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April 1996 Issue 52 £2.75
USA $6.5 ♦ LSP 11.75

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DISTRIBUTION
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SUBSCRIPTIONS
TOTAL! Subscriptions: Freepost (BS4900), Somerton, Somerset TA11 7BR
The subscription rate for 13 issues including postage is £32.50 in the UK, £51.95 in Eire and £68.20 for other countries.



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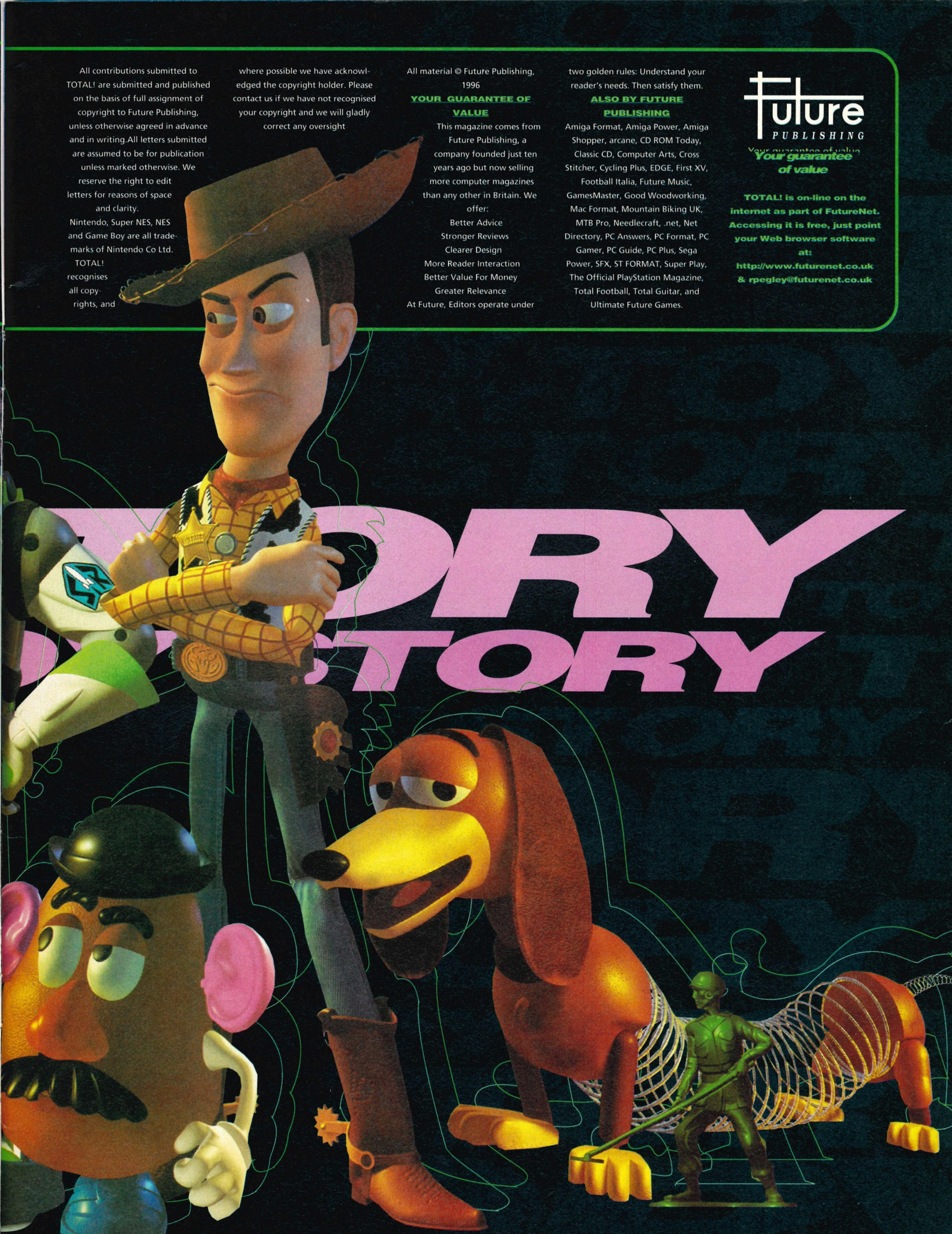
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What's going on here then? I don't remember the contents page looking like this. I'm for it.

Cheep Thrills

We all know what the prices of games are like these days, don't we? And you need to be a lottery winner to even think about buying the latest releases. But, we've got something that may make you think again.

All Chan

Why wait for the Next Generation when the games of tomorrow are already being shown down at your local arcade? We recommend the best coin-ops and take a guess at which of them will make it onto the SNES and Nintendo 64.

per Mario RPG



Perhaps the RPG of the year? Maybe. Perhaps even the game of the year? We wouldn't like to bet against it. Mario is back in his own RPG and you can read all about it on page 20.











Page 20

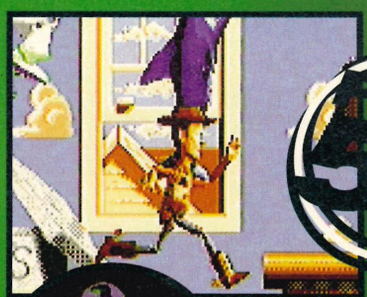
Toy Story

Well, it's been described as the best platformer of the year and now it's finally here. But, remember, you won't read a review of *Toy Story* anywhere else. Yep, it's exclusive time here at TOTAL! so just turn to page 56.





Page 24



Page 56

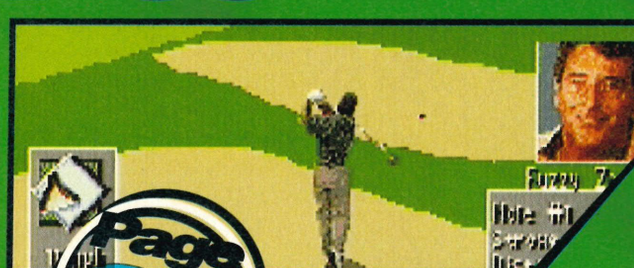






PGA Tour '96

There's nothing like a spot of golf. Sunday mornings on the course. In the clubhouse for a drink. Perhaps a snack or two. Then into the club shop. Dig out a few light blue Pringle sweaters. Then see your old friend Nigel Mansell. Have a chat then back home for a sunday roast. Lovely.









Page 60

NEWS

REPORTER: TIM WEAVER
WEATHER GIRL: DEB COOK
NEWS READER: ROB PEGLEY



New Release Date For The Console Known As

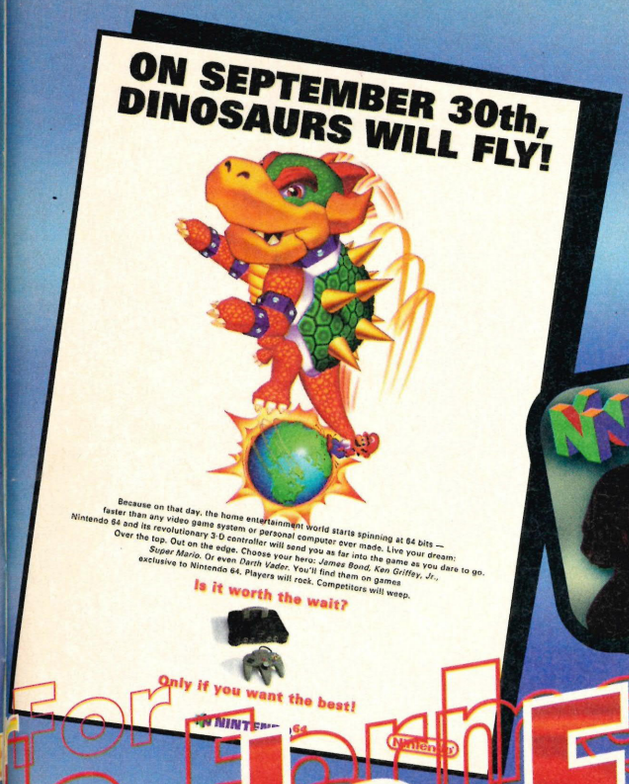
The Con

Here's the bad news: there is no such console as the Ultra 64. The good news is that the machine hasn't disappeared it's simply gained itself a proper name. The console formerly known as the Ultra 64 will from now on be known as the Nintendo 64, or N64. The reason for this is to make sure awareness of Nintendo worldwide is maintained as the delays continue in the console's release. Okay, so WE'd never forget about Nintendo, but as people were dropping the Nintendo part of the Nintendo Ultra 64 title and just referring to it as the Ultra 64, marketing chiefs felt there was a need for change.

Which leads us to the other big news of the month. Terrible news in fact. That word 'delay' has been bandied about again and the US release of the Nintendo 64 has been put back to September 30 with the UK release now scheduled for November. The reason for this according to Nintendo is that the work involved in the marketing campaign for such a release was so huge, it could not be effectively implemented before April. Speculation is that there may be problems with software, however, as Nintendo have had a long time in advance of the April date. It has not suddenly crept up on them.

There is, however, even more speculation. The marketing excuses would have an air of realism to them were in not for rumours that the Japan launch itself is to be put back to July. This is the latest in a long line of delays that have dogged the 64-bit machine since it was first announced and it remains difficult not to get frustrated. Nintendo are confident that they have the best machine – and from what we've seen at TOTAL! we'd agree – the problem is that people want a slice of the Next Generation and are happy to eat the junk food being served up elsewhere to keep them satisfied.

And so the mystery deepens and the wait lengthens. We don't fear that it won't be worth it, it's just that we're going to explode in the meantime.



Nintendo

Get 64DD Off Their Chest

More details have emerged of the Nintendo 64's writable disk drive unit which will add additional memory capabilities to the Nintendo 64 and improve the read/write data abilities enabling games to be better customised and saved to disk. Formerly know as the 'bulky drive' the device code named '64DD' (coincidentally Debs chest size) will sit below the N64. The 64DD will be attached through the bottom of the Nintendo 64 and will use magnetic disks front-loaded into the unit. The disks will hold 64 megabytes of data, approximately 16 times the data contained in the DKC SNES cartridge. The 64DD which we have code named Pandora Peaks is set for release seven months after the Nintendo 64 itself.

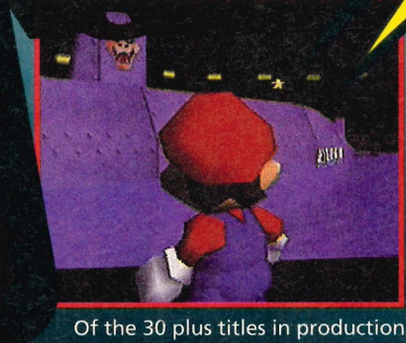


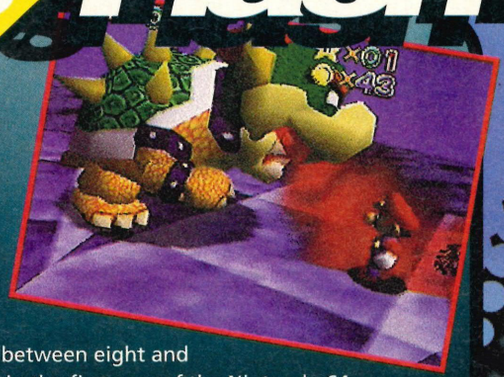
Sole Formerly The Ultra 64





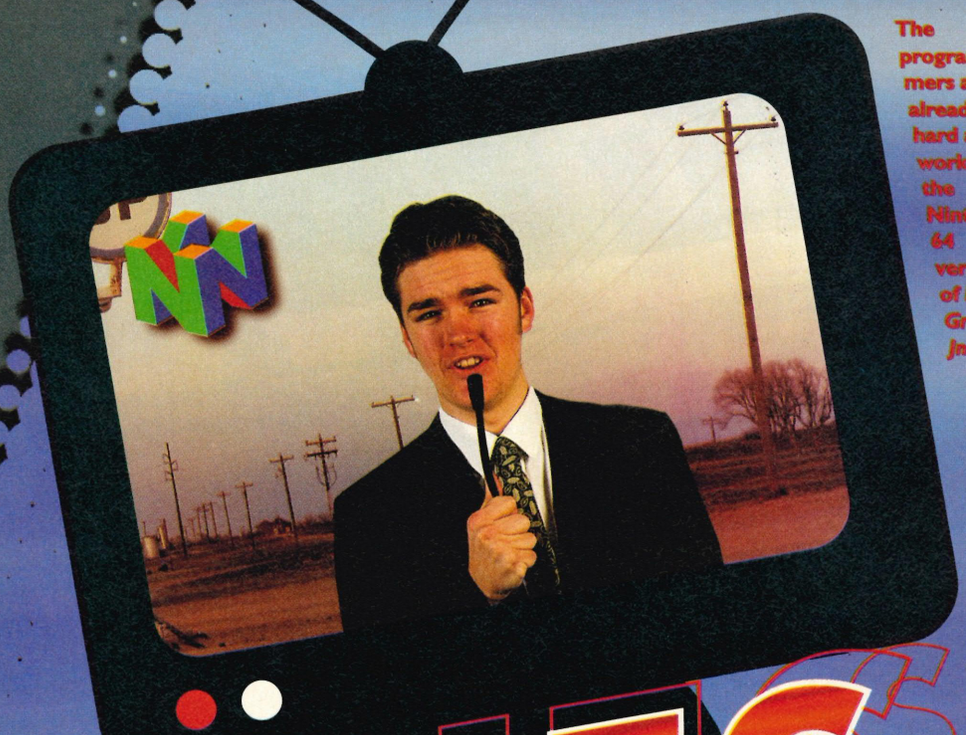
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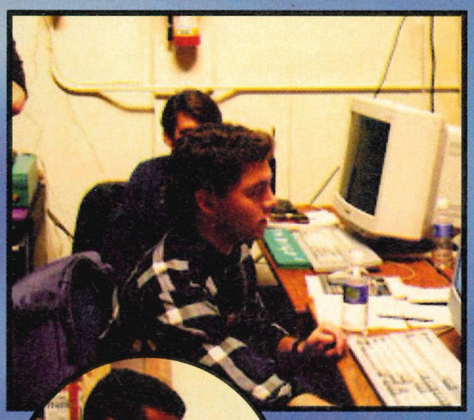


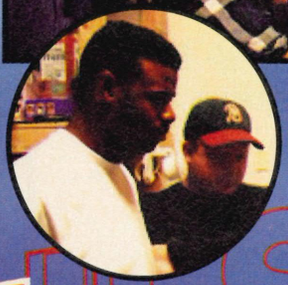
Of the 30 plus titles in production, between eight and 12 will be available for purchase within the first year of the Nintendo 64s launch according to Peter Main, Executive Vice President of Sales and Marketing. He continues 'it has not been our intent to rush as many titles as possible onto the market... the key is to ensure that all software for Nintendo 64 truly delivers a quantum leap in total gameplay value over anything currently experienced on any dedicated gaming machine or PC.'

And so Nintendo have backed up their 'be patient' calls and continue making the best games ever, which, although it's frustrating for us has still got to be the best policy. In the meantime we've still got the SNES which remains the best console in the world.



The programmers are already hard at work on the Nintendo 64 version of *Ken Griffey Jnr.*





SNES In The Mai



Gradually, and without us even noticing, American Football and Basketball have been absorbed into British culture. We know the players, the lingo and we buy the merchandise. Here at TOTAL! we've got our money on Baseball being the 'next big thing'. And to kick-start our one-mag campaign we've come up with some exclusive info on the latest baseball game to come out of America.





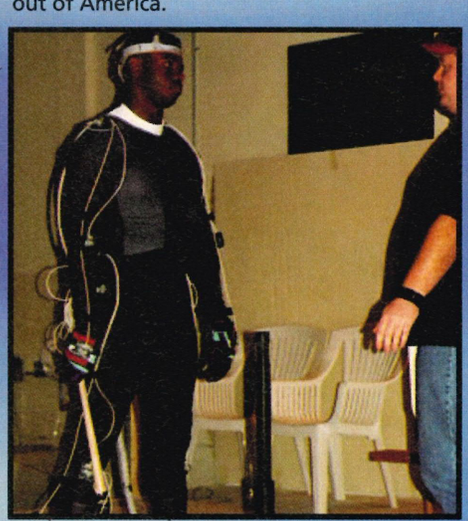
Ken Griffey Jnr is arguably the best baseball player of the decade and his love of baseball is only matched by his passion for videogames. The first game to bear his name, *Ken Griffey Jnr Presents Major League Baseball*, was a smash hit in America but did little this side of the water. All that is set to change, however, with the influence of that British genius supplied by Rare.

The Twyford company are employing the ACM techniques used on *Donkey Kong Country* to make *Ken Griffey Jnr's Winning Run* one of the most realistic sports sims ever seen. Using Silicon Graphics workstations in three dimensions they have created 3D modelled animations which will wow audiences both here and in America.

Gone are the cartoon animations of Ken's first game, but the arcade fun still remains and has been complemented by a massively impressive stats data-base. If you want to learn about baseball as you play then this could be the perfect tool. All the MLB teams and logos are included and teams play to their real-life standards.

The views look magnificent with camera angles giving you a TV-style coverage and you can even play a complete 162 game season with the battery back-up available. All this and there are, of course, the brilliant touches of detail for which Rare are famous such as little clouds of dust that come with grounded balls.

Remember, you heard it hear first, baseball will be the next 'big thing' and even if you don't believe us you surely aren't going to argue with Rare?



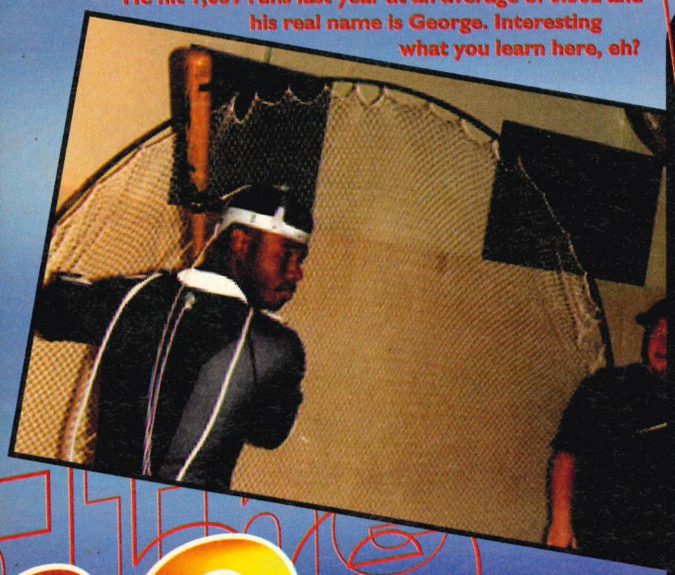
Here Ken Griffey is seen going through his actions for the motion capture cameras. He isn't trying on the new Vivienne Westwood designed baseball kit.







