . It's all extremely standard stuff, though.
D-FORCE (67%) Iss 10
This vertical scroller looks basic, but it might keep you amused for a while.
DIRT RACER FX (30%) Iss 41
Dirt Racer stinks like decaying flesh left out on the lawn in a heat wave. If Elite want a quote for their advertising campaign here it is: what a load of toilet.
DRACULA (46%) Iss 22
Primitive graphics and uneventful gameplay. A wasted licence.
DRAGON (91%) Iss 31
The story of the film of the bloke who was exceptionally good at hitting and kicking people. A massively entertaining and playable beat-'em-up.
DRAGON BALL Z (24%) Iss 21
Ludicrous beat-'em-up with a split-screen format! Oh dear!
DRAGON'S LAIR (93%) Iss 10
Probably the most tortuous and atmospheric game you'll ever play!
DRAKKHEN (64%) Iss 14
Four character RPG which is far too methodical to be fun.
DR FRANKEN (70%) Iss 24
Huge game world and good controls, but there are no passwords or continues.
DUNGEON MASTER (63%) Iss 29
Sluggish, dated RPG adventure.
EQUINOX (91%) Iss 29
Brilliant and beautiful Mode 7 platform adventure.
EARTHWORM JIM (95%) Iss 35
Must I really say it all again? This is stunning. It breaks all the rules to splendid effect and basically sets a bit of a standard in platform quality. Top stuff.
EVIL SWORD MA KENDO (56%) Iss 19 Cute Manga-style platformer which is far too easy and basic.
EYE OF THE BEHOLDER (73%) Iss 32
Not the best, but certainly one of the better dungeons and dragons RPG adventures. Point 'n' click.
F1 CIRCUS (64%) Iss 10
Loads and loads of options, but the viewpoint is confusing.
F1 EXHAUST HEAT (59%) Iss 12
Nice Mode 7 racetracks but the gameplay is a complete non-starter.
F1 POLE POSITION (84%) Iss 22
The emphasis is on realism rather then playability, but it's still very nice.
FAMILY DOG (47%) Iss 20
A real dog of a game. Walk away slowly, and don't look back.
FATAL FURY 2 (78%) Iss 26
This is a better than average beat-'em-up, but *Turbo* still reigns supreme.
FEVER PITCH SOCCER (85%) Iss 42
It might lack the realism of ISS, but as an alternative it's fast, furious footy, and full of fouls. And it's fun.
FIFA INTERNATIONALSOCCER (90%) Iss 30 One of the best footy games around. Great control, masses of options and banging animation.
FIGHTER'S HISTORY (79%) Iss 32 An almost perfect *Street Fighter* clone, but let down by some disappointing gameplay flaws.
FINAL FIGHT (78%) Iss 9
This varied and colourful beat-'em-up is very similar to *Double Dragon.*
THE FIREMEN (87%) Iss 40
This innovative top-down sqirt-'em-up is tough and great fun to play but not nearly big enough. Well worth considering though.
FIRST SAMURAI (80%) Iss 21
A good, solid platformer with lots of action. Stands out from the crowd.
FLASHBACK (85%) Iss 25
Brilliant platform adventure which looks and sounds really special.
FLINTSTONES (70%) Iss 31
Great looking cavey cartoon romp with funky tunes. A bit easy and very basic. Good for kids and big kids alike.
THE FLINSTONES (50%) Iss 41
What starts with heavenly promise finishes up in the hellish mire of mediocrity. Give us a sodding break.
F-ZERO (91%) Iss 5
This burn-up really has to be seen to be believed! Heart-pumping stuff.
FOREMAN'S KO BOXING (8%) Iss 21
This game doesn't have a single redeeming feature. Utter crap.
FULL THROTTLE (49%) Iss 42
This look like an NES game but plays like a Game and Watch. Too slow, not enough variety and a stupid idea. Shame that.
FUN'N'GAMES (78%) Iss 33
A varied package containing chirpy, cheery fun for the preschool and early infant generation. Should put smiles on faces. Parents'face , that is.
GODS (80%) Iss 15
A great-looking title, with a nice balance of killing and puzzles.
GOLDEN FIGHTER (34%) Iss 20
A third-rate beat-'em-up with bad animation and naff characters.
GOOF TROOP (63%) Issue 23
Zelda-esque puzzler which is a bit simplistic, but fun with two players.
GP 1 (60%) Iss 22
Okay, but it doesn't capture the thrills of real high-speed racing.
HAGANE (86%) Iss 42
Gut-wrenchingly good gameplay, lots of action, wrapped around a slighty dated concept. On balance bloody brill.
HARDBALL (62%) Iss 34
As far as Baseball games go HarBall III is it a bit poor really, with dodgy gameplay being the order of the day. With the extra import price, we can't recommend it.
HARLEY'S HUMUNGOUS ADV. (45%) Iss 16
A very poor excuse for a platformer. Avoid this!
HEBEREKE'S POPOON (90%) Iss 37
A hugely addictive and very odd puzzler based on Tetris and Puyo Puyo with ker-ay-zee special attacks and plenty of silly effects.
HOLE IN ONE (75%) Iss 11
Although this only has 18 holes, the smart Mode 7 graphics make up for it.
HOME ALONE 2 (53%) Iss 13
This sprawling platformer is big, empty and contains nothing new.
HOOK (60%) Iss 11
If you liked the Robin Williams' film, you'll be disappointed with this.
HUMANS (72%) Iss 28
A neat, 80 level, *Lemmings*-style puzzler. You could do worse.
ILLUSION 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?
INDYCAR RACING (70%) Iss 37
Adequate and playable, but floored and ultimately boring, this is a bit of a disapointment despite the good split screen mode. Shame, eh.
THE INCREDIBLE HULK (80%) Iss 34
A top licence with some great action, infuriating puzzle sections but little atmosphere and too little imagination. We woz disappointed by the lack of scope with Banner's character.
INTERNATIONAL SUPERSTAR CRICKET (84%) Iss 43
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.
IREM SKINS (64%) Iss 13
Dunno what the title means, but it's another golf sim, and it's dull.
JACK NICKLAUS GOLF (59%) Iss 11
This sim is is ruined by slow graphics and ponderous gameplay.
JAKI CRUSH (61%) Iss 17
With only one table, this pinball game soon gets monotonous.
JAMES BOND JR (42%) Iss 14
A ludicrous plot and worse gameplay. Even Moneypenny would hate this.
JELLY BOY (90%) Iss 34
It doesn't really have any major faults. *Jelly Boy* is basically just a well above average platformer, bordering on the brill.
JIMMY CONNORS TENNIS (93%) Iss 15
A highly playable tennis sim for up to four players.
JOE 'N' MAC (72%) Iss 9
Uncontrollable and too easy to finish. It's fairly good fun, though.
JOE 'N' MAC 2 (73%) Iss 31
More, and slightly better caveman ninja antics.
JOHN MADDEN '93 (86%) Iss 13
A brilliant game, but if you have the choice, get *Madden NFL '94* instead.
JUDGE DREDD (86%) Iss 43
Dredd was always going to be good material for a game, and Acclaim have delivered an exciting adventure full of surprises.
JUNGLE BOOK (85%) Iss 30
Pretty musical romp with bucketloads of gameplay.
JUNGLE STRIKE (91%) Iss 42
EA have improved *Jungle Stike* in every way. It's an excellent blaster with a great mix of shooting and strategy. Get it!
JURASSIC PARK (84%) Iss 23
Good-looking action game, with some excellent 3D sections.
KA-BLOOEY (69%) Iss 13
This is a taxing puzzler, but it's not really worthy of the Super NES.
KICK OFF 3 (89%) Iss 30
Gorgeous scrolling animation that's fun to play and will last for ever in two-player mode.
KID KLOWN IN KRAZY CHASE (78%) Iss 39
Crazy can be defined as insane, fantastic, ridiculous or ex tremely fond of. Sadly none of the above apply to this innovative but disappointing cart.
KIKIKAIKAI NINJA (76%) Iss 17
This cute shoot-'em-up is good fun, but it's not really big enough.
KILLER INSTINCT (95%) Iss 40
A triumph of gameplay, graphics and atmosphers. Not as groundbreaking as we thought but still one of the slickest bits of game design ever seen.
KING ARTHUR'S WORLD (78%) Iss 17
A slick, but slow strategy game.
KING OF DRAGONS (60%) Iss 30
Scrolling beat-'em-up turkey.
KING OF THE MONSTERS (41%) Iss 10
A dire cross between *Godzilla* and *WWF.* Eurgh!
KIRBY'S AVALANCHE (91%) Iss 43
This is one of the best puzzle games ever released, on any format, anywhere. Su-poib!
KNIGHTS OF THE ROUND (51%) Iss 31
Pointless swordy beat-'em-up. Even worse than *King Of Dragons.*
KRUSTY'S SUPER FUN HOUSE (80%) Iss 8
Gloomy, but atmospheric puzzler. Worth a look.
LAGOON (79%) Iss 22
This is a nicely structured and playable role-playing game.
LAS VEGAS STAKES (20%) Iss 21 Gambling game with no risk and no money to win. What's the point?
LAST ACTION HERO (6%)Iss 26
This is it. The worst Super NES game ever. Absolute cack.
LAMBORGHINI AMERICAN CHALLENGE (91%) Iss 23
Nice looking and highly playable racer. Includes a bizarre Super Scope option.
LAWNMOWER MAN (79%) Iss 24
Potentially superb, with some great sub-games, but ultimately flawed.
LEGEND (76%) Iss 33
So stale and derived that it's poinless, but I suppose it's a good version of *Golden Axe.* Make your own mind up whether or not that's a good thing.
LEGEND OF THE MYSTICAL NINJA (90%) Iss 25
Professional role playing arcade game. Very good.
LEMMINGS (81%) Iss 10
The squillion-year-old classic comes to the SNES and it's still fun and frantic.
LEMMINGS 2:THE TRIBES (90%) Iss 35
For my money this is the best puzzle game you can get for the SNES. It builds on the original brilliantly. At last a thinky game that's top fun for all.
LETHAL ENFORCERS (70%) Iss 27 This is a fun blaster, but at £75 it's also ludicrously expensive.
LETHAL WEAPON (84%) Iss 16
Unimaginative use of a movie licence. A standard platform beat-'em-up.
LIBERTY OR DEATH (79%) Iss 32
Historically accurate American War Of Independence sim. Unusual for the SNES, but very involving.
LORD OF THE RINGS PARTI (56%) Iss 38
A no-frills, no-thrills RPG. Which might have worked if the plot and puzzles had been any good. They aren't. The result, I'm afraid, is zombie-fying.
LOST VIKINGS (87%) Iss 17
Hard-core cerebral action. Good-looking, innovative and slick.
MADDEN NFL '94 (93%) Iss 27
Best American footy sim to date. Playable, exciting and realistic.
MADDEN '95 (84%) Iss 37
What a shame that Ocean couldn't have actually improved *Madden,* instead of making it less satisfying to play. *Madden'94* still rules the SNES.
MAGIC BOY (33%) Iss 30
Dull, annoying platformer. Avoid.
MAJOR TITLE (86%) Iss 26
The best golf sim on the SNES. It's basically the UK version of *Irem Skims.*
MARIO ALL-STARS (99%) Iss 21
Four *Mario* games on one cart – definitely the best cart ever!
MARIO AND WARIO (62%) Iss 24
At last, another Super NES mouse game. It's far too easy and irritating, though.
MARIO IS MISSING (92%) Iss 21
'Edutainment' game which is both fun and educational. Engrossing stuff.
MARIO PAINT (48%) Iss 10
A user-friendly art and music package but it's far too limited. Disappointing.
MARIO'S TIME MACHINE (83%) Iss 26
An excellent blend of fun and facts. Surf and meet Newton!
MAXIMUM CARNAGE (63%) Iss 35
An absolute scrolling beat-'em-up freak will get a few kiks, but it's not really breaking any new ground.
MECHWARRIOR (85%) Iss 30
Flying around with adventure, strategy and combat simulation. Great fun!
MEGA-LO-MANIA (85%) Iss 27
Slick, well-polished god sim. Wage wars and conquer islands. What fun!
MEGA MAN SOCCER (71%) Iss 31
What could have been one of the best soccer games to date is too slow and too much effort.
MEGA MAN X (86%) Iss 27
Shoot 'n' collect platformer with smart graphics. Could've been better, though.
MEGA MAN X2 (75%) Iss 41
Like Stonehenge, it's okay for an occasional visit but it's remained unchanged since it was first created. A bit more thought next time, eh chaps?
METAL MARINES (86%) Iss 28
Complex strategy game, which should keep the most ardent action-head happy.
METROID (94%) Iss 30
Absolutely massive scrolling, platform shooter with plenty to do, a varied soundtrack and attractive graphics.
MICHAEL JORDAN:CHAOS IN THE WINDY CITY (82%) Iss 38
It isn't a basketball game as such, but-for once-it's an inovative use of a licence that works really well.
MICRO MACHINES (91%) Iss 35
The biggest speed thrill you can get without showing up on one of those Police Stop videos. An instant classic.
MIGHT AND MAGIC (60%) Iss 24
Tedious RPG. An outdated fantasy for dweebs with dice for brains.
MONOPOLY (41%) Iss 17
Pointless and expensive. Just buy the board game instead.
MORTAL KOMBAT (70%) Iss 21
An okay fighting game, but ultimately it's too repetitive and limited.
MORTAL KOMBAT II (93%) Iss 33
Fantastic sequel to a dreadful original beat-em-up and perhaps the biggest improvement any game has ever undergone. Ever!
MR NUTZ (84%) Iss 23
Stunning-looking platform romp, but it lacks gameplay and variety.
MR TUFF (60%) Iss 41
As we'd expected *Mr Tuff* offers you nothing new. It fails to capture the imagination or make the adrenaline flow.
MUSCLE BOMBER (71%) Iss 32
Retards in leotards raise a wrestling smile. This good looking game is let down by mediocre gameplay.
MUSYA (59%) Iss 8

