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TOTAL!

**NINTENDO ULTRA 64
UNVEILED! NEWS INSIDE**

MICRO MACHINES 2

Massive review inside

PLUS!

**DKC2
MARIO'S PICROSS
SECRET OF
EVERMORE
90 MINUTES
MECH WARRIOR
3050**

**1995
THE BEST
SNES YEAR
EVER!**

Week-by-week
review inside.
Plus a look ahead
to 1996



January 1996 Issue 49 £2.50

Future
PUBLISHING
Your guarantee of value



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TOTAL! Subscriptions:

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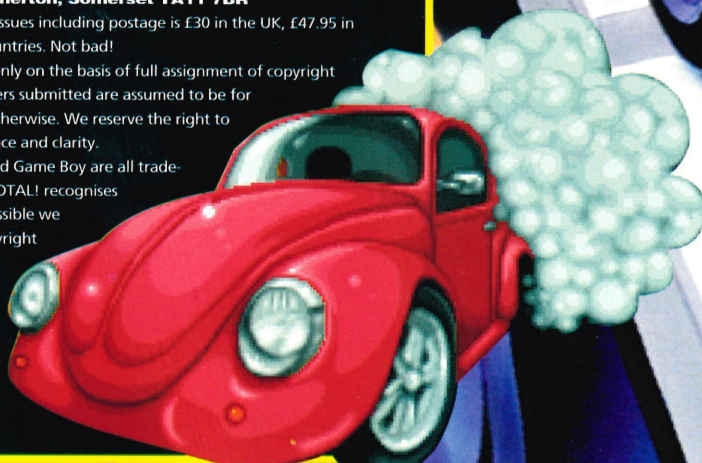
The subscription rate for 12 issues including postage is £30 in the UK, £47.95 in
Eire and £62.95 for other countries. Not bad!

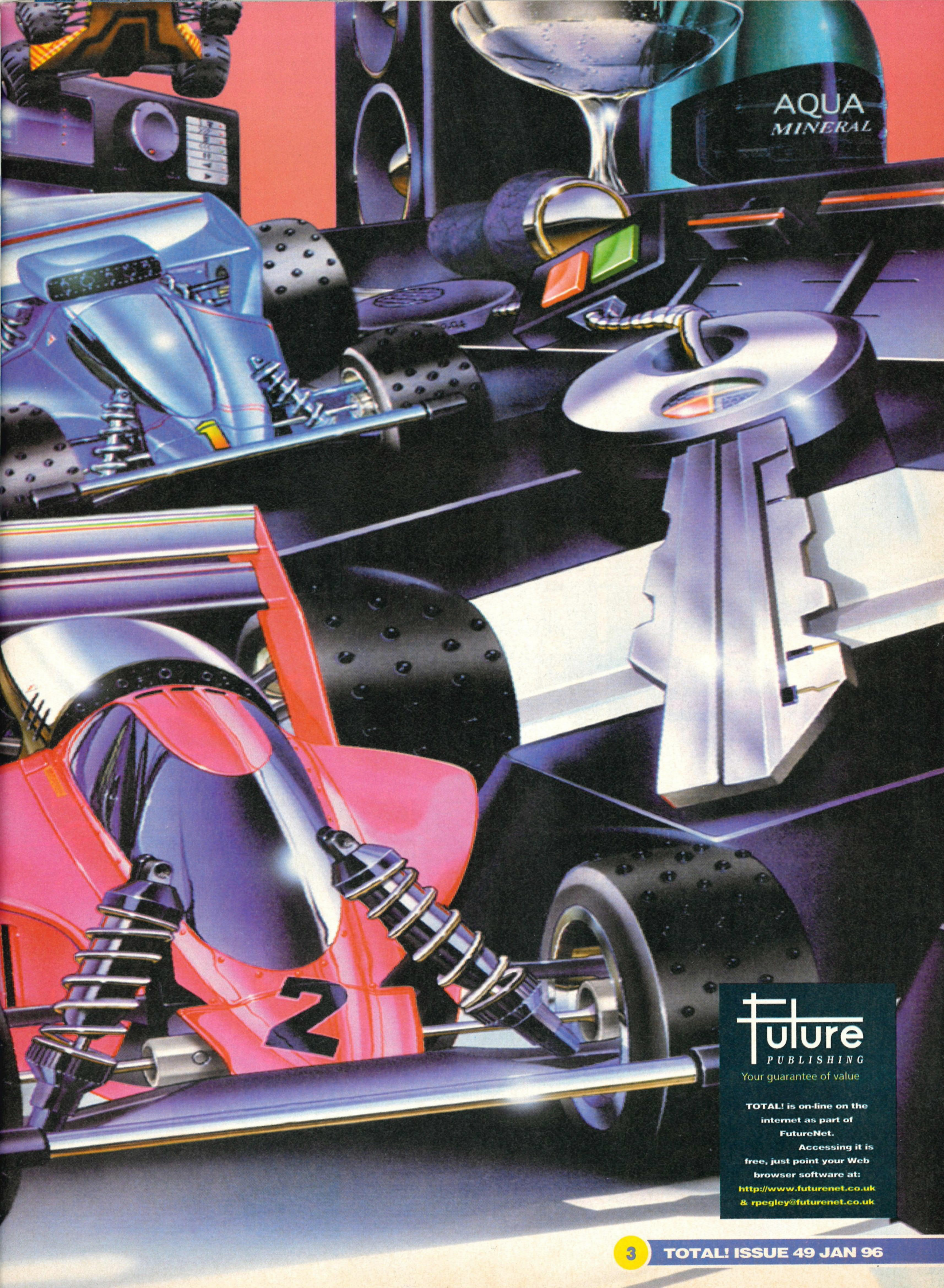
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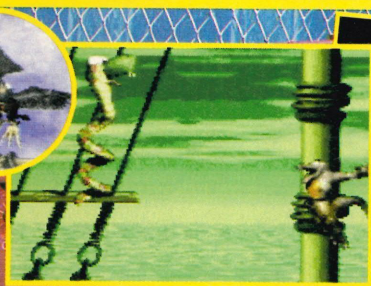
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MICRO MACHINES 2

***Faster, bigger, meaner
and certainly better
than ever. Check out
our massive
review.***

**PAGE
34**



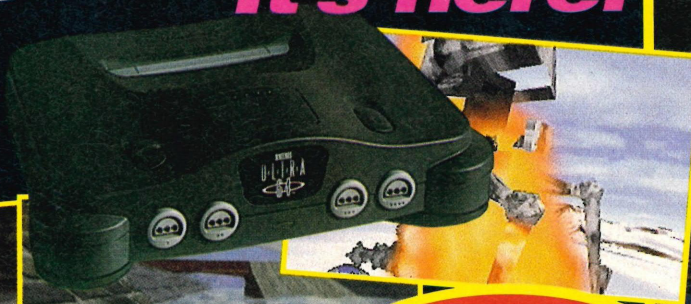
**It's here at last – find out if it's
worth the wait. We
think it might be.**

**PAGE
38**

DONKEY KONG COUNTRY 2

NINTENDO 64... ULTRA It's here!

First reports
as the Ultra
64 hits Japan.



PAGE

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1995 The best
SNES year ever!

TOTAL!

Complete week-
by-week review
of the
year.



PAGE

20

Or could
that be

PAGE

16



We look forward to next
year's big releases.

SELL OUT

Answer a ridiculous question
and win a ridiculous amount
of prizes.

PAGE

14

**Mario's
PICROSS**

Grab your
chisel and
get
carving,
'cos this is
dead
chipper.



PAGE

42

**THE
SECRET
OF EVERMORE**

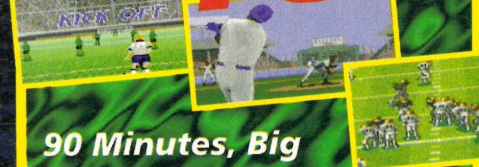
Time to get weird!



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78

**SPORTY
FUN!**



90 Minutes, Big
Hurt Baseball,
NFL Quarterback Club
'96 and FIFA '96 on the
Game Boy. It's our
Nintendo world of
sport from...

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DOOM
Survival Special



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Our descent into Hell
continues, come with
us if you dare.

**TOTAL!
RECALL**

Every game ever.
It really is as
simple as that.

PAGE

78

TOTAL!

NINTENDO NEWS



This month we really have some very hot news for you as the Nintendo Ultra 64 was finally unveiled in Japan to universal acclaim. And like the top Nintendo mag we are, we were right at the front of the crowd screaming like girls and making sure you get to read about it first. So what are you waiting for? Jump in and wallow in our Ultra 64 loveliness.

Finally, after months of speculation, the Nintendo Ultra 64 has become a reality. At 9.00am Tokyo Time on Friday 24th November we got our first glimpse of the future of Nintendo gaming and we simply dribbled like idiots. Crowds of people screamed in delight and mass hysteria ensued at the Makuhari Convention Centre as the Shoshinkai show opened its doors. It was absolutely great.

The Futu

NINTENDO
ULTRA
64



Mario's looking better than ever. He's quite literally a new man as he appears in his first Ultra 64 game.



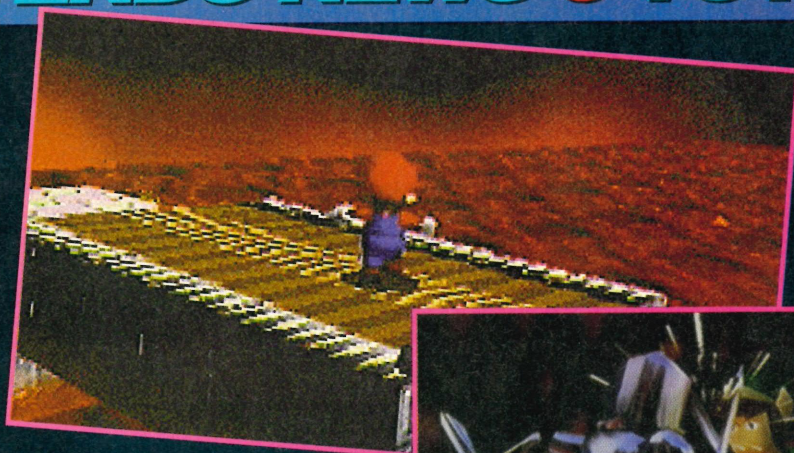
While the graphics are quite obviously the best that Nintendo have come up with...

... they cannot quite convey in these snapshots the sheer brilliance of the action. Believe us, the games being shown in Japan are the best ever!

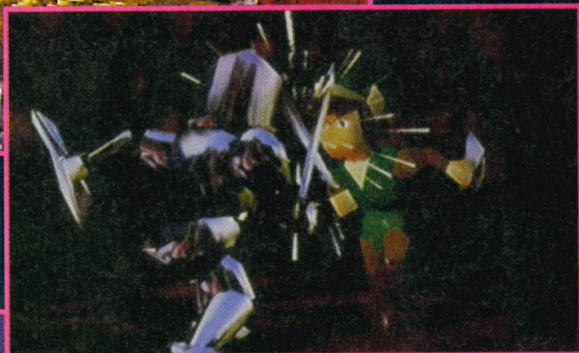
An anything-but-unlucky-13 games were on show (see Now Showing boxout) and *Super Mario 64* was first up. Only 50% finished, it is already being described as "the best game ever" by journalists the world over. And who are we to argue? The game is made up of a completely 3D world with camera angles which move with utter smoothness. These views are easily interchanged and control with the new joypad is surprisingly easy to master.

The game is certainly a departure from the Mario platformers we know and love – it's more of a total experience in which you can simply wander around a virtual world interacting with your scenery, with complete freedom of motion. Climb trees, scale walls, swim and enjoy. The highly-detailed polygon characters and incredible graphics seem to surpass anything seen before on a console. Not filmed or digitised, they look more like Mario simply brought to life (luckily looking nothing like Bob Hoskins).





Here Mario displays his 3D loveliness for all to see.



If this is only 50% completed, then it'll be 100% brilliant by the time we get our over-eager hands on that three-pronged controller.



Being Japan, there were plenty of weird warriors to observe and as if by magic, here's one of them.

Now Showing

These are the very lucky 13 showing themselves off at Shoshinkai. All of the titles are preliminary names and are likely to change by the time we get our greedy gameplaying hands on them.

Super Mario 64
PilotWings 64
Super Mario Kart R
Star Fox 64
Kirby Bowl 64
Wave Race 64
Buggie-Boogie
Blastdozer
Star Wars:
Shadows of the Empire
Goldeneye 007
Body Harvest
Creator
The Legend of Zelda

re Is Here

"The best game ever"

Experienced gamers described it as the best interactive game ever seen, while casual observers loved it because they had an immediate intuitive feel of how to play.

Also showing was *Kirby Bowl 64*, a kind of marble-madness style game. It's another outstanding title but it cannot, however, match the brilliance of *Super Mario 64*. Other games were being shown on video and it was obvious to all observers that the PlayStation and Saturn may well be hanging their heads in shame when these top titles hit the streets... soon!

PilotWings 64 gives a great indication of what will be possible on the new system with amazing mountain scenery. *Zelda* is in very early stages, as was *Goldeneye 007* from Rare, but both made our mouths water instantly.

That's the good news, the bad news is that delays have hit the expected Christmas release in Japan. It is now to be released in Japan at the end of April 1996 (Sunday 21st to be exact), with simultaneous releases in America and Canada. Nintendo would not confirm



when a European release would occur, but sources expect it to be September 1996. The initial price will definitely be \$250, which includes a joypad but not a cart and speculation is rife that carts will initially retail at \$100. Hopefully by the time the NU64 hits the UK that figure will be substantially reduced. Another piece of good news is that the A/V cable used for the SNES will also be able to hook up the NU64 to the telly. Three games will be available at



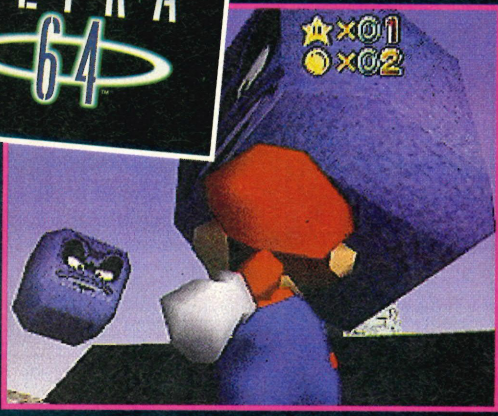
release, *Super Mario 64*, *Kirby Bowl 64* and one other which is likely to be a fighting game.

So there you have it, we're still in shock at the sheer brilliance of the machine and the fact that it is now reality. All we have to do now is start saving some dosh. What to know more about this little beauty? Then turn the page NOW for more amazing exclusive material.

NINTENDO NEWS

COMPLETE CONTROL

NINTENDO
ULTRA
64



They thought it would never happen – Mario in full-on polygon shocker – and here it is! The little chap punches a few blocks in celebration.

THANKS FOR THE MEMORIES

Another stunning addition to the NU64 is the memory card which slots into the neck of the controller. This handy little piece of hardware allows you to save game info and store it. So you could play a game on your Ultra 64, stop and save the game. And then next time your mates phoned up and said fancy a game, you could just take the memory card to their place and show them how brilliant you already are. Plug it into your friend's Ultra 64 and the game can be resumed from where you saved it. Not bad!

MEGA!

Nintendo have also confirmed that cartridges will no longer be restricted to a miserly 64 megabit limit but instead will now hit a massive 96 megabit ceiling for the launch. This may be increased even further to a stupidly large 256 megabit capacity in the future. That's enough room to store a rather large cow or a grand piano.

As if this wasn't enough, Nintendo have also announced that the new fangled Bulk Storage Device accessory thang will premiere at next year's Shoshinkai show. The device will use incredibly clever magnetic read/write disks to store even more gaming info. Blimey! You just won't know what to do with all this stored information. Give it to charity we say.

The NU64 controller was confirmed as the one we showed you recently with the three-pronged design, and it proved very easy to use. The joystick was also literally a joy to play with and a lot stronger than some flimsy efforts we've encountered in the past. The only surprise was that the controller will instantly be available in six colours: black, grey, yellow, green, light blue and

dark blue. Apart from looking dead smart and trendy it'll also help with multi-player games when you get confused over which port is yours in the massive tangle of pads sprawled across the floor.



TECHY STATS

It was a relief to find that the machine was as we'd shown previously. We'd have looked complete arses otherwise. The hundred systems on display were all as in previously released photos – four grey controller ports and the curved lid with the NU64 logo on the front. Roughly the same size as the PlayStation, the exact dimensions are 260mm x 190mm x 73mm. The final technical details are as follows:

CPU: MIPS 64-bit PISC CPU running at 93.75

MHZ Memory: RAMBUS D-RAM 36 megabits (4.5 Mbytes) with maximum transfer speed of 4,500 Mbit/sec

Reality Co-Processor with built-in SP (sound and graphics processor) and DP (pixel drawing processor) running at 62.5 MHz

Resolution: 256 x 224 – 640 x 480 dots with flicker-free interlace mode support

Colour: Max 32-bit RGBA pixel colour frame buffer support

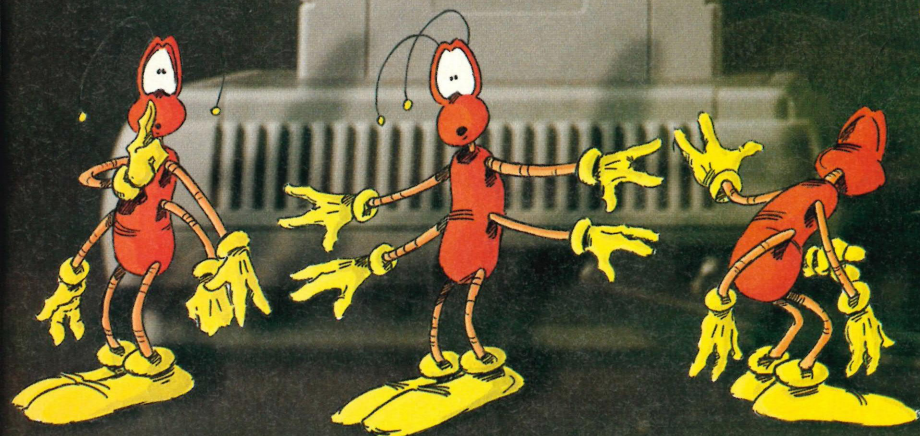
Standard: 21-bit colour output

Graphics processing functions: Z-buffer, Anti-aliasing, Realistic texture mapping.



FRANTIC FLEA

...infesting a Nintendo near you



SUPER NINTENDO
ENTERTAINMENT SYSTEM

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NINTENDO NEWS

GAMES, GAMES, GAMES

NINTENDO
ULTRA
64

Leave Mario alone. Pick on someone your own size.



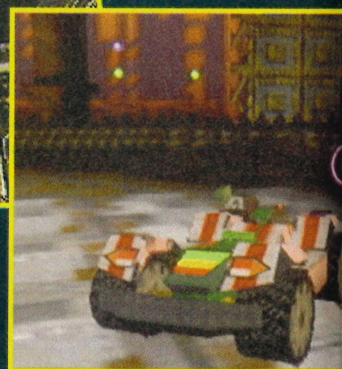
Kirby Bowl looks like a sub game on Sonic 2. Oh dear!



As we've already described, *Super Mario 64* and *Kirby Bowl 64* are just about the best two games ever seen. So what are the third, fourth and fifth best like? *Super Mario Kart R* is much like the classic SNES racer but with 3D polygons galore for all four players. *Buggie-Boogie* is a 3D driving



Star Fox 64 and *Buggie-Boogie* were just two of the vehicles on display at Shoshinkai.



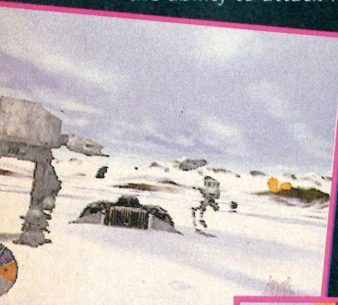
shoot-'em-up while *WaveRace 64* is a 3D racer on water. *Blastdozer* also looks superb and appears to be like *Destruction Derby* with heavy machinery. The *Goldeneye 007* game from Rare was a *Doom*-a-like to all intents and purposes and saw James Bond taking on a room full of thugs. Other than that *Zelda*, *Star Fox 64* and *Creator* all looked far from finished, but not far from being great when they are. Nintendo announced that 30 games are currently in

production and if they're all as good as those we've seen to date then the Ultra 64 is definitely onto a winner. We can finally put those inferior overly-smug Saturn and PlayStation owners back in their rightfully low places.

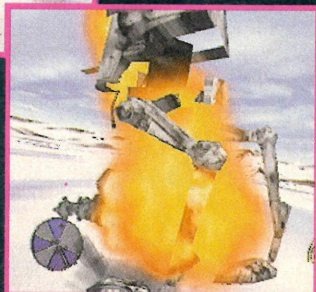
SHADOWS OF THE EMPIRE

LucasArts and Nintendo of America are to join forces and bring a never-been-told *Star Wars* story to the Ultra 64. Taking place in the time between *The Empire Strikes Back* and *Return Of The Jedi* it delves deep into the criminal underworld to confront new power-hungry enemies. All the famous characters are there, including Luke, Darth Vader and even the rarely-seen Emperor himself. Players have the ability to attack from any direction in

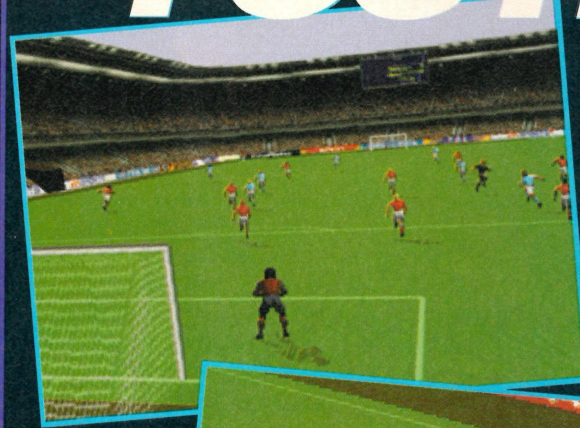
this 3D beauty and the action comes thick and fast. Visually stunning and lightning-paced, it should be available mid-1996. Not soon enough we say.



Only six months to go and games like this will be flooding our Nintendo minds.



ULTRA FOOTBALL



The Ultra 64 version of *FIFA* will definitely be better than the version to the right and probably better than the one above as well.



Electronic Arts have also announced plans to become part of the 'Dream Team' that is behind the Nintendo Ultra 64 plans. Their involvement is still largely unknown but one thing is for certain, they will be producing a football game for the Ultra 64.

A version of *FIFA* is likely to be forthcoming from those clever people over in Canada and Electronic Arts have promised that it will not be a

simple conversion of their respected *FIFA 96* PlayStation game, but will be a complete reworking to create the sort of football game never seen before. And if you know EA like we do, you'll know that they're not one to make idol boasts. No release date has been set as yet, but this is still absolutely superb news for new NU64 owners. Not least of all our own Rob.

LETHAL WEAPONS

4 NEW TITLES
TO TRY YOUR
HANDS AT

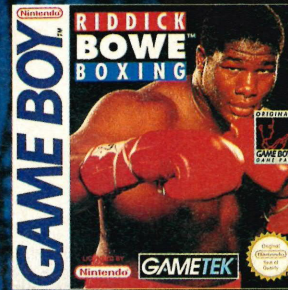


To many people Pinball represents true arcade fun, where the need for speed is addictive and quick hand to eye co-ordination essential. Pinball Mania brings the whole pinball experience to life in the palm of your hand. Flashing lights, bouncing atmospheric soundtracks and rapid 8-way scrolling keep your eyes firmly fixed on the ball, and your fingers burning the buttons. Choose from four exciting tables and discover those hidden bonuses, ball traps, and 1,000,000 point skill shots with multi-flipper play. Have a ball with the KICK OFF table or play TARANTULA to put some bite back into your handheld fun. Bored of being locked up with the same old cartridges, then initiate a JAILBREAK. Alternatively hit the JACKPOT and take a gamble on this game ... you're sure to find it a winner.



DUEL IN THE DESERT WHEREVER YOU GO! Now you can take the fury of modern armoured combat with you wherever you go – **SUPER BATTLE-TANK™** roars onto the Gameboy®! Take control of the fearsome M1A1 battletank and power over the dunes to wreak havoc on the enemy! All of the M1's lethal armaments are at your command – smoke screens, the 7.62mm machine gun, and the mighty 120mm main cannon! Realistic missions and manoeuvres put you in the thick of the dangers of modern armoured warfare!

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- 10 action-packed missions!
- Battle dangerous hordes of sophisticated Soviet-made weaponry!



TAKE A SWING AT THE CHAMP! He's king of the ring and wears two championship belts. Every heavyweight in contention wants a piece of Riddick Bowe ... but big daddy wants to *rumble* with you!

STEP INTO THE RING ... WITH THE HEAVYWEIGHT KING!

- Career Mode – lets you create – and save your own fighter
- 25 ranked fighters and 65 different boxers in all – each with his own personality and fight style
- Fighters age realistically throughout their careers
- Cool blow-by-blow sound effects
- Extensive punch selections
- Individual round and career stats
- The only side-by-side boxing game for the Game Boy.



STAR TREK® GENERATIONS BEYOND THE NEXUS™ TRAVEL INTO THE FINAL FRONTIER! Re-live the ultimate STAR TREK Adventure on your Nintendo Game Boy®! Based on the new **STAR TREK® GENERATIONS** movie from Paramount Pictures, **BEYOND THE NEXUS™** puts *you* in the middle of the most crucial mission of the U.S.S. Enterprise™!

On this voyage, a bizarre phenomenon brings together two of the famed starship's most honoured crews! You'll work side-by-side with characters from the original STAR TREK series and the popular syndicated hit STAR TREK: THE NEXT GENERATION®!

It's an incredible adventure in the 24th century!

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- Based on Paramount Pictures' seventh STAR TREK motion picture!

GAMETEK

Distributed by Gametek UK Limited, 258 Bath Road, Slough, Berkshire SL1 4DX, United Kingdom.

NINTENDO NEWS

DKC2 DELAY

There was confirmation at the Shoshinkai show that *Donkey Kong Country 2* will unfortunately have its UK release delayed. The finished game will be available in the USA and

Japan in December but will not be in British shops until January. So if you want *Diddy Kong's Quest* to be under your Christmas tree on December 25th then you'd better get on to your favourite importer round about now. Quick, quick, quicker!



BUSINESS AS USUAL

No rest for the wicked gamers. Nintendo Hotliners will continue their role as gaming Samaritans over the Christmas period so there is no need for despair when stuck on those new presents. The Hotline - (01703) 652222 - will be open for business from 10am to 3pm on Christmas Day, Boxing Day and New Years Day. They will be available between 11am and 8pm any other day during the Christmas period. Merry Christmas to them all.

ONE BILLION GAMES

Nintendo have sold their One Billionth video game and have been selling games at a rate of three per second for the last twelve years. That was the news we received

from America this month. And

were we surprised? Of

course not, we're

surprised more

haven't been

sold. Since

that first

Mario

game

appeared

back in

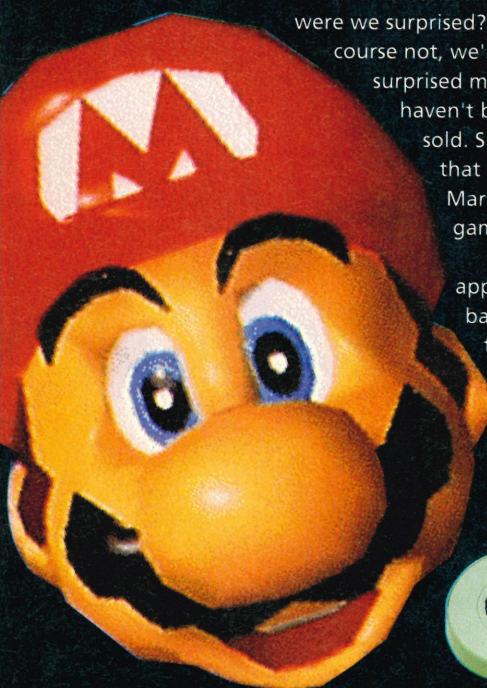
the

early

eighties, Nintendo have sold the equivalent of one game to every teenager in the world.

Over 2000 different titles have been produced with a massive 44% of all carts being sold in Japan. 42% were sold in America and the remaining 14% were spread over the rest of the world - so we have just a little bit of catching up to do.

And it all seems set to continue. Independent analysts have reported that new games for old systems are still the best bet this Christmas and will account for 70% of game sales. But then we've been telling you all this for months. Roll on two billion carts!



CHARTS

Virtually no change this month but expect wild swings next month as the Christmas rush is shown.



GB

- 1 1 **Zelda - LinksAwakening**
- 2 3 **Super Mario Land 3**
- 3 2 **Golf**
- 4 NE **Primal Rage**
- 5 4 **FIFA Soccer**
- 6 6 **Donkey Kong**
- 7 11 **Warioblast**
- 8 8 **Super Mario Land**
- 9 9 **Space Invaders**
- 10 5 **Kirby's Dreamland**



SNES

- 1 1 **Super Bomberman 2**
- 2 NE **Primal Rage**
- 3 3 **Animaniacs**
- 4 4 **Rise of the Robots**
- 5 2 **Mortal Kombat 2**
- 6 5 **Starwing**
- 7 8 **ISS Soccer**
- 8 6 **Super Int. Cricket**
- 9 9 **Jungle Strike**
- 10 7 **Donkey Kong Country**
- 11 15 **Cannon Fodder**
- 12 17 **Super Mario Kart**
- 13 14 **Micro Machines**
- 14 13 **Unirally**
- 15 19 **FIFA Int. Soccer**
- 16 11 **Cybernator**
- 17 10 **Super St. Fighter 2**
- 18 12 **NBA Jam TE**
- 19 RE **Mystic Quest**
- 20 20 **Kick Off 3**

Take on the Empire and the power of the Dark Side in this thrilling conversion of LucasArts Star Wars finest challenge. Faithful to the 16 bit version, control Luke, Han, Chewbacca, Leia or Wicket the Ewok. Battle through perilous missions, pilot space vehicles and then ultimately destroy the Death Star restoring freedom to the galaxy.



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1

'V' FOR VIDEOS

Gigantic silver spacecraft!
Friendly humanoid crews!
Hideous alien reptiles! Remember V? The late-night/early-morning paranoia-inducing sci-fi series straight from the nervous, sweaty mind-waves of the



conspiracy-fearing
conspiracy-fearers. And – hey! – now it's out on video!

We've got five copies of parts 1 and 2 to give away, and that's exactly what we'll be doing as soon as you lot get your act together and start sending us entries.

New from Warner Home Video, they're £7.99 each and available from the best in video shops the length and breadth of this tinker-like country. Good, eh?

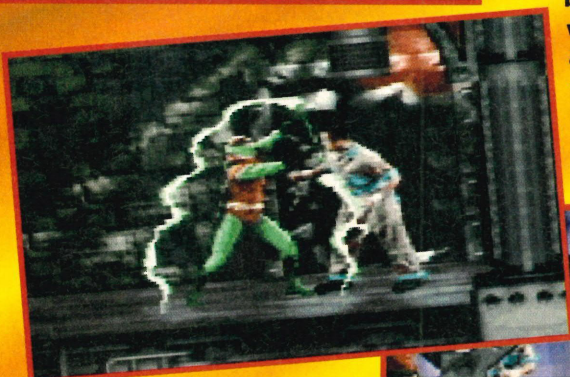
WIN!
5

2

FULL O' BEANS

Mr Bean. Funny little fella, isn't he? Makes us laugh until our pants go blue, he does. And, to celebrate the release of *Unseen Bean*, the latest and greatest Mr Bean video, some people that we don't know very well have given us a whopping ruddy great massive pile of Bean stuff to give away! Diaries, cards, posters, books and a thumping great wad of other Bean memorabilia joins the video, which includes an as-yet unbroadcasted

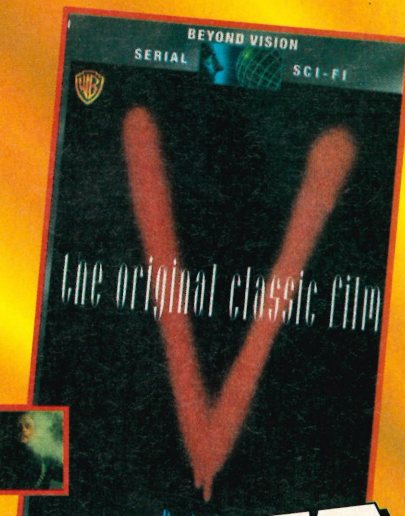
episode! Wanna win the stuff? Okay, then. Just enter...

WIN!
LOADS

3

BATMAN FOR NOW

THE summer blockbuster of the, er, summer, *Batman Forever* is about to wing its way over to your little video machines (there was a joke in there). And slap us giddy with perspiring kippers if the lads at TOTAL! haven't managed to blag their lovely readers five copies of the top-notch bat-related film! All you've got to do is send us one of those envelope-type things, and we'll do the rest! Available from all good video sellers extremely soon, they're worth a whopping £10.99. Um... but that's not all that much really, when you consider how good they are. But that's not to say they're cheap. Oh no. Look... just decide for yourselves, will you...

WIN!
5

TOTAL!

SELL

Hello and welcome to yet another fascinating mound of desirable and newly-released nonsense, courtesy of the funny little PR elves, and your veritable giants of friends at TOTAL! Like what you see, do you?

Want to get it all home, do you? Aw... go on, then... have some stuff on us...

WIN!
THE TAT

Three little words, each made up of three little letters. With, like, an exclamation mark on the end. Three little words, working as a team, highly effective. Striking smouldering desire into your little hearts, and that. Want the stuff you see, do you? Want it bad? Well, simply answer the following question, and, like, we'll see what we can do...

Who make the staples used in the TOTAL! office?

Would that be:

1. STANDARD Staples
2. MAPLE Staples
3. STAMPONYOURLEGS Staples

Send your entries to: Give The Post Room Boys More Money, TOTAL!, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

RULES

- No one aged 17 may enter. Oi – we don't make the rules, alright?
- If your name has 60% or more of the letters used in the name 'D R Smith', or you live within a five mile radius of the thriving metropolis of Romford, you may NOT ENTER. Hey – we'll bloody check, y'know...
- No correspondence will be entered into, unless your letter is REALLY funny or something.
- Whoever decides on making the decisions on who wins, has the honour of having the final decision, in which case rule three will come into action.
- Rule four does not entirely depend on rule three, but should be seen as being intrinsically linked with it.

4

TRADING CARDS

Trading cards are great. You can, like trade 'em. And look at 'em. And rare ones are worth money, so they are. Especially if there are only 25 in a set. And that set is one of the only ones in existence. Coincidental, then, that TOTAL! have managed to get hold of five entire sets of the very limited edition Ghostly trading cards, made especially for you by the tinkers at Manga to 'celebrate' their latest gawp-worthy film - *Ghost in the Shell*.



5

HURLEYS

Elizabeth Hurley: a lady who wears tight dresses. Elizabeth Hurley: a lady who hangs around with Hugh Grant, a man who hangs around with ladies in tight dresses. Hurley™ Distribution UK have just announced the much talked-about official release of Elizabeth Hurley, and your shiny-shoed tinker-friends at TOTAL! have managed to get hold of ten sets of Hurleys for your Hurling pleasure. Take them from us...



TOT@LLY!
on-line...

Oi! Sometimes, right, we like giving stuff away far too much for our own good. And then we start throwing prizes so far into the air, they eventually arrive in cyberspace. Would you, our loyal reader, like to know how to win even more of our top-notch giveaway produce? Well, get to our World Wide Web site, then. Find your way to <http://www.futurenet.co.uk> and just ask for Danny. He'll show you the way...