He hit 1,039 runs last year at an average of 0.302 and his real name is George. Interesting what you learn here, eh?

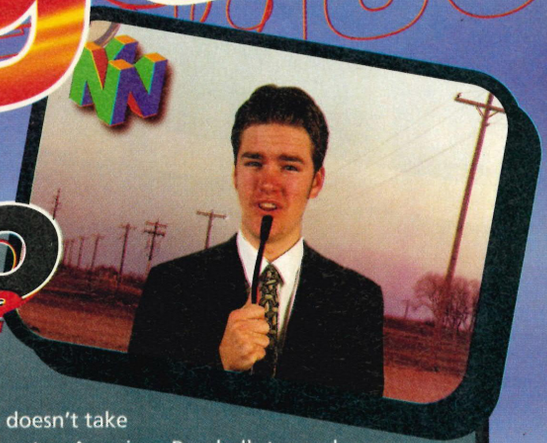


World In Motion

Whilst the SNES version of Ken Griffey Jnr employs rendered Silicon Graphics, Ken has been filming motion-captured sessions at Angel Studios in California which will be used in the N64 version of the game scheduled for next year. Motion capture involves filming a person going through their actions with sensors attached to certain parts of their body. These points are measured with relation to their distance from the camera. From this, co-ordinates are gained and can be plotted on computer. When all the points are joined a realistic 3D model is formed which moves more accurately than any animated sequences. Next Generation games are increasingly using such methods and the N64 is no exception.



The Major League

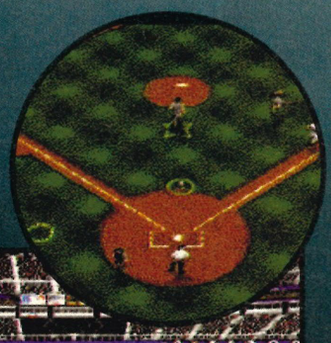


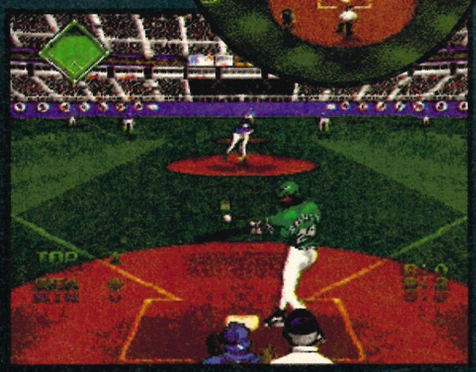
Who Hell He?

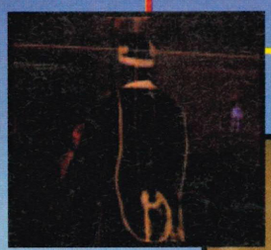
So who's Ken Griffey Jnr, then? We're not even sure who Ken Griffey Snr is to be honest. But it doesn't take Sherlock Holmes to work out he's a top American Baseball star and here are his vital statistics.

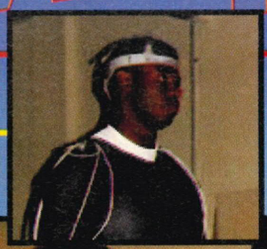
Name: George Kenneth Griffey Jnr
Height: 6'3"
Weight: 195lbs
Born: 11/21/69
Team: Seattle Mariners
Bats: Left-handed
Throws: Left-handed (obvious, I suppose)
Position: Centre Field
Number: 24
1995 Season averages:
Average: .302
Games: 917
At Bats: 3,440
Runs: 570
Hits: 1,039
Home Run's: 189
Runs Batted In: 585

I'm sure that'll make sense to some of you but it means nothing to us, although 1,039 hits sounds pretty good. One thing we do know is a little known fact that Fantasy League Football is actually based on a Fantasy Baseball game that has been played in America for years. So now you know!



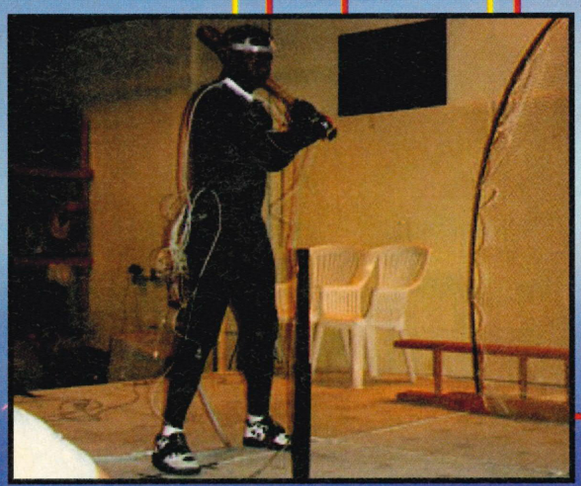




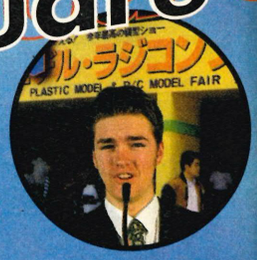




All of Ken's best moves are recorded using a set of plotted co-ordinates and a model is gained from that.

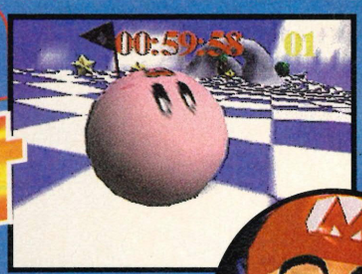


Be There Or Be Square



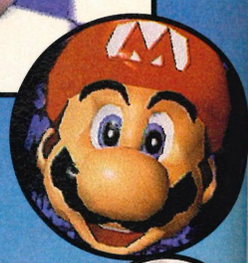
In a dramatic turn of events Squaresoft have ceased production on their Nintendo 64 titles and returned test equipment, blaming 'differences with Nintendo with regard to future software development'. The two have been working together on the *Mario* RPG for the SNES and although they haven't ruled out working with Nintendo in the future, things look shaky. What this means for fans is that RPG's will miss one of their main producers. Which is bad news, but will effect the Japanese market considerably more than here in Britain where RPG's are less well supported. We're sure it's just a tiff and the two will kiss and make-up soon.

If It's Not On The List



A big round thing!





As more and more companies clamour to join Nintendo's Dream Team, the list of N64 titles in production is a constantly changing one. Here's the latest update we have with the number of games now rapidly approaching the 40 mark.

Killer Instinct 2 (Nintendo/Rare)
Cruis'n USA (Nintendo/Williams)
Body Harvest (Nintendo/DMA Design)
Turok: Dinosaur Hunter (Acclaim)
Ultra Doom (Williams)
Pilotwings 64 (Nintendo/Paradigm Simulation)
Top Gun: A New Adventure (Spectrum Holobyte)
Ultimate Mortal Kombat 3 (Williams)
Red Baron (Sierra Online)
Creator (Nintendo/Software)
Buggie-Boogie (Nintendo/Angel Studios)
Robotech Academy (Gametek)
Monster Dunk (Mindscape)
Ken Griffey Jnr Baseball (Nintendo/Angel Studios)
Shadows Of The Empire (LucasArts Entertainment)
FIFA Soccer '97 (EA Sports)
Super Mario 64 (Nintendo)
Super Mario Kart R (Nintendo)
Starfox 64 (Nintendo)
Kirby Bowl 64 (Nintendo)
Wave Race 64 (Nintendo)
Blastdozer (Nintendo/Rare)
Goldeneye 007 (Nintendo/Rare)
The Legend Of Zelda (Nintendo)
Wayne Gretsky Hockey (Time Warner Interactive)
Frank Thomas Big Hurt Baseball (Acclaim)
Ace Driver
(Namco)
Mission Impossible (Ocean)
SoulStorm (Virtual Hollywood)
Alien Trilogy (Acclaim)
Quake (GT Interactive/id Software)
Stacker (Virgin Interactive)
Phear (Nintendo/H2O Entertainment)
Prey (Apogee/3D Realms)
Dragon Quest VII (Enix)
Donkey Kong Country 3 (Nintendo/Rare)
Plus two untitled games from GTE Interactive Media and Virgin Interactive.

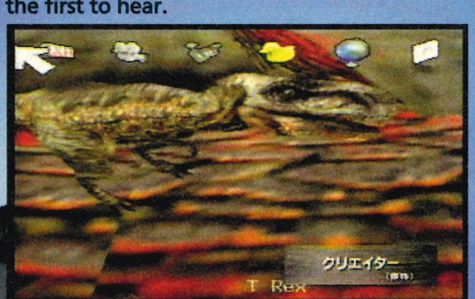






Monster Creation

Creator, the Manchester company responsible for the superb *Bubble Bobble* and the equally brilliant *Plok!* have revealed more of their N64 project. It involves a game which enables you to build your own monster and bring it up avoiding the threat of extinction which is always lurking. Sounds superb to us and we're waiting for new details to emerge. You'll be the first to hear.



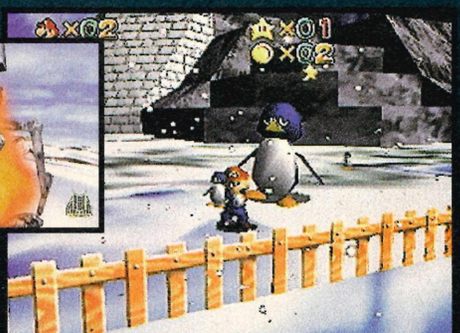
SCORCHIO!!!



A recent poll was conducted on a Nintendo-dedicated internet site based in America, asking fans which N64 game they were most looking forward to, the latest poll showed that *Killer Instinct 2* was top followed by *Final Fantasy VII*. Since *Super Mario 64* was first revealed, however, its climb up the charts has been remarkable. Here is the current ten:

1 Killer Instinct 2
2 Final Fantasy VII
3 Shadows Of The Empire
4 Super Mario 64
5 Super Mario Kart R
6 The Legend Of Zelda 64
7 Cruis'n USA
8 Starfox 64
9 Robotech Academy
10 Ken Griffey Jnr





Shadows of the Empire and Super Mario 64 at 3rd and 4th.

Protect your worm from the evil pussy.



He's back, and this time he's brought Elvis.

EARTHWORM JIM 2

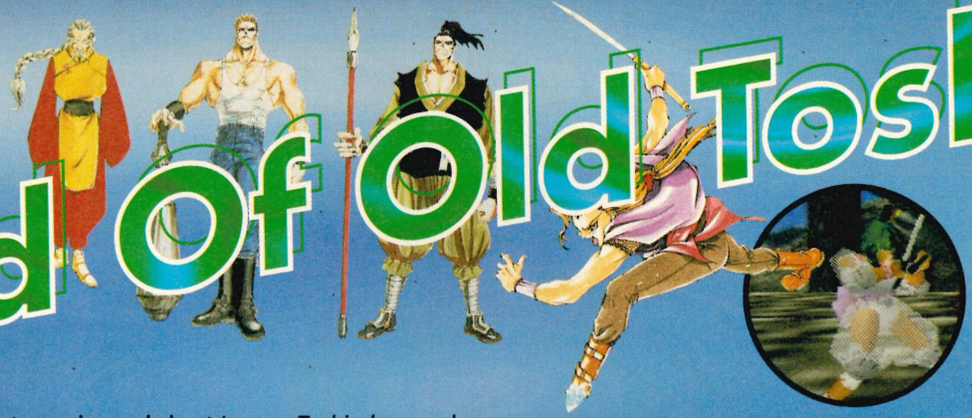
SUPER NINTENDO ENTERTAINMENT SYSTEM

MEGA DRIVE

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A Load Of Old Tosh



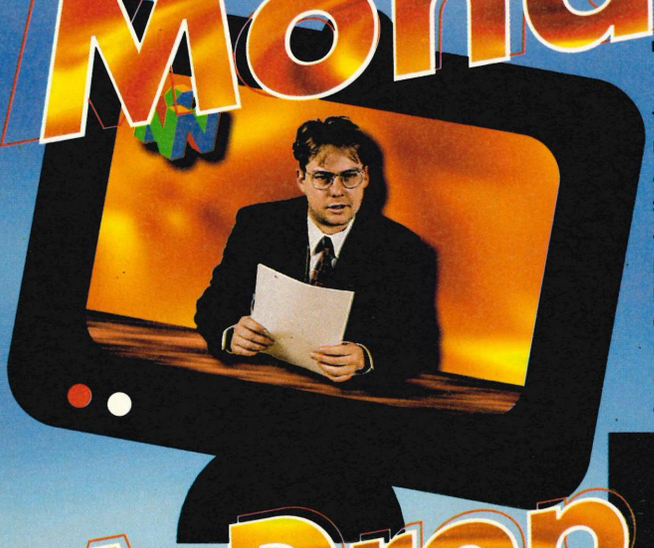


We have received rumours here at TOTAL! that superb arcade beat-'em-up *Toshinden* may be coming to the Game Boy. The story is as yet unconfirmed, but strong indications are that the brilliantly rendered fighting game will make the conversion to Game Boy after already becoming available on the PlayStation and Saturn. Nothing has been heard of a SNES or Nintendo 64 version but we can only speculate that these would follow should the Game Boy rumours prove correct.



Like most fighting games the story is basic. A few social misfits with varying historical and geographical backgrounds get together for a bit of a scrap. The detail and special moves in *Toshinden,* however, are superb and mark it out for greatness. Quite how something so splendid will covert to a screen with a 3inch diameter remains to be seen, we just hope it's true.

Mohawk



THQ are currently working on a new title *Mohawk* which we hope to bring you exclusive pictures of next month. In a similar vein to *Ecco The Dolphin, Mohawk* is a wild and surreal platform game full of puzzles and psychedelic sounds. After initial plays we were in awe of the game-play but still not sure what we were doing. And we felt slightly strange. Initially pencilled in for a summer release we should have extended play of this one over the next month.

Virtually New



Nintendo have announced plans for a partial relaunch of the Virtual Boy in America and Japan. They have four games in production now nearing completion, which they believe will finally show off the machines true capabilities. Although Nintendo are not planning a complete relaunch, it is thought that the release of the four unnamed games will spur the company into another concerted marketing push. No dates have been given for the event yet (and we suspect they'd change again if they were given!) but the Virtual Boy's second coming is expected to materialise this summer.

A Drop In The Ocean





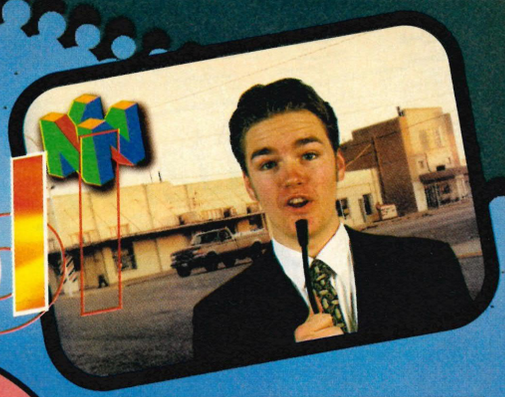
Since we commented last month on the sluggish release of *Mission Impossible, Waterworld* and *Lobo,* Ocean have confirmed that none of the three games will receive an official British release. No reason was given, but it is assumed that Ocean's heavy commitment to Next Gen games plus the fact that the games are possibly all cack have lead to the decision. The games seem set for release in the US however, and should be available through importers. Indeed by the time you read this [illegible] of new *Waterworld* at least may well already [illegible]ble. Don't rush now.

Slim

Following on the heels of the excellent *Civilisation* comes news that another *Sim City* title is to be released. *Sim City Limited* is the latest town-planning game to make the move from PC to SNES, but rather like its predecessors a British release appears unlikely. After all we're still waiting for the last version *Sim City 2000* to be made available.

The new game will work on a smaller scale than normal and – as conservation issues become more prevalent – the emphasis is on small comfortable townships with plenty of natural resources and a high quality of life. Sounds like Bath to us.

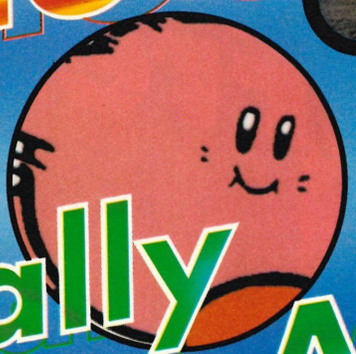
Does playing games at school sound good to you? Well we do it for a living, so why not I suppose. The Cybertech Academy is used by companies such as Acclaim, Bullfrog and Electronic Arts to test out their games on the public. There is also the potential for trying the latest in Internet technology as well as meeting like-minded games freaks and drinking some damn fine coffee. Sound better than double-maths? The Academy is in Brockley, South East London and further details are available through TOTAL! Competitions and freebies await!



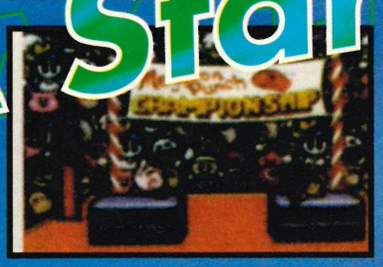
Playschool











Kirby Finally Becomes A Star

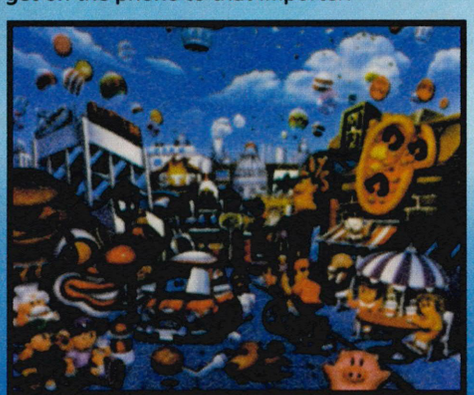


Always the bridesmaid and never the bride. That was Kirby until he finally popped up in *Kirby's Avalanche* a few of issues ago. It was well worth the wait we thought. Now, however, Kirby is set for super stardom with the release of Star Kirby: *Super Deluxe*. The 32-bit cart boasts six games with a two-player simultaneous mode also on the cards. Kirby is also given licence to build on his potential for sucking and adds a whole range of other abilities to his repertoire. It looks a superb Nintendo release and with the Japan launch date imminent, expect a review to appear shortly in TOTAL!