Dull Oriental arcade adventure. There are some neat bits in there, though.

NBA ALL-STAR (48%) Iss 20
Excellent graphics but dull gameplay – even with two players.

NBA JAM (86%) Iss 27
The best basketball sim around. Up to four players and lush graphics.

NBA LIVE'95 (72%) Iss 37
A few tweaks, a bit of repackaging, but it's just *NBA Showdown* all over again. Oh alright, it's a bit better, but it's hardly worth it.

NBA SHOWDOWN (50%) Iss 27
Tedious, awkward and sluggish re-jig of *Bulls Vs Blazers*. No, no, no!

NFL FOOTBALL (17%) Iss 26
The worst American football game yet. What is going on?

NHL'95 (92%) Iss 37
Plenty of minor improvements over *NHL '94* make this a fine game, but be warned, it really is the same old thing.

NHL QUATERBACK CLUB (90%) Iss 39
NHLQC is better than *Madden* in a lt of ways. *Madden* certainly looks better but this is more testing and varied.

NHLPA HOCKEY '94 (91%) Iss 27 The best hockey sim around. It even has a five-player option.

NHLPA ICE HOCKEY (91%) Iss 14 A realistic and highly playable ice hockey sim. Very nice.

NIGEL MANSELL (71%) Iss 22
Very good in most respects, but there's no two-player game.

NINJA WARRIORS (75%) Iss 31
Arcade-derived scrolling beat-'em-up. Looks good enough, plays well but feels decidedly average.

NOLAN RYAN'S BASEBALL (68%) Iss 18
Fairly playable but full of niggly flaws. Not recommended.

NOSFERATU (70%) Iss 40
A smart looking and fairly testing gamr that should be enthralling but falls distinctly on the side of disappointment and tedium.

OPERATION STARFISH (79%) Iss 41
It's bigger than most platformers, and although eligible for a bus pass and meals on wheels, its heart in the right place.

OTHELLO WORLD (45%) Iss 22
Face it, classic board games just don't work on consoles.

OUT TO LUNCH (71%) Iss 23
Cute and addictive platformer which is too unoriginal and uncontrollable.

PAPERBOY 2 (32%) Iss 10
Unbelievable. Almost as bad as doing the real thing.