OUT

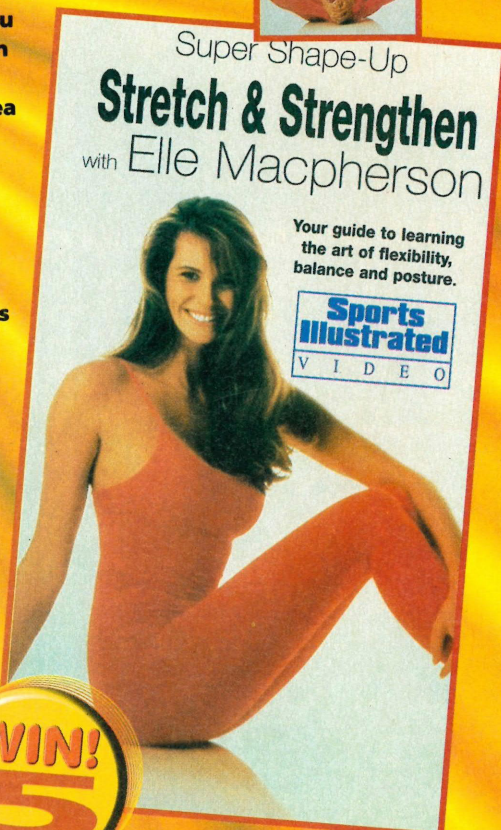
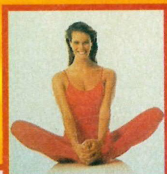
6

WORK YOURSELF INTO A SWEAT

YOU NEED TO GET FIT! Or maybe you don't. I dunno. But, just on the offchance, TOTAL! thought it'd be a good idea to let you experience the dubious pleasures that fitness videos can bring. Elle MacPherson, Jane Fonda and, um, Rosemary Conley (give it to your gran) have each begged us to feature their new videos in the magazine,

and, in a fit of hyperactive generosity, we decided to take pity on the poor

little darlings. So, because we so obviously are in no need of fitness help, we decided to force their wares upon YOU. Want to win 'em? You know what to do...



SFX



FREE BOOK!

THIS MONTH'S SFX COMES WITH A FREE 200 PAGE PAPERBACK, FEATURING SHORT STORIES AND EXTRACTS FROM ROBERT RANKIN, ANNE MCCAFFREY, KEVIN J ANDERSON, DAVID GEMMELL, GARRY KILWORTH, GEORGE LUCAS & CHRIS CLAREMENT, RAND & ROBIN MILLER, AND TERRY PRATCHETT...

ON SALE NOW!

PLUS! REINVENTING BOND FOR THE '90s, VOYAGER, TERRY PRATCHETT, MR SULU... AND WIN A DALEK!

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



1995 is fading fast. Like the cheap tracksuit you bought last Saturday from that middle aged, bleached-jeans market couple. 1996, though, is still as strong and virile as it's ever going to be... c'mon - let TOTAL! show you the future...

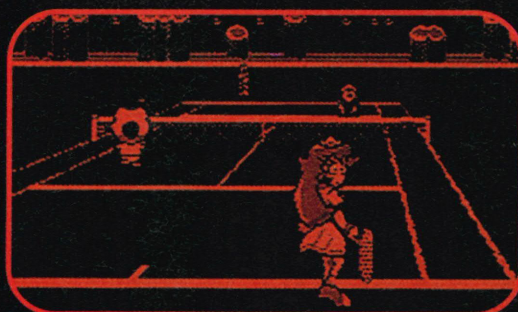
NEW NINTENDO

VIRTUAL BOY

1996 will be the year that the Virtual Boy, already hailed as a minor Nintendo success in America and Japan, should finally hit British soil. Not the most portable of portable systems, the machine will nevertheless be given an official UK release, retailing at about £170. Steep, we know, but there should still be quite a few nice little releases for it... stuff like...

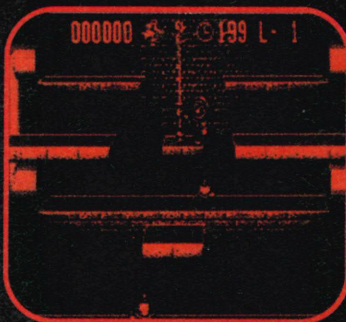
WaterWorld
Mario Clash
Wario Cruise
GoldenEye
Red Alarm
Teleroboxer
Virtual League Baseball
Mario's Tennis
Jack Bros
Galactic Pinball

MYSTIC P GUIDE



Mario Tennis is probably the best Virtual Boy title we've seen.

Or was it this rosey picture of health that made us happy?



That 1995 was great. 1995 was top. 1995 was everything the humble SNES-owning pad-waggler could have hoped for, and 1995 is about to be engulfed by the futuristic wonders of 1996. Ah well. Ba-bye, and all that. Tuck yourself warmly into Father Time's Duvet of History, sip a warm syrupy sippable drink, and cuddle right up with all the tiny baby molecule-sized parts of world history you so kindly brought us. OJ-bleedin'-Simpson. Oasis versus Blur. TOTAL! being good. But what can we, the abandoned children of 1995, expect from the next 12 months? Can it all be silver foil suits, monorail and food in tablet form? Or can we expect something that little bit special? TOTAL! did its gaming best to chuffing well find out...

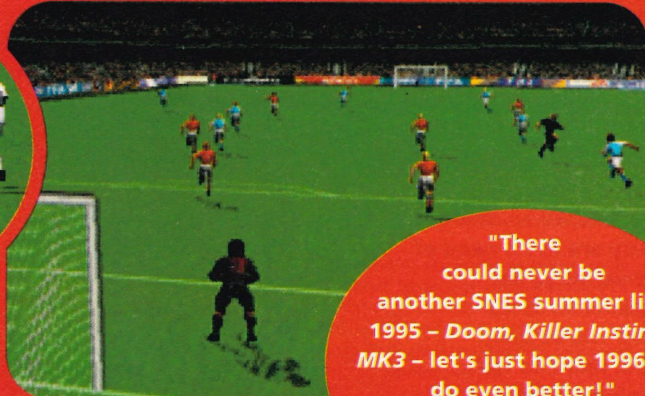
GAME HIGHLIGHT

FIFA '97, MADDEN '97, NHL '97 etc...

Some things in life are certain. Geography is dull, Eric Clapton can hold a tune together, and every year, we'll drown in a torrent of EA updates... 1996 should really be no different from 1991, 1992, 1993, 1994 and 1995, really. New FIFA Soccers, John Madden Footballs, and NHL Hockeyes will be joined by slightly newer updated titles like NBA Lives. Looking forward to them, are you? Oh... you say that every year...



Football on the Ultra 64 will be the best thing ever.



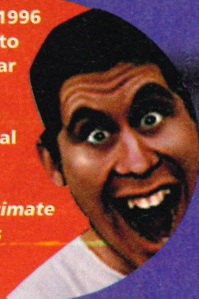
"There could never be another SNES summer like 1995 - Doom, Killer Instinct, MK3 - let's just hope 1996 can do even better!"

**LES ELLIS, GAMESMASTER
MAGAZINE**



"1996 promises to be a great year for Nintendo enthusiasts... the Ultra 64, the Virtual Boy... it'll have it all!"

Sean Atkins, *Ultimate Future Games* magazine



Here are more of the images that had us dribbling like idiots when they were shown in Japan.



EGGS TO 1996



NEW NINTENDO

THE ULTRA 64

1996 will be the year that the Nintendo-lovin' masses finally get to experience first hand the delights that Nintendo's latest and certainly most important machine to date can bring. But the fun doesn't stop with the release of the machine. Here's what else you can expect from 1996...

ALL CONFIRMED NU64 GAMES

Killer Instinct 2 from Nintendo
Cruis'n USA from Nintendo
Turok: Dinosaur Hunter by Acclaim
Unnamed Game by DMA Design
Ultra Doom from Williams Entertainment
Unnamed Game from Paradigm Simulations
Unnamed Game from GTE Interactive Media
Top Gun by Spectrum Holobyte
Mortal Kombat 3 by Williams Entertainment
Red Baron by Sierra Online
Unnamed Game by Software Creations
Unnamed Game by Angel Studios
Robotech Academy by GameTek
Unnamed Game from Virgin Interactive
Monster Dunk by Mindscape
Ken Griffey Jr. Baseball by Nintendo
Shadows of the Empire from LucasArts Entertainment
Final Fantasy from SquareSoft
Frank Thomas Big Hurt Baseball by Acclaim
Ace Driver from Namco
Mission: Impossible from Ocean
SoulStorm from Virtual Hollywood
Ultra Mario Bros. by Nintendo
Alien Trilogy from Acclaim

POCAHONTAS

Oh... it's got to happen, really, hasn't it? Rumour has it that Virgin and Disney are already tinkering away at what is bound to be another eye-full of animation and fistful of tried and tested Aladdin-esque gameplay, all shoved into a big vat and drenched in the cosmetic polish and style we're so used to.

What a lovely cartoon lady. She's sure to brighten up 1996 with her animated womanly charms.



Here are two more reasons that 1996 could be better than 1995. And better than 1994. And miles better than 1756.



GAME HIGHLIGHT

TOTAL!

AWARDS OF

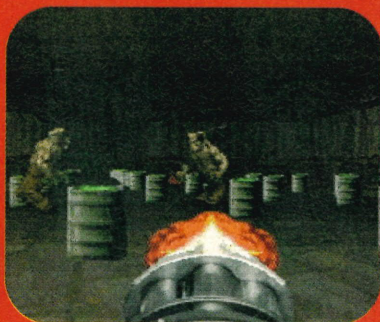
95

Yeah yeah - so we may be letting 1996 hog the limelight Nintendo-wise when it comes to causing readers to salivate handsomely over the achingly well-designed pages of **TOTAL!**, but - blimey! - since when were we experts? Nope - you lot out there are the real experts, and we want your views on 1995. What was it like for you? What was your favourite Nintendo experience? Who were your favourite Nintendo characters? Hmm? We want to know, so that we can reward those that you feel need rewarding... so we decided to create the **TOTAL! awards!** Vote away...

GAME HIGHLIGHT

GOLDEN EYE

Bond is back and box offices around the country are salivating in anticipation of his girls and guns fun he slaps over our big screens. An Ultra 64 version of the film is planned, with carts also following for the SNES and (we reckon) Game Boy. Should prove interesting to see whether the programmers will try anything different with their licence, or whether they'll simply revert back to the run/jump/shoot dross we've had to put up with over the last few years.



My name's 64. Ultra 64. Licenced to thrill and all that.

Hello, I'm _____

I live at _____

And I'm this old: _____

Listen, my favourite SNES games of last year were

1: _____

2: _____

3: _____

Oh - and my favourite Game Boy games were

1: _____

2: _____

3: _____

My favourite games TV show was _____

My bestest album of 1995 was _____

The bestest Nintendo newcomer of last year was _____

My favourite Nintendo character of 1995 was _____

And - cor! - games developers? I could name a few. But the best of 1995 was _____

What am I looking forward to most, out of all the things that'll be happening in the next year, you say? Well, _____

Right. That was it. All you've got to do now is either cut out or photocopy this here form thing, and send it to: The **TOTAL!** Awards Reader Questionnaire Thing, **TOTAL!**, 30 Monmouth Street, Bath, Avon, BA1 2BW. The first reader to be plucked from the nostrils of luck will win themselves a ruddy great three games of their own deciding! Not bad! And good luck!

"1996 will see the Super Nintendo soar to even greater heights... this may be the definitive year for the 16-Bit"

TONY MOTT, **SUPER PLAY** MAGAZINE

you can't buy this.



About to buy a new games machine?

Is it worth waiting?

Yes.

32 bit CD machines are fine, but they
don't cut it where it really counts.

They just don't have the power.

This does. 64 bit power. Nintendo Ultra 64.

The speed of silicon cartridge.

Not CD s - l - o - w.

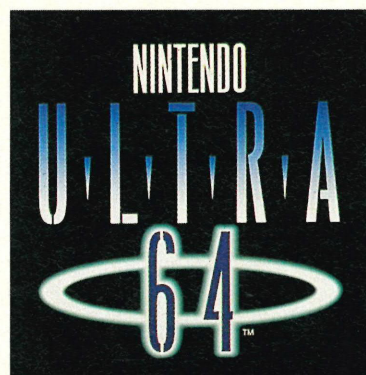
You can't buy it yet.

After all, nothing this good comes easy.

But do you really want something less
powerful?

WAIT FOR IT...

Nintendo®



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1995. It was good. It was grand. It was peachy-keen and cool as a bean. Oh – and it's about to disappear from our collective consciousness as Ted Rogers and Dusty did, as *Game For A Laugh's*

Rusty Lee managed to do, as it's so obvious *BoyZone* will have done by the end of '96. But what made '95 so good? What made it a year to remember? Well...

just ask Danny. Oh – and then read about what you really should have been playing week by week throughout the entire length and breadth of 1995. Here you are, then...

1995 THAT WAS THE YEAR

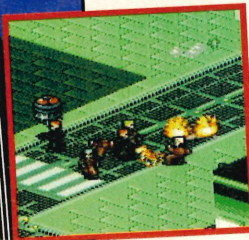
TOTAL!
Week 1

Cannon Fodder

93%

Annoyed by that Noel's Christmas Presents and its incessant pandering to the grubby working classes? Fed up with the uncontrollably, ultra-tedious, laxative-like effect of the *Last of the Summer Wine* Christmas Special? Want to shove your youthful fists into the flappy wrinkles of cheeky chappy Compo? Too many of your big sister's friends saying 'Chrimbo' instead of 'Christmas'? Tap into the game we

called 'less a way of life, more like a brill game. With guns'.



TOTAL!
Week 2

Syndicate

88%

Remember all that 'Stay Alive In '95' stuff? It's balls. Yeah yeah... so a violent start to the year. But games with flowers in them are very boring, and top-selling carts which include levels where saving kittens is the order of the day are generally unheard of. *Syndicate* is what we need. One of the best and most unnecessarily violent SNES affairs out there... and what you should have been more than mildly engrossed in week two of last year...

TOTAL!
Week 3

Hebereke's Popoon

90%

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

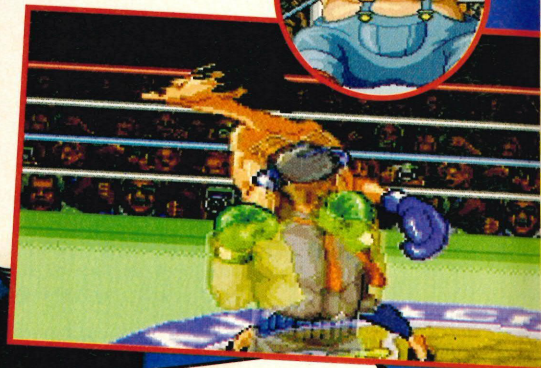


TOTAL!
Week 4

Super Punch Out!!

85%

More of that violence stuff to complete a month packed with fists and feet! *Super Punch Out!!*, as we told you this time last year, 'delivers plenty of variety, and excitement'. Not bad, then...

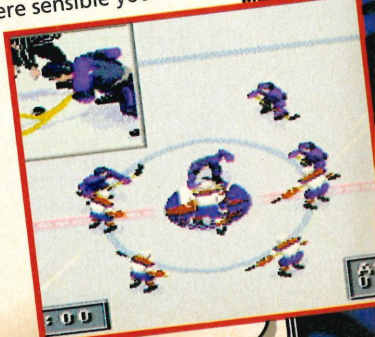


TOTAL!
Week 5

NHL '95

92%

'Get fit in '95'. Not a phrase that ever caught on. Mainly because it didn't rhyme, and partly because I just made it up. But, if you were sensible you'd have been getting hot on the ice. *NHL '95* was released, and you should have been playing this 'fine game'.





AR THAT WAS



Clayfighter 2: Judgement Clay 89%

A novelty-fighter for those times when you just can't be bothered with fatalities and scorptions, or mercies and orchids. Whatever... Clayfighter 2 made quite an impression on the TOTAL! team.



Stargate 85%

The Game Boy was in dire need of a decent puzzler, and Stargate fitted the bill with slimy ease. Expand your brain in week seven, and bleedin' well solve the mystery of the pyramids...



Unirally
A wondrously addictive, sprawling mass of gripping gameplay, cobbled together in only the most stylish way, and proving once and for all that the SNES is the best machine for simplistic carts with plenty of hidden depth, heavy on the playability and shining with the most polished cosmetic touches. It's original, it's fast, lastable, and ultimately deserves a place in any collection. Oh - and if you weren't playing this around February... well... what were you playing at?



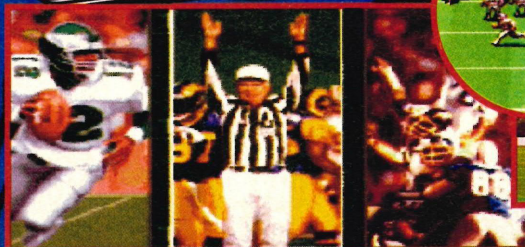
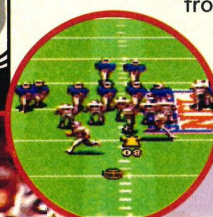
International Superstar Soccer 88%

Joining an overflowing pool of football carts, ISS nevertheless made a huge splash when it arrived in the TOTAL! office. Playable and fun, it showed us just what soccer sims should be all about...



NHL Quarterback Club 90%

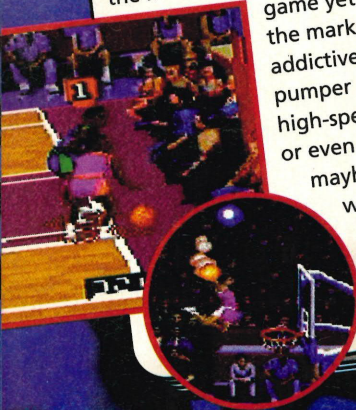
Stamping its studly feet all over the face of that funny little Madden man, NHL Quarterback Club managed to trounce all the opposition and come from virtually nowhere to steal the football crown. Helmet. Er... cup thing.



TOTAL! Week 11

NBA Jam Tournament Edition 92%

That tricky blighter, NBA Jam, proves himself to still be 'on fire', with one of the most outrageously self-confident game yet to have hit the market. An utterly addictive adrenaline-pumper perfect for high-speed two, three or even four player mayhem. This is what we reckon deserved to be slotted into your SNES for week 11...



TOTAL! Week 12

Sequest DSV 83%

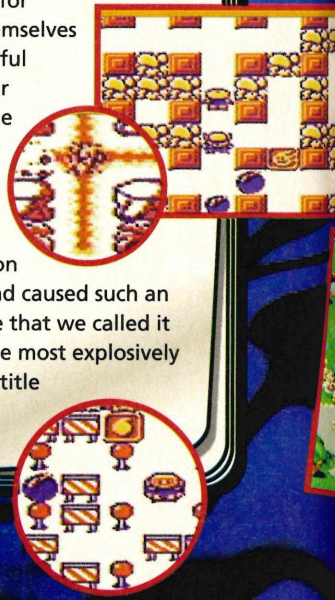
The TV series aspired to be an underwater *Star Trek*, and the cart wanted to be a sub-aqua *Desert Strike*. Although both have fallen a tad short, the game still manages to beat the TV version on grounds of addictiveness and... well... quality. Good.



TOTAL! Week 13

Wario Blast 92%

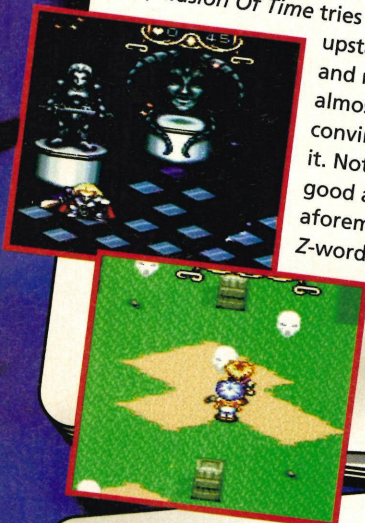
Absolutely perfect for anyone finding themselves enduring the stressful rigours of, say, a car journey through the vales of north Wales, *Wario Blast* induced screams of joy and delighted frustration upon its release, and caused such an uproar in the office that we called it 'almost certainly the most explosively exciting Game Boy title available'. Hurrah!



TOTAL! Week 17

Illusion Of Time 86%

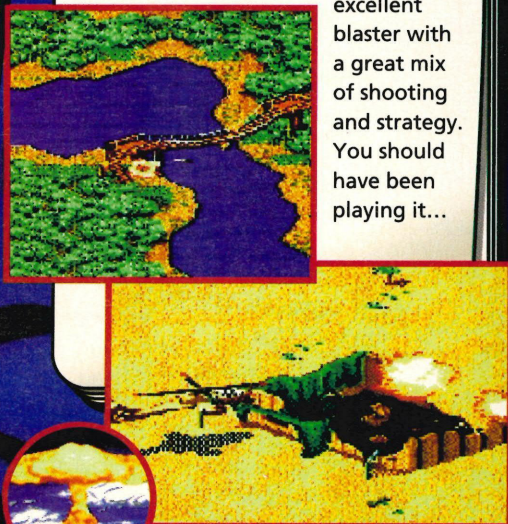
An enormous and very entertaining RPG, *Illusion Of Time* tries its best to upstage *Zelda*, and makes an almost convincing job of it. Not quite as good as the aforementioned Z-word, it still deserves a week of your time...



TOTAL! Week 18

Jungle Strike 91%

A rumble in the jungle in a big way, EA managed to improve the Mega Drive version in almost every way. An excellent blaster with a great mix of shooting and strategy. You should have been playing it...



TOTAL! Week 19

Animaniacs 82%

Great platform action on the Game Boy, *Animaniacs* proves a top laugh for not only true fans of the series, but anyone with a penchant for platform jumpabouts.



TOTAL! Week 22

Jungle Strike 87%

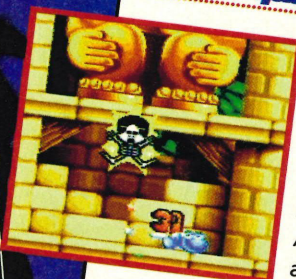
The Game Boy finally received its finest *Strike* conversion to date. The game Atko sadly said 'Not bullet-ridden bad!' of, it's a huge festering motherhubbard of a cart, guaranteed to last and excite to the end. So we reckon it's a bit good, then...



TOTAL! Week 23

Putty Squad 90%

Ooh... how we love originality. Slap an original veneer over an original base, and we're more than happy. Take *Putty Squad*, for example. An imaginative and atmospheric strategic platformer. It'll make you laugh, it'll make you rant, it'll make you drop your underpants. It's just... different. And quality-packed, too.



TOTAL! Week 24

Super Turrican 2 91%

What Andy called 'the most potent shooter for some time', week 24 of the mystical orange we called '1995' was packed with the overall loveliness brought to us by *Super Turrican 2*. Ooh... you BETTER have been playing it...



TOTAL! Week 14

Theme Park

93%

Well... it was probably a little hard to be playing this way back in week 14, seeing as Ocean have only just got their incredibly top *Theme Park* out in the shops. But, if you were us, this is what you'd have been spending most of your non-working time doing. And if you were Rob, this is what you'd have been

spending your supposed work-time doing as well... A thoroughly satisfying game.



TOTAL! Week 15

Fever Pitch

85%

Although it lacked the realism of *International Superstar Soccer* and *FIFA*, *Fever Pitch* nevertheless proved that fast, furious footy, full of fouls and fun can be a welcome alternative to the seething mass of sporty sims out there.

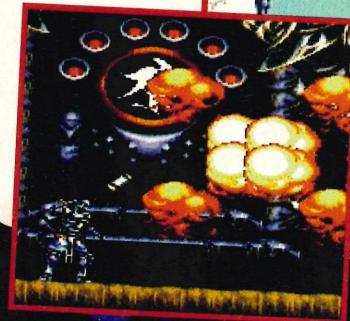


TOTAL! Week 16

Hagane

86%

Andy got very excited about this one. Although groundbreaking it ain't, it still manages to pack good, solid gameplay with polished, trustworthy graphics. Good.

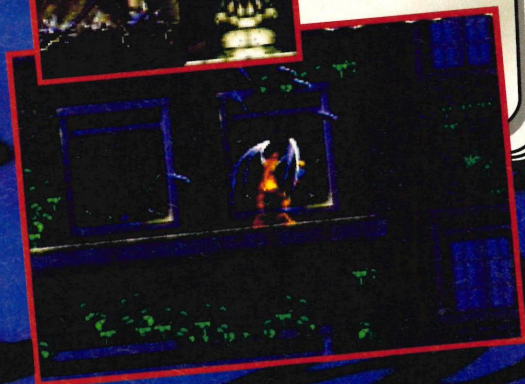


TOTAL! Week 20

Demon's Crest

82%

Very entertaining for a week, this, and should last die-hard gamers about as long. Plenty of variety and challenge while it lasts, though, providing entertainment in abundance.



TOTAL! Week 21

The Firemen

87%

The Firemen is an innovative top-down squirt-'em-up, tough and great fun to play, but shouldn't last you much past week 21. Excellent fun while it lasts, though...

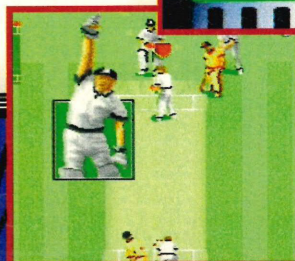
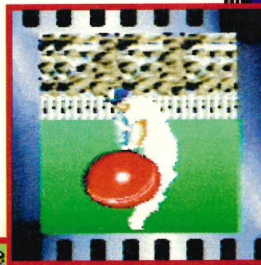


TOTAL! Week 26

International Superstar Cricket

84%

Exactly halfway through 1995, and things look like they could be starting to get very, very good for SNES owners throughout the world. First, though, we've got to get the seasonal japey out of the way. Cricket. And surprisingly good cricket, at that. Why weren't you at it?



TOTAL! Week 25

Judge Dredd

86%

Film licences have had a notoriously hard time during the conversion from big screen to the fiddly joypad. And, with the summer of blockbusters we had, it was great to see a game like *Judge Dredd* pulling itself out of the cesspit of mere adequacy. Took up all of week 25, that did...



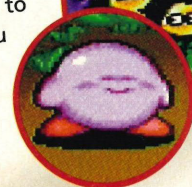
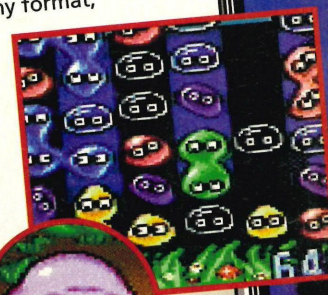
TOTAL! Week 27

Kirby's Avalanche

91%

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

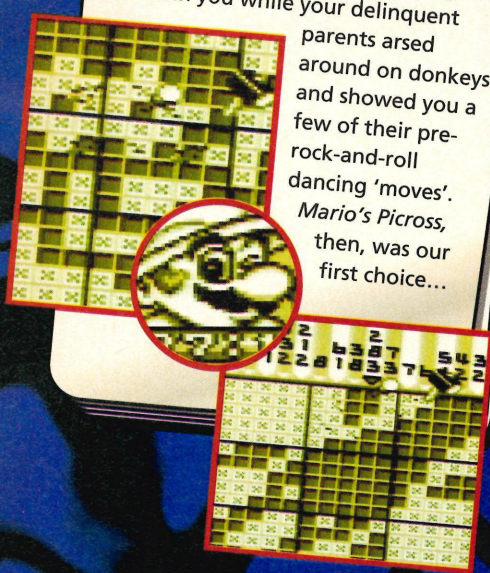
Su-poib!'. So sang Mister Atko after playing his way through *Kirby's Avalanche* during week 25. And, to be honest, you really should have been singing along with him...



TOTAL!
Week 28

Mario's Picross 80%

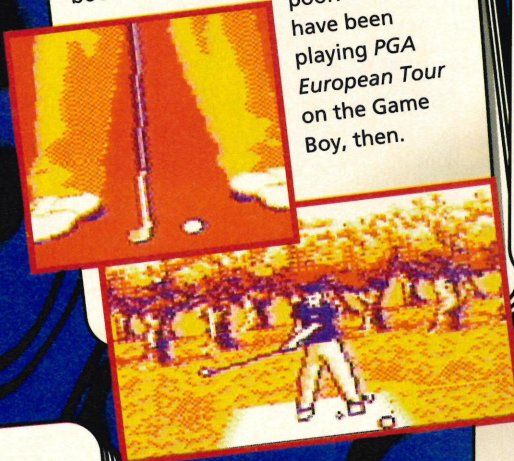
What with you lot off on your holidays, we reckoned you'd need something to entertain you while your delinquent parents arsed around on donkeys and showed you a few of their pre-rock-and-roll dancing 'moves'. *Mario's Picross*, then, was our first choice...



TOTAL!
Week 29

PGA European Tour 80%

Still on holiday? Still dancing the greasy fandango while undersized 13-year-olds called Kelly tug at your elbows as East 17 foams out of the Saisho 3-band 'boom box' near the slightly-too-green pool? Should have been playing *PGA European Tour* on the Game Boy, then.



TOTAL!
Week 30

4-in-1 Funpack Volume 1 88%

High on both gameplay and lifespan, the first *4-in-1 Funpack* for the hand-held proves itself an undeniable must-buy. If you like that sort of thing. Sorry.

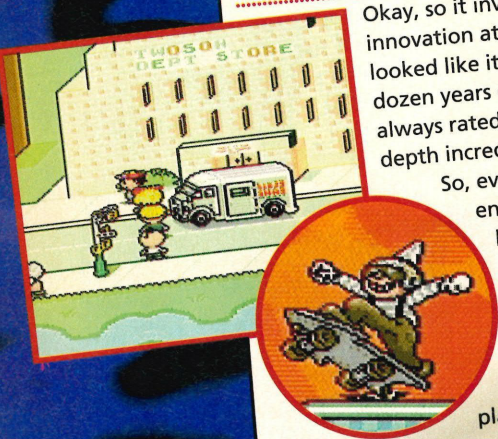


TOTAL!
Week 34

Earthbound 85%

Okay, so it involved no innovation at all, and looked like it was at least a dozen years old, but we've always rated gameplay and depth incredibly highly.

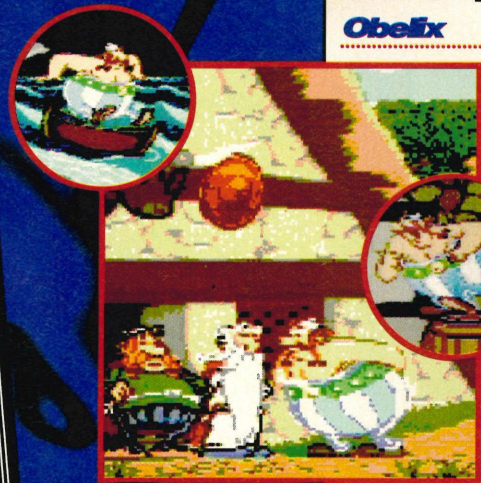
So, even if you were enjoying the last belches of summer sunshine, you really should have been stuck inside playing this.



TOTAL!
Week 35

Obelix 84%

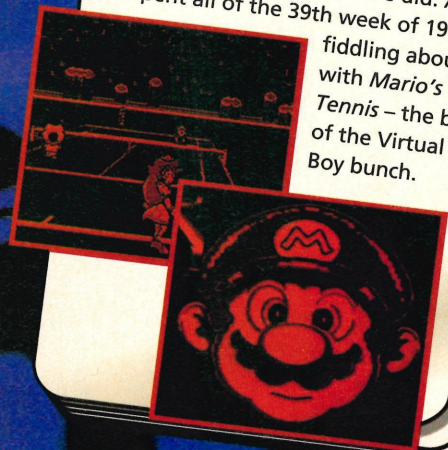
Got your Game Boy ready, then? Been a bit of an exciting month, then, hasn't it? Well, *Obelix* made its debut this week, meaning that now even the most of hard-of-heart could be made to glow and swelter under His guiding light. Simple, effective and varied. Nice, too.



TOTAL!
Week 39

Mario's Tennis 80%

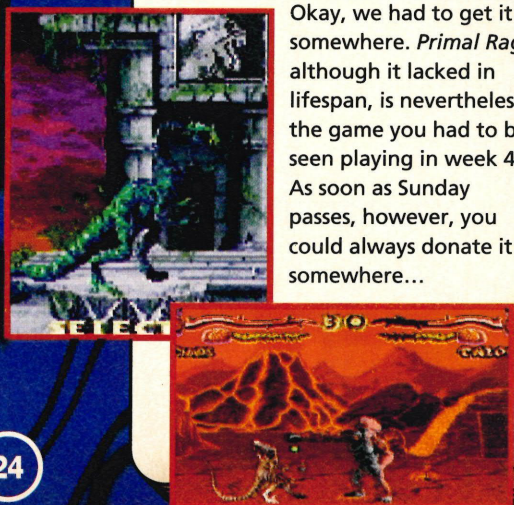
Managed to get your stinky little hands on an import Virtual Boy? We did. And we spent all of the 39th week of 1995 fiddling about with *Mario's Tennis* – the best of the Virtual Boy bunch.



TOTAL!
Week 40

Primal Rage 79%

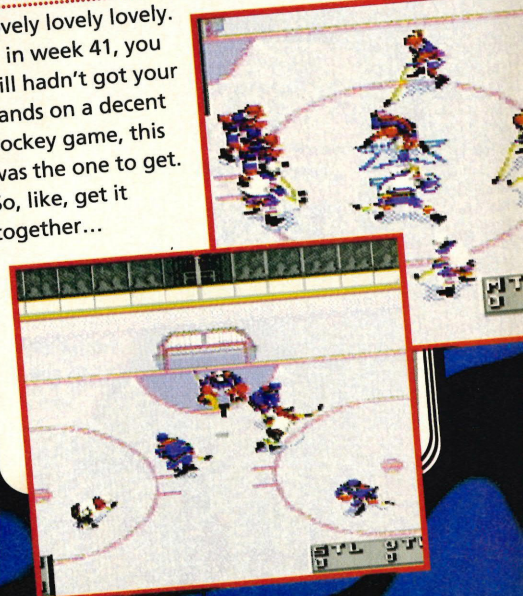
Okay, we had to get it in somewhere. *Primal Rage*, although it lacked in lifespan, is nevertheless the game you had to be seen playing in week 40. As soon as Sunday passes, however, you could always donate it somewhere...



TOTAL!
Week 41

NHL '96 92%

Lovely lovely lovely. If, in week 41, you still hadn't got your hands on a decent hockey game, this was the one to get. So, like, get it together...



TOTAL! Week 31

Bust-A-Move

95%

'Utterly stupendous', we said. 'All that talk about playing it until your head explodes is true'. 'Completely addictive and 100% slick', we said. 'It's a winner', we said. And '95%', we said. Does more have to be said?



TOTAL! Week 32

Donkey Kong Land

93%

Absolutely and undeniably the monkey's nuts. The Game Boy has never seen a game of such incredible quality, all packed within the sleek plastic loveliness of a cart no bigger than an gnome's briefcase.

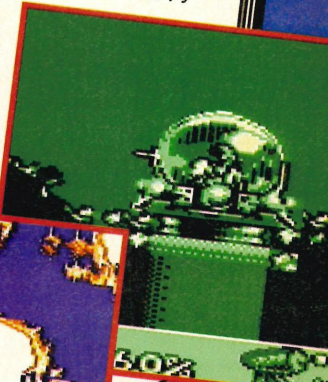


TOTAL! Week 33

Earthworm Jim

94%

Tsk. Wouldn't you know it? This time last week you were playing the game to make the Game Boy's life a happy little one, and then along comes this little fella. Earthworm Jim, as we said, is an 'absolute Grade A classic'.

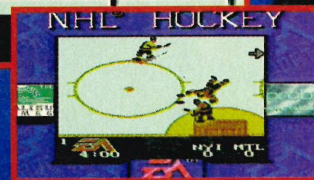


TOTAL! Week 37

NHL Hockey

81%

Right. It was getting cooler by week 37. The grass was getting bluer. The sky was getting greyer. And Game Boys around the country were bleeping like blizzards in eager anticipation of NHL Hockey. And week 37 was also the week it arrived...