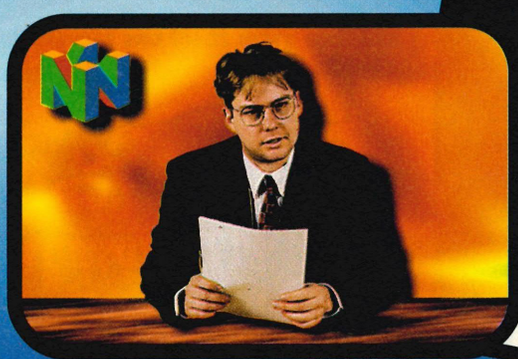


Vic And Bob City

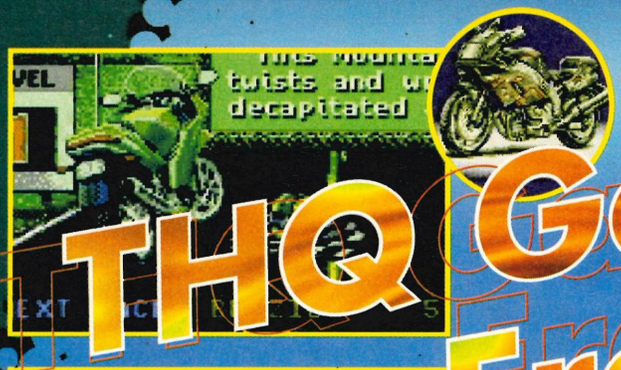
Not as complex as previous efforts, but every bit as fun this could be the perfect game to get you hooked on the *Sim City* series, so get on the phone to that importer.



Separated at birth this month: One of these two comedy chaps is a very funny man loved by many and respected for his work, the other is Rob. Can you spot which is which? Yep, it's our own Vic and Bob. Slightly dodgy this likeness we'll admit, but both have that pasty-faced lardy-chops look and those slightly demented blue eyes. And in certain lights, with his glasses on, hair in disarray and a manic expression on his face, the boy Rob could pass for the star of *Shooting Stars*. If only Ulrika-ka-ka-ka thought so too.







THQ Game Frenzy



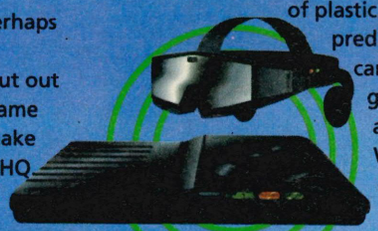
In addition to the excellent *PGA Tour Golf* reviewed on page 60, T•HQ have announced a whole host of titles for the SNES and Game Boy to be released throughout 1996. Continuing with the sporty theme they have *NBA Live '96* lined up for a Game Boy release and *NHL '96* planned for SNES and Game Boy. There is also an Olympics title pencilled in for both SNES and GB which is perhaps the most exciting release of all.

But so that you don't think T•HQ are totally sports obsessed they are also planning to put out a SNES version of the popular Mega Drive title, *Road Rash*. The motorbike combat racing game should see light of day this autumn. And to complete the portfolio, *Urban Strike* is set to make its debut on the GB following in the flightpath of the impressive *Jungle Strike* also from T•HQ.

Doh!



Okay so we sometimes moan about Nintendo delaying the release of the N64, but we're not always perfect either. We thought it might be fun to show you this little error of judgement that Thicky and the boys made back in January 1994. As you can see, the artists impression of Nintendo's 64 bit machine, then known as Project Reality, is not quite the product Nintendo have delivered. It's black. It's made of plastic. But that's it. We predicted CD – it uses carts. Flat and rectangular? It's square and has depth. What we did get right was that it'll be a 64-bit machine that plays games. Not bad then.



TOTAL! Will Rule The World Short Story



TOTAL! have invaded Germany. In fact we've been there for a while, but we thought you'd want to know that we've succeeded in infiltrating German newsagents and are there to stay. Bear it in mind if you read German and are ever on holiday in Dusseldorf. Future magazines are in fact now translated in over 20 countries worldwide and in places as diverse as Brazil, Chile and Russia. Word is that China is next in the plan for worldwide Future domination. TOTAL! plan to be there in the front line.

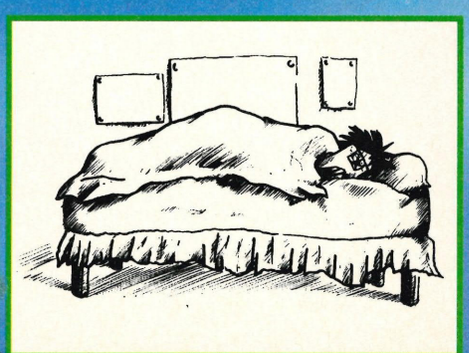
Not content with the news of *Mohawk* and their other planned releases, the other T•HQ story which requires its own special mention is that *Toy Story* and *Pocahontas* are lined up for Game Boy appearances. Quite how these two Disney animated platformers will convert remains to be seen but if *Donkey Kong Country* can be done then supposedly most platformers have the potential for smallness. We'll bring you early shots of the two games as soon as they're made available.

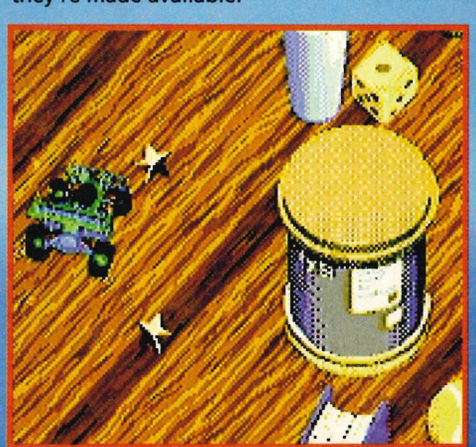
Position Of The Month

This month it's 'in bed' one of the best places to get intimate with your little hand-held friend.

Getting it right: Pull back the duvet, check it's not too cold (keep your socks on and make a hot water bottle if it is), then jump in and cover yourself with the duvet. Prop your head up with a pillow for extra comfort.

What's in it for you: It's warm, it's comfortable and if you fart, only you get to smell it. Great!
Special Requirements: A bed, and a duvet.
Difficulty rating: 2 (1=easiest, 5=most difficult)





You'd be MAD to miss it

TOTAL FOOTBALL

The ultimate fans' mag

"We are all to be indebted to *Total Football* magazine for unearthing the most important piece of news in British football this month..."
Jim White, The Independent



"National gratitude is due to the magazine *Total Football*..."
The Daily Telegraph



Read the stories that really matter FIRST in *Total Football*.

In this issue: Mad fans, Trevor Sinclair, David Elleray, Oasis, Gazza, Lee Chapman, Stuart Hall, Jim And The Doc, Joe Royle and Harry Redknapp, The Pope, Alan Green, black players and loads more stuff like gnomes and shower gel and books.

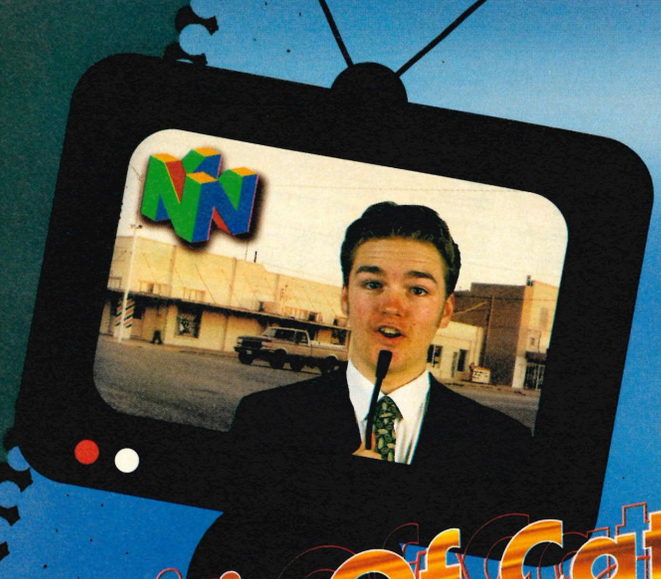


"There's something deeply sad but also utterly uplifting about a feature in this month's *Total Football*..."
Alan Fraser, Daily Mail

Total Football Issue 7 on sale NOW!

PLUS
Free with this issue, *Football Italia* magazine worth £2.50!

http://www.futurenet.co.uk/outdoors/totalfootball.html



A Bit Of Cat And Mouse

Tom and Jerry are set for some comic adventures on the SNES with the release of a top new platformer. Currently being developed in America the graphics and animation sequences are already looking as good as any of the television cartoons. No plans have been announced for a British release as yet, but the game which should appeal to younger fans is likely to get a summer launch date. We hope to have a preview copy fairly shortly and will keep you posted.



TOTAL! On The Net



Not content with ruling the world (see our excursions into Germany) TOTAL! continues to rule in cyberspace. More and more people are visiting our Internet site based at Futurenet and consequently more and more time is being devoted to maintaining it as the most important site for Nintendo fans. With news, features, competitions and a few things you won't find in the magazine itself, it is a must-visit place for TOTAL! readers. And remember you can e-mail me 24 hours a day at rpegley@futurenet.co.uk and become an instant e-pal. See you in cyberspace.

Position Of The Month

The second position of the month for this issue is a very respectable third in the League. After goals by Hopgood (2), Rason and Tipp against Pelham Arms, Rob's Sunday football team, Friends Provident, moved above Royal Exchange. They are now close on the heels of Hilsea and Motorscope and hoping for promotion from the Portsmouth Dockyard League Junior Division One.

Beaten only by the two teams above them, Friends Provident (formerly known as NM Financial Management Ltd) are having one of their best seasons to date and believe that their 3-4-1-2 formation – revolutionary for the Dockyard League – has something to do with it. Three go up this year and Friends Provident are bracing themselves for a late surge from Mother Shipton. We'll let you know how the season progresses.

Atkins
Ellis
Bault
Spicer

HILSEA 3 ..... **ORIG MAYFLOWER 0**

Chamberlain 2
Reynolds

Hilsea	12	9	2	1	55	22	29
Motorscope	6	5	1	0	32	6	19
Friends Prov	9	6	1	2	37	18	19
Royal Ex	12	6	0	6	38	37	18
Mo Shipton	6	5	1	0	42	14	16
Orig May	12	4	0	8	29	40	2
SESA	11	4	0	7	30	42	12
White Hse	10	4	0	6	22	39	12
Pelham	12	3	1	8	24	41	10
Dixies	9	0	0	9	14	65	0

Ah! We've Expe

This month we have a licence to thrill, with five top James Bond videos to give away. Sean Connery stars in *Diamonds Are Forever* with the infamous swivel-chair-while-stroking-cat scene. While safari-suited Roger Moore gets his eyebrows dancing in *Live and Let Die, The Man With The Golden Gun, The Spy Who Loved Me* and *Moonraker*. Okay, so you could wait for Christmas and Easter and in two years time you'd have seen them all again, but why bother. Top undercover excitement awaits you right now. Simply tell us how many James Bonds there have been and which actors played them and the set of five could be yours. Answers please to: Ah! We've Been Expecting You, TOTAL!, Beauford House, 30 Monmouth Street, Bath, Avon BA1 2DL.

The Done



Rob's famous. After a triumphant day in Liverpool, Rob has got a mention in the local paper the *Bath Chronicle*. Fame is already starting to spoil him and he now swans into the office around ten and sits doing nothing for the first couple of hours except stare at the trophy on his desk. We think the fact that he was stuffed 5-3 by a bunch of 45 year old blokes has not really sunk in yet. Here for your enjoyment is the infamous article and our hero in action.

Been cting You...



Hazel Says



Your magazine's looking nice this month. A bit trendy some of it but much nicer than it was. That Christian's a hard worker, isn't he? Such a nice lad as well. Always polite and never leaves his cups lying around. Do you want me to empty that bin for you love?

Boys Good

Anfield aces pip Bath firm

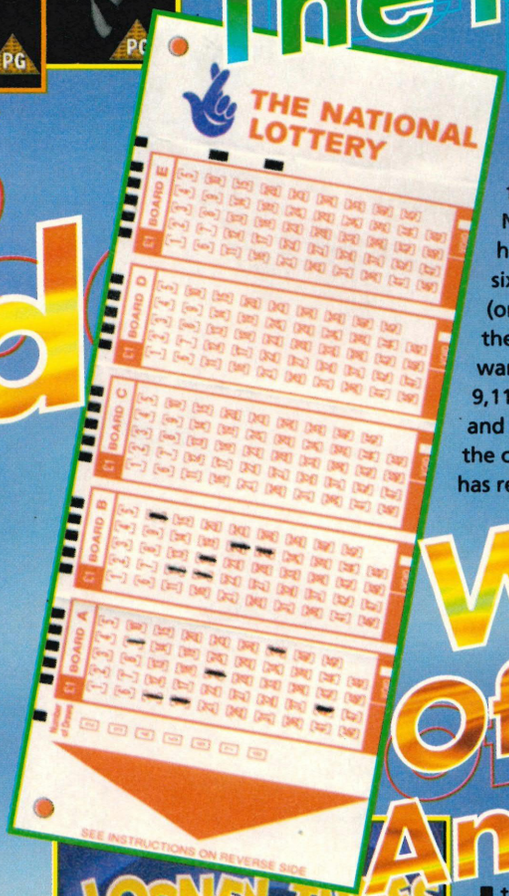
BATH firm Future Publishing enjoyed a taste of glamour this week as their five-a-side soccer team won through to the final of a soccer competition near Anfield — against a team of ex-Liverpool stars.

The Bath five — goalkeeper Alex Murphy, Steve Bradley, Dave Roberts, Rob Pegley and competition top scorer Gary Tipp — saw off the challenge of four other publishing companies before facing a team of ex-Reds, who included former Manchester City and England keeper Joe Corrigan in their line-up.

The Anfield aces, comprising skipper Alan Kennedy, Sammy Lee, Phil Thompson and David Fairclough, came good after being 2-1 down at half-time and bounced back with old-style magic to win the game 5-3.

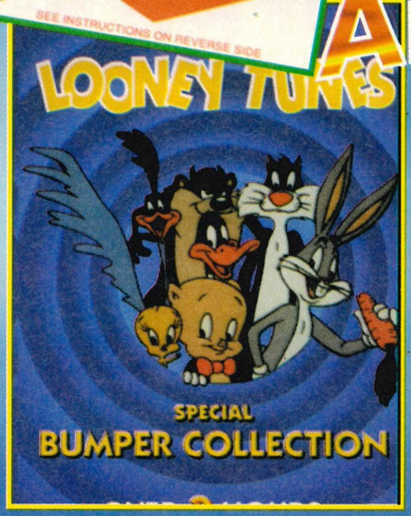


TOTAL! Enter The National Lottery



Everyone's doing it! Apparently. And who are we to go against the flow? We've finally succumbed and have entered the National Lottery. And we were surprised just how easy it was to do. You pick up a ticket, put six black lines on it over the numbers you want (or multiples thereof if you want more goes) and then just pay a pound. Or more pounds if you want more goes. Easy. Our numbers were 9,11,16,23,35,42 on one line and 10,12,17,18,24 and 29 on the other one. And that's it. We pick up the cheque on Saturday I think after Dale Winton has released his balls. Can't wait!

Ways of Getting Animated



It's cartoon capers time! *Tom & Jerry* can be seen in some of their classic episodes – including the *Mouskateers* adventure. And Foghorn Leghorn, Daffy Duck and Bugs Bunny are all on top form. Those lovely people at Warner have given us five copies each of *Tom & Jerry's Special Bumper Collection* and *Looney Tunes Special Bumper Collection* to give away. So this juicy pair could be yours if you're one of our five lucky winners. Simply answer the following question and you could be a winner. What was the dog in *Tom & Jerry* called? Answers to Cat and Mouse comp, TOTAL!, Beauford House, 30 Monmouth St, Bath, Avon BA1 2DL.

Nintendo Prices Slashed





Whilst everyone mourns the fact that the Nintendo 64 won't be making an appearance until at least October this year, THE Games have announced a series of price revisions, value packs and budget lines guaranteed to raise a smile on even the most bereaved of Nintendo playing faces.

SNES owners can now rejoice in the knowledge that they will be able to pick up a copy of *Killer Instinct* for just £29.99 and the really rather brilliant *Yoshi's Island and DKC2* for a good deal less than the original £54.99 asking price. As well as this, there will be budget SNES games such as *Stunt Racer FX, Super Metroid, Unirally* and *Super Mario All Stars* sitting on the shelves from as little as £14.99.

And if all that wasn't enough to get you foaming at the mouth then THE's plans for the Game Boy will make up for that. Value Packs are most definitely 'in'. *Super Mario Land/Donkey Kong* and *Super Mario Land/Wario Land* amongst others for a thumping great £29.99 and classics such as *Golf* and *Top Ranking Tennis* for just £12.99. They'll also be special deals on the Game Boys themselves as well. Indeed, you'll be able to snap up a Red Game Boy and *Killer Instinct* cartridge for just £49.99.

Of course, if you want to find out more about bargain shopping just check out our feature on Page 20.

Thicky Is Goodlooking Exclusive



What with the TOTAL! Awards being handed out like nobody's business next month we thought it appropriate to let you know how things are shaping up on the golden front.

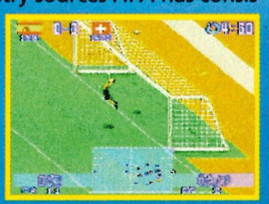
Doom looks as though it's going to waltz away with the 'Best Shoot-'Em Up' title and *Earthworm Jim 2*, the 'Best Platform' game but apart from that there are some interesting confrontations developing. 'Course we ain't gonna tell you nuffin' till next month but let's just say there may be some surprises.

What we also discovered was that there are an awful lot of very disturbed people out there. It seems – rather controversially – that Thicky could win the 'Most Attractive Member Of Staff'. He's had sackfuls of votes and the closest to him is Debs who wasn't even on the freakin' list. It's got to be a joke. Yeah, that's it. A sick, sick joke.

Clash Of The Titans



With post-Christmas sales just filtering through to us, it seems that in the battle of the two footballing giants – *FIFA '96* and *ISS Deluxe* – the Electronic Arts game has won through. According to industry sources *FIFA* has consistently outsold *ISS Deluxe* and has maintained that momentum due to a rather good Chrimbo.



But in the war of the platform games it's not quite so clear cut. It would seem that *DKC 2* is shifting more units than *Yoshi's*. The past couple of months has seen a resurgence by the little green dragon [illegible] it's now challenging for top spot in the Gallup charts.

CHARTS

Let's see now. We've told you often enough. Buy *ISS Deluxe*. Buy it. Buy it. And what's top? *DKC2*. Tsk.