PAC ATTACK (60%) Iss 30
Fantastically addictive, professional-looking but absolutely pointless.

PAC IN TIME (82%) Iss 39
Refreshingly different and surprisingly, very jolly. *Pac In Time* is a top platformer and about a hundred billion times better than that original Pac Man cack.

PACMAN (60%) Iss 30
Eat the dots on all, erm, one level.nd addictive. Honest.

THE PAGEMASTER (71%) Iss 38
Slickly produced and everything. But honstly, it's the same old formula rehashed for the hundredth time. And it quickly gets pretty darn repetitive.

PARODIUS (87%) Iss 9
A fun shoot-'em-up with plenty to get your teeth into. Too easy, though.

PGA TOUR GOLF (69%) Iss 11
A nice user-friendly golf sim, with a simple layout and easy-to-use menu.

PHALANX (59%) Iss 13
A horizontally scrolling shooter with all the biz. The action's patchy, though.

PILOTWINGS (91%) Iss 11
Stunning 3D flight sim with visuals to make your eyes pop out. Gorgeous!

PINBALL DREAMS (76%) Iss 28
A big game on other formats, which doesn't make the grade on the SNES.

PINBALL FANTAISIES (65%) Iss 37
Should be a great pinball experience, but somehow turned from amazing Amiga game to sad SNES title. What went wrong?

PINK PANTHER (65%) Iss 29
Predictale cartoony platformer.

PLAYER MANAGER (60%) Iss 22
One of the more playable games of its type, but it's still for fanatics only

PLOK! (80%) Iss 24
A game with that elusive feel-good factor. Looks, sounds and plays great.

POCKY & ROCKY 2 (79%) Iss 40
Fiendisly tough at the end, but pitifully easy for the most part. It's a great blast and a little bit different, but the crap difficulty curve spoils it somewhat.

POOL (82%) Iss 23
Good ball movement and a smart two-player mode. Boring for loners, though.

POP 'N' TWINBEE (78%) Iss 20
Cute, top-down, scrolling shoot-'em-up. It's a lot of fun, but won't last long.

POP 'N' TWINBEE 2 (90%) Iss 27
Smart platform extravaganza which stands out from the crowd.

POPULOUS (61%) Iss 12
A good conversion of the old god-game, but the novelty's worn off now.

POPULOUS 2 (83%) Iss 32
Bigger and better. Mousey smiles with a long life.

POWER ATHLETE (28%) Iss 14
Another *SFII* rip-off, and it's a pile of cack. The graphics are appalling.

POWER DRIVE (80%) Iss 37
A strange mixture of frustration, repetition and sheer addiction. And exciting and hefty (if somewhat flawed) challenge.

POWERMONGER (70%) Iss 19
Huge god-game which takes a while to get into, but is mildly addictive.

PRINCE OF PERSIA (84%) Iss 9
Very tough arcade puzzler. Lovely graphics and stunning animation.

PRO BASEBALL LEAGUE '93 (79%) Iss 18
Good sim, with Manga-style graphics and fun two-player mode. For real fans only.

PRO QUARTERBACK (33%) Iss 16 Nice features, but it doesn't really make it as an American footy sim.

PUSHOVER (68%) Iss 13
Tricky arcade puzzler, but not as arcadey or as puzzley as it should be.

PUTTY SQUAD (90%) Iss 42
An imaginative and atmospheric strategic platformer. It'll make you laugh, it'll make you rant, it'll make you drop your underpants. Get it. It's different!

R-TYPE III (88%) Iss 26
Bit small, but a vast improvement over the other *R-Types*. Lush graphics.

RACE DRIVIN' (17%) Iss 12
Probably the worst Super NES driving game ever. Pathetically slow graphics.

RAMPARTS (68%) Iss 20
This mixture of two game styles – *Tetris* and a war game – is far too easy.

RANMA (66%) Iss 25
A nifty, best-of-three-rounds beat-'em-up which wins no prizes for originality.

RANMA 1/2 PART 2 (68%) Iss 16
This is almost the same as the original, but with a few added frills.

REN AND STIMPY (24%) Iss 23
Cartoon-perfect graphics, but an almost complete lack of gameplay.

THE REN AND STIMPY SHOW (59%) Iss 35
If you're a big fan of the cartoon, *Time Warp* may just about keep you midly amused. If not, avoid this tedious cart.

RISE OF THE ROBOTS (72%) Iss 37
Fairly entertaining for a while, darn good looking but a bit shallow. It won't last all that long and sadly doesn't live up to the hype. Come to think of it, it's a bit like some of the lasses our Johnny knocks about him.

RIVAL TURF (70%) Iss 9
Good, two-player stroll'n'beat-'em-up with high-speed gameplay.

ROBOCOP 3 (37%) Iss 12
A major disappointment. Poor graphics and non-existent gameplay.

ROBOCOP VS THE TERMINATOR (59%) Iss 24
Ropey platform shoot-'em-up. Avoid this game!

THE ROCKETEER (28%) Iss 7
Impressive to look at, but the gameplay's really duff. Pointless.

ROCKY RODENT (68%) Iss 22
All the makings of a fine platformer, but it's not very original.

RPM RACING (46%) Iss 9
More of a tourer than a racer – it's far too slow to get the blood rushing.

RUN SABER (60%) Iss 21
This certainly has the looks, but it's dead simple to finish. Pity.

RUSHING BEAT RUN (53%) Iss 21 *Double Dragon/Final Fight* rip-off which is just too darn boring.

SEAQUEST DSV (83%) Iss 39
The TV series aspired to be an underwater *Star Trek* and the game desperatly wants to be *Desert Strike*. Both have made valiant attempts but fallen sadly short.

SECRET OF MANA (90%) Iss 26
Almost as good as *Zelda*, which is no mean feat. Staggering graphics.

SENSIBLE SOCCER (94%) Iss 25
An almost unbeatable footy sim with excellent controls and features galore.

SEPTENTRION (80%) Iss 21
Fab arcade adventure with lovely graphics. (Jap instructions, though.)

SINK OR SWIN (72%) Iss 40
A thoroughly ugly dame, with all the aesthetic appeal of a cowpat. But lopk beneath the surface and you'll find some entertaining gameplay.

SHADOWRUN (81%) Iss 21
Big, moody and violent RPG with intriguing plot and complex puzzles.

SHANGHAI 2 (49%) Iss 26
It's all right, but it's not nearly as good as the real thing.

SIDE POCKET (89%) Iss 29
Surprisingly playable pool sim.

SKULJAGGER (61%) Iss 13
Bland scenery, basic animation and bog-standard action. Lacklustre stuff.

SKYBLAZER (92%) Iss 27
Dazzling platform beat-'em-up, packed with variety and action.

SIM CITY (94%) Iss 7
Possibly the best-value game ever! A simple concept, but a huge game.

SMASH TENNIS (94%) Iss 31
A stonking and understandably popular tennis sim. The only real alternative to *Smash Tennis*.

THE SMURFS (87%) Iss 34
Beautiful graphics combined with surprisingly intelligent gameplay and a certain je ne sais quoi make the Smurfs a must-buy for all you platform junkies.

SOCCER (88%) Iss 39
It's joining an over flowing footy gene pool but *ISS* deserves mid-table respectability at the very least-it's pushing towards the top of the table.

SOCCER KID (64%) Iss 28
Awful controls, frustrating gameplay and very little lasting appeal.

SOUL BLAZER (89%) Iss 12
Similar to *Zelda,* and almost as good. Huge, atmospheric and pretty.

SOS (81%) Iss 32
Topsy-turvy platform adventures on a sinking ship. Good stuff.

SPACE ACE (56%) Iss 27
Poorly designed, but very pretty platformer. Horrendous gameplay, though.

SPANKY'S QUEST (54%) Iss 12
An okay platformer, but it's hardly worth the price tag.

SPARKSTER (84%) Iss 35
Konami come up trumps again with this high-octane, blast-tastic, fun platformer that's only fawed by those pesky passwords.

SPECTRE (81%) Iss 30
A beautiful retro tanky shooty classic.

SPEED RACER (66%) Iss 31
A racing/platform combination à la *Batman Returns,* based on the classic cartoon. Neither sections match up to the image, though.