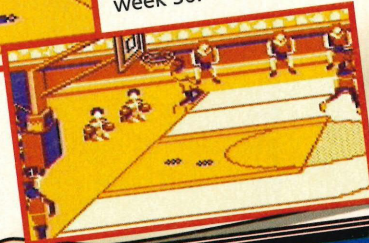
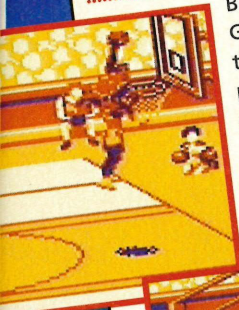


TOTAL! Week 36

NBA Jam TE

89%

Blimey! More of those Game Boy shenanigans, in the form of the ever-pleasing, constantly sweet-smelling NBA Jam Tournament Edition. Lovely for those ever-colder summer days of week 36.



TOTAL! Week 38

Batman Forever

91%

'A smart movie licence combining excellent film atmosphere with great gameplay', Rob called this. And he was right, surprisingly enough.



TOTAL! Week 42

Super Return Of The Jedi

83%

The last in the trilogy certainly proved itself to be an improvement on the first two Game Boy Star Wars adventures. It's challenging, varied, addictive, and should have lasted you way beyond week 42.

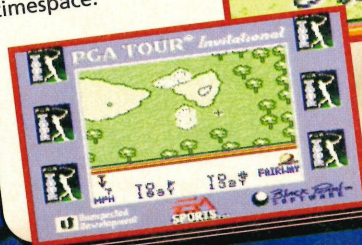
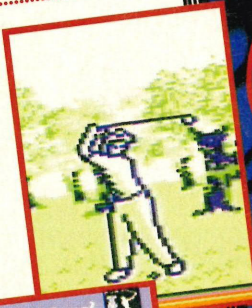


TOTAL! Week 43

PGA Tour Golf '96

80%

'Not a game to sell your grandmother's soul for', I reckoned, 'but by all means consider a short term leasing agreement'. A week sounds like the right kind of timespace.



TOTAL! Week 44

Super Bomberman 3

91%

Oh... you knew you were going to love this 'un - It's the cart to play with your excited, pre-Christmas pals. Possibly one of the best multi-player games ever created, Bomberman 3 takes the series to new heights. It's a blast!

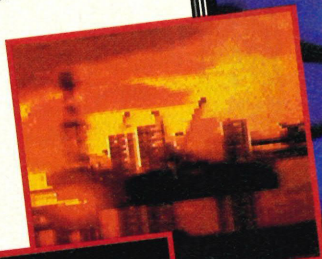


TOTAL! Week 45

Urban Strike

88%

Despite the odd glitch and twitch, *Urban Strike* still proves an immensely playable, hugely addictive and stupidly-tough action cart. Very, very good indeed, and should last you as long as you want it to.



TOTAL! Week 48

Mortal Kombat 3

94%

Quite possibly the finest beat-'em-up ever slapped on a cart, *Mortal Kombat 3* will last far beyond week 48. Far beyond week 408. It's good, you see. Some would say 'brill'. We simply say '94%'.

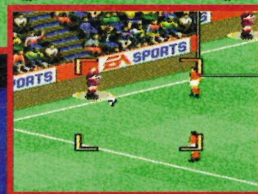
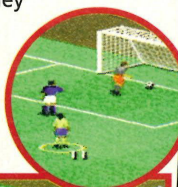


TOTAL! Week 46

FIFA '96

89%

FIFA's always been great. *FIFA's* always been brill. You know where you are with *FIFA*, and when they start improving it... well... bloody hell. This certainly had us all sticky with footballing excitement.

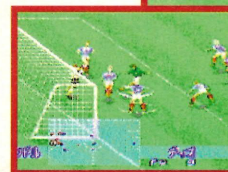
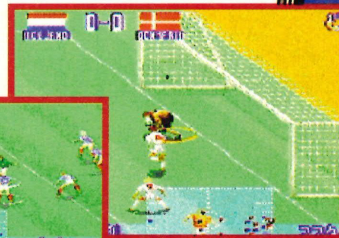


TOTAL! Week 47

International Superstar Soccer Deluxe

95%

Oh yes... definitely the overall office favourite here at Future Publishing. Rob loves it, Danny loves it, Atko loves it, Andy's rubbish at it... *ISS Deluxe* holds a very dear, very special place in our hearts.



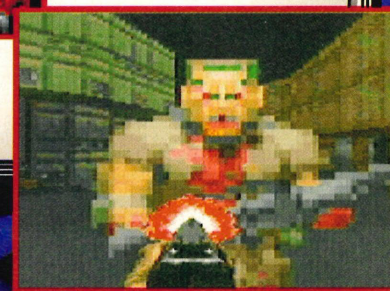
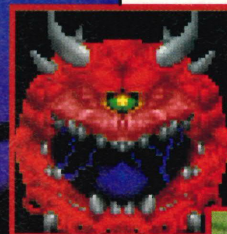
TOTAL! Week 50

Doom

93%

Christmas time! Blimey! But which of your hastily-unwrapped carts will make it to the SNES first? Well, slapping *Doom* in there will only ensure nothing else

makes it there for at least a week. Gut-wrenchingly, spleen-splittingly, gore-spreadingly, gun-totin'ly, arse-poppingly BRILLIANT! Keep on playing...



TOTAL! Week 49

Earthworm Jim 2

90%

Crazybonkersmad wormy adventure dribbled straight from the quality-packed bowels of Dave Perry (the famous, rich, successful one), *Earthworm Jim 2* at once delights and frustrates... hell - play it for more than a week if you want. IT'S THAT GOOD!



TOTAL! Week 51

Killer Instinct

92%

A top job of converting a coin-op classic to the 16-bit. Looks great, sounds

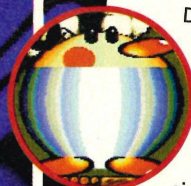
great, plays great. It's great. And if you didn't open a KI-shaped parcel on Christmas morn, well... I think Noel's

Christmas Presents is about to start...



Another year over a new one begun

Cor... a beast of a year for SNES and Game Boy owners, eh? Still, Nintendo are far too good at bettering themselves year by year to let 1996 make its entrance to the videogames history books as the slightly less-attractive, clumsy cousin of 1995, we reckon. So we've shown you what to expect in 1996 and we've reminded you why 1995 was so great, all there is to do now is get on with it. So grab your SNES and dive headlong into next year with TOTAL! as your guide.



TOTAL! Week 52

Yoshi's Island

94%

Definitely the last game to play in 1995. It'll last you at least half-way into 1996, see. Absolutely bleedin' huge action-platformer, packed to its aching sides with the same run-jump-'n-shoot loveliness which made previous *Marioesque* games so much fun. THE game of 1995.





INTERNATIONAL SUPERSTAR SOCCER



TM

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*It's a whole new
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It's more than just a sequel...



**New teams, new players,
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- ★ Increased CPU intelligence to challenge beginners and experts alike
- ★ 36 international teams featuring recognisable celebrity players
- ★ Real, live commentary, 7 different stadiums and new stadium video screen
- ★ International Cup, World Series and fully editable tournament modes
- ★ Choose from 16 formations, 8 strategies, 20 players and 9 adjustable player skills to create your perfect team
- ★ Four way play also possible



A load of old balls it ain't!



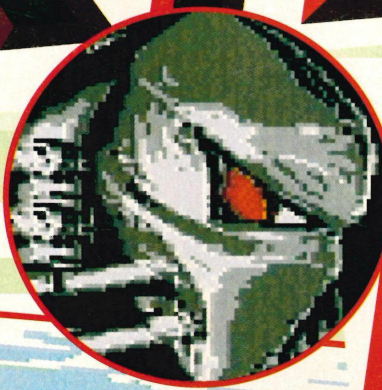
Release Date: 3rd November 1995

SUPER NINTENDO
ENTERTAINMENT SYSTEM

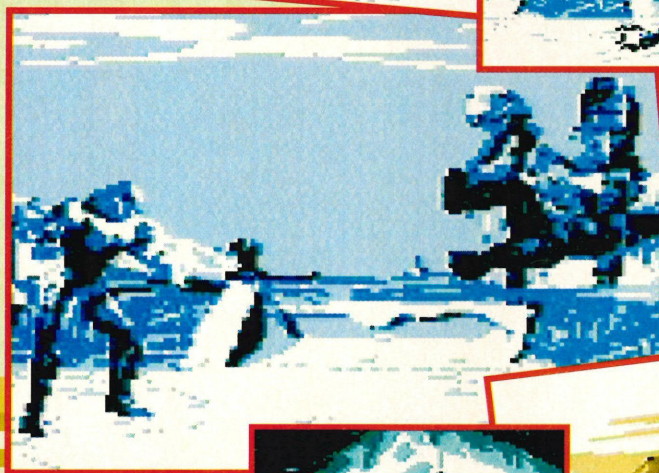
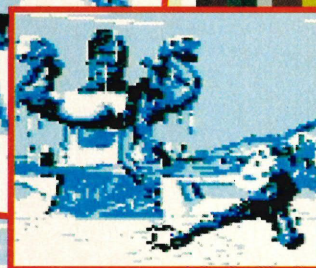
PREVIEWS

KILLING

If looks could kill. Even some eyes can have a Killer Instinct. Don't look at it!

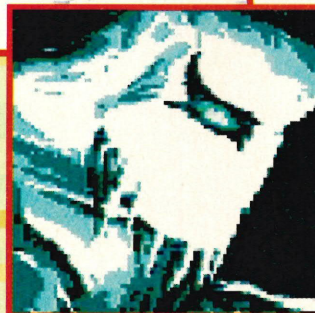


This is really no time to start forming poses, with someone having a good kick at your ankles. You want to start fighting back a bit, mate.



Despite the Game Boy's limitations there are still plenty of fighting arenas.

Glacius is related to the elephant man. Apparently.



You wouldn't want to fight him would you? So make one of the characters do it for you instead.



KILLER INSTINCT

Just to reassure you that the options screens are all there, we included these two very boring grabs. Kind of us or what?

Fisting and footing its way through the crowd of semi-delinquent, half-baked Game Boy fighters, *Killer Instinct* strikes a sexy, dominant pose amid a group formerly known as 'crap'. Still in the character-building stages of development, the game looks and plays surprisingly well, with well-animated sprites taking their place next to instinctive gameplay and numerous unnecessary but welcome additional cosmetic touches.

And although two characters, Cinder and Riptor, haven't made it into the game, the cart is distinctly *Killer Instinctish*. Each of the character fatalities has made it in, along with the final game guardian, notorious arse-collector Eyedol. And, even though the move selections have had to be limited somewhat by the lack of buttons found on yer average Game Boy, it all manages to hold together very well, producing what could well become a favourite with those dying for a quick hand held blast. Looks like it could be a winner...

Orchid and Glacius look longingly into each others eyes, and then beat the crap out of each other. Awww.

The backgrounds in the gym are impressive and Nintendo have done a fine job fitting them on the hand-held.

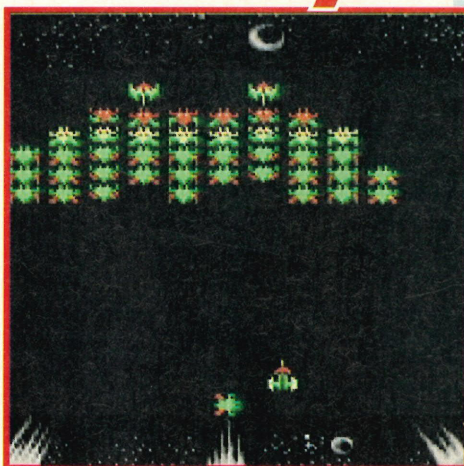
FOR: GAME BOY
FROM: NINTENDO
CATEGORY: BEAT-'EM-UP
PLAYERS: 1-2
DEVELOPER: NINTENDO
AVAILABLE: JAN
97% COMPLETE

0 20 40 60 80 100

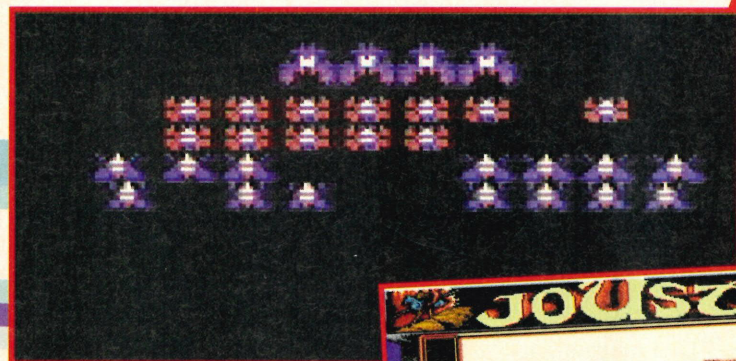
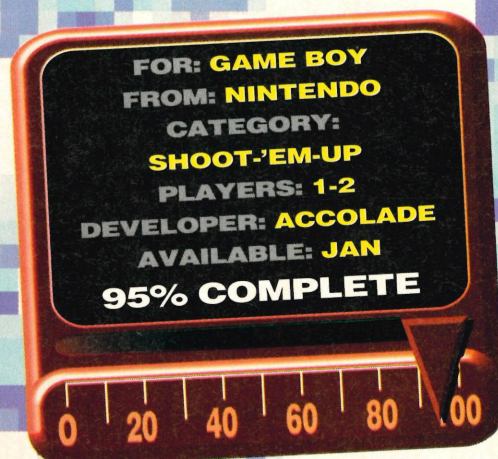
GALAXIANS/GALAGA

Two games to have kept thousands of dribbling pre-NES coin-op/chip shop layabouts gibbering like Margarets until their fix of *Space Invaders*-esque arcade action would get the better of them, *Galaxians* and *Galaga* put you in the space shoes of some brave hero or other, desperate for peace and harmony in a universe plagued by an evil force. Called Kelly. Probably. Anyhows, the Game Boy version remains startlingly true to the original, which... well... is just as you'd expect, really.

Graphics remain suitably simple, and with this comes clarity and ease-of-looking-at-themness. Good. Could the *Space Invaders* style be the next big Nintendo thing, then? Um... no. But we'll keep you informed all the same.



Ah, this takes me back to my mispent youth.



Those were the days, all crowding round some crappy machine.

Joust was another 'must play' title, but is it any good now?



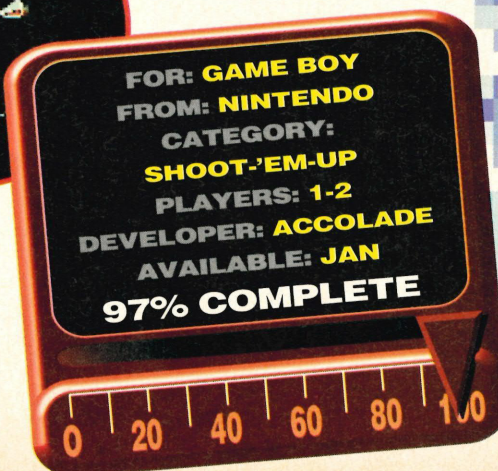
DEFENDER/JOUST

Bit of a massive arcade smash, this. Well, not just a 'bit' of an arcade smash. An actual, no-money-back-guaranteed arcade smasher in its own right, to be honest. But to be just as honest, *Defender's* not a game that's done too well whenever it's been reintroduced to different systems. Take the Atari Jaguar version, for example. Anyone? (Ha - Rob). Ah well... just stick to the Game Boy's cart, then. The GB is the perfect platform for a game like this - top for quick pick-up-and-plays, and easily-accessible at all times. And *Joust*? You sit on ostriches, and fly into people. Perfectly playable, perfectly addictive and perfectly Game Boy. So there.

Like *Scramble* after it, *Defender* was a superb horizontal shooter.

It may not look like much to you, but that's history.

An arcade machine on a GB screen. That's post-modernism for you.



RETRO GAMING

Never the last games to be invaded by small, sweaty, rasping children (probably with lisps) *Asteroid* and *Missile Command* make welcome returns to the gaming community with their release on the Game Boy. Already looking like perfect hand-food for long car, bus, cow or leg journeys, the cart features all the original-style graphics, as well as a few extras added by the programmers to make your eyes fizz that little bit more. Storylines? God knows. Make 'em up. All you need to know is that in *Asteroids*, the point of the game is to rotate your little fighter around and make sure that none of the

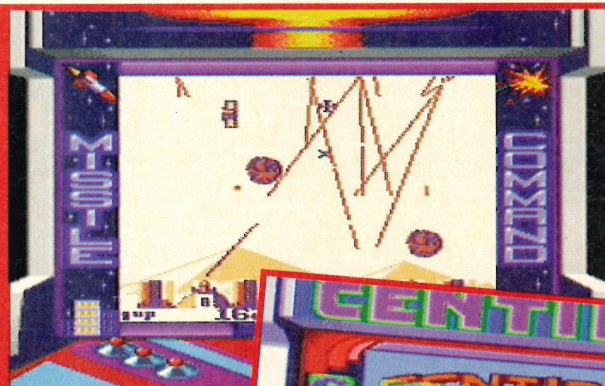
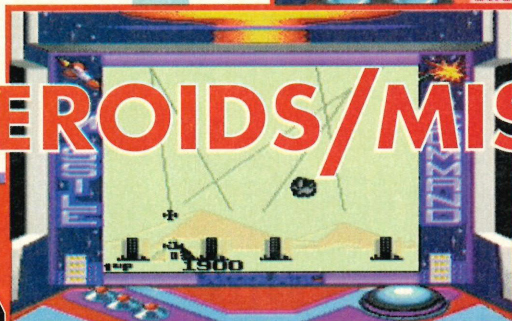
oncoming meteorites do you any damage. Oh - and in *Missile Command*, all you'll need to do is stop a shower of missiles from striking your tiny bases. Easy peasy lemur squeezy, or something.



FOR: GAME BOY
FROM: NINTENDO
CATEGORY:
SHOOT-'EM-UP
PLAYERS: 1-2
DEVELOPER: ACCOLADE
AVAILABLE: JAN
96% COMPLETE

Asteroids used to be my all-time favourite game ever. Until another game came along.

ASTEROIDS/MISSILE COMMAND



Now *Missile Command*, that really was my favourite.

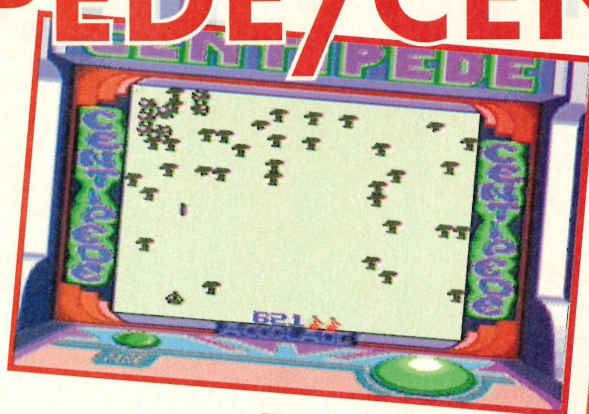


Or was it *Centipede*? So many great games.



MILLIPEDE/CENTIPEDE

Not a game that's ever been a favourite with any of the **TOTAL!** team, *Millipede* joins *Centipede* for yet an-bleedin'-other Game Boy compilation cart. The game sees you as the (sigh) lone defender, odds stacked against him, enemies coming thick and fast. Graphically, the cart's remained basically true to the arcade original, with slightly improved sound and a few extra little cosmetic touches here and there, all attempting to liven up a potentially dull-looking game. But - hey! - it's gameplay that counts in this motherhubbard of an industry and, if the programmers have managed to capture the wonderessness of arcade game past, then this really does seem very promising indeed...



Millipede is very much like *Centipede*. Strange that.

FOR: GAME BOY
FROM: NINTENDO
CATEGORY:
SHOOT-'EM-UP
PLAYERS: 1-2
DEVELOPER: ACCOLADE
AVAILABLE: JAN
98% COMPLETE



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Ultra 64
Shadows of the
Empire



The TOTAL! review crew

Next time you see these three gorgeous hunks, it'll be 1996. So how can these virtually perfect creatures improve themselves? It's resolution time.



ROB

You might not have noticed but I like football. You probably didn't realise as I tend not to mention it too often. Well I'm going to try other sports next year. Blow football... no, subbuteo... Doh!

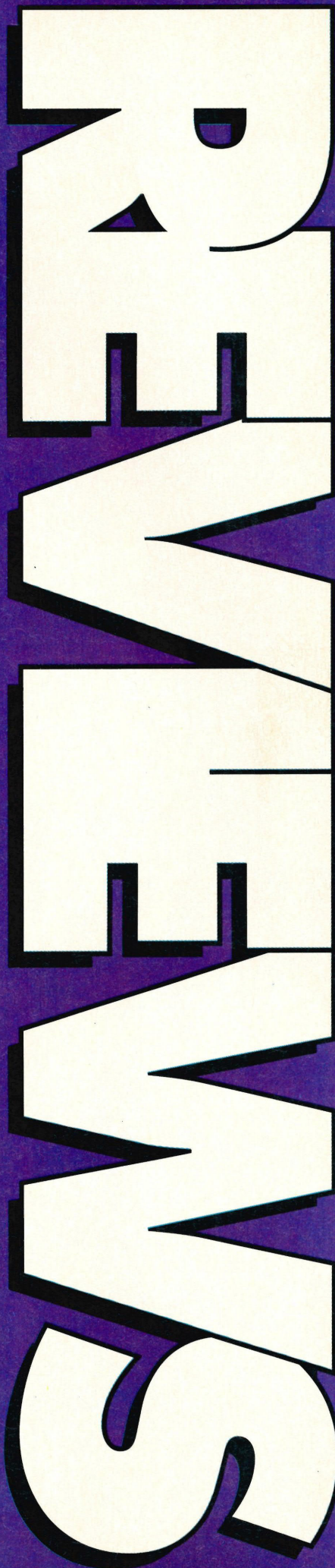
DANNY

I'm going to stand up for myself more next year and not let people bully me as much. I'll be stronger and more decisive. I'm not going to take any nonsense. Probably. If that's okay with you Rob. And you as well Andy. Oh and you Debs.



ANDY

I'm not going to be as stupid any more. I'm fed up with being called Thicky so I'm going to get my thinking cap on, eat some fish and get my brain to do some mental press-ups. It's time to wise up. That's going to be my New Year's revolution.



Super NES

MICRO MACHINES 2 34



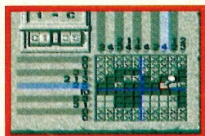
It'll drive you very literally up the wall. Possibly even across the lino and round the bathroom floor.

DKC 2 38

And about time too. Is this the best platformer ever to grace the SNES? Find out NOW!



MARIO'S PICROSS 42



A big hit - with a big chisel - on the Game Boy, can it carve out success on the SNES?

FRANTIC FLEA 44

Is this the best ever platformer that stars head lice? Why not watch and know!



HUNGRY DINOSAURS 46



Another puzzle game and a prehistoric one at that. Find out if it's mammoth. Or not.

SECRET OF EVERMORE 48

RPG's are weird and you need a weirdo to review them... so turn to page 48 and see what Andy says.

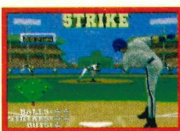


90 MINUTES 50

Yes, it's a football game, but no Rob didn't review it. He played it a bit though.



BIG HURT BASEBALL 52



One of the best looking sports games in a long time, but is it any good? Find out!

NFL Q'BACK CLUB 96 54

Get padded up because we've got a well hard title for you. 96 on 54, hurt hurt. Etc.



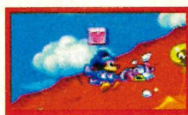
MECHWARRIOR 3050 56



Macho blasting fun as we put on our metal pants and go walk about.

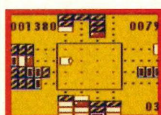
MICKEY & MINNIE 59

The two Disney favourites run away to the circus. We leg it with them.



Game Boy

ZOOP 60

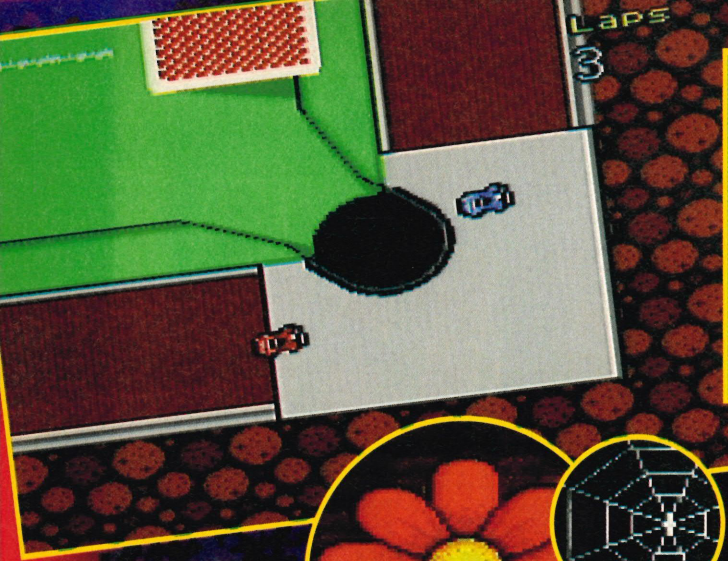


Sometimes games you hate on the SNES come good on the GB... Zoop better hope that's true.

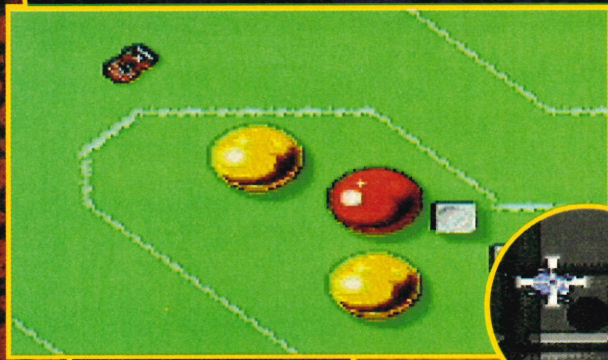
FIFA '96 62

Could this be the footy game that finally gains Premier League status on the GB?



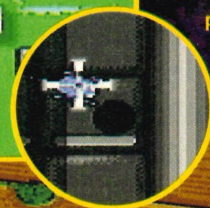


Massive pool table, tiny cars. Take the playing card ramp up, turn sharp and avoid the pocket. Simple.



Left: Cruel placement of pool balls means you can't cut out the hairpin bend.

The choppers have their own peculiar problems to deal with. But more of that later.



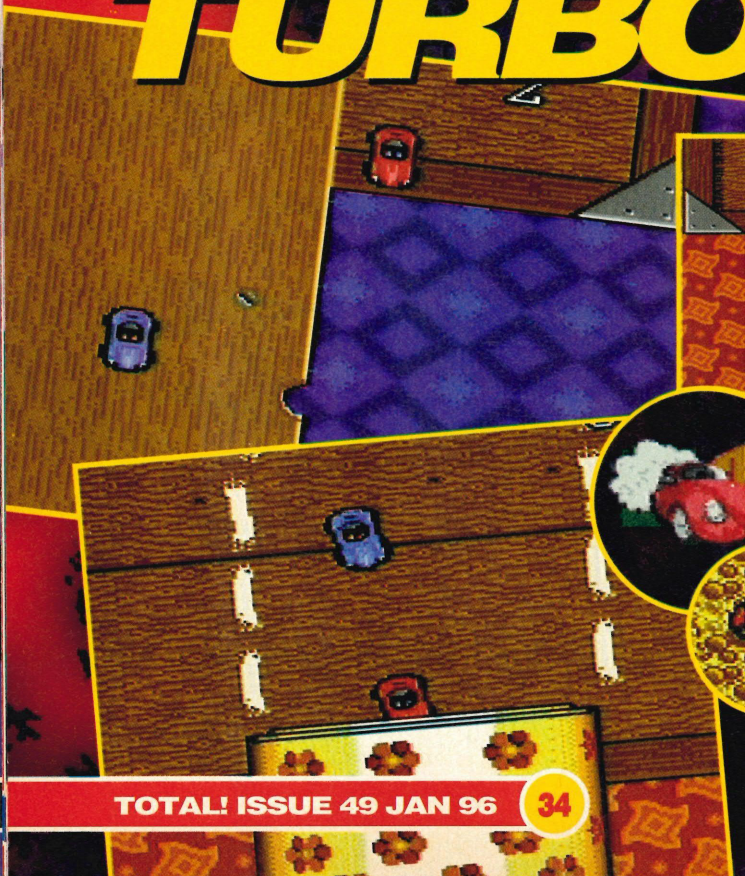
Right: avoid the fruit, stick roughly between the white lines and you'll be okay.

The cobweb appears after a jump. Land on it and it trampoline you onward.



TOTAL!
SNES REVIEW

MICRO MACH II TURBO TOURNA



Above: Convertibles crawl up this steep incline, only to suddenly speed up and catch you out.



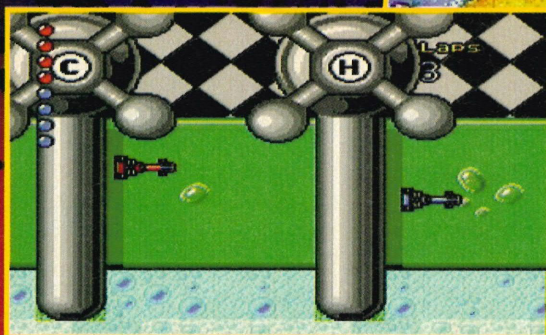
Left: Bash your opponent just before a tunnel and a vital bonus may be yours!



PLAYERS: 1-4
FROM: OCEAN
PRICE: £TBA
RELEASE: OUT NOW

'Loads of tiny cars go mad again. Rob's the lucky fella who gets to grips with 'em.'

The boys were queuing up to review this. Haaah! I'm the editor, I'm the boss. I reviewed it. We all knew it would be ace, and it is. You've probably got the idea of what the game's about by now - even if you haven't played earlier, or other format versions, take a look at the screenshots. Minute cars go mad on home-made tracks constructed over household items.



Above: Dragsters cruise past giant taps. Below: Watch out for pesky holes.



THICKY SAYS...

A couple of tracks are disappointing, such as the hovercraft one which seemed to be battling against the flow forever. But on the whole it's a great new version, and is as fun and addictive as ever.



Dragsters speed round the hazardous pinball table. Sadly the plunger doesn't shoot you upwards. A missed opportunity.

NES2

MENT

Breakfast tables, pool tables, baths, tiled roof-tops and garage work surfaces are all invaded by small-scale, rubber-burnin', high-revvin' racers from hell.

This time last year we reviewed the long-awaited original SNES version, which featured plenty of tracks and vehicles, excellent gameplay and a unique four-players-with-two-joypads feature. That's been retained so even if you don't have a Multitap you can still get to play the four-player game without laying out dosh for new peripherals.

MM2 is little more than an update of that, but that's no bad thing. In fact, in this case it's a completely brilliant thing – the original was superb and the team have adopted the 'if it ain't broke, don't fix it' adage. Developers often do that out of laziness, but this time it

MICROS
Brilliant tracks, excellent cars, and addictive multi-player option

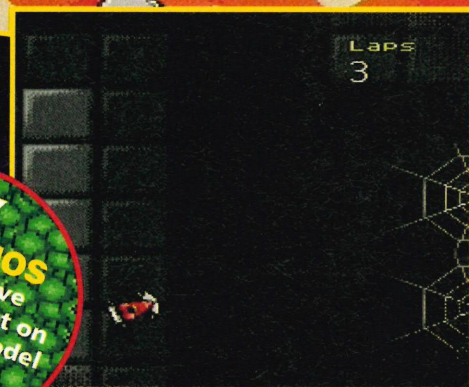
seems to be a case of the team sitting down, looking at their completely brilliant game and scratching their heads, thinking 'People want more of it, but it'd be criminal to

mess up the successful basic formula, so let's just do what we do best, and give 'em more of the same.' Top fellas. I've got a lot of time for them. Last year's got 91%, but judging by how well that game's appeal has lasted, and the obvious observation that this version's slightly better, we'd better go for 92%. No, hang on, 93... IT'S BRILLIANT!

So we've got new tracks and vehicles. The classic Formula One, Sports Cars, 4x4s



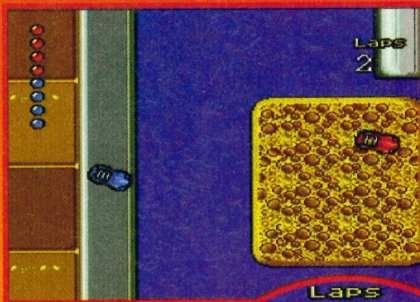
PSYCHOS
No massive improvement on last year's model



Back to the dinner table and it's a pie 'n' peas level.

That sinking feeling

One charming track element we came across is the sink. Approach the washing-up scrubber at speed then brake hard just as you get on. The scrubber will act as a raft and take you across to the other side. If an opponent manages to get on before it sets off, you can do battle, trying to knock each other off before reaching the other side. If you do, that's a bonus to you.



This time I beat Thick to the sponge, but...

...last time he got there first and sailed...

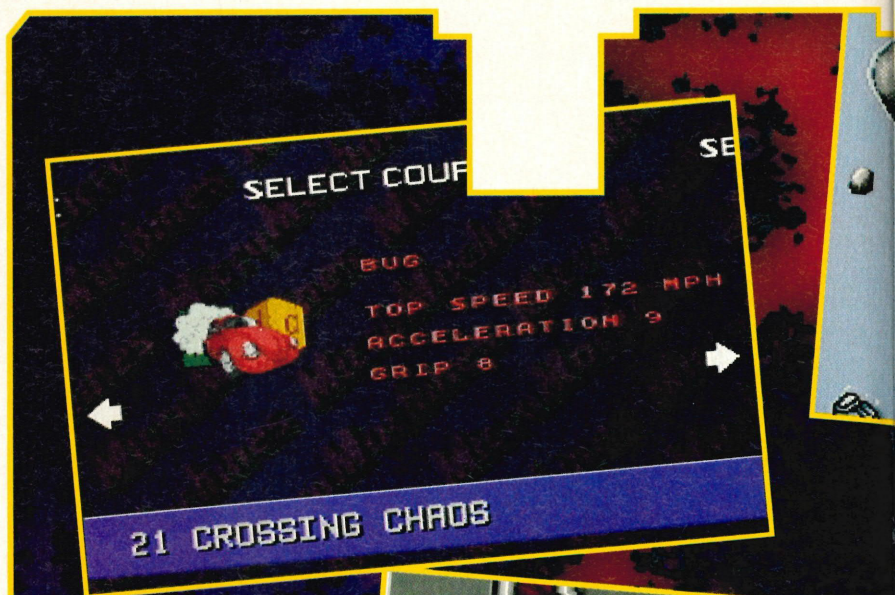


...away to an easy bonus. I don't like Thick any more. He doesn't play fair.

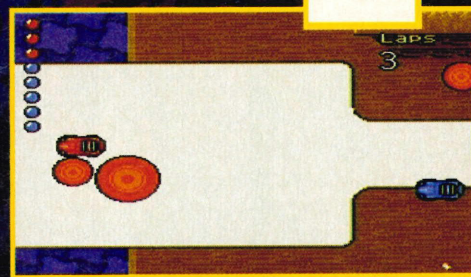
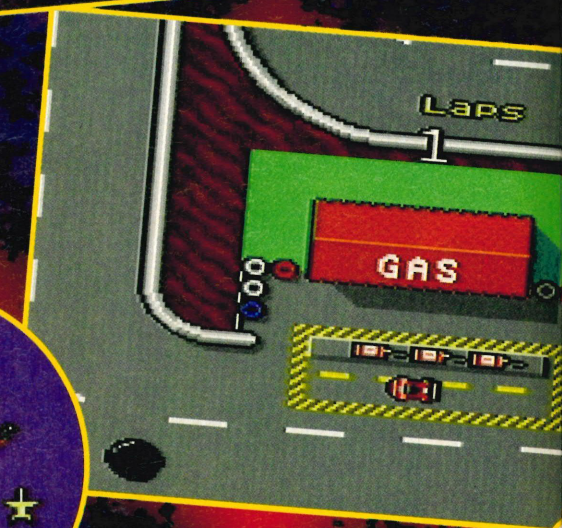
and Choppers remain with no more than touched-up graphics and new terrains to master, but along come a fresh crop of goodies – Convertibles, Monster Trucks, Dragsters, etc, each with their own handling characteristics – grip, acceleration and top speeds – and each better suited to the terrain of particular circuits. Once again it's a case of players vehicles being track-specific so there's little point being a master of one vehicle but novice on others if you want to do well in a head-to-head challenge across a load of tracks.