GB

1	1	Donkey Kong Land
2	3	Dr Mario
3	2	Mario And Yoshi
4	4	Killer Instinct
5	6	Primal Rage
6	8	Galaga/Galaxian
7	5	FIFA Soccer
8	NE	Tetris 3
9	9	Pac Panic
10	10	Super Return Of The Jedi

SNES

1	1	Donkey Kong Country
2	2	Yoshi's Island
3	3	Killer Instinct
4	4	FIFA Soccer '96
5	5	Super Metroid
6	6	Street Racer
7	7	ISS Soccer Deluxe
8	9	Theme Park
9	8	Jungle Strike
10	10	Doom
11	12	Super Mario Kart
12	11	Mickey Mania
13	13	Crazy Chase
14	14	Earthworm Jim 2
15	15	Zelda 3
16	18	Urban Strike
17	16	Micro Machines 2
18	17	Mortal Kombat 3
19	19	Dr Mario/Tetris
20	20	Super Int Cricket



March issue on sale NOW

Feature

Shoestring Gamer

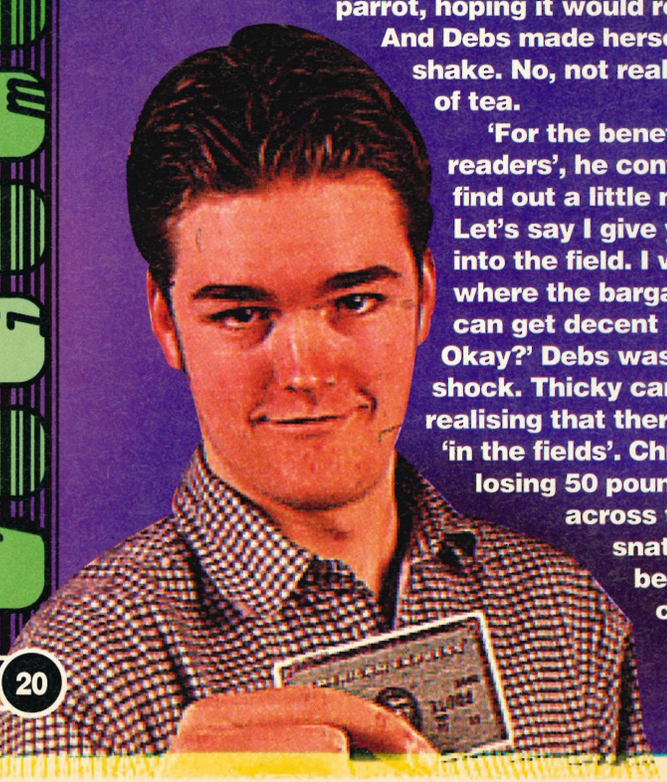


Name Games Exchange.
Come Again? A trade-in and second-hand games specialist.
Stocked Up? The Bath branch is a bit on the small side although there's a good variety of SNES and Game Boy carts. There was even a copy of the ancient *Super R-Type* alongside more up-to-date releases such as *ISS Deluxe*.
Yes, Please Value for money buys included *Earthworm Jim 2* for £19.99 and an *SFII Turbo* Games Pack – which included a 77-page tips manual for £17.99. Considering the game retailed for £65 and is, quite possibly, still the finest beat-'em-up on the SNES, this would have to go down as a vital purchase.
You've Got to Be Joking GE's whole stock is second-hand and, therefore, nothing seems over priced. *EJ2* for £19.99? If that isn't value for money we don't know what is.
Mr Customer Says John Steckland, 17: 'Every single game in my collection is second-hand. Brand new, SNES games are far too expensive. If more people shopped in places like Games Exchange, prices might come down a bit'.

Chec

There are three things in this world that you're only likely to see once. The first is the Lesser Blue Spotted Badger of Milton Keynes. The second is our very own Chris standing within a 20 mile radius of McDonald's. And the third is Rob opening up his wallet and handing out £50 notes to every Tom, Dick and Harry, telling them to 'go and spend, spend, spend my Nintendo playing friends'. Well, call it luck. Call it chance. Call it fluke if you prefer, but we, here at TOTAL!, were lucky enough to witness the last of these three rare occurrences on a quiet Friday afternoon in late January.

Just as we were all contemplating what our weekends would consist of, Rob stood up and cleared his throat. 'I have an announcement', he began. Chris grabbed a video camera as if somehow knowing what would come next. Tim got out his dicta-phone and shoved it into Rob's face. Thicky Dyer produced a parrot, hoping it would record whatever Rob said. And Debs made herself a strawberry milk shake. No, not really. She made herself a cup of tea.



'For the benefit of our cherished readers', he continued, 'I believe we should find out a little more about bargain games. Let's say I give you £50 and send you out into the field. I would like you to find out where the bargains are at and where you can get decent second-hand games. Okay?' Debs was in complete shock. Thicky carried on about not realising that there were games shops 'in the fields'. Chris started on about losing 50 pounds during his morning jog across the Himalayas. And Tim snatched his £50 and legged it before Rob had a chance to change his mind.



Name Dixons

Come Again? Electrical goods are the order of the day. Radios, cameras, CD players and, most importantly, games.

Stocked Up? So-so. Stocks an excellent range of PC and Apple Mac packages but console games are a bit thin on the ground. There is a SNES bargain bin, though, which almost made up for a pitiful two shelves of SNES and Game Boy carts.

Yes, Please £14.99 for *Primal Rage* on the Game Boy is about the best deal. You can pick up *FIFA '96* for £26.99.

You've Got to be Joking £50 for *Stunt Racer FX?* It's half that price in Future Zone. £40 for the ages old *MK2?* Nah. It was only £20.99 in the Games Exchange. But, worst of all, £44.99 for *John Maddens?* 45 quid for a game that came out over three years ago? Now, you have got to be joking.

Mr Customer Says Stephen Bradley, 18: 'I generally look around a bit before buying. I'm only in here because I'm thinking of getting a PC'. So? Do you think we care? What about Dixons' selection of Nintendo games? 'I always go for second hand SNES games, actually. I picked up *ISS Deluxe* for £15 the other day'.





ap Thrills



Name HMV

Come Again? Primarily, a music and video store but does do a line in computer and console games.

Stocked Up? Actually very good. Plenty of new titles although the Game Boy selection could be better.

Yes, Please Um...

You've Got to be Joking *ISS Deluxe* for £59.99? That's a joke. £49.99 for *Primal Rage?* That's a joke. £59.99 for *Donkey Kong Country 2?* That's a joke. £15.99 for *Sgt Pepper's Lonely Hearts Club Band?* That's it. I'm finished, here.

Mr Customer Says Christine Adams, 16: 'SNES? No, I was looking for a Coolio T-Shirt'. What about the Game Boy then? 'Home Boys? Yeah, I'm meeting them by Inter Sport in a minute'. Great, thanks.



Name John Menzies

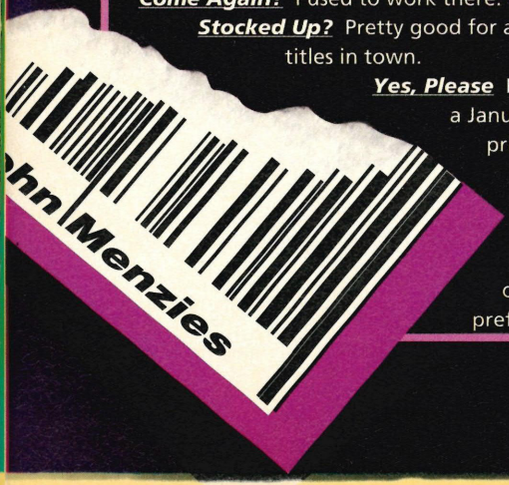
Come Again? I used to work there. That's how famous it is.

Stocked Up? Pretty good for a WH Smith clone. Nice selection of SNES carts and, rather surprisingly, the best selection of Game Boy titles in town.

Yes, Please Prices aren't ludicrously low (unfortunately) but there are some fair deals. *Mario All Stars* was priced at a January Sales-esque £19.99 which isn't bad for, arguably, the best SNES game of all time. And the same price for the more than recent *Killer Instinct* on the Game Boy, as well.

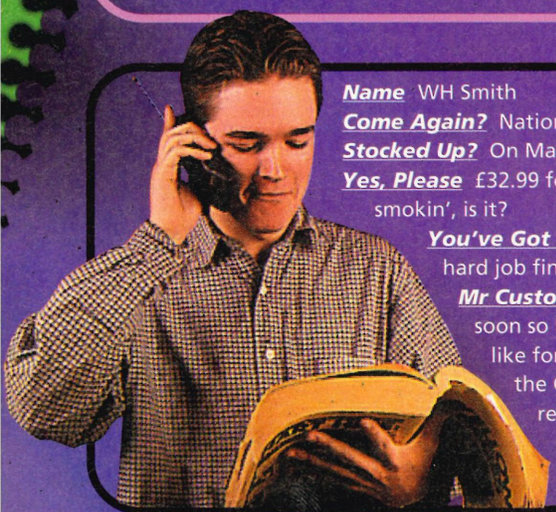
You've Got to be Joking *Doom* at £59.99 is a bit steep. I mean, the PlayStation version is only £45 and that's two months younger. Apart from that the prices are pretty low. Like the pay, now I come to think of it.

Mr Customer Says Neil Rakes, 17: 'My mate said the prices aren't too bad in here so I thought I'd come and check it out'. What about second-hand games? 'I have got some second-hand games but I prefer buying new'.

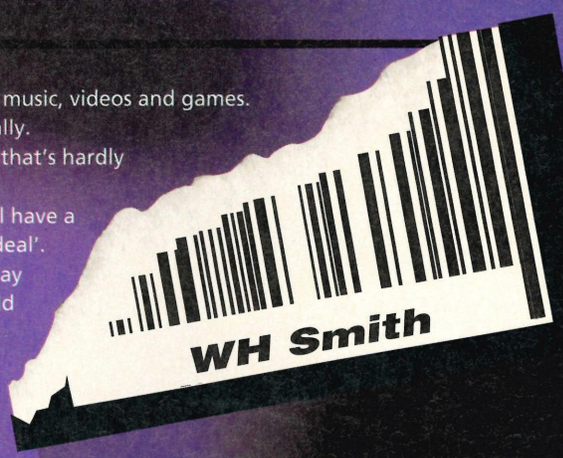




Name Future Zone
Come Again? Games retailer specialising in all formats.
Stocked Up? The range of SNES games is excellent although, considering the popularity of the machine, the range of Game Boy carts could be slightly better. There's also a second-hand bargain bin but there were no Nintendo games in there. Just *Sonic The* bleedin' *Hedgehog*. Upset us, it did.
Yes, Please £20.99 for the recent *Primal Rage* is pretty damn reasonable as is £9.99 for the thoroughly brilliant *Zelda III*. *John Madden's* was also retailing for a more than generous £9.99 and on the Game Boy, you can't moan at £15.99 for *Donkey Kong Land*.
You've Got to be Joking Generally fairly priced although £49.99 for the six month old *Earthworm Jim 2*? We don't like that one little bit, I can tell you.
Mr Customer Says Michael Castle, 15: 'I think Future Zone is the best games shop around'. What about second-hand games, young man? 'No, I'd never buy a second-hand game. They could be broken or damaged'.



Name WH Smith
Come Again? National newsagency who also carry a wide stock of music, videos and games.
Stocked Up? On Magazines? Yes. On Nintendo games? No, not really.
Yes, Please £32.99 for The Mask was about the cheapest although that's hardly smokin', is it?
You've Got to be Joking Nothing is over priced but you'll have a hard job finding a game that could be classed as 'a good deal'.
Mr Customer Says Kevin Thompson, 14: 'It's my Birthday soon so I'm making up a list of Game Boy games I would like for my Mum and Dad'. Why not Future Zone or the Games Exchange for a better deal? 'Doesn't really matter how much it costs because I'm not paying'. Fair enough.





Name Silica
Come Again Games specialists, retailing in all formats. Residing in Debenhams.
Stocked Up? Pretty much. Game Boy titles could be a bit more plentiful though.
Yes, please Um, can't actually think of any.
You've Got to be Joking £64.95 for *Doom*? £59.95 for *Killer Instinct*? I'd sooner listen to Rob talk about Portsmouth than spend that sort of money.
Mr Customer Says Sorry, we couldn't find any. Must have been shopping in Debenhams.



Car Boot Tale

I must remember never to complain about the central heating not being on at home again. Home without central heating would feel like the Sahara compared to this. No, the Shed would feel like the Sahara compared to this.

It's Sunday morning. It's **8.13.** And it's very, very cold.

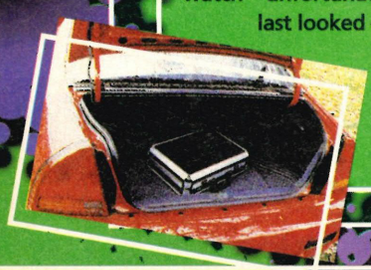
I am standing in a field, five miles outside of Bath, with my feet deep in frost and my hands redder than Rob's face after a night on the town. Frostbite? That's quite feasible. I can just see my Mum now. 'It's your own fault. If you forget your gloves your fingers are going to fall off'.

This, it would seem then, is a Car Boot Sale. It's a long time since I've been to one, though I remember the last one with a surprising amount of clarity as I had a Close Encounter Of The Cowpat Kind. Pushing that to the back of my mind I look at my watch – unfortunately, only thirteen seconds have passed since I last looked – and remember what I'm here for. To search out bargain games. Right, Tim. Get motivated! Let's go bargain hunting!

8.14. I head for the tea stand. The old woman serving obviously has an uncontrollable elbow. Her dunking of the teabag lasts for a good ten minutes and on tasting the contents I realise it could reasonably be used in chemical warfare. I pay my 20p and hastily move on.

8.21. After a spot of window shopping – well, boot shopping – I go in for the kill. Issue 274 of *Spider-man*. Great. Then, I realise that I'd better start searching for something worthwhile. 'How about some garden chairs for your parents?' says the Spider-man geezer. He pulls them from the boot of his beaten up Ford Cortina. They look like they've been designed by Vivienne Westwood. No thanks, mate.

8.22. The next port of call turns out to be a bloke selling books and – finally – games. I start to get excited. What have we got here? *ISS Deluxe* for a fiver? *Doom* for a tenner? *Killer Instinct* for £2.50 and a couple of Co-op coupons? No. Two NES games – *Snake's Revenge* and *Eliminator Boat Duel* – and a SNES cart with the label torn off. 'What's that?' I ask. 'A SNES game'. Good answer. After deducing that this bloke has the smallest brain in the known universe, I realise that he has absolutely no idea what







Name Electronics Boutique

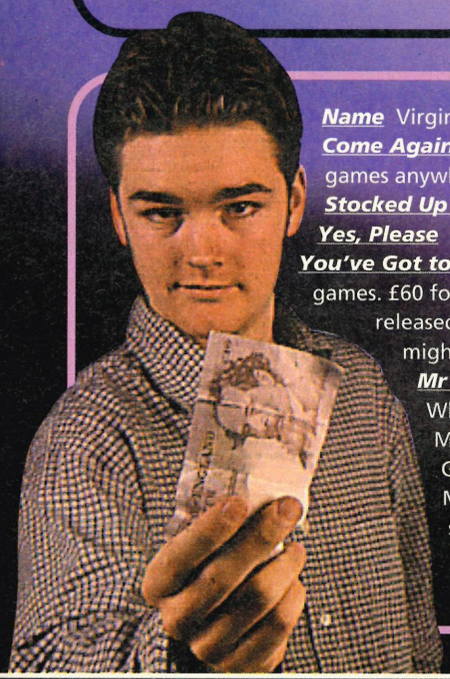
Come Again? The same as Future Zone, really. Games specialists with a nice selection of Nintendo games.

Stocked Up? Disappointingly, the Game Boy section is smaller than it should have been but there's a plentiful supply of SNES games (especially *MK3* where the shelf was three deep with the damn thing).

Yes, Please £26.99 for *Urban Strike* is very fair indeed. And whether retailers have a hidden agenda to get rid of all copies of *Primal Rage* we don't know, but £20 for this fairly recent *Jurassic*-'em-up is excellent value for money.

You've Got to be Joking *ISS Deluxe* still retailing at £45? That's not too hot, I'm afraid. For a shop that has *Urban Strike* – a newer game – on show for 27 notes, there can surely be no justification for that.

Mr Customer Says Jeremy Glover, 15: 'I never shop anywhere else. EB have always got good deals going'. What's that you've got there, sonny? '*Primal Rage*. It was only £20'. What about second-hand games? 'Second-hand games?' That's what I said, young 'un. 'A lot of them aren't in very good condition'. Have you ever been to a second-hand shop? 'No'. Oh, right.



Name Virgin Megastore

Come Again? What it says. A Megastore. Probably the finest collection of CD's, videos and games anywhere.

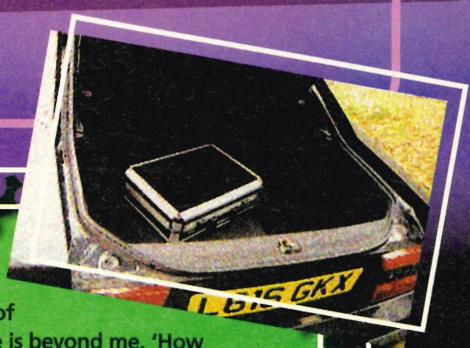
Stocked Up? You're damn right they are.

Yes, Please You're damn right there aren't.

You've Got to be Joking Only rivalled by the atrocious prices of HMV's games. £60 for *Killer Instinct* might have sounded alright when it was released but seven months on, it's no joke. Richard Branson might be able to afford it but we sure as hell can't.

Mr Customer Says Marie-Claire Roule, 18 (from Paris): What do you think on Virgin's prices? 'My name is Marie-Claire'. That's nice. Have you got a SNES or Game Boy? 'Yes'. Which one? 'My name is Marie-Claire'. Do you understand anything I'm saying? 'I am from Paris'. Oh. Eric Cantona? 'Ah, oui. J'adore Eric'. I think he is an idiot. 'He is from France'. Exactly.





the game is. Indeed, he doesn't seem to know what a SNES is or even where the damn cart came from. I buy it anyway. It could be *Doom*, I tell myself. The truth is, of course, that I'm just trying to kid myself that it was a fiver well spent.

8.29. I pass a car which is playing an Outhere Brothers 'composition'. The car is carrying a nice selection of books. But, I don't go any further. It's against my religion to go within at least ten feet of crap. That's why I don't make a point of setting up home in a cow shed.