SPIDER-MAN AND THE X-MEN (67%) Iss 13
Very average Marvel action. The comics are more fun.

SPIDERMAN (53%) Iss 41
Quite why there's never been a decent comic book game is beyond me. Anyway, this one's not gong to change anything. Bland.

SPINDIZZY WORLDS (91%) Iss 14
A wonderful, puzzley arcade game with bags of variety.

STANLEY CUP (53%) Iss 27
Impressive Mode 7 ice rink which makes this hockey game unplayable.

STARGATE (78%) Iss 40
In six months the film and the game will be forgotten but this SNES offering will give you a few days of good solid blasting.

STAR TREK:STARFLEET ACADEMY (39%) Iss 38
What is it about *Star Trek* games? This starts with a terrible idea, and doesn't do anything interesting at all with it. Tch.

STARWING (96%) Iss 16
Also called *StarFox,* this FX-chip game is the best shoot-'em-up ever!

STREET FIGHTER I (94%) Iss 8
Sound, graphics and gameplay in perfect harmony!

STREET FIGHTER 2 (97%) Iss 32
One of, if not the most enjoyable games ever made. It is utterly stuning in every respect, and is a real improvement all round on *SFII* and *Street Fighter Turbo*

STREET FIGHTER II TURBO (96%) Iss 21
This is unmissable. There'll never be a better beat-'em-up!

STRIKE GUNNER (51%) Iss 12
A scrolling shooter with nice-looking ships, but tedious gameplay.

STRIKER (94%) Iss 20
Simply the best footy game available for the Super NES at the moment.

STUNT RACE FX (94%) Iss 32
Stupidly good driving game with great vehicles whose eyes bulge. Makes *Virtua Racing* look like a Sunday drivers' convention.

SUMO (34%) Iss 20
The fights are too complex, as are the Japanese instructions.

SUNSET RIDERS (78%) Iss 23
A simple blaster with some nice touches, but not enough variety.

SUPER ADV. ISLAND (40%) Iss 11 The soundtrack's pretty groovy, but the game itself is crap.

SUPER ADVENTURE ISLAND 2 (80%) Iss 33
One of those games that is both simple and complicated, and it's payable and addictive into the bargain...I dare you not to enjoy it! Now there's a challenge.

SUPER AIR DIVER (49%) Iss 22
Fast and good-looking, but the gameplay is highly repetitive.

SUPER ALESTE (85%) Iss 12
If it's vertically-scrolling shooters you're after, this is the business!

SUPER BATTER UP (49%) Iss 18
Cack-looking, uncontrollable and stupidly tough baseball sim.

SUPER BATTLETANK (50%) Iss 14 This is like *Desert Strike,* but with tanks. And it's very tedious.

SUPER BATTLETANK 2 (70%) Iss 33
An entertaining variation on a clasic theme-somehow lacks the simple gameplay appeal of *Battlezone,* and fails to create the atmosphere of, say, *Jungle Strike.*

SUPER BC KID (85%) Iss 38
It's simple and odd, but effective and wonderful fun too. The little BC Kid's got every right to be bigheaded. He's in a really reat game!

SUPER BIRDIE RUSH (48%) Iss 21 Not techy enough for a golf sim and too slow for an arcade golfer.

SUPER BIRKURI MAN (24%) Iss 19 A laughably dreadful *SFII* rip-off with no variety and no fun.

SUPER BOMBER MAN 2 (94%) Iss 35
An all-round slight improvement on an already brilliant game. Playable and addictive beyond belief, *Super Bomber Man 2* is, quite simply, it.

SUPER BUSTER BROS (57%) Iss 14 A *Pang* conversion with no two-player mode. It doesn't really work.

SUPER DOUBLE DRAGON (61%) Iss 12
Decent graphics, but no challenge.

SUPER CONFLICT (69%) Iss 18
A strategy game which is simple and limited but still fairly compelling.

SUPER EMPIRE STRIKES BACK (79%) Iss 24
Re-run of *Star Wars*' platform action.

SUPER F1 HERO (51%) Iss 19
Scabby graphics, but fairly exciting racing – for about half an hour.

SUPER F1 GRAND PRIX (56%) Iss 19
Poor racing game with a top-down, Mode 7 viewpoint. Duff!

SUPER F1 GRAND PRIX 2 (53%) Iss 19
Even more unplayable than the original.

SUPER FAMILY TENNIS (75%) Iss 22 Competent sim, but too basic to compete with the big guys of tennis.

SUPER GHOULS 'N' GHOSTS (87%) Iss 11
A challenge to knock your socks off. Surprisingly good!

SUPER FIRE PRO WRESTLING 2 (54%) Iss 18
Tons of wrestlers, but not enough moves. Very limited.

SUPER FORMATION SOCCER (44%) Iss 22
Four-player *Super Soccer*. A bit crap. Go for *FIFA* instead.

SUPER GOAL (33%) Iss 18
Definitely the worst SNES footy game. It really will make you sick as a parrot.

SUPER JAMES POND (55%) Iss 17 Humorous platformer with horrendous slowdown and very little challenge.

SUPER KICK OFF (49%) Iss 14
Too fast, too wild, and the controls are too cumbersome. Check out *Striker*.

SUPER METROID (91%) Iss 30
Huge, complex and very playable futuristic adventure. Brilliant.

SUPER MARIO KART (82%) Iss 11 Original racing-collect-'em-up with split-screen tracks. Fun but not very varied.

SUPER MARIO WORLD (98%) Iss 4 This game's got it all – graphics, depth, challenge... It's absolutely wonderful!

SUPER NBA BASKETBALL (74%) Iss 18
This won't grab you if you're not a fan. And we're not!

SUPER OFF ROAD (53%) Iss 7
Weedy cars and samey tracks. Head-to-head's quite good fun, though.

SUPER PLAY ACTION FOOTBALL (53%) Iss 11
Too complex for novices, and not that much fun for experts. Hmn.

SUPER PROBOTECTOR (88%) Iss 9 Unbelievable graphics and out-of-this-world gameplay.

SUPER PUNCH OUT (85%) Iss 37
What boxing games needed was a bit of variety in gameplay and a bit of excitement. This is it and top excitement it provides too

SUPER PUTTY (80%) Iss 23
Entertaining and varied platformer, but the controls are a bit awkward.

SUPER R-TYPE (71%) Iss 6
Stunning graphics, but let down by shallow gameplay.

SUPER SCOPE (43%) Iss 8
The SNES version of *The Zapper.* Fun for a while, but not really worth it.

SUPER SHANGHAI (49%) Iss 20
Oriental puzzler that's fun and interesting, but not worth more than £5.

SUPER SMASH TV (93%) Iss 8
Stupendously brutal, thrilling and rock-hard! An excellent blaster.

SUPER SOCCER (80%) Iss 6
Great visuals, a choice of teams and flexible controls, but it's unrealistic.

SUPER STAR WARS (87%) Iss 15
This isn't very original, but it's a great movie tie-in, with sumptuous graphics.

SUPER STREET FIGHTER II (97%) Iss 32
Utterly stunning in every respect. This beat-'em-up must be one of *the* most playable games ever made.

SUPER STRIKE EAGLE (38%) Iss 19 Cross between *Afterburner* and a flight sim. Nice idea, but it doesn't work.

SUPER SUMO (36%) Iss 20
Two blobs of lard wobbling about and fighting. That's fun?

SUPER SWIV (83%) Iss 16
A classic , Super NES top-down blaster. Be warned – it's incredibly tough!

SUPER TENNIS (96%) Iss 5
One of the most playable and realistic tennis sims ever!

SUPER TROLL ISLAND (90%) Iss 29
Weird, huge, very playable and addictive platformer.

SUPER TURRICAN (75%) Iss 25
A good ol' fashioned slaughter fest, though sadly, a tad unoriginal.

SUPER TURRICANE 2 (91%) Iss 41
A superb, if slightly visually-dated, blaster which grips you from start to finish. The most potent shooter for some time.

SUPER VOLLEY 2 (26%) Iss 19
A two-dimensional volleyball sim with one-dimensional gameplay. Terrible.

SUPER WWF (81%) Iss 6
Even if you hate wrestling, this'll wow you. It looks and sounds great.