The Dragsters suit their oval, IndyCar Racing-esque circuits where lightning reactions and monster top-speeds are the way to achieve those all-important bonuses. The 4x4s go anywhere, and at a steady pace, and while they're friendly to newcomers as they're fairly forgiving, but are also a testing choice for experienced MM racers. Each player has a fair crack at the course, and there's none of that annoying bounce-three-cars'-lengths-back-off-an-obstacle nonsense that spoils smooth driving on some tracks.

Other tracks include a crazy pinball affair with a trail of stars that mark a track and plenty of flashing hazards that'll ping you off, plunging to your death. It also features a long slog down a straight which will catch you unaware with a smack round the face from an oversize pair of flippers. Plus there's the usual In single player mode, first or second place is enough for qualification. Thick scrapes in.



We selected the Bugs (Beetles without the VW licence) and haired off round the Crossing Chaos track, so called because of the random element of getting across the traffic lights.



A spatula makes a suitable bridge for a kitchen surface track. Ideal for knocking Thick off.

blend of ramps, jumps, ponds, holes in tables, oil slicks, sticky spillages and murderous extending drill bits to avoid. The Choppers are an entirely different affair, so check out the 'Choppers Up!' box for details on their testing new gameplay element.

Whatever the individual details of the track you're attempting to master, the plain fact is that it's controlling the smooth and speedy cars that grabs you firmly by the ears, sits you down and staples your arse to the seat. Pin



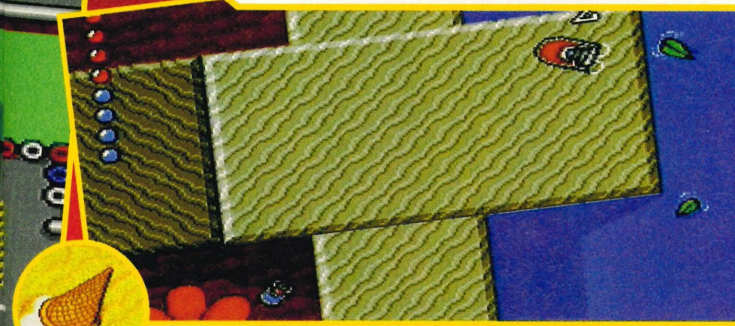


As you can see, it was a neck and neck battle.



THE BEAST

That's me shunting Thick Dyer's car into a chainsaw called The Beast. Haaaa!



Even relatively simple looking corners can catch you out at high speeds. Especially if you're called Thick. Haaaa! What a loser!



DANNY SAYS...

These guys can do no wrong. Even though this doesn't include the PC version's track construction feature, there are loads of clever tracks with a balance between single-player challenge and head-to-head barbarity. I can't get enough.



Choppers up!

Tricky gameplay time. Select the choppers and you're in for one of the toughest tests. Sure, each vehicle and each track has its own performance and handling characteristics and tricky problems, but the most marked departure from the norm is with the helicopters. Here, as well as following the course, steering, accelerating and bumping your opponents off the track, you must increase and decrease your altitude to avoid hazardous pipes and other obstacles. Pressing Up and Down on the D-pad might not sound too complex, but once you're used to the simpler controls of the other vehicles, switching to these can catch you out. It adds another depth to the gameplay, but it's tricky... you have been warned.

Thicky couldn't do this bit. Hence the name.



your eyes open as you try to predict which way the track will curve next as the next unsignalled hairpin bend rears its hazardous head from the edge of the smoothly-scrolling screen. Hold your breath as you try to step the back end out on a corner, getting the throttle down early to powerslide out of a bend, cornering without scrubbing off speed. Tape your thumbs up as they blister and bleed – you've got to have another go. Apologise to your mates in advance for shouting at them and hitting them – the chances are they'll do the same to you, too... it's just that kind of game. Me and Thicky fell out a few times (but only because he was cheating).

Without putting too fine a point on it, this is the most playable and addictive racing game available for your SNES – and that's including *Mario Kart*, *Stunt Race FX* and the original *Micro Machines*. Go out and get it.

ROB

T!

GRAPHICS

Same as last time really. Clear, colourful, detailed-enough and typically *Micro Machines*.

8

SOUNDS

Tyre screeches and impact effects, plus occasional 'rockin' tunes. Does the job.

7

GAMEPLAY

Superb. Great tracks, excellent features, variety of handling characteristics and multi-player.

9

LIFESPAN

So many tracks, amazing playability and four players. This game could feasibly last forever.

10

TOTAL! JUDGEMENT

'The latest and best incarnation of a racing game that spawned its own genre. Superb multi-player fun: a Must Buy.'

TOTAL! SCORE

93



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

Andy Dyer whoops around the office then sits picking the nits out of Josse's hair.'

Jump up and touch the croc barrel and crocs come out of the water for you to jump on.

Well, it looks like we're going to have to wait until well into 1996 until we can get our grubby little mitts on the Ultra 64, but far from the SNES being ignored by developers, the 16 bit machine is enjoying more quality titles than ever before. The latest is the much anticipated sequel to the graphically ground-breaking platform romp, *Donkey Kong Country*.

The underwater sequences are a bit sluggish. But they look great.

TOTAL!
SNES REVIEW

DONKEYY

Diddy Kong

This time around the hero is Diddy Kong. And thankfully the agile little fellow has ditched his fat mate in favour of a little girlie monkey with two very neat abilities. She has a big pony tail you see, so when she jumps she can then spin it around like a helicopter rotor and float gently to earth. Very useful for those big jumps. Also she can use that hair to pick up and throw objects. And of course you can play as either monkey and help each other (usually by climbing on each other's backs) to reach high places and so on. All in all it must be said that the sequel is an improvement, but not massively so.

The biggest improvement is in the graphics, although even here there are a couple of problems. The first game wowed everyone with its cunning use of rendered images. However, after the initial joy had worn off most people admitted that maybe this made the whole thing look a little messy around the edges. This time around the same technique has been used but thankfully the designers have, it seems, touched up the images so that characters and scenery alike are

Come and say hello to your old grandpappy Cranky. I'm back by popular demand to offer you my wealth of gameplaying wisdom for this unnecessary sequel.

Cranky's back with his inane wibblings. He does have his uses though.

DIDDIES
Better graphics, more brilliant challenges, new sub games

Above: More classic barrel action in the sequel.
Left: Go to the Kollage for gaming advice.

Hello, dearies. I'm Mrs. Wrinkly Kong, Headmistress here at Kong Kollage.

TOTAL! TACTIX

This is the second boss. It's a sword wielding hand which waves around and fires fireballs at you. Avoid the flames, and when a cannonball appears throw it at the blade.

After that hooks appear in the sky so use them to get to the far right of the screen where you'll find the next cannonball. Keep going back and forth like this until you've hit the sword six times.



Right: Just one of the many map screens. Bit of a mess really.



ng's Quest

KONG COUNTRY 2

This spooky spectral shirt throws things at you. It's a bit weird frankly.

much more vibrant, and much neater. The rendering is still stunning, but the detail is now much more apparent.

There is a slight downside though. Some of the backdrops are a little over the top (especially the map screens) and

because the SNES can't display the vast number of colours contained in the rendered images, some scenes still look

DUDDIES
Dud backdrops, a few duff traps, same problems as before

rather sludgy and indistinct. As far as the animation goes it's as good as it ever was with some gorgeous movement going on and some entertaining little comic touches (like the way Diddy Kong's girlie plays the guitar when she completes a level). There's another "But" though. Good the animation may be, but, it still means that jumps and tricky manoeuvres

Jump on these targets to end the level.

The ship is home to some very agile pirate creatures.



ROB SAYS...

I'm disappointed with this. A bit. It's still very playable but I think they could have taken it a bit further and added more new stuff. Ah well, it's probably one of the three games I'll be playing over the Christmas holidays (the others being *Doom* and *Killer Instinct*).

Here's a pretty little collection of stuff from the game. Not entirely useful but it brightens up the page.



All New Line-up... almost

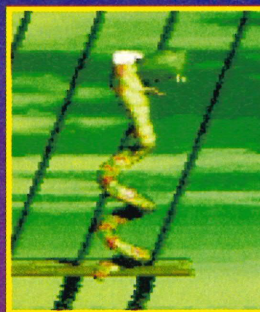
Out with the old, in with the new. *DKC2* has an almost all new range of creatures to help Diddy and his girlie get through the levels. Here are just some of them.



The rhino's still in here but he seems a lot tidier now and if we're not mistaken he's a little more controllable too.



The spider is also capable of fairly high jumps but other than that he's a bit crap. We like him though because he's got four pairs of trainers on.



A snake, of all things. This coiled chap is capable of very high jumps and there are even sections in which you control just the snake and forget all about Diddy and Co.



The bird is great. Diddy and his partner hang on to his tail and you then repeatedly press a button to make him flap about the screen. He's very agile for such a small bird with such a heavy load.



Push right to make the balloons move. Be quick though.

HOT-HEAD HOP

are still a little on the haphazard side. Sure if you misjudge a jump it's your own fault, but in, say, the *Mario* games your reflexes can pull you out of a mistake. In this game if you fluff it, a detailed animated jump means you have no option to correct the mistake.

Gameplay-wise little has been done. It seems a bit of work has been done improving the fluidity of movement and



there's a whole new set of useable animal friends (see the line-up box) and heaps of new sub games to play but by and large it feels and plays exactly like the first game. Also there are a few occasions on which you have little option but to lose a life, something that never happens in a truly perfect platformer.



And finally you'll be glad to know the game's massive and contains three play options; you can play alone, against a friend or cooperating with a friend. This still represents classic platform action, and the visuals are the best yet, but it's essentially more of the same and is still inferior to the *Mario* games in terms of both content and slickness of play. Brilliant, but not the best. **ANDY T!**

GRAPHICS

Sketchy in places but there's no denying this is a stunner to look at. Plenty of detail.

9

SOUNDS

Fine themes and lots of monkey chattering sounds and stuff. The snapping crocs are especially good.

8

GAMEPLAY

Excellent but flawed. It's a top class platformer but suffers the same flaws as the first game.

8

LIFESPAN

It's huge and seems a little more challenging than the first game. It's not impossibly hard though.

8

TOTAL! JUDGEMENT

'Highly recommended. A slight improvement over the first title and far better than most of the stuff out there. Not startling but more than competent.'

TOTAL!
SCORE

90

It's token city in *DKC2*. You can exchange them for tips or to save the game position.

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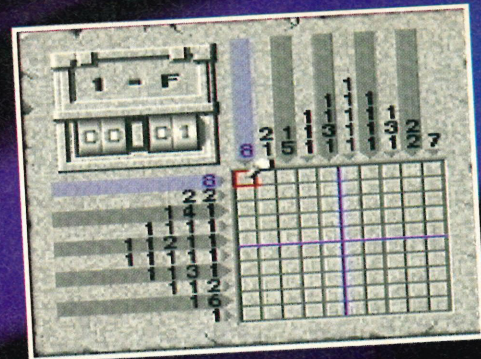
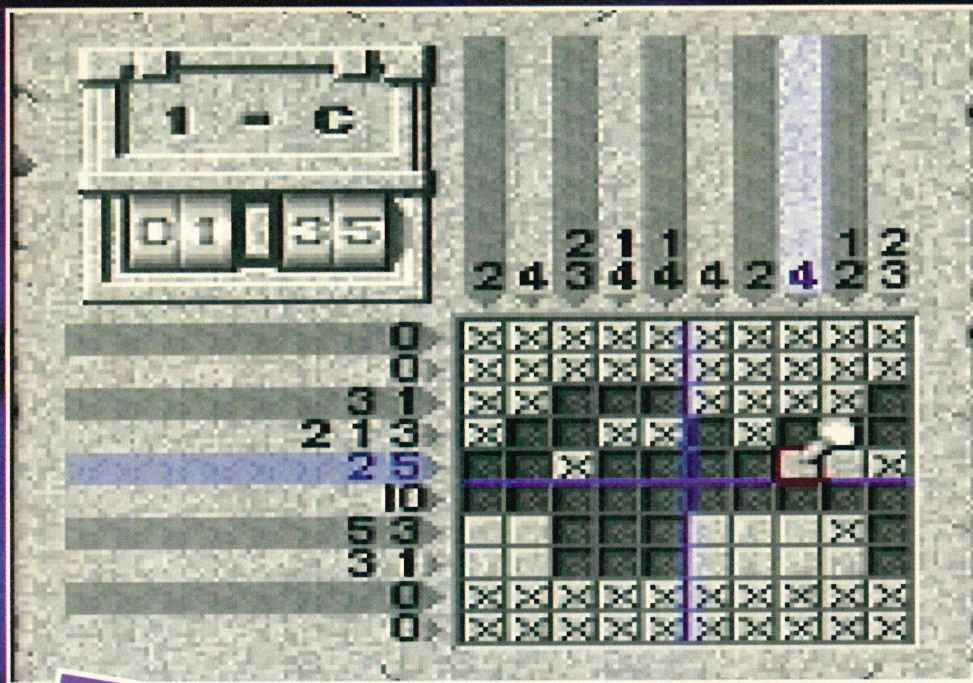
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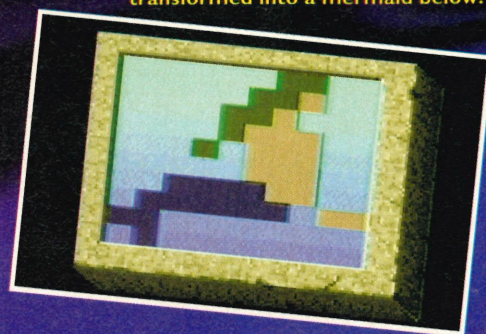
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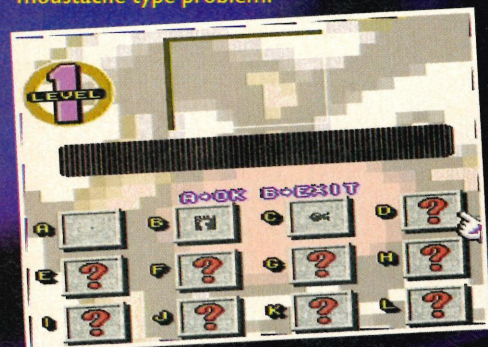


Before and after. A blank screen above is transformed into a mermaid below.



It's a fish, or is it a bomb? The only way to find out is to finish it off. Get on with it.

PICOP



Three down, bloody dozens to go. It's not the smallest game in the world.



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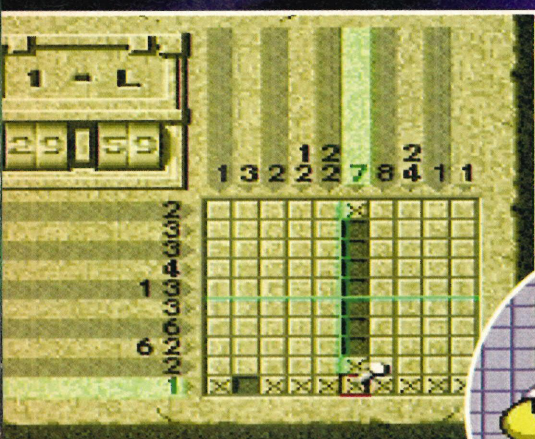
'Andy Dyer draws some pictures no better than your average toddler's and is overwhelmed by his achievement. Idiot.'

Sadly, in the games industry we often expect great things of a game only to play it and realise it's the same old formulaic rubbish yet again. It's very rarely the other way around. This time however, I can say, hand on heart (and joypad), that I took a brief look at this game, expected it to be the most tedious pile of tosh I'd ever

PICOP
Utterly addictive,
loads of puzzles,
challenging

encountered, then found myself still hard at it five hours later and loving every minute of it.

The basic aim is to take an empty grid with a series of numbers along the rows and columns. By studying the numbers the player has to figure out which boxes in the grid should be highlighted and which ones shouldn't. It works like this. Next to each row or column there is a number or several numbers. The number represents the amount of consecutive blocks in the row or column that should be filled in. So for example a row with the numbers one and three next to it should have a single filled block followed by a line of three filled blocks. The trouble is you don't know where they should go. The game fills in a few to start you off so you have to look at the

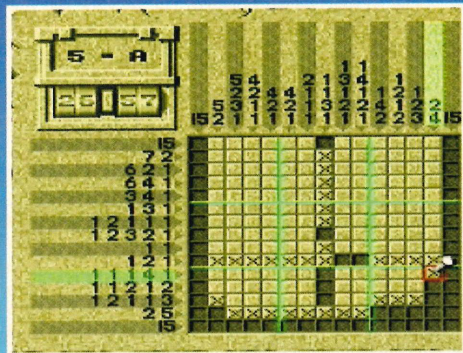


Fill in the really obvious lines first. That'll make things easier. For more challenge do the Wario levels.



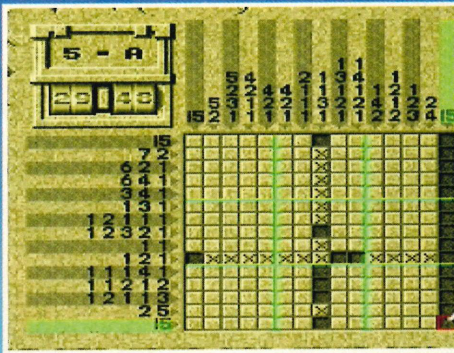
TOTAL! TACTIX

And your time starts... NOW!



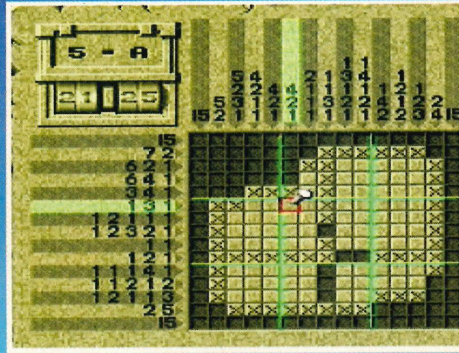
When a line is in place, build the columns up from the bottom. Top stuff.

A major part of the challenge rests in the fact that you're up against a time limit. You start off with 30 minutes. Ha ha! What a doddle. But the first wrongly placed block takes two minutes off the timer. The following one takes four minutes off. The next takes eight



Fill the full lines in first though. That will make the rest of the blocks more apparent.

minutes off and so on. In fact, because of the vicious time penalties you'll find, especially on the later levels, that you end up having to really think fast to complete the picture in the last couple of minutes. Here are a few tactics to help you out!



Many of the shapes are symmetrical. The line of symmetry here is from the top left.

ROSS

obvious rows like a row with only one block which is already filled in so that you can then place an X in all the other spaces to show that they don't contain anything. You can then look at a column, see where that X is and hopefully where some of the blocks should be placed. By constantly cross referencing the filled and unfilled blocks you can eventually fill in all the relevant blocks to make a crude picture. When everything is in place you get a congratulatory message and you move onto the next puzzles.

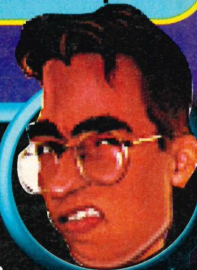
The pictures are, it must be said, crap. They're either sad little blocky representations of keys or faces or some such nonsense or worse still (since this is a Japanese import) oriental characters. Not even a cute human character, but a Japanese letter or pictogram (or whatever it is the Japanese write with). This can make it all very confusing but try to ignore it and persevere because a knowledge of Japanese isn't necessary, it's purely your skill in interpreting all the grid references that'll win the day.

SICKIES
Looks bland from the start and eventually gets repetitive

Sounds dull? It's not. It's completely riveting. And while I didn't reach the end I did discover at least 84 puzzles on the Mario section of the game plus at least another 48 on the Wario levels. It's a gentle game. No action, no wowser sound effects. It's just relaxing, challenging and addictive. **ANDY**

DANNY SAYS...

Actually, I think Andy got a bit carried away with this. I thought it got a bit repetitive after a while so I suggested that he knocked the score down a notch or two. But there's no denying that this is one of the most addictive little games we've played in a long while.



TOTAL! SNES REVIEW

GRAPHICS

The graphics are awful but it's hard to see how they could have been any different.

6

SOUNDS

No real need for decent sounds but there are jolly tunes and beepy bippy noises going on.

7

GAMEPLAY

Top stuff. Once again Nintendo manages to make the simplest of ideas come alive.

8

LIFESPAN

It's not the hardest game in the world but there are loads of levels to keep you going.

8

TOTAL! JUDGEMENT

'Should be as dull as ditch-water but like all good puzzle games the simple idea grips you and won't let you go. Surprisingly brilliant.'

**TOTAL!
SCORE**

80

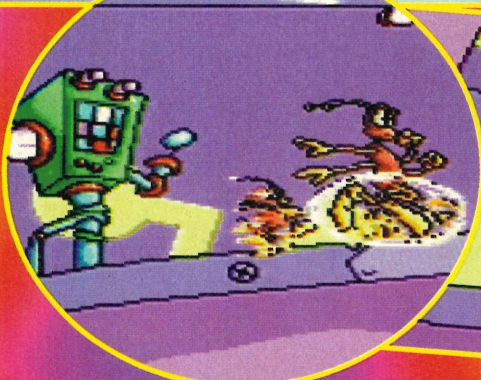
Left: Frantic leaps onto his crappy little flying scooter thing. It's still tedious. Below: Frantic does more boring stuff.

The end sequence. Frantic liberates the world.

FRANTIC

FILE

Frantic gets zapped by a big beefy robot. An annoyingly frequent occurrence.



Our hero can run like the wind. That's about all he's good for though. Yawn!

Oh dear, yet again I've been zapped by something. Now I've lost my fleas.



This is Frantic's spin attack. Just keep doing this all the way through the game.

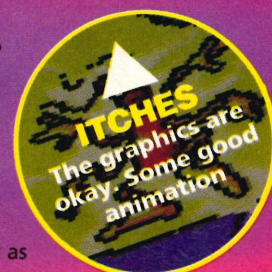


PLAYERS:
1
FROM:
GAMETEK
PRICE:
£TBA
RELEASE:
JAN

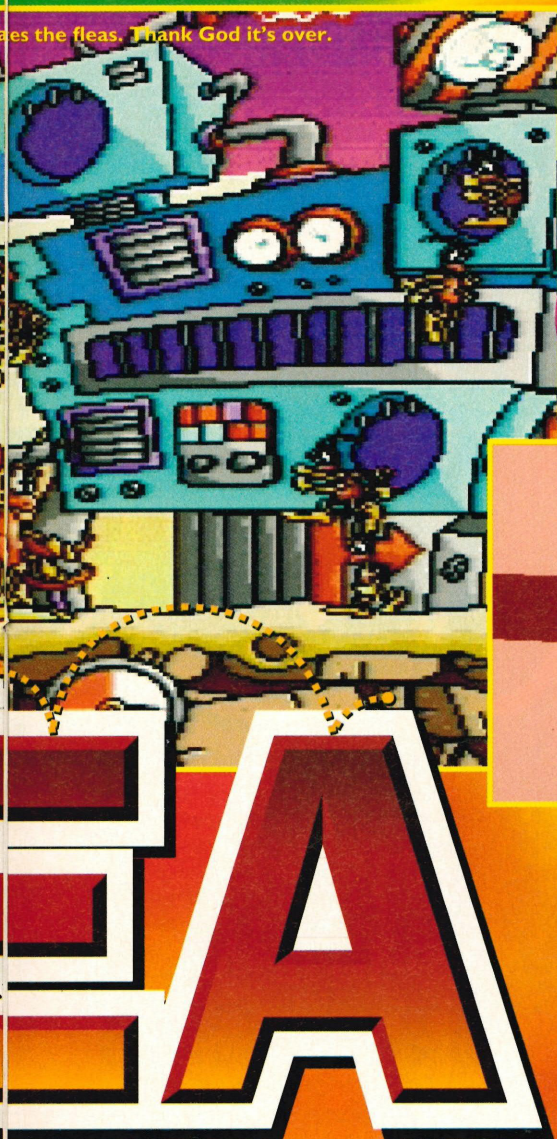
'Andy Dyer recalls the horror of head lice and discovers the game of the mite is a far more hideous experience.'

Poor old Frantic Flea. You have to feel sorry for him really. For millions of years he and his

chums have evolved into the perfect parasites feeding on the blood of others and thriving in large communities only to be shunned and slaughtered by a variety of hair treatments. However, his heart must have leapt when he was given the chance to appear in a cute videogame. At last he would be viewed in an almost heroic light never again to be hunted and treated as



ees the fleas. Thank God it's over.

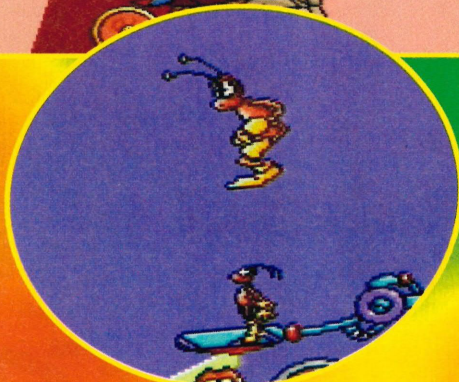


DANNY SAYS...

Frankly, this game is one of the worst I've ever played. It's all so samey and worse still, all the similar levels are equally badly put together. And the gameplay is ridiculous. Whoever designed it should be tortured until ill.



Squashed by a large iron door.



an irksome pest. That joy must have very rapidly turned into bitter disappointment when he realised that the game he was appearing turned out to be bowel-looseningly bad.

Oh yes, make no mistake, *Frantic Flea* (the game) is appalling. The aim is to race around the platforms touching other fleas. When you touch them they start to follow you. When you've got the required amount in pursuit you have to find the exit. There are enemies around and when they hit you all the little fleas you've collected bugger off. However, you can do a spin attack, and the hilarious thing is, if you constantly hold the attack button, you can spin around the whole level and the enemies can't harm you. Some of the other hazards can still get you though. Lots of little electrical sparks appear from various places which cause you to lose your fleas. And here's where the game first displays signs of crapness. As you progress through the levels (which are all variations on a tedious theme) the difficulty isn't increased by more elaborate monsters or increasingly ingenious traps and puzzles, oh no. Instead, the sparks or hazards or whatever change their effects. So on the early levels they do nothing, then they make your fleas escape, then they hurt you a bit and ulti-

BITCHES
It's frustrating.
Too hard for the
wrong reasons

mately they kill you outright, Crap.

Crappier still is that many sections are badly designed so that you can't actually see the platform you need to jump on. So if, for example, you need to drop down a level, you won't know what's below until you drop. It's called a leap of faith

FLEAS'S COMPANY

This game is so bad we're printing three totally irrelevant screenshots just so we can be nasty about it some more.



I had to take many coffee breaks while playing this, it's that annoying.



The levels are different graphically, but the challenges are all the same.



I nearly got the sack because it made me so mad I kicked in three SNES's.

and in a videogame it's stupid, sloppy and incredibly frustrating.

On the upside it looks quite nice and the animation is fairly slick, but other than that this is a disastrous piece of game design. It's a crude game made overly difficult by poor level design and it should have been shelved.

ANDY

T!

GRAPHICS

Nicely animated and very colourful, although the edges are all strangely blocky. Not bad.

7

SOUNDS

Neither stunning nor offensively bad. Jolly tunes and jolly little effects to match.

7

GAMEPLAY

Annoying doesn't even begin to cover it. It's so sloppy it makes you want to write to your MP.

3

LIFESPAN

Just under 20 levels and it's very hard so, yes, it lasts a while. But it's hard to stick at it.

7

TOTAL! JUDGEMENT

'I think I've already said it all, but in case it didn't sink in...
FRANTIC FLEA IS A BIG MOUND OF ARSE!!!'

TOTAL!
SCORE

31



HUNGRY DINOSAURS

TOTAL!
SNES REVIEW

Eat an egg, lay an egg, eat an egg, lay an egg. I dunno, wouldn't they be less hungry if they didn't lay so many eggs?



The three-player option. And red and green seem to be getting quite intimate over there don't they? Perhaps they're incubating.



PLAYERS: 1-4
FROM: MARUBENI
PRICE: £TBC
RELEASE: OUT NOW

'Danny revels in the classic style and simple pleasures of being an egg-eating dinosaur.'

Puzzle games are a very difficult group of videogames to judge. It's very hard to decide exactly why *Tetris* is deservedly believed to be one of the best games of all time whereas *Zoop* (reviewed on page 60) is such a load of old rubbish. Essentially they're very similar in terms of depth. But there you go, a designer is either lucky enough to hit upon a classic formula or he isn't. *Hungry Dinosaurs* though happily sits somewhere in the middle.



I know various people who think the stripped down purity of games like *Tetris* and *Puyo Puyo* and so on, is the basis on which to build the perfect videogame. And it's to these people that this will appeal to most. Graphically, and stylistically it's also very reminiscent of games such as *Bubble Bobble* so there's a great feeling of playing a old classic as soon as you get into it. But I guess you want to know what the gist of it all is. The best way to describe is probably "*Speed Othello*". Like the classic board game each player lays pieces of their own colour on the board (in this case the pieces are



Get to the top of your opponent's egg collection and lay a row of your own eggs across the top.

Take the strain!

It's all about forcing eggs quickly and repeatedly out of your jackie as you walk along. So, get ready to push your way to victory.

Quick, get as much of the play area covered as possible because your opponent will be doing exactly the same.



HUNGRY DINOSAURS

Below & right: Green's been slaughtered. When the game ends all the eggs hatch and get counted up.



eggs). If you place an egg at each end of an opponent's line of eggs, all the ones in between change to your colour. The main difference is that unlike *Othello* you have to do all this simultaneously without being able to stop and think plus you have to obtain the largest share of the board by the time the timer runs out.

Of course it deviates even further from *Othello* when you play the three- or four-player game or the tag team game in which two players play against another two players.



Now chomp your way down and lay another layer across the bottom changing all the eggs in between into your own colour. It's hard.

SMEGS
Maybe a bit too simple for those with a taste for action

However even then the concept is the same. But is it any fun? The answer varies depending who you talk to, but ultimately the opinion sways in its favour. As I've already said it doesn't have the substance to be dubbed a classic but the new slant on an old board game concept is intriguingly executed and in terms of presentation there's not a lot of criticism that can be levelled at it.

If you're still at a loss as to whether you might like to actually own the thing then it's

ROB SAYS...

Not my cup of tea. The classically simple gameplay might attract the sort of people who enjoyed *Pac Man* or *Mr Do*, but be warned, this is a very, very simplistic game. So if you're a bit on the anti-puzzle game side this certainly isn't going to do anything for you.



Green's winning by two stars to zero. One more star and the game will be his.

probably best that you don't bother. For the rest of you it's one of those nicely put together Japanese puzzlers of the sort that has been cropping up occasionally for years. Basically if you took one look at the screenshots and felt an instant warmth towards it, what are you waiting for? **DANNY**

T!

GRAPHICS

Unlike *Zoop* at least the designers have done their utmost to make a simple game look interesting.

7

SOUNDS

As you'd expect with a range of comedy sound effects and an inoffensive backing track.

7

GAMEPLAY

Very basic but entertaining, especially when you get into the multi-player modes.

7

LIFESPAN

Potentially you could just play and play against friends. Single player game will last a while too.

8

TOTAL! JUDGEMENT

'Classic styling and a quirky slant on *Othello* makes *Hungry Dinosaurs* a definite maybe for punters who know their puzzlers.'

TOTAL! SCORE

69

Our hero and his dog reach the village and find it is populated by short fat people with green hair. This'll be an RPG then.

TOTAL
SNES REVIEW

THE

SECRET

OF EVERM

PLAYERS: 1
FROM: NINTEND
PRICE: £40
RELEASE: JAN

'Follow Andy Dyer into the mysterious world of a mad scientist. Oh, and don't forget a few tins of Pedigree Chum.'

What makes a good RPG? Well don't ask me because I don't play them an awful lot. But I spoke to a few people who do and fortunately they backed me up on what I thought makes *Secret Of Evermore* a bit under par.

FOREVERS
Looks good and plays well. Straightforward playing system

Fire Eyes, Fire Eyes.

Ah-ha! You are about to meet Fire Eyes, the village leader. She's actually a little girl with thick glasses. Strange indeed.

This is the start of the game. You get sucked into the Professor's machine and transported to strange parts.

We'll come onto the criticisms of the game in a minute, but first here's a quick overview. There's a mansion which belonged to a scientist and back in the '40s (or it might have been the '50s) his machine went a bit funny and the old fart wasn't seen again. It's now present day and you (a little boy) and your dog inadvertently stumble upon the machine and get transported to a realm called Evermore. Anyway, it transpires that the professor's created this place and now you need to find a way back out.

Visually it's all very familiar in a strictly Japanesey way although because of its American origins (and the fact the game starts off in an American town) the characters have a western flavour to them. As far as the control and combat systems go it's kind of familiar also. You can walk around and talk to people. You

THE GAME'S BUGGED!



To defeat the level one Boss you first need to set your dog on the maggots he throws at you.



Next run over to his left claw, stand to the right of it and bash it with your bone.



Whenever your energy gets really low use a petal to put it back up to full.



Take out his right arm with the bone then finally use your alchemy to attack the heart.



For some reason, when your dog was transported he turned into a huge wolf-like thing.

MORE

can enter buildings and search things and you can, eventually, use objects as weapons and cast spells (or rather Alchemical creations). All this, of course, provides you with hints and to who to find or where to travel next and predictably it usually ends up leading to a Boss or Guardian of some sort. The trouble with this game when compared to the brilliant likes of *Secret Of Mana* or *Zelda* is that this pattern of searching, talking, hitting a few things then slaughtering a Boss repeats itself in each of the realms you visit with little difference between them. Once you've got past the first set of challenges the rest are much the same. Also, as far as atmosphere and plot develop-



Our hero has a bazooka but he wasn't quite quick enough on the trigger on this occasion. And where's that flippin' dog gone?

GRAPHICS

Japanese-style with a western influence. The scenery is nice, the bosses good. It's all fine.

8

SOUNDS

Typically atmospheric sounds which change depending on your circumstance. Nothing surprising.

7

GAMEPLAY

Enjoyable though it gets repetitive after a while. Serious RPG fans won't be stretched.

7

LIFESPAN

It's big but the lack of puzzles and simple gameplay makes it less challenging than most.

8

TOTAL! JUDGEMENT

'A good game in many respects but not really an RPG as we've come to know them. Give it a go if you want a lightweight quest to solve.'

TOTAL! SCORE

70

NEVERS
A bit shallow and repetitive challenges

buff and constantly makes crap references to humourously titled old movies. The developers obviously thought they were being amusing, but they weren't, they were being dull.

ANDY

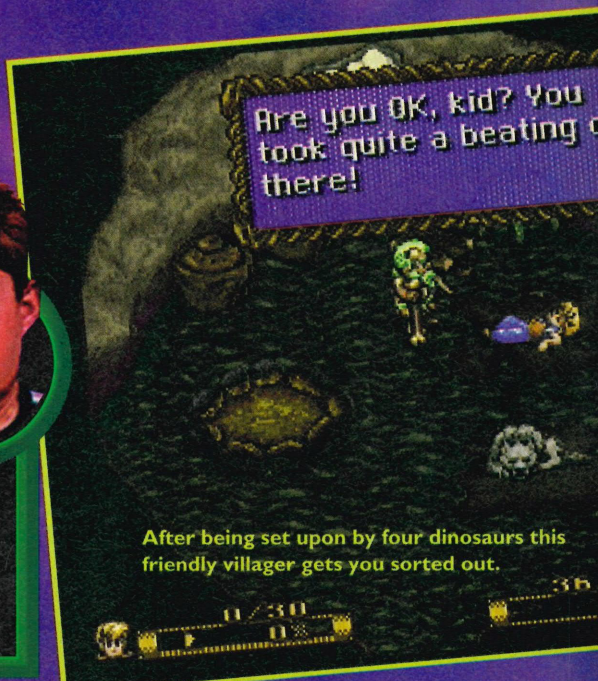
T!

ment go, the game is a little thin. There are no interesting or memorable characters who crop up throughout the game so it all feels a bit linear. On top of this it's all very action based and while there are a few mazy sections to keep you guessing for a short time there are no meaty brain teasers to solve.