8.39. I am aware that I can no longer feel my upper body.

8.48. Just as I'm resigning myself to not finding any deals, I discover an Austin Allegro. Not one to regularly get excited by Allegro's, this one is special. It's got SNES games in its boot. I feel like I've just found the Holy Grail.

Now, admittedly, most of them aren't very new – anything below Issue 35, in English – but I pick up *MK2* for £6, *Lamborghini American Challenge* for a fiver and, best of all, *Super Bomberman 2* for a five pound note and two pound coins. 'You must love computer games', Allegro Driver says. 'I do', I tell him. It transpires that his son used to have a SNES but wanted a (yawn) PC so he's been trying to sell it. 'No one wants to buy them, anymore', he reckons. Quite why the young man wants to get rid of such a classy machine in the first place is beyond me. 'How much do these things sell for in the shops?' he asks. I make sure I've got a firm grasp of the carts before I tell him. 'About fifty quid'. Now, that's what you call a dropped jaw...

After the sort of spending spree that Fergie would be proud of, these are the Deals of the Day.

EJ 2 (Games Exchange, £19.99), *Zelda 3* (Future Zone, £9.99) and *Primal Rage* (Electronics Boutique, £20). Total: £49.98

SF2 Turbo Games Pack (Games Exchange, £17.99), *Mario All Stars* (John Menzies, £19.99) and *John Maddens* on the Game Boy (Future Zone, £9.99). Total: £47.97

Urban Strike (Electronics Boutique, £26.99), *Primal Rage* on the Game Boy (Dixons, £14.99) and *Super R-Type* (Games Exchange, £6.99). Total: £48.97.

Super Bomberman 2 (Car Boot Sale, £7), *Lamborghini American Challenge* (Car Boot Sale, £5) and *MK2* (Car Boot Sale, £6). Total: £18.

Oh, and the guy at the car boot sale actually sold me a copy of *FIFA International Soccer*. Not bad for a fiver. Life's all about taking a chance, you see...



Why sit around waiting for the Next Generation to come to you? Get down to your local arcade and push that yellowing granny out of the way as she shovels coppers into some wood panelled gambling machine from the 18th century. Cut through the smoke and truants and grab yourself some coin-op capers, for this is the future.

If we're talking arcades then there is nowhere better to start at the moment than *Killer Instinct 2*. Last month we brought you exclusive news of the very latest Midway offering following hot on the heels of the incredibly successful original. Since then we've actually got our hands on the machine and we just wouldn't let go. When finally forced to release our grip, we simply transferred are fingers to our keyboards and let their excited energy do the talking.

As we first told you last month, Chief Thunder, Riptor and Cinder have all made their last combos as far as *Killer Instinct* is concerned and the three have gone to that big computer game in the sky. Rare have decided that the three least favourite characters should make way for new blood. Gargus is one mean mother of a character, while Maya and Kim Wu are complete babes. Maya looks great in her leopard skin outfit with her wild shock of hair dancing madly as she fights. Kim Wu is also a saucy Janet Jackson lookalike who wields her whip with confidence.



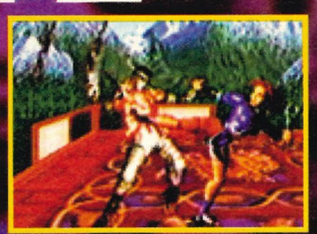




All

Kim Wu

Tornado Kick: DF, D, DB – 4 or 5 or 6 (button determines distance)
Firecracker: DF, D, DB – 2 or 3
Split kick: DF, D, DB – 5 or 6
Fire flower: D, DF, F – 1
Combo breaker: D, F, F
Snap Dragon: D, DB, B, DB, D, DF, F







Jago

Shindouken: F, D, DF – 1 or 2 or 3
Wind Kick: F, D, DB – 4 or 5 or 6
Laser Sword: DF, D, DB – 3
Ninja Slide: DB, D, DF – 4 or 5 or 6
Endouken: D, DF, F – 1 or 2 or 3
Red Endouken: Hold 3 – D, DF, F – release 3
Fake Endouken: D, DF, F – 4
Combo Breaker: F, D, DF
Ultra Combo: D, DB, B – 4



Orchid

Flik Flak: DF, D, DB – 4 or 5 or 6
San: DF, D, DB – 3
Air Buster: F, D, DF – 4 or 5 or 6
Tona Fire: D, DF, F – 1 or 2 or 3
Slide: B, DB, D, DF, F – 4 or 5 or 6
Baton Dash: D, DB, B – 2
Ultra Combo: D, DB, B – 5



Aside from the new characters, the first thing that strikes you about the game are the superb backgrounds. Essentially the game is still 2D but the depth of backgrounds, combined with the camera movements give it a distinct 3D feel. The ability to blast through walls is amazing and the subtle touches in which you interact with other parts of the background are also breathtaking.

Sound good? I haven't even started on the fighting yet. The Combo Systems are much easier to use, but because there are just so many moves (at least a million in theory) you never get bored. In line with most beat-'em-ups a power bar is now on screen and this helps tremendously with the special moves.

One of the most startling aspects of the gameplay is a relatively small feature, the Screen Dash. This allows you to speed past your opponent on either side during fights. The first time it happens you do a double-take in disbelief. And at the end of the game there are now stats to tell you just how well – or in Tim's case badly – you have done.

Basically everything we told you last month is true, if slightly bigger and better than we first indicated. The only bad news is that you currently have to take a trip to America to play it, Rare assure us however that it will be shipping to Britain shortly. And so that you're prepared, check out all those important moves we've detailed for you.







Tusk

Boot Kick: DF, D, DB – 4 or 5 or 6
Web of Death: D, F, DF, D, DB – 5
Skull Splitter: DB, D, DF – 4 or 5 or 6
Conquer: F, D, DF – 1 or 2 or 3
Back Stab: F, D, B – 1
Combo Breaker: F, D, DF
Destroyuss: D, DB, B, F, D, DF, F – 3

change









TJ Combo

TJ Tremor: B, F – 5
Spinning Fist: B, F –1
Double Roller Coaster: B, F – 2
Treble Roller Coaster: B, DB, D, DF, F – 2
Powerline: B, F – 3
Skull Crusher: B, F – 6
Cyclone: Hold 3 for three seconds and then release
Fake Dizzy: D, DF, F – 4 (press any button to stop)
Combo Breaker: B, F









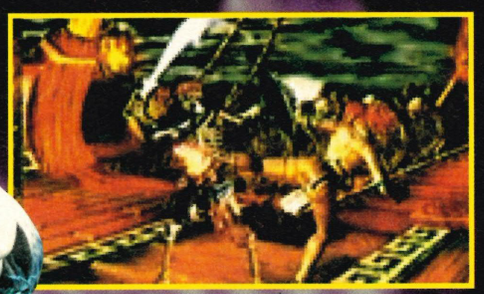
Fulgore MK2

Cyber Dash: B, DB, D, DF, F – 4 or 5 or 6
Plasma Shield: D, DB, B – 4
Eye Spark: DF, D, DB – 2 or 3
Laser Storm: D, DF, F – 1 or 2 or 3
Teleport: D, DB, B – 4 or 5 or 6
Invisibility: DF, D, DB – 6 (requires Super Energy)
Super Charge: DF, D, DB – 5
Combo Breaker: F, D, DF



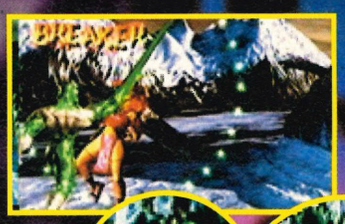
Sabrewulf
Sabre Spin: B, F – 2
Sabre Pounce: B, F – 3
Sabre Flip: B, F – 6
Power Howl: B, F – 4
Fake Howl: F, B -1
Combo Breaker: B, F
Loopy: F, DF, D, DB, B, F – 6





Spinal
Skele Screw: D, DF, F – 2
Flame Blade: D, DF, F – 5
Skull Scrape: D, DF, F – 6
Soul Drain: D, DF, F – 1
Teleport: D, DB, B – 4 or 5 or 6
Shield Catch: B – 1
Dart Kick: D – 6 (in the air)
Combo Breaker: D, DF, F
Grim Reaper: F, D, DF, F – 3







Glacius
Shoulder Rush: D, DF, F, F – 2
Liquidise: D, DF, F – 6
Ice Grip: D, DF, F – 1
Arctic Blast: D, DB, B – 1 or 2 or 3
Ice Pick: DF, D, DB – 3
Combo Breaker: D, DF, F





Maya
Flip Kick: B, F – 5
Savage Blade: B, F – 2
Mantis: B, F – 3
Jungle Leap: B, F – 6
Cobra Bite: B, F – 1
Combo Breaker: F
Tree Cutter: F, DF, D, DB, B, F – 3

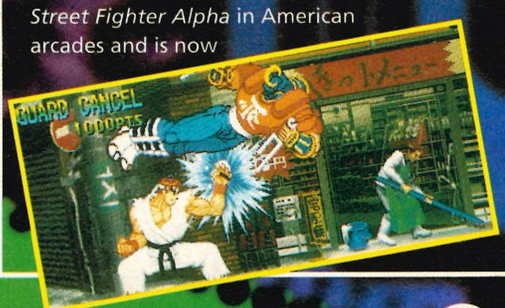
Coming to the N64 soon?

Street Fighter Alpha

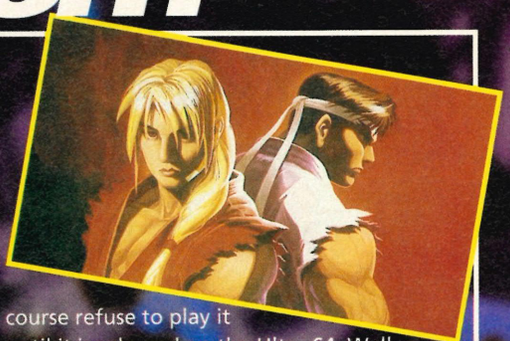
Beat-'em-up
Capcom

It's *Street Fighter*, but not as you know it. Popularly known as *Street Fighter Zero* in Japan, this was released under the title *Street Fighter Alpha* in American arcades and is now converted for Saturn and PlayStation use (and will be known as *Street Fighter Legends* on those formats in the USA). Confused? You should be.





If I were a betting man, I'd put money on it being the first *Street Fighter* game to kick ass on the N64. Although Ryu, Ken and Chun Li are all included, the game looks more like *DarkStalkers* than a *Street Fighter* clone. With great animation and loads of combos it is gaining good reviews already. We of course refuse to play it until it is released on the Ultra 64. Well, maybe just one quick game...

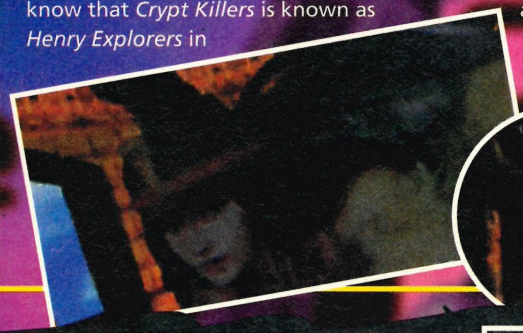


Chances of a Nintendo 64 appearance: 7/10

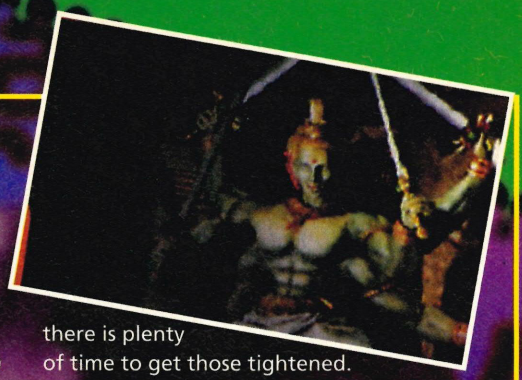
Crypt Killers

Konami
Blast-'em-up

If you were confused by the *Street Fighter* name games above you'll be pleased to know that *Crypt Killers* is known as *Henry Explorers* in Japan. Simple, eh? This has already been likened to *Virtua Cop* and *Time Crisis* for obvious reasons – both are shoot-'em-up adventures with into the screen exploring aplenty to be done. The differences, however, include a three-player option in the *Crypt Killers* arcade game (something that won't effect home versions) and it is set in a fantasy world (something that will). The mixture of polygons and bitmaps occasionally sell the graphics short, but there is plenty of time to get those tightened. The fact that this comes from Konami is the biggest reason we feel an N64 launch is virtually certain.







Chances of a Nintendo 64 appearance: 9/10

Soul Edge

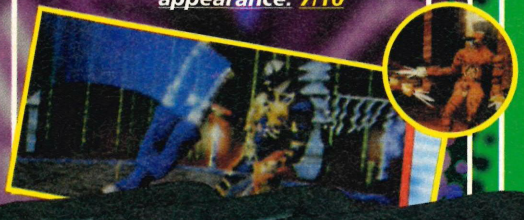
Namco
Beat-'em-up

Set in the 15th century, the search is on for a mystical sword somewhere in the kingdom and you are one of eight fighters competing for its use. It's a case of survival of the fittest as anarchy rules.

Currently being touted as a potential PlayStation title, this superb beat-'em-up has a fair chance of becoming a Nintendo 64 title as well. With amazing backgrounds and great fighting sequences this is similar to *Takara's Toshinden* and one of Namco's best fighting games to date – and let's face it, it isn't as though they've got a sloppy CV to date.



Chances of a Nintendo 64 appearance: 7/10



Arcadia

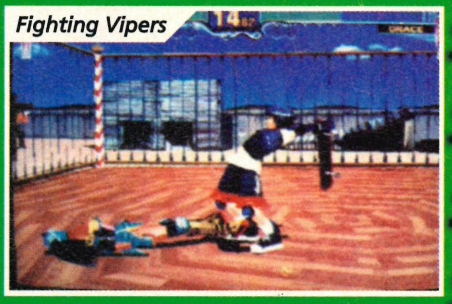
This year's ATEI show is a perfect opportunity for people to see the latest arcade machines. Held at London's Earl's Court it will include amongst other machines, *Killer Instinct 2, Time Crisis, Soul Edge, Dirt Dash, Tokyo Wars, Manx TT, Virtual On, Sky Target, Fighting Vipers, Pebble Beach Golf, Midnight Run, Road Rage, Landing Gear, Battle Arena Toshinden 2* and *19XX The War Against Destiny*. Should keep you busy until lunchtime at least!







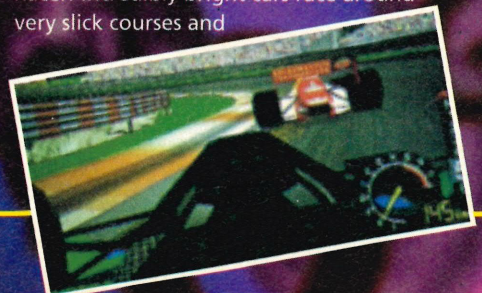




Ace Driver

Namco
Racing Sim

Ace Driver is Namco's nippy advance into the world of motor racing and ranks right up there with *Ridge Racer*. Incredibly bright cars race around very slick courses and everyone gets very excited – exactly how the best racing games should be. It's fast, responsive and has that brilliant sense of realism that marks out the men from the boys. Currently showing at an arcade near you, we're firm favourites of this and hope that Nintendo can get this moving on the N64.



Chances of a Nintendo 64 appearance: 6/10



Cruis'n USA

Williams Racing Sim



Our dear old favourite and certain to be one of the first up on the N64. Great courses, great options, stunningly smooth graphics and great handling ability. This is one coin-op that has everything and is sure to be the best racing game ever to hit a console. If you can't wait for the Nintendo 64 to make it into your home then get down the arcade now.

Chances of a Nintendo 64 appearance: 10/10



Trumpton

Rumours have it that American tycoon Donald Trump is looking to expand his leisure interests by setting up a Las Vegas style entertainment complex in London's Docklands. Complete with the latest coin-ops as well as simulators, a theme park, IMAX theatre and virtual reality machines, this could well be the greatest place in Britain for gamers one day. There are two other cities in Europe with potential for the site, but London remains favourite at present.

Something to Marvel at

Stop Press! Stop Press! Stop Press! Stop Press!

The test site for Capcom's new release, *Marvel Super Heroes* has been announced as Casino Amusement, Tottenham Road, London. If you want to be the first to check out this sure fire winner get yourself along there very quickly.

Changing Places



If you've got a bulge in your pocket and it's not a gun and your not pleased to see us, we imagine that you've got plenty of spare change and you're not afraid to use it. That being the case, these are the main arcades we'd recommend for top quality gaming.

1 John Cadona's Pleasure Fairs, Aberdeen

And they say it's grim up North, the people of Aberdeen would disagree. Top place for shovelling shrapnel is the pleasure fair – open all year round.

2 Mr B's Blackpool

At the entrance to the golden mile is this spacious Mr B's. One B amongst the many B&B's nearby. You must visit it.

3 Funland, Skegness

The best gaming to be had in the North East is at good old Skeggy. It's fun, fun, fun at Funland.

4 Sega World, Wolverhampton

Much as we choke on the actual word itself, there are some new machines here. If you like that sort of thing.

5 Joyland, Blackpool

More coin-ops in Blackpool than anywhere else in Britain. This is a top place for the latest Namco games.

6 Hamley's London

Not a massive site, but used for test purposes and therefore privy to the very latest releases.

7 Trocadero, London

In a media-friendly soundbite this is 'coin-op heaven'. Just go there.

8 Sega World, Bournemouth

Again the S-word rears its ugly head. Laugh at their latest unworthy attempts by the seaside.

9. Alexandra Gardens, Weymouth

The only reason to visit Weymouth. But what a reason it is.

10 Mr B's, Weston-s-Mare

In the world of arcades, this is our 'local'. Namco are pretty big at Mr B's.