SYNDICATE (88%) Iss 37
Flawed but a fabulous idea for a game. Just watch what happens when you casually stroll in the middle of a crow of civilians and pull out sawn-off shotguns. Heh heh heh!

SYVALION (20%) Iss 16
This game is complete and utter crap. Don't buy it.

T2 THE ARCADE GAME (81%) Iss 25 A shoot-'em-up arcade game, which can use mouse or Scope.

T2 JUDGEMENT DAY (31%) Iss 26 A complete shambles of a license. Oh dear. Oh dear. Oh dear.

TAZ-MANIA (55%) Iss 20
Fast and colourful racing game, but it's stupidly tough and soon gets boring.

TECMO SUPER BOWL (85%) Iss 26 Looks basic, but it's seriously playable. Loadsa fun!

THE MAGICAL QUEST STARRING MICKEY MOUSE (81%) Iss 13 Stunning game, but a bit easy.

TERMINATOR (55%) Iss 17
An ordinary platform-shooter with below-par gameplay. What a waste.

THEME PARK (93%) Iss 42
It's taken a while coming but the scaled-down simplicity and extra touches combine to make this the most satisfying version of *Theme Park*.

THOMAS THE TANK ENGINE (63%) Iss 28
Pseudo-educational game, for kiddies.

TIMESLIP (55%) Iss 24
Loads of laffs, but very little in the way of gameplay.

TIME TRAX (70%) Iss 29
Another game based around time travel where the nice visual touches don't outweigh mundane gameplay.

TIN STAR (82%) Iss 43
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.

TOM AND JERRY (49%) Iss 17
What a waste of a licence. Lifeless, poorly designed and unimaginative.

TOP GEAR (93%) Iss 9
Fast, furious and fun racer – the best two-player racing game ever!

TOP GEAR 2 (87%) Iss 23
Same as its predecessor. If you've got that, it's pointless buying this.

TOTAL CARNAGE (74%) Iss 23
Ropey conversion of the excellent coin-op. The graphics are completely duff.

TOYS (7%) Iss 22
This game is utterly devoid of gameplay. Still, the film wasn't much better.

TRODDLERS (87%) Iss 20
Lemmings with a difference. Simple to pick up and a lot of fun to play.

TRUE GOLF CLASSICS (72%) Iss 11 If it's a realistic, rather than playable golf sim you're after, give this a whirl.

TRUE LIES (78%) Iss 40
True Lies is what you'd expect from an Arnie game. Fairly standard stuff with guns, blood and no real depth.

TURN 'N'BURN (60%) Iss 33
Sounds like it might be an ace flight sim, but is actually a simplistic shooter with not a lot going on.

TURTLES IN TIME (63%) Iss 10
Good-looking and occasionally quite fun, but it won't get the pulse racing.

TURTLES TOURNAMENT FIGHTER (90%) Iss 25
This is the next best thing to *SFII Turbo*.

ULTIMA:THE FALSE PROPHET (66%) Iss 32
A good choice for experienced RPG enthusiasts,the rest of the world are in danger of nodding off.

ULTIMATE FOOTBALL (71%) Iss 22 Arcade-style US footy game which looks good, but is too haphazard.

ULTRAMAN (26%) Iss 11
Poor animation and an almost total absence of gameplay. Dire.

UNCHARTED WATERS (42%) Iss 18 A strategy game with lots of trading and some dull combat. Very boring.

UNIRALLY (90%) Iss 39
Original, gripping and addictive. This massive cart also happens to be amongst the fatest racers ever on the SNES. Top fun.

UN SQUADRON (92%) Iss 10
A brilliant blaster. One of the best horizontal-scrollers around.

UTOPIA (71%) Iss 29
Sim City meets *Meta Marines*, except not as much fun as either.

VIRTUAL BART (39%) Iss 35
Another Simpson game, another load of dross.Virtual Bart's graphics are plain and the gameplay is laughable.

VIRTUAL SOCCER (68%) Iss 24
Basic footy game which lacks finesse. Stick to *Sensible Soccer* or *Striker*.

VORTEX (85%) Iss 35
It takes a while to get into but your patience will be rewarded with a frenzied blaster. If you're investing this much dosh, you'll want toinvest the time,too.

WARLOCK (55%) Iss 41
An old licence that would have needed a stunning game to revive interest in it. As it turns out the game is very frustrating. Don't bother.

WAYNE'S WORLD (35%) Iss 19
A crap movie licence with a complete absence of gameplay.

WARP SPEED (31%) Iss 18
A 3D shoot-'em-up which is so out of date it just looks silly.

WHEEL OF FORTUNE (17%) Iss 20 Tedious, tacky and completely pointless. Avoid.

WILD GUNS (86%) Iss 40
The kind of game to reaffirm your faith in shoot-em-ups. It's so packed full of gameplay that omly the most ardent pacifist could fail to love it.

WILD'N'WACKY SPORTS (63%) Iss 35
Up to Konami's usual high standard, but not as playable or as lastable as previous *Tiny Toons* games.

WING COMMANDER (89%) Iss 14
Blasting flight sim with great graphics and thrilling combat.

WING COMMANDER SECRET MISSIONS (67%) Iss 24
This is identical to the original. Basically an overpriced add-on.

WINTER OLYMPICS (58%) Iss 29
A dull collection of seven cold, button-bashing games.

WOLFENSTEIN (87%) Iss 26
Set in a first-person, 3D maze, this Nazi-bashing extravaganza is brill.

WOLVERINE (42%) Iss 37
Pointless, hopeless, and other words ending in less. Probably. All the efforts have gone into the main sprite, and nowhere else.

WORDTRIS (61%) Iss 15
A nicely done puzzler, but it's not exciting or addictive enough.

WORLD CLASS RUGBY (65%) Iss 18 Fab two-player mode, but it's too frustrating to play on your own.

WORLD CUP STRIKER (92%) Iss 30
Quick, slick footy game without the dullness such games usually have.

WORLD CUP USA (88%) Iss 30
Solid, playable footy game with a licence and a silly mascot.

WORLD HEROES (55%) Iss 24
A very unremarkable fighting game which falls short of *Street Fighter II*.

WORLD HEROES 2 (80%) Iss 33
Options and characters galore. A bit thin on the gameplay side, but if you want a fight with a difference, or twenty, then this is the beat-'em-up for you.

WWF RAW (74%) Iss 37
Okay but unimpressive in one-player mode, it metamorphasises into a mad thing when you get some mates to join in.

WWF: ROYAL RUMBLE (83%) Iss 19 A better game than the original, with lots of good, straightforward, old-fashioned violence.

XANDRA'S BIG ADVENTURE (41%) Iss 18
Cute graphics, but this platformer's very basic and you'll soon get bored. We did!

XARDION (27%) Iss 9
Everything about this platform shoot-'em-up is naff. Avoid it like the plague.

X-KALIBER 2097 (71%) Iss 30
Acceptable but unremarkable scrolling slash-'em-up. For fans only.

X-ZONE (70%) Iss 16
One of the best Scope games, but there still isn't much to keep you amused.

YOSHI'S COOKIE (73%) Iss 23
A *Tetris-like* puzzle game which is both fun and challenging.

YOSHI'S SAFARI (69%) Iss 23
Fab racing game with an excellent Scope option. Bit too simple, though.

YOUNG MERLIN (78%) Iss 25
Walk around a magical landscape collecting stuff...For a long time!

ZELDA III (93%) Iss 11
Fantastic adventure that's big, atmospheric, and very tough. A real laster.

ZOMBIES (92%) Iss 22
Fab-looking blaster with plenty of addictive exploration and humour.

ZOOL (49%) Iss 26
Uh-oh.Some pretty graphics, but it's spoilt by dated gameplay. Another platformer to steer clear of.