That said it's still quite a jolly little romp and probably, if your head isn't geared to tough role-playing this might be a good entry to get you thinking at least slightly like a role player. I suppose 'Fun but thin' would sum it up quite well. Oh, and one last thing. The hero is a bit of a film

ROB SAYS...

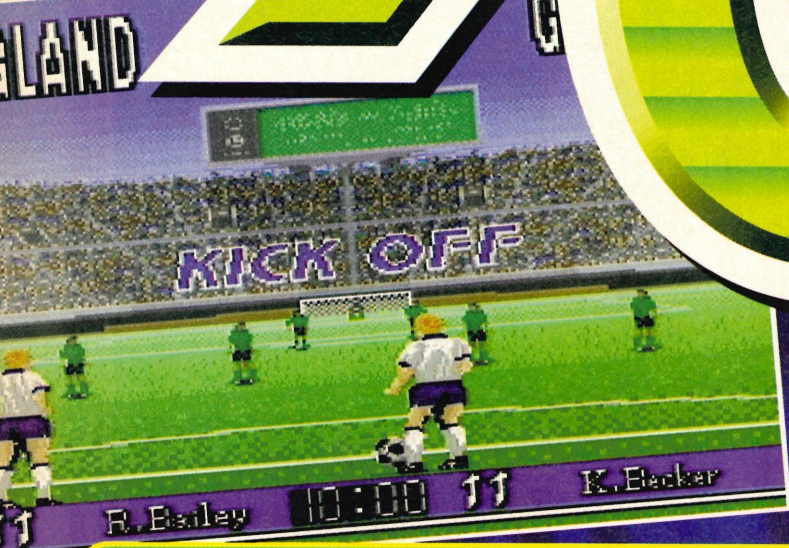
I'm a bit of a wimp when it comes to RPGs so I actually quite liked this. The simple nature of it and the fact that it's fairly American makes it more accessible than the heavier games. Don't bother if you're an expert though.



After being set upon by four dinosaurs this friendly villager gets you sorted out.

TOTAL!
SNES REVIEW

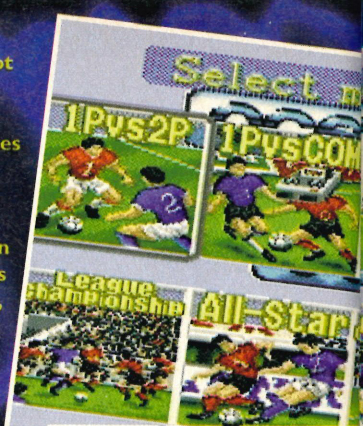
20 MIN



This is the kick off. But don't be fooled by those big sprites, the action switches to a side-on view.

It's a throw in. Not that it'll do me much good. I'm crap at footy games frankly. Where's Rob? He's good.

The option screen. It's chocka with, you guessed it, options.



PLAYERS: 1-8
FROM: OCEAN
PRICE: £40
RELEASE: JAN

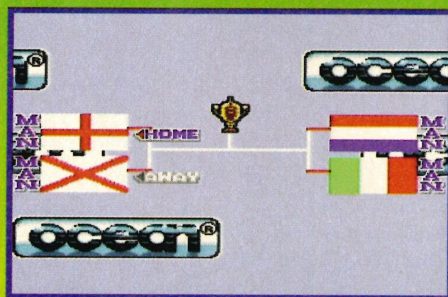
'Andy Dyer writes a review about a soccer game that's not very good and will probably score about 68%.'

UP FOR THE CUP!

Go for the cup option and you and your chums can select a team each and play through to the exciting final.



First choose your teams. Go on, take as many as you like. Four should be enough.



Ah ha, it's England vs Wales first. This should be a walkover.



Wahay, not bad. I'm 1-0 up and I've just had another cracking shot at goal. Didn't quite come off though.

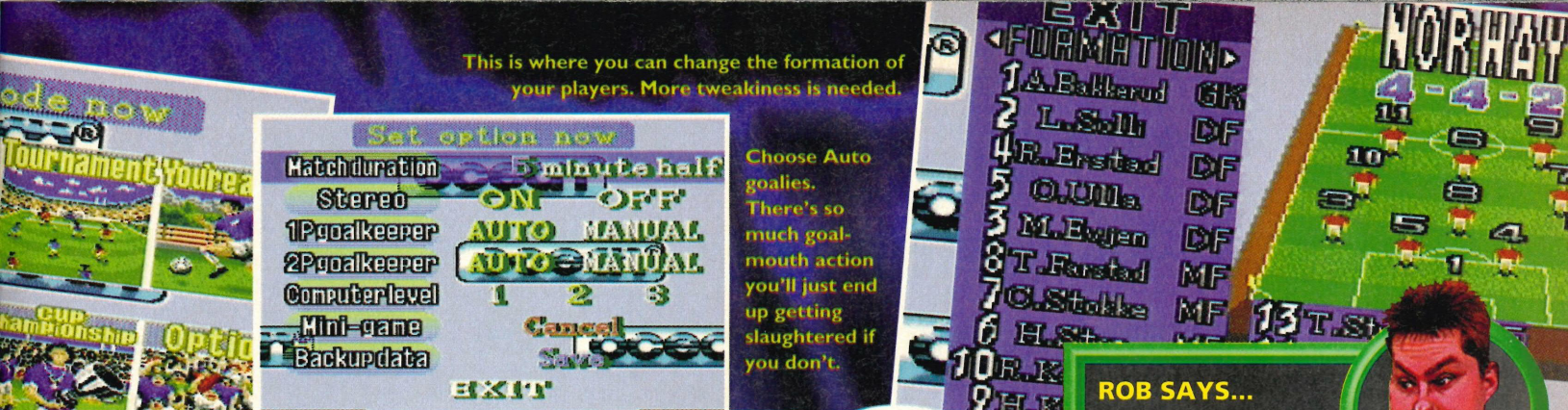


Now to go onto the thrilling final. Not enough room to show you it, sadly.

There's just one thing to say to you, 'International Superstar Soccer Deluxe'. Arguably, it's the most playable soccer game ever created for any system. When it was given to the various magazines in our beloved Future Publishing Empire a horde of us reviewers spent weeks playing little else. Every time someone walked past the SNES they'd see a gathering of people who were invariably waiting for their turn.



It's a corner. Time to hoof the ball to no one in particular just like I always do. Idiot.



This is where you can change the formation of your players. More tweakiness is needed.

Set option new
 Match duration 5 minute half
 Stereo ON OFF
 1Pgoalkeeper AUTO MANUAL
 2Pgoalkeeper AUTO MANUAL
 Computer level 1 2 3
 Mini-game
 Backup data
 EXIT

Choose Auto goalies. There's so much goal-mouth action you'll just end up getting slaughtered if you don't.

EXIT
 FORMATION
 1 A. Ballard GK
 2 L. Sall DF
 4 R. Erstad DF
 3 O. Ulla DF
 3 M. Evgen DF
 8 T. Farstad MF
 7 C. Stalle MF
 6 H. St MF
 10 R. K MF
 9 H. K MF
 8 S. S MF



ROB SAYS...

I'm a bit obsessive about my footy games but I must admit this wasn't good enough to keep at it for more than a couple of hours. It'd be a laugh with a few mates and a crate of pop, but then there are other games that would be a better laugh.

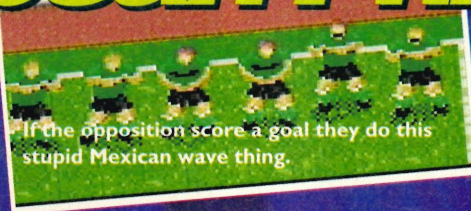
NOTES

European Prime Goal

SOCCERS
 Lots of tournaments. Er, that's it really

On the flipside, when reviewing this game, I had moderately good fun, but frankly was relieved when I'd played it enough to review it. The problems with it are kind of hard to pinpoint but it's probably fairest to say that it underperforms in every area. Not drastically, but enough to make you appreciate the brilliance of titles like *ISS Deluxe* and even *FIFA* and *Sensi Soccer* (and those two are knocking on a bit now).

Graphically it's particularly poor. All the presentation up front is slick enough and the numerous options and menus are clear and easily understood, but when you get into the game it's a different story. The animation on the players is well below par and the scenery too is a bit ropery. During a kick off and at various



If the opposition score a goal they do this stupid Mexican wave thing.

other points in the game the view switches to a close up with bigger sprites and this is a novel approach but it doesn't really make up for the in-game graphics.

On the options side there's good and bad news. There are plenty of different cup and tournament options to play through and an opportunity for a group of friends to take a team each through the leagues and so on, but as far as customising teams and tactics goes it's a bit dated. Only the basic formation and player

swapping options are included. This is a bit poor considering that *FIFA*, which came out a looong time ago enabled you to fiddle with all sorts of features right down to the style of coverage and type of play you wanted your players to adopt.

The final nail in the coffin is the gameplay. It's fluid, speedy enough and easy to get into. But the range of moves isn't extensive enough and for some reason the player intelligence lets it down so that the games end up being played end to end.

Sorry if I've weed on anyone's parade but there you go. It's not a disastrous game in any way but it's just not good enough. I imagine a few footy fanatics out there might get a smidgen of fun out of it simply because it's a different slant on their favourite sport but it doesn't offer anything new at all.

ANDY

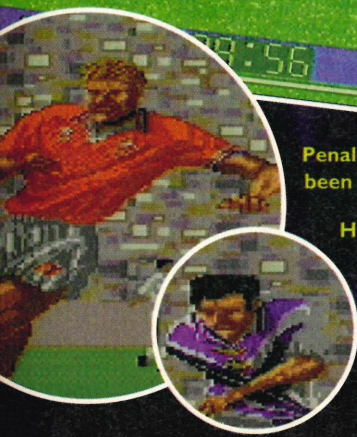
T!

SHOCKERS
 Okay, but simply not as good as the other stuff out there



Penalties would have been better in close up.

Here are some players from the intro sequence. Not very thrilling is it, really?



GRAPHICS

The sprites are poorly animated and the pitch is a bit scabby too. Not very good really.

6

SOUNDS

Moderate commentary and the usual bag of crowd noises and unrealistic sound effects.

7

GAMEPLAY

Sort of arcadey but it's nowhere near as sophisticated as several games that have gone before.

6

LIFESPAN

Lots of tournament options so if you like it, you and your mates can keep going for months.

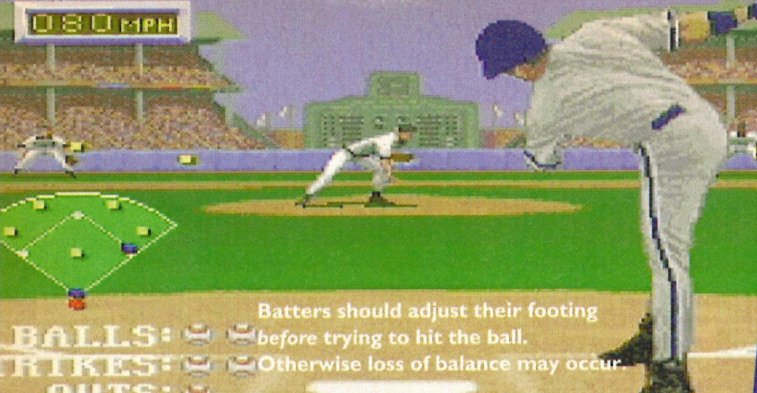
8

TOTAL! JUDGEMENT

'It's like buying a new car and realising they've given you a second-hand one. It gets you from A to B but there's no sun-roof and the stereo's knackered. Sort of.'

TOTAL! SCORE

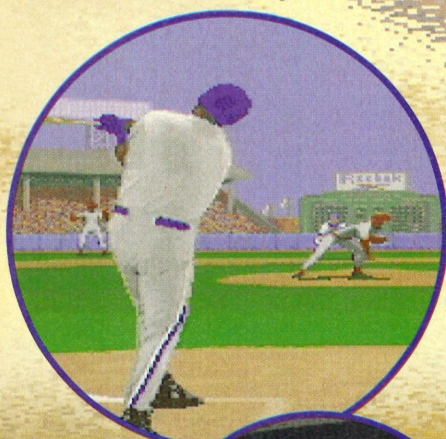
68



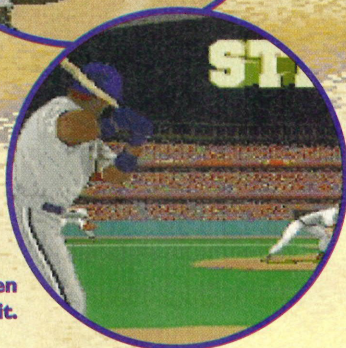
Until you get your timing right, slicing a shot invariably results in the ball swerving wildly out of the field of play.

FRANK THOMAS™

BIG HURT BASEBALL



Play in the daytime or the night time, it doesn't matter. You've still got to hit the thing. And then run round a bit.



'It's impossible not to know the very basics of baseball because it's rounders.'

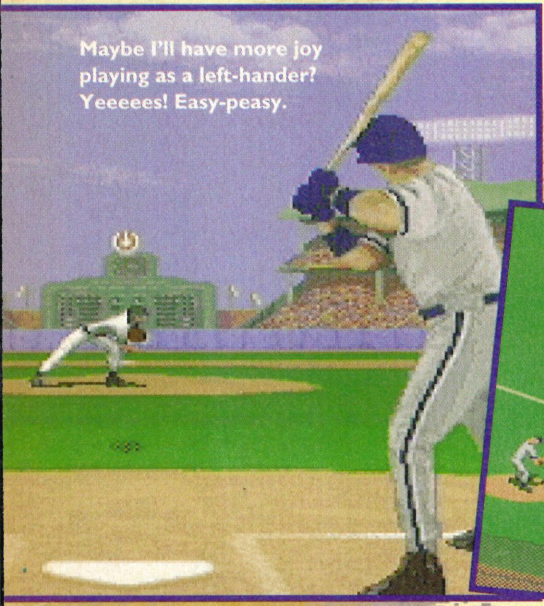
You don't need telling how good this game looks. You can see that for yourself. But you do need telling that it still looks as special when the huge players are moving too – pitching, batting, running, throwing, and hanging their heads when they're out. I might as well tell you, too, that they're all thanks to a top-tech Motion Capture facility that developers Iguana have employed, whereby the actions of Frank 'Big Hurt' Thomas himself (a legendary, big-bellied baseball star) are filmed, then readings



PLAYERS:
1-2
FROM:
ACCLAIM
PRICE: £40
RELEASE:
OUT NOW

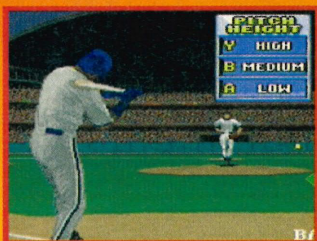
from sensors on his body are converted into polygons, creating the lifelike characters. It's also worth your while knowing that this is a rather well-designed game. It's impossible not to know the very basics of baseball because it's rounders, and we either played it at school or watched the girls playing – always a top treat. *Big Hurt* assumes very little more knowledge, and a simple interface allows you to learn bits and bobs as you experiment your way through the various actions. S'pose I'd also better tell you that despite being a good-looking, technically-accurate, and fairly playable sports simulation, it's also a waste of time. If the same effort was put into a simulation of a sport that anyone in the UK was remotely interested in playing, that game would be splashed all across the front cover, not just this month, but for months after, too – just for a laff. But it's not. It's baseball, and no one cares. I doubt if you're even reading this, 'cos you've already seen the spiffing screenshots, noted the suitable high score and thought 'Nah, it's baseball' and turned the page. Nuff said.

ROB T!

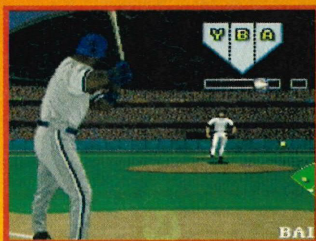


Split finger dilemma

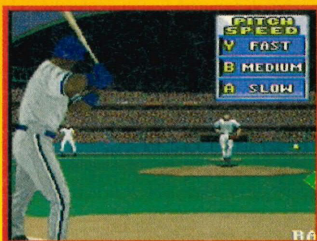
Clearly this is not cricket, and to the uninitiated baseball might seem like a full-scale simplification, but a decent simulation, such as this, gives you step-by-step options as to exactly where and how you should make your 'delivery'. Distances from the centre of the plate can be determined horizontally and vertically, then there are choices of speed and spin. Spin's the trickiest, and unless you're a baseball nut there's no reason why you should know what a 'split finger' is... so experiment. So, tell me, what exactly is a googlie? Hmm.



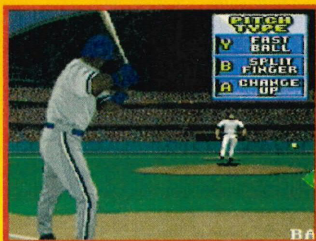
Confuse them by switching pitch height.



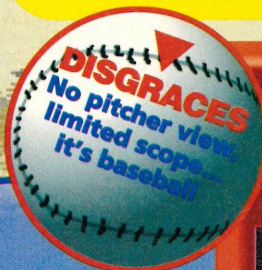
Confuse them by switching to left and right.



Confuse them by varying the pace of the pitch.



Confuse yourself with this split finger nonsense.



GRAPHICS

Superb. The Motion Capture makes the sprites come alive quite alarmingly.

9

SOUNDS

Bit of a commentary, the odd 'Thwaaack' sound effect and some pointless jingles. Okay.

6

GAMEPLAY

It's a smooth and accurate enough sim of a dull sport. Does the job fine.

8

LIFESPAN

Baseball only allows so much depth, but this will keep nutters happy.

7

TOTAL! JUDGEMENT

'Excellent-looking and adequate simulation of a sport no one likes in the UK.'

TOTAL! SCORE

80

Frank Thomas actually makes motorbike boots. Now that really would hurt.

Some stats. Hey, don't worry, stat-fans, plenty more where these came from.

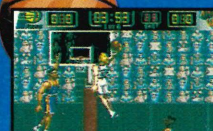
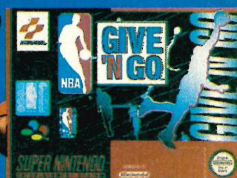
LA
CHICAGO
ATLANTA
NEW YORK
PITTSBURGH
ST. LOUIS
SAN FRANCISCO



we
use
real
NBA
players,
that way
you'll
know
who
ran you
Over

Rated 90% by Nintendo Magazine System!!

Get ready for serious hoop action with real NBA stars and teams. With incredible mode 7 graphics and play by play commentary you'll feel you're on the court with the best the NBA has to offer. Can you cut it?



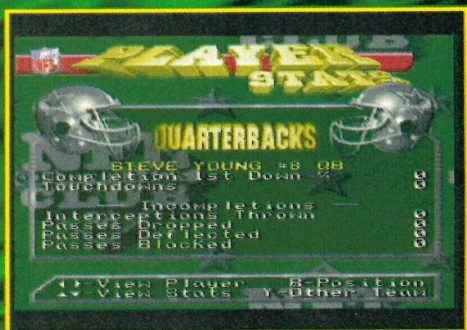
Release date: 15th November 1995

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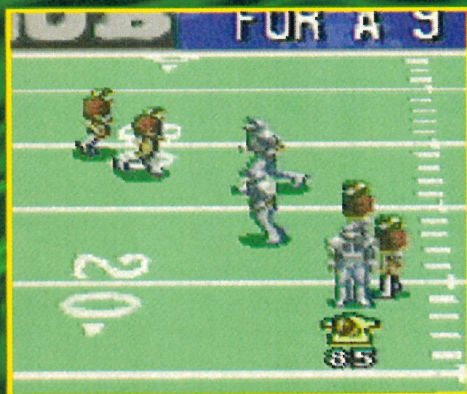


TOTAL!
SNES REVIEW

NFL QUARTERBACK CLUB 96



You can switch quarterbacks if, say, Steve Young's not good enough for you. Just who the hell do you think you are?



Number 85 stands around, waiting for the order to hurt someone while his teammates sort of run off, and that.



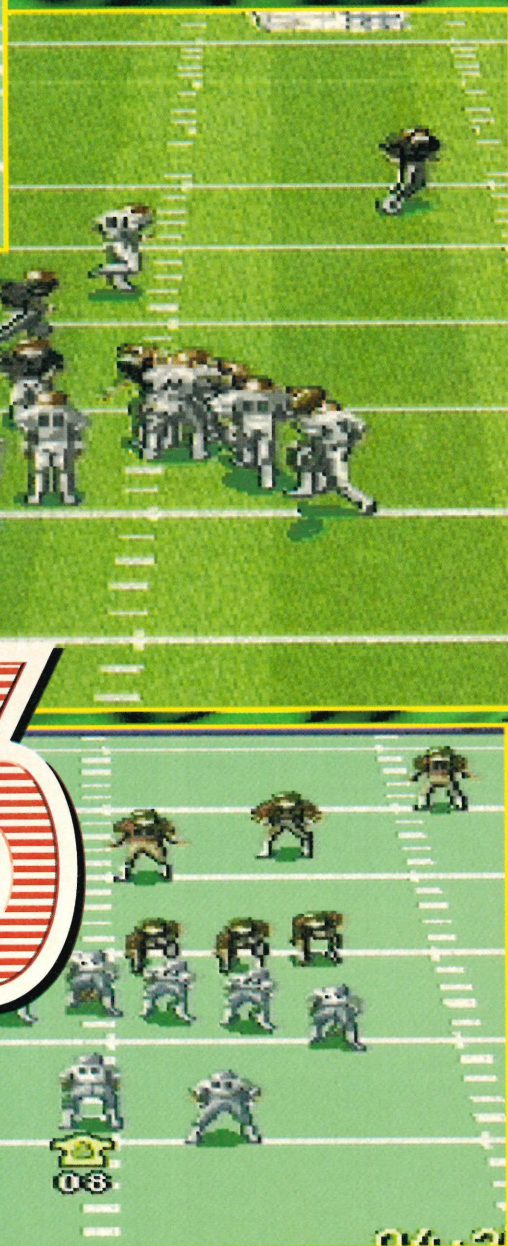
PLAYERS:

1-5
FROM:
ACCLAIM
PRICE:
£50
RELEASE:
DEC

While the fat one was prepared to more or less tread water with his last update, *NFL Quarterback Club* had an ideal opportunity to close the gap that had emerged between Mr Madden's games and their peers. Happily, it's taken its chance and EA can no longer take their series domination for granted. *Madden '96* features an individual training and career mode in direct response to the superior sim side of its jumped up rival.

In the Practice mode you can create ten custom players, training them by

Below: Hang on, there's a fight going on, and surely that's a handball there. What's going on? Oh right, these are Americans. They might be misguided, but at least they're rich, bless 'em.



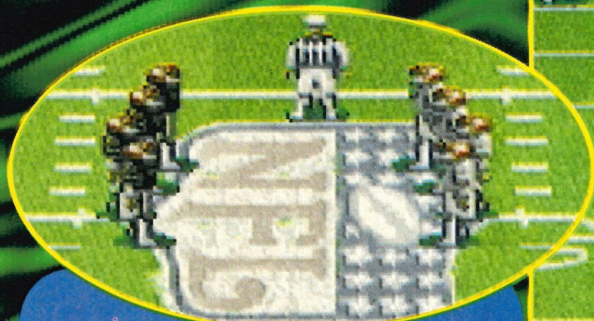
Don't you just hate it when a big arrow comes up behind you and takes the mickey by calling you things like 'arse' and '08'?

**'If you like
a lot of
injuries in
your twenties,
join our club...'**

taking part in a series of coaching exercises, individually tailored to each of your grunt's positions. The more training you do, the better your stats get, and the more effective your players become. It's a simple enough addition but it really does mean the game should last you longer, almost making it a management sim. Sort of.

As usual the actual game will leave many punters scratching their heads quizically as they decide just what an I formation is or whether a pro-set's an expensive type of hair-do, but fans of Madden will feel immediately at home with the two bars and their sub-menus of plays. The play-book seems to be slightly smaller and is structured slightly differently but it's pretty obvious that Acclaim have taken, um, 'inspiration' from the market leader.

"I think this would look better in the hallway. What do you think, stripey bloke?"



The More The Merrier

This year the NFL welcomes two new teams to the fold, not just as a money making scheme or anything, but because they care. Come on in the Jaguars and the Panthers. They're both pretty pump teams though.



Actual play is spookily familiar, with just slightly larger but identically diving, spinning and rucking players and a Madden-esque two tap hike and pass routine. Tactically it's finely balanced but seems to give slightly more joy to the tacticians than Madden, who likes to encourage a bit of unlikely derring-do on the pitch.

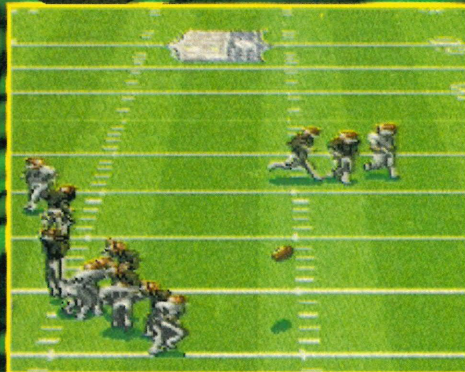
Still, it's hard to call, but Madden '96's updates, including secondary passers on the shoulder buttons, probably ease it away in the single game stakes, while Club's custom teams still definitely offer more than EA's new Training Camp mode. All-round Madden's '96 just edges it, but you pays yer money and you takes yer choice. Either way you should be left happy, as long as you like your gridiron that is. **ROB**

T!



ANDY SAYS...

This is an update of last year's model, which first introduced the training mode. Madden '96 included this feature as a direct response and was a definite improvement, but this doesn't take it any further, so I'd agree with Rob's slightly lower score.



Three against, er, how ever many that is up the top. Does that look fair to you? Frankly, we couldn't care less, as long as there's a bit of a fight. Anybody fancy a kickabout?

TOTAL! TACTIX

As in Madden some of the running backs can dominate the game. Go for the Cowboy's Emmet Smith or concentrate on building a match winning custom back. You'll be glad you did, honest.



GRAPHICS

It's nothing we haven't seen before but it's as slick as you like, so gets the thumbs up from TOTAL!

8

SOUNDS

Solid, and with slightly less shouting than the fat man's efforts, which again is a good thing.

8

GAMEPLAY

On a par with main competitor Madden's in the engine, with a sim side bolted on.

9

LIFESPAN

One-five players, practice mode, custom teams and training. Could last a while.

9

TOTAL! JUDGEMENT

'This close competitor to Madden includes some good stuff on the management and training side. Not at all shabby, but overall is still second best.'

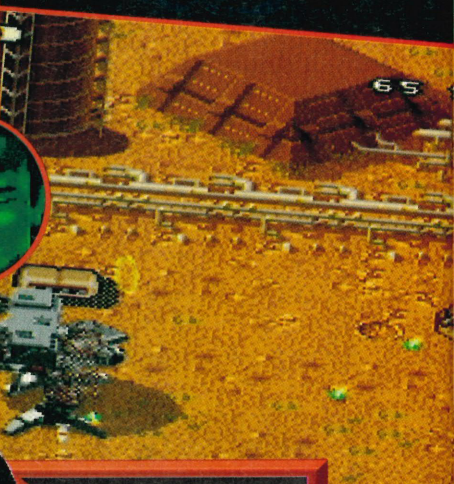
TOTAL! SCORE

88



That green face belongs to your superior officer. Don't let him down now, will you?

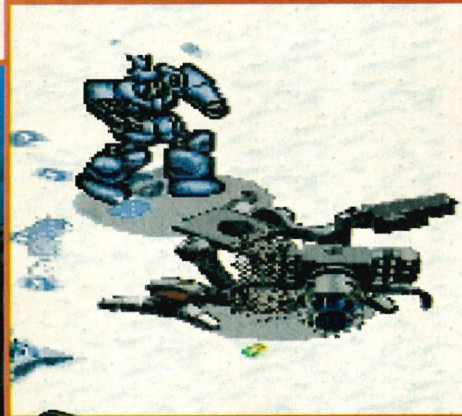
Left: Ol' Mechwarrior gets a bit amorous with a pyramid. Above: Boom! I am, as they say, history.



MECHWARRIOR



PLAYERS: 1-2
FROM: ACTIVISION
PRICE: £40
RELEASE: OUT NOW



Once more I am beaten by a metallic foe. I'm a bit cack.



DANNY SAYS...
A specy-four-eyes I may be, but I can spot a good game when I see one. And this is indeed a good game. It's just a bit sad, nay, tragic that it's so woefully short. Oh well, with any luck Activision will do another one with lots more levels. Let's hope so.

'Andy Dyer, professional Mechwarrior, checks his filofax only to find a rather quiet, five mission, day ahead of him.'

What is it about bloody great big robots? Our common sense should see that striding around in an oversized military machine causing untold destruction is one of the crudest and obvious methods of us blokes getting our fix of macho nonsense. But no matter how '90s I try to be, there's nothing I can do to suppress my sense of wonder at the thought of pretending to be one of these mechanical behemoths. It's pathetic. I even get a bit frisky when the Power Rangers do their crap morphing bit and become that Super Smashing Zordo Robot thing.

So, full marks to the game for featuring a robot then. And what of the potential for mass destruction? Full marks again, the game's riddled with it. You get a choice of three types of weapon operated effortlessly by three of the buttons on your pad. The collar buttons

rotate the top half of your robot so you can spray death all around you while the D-pad moves the whole of the robot around the landscape (it operates the legs essentially). So in terms of fighting it's tops. Every few strides you engage a different enemy and you swivel around wildly slapping all the fire buttons to create an orgy of satisfyingly destructive gunfire.

There's more to it than that though. I could go on for a few paragraphs about the gameplay but there's no point when you can simply describe the thing as *Desert/Jungle/Urban Strike*. Sure, you're in a robot but the gameplay (and the graphics for that matter) are a dead ringer for that found in Electronic Arts now legendary 'Strike' series of games. And frankly, that's no bad thing. There's lots of strategy in choosing how and where to attack first, how to conserve your weapons and so on, there's a mountain of enemies to get on your nerve centres and there's plenty of challenge within each level.

But on to the prob-

ROBOTS
Challenging gameplay and some intriguing missions

TINPOTS
Not enough missions. Sluggish pace

TOTAL! TACTIX

Mission Implausible

It's great being able to pretend you're strapped into a 50-foot-tall lumbering machine capable of untold destruction. Ooh, the power. Here's how to blast your way through the first mission.

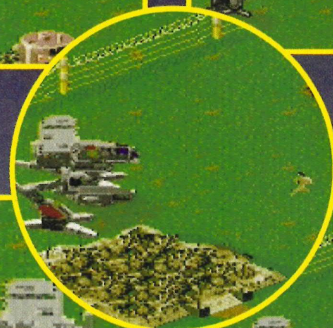
Step 3 – Take out these buildings. It's not only vital to the mission but provides a jolly good laugh to boot.



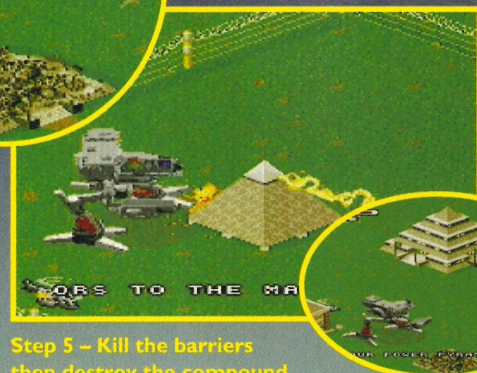
Step 1 – Take out the radar stations so that the enemy cannot target you so easily. A fine way to begin a mission.



Step 2 – Give these hangars a hammering. You may find a coolant while you're doing so.



Step 4 – Rescue this bloke. He'll be able to open the doors of the final compound.



Step 5 – Kill the barriers then destroy the compound.

RIOR 3050



That's me there being dead. Not very good.

The swamp helps to keep your armour cool. It stinks like Rob's pants though.



Predictably enough, there's an ice world. It's white, cold, and very slippery.

lems. There are three, the last of which is a total bummer. 1) The game as a whole works at a very slow pace. I know you control an enormous robot but they could have given him a faster walk. 2) The game slows down yet further when there's a lot of action on screen. This gets very, very tiresome and you painfully try to rotate to engage the enemy. 3) OH DEAR, THERE ARE ONLY FIVE MISSIONS!!! Yes, it's happened again, a perfectly decent game has been ruined by the fact you can finish it in an afternoon. I liked it, I really did, but this is just out of order. Had there been double the missions this would have been a pretty essential purchase, but it's just a bit cheeky to expect kids to pay a tenner per level for their games. By that measure *Super Mario World* would have cost £1,000.

ANDY

T!

GRAPHICS

Pretty smart. All the worlds are well drawn and the sprite animation is great.

7

SOUNDS

The music is all very appropriate and if you whack up the volume the gun weapon effects are tops.

7

GAMEPLAY

Almost nine out of ten. It's tough, challenging and surprisingly addictive.

8

LIFESPAN

Five missions is not enough. It seems tough, but you'll want to finish it in a day.

3

TOTAL! JUDGEMENT

'This could so easily have been a top title. The slowness is forgivable but the lack of mission most certainly isn't.'

TOTAL!
SCORE

57

Ultra PLAY

Super Play issue 39
on sale December 7.

INCLUDING

**Exclusive review of
Square Soft's
Secret Of Evermore**

**Every Christmas SNES
release reviewed as
only we know how.**

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The Great Circus Mystery starring

MICKEY AND MINNIE

TOTAL!
SNES REVIEW



PLAYERS: 1-2
FROM: MARUBENI
PRICE: £40
RELEASE: OUT NOW

'Time for another Disney platformer. This time Rob takes the Mickey.'

Released in Japan through Capcom almost a year ago, Mickey and Minnie finally make it to old Blighty care of Marubeni. Heavily based on the *Mickey's Magical Quest* engine, the only noticeable changes to the original are the locations, and the addition of a simultaneous two-player mode incorporating Mickey's bit on the side. And although it's a welcome addition, it's hardly a revolutionary one.

The game follows either one or both of the famous rodents through six themed levels all containing great interactive backgrounds, as they try to collect five different costumes. Graphics and gameplay are very good throughout it must be said, but if you've ever played *Mickey's Magical Quest* it will all seem just a little too familiar.

Having said that, but for one drawback, I'd recommend this to any platform fan who has never encountered *Mickey's Magical Quest* in the past. That main problem, however, is that the game is way too easy and made more so by the infinite continues available. It may well be that the game is aimed at a younger player and the storylines would seem to back this up, but even so you'd expect a slightly harder test whatever your age.

So a big gold star for another very good platformer in Disney's bulging portfolio, but minus ten house points for virtually repeating an old title. Fun and amusing all the same, but only briefly. **ROB**



Do not attempt this game without sunglasses before midday, especially if you've had a rough night.



MINNIES
Colourful graphics and plenty of fun animation



Great graphics but very similar to Mickey's *Magical Quest*.



SQUINNIES
The gameplay is just a tad too easy for most players



ANDY SAYS...

Nobody likes a Disney platformer more than me, but this one just doesn't do it for me like plenty before have done. Yes, true, it does look gorgeous and yes it plays really well, but the Déjà Vu factor is just overwhelming as far as I'm concerned.

GRAPHICS

Ace Disney graphics, but these days we're looking for something extra from them.

8

SOUNDS

Adequate FX, jolly tunes, and a few decent mouse squeaks, but it's hardly an Oasis album.

7

GAMEPLAY

The simultaneous two-player option adds to what was already a very decent play.

8

LIFESPAN

Just a touch too easy. And the similarities to *Mickey's Magical Quest* don't help.

6

TOTAL! JUDGEMENT

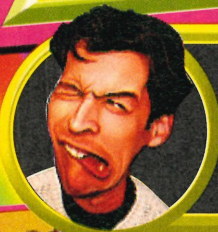
'It looks great and plays pretty well, but it's a bit too easy to complete and far too similar to its predecessors.'