DONKEY COUNTRY 2
45.99



PGA TOUR GOLF
19.49



SECRET OF MANA
28.49



ZELDA 3
19.99



SUPER BOMBERMAN
15.99



YOSHI'S ISLAND
45.99



THEME PARK
37.99



MARIO ALL STARS
24.99



FIFA SOCCER 96
39.99



ISS DELUXE
47.99

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EARTHWORM JIM 2 ... 42.99
FIFA INT'L SOCCER 96 ... 39.99
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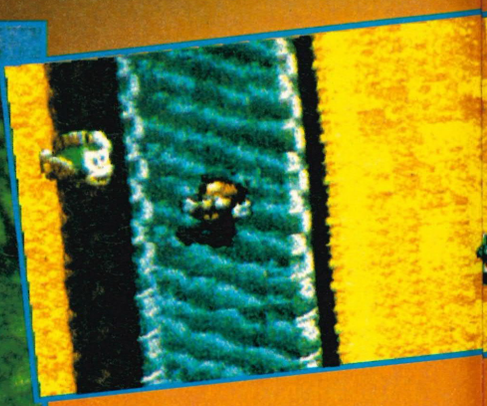
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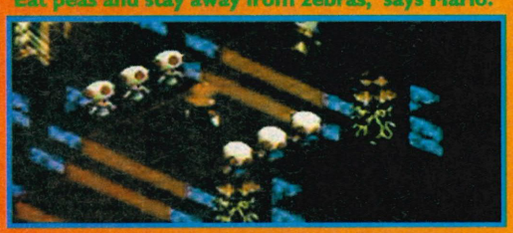
Right, time to be serious. This game is shaping up to be pretty top. Smashing graphics and the sort of gameplay that only a *Mario* game could harness. Indeed, if this game doesn't emerge to universal acclaim I'll do something like eat my pants. And if it does appear to all round cheers, I'll just act smug.



There he is. The man in red and blue. Friend of the stars yet damn modest to go with it. Oh, and a wonderful moustache.

Super M

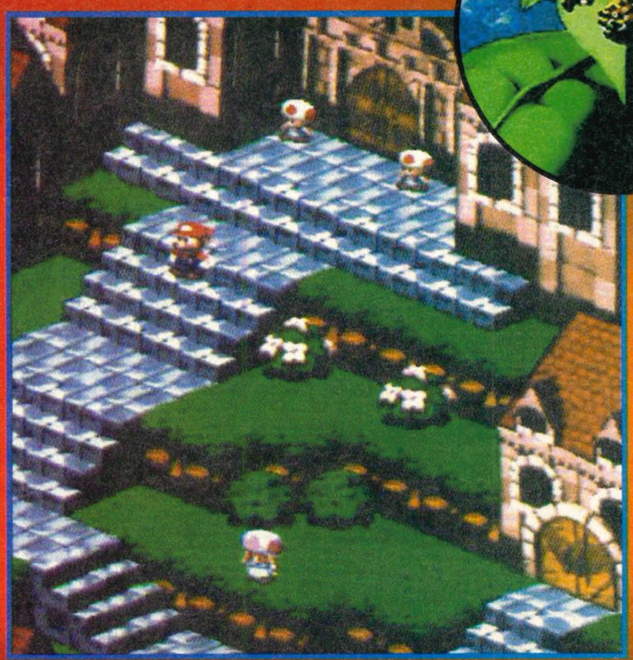
'Eat peas and stay away from zebras,' says Mario.



Koopa – that master of mayhem, that jester of japes – kidnaps Princess Toadstool (why doesn't that girl get police protection?) and leaves Mario with only one option. To go after her. Which he does in true superhero fashion. Problem is that a giant sword – from another dimension, apparently – slices Koopa's castle into two which, in turn, means that the moustached marvel has to partake in a spot of RPGing.

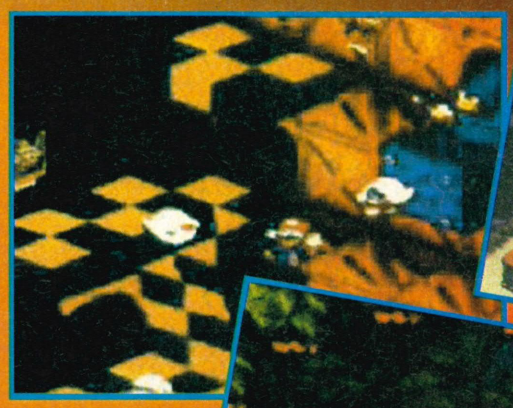
Well, it's been on the cards for a while now and after a lot of toing and froing – was it going to be released in Europe and America, just America, just Japan or all of them? – it seems that we are finally about to experience Mario in his first role playing adventure.





So, first and foremost, what's the play area like? Large, to say the least. Circular and not dissimilar to the play areas in games like *Yoshi's*, there are 12 separate locations including Koopa's Castle, Mushroom County – the home of the Princess – and Marshmallow Country which is set in the sky. And then there are the bundles of secret locations and hidden rooms which have become a trademark of Mario related games in the past.

Being an RPG also means that Mario is given an opportunity to take a few mates with him on his journey. Maro, who's pretty useful in the old Paul Daniels department, and Jean, a bit of an all round star, are just two of the many. Each character carries three different ratings: speed, attack and defence strength and magical







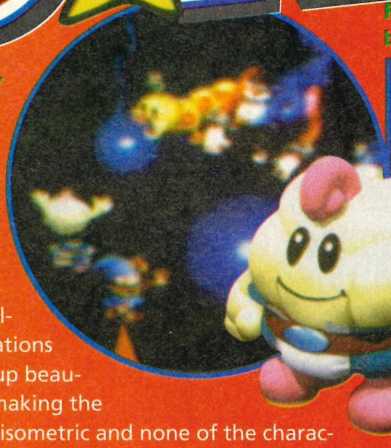
Right: Bock, bock, bock, bock-cack, bock. I am a chicken from *Mario RPG*.

Hopefully, we'll get to see Yoshi. He's a nice young dinosaur/dragon/thing, bless him.



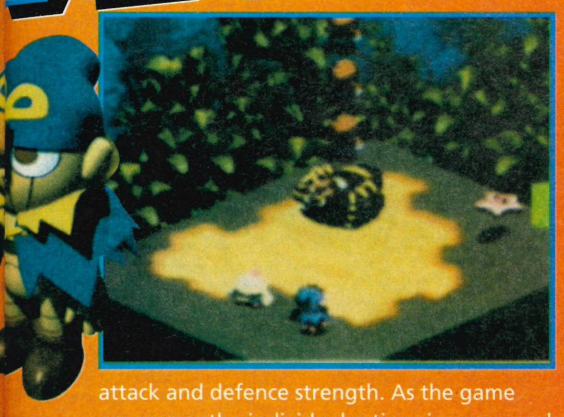
Mario RPG

RPG's can be boring. Especially if they're stats based. Got a feeling, though, that this won't be.



'Who exactly is Mario?' asked Chris. That's why we make him do art. Silly boy.





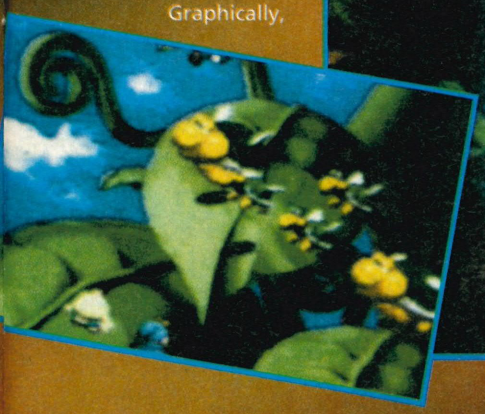
attack and defence strength. As the game progresses the individual ratings improve and there is also ample scope to learn new skills.

In addition, there are some weird and wonderful people to interact with on your journey. One of them we encountered, called Husky Mushroom, was in desperate need of help. He's a composer and when you cross a lake to get to him, making sure that you have stepped on every tadpole swimming in the lake, the path that you tread is turned into music. No, really.

Graphically, *Mario* is excellent. The locations are shaping up beautifully after making the transition to isometric and none of the characters have lost their appeal or sparkle. And the music should be pretty special to boot.

So when can we expect to see this? Well, Nintendo are keeping pretty tight lipped about the whole affair so we couldn't be 100% sure but we've got a suspicion it could be April time. 'Course we have heard rumours it could be earlier than that but that, as they say, is a different story...








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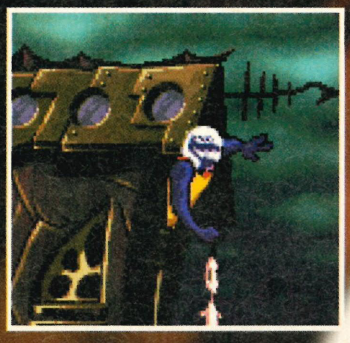
TIPS

Special Part 2



This month we finish the biggest tips section ever seen, so that you can finish three of the biggest games ever seen.

Earthworm Jim 2



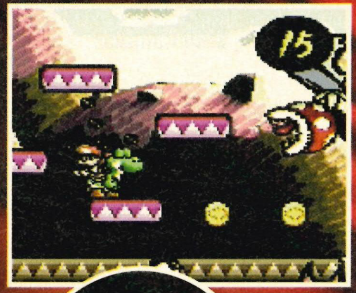


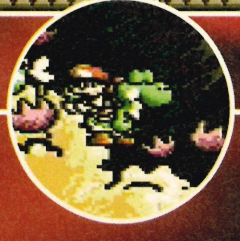
Donkey Kong 2





Yoshi's Island







DONKEY KON COU



Welcome to the final part of our amazing guide to one of the toughest platformers we've played in a long time. We're taking you through the very trickiest parts of the last two worlds, plus the final showdown aboard Kaptain K Rool's skyship. Good luck.

Gloomy Gulch







GHOSTLY GROVE

Wait at the start of the level and a ghostly shirt appears at the top of the screen. It throws down a box containing some bananas. (1)

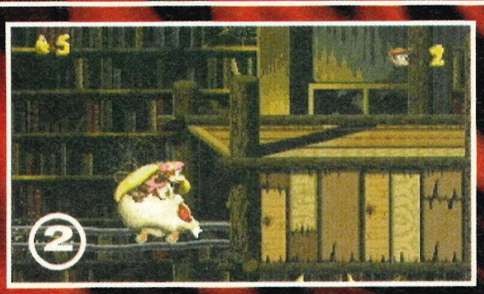
When you arrive at this gap in the floor with a coin in it, you can experiment with throwing your mate horizontally across the screen. In this way you can get the coin without having to plummet and die horribly. (2)

There are two barrels here. Throw the first one at the blue guy. Take the second barrel and throw it at the right-hand wall opening up a secret entrance. It leads to a bonus level. (3)

These ropes disappear quickly so stand on the ledge on the left and just before the rope reappears jump right. The rope will appear just in time then you can immediately jump right and tight again into the bonus barrel. (4)











HAUNTED HALL

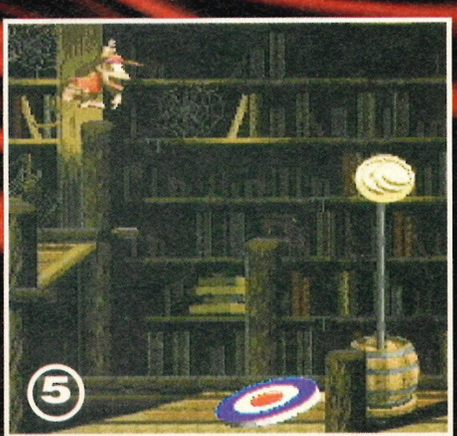
The whole level is a roller-coaster and it's very jolly. First thing to remember is a certain section sees you trying to outrun a ghost. So make sure you hit the green crosses and avoid the red minus symbols. (1)

Jump up to the top track then up again to go into a bonus level. When you come back out you'll go left then push right to go into a second bonus level. When that's finished you'll come back out on the right track (literally). (2)

After the restart points watch out for the minus symbols because they're especially numerous here. Each time you jump a gap be ready to jump again as soon as you land. (3)

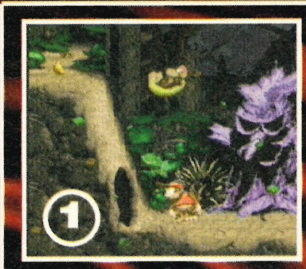
At this point don't take the higher track. Instead do a small jump shortly before the gap so that you land on the bottom track. This will take you to yet another bonus level. (4)

At the Target, use the platform on the left to get the icon you want. If you drop down you won't be able to get back up again so try to remember before you get to this point. (5)



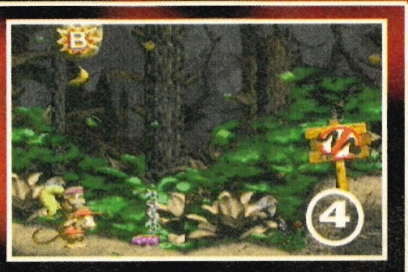
G Part 2
UNTRY 2











GUSTY GLADE

At the start of the level, make sure you've got both monkeys. Throw your mate up and left to a short section containing the snake (a good jumper) and a gold coin. (1)

When reaching large gaps always pause until the wind gusts in the direction you want to go. When you do though, make sure you push back too or you'll overshoot the platform and plummet. (2)

At this point in the game make sure you push right when you jump. The wind is against you and if you don't push right you'll end up falling onto the porcupines and that would end in extreme agony and death. (3)

A simple one this, but when you reach here throw your mate directly up to enter a barrel to one of the bonus levels. (4)

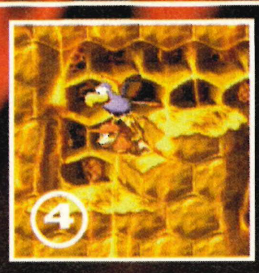
At the restart barrel wait until the wind stops gusting before you jump. Then wait until the wind gusts right again before you fire yourself out of the barrel over to the next platform. (5)





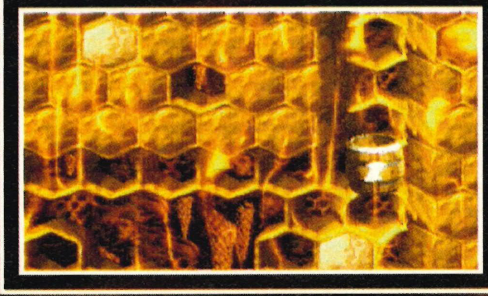












PARROT CHUTE PANIC

From the start, when you drop down make sure you're the girl so that you can heli-copter down and get all the bananas on the way. There's also a DK token on the left so keep your eyes peeled. (1)

The parrots you ride in this level don't actu-ally fly up but instead constantly fall. Push up to slow your descent and down to speed it up. (2)

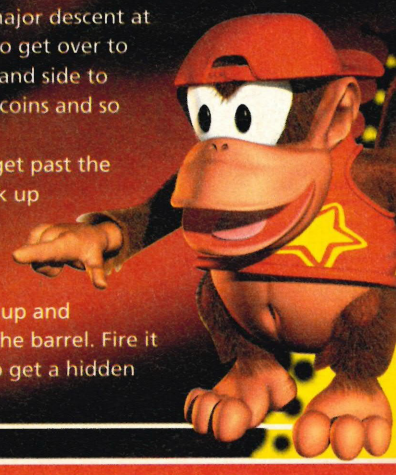
Just before the second parrot drops you'll see a coin. Throw your mate upwards to get it. You need to actually pick up your mate when you're not stood on the sticky patch on the floor. (3)

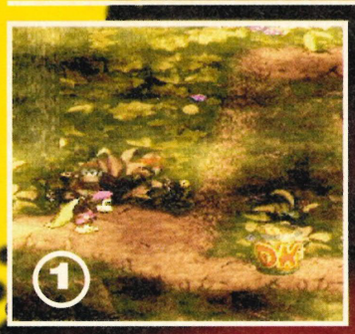
Towards the end of the third parrot go left past the hornets and you'll find a secret door leading to a find-the-token bonus level. It pays to look around a bit, doesn't it? (4)

Straight after the restart point make sure you're centred properly. If you don't the parrot fails to catch you and you fall a long way, more often than not dying on the way down. (5)

There's a major descent at this point so get over to the right-hand side to collect the coins and so on. (6)

After you get past the beetles pick up your mate and thrown him or her up and right into the barrel. Fire it upwards to get a hidden coin. (7)

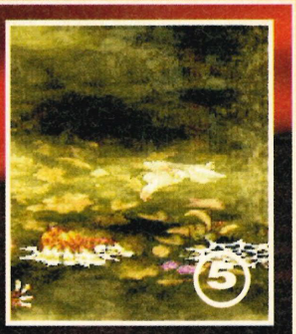














WEB WOODS

From the start throw your mate up to the higher level and go right past the blue guy. Throw your mate up to get the coin and just after, throw the chest at the blue guy to get another coin. (1)

At the high wall throw your mate up to the top. Break the chest at the top against the hornet and a green 2UP balloon will appear. (2)

When you get to the hook-handed guy or the cannon firing guys jump and make a web platform and then make sure you wait until they've fired. Then quickly jump up, shoot them, then jump onto their platform. Be quick. (3)

Just after the hornets, use webs to get up to the top of the high ledge. There's a restart point and if you carry on up there are some bananas and a coin. (4)

This vulture section is a bit of a pain. Shoot the web platforms just in front of you. You then need to alternately duck under and jump over the vultures which dive down at you at different levels. You can shoot some of them but it's risky, so just jump. (5)

At the hornet section, shoot a web platform right up next to a hornet. Fire one so that it lands just beyond the hornet then jump over the top. (6)







KREEPY KROW

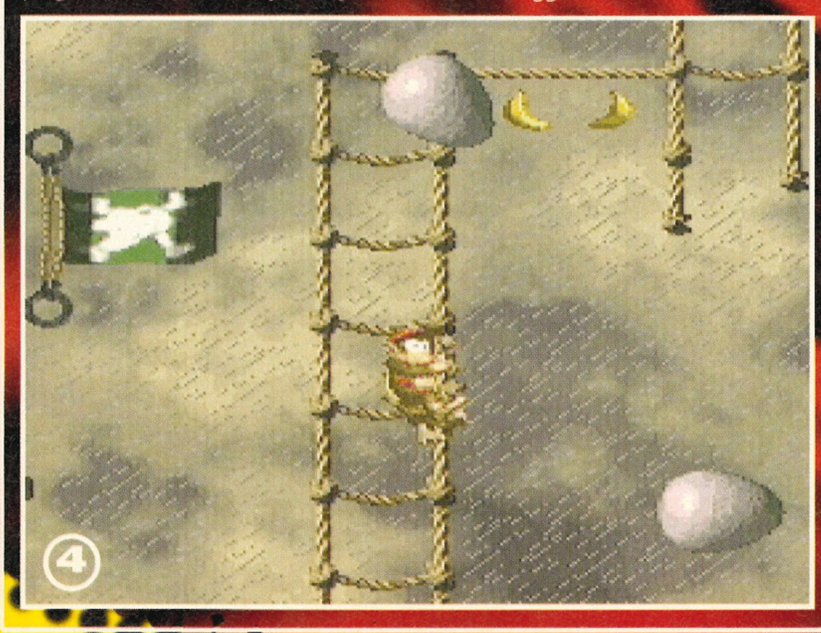
First bounce on the the phantom vultures. You can merely leap over them if you want but make sure you get used to the timing of their dives towards you. When the real vulture dives, jump on him to make a barrel appear on one of the platforms. Use it to throw at Krow. (1)