Reader Ads

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

Sales

● Game Boy in immaculate condition and ten top games – £95 ono. Worth £300. Also Super Game Boy £30 ono. All boxed with instructions.
Tel: (01823) 277379

● All 25 issues of *Super Action* ever! All in great condition. Will sell for £45 ono. Phone after 4pm.
Tel: (01703) 269138

● Game Boy games for sale (instructions, no box). *Dr Mario* – £8, *Mario Land* – £8, *Tetris* – £8 (boxed with instructions) *WWF Superstars* – £10, *Ducktails* – £10. Also SNES games *WWF Super Wrestle Mania* – £12, *SFII* – £19. Phone after 4pm any day apart from Thursday.
Tel: (01977) 678915

● Game Gear with six games, TV tuner and mains adaptor. All for only £80.
Tel: (01274) 832670

● TOTAL! issues 1, 3-8, 10-15, 17, 20-39 plus *GamesMaster* 2-8. Will sell separately, prices negotiable. Also NES and eight games, Game Boy ten games. £40 ono.
Tel: (01450) 373304

● I will swap my *MKII* and *Super Metroid* for your *Wolfenstein.* My games are all boxed with instructions. Ask for James.
Tel: (01449) 677263

● Sale: Super NES (UK) plus 10 games, Universal adaptor and TOTAL! issues 21-39! Only £350! Must be in Northants area.
Tel: (01327) 843711

Game Boy games for sale: *Faceball 2000* – £14, *Star Wars* – £10, *Turrican* £8, *Dr Franken 2* –£12, *Super Kick Off* – £7, *Mortal Kombat* – £12. All boxed with instructions. All UK and in vgc. Ask for Alan.
Tel: (01235) 767087

● I'm selling a Super Game Boy for £30, also a normal GB plus eight games for £150 (games sold separately as well), and a SNES adaptor for £20.
Tel: (01622) 736094

● SNES games boxed with instructions: *Kick Off* £29.99, *Micro Machines* £29.99, GB game: *Turn And Burn* £19.99.
Tel: (01206) 851325

● Game Boy games for sale – only £5 each. The games are *Pipe Dreams* and *Super Mario Land.* Phone Bob now!
Tel: (0181) 530 7232

● (UK) SNES with eight top-class games, also two controllers and Game Genie £199 ono.
Tel: (0191) 263 3581

● SNES games: *Alien 3* (UK) £25, *Blazon* (US) £15. Mint condition, full instructions, shrink-wrapped boxes. Call Sanjay (evenings only).
Tel: (0181) 906 2999

● SNES games: (UK) *FIFA* – £20, (UK) *Striker* – £20, (UK) *Kevin Keegan's Player Manager* – £15, *Lemmings* – £20 or will swap any one for *Kick Off 3* or *Superstar International Soccer.*
Tel: (01933) 53365

● SNES with 17 games, Super Scope, five-player adaptor, three control pads. New, it is worth over £650. For more details ring and ask for Jonathan.
Tel: (01277) 364276

● SNES games: *Alien 3* £20 , *Aguri Suzuki F1* £20. Mint condition. Boxed, shrink-wrapped, Universal adaptor £10. Call Sanjay, daytime.
Tel: (0171) 753 6409.

● For sale, *Super Probotector, Tiny Toons, Street Fighter II* – for the SNES, £15 each *Nightbreed, Shadow Of The Beast 2, Fun School* for the Amiga £5 each. Phone after 6.30 weekdays.
Tel: (01623) 635154

● UK SNES and 11 great games including *DKC, Bubsy, Mario Kart, Starwing, Lost Vikings, Pilotwings, Aladdin* worth £510. Sell for £410 ono. Ask for Tom.
Tel: (01707) 654027

● *Rainbow Bell Adventures* £15, *Super Tennis* £15, *F-Zero* £10, *Super Aleste* £5 – no box or idiot's guide. Also Manga vids for sale.
Tel: (01283) 551430

● A BBC computer monitor, disk drive, 125 games spare disks and a user guide book, 16 program books for an amazing price – £150!!
Tel: (01582) 429272

● *Donkey Kong Country* and *Stunt Race FX* both £25. *Mario World* £10. UK SNES games. All with box and instructions. All new. Call Bob now!
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● SNES games – *Aladdin* £15, *Krusty's Funhouse* £10, *Super James Pond* £10, *Buster Busts Loose* £20, *Super Mario World* £15. Sales or swaps.
Tel: (01621) 783854

● SNES – I must get rid of *Stunt Race FX, Cool Spot, Jurassic Park,* Action Replay *MK 2,* (all UK) and area 88 (UN Squadron), *Axelay* (Both Japanese). Very cheap. Ask for Charles.
Tel: (01737) 844738

● 14 SNES games for sale from £10 to £30 plus Super NES with two controls and *Mortal Kombat.* Ring for details.
Tel: (01342) 824499

● SNES games – *Smash TV, Nigel Mansell's Championship*, boxed as new. £10 each.
Tel: (0181) 556 5131

● SNES games: *Jurassic Park, Aladdin, SFII, Striker, Starwing* (no box) £50 (will sell separately).
Tel: (01767) 691124

● Sega Game Gear vgc, with all accessories and one game. Will swap for Super NES games.
Tel: (01707) 276533

● SNES – 13 games including *MK2, Aliens 3, Bomberman, Mega-Lo-Mania*, £250 or will sell separately. Also Game Boy with five games £50. Will sell separately. Amstrad 6128 with over 100 classic games. **Tel: (053950) 31231**

● SNES for sale, three pads, *Donkey Kong Country, Street Racer, Mario Kart, Starwing, Mario All Stars* – £150. Must be in Birmingham area.
Tel: (01527) 413945

● Two SNES games, *Mario All Stars, Pop 'n' Twinbee* £20 each. Also *Zelda* (Game Boy) only £10. Buyer has to collect.
Tel: (0161) 633 9867

● NES – £25. *Games: SMB 2* and *3, Solstice, Ghostbusters II, Battletoads, Turtles, Metroid, Chip 'n' Dale* – £10 each. SNES – two games *Super Mario World, Krusty's Super Fun House*, carry case – £65 ono. TOTAL! back issues: 2-7 – £7, 8-15 – £5, 16-26 – £3. Cheat books – 50p each. Phone evening.
Tel: (01656) 862459

● SNES games – *MKII* – £10, *SFII Turbo* £8, *FIFA '95* – £12 (unwanted presents). Please ring between 5-7.
Tel: (01438) 722478

● For sale: Super NES (UK) with two pads, converter and seven games inc *Mortal Kombat II, SFII Turbo, NBA Live '95, Aladdin* etc. All in top-notch condition with box and leads. Worth over £350 will accept £140. Might deliver, phone Cam.
Tel: (01395) 578087

● Master System for sale, 22 games and two pads, one joystick and lazer gun. Worth over £600 but will sell for a good offer. Ask for Stuart after 5pm.
Tel: (01666) 837192

● SNES games for sale. £25 – *Zelda III, Mario All Stars*. £20 – *Top Gear, Castlevania IV, Sim City, Alien 3, Buster Busts Loose, SFII Turbo (Special Edition).* £15 – SFII, *Starwing.* No swaps. SNES UK versions only. All have instructions but *SFII* doesn't have a box. If you don't receive a reply it's been sold.
Contact: Matt Easton, 37 Sunnyvale, Raglan, Gwent NP5 2EF.

● Game Boy games for sale. All have a box and instructions – *Zelda* – £10, *Tiny Toons 1* and *2* – £8 each plus *Bubble Bobble* (no box)–£7.
Tel: (01536) 512214

● NES for sale, two joypads, Zapper and seven games including *Duck Hunt* and *Mario 3.* Were £340. Sell for £200 ono. Ask for Sue.
Tel: (01799) 543209

● Super NES stuff for sale. Super Game Boy and two games £40. *FIFA Soccer* £25/*Striker* £15/*WWF* £10/*Final Fight* £15/*Starwing* £15/*Sim City* £15/*Super Mario Brothers 4* £10. All boxed with manuals. Ask for Jeremy.