TOTAL! SCORE

76

Zoop

That black and white block near the bottom is you zooming towards the other



PLAYERS: 1
FROM: VIACOM
PRICE: £TBA
RELEASE: OUT NOW

'Andy Dyer tries to fathom the very well hidden complexities of the Game Boy's latest puzzler.'

Last month we ended the review of *Zoop* on the SNES by saying, quite literally, "*Zoop* is poop." We know there were a few people who disagreed with us. A couple of our colleagues actually thought it was a jolly fine little puzzler with a simplistic nature that totally belied the seethingly addictive classic beneath, rather like *Tetris*. The majority however agreed that it was pump.

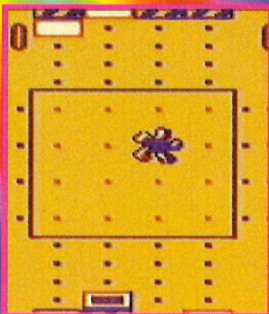
But we're not simply going to tar the Game Boy version with the same brush. After all the Game Boy, by its very nature is perfect for simplistic little pick-up-and-play puzzlers like *Tetris* and a host of other variations on the same theme. Maybe, just maybe, this could be the perfect game on everyone's favourite hand-held. Let's give it a go...

...two hours later...

...nope, it's cack. Try as I might I can't get into it. Or rather I got into it and couldn't wait to get back out again. Graphics don't make the game but these are pitiful. The game itself is a very unpleasant little arrangement of dots and simple blocks. Fair enough. But even the intro screens and options are just blocks of grey with text in it.

As for the gameplay, it's rubbish. You're in the middle and different blocks stack up on all sides and your character assumes the same shape as one of the blocks. You fire yourself

Become this shape and you can destroy lots.



ZOOPS
Er, easy to get into. Um...

at similar blocks to get rid of them. You then assume the style of the next block in line and go off destroying those blocks. The idea, if this is simple enough for you, is to stop the blocks invading your space until the timer runs out. That's it.

Some of the finest games of all time have been this simple, and this is supposed to be another of those instant classics, but it isn't. It's just a very basic battle against increasingly impossible odds which ends up leaving you frustrated and entirely unsatisfied. Still, as I said a few people did like it, so get your friendly shop owner to let you try it out and if you do like it, write in and convince us because right now, we just don't get it.

ANDY

T!

Above: White block action.
Right: More white block action.

DANNY SAYS...

I've been asked to write this alternative viewpoint thing. But I refused on the grounds that I'm not willing to waste valuable thinking time on such rubbish. Stop bothering me, I've got more important things to do like play *DKC2*.



You took too long so now you've exploded.

POOPS
Graphically atrocious with nightmarish gameplay

GRAPHICS

They couldn't do a lot with it, but instead they opted to do absolutely nothing with it.

1

SOUNDS

Whatever they did they couldn't mask the all-round pumpiness of the game.

3

GAMEPLAY

Are we missing something important here? We don't think so. This game stinks.

3

LIFESPAN

While it'll keep morons busy for weeks it forces sane people to cast it aside in minutes.

5

TOTAL! JUDGEMENT

'*Zoop* is poop, *Zoop* is poop, *Zoop* is poop! (I think we get the idea, mate - *Zoop* is poop, then. Debs).'

TOTAL! SCORE

30

wake up to football on Sky Sports 2

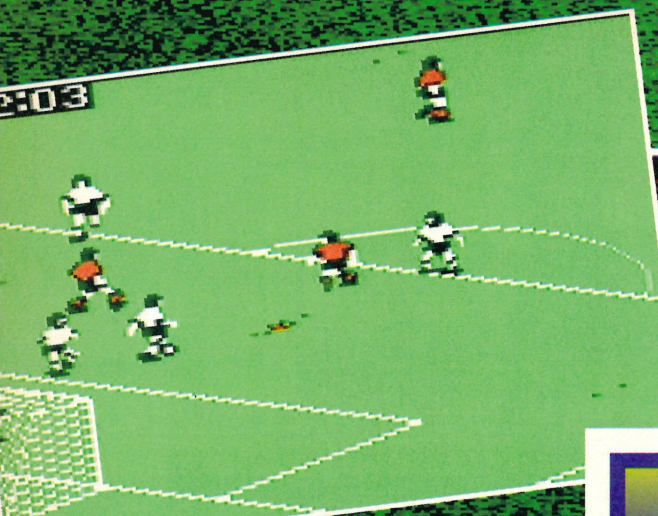
Like football? Tune into goals,
phone-ins, competitions
and loads of action
every weekend
morning

Soccer AM every Saturday
Soccer Extra every Sunday

7-11 am

TV to kick start
your weekend





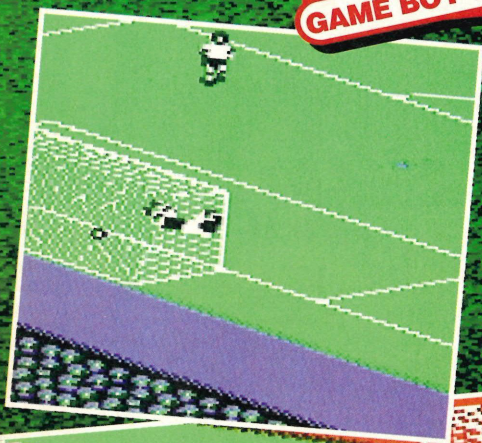
Ajax and Man United battle for European supremacy left and below. I'd bet on Ajax if I were you.



You'd think goalies would let in more goals as they're only 5mm tall.

TOTAL!
GAME BOY REVIEW

FIFA



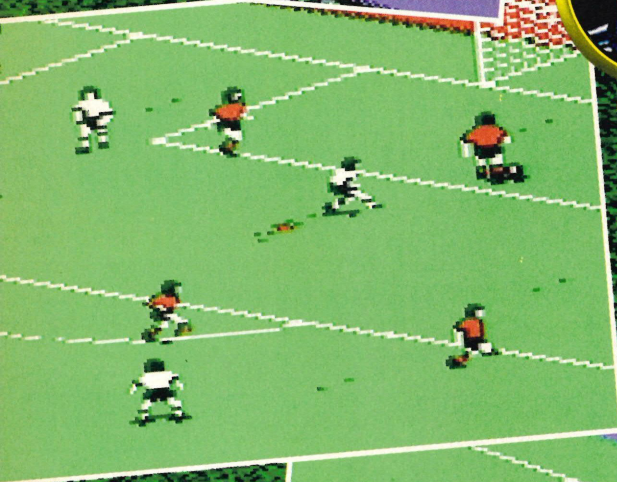
PLAYERS: 1
FROM: T-HQ
PRICE: £24.99
RELEASE: JAN

'Size isn't everything according to Rob. We assume he meant *FIFA '96* on the Game Boy this time.'

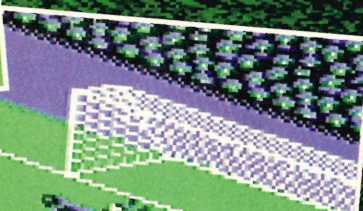
PASSES
Good graphics, decent gameplay and plenty of options

The plan for football world domination is on course – no console or hand-held has been left untouched by the hand of *FIFA Soccer '96*. And luckily for us that includes the beloved Game Boy.

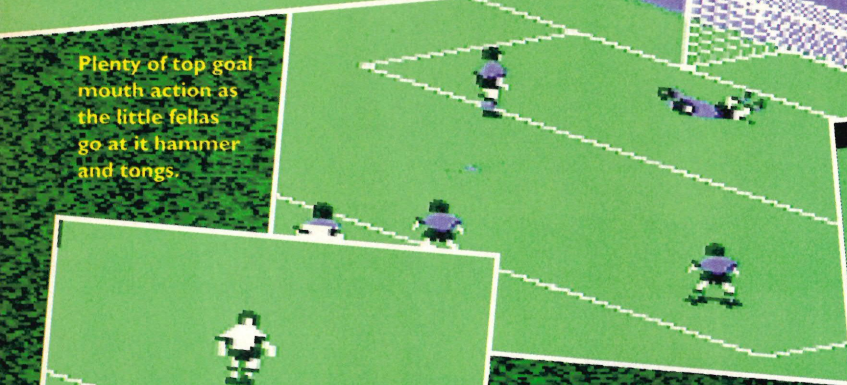
Football has always been at best Endsleigh League standard on the Game Boy, but at last it looks as though it's about to enter the Premier League – albeit in a mid-table, West Ham sort of way. The standard of graphics, especially the sprites, means that you can finally get the full effect of footy on the Game Boy without getting eye strain. And the gameplay itself is very much in line with original 16-bit versions of *FIFA*. Although slightly cumbersome



Plenty of top goal mouth action as the little fellas go at it hammer and tongs.



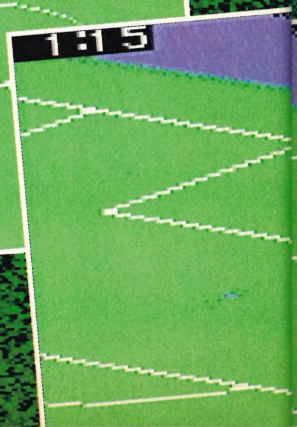
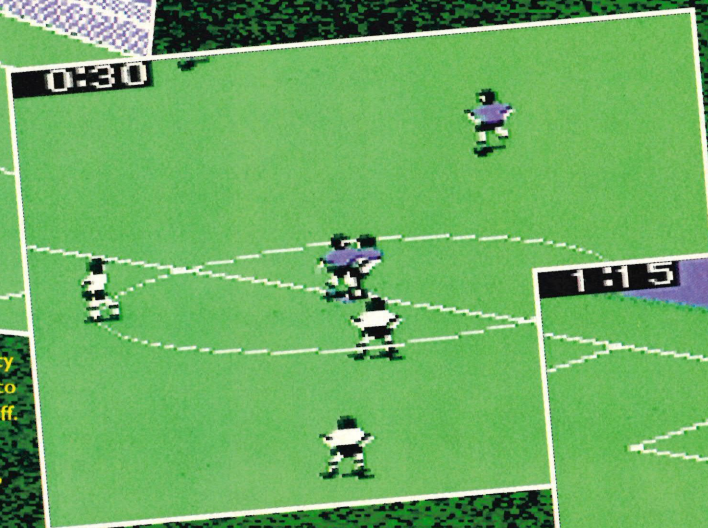
Left: The goalkeeper makes a superb diving save and doesn't look at all stupid, does he?



Right: Le Saux and Batty argue over who is going to take the kick off.



Left: More penalty box confusion, this time because the penalty spot has turned blue.



26

U. da Gama
Shooting
Running
Passing
Goalkeeping
Goalies
Attack
Overall

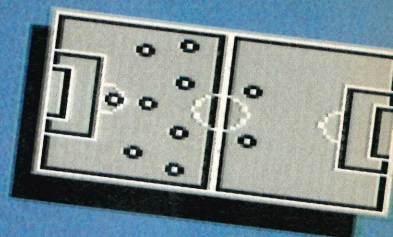
V de Gama. Isn't that Vasco de Gama, the bloke who discovered Portugal? Maybe not.

DANNY SAYS...

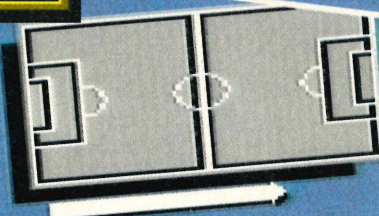
Rob gets emotionally involved when it comes to football and gushes about games that aren't gushworthy. This isn't bad at all - it's one of the best on the Game Boy, it's just I'm not sure that any footy game works well on a hand-held.



FORMATION



3-5-2
4-4-2
Sweeper
4-2-4
4-3-3



Defence
Change

As you can see above, all the tweakage available for the 16-bit versions can be found on the GB.

As we zero in on the play we get an idea of what is actually happening...

...and as you can see, the players are just running about like idiots really.

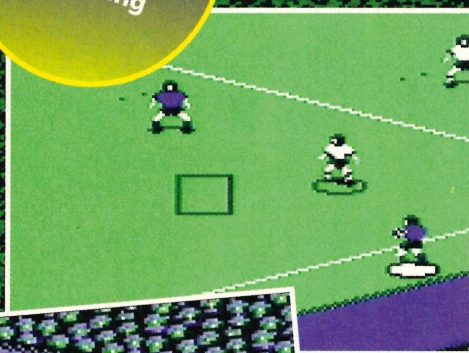
Obviously it lacks the subtle graphical touches of its many bigger cousins and the sound effects cannot match the excitement generated by

the 16-bits, but for those of you who, like me, need to get a fix of football whenever or wherever you are, you can't ask for more than this.

ROB T!

at times, the basic gameplay has been transferred very well from the SNES. The style of play is much the same and goals can be scored with similar moves to those on the console. The action all takes place at a slower pace, however, and when a ball reaches a player it's not controlled instantly as on the SNES, but instead there's a slight jerkiness to it (rather like little ol' me controlling a ball when compared to Jamie

ARSES
Gameplay can be slightly slow and frustrating



This time the goalie makes a proper save with none of that curled up body malarky.

Redknapp). Once you've this sussed though, the action flows freely.

All the options that feature on early SNES incarnations are also there: weather and pitch conditions, strategies, formations, injuries and off-sides. And, of course, there are more stats available than even a statty saddy like me could deal with. Well, maybe not, but there's certainly enough facts and figures for most normal people.

GRAPHICS

The action is easily visible and the sprites are highly realistic despite their size.

8

SOUNDS

Reasonable crowd noise and effects add to the atmosphere, but the Game Boy is obviously limited.

6

GAMEPLAY

Approximates to the original SNES FIFA, but is somewhat slower and more cumbersome. Good, though.

7

LIFESPAN

This, for now, is the best bet for footy on the Game Boy and you won't tire of it too quickly.

9

TOTAL! JUDGEMENT

'Game Boy football has always been a difficult proposition and FIFA '96 tackles it very well. Good gameplay and graphics make it a result for the hand-held.'

TOTAL!
SCORE

84



TURBO TOURNAMENT

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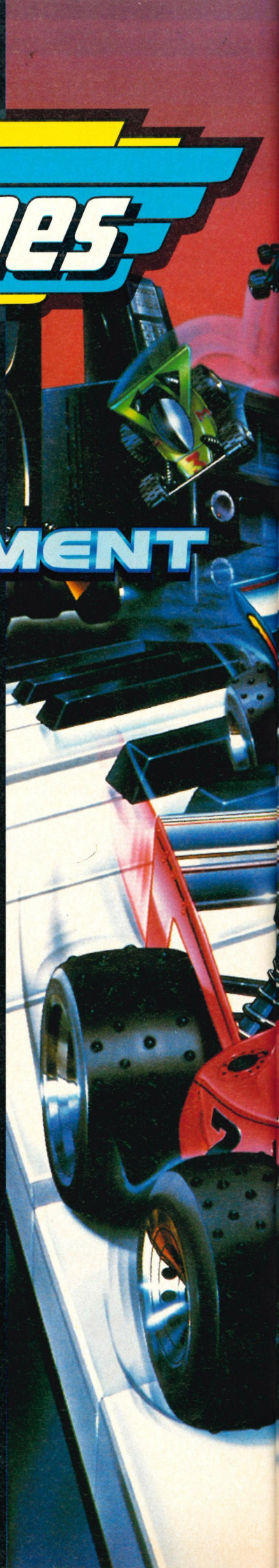
More!

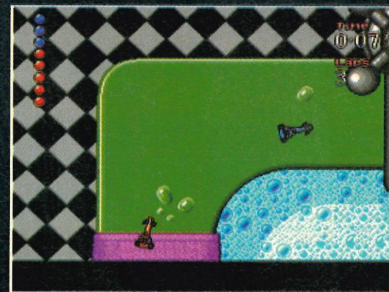
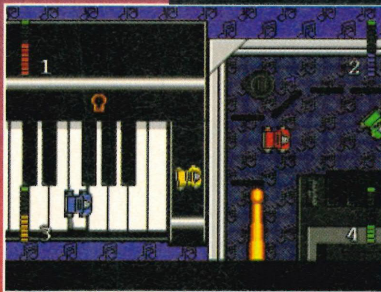
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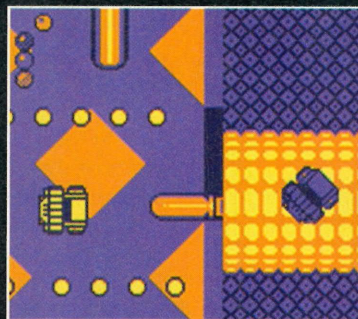
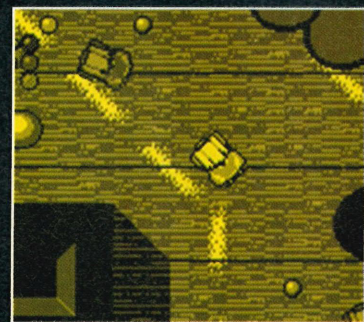
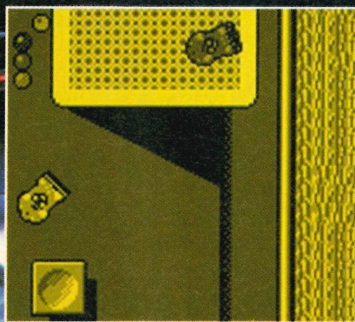
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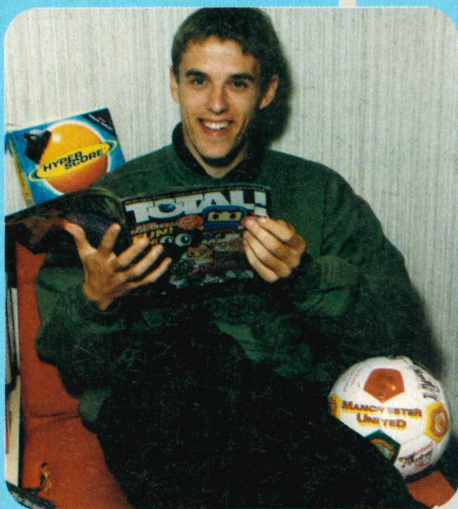


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FAMOUS TOTAL! READERS



Slightly less comic than normal, but this month Manchester United defender Phil Neville was snapped tucking into the latest tasty copy of **TOTAL!** Phil, who has a Hyper Score box permanently sown onto his shoulder believes his recent emergence as a Premier League player is down purely to our tips on *ISS Deluxe*. And a bit of talent together with some training and stuff. Anyway, top bloke is Phil, even if he isn't as famous as his big brother and neither of them play for Portsmouth. Fools.

It's weird, isn't it, how most of Man Utd's supporters live in the south and real Manc supports City? Hmm.

Dear TOTAL!

Please let me start by saying sorry for the crappy paper, but I'm at work and it's all I could find without making it obvious that I wasn't actually doing any work and was in fact writing to you 'funny' guys, which I am. Obviously. Anyway...

I know that your feature on film licenced games (issue 44) was really meant in light-hearted fashion and I myself am an avid games player with a NES, Game Boy, 3DO, Mega Drive and soon(ish) PlayStation, but to say games are better than films is just plain taking the piss.

I'm not a 'sad-looking arty bloke' and if you really enjoy a film for whatever reason, you'll never get bored of it. The games you refer to - *NHL* and *Sensi Soccer* will be dead and buried along with the SNES years before I get bored with such classic films like *Star Wars*, *Pulp Fiction*, *Manhunter*, *Dear Hunter*, *The Crow* and *Robocop* to name just a few. Grow up chaps.

Mark



ROB'S BRIEFS

Dear Rob,

How come Sega keep making more consoles when Nintendo have only four?

Jason Smith, King's Lynn

Dear Jason,

Nintendo have more than four. There are three in the office for a start and

Dear Mark,

Yes, you're right the film licence feature was meant in a light-hearted fashion and, as such, any pedantic responses to it should be treated with the disdain they deserve. I'm a fan of films as well and in many respects the genres of games and cinema shouldn't be compared but for the purpose of our **GAMES** magazine they were and quite coincidentally **GAMES** won. Bizarre. Eh?

As for your choice of 'classic' film, all I can say is HA! Indeed you aren't an arty bloke are you Mark. *Star Wars* and *Pulp Fiction*, are indeed truly great films, but *Manhunter*? Oh dear. *Manhunter* was a thriller by numbers in which Michael Mann got in some well-needed practice for directing *Miami Vice*. *Dear Hunter* is good but overly long and an incredibly self-indulgent piece of work. *Robocop* is fun, but it's certainly not what you can call a classic. And if anyone needs to grow up, it's people who include *The Crow* in a list of classic films. Perhaps harsh, but hey, you started it. So, on with the **GAMES**, eh?

Rob

then Danny and I have both got one at home, so that's five and then... oh, I see what you mean. Well, rather than bring out stop gap machines between real advances in technology (no, I didn't mention the 32X), Nintendo wait for their developers to get it exactly right. Just wait for the Ultra 64 and you'll see what I mean.

Rob

Dear Rob

I'd just like to say that your magazine is fabulous. I have two questions I hope you can answer for me.

1. What's your all-time favourite game?
2. And what will your wishes be if a genie gave you three wishes?

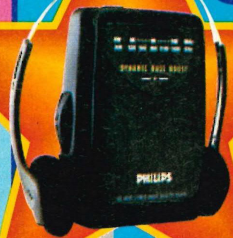
Paul McGeough, Co Cork

Dear Paul,

As you've been so kind about **TOTAL!** I'll happily answer your questions. My

Hey, it pays to keep in touch, so write to us, type to us or if you have extra sensory powers have a good think about us and we'll pick up the vibes.

STAR LETTER



Dear Rob

Aren't you fed up with people constantly asking the same questions about the Ultra 64 and what will happen to the SNES? We still have no concrete evidence of the

games that will be available. I'm not doubting the powers of the Next Gen console I just think it will be a while before it takes off. Ultimate Future Games has been talking for over a year now about the PlayStation but it has only just started selling. As far as I can see, people should continue to play SNES games which are better than ever and wait until next Christmas when the Ultra 64 has been out for a while before they buy it. We have got

Doom, Killer Instinct and MK3 all coming out on the SNES. I say support your SNES and don't get too excited about the Ultra 64 until we've seen some of the games in action.

Mike Hare, Worthing

Dear Mike,

Common sense prevails! There's nothing wrong with getting excited about the Ultra 64, as it is going to be a very special console and it is Nintendo's first console release for quite some time but I agree totally that people shouldn't think about abandoning their SNES just yet. Keep enjoying your SNES gaming well into the new year and then think about buying an Ultra 64 next Christmas - when prices should have come down as well. Anyway Mike, we'd like you to accept a walkman as a token of the esteem we now hold you in.

Rob

Dear TOTAL!

First of all I wish to congratulate you on making this wonderful mag.

1. I was thinking about buying the Ultra 64 on import from Japan, will you be able to play British Ultra 64 games without a converter or will I need to get one? If I do, when will it be released and how much will it cost?
2. How much will the SNES games cost for the Nintendo Ultra 64?
3. What's the best SNES wrestling game on?

Gareth Anderson, Scotland

Dear Gareth,

We still have few NU64 details, so talk of converters is premature. We believe that the games will be similar in price to those on the SNES, perhaps slightly more. The best SNES wrestling game at the moment is probably *WWF Royal Rumble*, but I'd hold on for *Wrestlemania* from Acclaim which is superb.

Rob

Dear TOTAL!

I once bought a *TOTAL!* mag which had four double-sided posters in it and nothing else. About a month later my mum cleared up my room and she must have thrown them away because I literally scanned the house for them. I've even searched the attic.

I gave up searching and looked at back issues in my other *TOTAL!* mags but I could not find the right *TOTAL!* issue, as I threw away the cover of the mag and pulled out the posters and so do not know what issue it is. It is beyond issue 29 because that was the first issue I ever bought. The posters were of *SSF*, *MKII*, *DKC* and *Secret Of Mana*. Please could you tell me what issue it was so that I can order a back issue and save myself from putting sad posters on my wall as a replacement.

Simon Warburton, Surrey

**WIN A
GAME BOY
CART!**

**WEIRD
PLACES I'VE
PLAYED MY
GAME BOY**

No. 42



Name: Simon Callow

Age: 11

From: Derbyshire

I am a great Animaniacs fan. Here in this photo I sent I am for some strange reason playing my Game Boy upside down on my bunk-bed.

On your bunk bed, how bizarre, what next? Double bed? Settee, chair, who knows?

Dear Simon,

The issue you're referring to was actually a poster special rather than an actual issue. At time of writing I've been unable to find out if they're still available, but as luck would have it, I do have a couple still floating around in the office. Unfortunately we don't have your address but if you write to me I'll stick one in the post to you. Your story really was that heart-wrenching.

Rob

favourite game of all time has always been *Sensible Soccer* but I must admit that *ISS Deluxe* has been pushing it pretty close recently. Three Wishes? To play football for Portsmouth in the Premier League, to go out with Katie Puckrick and to beat Andy Dyer at *Micro Machines 2*.

Rob

Dear Rob

1. Will there be a *Mortal Kombat 4*?
2. If so, will Reptile and Scorpion be in it?
3. Is there a *Mortal Kombat* comic?
4. Will there be a James Bond for the SNES?

Tim Boothroyd, West Yorkshire

Dear Tim,

I wouldn't bet against *MK4*, especially for the Ultra 64, but we have no information on it at present. There are imported US *MK* comics available from comic stores. If there was to be another Bond game on

the SNES then I'd have thought the release of the movie *Goldeneye* would have been an ideal opportunity to launch it. We'll keep an eye on that one.

Rob

Dear Rob

Please, please, please answer my questions as all my friends are a bit thick.

1. Is *Killer Instinct* better than *MK3*?
2. Is *Killer Instinct* that slow that it is not worth buying?
3. What's wrong with Ocean, why don't they release *Theme Park*?

Stephen Yu, Scotland

Dear Stephen,

Killer Instinct and *MK3* are both smart fighting games and in an ideal world everyone would own both. We prefer *MK3*, but *Killer Instinct* is certainly not so slow that it wouldn't be worth buying.

As for *Theme Park*, I think Danny cleared that little matter up last month. Bless him.

Rob

Dear Rob,

I am allowed two SNES games for Christmas and one Game Boy game. I have chosen *MK3*, *Secret Of Mana* and *Mario's Picross*. Which would you pick?

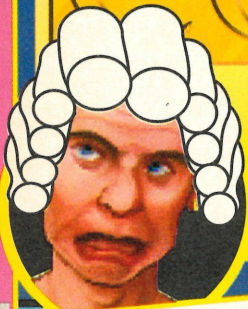
Robert Johnson, Coventry

Dear Robert

I'd say the three you've picked are pretty good choices. Personally I'd be looking for *ISS Deluxe*, *Doom* and *Mario's Picross* to be in my stocking this Christmas but I'd settle for your choices. If you're a bit of an RPG and beat-'em-up man then those are the best bet. Hope you get them.

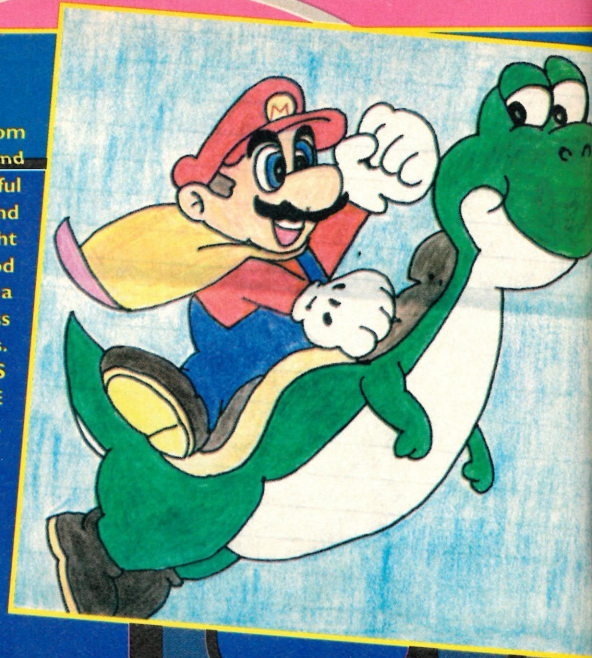
Rob

Johnny's Crayon COURT



Not a bad show on the whole this month. Perhaps what I've been saying is starting to get through to some of you.

Paul McGeough from Co Cork, Ireland sent in this delightful piccy of Mario and Yoshi. Bright colours, good perspective and a very good likeness to the characters. IT'S ALMOST AS IF YOU'VE TRACED IT, PAUL!



Here's Mario in an unusual guise. Looks a bit like the box of Mario's Picross on the Game Boy, which can't be bad. We forgive 11-year-old Paul Nicholas all his sins for this top effort.



Poet's Corner

X-MEN by Oliver Johns

Wandering alone through the world
Old Wolverine needs a girl.
Lied to, betrayed but shows no fear,
Vows to avenge his dear friend Morph.
Envious of Cyclops, raging with anger
Inside he knows.

No one can comfort him with Enemies aplenty.

Gambit has powers that Are able to destroy.
Most of the mutants on the earth,
Beaten to a pulp.
Ignited by a flame,
To what does he owe the pleasure?

A poem by Euan Janes

Nintendo is the best
Sega is the pest
Nintendo have great accessories
Sega make a mess of these
Nintendo game fun will never end
Sega games will drive you round the bend
Nintendo have great games

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FIFA

96



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every format.

ON SALE: November 9th



Looks like we got ourselves an artist!
This is one of the best drawn items to
grace my mail in months. And that includes
some of **TOTAL!**'s cover artwork that I've
commissioned professional artists to do.
Hats off to 12-year-old Ben Raybould from
Stourport-on-Severn.

13-year-old crayon maestro Jon Davies from
Oxfordshire sent in this carefully coloured-in
piece of work. In fact it's so good I'm going to
quit my job now and you can have it Jon. Nah,
only kidding.

like *Unirally*
Sega games are about a
hedgehog called 'Sally'
Nintendo games are lots of
fun
Sega games are rather dumb
Nintendo have the Ultra 64
Sega have the Saturn but it's
a real bore
Nintendo have the Virtual Boy
Sega have the Game Gear,
a Stone Age toy

Nintendo have the really
cool SNES
Sega's slug-o-drive is a real
mess
Nintendo have the best
magazines
Sega have the best sick-
bagazines
The best magazine is **TOTAL!**
of course
The other magazines are a
load of old horse

TOTAL! TACTIX

Cor! Absolutely and undeniably one of the best TOTAL! Tactix sections since the dawn of TOTAL! awaits your cheat-hungry eyes! Can you help us improve on it next month? Send your stuff to: TOTAL! Tactix, 30 Monmouth Street, Bath, Avon BA1 1DL, a.s.a.p.!

SNES
TACTIX



PAC-IN-TIME

Lucy Day from Cheddar in Somerset knows what she's on about when it comes to Uhu Sticks, *Blue Peter* memorabilia and, sometimes, *Pac-In-Time*. Monday was one of those times, and, luckily for us, she managed to scrawl down a cheat for a level select just in time.

Anyway, here's how you get one: Go to the password screen, and enter LVDYK. Then run to the title screen, and hold the LEFT, L and R buttons. Now press Start and revel in the pleasures a level select can bring. Oh joy!

SEAQUEST DSV

SNES
TACTIX

A game that made it into the top 52 games of 1995, *SeaQuest DSV* has just been made that tiny bit more manageable

thanks to the cheaty wonder of Philippino worm charmer David 'Daisy' DeLaney of Ashby de lá Zouch. According to the rascal-like one, there's a debug screen hidden within its moist, plastic-like edges. Just go to the bridge and press L, R, B, A, LEFT, RIGHT, X, Y, UP, DOWN. This'll get you to the famed debug screen, where you can fiddle around with all your options until you die of happiness.

STREET RACER

SNES
TACTIX



Jon Trehearn of Angus sent us quite a difficult-to-find cheat for the cart known as *Street Racer*. Want four more tracks to race on? Go to the options screen, and choose Custom Cup Setup. Once there, press as follows: L button, R button, L button, R button, X, Y. There. Now, want to alter your player's attributes? Go to the

Character Selection screen, and choose any character. Now press X, Y, X, Y, X, Y. Now press and hold the X button, while you move the control pad RIGHT to increase your attributes and LEFT to decrease them. Oh – and pressing UP or DOWN will switch to a different attribute to alter.

PRIMAL RAGE

SNES
TACTIX



Jason Alistair of Gortley in Worcestershire has graced us with his tips once again, this time with *Primal Rage* stuff. All he reckons you have to do to access a super special secret cheat menu is press Start on the title screen, and get to that screen where you have three possible selections (Start, Options and Credits). Now press LEFT, LEFT, LEFT, RIGHT, RIGHT, LEFT, LEFT, RIGHT, RIGHT, RIGHT, LEFT, RIGHT. A new option will now make itself apparent, giving you stuff like Turbo modes and free plays!

PRIMAL RAGE

More *Primal Rage* cheats in, this time from Steve Major of Balham. He knows how to choose alternative colours for your little dino fellas, and – blimey! – he's let us know! All you must do is first go to the character select screen, and choose the blokey you want by pressing Y, B, X, and A simultaneously. When you start, your dinosaur will be a different colour.

KILLER INSTINCT

SNES
TACTIX

Straight from the knowledgeable heads of our very own TOTAL! boys come these rather top



cheats and tips for the SNES version of *Killer Instinct*. After the mammoth celebration of *KI* we presented to you in the form of last month's supplement, we've been working overtime to bring you the latest and bestest in *KI* tips. Eat 'em up...

Play as Eyedol

Choose to play as Cinder, first of all. When the Vs Screen appears, hold RIGHT and then quickly press weak punch, weak kick, fierce punch, medium kick, medium punch, and fierce kick.



Eyedol's Moves

Slow Fireball

DOWN, DOWN/RIGHT, RIGHT and weak punch

Medium Fireball

DOWN, DOWN/RIGHT, RIGHT and medium punch

Fast Fireball

DOWN, DOWN/RIGHT, RIGHT and fierce punch

Club Swing

Charge LEFT and then press RIGHT and fierce punch

Ramming Charge

Charge LEFT, and then RIGHT with weak punch

Power-up Stomp

Hold LEFT and the RIGHT with weak punch

Running Ram Charge

Charge LEFT, medium punch, RIGHT, weak punch



Ramming Club Swing

Charge LEFT, then RIGHT with weak punch, charge LEFT, then RIGHT, then fierce punch

Running Club Swing

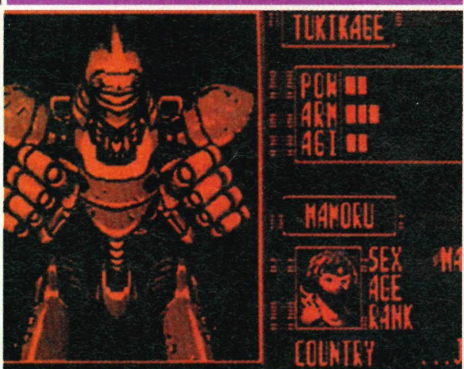
Charge LEFT, press medium punch, then right and weak punch, followed by charging left, then right and fierce punch



Virtual Boy Tactix

TELEROBEXER

Blimey! Our first Virtual Boy cheats! Thanks to one of our Japanese readers, Akira Matsui (from out of that Tokyo place), for this rabbiting tinker of a VB hack. So, if you want to be able to control part of the introduction to the *Teleroboxer*, just press the left and right punch buttons (found on the underside of the controller) as you see your fighter standing. Your bloke will then punch at the screen. Fun, pointless and – so far at least – only available on import.



Projectile Protection

Charge LEFT, then RIGHT and fierce punch

Combo Breakers made simple

At any of the Character Vs screens, press DOWN and START at the same time.

Slow Down

While holding LEFT on the d-pad, press all three of the kick buttons at the same time.



Turbos

- 1: Hold RIGHT while you press all the punch buttons.
- 2: Hold RIGHT while you press all the kick buttons.
- 3: Hold LEFT while you press all the punch buttons.

Colour Choice

Choose your character. Now press UP or DOWN on the pad to decide what colour clothes you want them to wear.