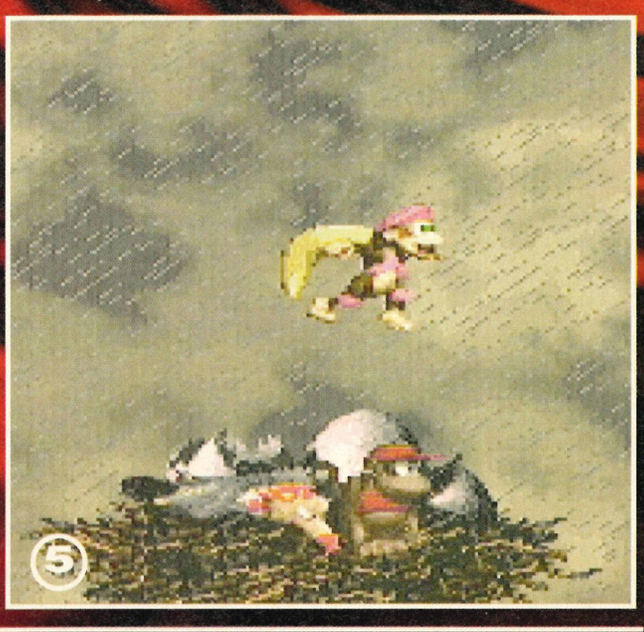
Hooks appear on the left of the screen so jump up them to the rigging. Eggs start dropping down the screen at you so you have to keep weaving left and right as you climb. There's a DK barrel on the left if you need it. (2)

Dodge the phantom vultures again then jump on the real vulture again to get the next barrel. However, this time, one more phantom vulture appears after the real one and if you're not ready for it you might get caught out. (3)

Hooks appear on the right this time. Also, the egg situation is much worse. This time they come both vertically and horizontally.(4)

Time for yet more vulture dodging. As in the last two encounters you need to ultimately hit the real vulture to get the barrel. On this final encounter there are several more attacks after the barrel has appeared and they're not pretty fast so don't try to pick up the barrel until you've devoted all your concentration on avoiding the attacks. If you hit Krow with this third and final barrel then he dies. (5)





K Rool's Keep







ARCTIC ABYSS

From the start use the girl to helicopter across the first bit of water to the platform on the right. Throw your mate up to find some bananas and a coin. (1)

After turning into the fish continue on and the water level drops. At the bottom go through the left wall. There's a secret passage there which leads you through to a corridor containing three coins. (2)

After the restart point travel down, then left, then up. Next travel right fast by using the attack button repeatedly. You should get onto the platform before the water level drops and it's on this platform you'll find the DK token. (3)

Shortly after the DK token go down, then left and up. You'll find a small vertical shaft containing a hidden coin. As a rule try to find as many coins as possible because you'll really need to save your game a lot at this stage. (4)

At this point you need to move left fast before the water level drops (use the attack move). If you're quick enough you'll get the 1UP balloon above the platform.(5)

At the end target wait on the platform to the left. The water level will gradually drop. Once it has, you can then use the platform to jump down onto the target when the desired icon appears. (6)









WINDY WELL

See that coin. Don't be afraid of plummeting. Just jump for it and a gust of wind will pick you back up and enable you to continue on your way. (1)

When you get to the hornets which are one above the other you need to get through the gap in the middle. Wait to the left and you'll notice that the wind drops momentarily making you dip and rise slightly. When you dip push right past the hornet. (2)

As you rise up past the hook-handed lizards push yourself right up next to them. They'll throw their hooks just before you reach them and you can drift up past them safely. (3)

More hornets to get past but this time they're moving left and right. Follow them then when you dip (just as they're turning towards you) push right past them. (4)

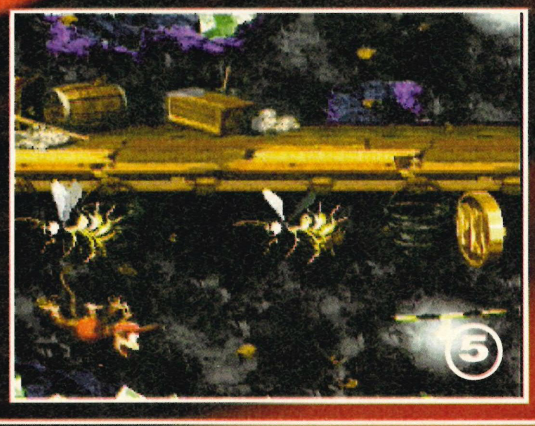
Before you rise up too far at this point push right and keep pushing. You'll just manage to sneak under the hornets and be able to collect the DK token. Then just rise up past the platform. (5)

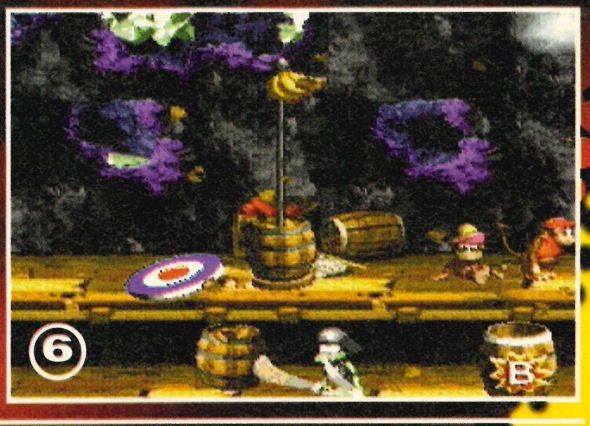
Whoops. We just missed the bonus barrel. To get it approach from the left but make sure you don't jump up into the wind. Go right and use the barrel bloke to throw left at the little guy with the swords. Now you can walk right and go to the bonus level. (6)







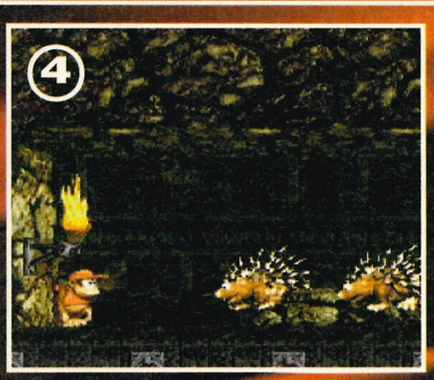














CASTLE CRUSH

Lose a half-life to get past the guy with the swords to get the rhino. That's if you want the rhino at all. We found this level is equally tough with or without him so take your pick. (1)

As you rise up you should take the right-hand tunnel to avoid the porcupines and get the letter K. You can then jump back left to get the bananas. (2)

Ignore what's going on in this screenshot, at this point you should be the girlie monkey. You can then stand on wither right of left, then when the porcupines are right next to you jump over them and helicopter so that they've gone past by the time you land. Repeat the process until you reach the top. (3)

Try to use the girl to helicopter past the four porcupines in the thin tunnel. The truth is we never managed it once. However, as long as you make sure you have both characters at this stage you can sacrifice one of them to get through. (4)

After you get fired left out of the barrel drop back down right off the ledge to collect a load of bananas and the letter O. (5)



As the porcupine and the croc drop, jump over the porcupine first. Then up to kill the croc. You can do this each time a croc and a porcupine appears in this pattern. (6)









CLAPPERS CAVERN

After stamping on the seal's head to freeze the water run right. When you reach the hornets with the coin beneath them keep running then crouch just before you hit them. You'll slide safely underneath and get the coin. (1)

Eventually, when you're in the water section you'll reach a group of starfish. Just beyond them to the right and below there's a small passage leading to a vertical shaft. It's a dead-end but it contains invisible banana hoard. (2)

When you reach the puffer fish, don't chicken out and continue along the main route. Get past the puffer fish and you'll come to a small cavern with a coin in it. (3)

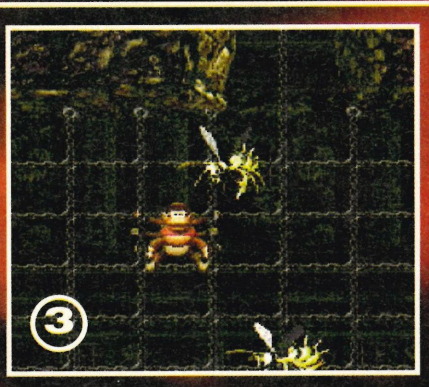
When you reach this point in the level pick up your mate and throw him or her directly up at the ceiling (there's a banana there to point out the exact spot). This will make you invincible so... RUN FOR IT!!! (4)

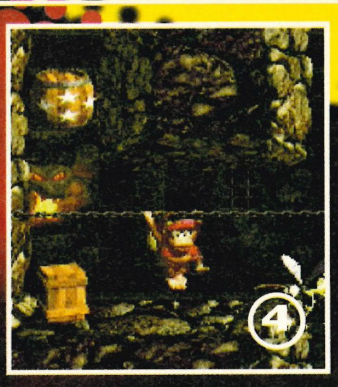
When you reach the end target change into girlie Kong and you can then use the barrel to fire yourself out at the right moment. (5)











CHAIN LINK CHAMBER

After the first set of chains go down the long chain to get the letter K. Don't go any further down though or you'll die. Continue on up through the level. (1)

At this set of chains the way to continue through the level is to go right and then up. However, if you're feeling brave go straight up from here first to collect some bananas. (2)

At this point in the level position yourself exactly as we have in this screen shot. Then, when the middle hornet drops down you can move right and then up through to safety. (3)

The circle of wasps will be okay if you take your time and wait for the gaps. The route to the end is straight up, but go left first to get that all important restart point. (4)

Watch out for the pirate with the swords here. He rushes at you at great speed. The best bet is to climb up just beyond the second line of horizontal chains before moving left. (5)

Cannonballs fly down the screen at you here. They start on the left-hand side so you should start on the right chain. Then all you need to do is move from chain to chain as you move up dodging the attacks. (6)











TOXIC TOWER

Wait for the crocs then as they drop next to you jump out and around them in a circular motion. This may seem a bit trivial but this will screw you up several times over. (1)

After you have turned into the snake, the awkward controls make this a very frustrating level. The very finest tip we can give you is to remember that when you jump onto the backs of any living creatures (as opposed to regular platforms) always keep the jump button pressed and you always perform a big enough jump. (2)

When you reach this hornet, jump on his head (the snake can do this safely) then drop down and push right. You can now get the DK coin and then use the barrel to fire yourself back up. (3)

There's a line of three hornets travelling back and forth here. It looks pretty tough but just stay calm and go for it. Push right and jump and keep that jump button pressed. Stop pushing right so you land on the third hornet then push right to get to the platform. (4)

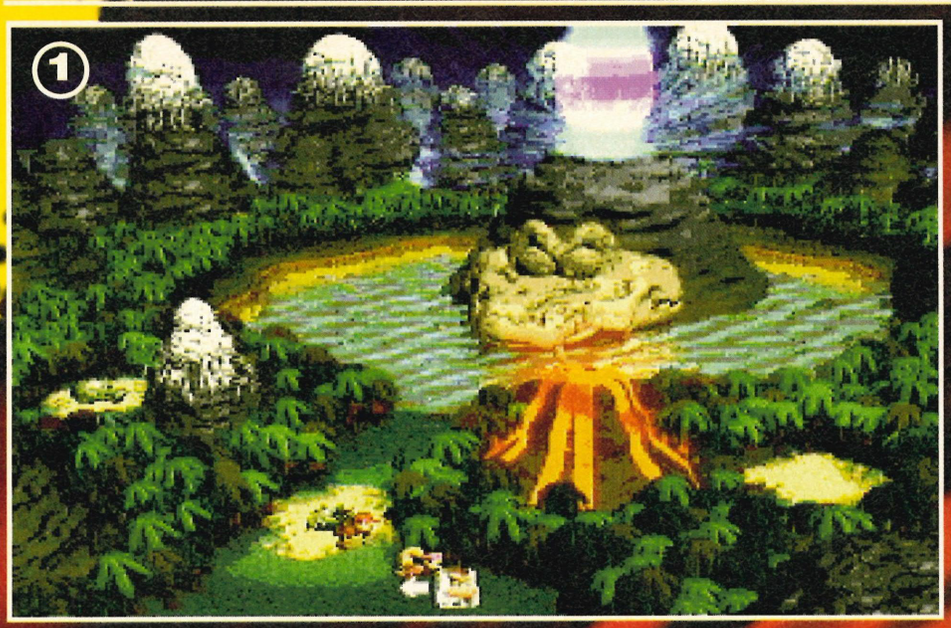
See that screenshot? It looks dull, but it's not. When you reach this point, before you jump up past the hornets, quickly drop down to the left to pick up a hidden coin. (5)

Now you have the bird. This section looks like a nightmare and what you tend to do is keep shooting at the hornets and suddenly you get drowned in toxic waste. Almost all the hornets can be flown straight past without harm. Only shoot the ones that look like they're really blocking your route. (6)











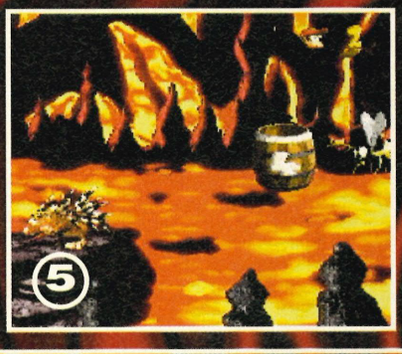


HOLD IT RIGHT THERE!!!

In each of worlds two to six you will have noticed a Klubba's Kiosk level. By the time you reach this part in the game you should have the 15 Kremkoin toll you need to pay Klubba to get past him. This leads you onto a whole new world containing a bonus level. By using Funky's Flights to hop worlds you'll find one of these bonus levels in each of the five worlds mentioned above. We've printed a screenshot of each here to give you a taster of what to expect but don't worry, you have to play these levels to complete the game. However, if you want to complete it 100% and see a special ending, you'll need to do them. It's up to you.

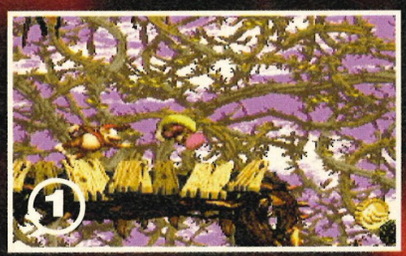
Grab 1 – Map
Grab 2 – Jungle Jinx
Grab 3 – Black Ice Battle
Grab 4 – Klobber Karnage
Grab 5 – Fiery Furnace
Grab 6 – Animal Antics







The Flying Krock









SCREECH'S SPRINT

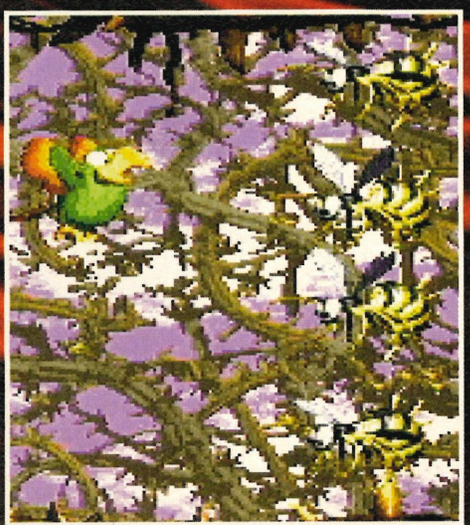
At the start of the level you'll see a coin down in a pit with spikes in it. But rather than ignore it throw your mate towards the coin to collect it. If he or she gets killed just get them back from the DK barrel at the start of the level. (1)

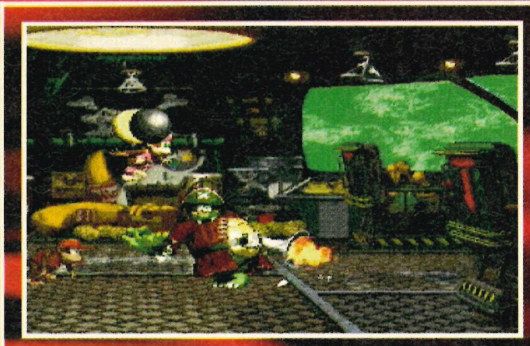
This jump and the next one are both far too long and hazardous to use Diddy Kong. Use the girl instead and you can helicopter to safety. Use Diddy Kong on the early part of the level and then if he gets killed you'll still have the girlie by the time you reach here. (2)

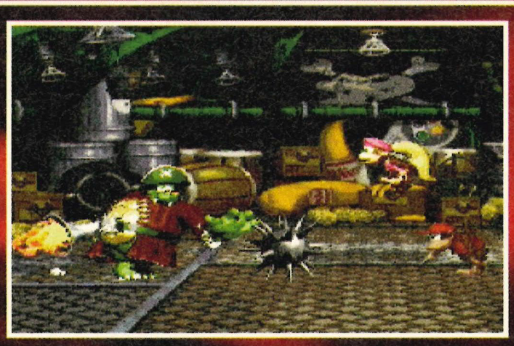
These are starting lights and the idea is to race this bird to a finish line further through the level. If you lose the race, you're out of the game so it's important to win. The trouble is there are many hazards and while you can die all over the place that bloody bird can just sail through. Get an early lead. (3)

Whenever you go up through spiky shafts like this press the flap button like mad, push up on the joypad for extra speed and also wiggle the pad left and right repeatedly. As long as you've got the line right in the first place this wiggling technique will steer you safely up through. (4)

You'll find these hornets all over the place. Remember where they are and just as they're about to appear fire. Take care when going through the gap you've created though as it's all too easy to die. If you built up a lead at the beginning you'll just have time to take a second stab at shooting these obstacles. (5)



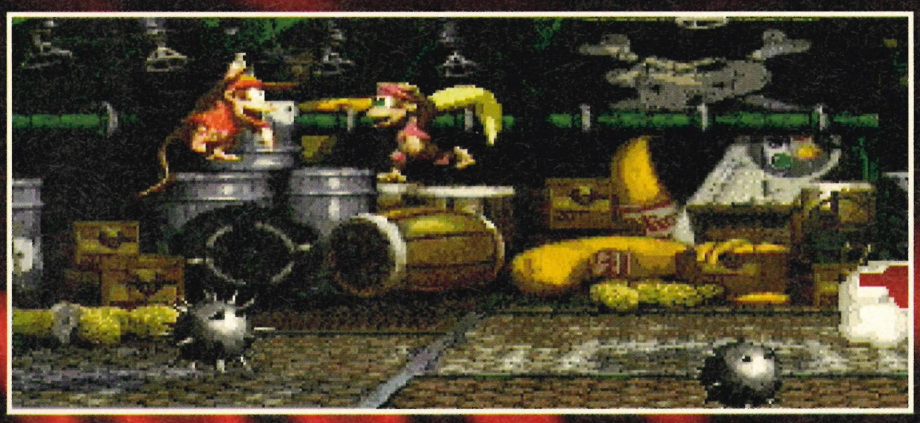






This is it, the final battle with the dastardly K Rool. And what a battle it is. Each time you think you've defeated him he gets back up again. Here's how to sort the git out.