Swaps

● I want to swap *Earthworm Jim* as new and boxed for *Vortex* or *Super Metroid* or *Street Racer.*
Tel: (01203) 687639

● Swap SNES *Lemmings, Super SWIV, Jurassic Park, Lion King, Super Mario All Stars* for *Stunt Race FX, Aliens 3, Cool Spot, Earthworm Jim, Sim Earth, Super Star Wars, Super Street Fighter, Donkey Kong Country.*
Tel: (01443) 673388

● I want to swap my *Bomberman '94, F-Zero* or *Mario Kart* or *Aero The Acrobat* for *X-Men, Mega Man X* or *FIFA Soccer.* Ring Ben.
Tel: (01632) 247532

● I will swap by *Batman Returns* (boxed, no booklet) for *Street Fighter II Turbo* (SNES).
Tel: (01708) 474145

● Somebody please swap *Street Fighter 2 Turbo* (no box, no booklet) for *MK2.* Doesn't have to have box or booklet.
Tel: (02105) 352670

● I will swap *Mario Kart, Mario Allstars, Donkey Kong Country* for any good game for SNES.
Tel: (01865) 863746

● I will swap my *MKII* and *Super Metroid* for your *Wolfenstein.* My games are all boxed with instructions. Ask for James.
Tel: (01449) 677263

● I will swap my *Skyblazer* (UK) or *Asterix* (UK) for your *Super Bomberman* or *Zombies.* Call and ask for Simon.
Tel: (01329) 314970

● Hello! I want to swap Game Boy with *Tetris* and *Kirby's Dreamland* for your *Earthworm Jim* (SNES).
Tel: (01532) 665705

● Sex! Now I have your attention. I would like to swap my *Zombies, Super Mario World* or *Jimmy Connor's Tennis* for your *Mortal Kombat II, Sim City* or *Street Racer* (SNES). Please phone after 6pm and ask for Mark.
Tel: (0141) 883 1161

● Super Nintendo Players. A new games exchange is now operating.
Tel: (01707) 268285

● Hi I'm willing to swap *Mario World* not boxed, *Busby* boxed or *F-Zero* boxed for *Super Punch Out!!, Mega Man X* or *Super Metroid*. Please ask for Sean.
Tel: (01454) 617474

● I will swap *Lion King* for the SNES and *Mario All Stars* for any good games. Call Mon-Fri after 4pm.
Tel: (01255) 220305

● Super Nintendo games exchange. Large choice.
Tel: (01707) 268285

● Will swap my *NBA Jam TE* for you *Mortal Kombat 2*. Must be boxed with instructions.
Tel: (01282) 693713

● I will swap a VR joystick for any control pad (SNES). Ask for Olli.
Tel: (0181) 788 2059

● I will swap my SNES with seven excellent games, a Game Boy and a Super Game Boy with two games for your Mega Drive with 10-20 games. Ask for Jeremy.
Tel: (01932) 880149

● **Game Boy swap. *Top Ranking Tennis* and *Sensible Soccer* for two games rated over 80% in TOTAL!**
Tel: (01274) 832670

● UK SNES. Will swap *T2* or *F-Zero* for either *NBA Jam, Cool Spot, Side Pocket, Jungle Book, Zombies, Super Troll Island, Turtles TF, Alien 3, The Addams Family, Pugsley's Scavenger Hunt.*
Tel: (0151) 420 3997

● I will swap any of my seven good games or my Game Boy for any one or two of your games. Ask for Jeremy.
Tel: (01932) 880149

● *Super Soccer* boxed for *Flashback, Mortal Kombat* or *Star Wars* (all for the SNES).
Tel: (01222) 576099

● SNES *Flashback, UN Squadron, F-Zero* for almost any other game.
Tel: (01977) 671919

● I would swap *Super Probotector* or *Turtles In Time* for your *MKII. Sim City, Zelda III, Secret Of Mana* or *The Adventures Of Batman and Robin*. Ask for Joe,
Contact: 2 Springfield Road, Whitton, Twickenham TW2 6LQ.

● Brand new *Wario Land* and *Kirby's Dreamland* (complete) for *Pilotwings* for SNES (UK) with instructions.
Tel: (01734) 883778

● SNES games to swap, *Parodius, Lost Vikings, Plok!* and *Kick Off 2*, all boxed with instructions or *WWF Wrestlemania* (no book or box). Swap for any of the *Star Wars* games, any good soccer game or any other good game.
Tel: (01116) 2910374

● Swap *Asterix* for *Zombies*. Must be in Shrewsbury/Telford area.
Tel: (01743) 790 917

● Hey! I will swap my *Scavenger Hunt, Street Racer, SFII Turbo, Turtles Tournament Fighter* (depends on game!) or Arcade joystick for any good game.
Tel: (01263) 824344

● SNES *Mario All Stars, Zelda 3* and *Mystic Quest* for *Striker, Super Metroid* or *Donkey Kong Country*. One for one or two for one. Must have instructions. Ask for Jason. Strathclyde region only.
Tel: (013552) 38151

● I will swap *Donkey Kong Country* for *SFII* or will swap two games for it, *Bomberman* and *DKC*. Please ask for Ben
Tel: (01635) 247532

● I will swap *Alien 3, RR, Super Mario World, Sunset Riders* for *Cool Spot* or any two for *SSFII*. Also have more games to swap. Ask for Matt.
Tel: (01494) 673865

● I will swap *Flashback* and *Cool Spot* for *Mario Paint* with mouse, or either of the games and £10. Ask for Edward.
Tel: (01277) 230770

● I will swap *Super Tennis* (US), *Out To Lunch* or *Bart's Nightmare*. Any two for *Mario Paint* and mouse. Ask for Adam.
Tel: (01929) 424704

Pen Pals

● Hi! I'm Paul and I'm looking for a M/F pen-pal aged 12+. I like all sorts of music and have a SNES. Photo not essential.
Contact: Paul Hurst, 101 Vincent Drive, Westminster Park, Chester CH4 7RQ.

● Female pen-pal wanted 14-16. All letters answered.
Contact: Barry Spooner, 40 Essex Avenue, Sudbury, Suffolk CO10 6YZ.

● Hi! I'm a 15-year-old male and looking for a 15+ female pen-pal. Send photo if possible. Will answer all letters.
Contact: Mayfield Nurseries, Ruswarp Lane, Whitby, N Yorks YO27 1ND.

● **Kwaku Acheampong lives in Africa and would like some pen-pals from Britain.**
Contact: Kwaku Acheampong, PO Box 1273, Kumasi, Ghana, West Africa.

● Hi! I'm looking for a pen-pal (any age or sex) who likes sport, food, *X-Files*, movies and Nintendo. I'm 14.
Contact: Dale Riley, 15 Stewart Street, Riddings, Alfreton Derby.

● I could start this: Hi, I'm Sonya and I'm from Liverpool, but that would be lying because I'm Martin from Newcastle who's looking for a pen-pal aged 13 and female. Try to send a photo.
Contact: Martin Thompson, 103 Bryan's Lear, Burnopfield, Newcastle Upon Tyne NE16 6BU.

● Yo! Pen-pal wanted aged 13-15. I am 14 and interested in acting and going to discos.
Tel: St Helens 811800

● Hi! I'm 17 and looking for a female pen-pal aged 16-18. I like all sorts of music and I support Manchester United. I will reply to all letters. Please send photo.
Contact: Lee Buckle, 26 Ridgewood Avenue, Edenthorp, Doncaster, South Yorkshire DN3 2JP.

● Hi! I would like a pen-pal M/F, photo if possible. Doesn't need to have same interests.
Contact: Steven Reid, Pert Croft, Laurence Kirk AB3 01QQ.

Wanted

● I want *Breath Of Fire, Soulblazer* or *Final Fantasy 2*. Will pay reasonable amount or swap for GB and games.
Tel: (01622) 736094

● NES games – *The Empire Strikes Back, Ultimate Stuntman, Alien 3, Mario Is Missing* also any other games. Will pay up to £40.
Tel: (01888) 544630

● Wanted: Desperately SNES Mouse, will pay up to £15. Also TOTAL! issues – 1, 2, 5 and 10. Will pay £4 for each. All must be in vgc.
Tel: (01284) 766103

● Wanted – Nintendo Scope with six or more games. Will pay £30-50. *Super Bomberman* for £20-30. Ask for Toby.
Tel: (0181) 941 6012

● Wanted – *Kevin Keegan Player Manager*. Will swap *Starwing* or buy for £15. Ask for Keith.
Tel: (01654) 710857

● GB *Final Fantasy Adventure 3*. Will buy for £15 or swap with *Dr Franken* (GB).
Tel: (01489) 594884

● SNES Action Reply. Will swap for Super NES games, *Super Off Road* or *WWF Royal Rumble*. Ask for Ben
Tel: (01526) 832727

● Wanted – has anyone got Lemmings for the NES? I will swap 28 of my games for it.
Tel: (01635) 49384

Messages

● Iacon – Gav, you no insult me red top, ya understand? Gute! Or blitz will get blitzed in Quasar! Transmasters rule, Screamer!