Random Stage Select

Get to the character select screen, and press UP and START

Stage select

With the following codes you can now get to any stage you want (and that includes the secret stage) by pressing the following buttons when you're choosing a character:

- Random stage selection: UP and START
- Eyedol's Stage: DOWN and fierce punch
- Glacius' Stage: UP and weak punch
- Ice Stage: UP and fierce punch
- Dungeon: UP and medium punch
- Spinal's Stage: UP and medium punch
- Orchid's Stage: UP and medium kick
- Cinder's Stage: UP and fierce kick
- Street Stage: DOWN and weak kick
- Thunder's stage: DOWN and weak punch
- Riptor's Stage: DOWN and medium punch
- Sabrewulf's Stage: DOWN and medium kick
- Fulgore's Stage: DOWN and fierce kick
- Sky Stage: both players must press DOWN and medium kick simultaneously

LEMMINGS 2: THE TRIBES

SNES
TACTIX

Sebastian Coven of Holyhead has stumbled bleary-eyed over a top little *Lemmings*-related cheat. On the title screen, move your cursor up until it is over the dot above the 'i'. If you press 'B', you'll be greeted by a 'Hi!' from Lemmingsland. Now, the Lemmings will show you exactly what they're saying through the miracle of subtitles. Pointless, maybe, but good nevertheless.

ZELDA VI: Link's Awakening

Want to wreak havoc by sending a bomb screaming across the screen slapped on the end of an arrow? We certainly do. But now we can, 'cos a helpful chap called **Alex Marsh** of Coventry told us how. Assign the bombs to one button and the arrows to another. Press A and B together. Now watch in happiness.

GB
TACTIX



BUBBLE BOBBLE

You can start at any level. Oh yes you can. Just enter KGBJ as your password and off you go. **Stephen. Miller.** Croydon. Top fella. Thanks.

GB
TACTIX



PREHISTORIK MAN

Stage Selects can be such fun! Honestly! **Grant Lester** from Melton Mowbray knows what we're talking about... here's what he found out for top wrongly-spelt SNES game, *Prehistorik Man*: Highlight Exit, press and hold L, then press Start, Highlight Game Start, hold R, and press Start. Then, at any time, press Select to skip off to the next stage.

SNES
TACTIX



SNES
TACTIX

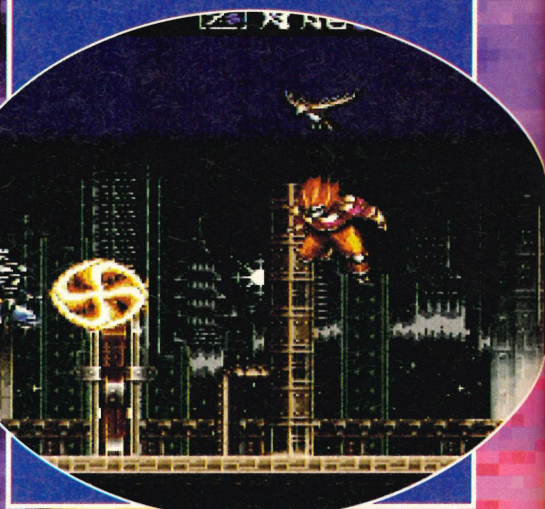
HAGANE

Bit of an office favourite at one time, this. To get an infinite continue feature, courtesy of Andy Brophie of Millhouse, just choose the 'config' option at the title screen. Then get to the music option and play, in this order, numbers 9, 8, 7, and 6. Now keep on dying to your heart's content, for you have the magic of infinite continues under your funny little belt. Huzzah!

GB
TACTIX

WARIO BLAST

Thanks to Sean Bassett of Railborough for his contribution to this month's Tactix. A fine one it is, too. On *Wario Blast*, enter the password 5656 in order to play *Super Bomberman*. Oh - and enter 6565 to play Wario. Okay?



ACTION REPLAY CODES

Super Return Of The Jedi

7E022EFF	Unlimited Force
7E022B0A	Unlimited Bombs
7E01E20X	Weapon Select
7E02A020	Unlimited Shield
7E069E03	Unlimited Credits
7E1B4900	Need no Tie Fighter

Universal Soldier

010548C1	Infinite Lives
080656C3	Infinite Energy
0C084BC1	Infinite Time
0A0125C1	Always have the laser gun
0A0225C1	Always have the laser cannon

Biker Mice From Mars

7E179E03	Infinite Energy
7E17C603	Infinite Shots



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TOT35: Lemmings 2 and Micro Machines reviews.
TOT36: Street Racer review, Killer Instinct.
TOT37: Cannon Fodder review, Cruis'n USA.
TOT38: Stargate review, DKC guide.

TOT39: Unirally review, Cannon Fodder guide.
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TOT43: Theme Park review, Putty Squad tips.
TOT44: Bust-A-Move review, Judge Dredd Player's Guide.
TOT45: Earthbound, Super Turrican guide.

TOT46: Doom, Killer Instinct and MK3.
TOT47: Yoshi's Island, Bomberman 3, Doom tips.
TOT48: Earthworm Jim 2, ISS Deluxe and Doom tips.



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DOOM

SURVIVAL SPE



Welcome to the third part of our complete guide to *Doom*. It's time for the third and most deadly of the sections and it's here that you'll most deplore the fact that there are no save options in the game. Still, use the tactics you've learnt so far and always keep our maps at the ready and you'll no doubt pass the test with flying colours (a bloody scarlet being the most prominent of these colours of course).

ARSENAL!

Look out for the variety of weapons and remember their different characteristics. Use the BFG 9000 like the shotgun and you'll be a cloud of foul-smelling vapour. Only use the chainsaw when either conserving bullets in a confident one-to-one combat scenario.

SHOTGUN



Standard weapon of the *Doom* arsenal, effective at close range against most of the spawn of Hades.

PLASMA RIFLE



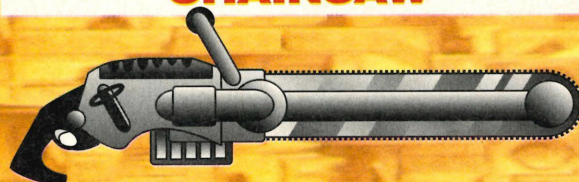
Higher grade weapon, eats up extra fuel cells, but delivers a satisfying punch.

ROCKET LAUNCHER



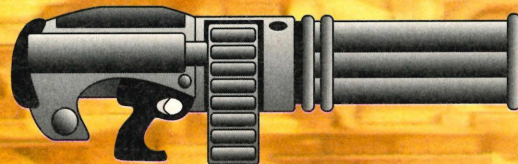
Ideal for those far-away shots, but not to be used in confined areas – the blast will take you out as well as your opponents.

CHAINSAB



Obviously, a close combat weapon, but only to be used as a last resort, against the not so powerful foes.

CHAIN GUN



Very good for mob dispersal, keep your finger on the trigger, spray liberally, and watch those demons fly apart.

BFG 9000



This is the most powerful weapon at your disposal eats up energy, and is not user friendly. It takes nail-biting seconds to charge up between bursts, but when it does...

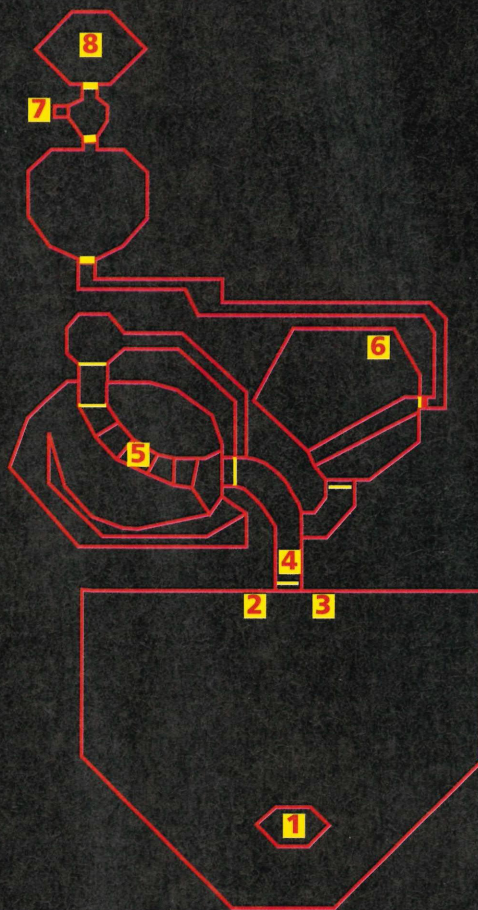
M

CIAL

LEVEL 1 - *Hell Keep*



1. Start point
2. Switch
3. Switch
4. Door (Cacodemons behind)
5. Rising bridge with shotgun on it
6. Courtyard
7. Secret compartment containing rocket launcher
8. EXIT



LEVEL 2 - *Slough of Despair*



1. Start point
2. Slime (to point 3)
3. Chaingun
4. Cacodemon
5. Berserk pack
6. Blue armour
7. Rocket launcher
8. Cacodemon enclosure
9. Spectre enclosure
10. Lost Souls
11. Switch (opens 12)
12. EXIT
13. Slime (opens 14)
14. Monster enclosure
15. Two switches
16. Soul Sphere
17. Monster enclosure containing rocket box
18. Switch
19. Triangle
20. Enclosure containing Plasma gun



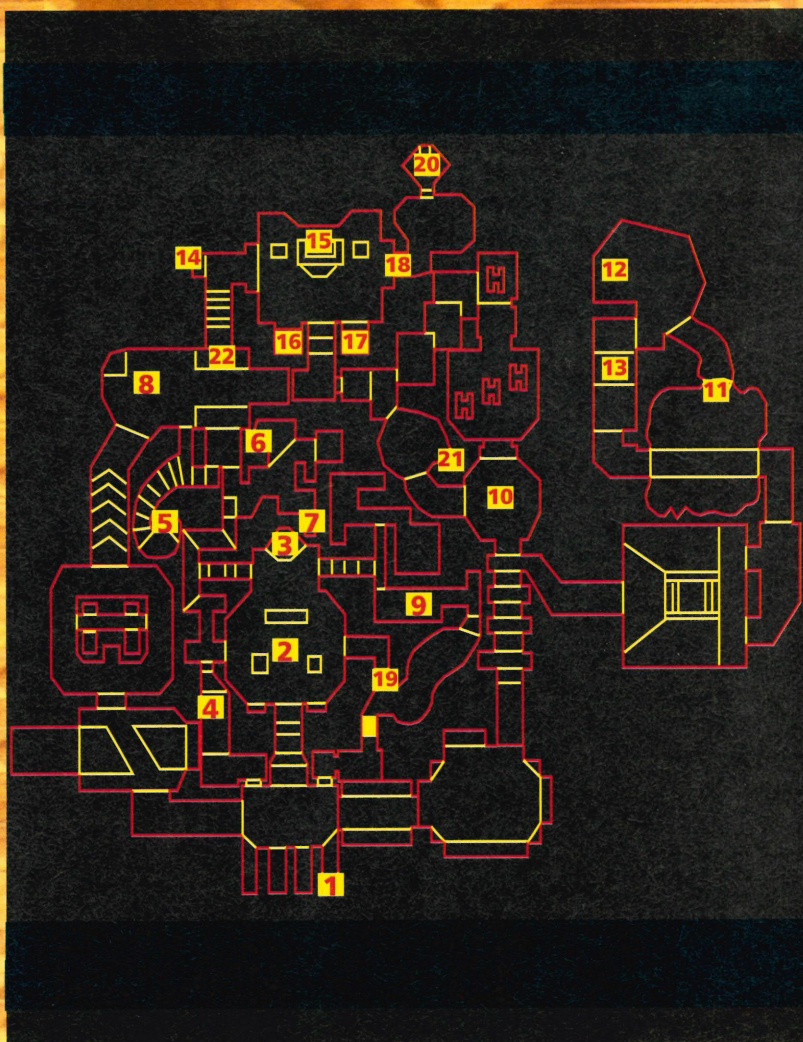
DOOM

SURVIVAL SPECIAL

LEVEL 3 – Pandemonium



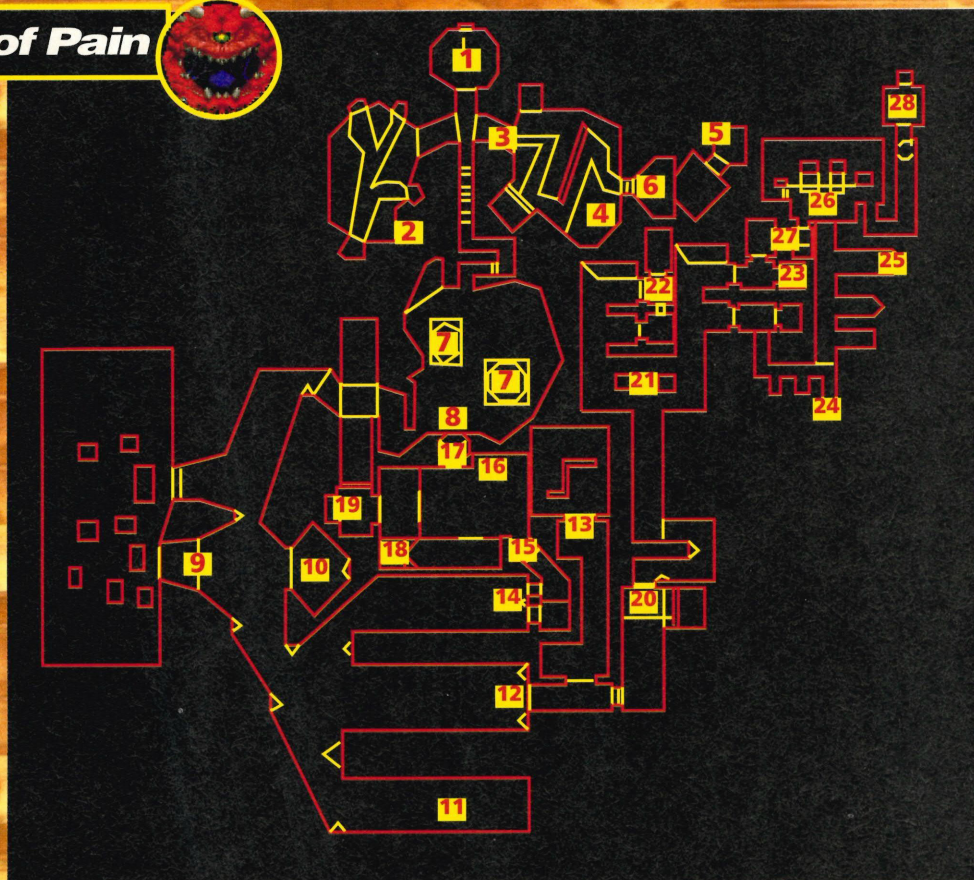
1. Start point
2. Shotgun
3. Switch (to obtain 2)
4. Switch (for lift)
5. Invulnerability
6. Soul Sphere
7. BFG 9000
8. Hall (baron of hell)
9. Blue skull key
10. Baron Of Hell
11. Berserk pack
12. Rocket launcher, backpack, green armour
13. Demon pit
14. Switch
15. Podium
16. Computer map
17. Demon room
18. Blue door
19. Blue armour
20. EXIT
21. Chaingun
22. Blue armour



LEVEL 4 – House of Pain



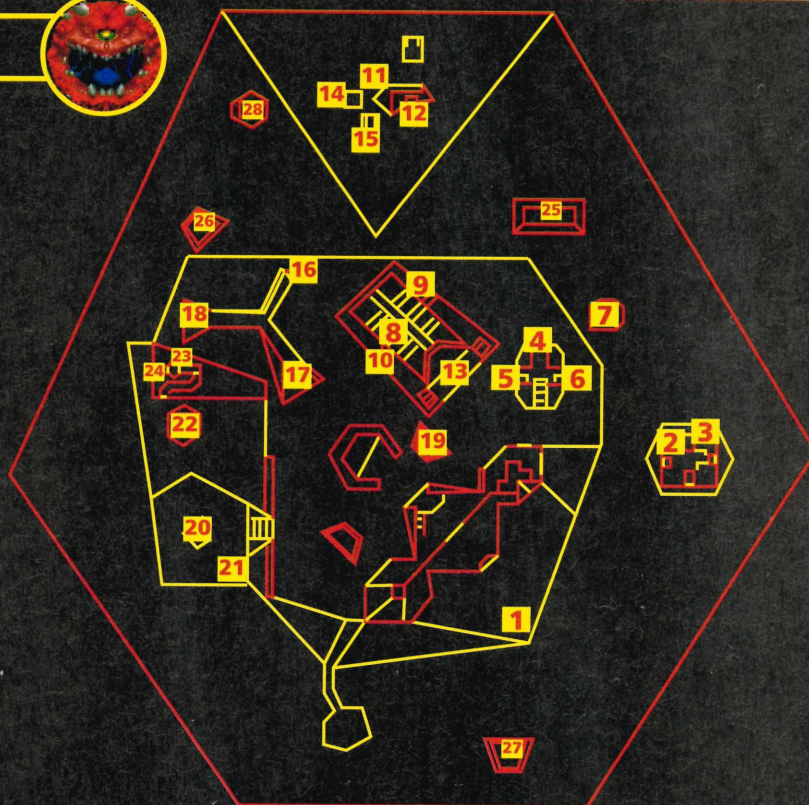
1. Start point
2. False wall
3. Entry
4. Teleport
5. Teleport
6. Berserk pack, Blue armour
7. Crushing ceilings
8. Three switches
9. Tripwire (opens 10)
10. Monster enclosure
11. Blue skull key
12. Blue door
13. Blur artifact
14. Double doors
15. Switch
16. MONSTERS AHOY!
17. Switch (reveals BFG 9000)
18. Secret room
19. Soul Sphere
20. Trigger door
21. Pillar switches
22. Yellow skull key
23. Red skull key
24. Rad suit
25. Backpack
26. Switch
27. Switch
28. EXIT



LEVEL 5 – Mt Erebus



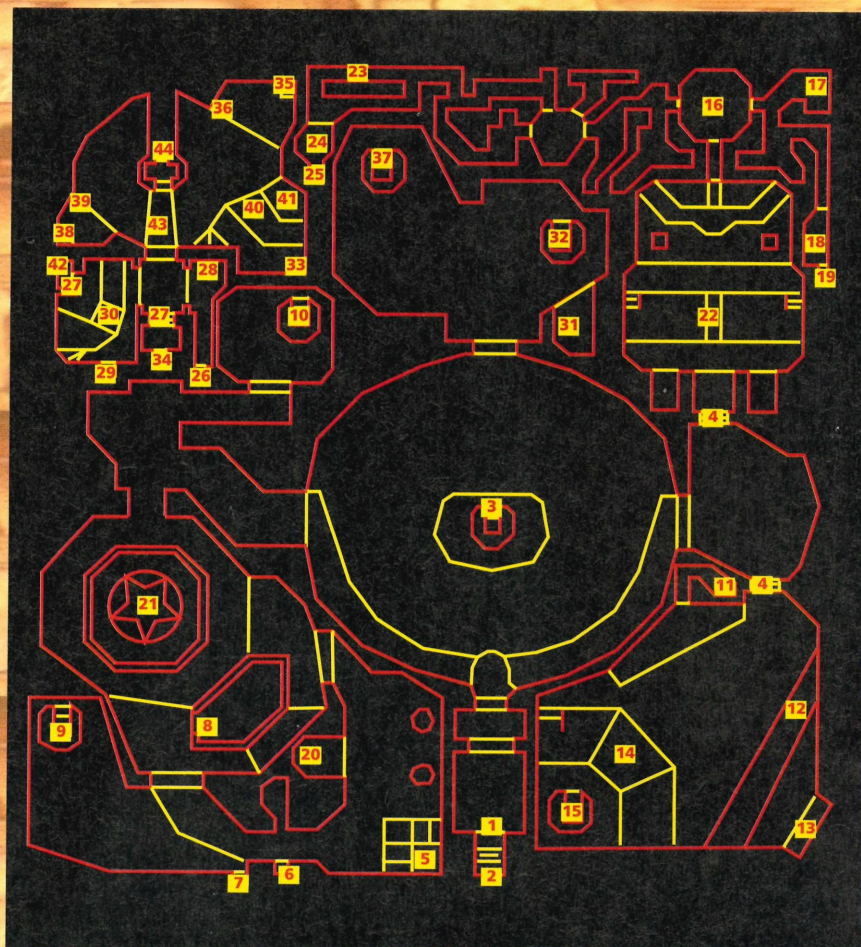
- | | |
|------------------------|--|
| 1. Start point | 20. Rocket launcher, chaingun, shotgun |
| 2. Backpack | 21. Invulnerability |
| 3. Radiation suit | 22. Soul sphere |
| 4. Green armour | 23. Blue door |
| 5. Teleport | 24. EXIT |
| 6. Teleport | 25. Radiation suit |
| 7. Cacodemon enclosure | 26. Radiation suit, computer map |
| 8. Berserk pack | 27. Blue armour |
| 9. Secret area | 28. Radiation suit |
| 10. Teleport | |
| 11. Teleport | |
| 12. Teleport | |
| 13. Teleport | |
| 14. Chainsaw | |
| 15. Teleport | |
| 16. Teleport | |
| 17. Blue skull key | |
| 18. Switch | |
| 19. Invulnerability | |



LEVEL 6 – Computer station

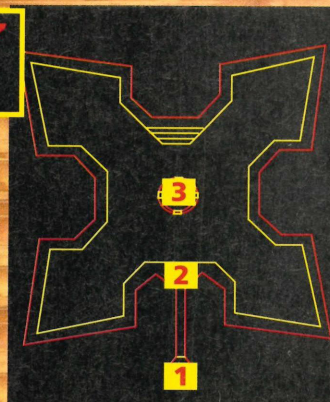


- | | |
|----------------------|----------------------|
| 1. Start point | 23. Teleport |
| 2. Secret room | 24. Red skull key |
| 3. Teleport | 25. Switch |
| 4. Blue doors | 26. Teleport |
| 5. Blue skull key | 27. Yellow doors |
| 6. Switch | 28. Switch |
| 7. Switch | 29. Teleport |
| 8. Monster enclosure | 30. Hidden bridge |
| 9. Teleport | 31. Radiation suit |
| 10. Teleport | 32. Teleport |
| 11. Switch | 33. Teleport |
| 12. Wall | 34. Teleport |
| 13. Switch | 35. Teleport |
| 14. Hidden bridge | 36. Plasma gun |
| 15. Teleport | 37. Teleport |
| 16. Radiation suits | 38. Teleport |
| 17. Rocket box | 39. Switch |
| 18. BFG 9000 | 40. Hidden bridge |
| 19. Teleport | 41. Yellow skull key |
| 20. Teleport | 42. Switch |
| 21. Star room | 43. Hidden bridge |
| 22. Hidden bridge | 44. EXIT |



LEVEL 7 – DIS

- | |
|----------------------------|
| 1. Start point |
| 2. Plasma gun |
| 3. Plasma gun, Blue armour |



TOTAL RECALL

If you've got a Game Boy and some spare cash then you need help fast before you buy something you might regret. The complete TOTAL! Recall could be your knight on shining paper

Game Boy

Colour Coding

- Recommended games.
- New entries.

4-in-1-FUNPAK (88%) Iss 43
In theory this is a dull cart but after paying each game and considering the price this is a must buy. Go forth and multiply.

4-in-1-FUNPAK VOL2 (73%) Iss 43
Not bad entertainment and great value for money but not the most exciting cart in the world. Just a bit of a yawn really.

ADAMS FAMILY (52%) Iss 7
A tough challenge, but it's all a bit plain. More pukey than ooky.

ADAMS FAMILY: PUGSLEY'S SCAVENGER HUNT (78%) Iss 19
Unoriginal platform formula, but it's big, tough, and addictive.

ADVENTURE ISLAND (56%) Iss 9
Loads of levels and smooth, clear graphics. Lame gameplay, though.

ADVENTURE ISLAND 2 (40%) Iss 19
Dull, samey and overly-easy platformer. You'll finish it in a few days.

THE ADVENTURES OF ROCKY AND BULLWINKLE (39%) Iss 13
One of the naftest platform collect-em-ups ever to hit the Game Boy.

ALADDIN (88%) Iss 35
A beautiful and exciting platformer marred only by abundant continues. Definitely worth serious consideration though.

ALFRED CHICKEN (85%) Iss 17
A classic-looking yet original game, with fab graphics and superb design.

ALIEN OLYMPICS (73%) Iss 34
As good a version of *Track'n'Field* as I can imagine on the Game Boy, with all the events, a two-player game and, of course, some aliens. A lot of button-bashing, but not much real sweating.

ALIEN³ (83%) Iss 17
Big, eerie and rock 'n' roll arcade adventure. And much better than the movie.

ALIEN VS PREDATOR (79%) Iss 25
A pleasant surprise after all the hassle with the Super NES version.

THE AMAZING SPIDER-MAN

(68%) Iss 3
Moderately fun beat-'em-up. The licence doesn't help.

ANIMANIACS (82%) Iss 42
Good stuff, but what could have been the best Game Boy platformer in years is let down by its size.

ASTERIX (74%) Iss 20
A tough but bland platformer, which is ruined by the awkward controls.

ASTEROIDS (55%) Iss 5
The simple, but compulsive blaster of old just isn't the same on the handheld.

BALLOON KID (76%) Iss 3
A cutesy, little adventure with excellent hazard-dodging fun.

BARBIE (45%) Iss 21
Pukey plot, over-sensitive collision detection and dull gameplay. Yuck.

BART SIMPSON'S ESCAPE FROM CAMP DEADLY (92%) Iss 4
Nicely structured gameplay and lashings of challenge. Addictive and great fun.

BART VS THE JUGGERNAUTS (45%) Iss 12
This is just too frustrating to be fun. Eat my shorts!

BATMAN (80%) Iss 1
A tricky little platform shoot-'em-up. Small graphics, but speedy action.

BATMAN: THE ANIMATED SERIES (89%) Iss 24
Superb graphics, sound and gameplay.

BATMAN: RETURN OF JOKER (86%) Iss 10
Great graphics and five tough levels. Plenty of scope.

BATTLESHIPS (23%) Iss 14
Game Boy version of the pen-and-paper game. Boring and pointless.

BATLETOADS (90%) Iss 11
Heaps of variety makes this a real treat for Game Boy arcade fans.

BATLETOADS DOUBLE DRAGON (59%) Iss 33
Big but sadly rather bland. Better than *Double Dragon* but not as good as *Battletoads*, if nothing else it's a reasonably playable cart at a good price.

BATLETOADS IN RAGNAROK'S WORLD (88%) Iss 24
A very worthy successor to the first game.

BATTLE OF OLYMPUS (90%) Iss 19
Big, complex and graphically gorgeous. The best RPG on the Boy.

BC KID2 (70%) Iss 38
Playable and well put together, but not different enough to say many other Game Boy platformers.

BILL AND TED'S EXCELLENT QB ADVENTURE (91%) Iss 3
Buy this bodacious cart now!

BLADES OF STEEL (60%) Iss 6
Disappointing version of a great game. Not really suitable for the Game Boy.

BLUES BROTHERS (74%) Iss 10
A tough platformer with slow graphics and big and varied levels.

BLUES BROTHERS 2 (61%) Iss 27
Bad brothers more like. Sloppy level design and highly frustrating gameplay.

BO JACKSON (76%) Iss 22
Decent baseball and US footy sims. Good value.

BOMB JACK (84%) Iss 12
This may not be sophisticated enough for some tastes, but it's still great fun.

BOULDER DASH (89%) Iss 3
Superb graphics and lots of tough screens keep this one interesting.

BOXKLE (69%) Iss 9
Looks easy, but the 108 puzzling levels just get harder and harder.

BOXKLE 2 (72%) Iss 10
Simple but engrossing. You won't find a more refined puzzler than this one.

BRAIN BENDER (77%) Iss 11
A fun and fiendish puzzler with a challenge that will last for ever.

BUBBLE BOBBLE (68%) Iss 6
Terrifically addictive platform action. Passwords make it too easy, though.

BUBBLE GHOST (22%) Iss 8
Blowing a bubble around a house could've been fun. Sadly, it isn't.

BUGS BUNNY (43%) Iss 1
This game has 80 levels, but sadly they're all much the same.

BUGS BUNNY RABBIT RAMPAGE (75%) Iss 30
A good one for the younger games-player. It's fun, sounds great and is easily picked up.

BURAI FIGHTER (84%) Iss 4
A long-lasting, beautifully structured eight-way scrolling, shoot-'em-up.

BURGER TIME DELUXE (71%) Iss 8
A bit simplistic for some, but this is still an addictive, if rather odd, platformer.

CASTELIAN (75%) Iss 8
Simple, frustrating and addictive. Could annoy rather than enthrall.

CASTLE QUEST (58%) Iss 26
It's a bit like chess, except there're loads of bizarre pieces and funny moves.

CASTLEVANIA (89%) Iss 1
Lovely animation and detailed backdrops make this a real treat.

CASTLEVANIA II (90%) Iss 5
Not brilliantly original, but the massive levels make this great fun.

CAESAR'S PALACE (60%) Iss 6
None of the five gambling games here require enough skill.

CENTPEDE (68%) Iss 5
Basic, but tough and addictive. Fun to zap away at now and again.

CHASE HQ (50%) Iss 20
Dated and uneventful racer with a cops-and-robbers flavour.

CHOPLIFTER II (80%) Iss 6
Graphics are unimpressive, but it's an involved game with lots of challenge.

THE CHESSMASTER (90%) Iss 1
Snap this up if you can still find it, that is - it's the only chess game you'll ever need!

CHUCK ROCK (50%) Iss 26
Fairly tedious platformer where you play a fat Neanderthal.

CLIFFHANGER (38%) Iss 25
Highly disappointing and very dodgy platform beat-'em-up.

COOL WORLD (39%) Iss 19
Like the movie before it, this bizarre platform-puzzler is destined to flop.

COOL SPOT (92%) Iss 31
Bloody wonderful, funky, groovy scrolly platformer stunner. Bostin' crackin' COOL!

DAEDALIAN OPUS (45%) Iss 5
Challenging, but if you don't like puzzlers, then this won't twiddle your dials.

DARKWING DUCK (76%) Iss 18
Nice-looking and fairly varied, but the levels are too few and too easy.

DAYS OF THUNDER (73%) Iss 4
Smooth(ish) vector graphics, but sadly it ain't that fast. This is for racing fans only.

DONKEY KONG (92%) Iss 32
One of the very finest platformers ever made. A simple enough idea, but a highly polished game.

DONKEY KONG LAND (93%) Iss 44
All in all, on reflection, at the end of the day and when all's said done, *Donkey Kong Land* really is the monkey's nuts!

DOUBLE DRAGON 2 (77%) Iss 4
A bit unoriginal, but this is slick enough to keep fans amused.

DOUBLE DRIBBLE: FIVE ON FIVE (33%) Iss 20
Overly confusing basketball sim. Don't bother.

DRACULA (80%) Iss 22
A big and challenging game, but the

jerky scrolling is off-putting.

DRAGON'S LAIR (79%) Iss 3
Some of the best Game Boy graphics you'll ever see. Hard, but playable.

DR FRANKEN (91%) Iss 5
Beautiful platform adventure with detailed graphics. Flippin' brilliant!

DR FRANKEN 2 (89%) Iss 20
Huge adventure with great graphics. Controls could've been better, though.

DR MARIO (64%) Iss 1
Even with the inimitable Mario, this eventually gets pretty dull.

DROPTONE (79%) Iss 15
Loses summat on the Boy, but this is still a pretty stiff challenge for shootin' freaks.

DUCK TALES (78%) Iss 2
A snazzy, little collect-'em-up with a tough challenge and good control.

DUCK TALES 2 (55%) Iss 24
A playable platformer, but it's too easy and too similar to the original.

DYNABLAST (93%) Iss 2
With four games in one cart, this offers terrific value for money.

EARTHWORM JIM (84%) Iss 44
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*.

EDD THE DUCK (80%) Iss 21
Standard platform game, but a very playable and good-looking one.

EMPIRE STRIKES BACK (80%) Iss 17
It's not quite as good as *Star Wars*, but it's still a decent platformer.

F-1 POLE POSITION (79%) Iss 26
Not a bad racing game, but it's pricey if you want four players.

F1 RACE (88%) Iss 1
Loads of courses, four-player link-up and fast graphics make this a corker.

F-15 STRIKE EAGLE (78%) Iss 15
Seat-of-the-pants combat, but not enough depth or variety.

FACEBALL 2000 (93%) Iss 5
Graphics you could frame and add to your collection.

FELIX THE CAT (49%) Iss 25
An absolutely cack platformer which is a doddle to complete.

FERRARI GRAND PRIX CHALLENGE (63%) Iss 11
All the usual racing stuff but nothing new here.

THE FIDGETS (77%) Iss 24
Tough puzzley platformer with nice, cute sprites.

FINAL FANTASY 3 (78%) Iss 25
Good, but routine RPG. Not a *Zelda* beater, though.

FIREFIGHTER (79%) Iss 21
Original platformer. Dodgy graphics, but the action makes up for it.

THE FLASH (74%) Iss 17
Not much action, but this is still enjoyable and challenging.

THE FLINTSTONES (53%) Iss 18
This cartoony platformer is very neat, but it's got one flaw - it's far too easy.

THE FLINTSTONES (60%) Iss 40
With little choice when it comes to platforms, new attempts need to dazzle, to amaze, to enthrall! *The Flintstones* misses on each count.

FOOTBALL INTERNATIONAL (70%) Iss 8
With only one player this average game soon gets dull.

FORTIFIED ZONE (68%) Iss 4
With only four short levels this mazy blaster won't entertain you for long.

FORTRESS OF FEAR (84%) Iss 2
A platform collect-'em-up with good gameplay, but no passwords.

GALLERY (1%) Iss 37
I'm baffled. Why on earth would anyone program this, let alone clear it as an official release. Jeez!

GARFIELD (45%) Iss 22
Garfield's cool, but this platform-puzzler is bland and unimaginative.

GARGOYLE'S QUEST (76%) Iss 3
Variety, challenge and good looks. This'll test your brain and reflexes.

GAUNTLET 2 (41%) Iss 3
A faithful conversion, but it's a bit of a pain on the small screen.

GEAR WORKS (65%) Iss 27
A very limited puzzler which is never going to compete with the likes of *Tetris*.

GEORGE FOREMAN'S KO BOXING (20%) Iss 14
What can we say? Er... How about 'Don't buy it!'

GHOSTBUSTERS 2 (85%) Iss 4
Controlling two characters at once makes this slick game a bit different.

GOAL (80%) Iss 24
Titchy players and awkward controls spoil this footy sim.

GOLF (92%) Iss 1
Everything you could ask for on a golf sim is here, including two-player link and battery.

GREMLINS 2 (82%) Iss 2
Great graphics and fun gameplay. Tough, but well worth the aggro.

HAL WRESTLING (28%) Iss 10
A truly crap wrestling game. You can't even tell the players apart.

HARMONY (69%) Iss 11
A tough game, with original and puzzling gameplay. A bit on the hard side, though.

HIT THE ICE (50%) Iss 13
At first this ice hockey sim seems okay, but after a while it gets deathly dull.

HOME ALONE (38%) Iss 4
Wander around an empty house and bash a burglar every half hour. Dull.

HOME ALONE 2 (57%) Iss 16
Slightly better than the Super NES game, but far too easy.

HOOK (88%) Iss 6
Fast, smooth graphics and excellent gameplay. Loads of fun.

HUDSON HAWK (35%) Iss 10
Looks nice, but the boring gameplay won't last for more than an hour.

HUMANS (60%) Iss 23
Boring and slow *Lemmings* rip-off. It's big and cute, but don't bother.

HUNT FOR RED OCTOBER (40%) Iss 5
No variety, no Sean Connery and no match for the film.

HYPER LOPE RUNNER (84%) Iss 2
Classically simple platformer. Sad graphics, but huge playability.

ISHIDO (68%) Iss 5
Fun to begin with, but there's not really enough variety here to last.

JELLY BOY (80%) Iss 34
There are absolutely tons of challenges to get through on this tasty platformer and, despite not having the world's best graphics, it's retained all the playability of the SNES version - it's loadsa fun tool!

JOE 'N' MAC (75%) Iss 14
If you're after some raw challenge, then this little monster is sure to keep you going.