● A big hi to Adam, Ant and Trev from Dom. By the way Manchester United kick ass!!

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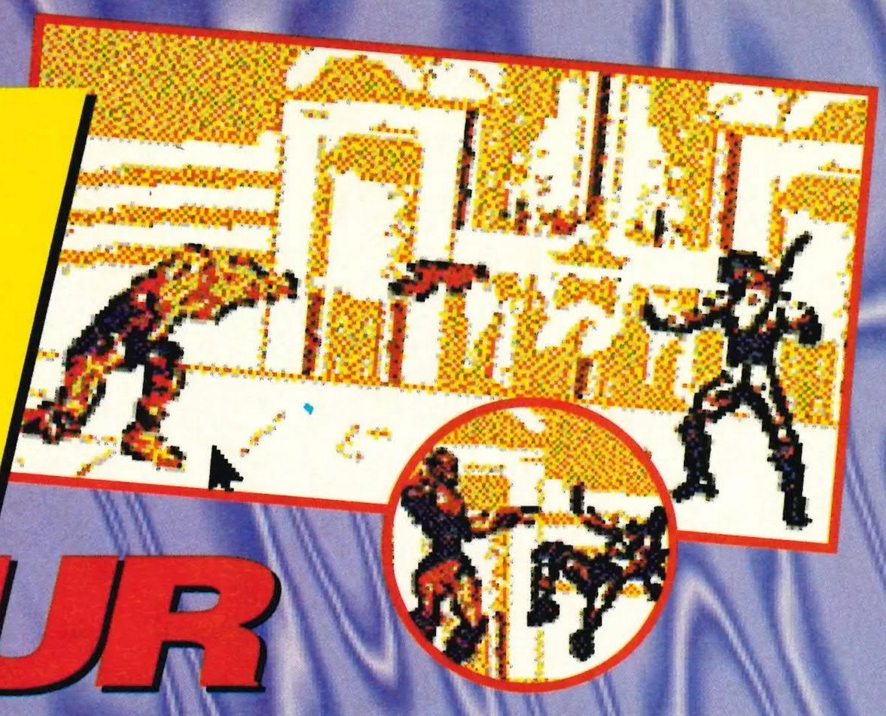
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With these top titles due for Game Boy release in the next couple of months why not treat yourself to one of these groovy new, colour-coated Game Boys? What you can't afford it? Enter this compo then!

That's right, we've got together with those top geezers at Nintendo UK to give away four of these new What Colour's Yours? Game Boys. Available in bright red, jet black, vibrant yellow and (our personal favourite) hi-tech transparent, one of these could be yours in time for the release of *Mario's Picross, Donkey Kong Land* and *Killer Instinct* in the next couple of months. On top of this we're offering 10 limited edition funpacks containing: a bag, a long-sleeved T-shirt, a combat waistcoat and more besides (we wouldn't want to spoil the surprise for you).

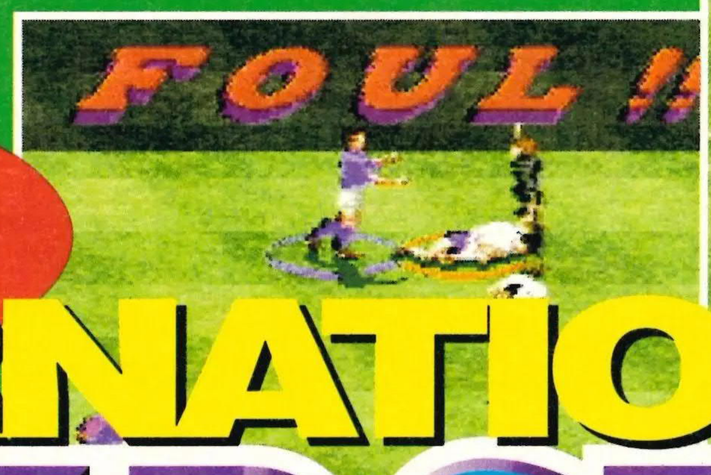
How can you get your grubby little mitts on all these goodies? Simply answer the following question: What do the following celebrities have in common: Take That, Tom Hanks, Kylie, Julia Roberts, Demi Moore, Jennifer Saunders, MN8, Robin Williams, Sharon Stone, Prince William and Linford Christie?

The first four entries out of the hat will receive one of these groovy Game Boys together with a funpack, the next six will receive a funpack.

Send your answers to:

Blimey, are that lot really all Game Boy Fans? Compo, TOTAL!, 30 Monmouth Street, Bath, Avon BA1 2BW. Entries must arrive no later than August 11 1995.

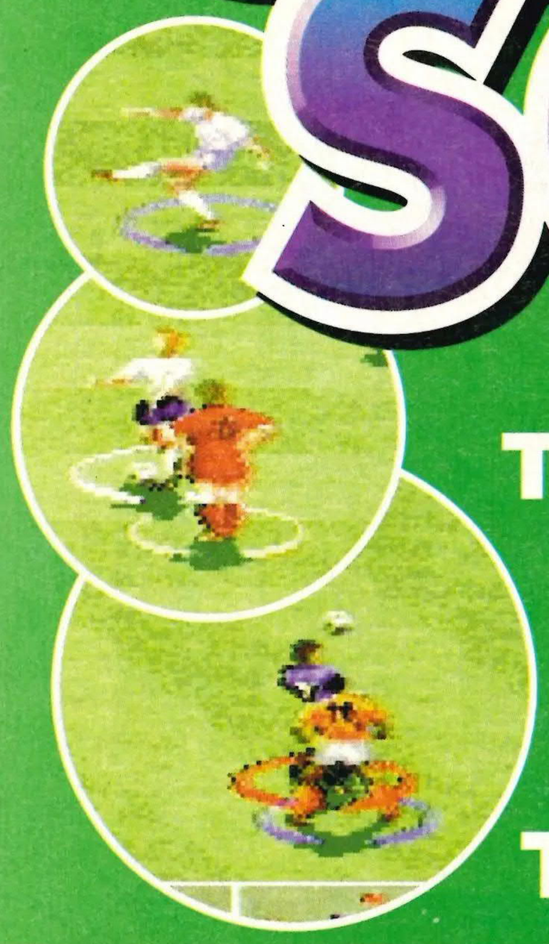
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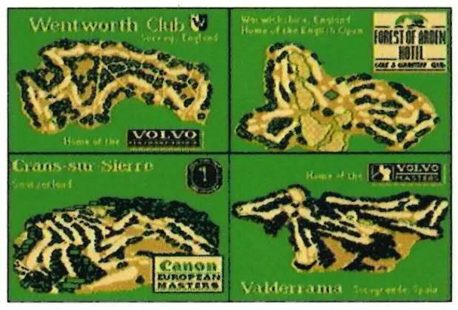


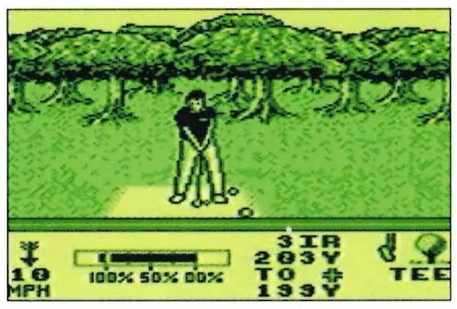
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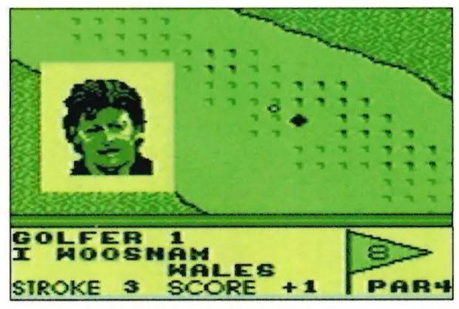
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