JORDAN VS BIRD (71%) Iss 11
This three-in-one basketball sim is mostly fun, but it has a couple of irritating flaws.

JUDGE DREDD (74%) Iss 44
Certainly lacks the graphics of the SNES version and the gameplay suffers in parts as a result. Still plenty of surprises though.

THE JUNGLE BOOK (90%) Iss 28
A great-looking and highly playable interpretation of the film.

JUNGLE STRIKE (87%) Iss 40
A surprisingly fine conversion. If military warfare is your bag, then you will find a whole holla's worth of the stuff in the game. Not bullet-ridden bad!

JURASSIC PARK (70%) Iss 23
Smart collect-'em-up which is spoilt by some dreadful touches.

KID DRACULA (80%) Iss 18
Cute platformer which, while aimed

at a younger market, is still fun for oldies, though.

KID ICARUS (68%) Iss 11
An engaging little platformer, but it's all a bit samey. You'll soon get bored with it.

KILLER TOMATOES (79%) Iss 9
A rather silly scenario, but, in fact, it's quite a fab game. Big levels and oodles of action.

KING OF DRAGONS (60%) Iss 30
Sad, short-lived slash-'em-up. Avoid.

KING OF THE ZOO (87%) Iss 1
Cute-looking bash-'em-up with masses of playability.

KIRBY'S DREAMLAND (39%) Iss 12
An original idea which looks pretty, but it's far too easy. Shame.

KIRBY'S PINBALL (92%) Iss 26
The best pinball game on the Boy. Three big tables of flip-screen fun.

KONAMI GOLF (84%) Iss 29
An accurate and highly playable sim.

KRUSTY'S FUN HOUSE (84%) Iss 13
A well-crafted puzzler with a simple design and tons of gameplay.

KWIRK (78%) Iss 1
This is a fiendishly hard, but incredibly playable puzzler.

LAMBORGHINI (85%) Iss 23
Simple and unoriginal, but still playable, fast and fun.

LAST ACTION HERO (59%) Iss 25
Platform beat-'em-up featuring good visuals and crap gameplay.

LAWNMOWER MAN (85%) Iss 25
Enjoyable licence with loads of sub-games and amazing 3D graphics.

LETHAL WEAPON (41%) Iss 18
A beat-'em-up with poor control and boring action. More like *Water Pistol*.

LEMMINGS (90%) Iss 14
The graphics are a bit dodgy, but this is still as fun and addictive as ever.

THE LION KING (70%) Iss 37
Stunning to look at but very little fun. A bit like a blancmange with a dog poo in the middle of it.

THE LITTLE MERMAID (45%) Iss 17
This swimmie game is too easy and too cute for all the youngest.

LOONY TUNES (80%) Iss 13
Annoying scrolling levels, but brilliant animation and great action.

LUCLE (86%) Iss 33
Like all good puzzles games, it's a little frustrating to start with, yet once you're going, it's particularly compelling. Bonkers, mad, barmy! Give it a go.

MARIO'S PICROSS (80%) Iss 43
A thinking game which fits the Game Boy perfectly. It lacks real variety, but you can't help going back for more puzzles.

MCDONALDLAND (66%) Iss 14
Fun for a while, but frustrating in the long run. It's desperately unoriginal, too.

MARBLE MADNESS (31%) Iss 4
Graphically great and very playable, but it's too small and too dated.

MARIO AND YOSHI (80%) Iss 15
Fantastically simple, but guaranteed to draw you in and not let you go.

MAX (57%) Iss 14
A so-so platformer with some nice ideas. The graphics are disappointing, though.

MS PACMAN (60%) Iss 30
Like *Pac-Man*, ie, lots of mazes with little variety. Yawn!

MEGA MAN 3 (83%) Iss 16
Nothing new, but this challenging blast is still addictive and fun.

MEGA MAN 4 (40%) Iss 48
This is a large dumper truck full of dump... so dump it!

MERCENARY FORCE (54%) Iss 9
Tough and different, but ultimately a tedious left-right scrolly game.

METROID 2 (66%) Iss 8
Far too big, empty and bland.

LISTINGS

There's not enough action, either. **MICKEY MOUSE/BUGS BUNNY 2** (80%) *Iss 14*

Yes, they are the same game. A pretty platformer which is sneakily addictive.

MICKEY'S DANGEROUS CHASE (38%) *Iss 9* A sad excuse for a platformer. Disney should be sick! **MICRO MACHINES** (87%) *Iss 35*

It suffers a tiny bit, but essentially this is a very good conversion of a classic game, with another bonkers multi-player mode.

MILION'S SECRET CASTLE (65%) *Iss 34*

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

MINER 2049ER (25%) *Iss 18* Primary-school graphics and probably the worst gameplay ever on the Game Boy.

MISSILE COMMAND (49%) *Iss 7* Poor controls and lame visuals ensures that this falls well short of the target.

MONSTER MAX (90%) *Iss 26* Rare have produced a fantastic 3D adventure. This is a very special game indeed.

MORTAL KOMBAT (59%) *Iss 21* Let down by animation and controls. **MONSTER TRUCK** (21%) *Iss 38* Awkward controls, and dull gameplay make it one of the smelliest racing games of all time. It would be funny if it, er, wasn't.

MORTAL KOMBAT 2 (92%) *Iss 33*

As a Game Boy title *Mortal Kombat 2* out-performs anything else that's available. It feels in every way like a fully-fledged arcade experience. It's rather hard to fault to be honest, mate.

MOTOCROSS MANIACS (91%) *Iss 6* Fast 'n' furious action makes this race-'em-up totally addictive.

MOUSETRAP HOTEL (47%) *Iss 13* Sad, Mickey Mouse-platformer with poor controls and tedious, repetitive gameplay.

MR DO (80%) *Iss 10* Nigh-perfect conversion of the highly addictive and cerebral maze-muncher.

MR NUTS (72%) *Iss 38* It's a fine example of the tried, trusted and somewhat tired platform genre... blah, blah, blah. If you like that sort of thing... blah, blah, blah.

MUHAMMAD ALI BOXING (45%) *Iss 27* This good looking is spoilt by shallow gameplay.

MYSTERIUM (79%) *Iss 11*

Adventure-cum-maze game with added shooting. This works well.

MYSTIC QUEST (85%) *Iss 27*

If you liked *Zelda*, then you'll love this fantasy RPG.

NAIL 'N' SCALE (32%) *Iss 10*

A tedious puzzle game which is more annoying than challenging.

NAVY SEALS (79%) *Iss 2*

Run-along-and-shoot-'em-up with good blasting gameplay.

NBA BASKETBALL (35%) *Iss 20*

Nobby basketball sim that's unlikely to thrill even hardened fans.

NBA JAM (89%) *Iss 35*

This has to be the best Game Boy sports game yet - after the fun we have with the SNES version we pretty much expected it to be. Thoroughly playable and addictive, *NBA Jam* is on fire! But THERE'S NO TWO-PLAYER MODE.

NBA JAM TE (89%) *Iss 45*

It's a fine game on any format and

this is better than the original, but where's the two-player option?

NEMESIS (92%) *Iss 2*

If you like classy blasters then add this one to your collection immediately. Go on, get it now!

NEMESIS 2 (93%) *Iss 12*

Just as brilliant as its predecessor. Tough, but intensely playable.

NIGEL MANSELL (73%) *Iss 23*

Some good graphics and gameplay, but too realistic to be any fun.

NINTENDO WORLD CUP (64%) *Iss 1* More oddball than football. Looks interesting, but lacks excitement.

NHL HOCKEY (81%) *Iss 45*

If it had a two-player option it would be brilliant. An average sports sims and NHL fans should be reasonably pleased.

OBELIX (84%) *Iss 48*

Somehow better suited to the GB than the SNES, this is simple, effective and varied platform gameplay.

OTHELLO (92%) *Iss 2*

Wipes the dust off the ancient board game and brings it bang up to date.

OUT TO LUNCH (50%) *Iss 25*

Dodgy and badly repetitive platform collect-'em-up.

PAC ATTACK (77%) *Iss 48*

A top cart to take on a Journey or to the doctors when having boils lanced.

PACMAN (51%) *Iss 7*

Basic gameplay and fiddly control. Things ain't what they used to be.

THE PAGEMASTER (62%) *Iss 38*

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

PANG (78%) *Iss 24*

Converted from the coin-op, this has 40 levels and a two-player option.

PAPERBOY (77%) *Iss 3*

This game gets a lot of fans. Dunno why though - it's as dull as the *Sunday Times*.

PAPERBOY 2 (50%) *Iss 10*

Virtually identical to the first game and just as lame.

PARASOL STARS (92%) *Iss 11*

Don't let the cutesy graphics fool you - this is tough and very, very playable indeed.

PARODIUS (83%) *Iss 10*

A standard shooter at heart, but it looks fab and is plenty of fun.

PGA EUROPEAN TOUR (80%) *Iss 43*

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

PINBALL DELUXE (72%) *Iss 46*

Fun for a while but probably best if you're only going to play in short spaced-out bursts.

PINBALL FANTASIES (40%) *Iss 37*

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

PINBALL DREAMS (32%) *Iss 23*

Oh dear. Lousy graphics, lame gameplay and only three tables. Very sad.

PIT FIGHTER (27%) *Iss 10*

This has a massive five opponents and a grand total of three fighters. Hmme.

POPEYE 2 (82%) *Iss 15*

Honest little platformer with no frills, but fast graphics and good gameplay.

POPULOUS (70%) *Iss 19*

A good attempt, but too awkward and too complex for the Boy.

POP-UP (61%) *Iss 14*

Basic, five-minutes-at-a-time puzzle game, but jolly enough in its own little way.

game with lots of tedious block-shifting antics.

POWER RANGERS (5%) *Iss 35*

Wibble, wibble, fiddle, brrgmph! AAAARGGH! No, no, please make the nasty thing go away, it's hurting my head.

PRIMAL RAGE (67%) *Iss 46*

A genuinely good attempt at recreating one of the best beat-'em-ups around considering, but a failed one none the less.

PRINCE OF PERSIA (83%) *Iss 8*

A bit superficial, but well-designed, nice-looking and great fun to play.

PRINCE VALIANT (71%) *Iss 14*

An absorbing and playable bash-'em-up. Best head-to-head available.

PROBECTOR (92%) *Iss 8*

Would-be Armes won't find a better blaster on the Game Boy than this.

PROBECTOR II (90%) *Iss 34*

As big, tough and frantic as blaster you'll get on the Game Boy. With more hi-tech weaponry than you can shake a big stick grenade at.

PROBECTOR III (90%) *Iss 34*

As big, tough and frantic as blaster you'll get on the Game Boy. With more hi-tech weaponry than you can shake a big stick grenade at.

PROBECTOR IV (90%) *Iss 34*

As big, tough and frantic as blaster you'll get on the Game Boy. With more hi-tech weaponry than you can shake a big stick grenade at.

PROBECTOR V (90%) *Iss 34*

As big, tough and frantic as blaster you'll get on the Game Boy. With more hi-tech weaponry than you can shake a big stick grenade at.

PROBECTOR VI (90%) *Iss 34*

As big, tough and frantic as blaster you'll get on the Game Boy. With more hi-tech weaponry than you can shake a big stick grenade at.

PROBECTOR VII (90%) *Iss 34*

As big, tough and frantic as blaster you'll get on the Game Boy. With more hi-tech weaponry than you can shake a big stick grenade at.

PROBECTOR VIII (90%) *Iss 34*

As big, tough and frantic as blaster you'll get on the Game Boy. With more hi-tech weaponry than you can shake a big stick grenade at.

PROBECTOR IX (90%) *Iss 34*

As big, tough and frantic as blaster you'll get on the Game Boy. With more hi-tech weaponry than you can shake a big stick grenade at.

PROBECTOR X (90%) *Iss 34*

As big, tough and frantic as blaster you'll get on the Game Boy. With more hi-tech weaponry than you can shake a big stick grenade at.

PROBECTOR XI (90%) *Iss 34*

As big, tough and frantic as blaster you'll get on the Game Boy. With more hi-tech weaponry than you can shake a big stick grenade at.

PROBECTOR XII (90%) *Iss 34*

As big, tough and frantic as blaster you'll get on the Game Boy. With more hi-tech weaponry than you can shake a big stick grenade at.

PROBECTOR XIII (90%) *Iss 34*

As big, tough and frantic as blaster you'll get on the Game Boy. With more hi-tech weaponry than you can shake a big stick grenade at.

PROBECTOR XIV (90%) *Iss 34*

As big, tough and frantic as blaster you'll get on the Game Boy. With more hi-tech weaponry than you can shake a big stick grenade at.

PROBECTOR XV (90%) *Iss 34*

As big, tough and frantic as blaster you'll get on the Game Boy. With more hi-tech weaponry than you can shake a big stick grenade at.

great tunes and nifty sub-games.

ROBOCOP VERSUS TERMINATOR (56%) *Iss 39*

This potential smash of a license turns out to be not only very average but a tragic waste of a half decent idea.

ROBIN HOOD (74%) *Iss 15*

Great graphics and lots of slashy bits, but if you don't like RPGs, forget it.

RODLAND (90%) *Iss 19*

Simple design, but fun and engrossing platform gameplay.

R-TYPE (86%) *Iss 1*

A classic shoot-'em-up with great graphics and plenty of frantic blasting.

R-TYPE II (68%) *Iss 14*

Technically better than its predecessor, but it falls down because of its lifespan.

SENSIBLE SOCCER (70%) *Iss 25*

A tricky game to do on the Game Boy. A brave attempt, with a good two-player mode.

SIDE POCKET (59%) *Iss 1*

This pool game's okay with two players but its rather disappointing otherwise.

SKATE OR DIE (76%) *Iss 2*

Sufficiently different to the NES original to be rather good.

SNEAKY SNAKES (58%) *Iss 4*

The Game Boy version of NES' *Snake*, *Rattle 'N' Roll*, but it's only 2D and a bit dull.

SNOOPY'S MAGIC SHOW (71%) *Iss 6* This is great on the move, but it's a bit too easy.

SOCCER (87%) *Iss 35*

Game Boy Soccer looks and plays very well. It took a while to get here but it was definitely worth the wait.

SOCCER MANIA (13%) *Iss 11*

A very sad soccer sim, with appalling control and indistinguishable players.

SOLAR STRIKER (72%) *Iss 1*

A playable top-to-bottom shooter, but let down by crude visuals.

SOLITAIRE FUNPAK (65%) *Iss 43*

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

SOLOMON'S CLUB (93%) *Iss 7*

Stunning puzzle game which brainboxes and arcade fans alike will enjoy.

THE SMURFS (82%) *Iss 34*

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

SPACE INVADERS (12%) *Iss 37*

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

SPEEDBALL 2 (51%) *Iss 16*

A poor version of the classic game. It's slow and the targets are unclear.

SPEEDY GONZALES (72%) *Iss 22*

A decent game with lots of nice touches. It's not particularly challenging, though.

SPIDER-MAN II (69%) *Iss 9*

A playable little platformer, but not really a superhero among games.

SPIDER-MAN III (70%) *Iss 19*

Dull, unoriginal platform-blaster which plays like a bag of pebbles.

SPIDER-MAN X-MEN (48%) *Iss 27*

A masterpiece of annoying gameplay and irritating quirks.

SPLITZ (83%) *Iss 20*

Bored with *Tetris*? Then get this. It's the most addictive puzzler to come along for some time.

SPOT: THE COOL ADVENTURE (66%) *Iss 18* Very average

McDonaldland-style game.

STARGATE (85%) *Iss 38*

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

STARHAWK (65%) *Iss 19*

The same blasting formula as *Nemesis*, but with nowhere near the same excitement.

STAR SAVER (34%) *Iss 7*

A tedious game with weedy visuals and formulaic gameplay.

STAR TREK (57%) *Iss 10*

This has loads of levels and nice graphics, but the gameplay's lame.

STAR TREK: NEXT GENERATION (25%) *Iss 29*

No, no, no! Rotten.

STAR WARS (80%) *Iss 12*

This is big and tough, just like the old NES shooter.

SUPER HUNCHBACK (90%) *Iss 7*

Brilliantly animated platformer with dreamy gameplay and loads of extras. It's brill.

SUPER KICK OFF (77%) *Iss 6*

Quite simply the best footy game available for the Game Boy.

SWAMP THING (21%) *Iss 14*

Poor excuse for a platformer, despite its environmental message.

SUPER MARIO LAND (94%) *Iss 1*

A cracking play, with all the class of its full-size counterparts.

SUPER MARIO LAND 2 (70%) *Iss 12*

This has all the usual *Mario* stuff, but it's not really up to scratch.

SUPER OFF ROAD (16%) *Iss 13*

Even weaker than the SNES game. Slow, uncontrollable and frustrating.

SUPER RC PRO-AM (87%) *Iss 1*

Great fun for four players but gets tiresome if you're on your own.

TAIL 'GATOR (86%) *Iss 11*

A brilliant little arcade platformer. The levels are varied and it looks ace.

TALE SPIN (63%) *Iss 18*

Shoot-'em-up featuring Baloo the bear. Fun for a while but gets boring.

TARZAN (57%) *Iss 37*

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

TAZ-MANIA (55%) *Iss 24*

A load of old tat. It's virtually identical to *Edd The Duck*, but not as quite as good.

TECNO BOWL (62%) *Iss 22*

Good-looking American footy sim which is too haphazard to be fab.

TENNIS (90%) *Iss 1*

Superb control and perfect graphics. You'll never pick up a racket again!

T2: THE ARCADE GAME (71%) *Iss 13*

If you can ignore the sameyness, you'll love the action-packed mayhem here.

TERMINATOR 2 (80%) *Iss 3*

A neat game with spiffy graphics and all the best bits from the

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 with 18 games (*Mario 1 and 2, Lemmings, 8-in-1* etc), carry case, Game Genie plus other accessories. All very good condition and boxed with instructions £170 ono. Ask for Mark.

Tel: (01788) 891054

● SNES with 13 games some boxed with instructions, two joypads, Multitap and Game Boy with four games. Sell for £450.

Tel: (01846) 679307

● UK SNES with two games for sale. £180-200 (ono). Games mostly boxed including *SFII Turbo, Mario Paint, Alien 3, Aladdin* etc. Ask for Jamie.

Tel: (01306) 730081

● Complete list of moves, cheats for *Mortal Kombat 2* available for SNES and Mega Drive only £3.50. NES and 11 games (*Turtles 1, Mario 1-3 and Tiny Toons*) only £80 inc NES zapper.

Tel: (01713) 598780

● SNES, two pads, *SFII, Donkey Kong Country, Mario Kart, Stunt Race FX, Unirally, Starwing*. Good condition £180 ono.

Tel: (0121) 628 0549

● Issues 1, 2 and 3 of TOTAL! All quite good condition £60.

Tel: (01375) 377822

● Amiga for sale with 12 games, two joypads and mouse including all disks needed £250.

Tel: (01923) 270488

● Bargain games for sale. *Jurassic Park, Addams Family, Blues Brothers, Star Wars, Simpsons, Juggernauts, Krusty's Fun House* and *Escape From Camp Deadly* – £5 each. Phone Andy.

Tel: (01460) 281649

● SNES and Mega Drive, opened a swap centre from home – sale, swap or buy games.

Tel: (01903) 208841

● Amiga 500 Plus, three joysticks, mouse, mouse mat, games, loads of demos, colour monitor. All £200. Call after 5pm.

Tel: (01171) 235 6822

● Free money! Now I have your attention, SNES with two controllers, *Mario Paint, Cannon Fodder* (with box), *Street Racer*, (SMA) *Super Battle Tank, Earthworm Jim*, American Converter, four-way adaptor and SN programmer pad for only £350. They are in mint condition. Ask for Andrew.

Tel: (0181) 394 0537

● Game Boy games for sale, over 20 titles from £7 to £15 including *Zelda* and *Super Mario*. Also Game Genie for the Game Boy only £15. *Super Mario All Stars* (US) for SNES only £20 with free convertor. Phone David daytimes.

Tel: (0171) 836 1160

● FISH!! Now you're listening! SNES, three turbo controllers, five games including *Super Bomberman 2*. £120 ono. Ask for Ben after 5pm.

Tel: (0114) 258 2477

● I am selling a SNES with 12 games for £300. Please buy TOTAL! readers!

Tel: (0141) 334 5216

● 10 SNES games all in vgc, boxed with instructions £15, £140 for all. Games include: *Super Mario Kart, Super Mario All Stars, Starwing and Striker*.

Tel: (01745) 710663

● TOTAL mags for sale – issues 5, 7-20. Yours for only £3 each.

Tel: (0113) 284 2177

● SNES, two joypads, 21 games including *Donkey Kong Country, Primal Rage, Stunt Race FX, Street Fighter II* and many more £220.

Tel: (01626) 866388

● Game Boy and magnilight for sale, 15 games (good games!) including *Zelda* and *Wario*. Will sell for £150. Also TOTALs – most of them £1 each. Ask for Joel after 5.30pm, also comes with

carry tin.

Tel: (01527) 879646

● UK SNES games for sale: *Vortex, Syndicate, Pilotwings, Dungeon Master* – all boxed and in mint condition – £14 each or £50 the lot.

Tel: (0181) 830 1707

● FIFA Soccer and two F-Zeros £20 each, *Power Rangers* £15, *Plok!* £10. Phone after 4pm. All games are unboxed but with instructions.

Tel: (0181) 575 3832

● SNES games for sale: *Street Racer* – £20 ono, *Pop 'n' Twinbee 2* – £15 ono, *F-Zero* – £10 ono. Also *GamesMaster* mags issues 1-6 £15 ono. Will not separate.

Tel: (01302) 350375

● Super NES for sale with nine games, four pads, convertor and Multitap in very good condition £150. Ask for Chris.

Tel: (0181) 856 0195

● UK SNES for sale, two pads and 13 games including *Unirally, Clayfighter, Zelda, Bomberman 2* and *Street Racer* – £150. May split Ask for Barry.

Tel: (01382) 458776

● SNES games all UK and boxed with instructions: *Syndicate* £20, *Jurassic Park* £10, *Desert Fighter* £15 and *Mortal Kombat* £15.

Tel: (01733) 211366

● Game Gear for sale in good condition, not even a year old.

Sonic and *Sonic Chaos*, AC adaptor, padded carry case and earphones – only £60. Call Sean Mon-Fri after 5pm.

Tel: (01723) 700511

● UK SNES for sale, good condition, two pads, nine good games, all with instructions and leads, plus SNES stand. Only £150. Call Sean Mon-Fri after 5pm.

Tel: (01723) 700511

● SNES with two joypads and 12 games include, *MK2, SSF2, Lion King, Donkey Kong Country, Return Of The Jedi, Jungle Book*. Worth £600, will sell for £285

Tel: (01273) 736678

● SNES *Wolfenstein 3D* £15 (UK). Game Boy *Dragon's Lair* £5 (UK). Mega Drive joypad with three button and three Turbo buttons

and joysticks for £10. *Splatter House 2* for £10 (UK). Phone after 6pm. Ask for Richard.

Tel: (01734) 475641

● Amiga 600 complete with mouse, three joysticks, 32 boxed games all in excellent condition £250 ono.

Tel: (01992) 443447

● UK SNES games for sale: *Cybernator* £17, *Starwing* £10 *FIFA Soccer* £17, *Mario Is Missing* £15 boxed with instructions.

Tel: (01628) 526406

● Game Boy and nine games including *Zelda* and *Handy Boy*, Game Genie and leads £150 ono.

Tel: (01264) 860699

● SNES games: *Krusty's Fun House* £10, *Clayfighter* £20, *King Arthur's World* £15 boxed and instructions. Ask for Andrew.

Tel: (01460) 62791

● Super Nintendo boxed, seven games including *Donkey Kong Country*, two control pads, excellent condition. Quick sale. £100 ono. Ring 6pm.

Tel: (01844) 216447

● Mags for sale: *GamesMaster* issue 1 £15 plus 39 other mags £40 the lot. Doesn't include *GamesMaster*. Ring for details

Tel: (01673) 861478

● SNES: *Jurassic Park, Sim City, Nigel Mansell, FIFA Soccer '95, Super Tennis*. Prices from £20-30.

Tel: (01943) 600470

● SNES for sale and games: *Super Mario World, Super Smash TV, Lemmings, Unirally, Stunt Race FX, Donkey Kong Country, Super Metroid, Earthworm Jim, Cannon Fodder, Wolfenstein 3D, UN Squadron, Pilotwings, Super Wrestlemania, Joe and Mac, Sim City, Lord Of The Rings (US), Mickey's Magical Quest (JAP), Starwing, Desert Strike (US), Street Fighter II, Super Star Wars (US) Zelda, Jurassic Park, Krusty's Fun House, Alien 3, Aladdin, Spindizzy Worlds, Maverick 1.6 joystick, Uni Adaptor, Pro Action Replay, two joypads and cheat books. £350 altogether ono. Also Game Boy with *Tetris, Dr Franken, R-Type, Popeye 2, Duck Tales*, punisher and amplifier*

with headphones. £100 altogether ono.

Tel: (0181) 245 8829

● SNES (boxed) and 15 games with instructions plus two controllers £250. SNES Scope boxed £25, Super Game Boy, brand new £40 ono. Most games boxed. Will sell separately.

Contact: Gary Shaw, 24 Ashwood Crescent, Wakorville, Newcastle NE6 4PL.

● SNES and 13 games – FIFA, NBA Jam, Mario Kart, two pads, one arcade joystick £200 or games £15 each. SNES £50.

Tel: (01647) 433207

● Game Boy games for sale: Star Wars, Tiny Toons, Gremlins 2, Super Mario Land and Pipe Dreams, £5 each. Phone Bob now.

Tel: (0181) 530 7232

● For sale or swap Mortal Kombat 2 and Action Replay 1 for Game Boy. £15 each or swap for Donkey Kong Country or Monopoly on the Game Boy.

Tel: (0181) 888 5325

● Bargain! NES with three games and zapper. Plus! Game Boy with four games and a free pouch. All for £140.

Tel: (0171) 350 2064

● SNES games for sale: Mario All Stars £20, Smash TV £20 and Home Alone £15. All boxed. Phone after 5pm.

Tel: (01834) 842220

● Game Gear, 16 games, carry case, magnifier, adaptor, car adaptor – £150. Ring after 4.45pm. Thanks!

Tel: (01207) 529110

● SNES for sale – 15 games including: Mario All Stars, DKC, Starwing, Scope, Plok!, NBA Live '95, Cool Spot, Bubsy, F-Zero, Super Tennis, Dragon, Parodius plus Super Game Boy and two controllers. All boxed with instructions – for at least £250. Highest offer accepted. Must live in the Bedfordshire area or near.

Tel: (01296) 682041

Swaps

● I will swap Super Bomberman and Jurassic Park for Mortal Kombat 2. Ask for Nick. Don't call on Tuesday.

Tel: (01457) 873347

● I will swap Dragon's Lair for F-Zero or sell for £15. Ring after 6.30 and ask for Dom.

Tel: (01442) 246797

● Anyone out there want to swap their Smurfs for my Mickey's Magical Mania. If so, please contact Richard.

Tel: (01926) 57251

● I will swap Starwing (UK SNES) fully boxed with instructions for Super Bomberman 2 or Super Mario World (fully boxed with instructions please). Ask for Dominic.

Tel: (01485) 535137

● Part exchange or swap my Mega Drive CD, 10 games, two joypads, mags for SNES, Game Boy games and accessories. Anything considered or sell for £150 ono and p&p or will buy cheap SNES and Game Boy games.

Tel: (01646) 621067

● I will swap my Game Boy Blues Brothers for Earthworm Jim. Call after 4pm and ask for Jesse.

Tel: (01279) 504259

● Hi TOTAL! readers! I'm willing to swap my Prince Of Persia (Game Boy) for your Bomberman or Dynablast (GB).

Tel: (01472) 821331

● I will swap Action Replay II and Super Mario World (good condition) for Power Rangers or Super Mario All Stars for SNES.

Tel: (01643) 841168

● Swap my Striker, Madden '93, Virtual Soccer, Super International Cricket for Mario Kart, Stunt Race FX, Street Racer or Connors/SuperSmash Tennis on the SNES. Ask for Dave.

Tel: (01723) 361447

● Super Nintendo players game exchange now operating. Large choice. Call anytime.

Tel: (01707) 268285

● My Star Wars 1 and 2 or Street Racer for Stunt Race FX or Lethal Enforcers or Primal Rage.

Tel: (0181) 851 4508

● I will swap Donkey Kong Country, SFII Turbo or Zelda III for Cannon Fodder and ISS, Micro Machines or Smash Tennis. Call Graeme after 8.30pm.

Tel: (01241) 871354

● I want to swap SNES games: Super Off Road and Blazing Skies for Sim City 2000 or Pilotwings.

Tel: (01382) 553157

● I want to swap Super Metroid for Probotector 2.

Tel: (01667) 404629

Wanted

● TOTAL! issues 1, 24, 25, 26, 27 and 29. Will pay well for good condition. Call after 5pm and ask for Lawrence.

Tel: (0141) 945 1970

● You lucky people you TOTAL! readers. I know there are loads of you out there who are dying to sell off your NES games. So, anyone with any NES games with full instructions and in good condition especially Mario Brothers, Super Mario Brothers And The Lost Levels (NES version) Road Racer and Dizzy, ZeldaLink, Mario games. Give me a buzz.

Tel: (01908) 318608

● Wanted – a converter to play NES games on the SNES.

Tel: (01443) 201232

● Wanted: Pitfall and Pitfall 2 for

the SNES. Must be UK and boxed with instructions.

Tel: (01733) 211366

● Wanted: Game Boy. No games or accessories needed. I'll pay £12 on its own or £15 with an AC Adaptor. Phone after 5pm.

Tel: (01203) 302043

● I will pay £20 for Secret Of Mana. I will swap for Mario All Stars. Phone after 5pm.

Tel: (01203) 302043

● Wanted: Secret Of Mana, Illusion Of Time and Illusion Of Gaia. I will pay £20 for each. I also want Mario's Picross for the Game Boy. I will pay £17 if it is boxed with the manual.

Tel: (01203) 302043

Pen-Pals

● I'm a 15-year-old who's looking for a female pen-pal aged about 11-19. I'm interested in most things. Supply photo if possible.

Tel: (0181) 482 6714

Fanzines

● Retrogamer. Fanzine of classic videogames. Nolan Bushnell, Pac-Man, lazer disk games. Send cheques for £1.

Contact: Keith Ainsworth, 52 Kingsfield Road, Orrell Park, Liverpool L9 3AW.

Messages

● Retrogamer. Hello Jon the peck, Garth the corn pop, Peter the nurd and Paul the big mac.

From David Edwards

**Reader ads!
Just £1 for a normal ad! £5 for a boxed ad!
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To place an ad, write what you want to say in BLOCK CAPITALS on the right of the coupon. Remember to include your telephone code, although there's no need to put your phone number in the text of the ad.

I'm a reader and I want to say...

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(Get your parent to sign if you're under 16)

Tick if you're a subscriber ☐

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Classification

Send your ad to: **Reader Ads, TOTAL!, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.** You can pay by cheque or Postal Order, made payable to Future Publishing – please do not send cash! Don't forget to say which classification you want your ad to appear in (Sales, Wanted, Swaps, Fanzines, Pen-Pals and Messages). No trade ads.

The

Crossword

It's nine letters long and rhymes with the words 'Josse' and 'bird'. And strangely, the two words are just as compatible as those last two.

WIN
A copy of
16 down!

No more mister Nice Guy – as my neighbour, Mr Guy, remarked to me on his way to the Civic Offices to get his name changed by deed poll from Nice to Nigel (I believe his brother, My, is contemplating taking the same action)... but I digress... meanwhile back at the crossword intro, as I was pathetically trying to indicate, we're really getting tough. It's now a hardword.

A totally difficult word. And frankly, we don't think you're up to it. Please prove us wrong and we'll send you a game by way of apology for doubting your games knowledge. Entries to: The *TOTAL!* Crossword, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2DL. Show us that we're not worthy.

Across

- 1 Arcade shoot-'em-up in which you have to save the American group Aerosmith. (10,1)
- 5 _ 1, an average Grand Prix racing game reviewed in issue 22. (1,1)
- 7 Excellent flying adventure strategy combat type thing. Gained 85% in issue 30. (11)
- 9 Aka a personal computer. (1,1)
- 10 The '80s pseudo-punk group that sang *68 Guns* (ask your uncle if you're too young). (5)
- 11 _ Car Racing – the American version of Formula One, not an alternative music race. (4)
- 12 What you want to do with the Ultra 64. (3)
- 14 Classic Sigourney Weaver film that became a classic SNES game. (5)
- 15 Where the above film took place. Also the final frontier according to Captain Kirk. (5)
- 16 What some people thought computer games and skateboards would be. (3)
- 17 _ 'n' Mac, the two cavemen Ninjas. (3)
- 18 _ and _ , two classic Nintendo characters with rhyming names teamed up for this less than classic mouse game. (5,5)
- 19 _ quest DSV, the underwater *Star Trek* TV series that became a game from T+HQ. (3)
- 20 We play SNES games in the *TOTAL!* office seven days and seven _ a week. (6)
- 21 What happened to the Vikings in this top game from issue 17. (4)
- 22 The type of SNES that is good. (3)
- 23 The _ , this was a squirt-'em-up and we had a burning desire to play it in issue 40. (7)

Down

- 1 A part of a castle perhaps, or was it the too easy *Tetris*/*War* game reviewed in issue 20. (8)
- 2 Not only a great game character, but he'll cut your grass as well. (9,3)
- 3 You better believe it, this bloke will be back – to end it all! (10)
- 4 Everything about this platform shoot-'em-up reviewed in issue 9 is weird, including the name. So it only got 27%. Ha! (7)
- 6 _ and _ , two more platform characters with rhyming names. A right cocky pair. (5,5)
- 8 An original platformer from issue 22. Sounds like a muddy version of *Playmates*. (9)
- 13 _ , _ , *Monsters* – this was a cross between *Godzilla* and *WWF*. (4,2,3)
- 16 Not the bloke in charge at building sites, but instead a fat balding boxer recently available on the SNES and GB. (7)
- 17 This Boy goes well with Ice Cream. And is an alternative to *Blancmange*! (5)

Platform stars with rhyming names? Cocky? What's goin' on, Rob?

I dunno, Danny. Like I said, no more Mr Nice Guy. It'll cut down on the post anyway.

**TOTAL!
TOTAL!
TOTAL!**

NEXT MONTH

Doesn't time fly when you're the best Nintendo magazine in the world? Suddenly we're fifty issues old, but of course still as young and vital as ever with not a wrinkle in sight. So forget Christmas, forget the New Year and get ready to party big time with us next issue.

SPECIAL 50TH ANNIVERSARY



There are **MEGA 50TH ANNIVERSARY COMPETITIONS**, a look back at 50 great issues of **TOTAL!** with all the best games and characters over the years, plus all the very latest tips and reviews, and of course vital coverage of the Nintendo Ultra 64 as it finally hits Japan. It'll be the best party ever - and you're all invited.

TOTAL! TOTAL! TOTAL! TOTAL! TO
CELEBRATE WITH US ON TUE 9 JAN



FIFA 96 SOCCER

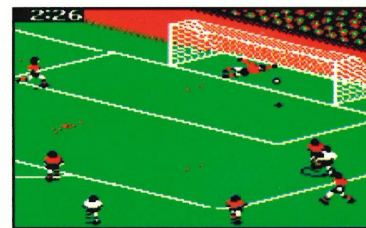
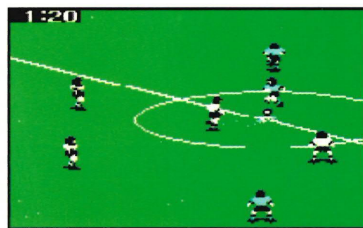
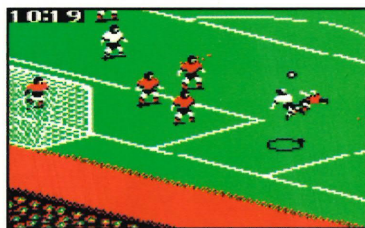


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