He starts on the right and a cannonball appears. Pick it up. He comes towards you so jump over him. His gun starts sucking so throw the cannonball into it. It backfires and this is how you inflict hits. After each and every attack like this be ready because he fires the ball back out at you. Next he fires another ball and it grows spikes. Wait and when K. Rool approaches jump over the ball and him. Do this again and the spikes disappear so pick up the ball and throw into his gun again. Next he fires two spiky balls. Stand in the middle and leap over him when he approaches. He does this three times. One ball loses its spikes so pick it up and attack again. He's down but not out. A DK barrel appears so get it if you've lost a half-life. Now he fires a load of balls at you in quick succession. Jump them and push away as you do so to give you space to immediately jump the next one. Eventually a barrel gets fired. Jump on it to get the cannonball and attack him again. Now he fires bouncing balls. Jump over the first and third ball then duck under the rest. Trash the barrel to get the cannonball and attack. Next he rushes you so jump over him. Now he fires spinning balls at you. There are three single spinning balls each increasing the size of the circle they spin in. Jump over the first two and duck the third. Next come three sets of two spinning balls. Time it right and you can jump over all of them, but it's best if you're the girl so you can helicopter to safety. Trash the next barrel and attack him again. He's down again and another DK barrel appears. He gets back up and rushes you so jump over him. This time he fires three ice clouds which freeze you. Jump over and helicopter past them. Jump over him. He now turns into a ghost and rushes you again. Jump him. Then he disappears completely and rushes you. Watch the floor because he leaves a slight trail so you can tell where he is. Shortly after you can make the next attack. Next he rushes you again so jump him. Following this he makes two more cloud attacks. It's important that you jump these because the first clouds slow you right down and the next ones reverse your controls. Remember he rushes you between these attacks so be ready for it. After the third and final cannonball has appeared and you've lobbed it successfully and K Rool he keels over and... is he or isn't he? Hurrah, he is. The final Boss is dead.



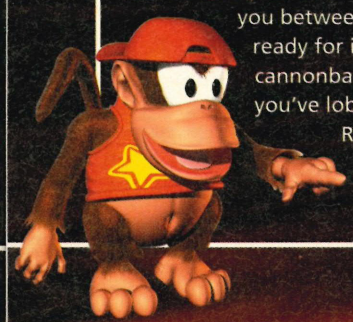














SOLUTION: PART 2

YOSHI'S ISLAND

WORLD 4

LEVEL 1



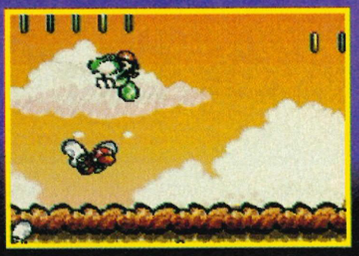
Go down the pipe before the first green plant to enter a cavern. Explore the cavern to collect a load of coins.



Shoot the cloud at the bottom of the bullet area. It gives you a blue watermelon and you'll find yourself ice breath.



Use the jump and hover method to avoid the puff-balls. If you do hit one, stick to the ground and move slowly.



At the stretch, towards the end of the level, use the bees as platforms to collect a hefty sackful of coins.

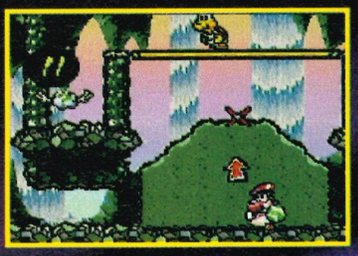
LEVEL 2



At the start of the level, head down to left-hand pipe and collect yourself a nice few power-ups.



At the section with an upward arrow, shoot the Koopa with an egg when he's facing left to collect a 1-Up.



Float down under the stairs and into the pipe to get the key for the bonus game later on in the level.

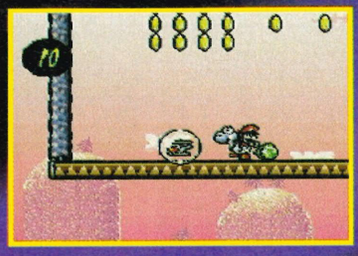


Bash the blocks to get the red switch down, then jump on top of it to gain access to the waterfall.

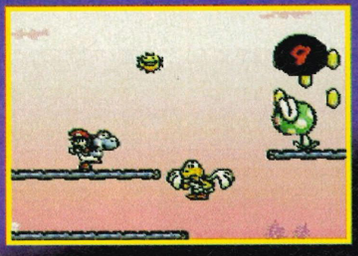
LEVEL 3



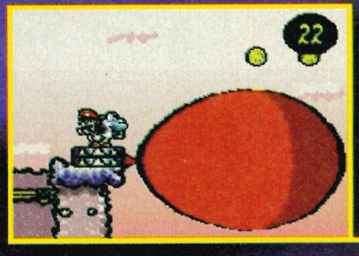
Alternate between the balloons to ascend faster. Steer the balloons by jumping on the corners of them.



Go up the pipe to get a helicopter bubble. When you're the helicopter, fly over the plant to get the save point.



Use the spiky balls that the plant gobs at you, turn them into eggs and then chuck them back at the plant.



Shoot the bouncy arrow to get to the balloon. Blow it up to full size then jump on it to get to end of the level.

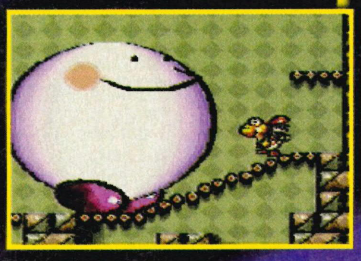
LEVEL 4



At the crossroads, head top-left to get the key after killing the plant. Then use the key to unlock the centre door.



Collect keys from each corner of the crossroads, unlocking a door in the centre passage as you go.



To defeat the mid-level boss all you have to do is a pounding jump on his head and he'll split into two.

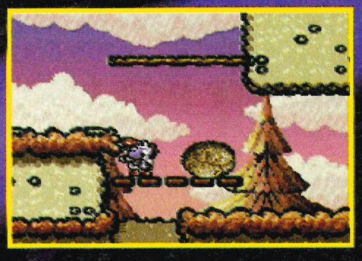


Repeat this process until the boss is in nice bit-sized pieces, then you can eat him or squash him.

LEVEL 5



Roll the rock, but it's important to make sure that you don't push it up against any walls in any holes.



Leave the rock with the tall posts, shoot the cloud to create a hole cover, now stay on the posts to get the rock out.



Activate the red switch and stomp on the posts so they're even. Reactivate the switch and roll the rock over it.

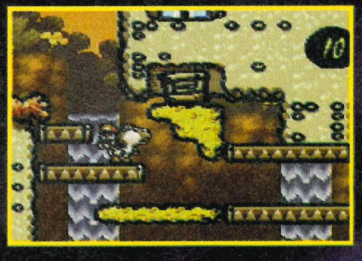


You can now reach the secret door. Roll the next rock as far as you can to create a platform to get into the pipe.

LEVEL 6



Swim under the wall at the bottom-left then continue left and you'll find plenty of goodies.



Smash the crate to gain a key for the bonus game at the top-right of the area. Or put the kettle on instead.



At this section it is a lot easier to go upwards, but you don't gain as many coins. Still, you can't have it all.



If you go the bottom way, fire eggs at the moving platforms to make them change direction.

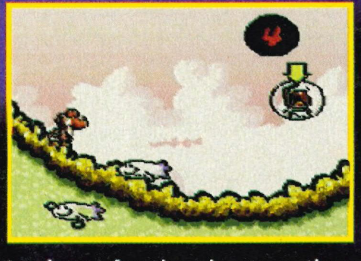
LEVEL 7



Use these platforms as pedals, jump on the one furthest in the direction you want to move, and repeat this process.



You can kidnap this blokes young children and chuck them like eggs at people. Ah, the poor things.

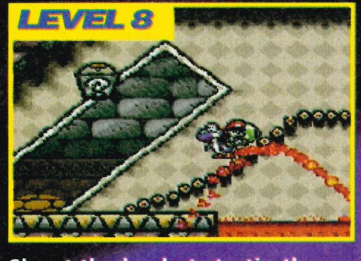


Look out for the ghosts as they travel at quite a pace. They can only hurt you, though, if they hit you head on.



These platforms travel pretty quickly. Make sure you jump off them just after they come off their rail.

LEVEL 8



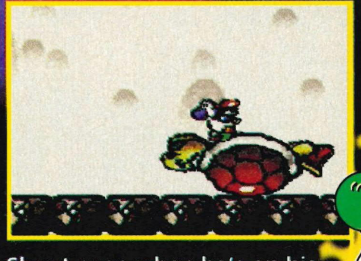
Shoot the buckets to tip them up. This empties out the contents for you to collect. Smart, eh?



Shoot a shell along the floor at the cloud near the bottom right of the area to create a staircase to a key and a save point.



This giant Koopa Troopa is an easy boss to kill. If you jump on his head it causes him to spit out eggs.



Shoot eggs when he's on his hind legs to push him over, then do a pounding jump on his stomach. Repeat 3-4 times.

WORLD 5

LEVEL 1



Shoot Lakitu or swallow his cloud. It's best to get cover first then shoot at him.



Float down the gap with three poles. Run off the edge floating and turning back on yourself.



Use the key in the house to the left of the penguin infested hill to play the bonus game.

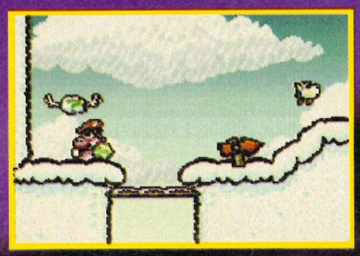


Shoot icicles over the gaps you have to jump, otherwise you'll end up jumping into them.

LEVEL 2



Roll the snowball as far as you can. It will be big enough for you to use as a platform.



Shoot the secret cloud at the top-left to create a walkway for you to cross the gap on.



Jump over the snowmen, as they have a tendency to knock you off your lift.

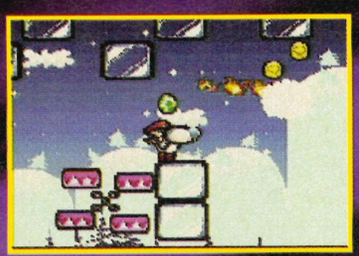


To cut your ski-lift journey just fall off the cliff and float down towards the left.

LEVEL 3



Shoot this cloud to create a walkway, otherwise this part becomes a lot trickier.



With the red watermelon melt some of the ice above you to get the coins.



Shoot the cloud to get a red watermelon. Go to the save point and collect a super star.

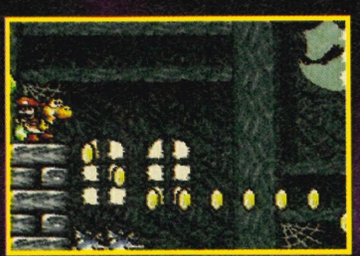


Jump over the grey rocks. Some of the gaps require you to jump instead of gliding off.

LEVEL 4



Do a huge leap to the left off the platform after the red staircase to reach a secret area.



When the blue shadow-blob swings away, jump under and float up to reach the other side.

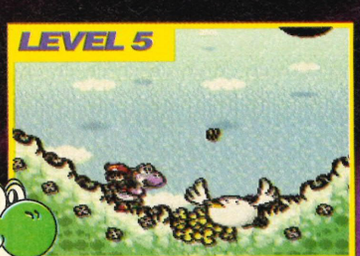


Don't stray off the shadow-blob platform for too long as you'll become stranded.

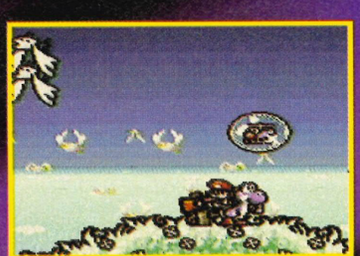


Collect the eggs and then aim at the Blob's heart and keep shooting until you can hit it.

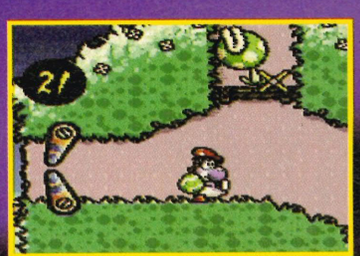
LEVEL 5



Stand on the bird, but don't let it hit you head-on or it can injure you.



Get the 'copter bubble and fly right. Collect three more to reach the end of the section.



Shoot this plant from below then jump in the space it leaves to reveal a secret cloud.



When you are on the red platforms dodge the enemies and ascend as quickly as possible.

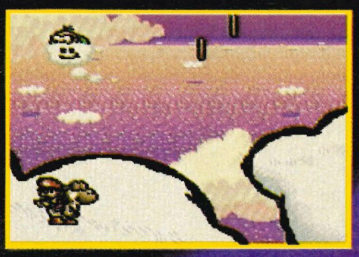
LEVEL 6



Get the pitcher to aim at you. He'll hit the switch to flick over the spiky one-sided platforms.



Swoop under the pipes and plants as it is a waste of time trying to kill them.



When cross-hairs are aimed at you jump the balls that are being thrown at you.



As before, it is best to grab Lakuti's cloud or shoot him as soon as possible.

LEVEL 7



Jump and hover over the fat blackbirds as they knock you off your platform.



Use the white birds as platforms to get to the tube, just before the rotating platforms.

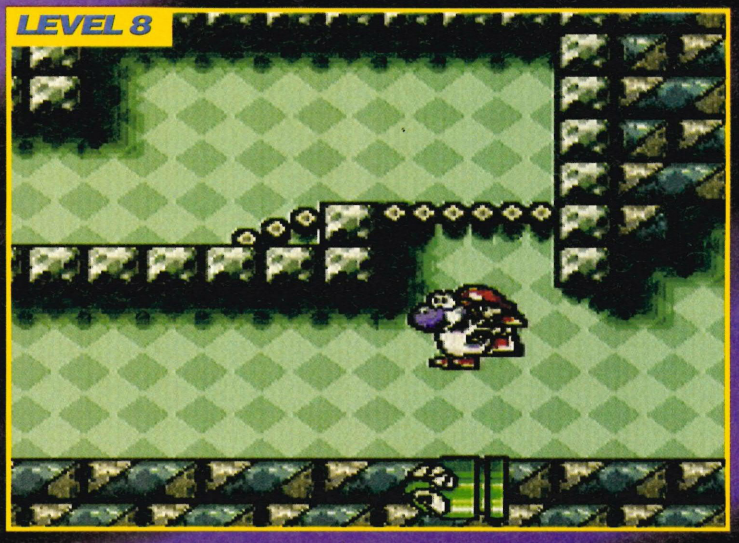


The secret to the moving platforms is to do small jumps and hover over obstacles.

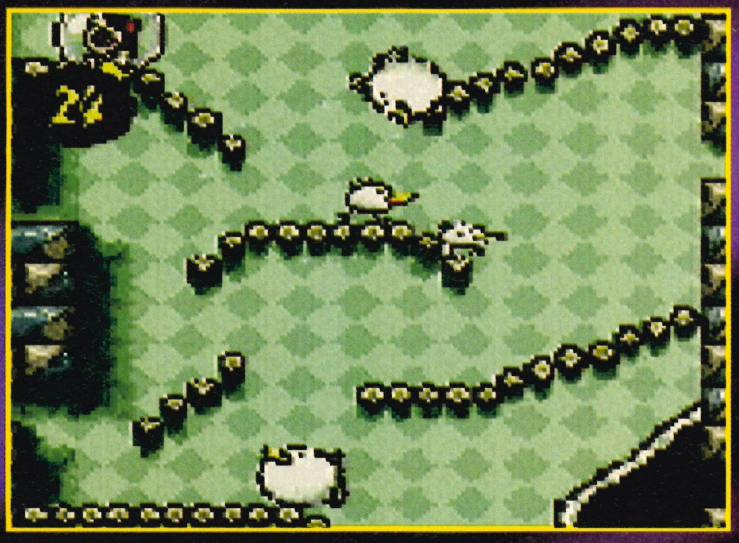


If you fall off a platform hover a while as a bird may fly past that you can use as a platform.

LEVEL 8



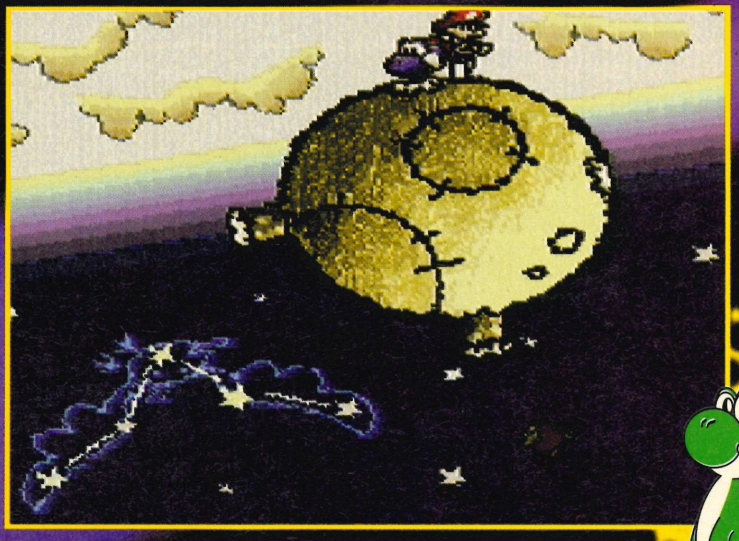
When you see the first save point run to the right so a bullet is fired. Follow it, then use it as a platform to reach the save point.



Just avoid the birds as they run down the stairs. Wait for them to run over the stairs above you and jump up.



With this boss you fight on a rotating planet. Do pounding jumps on the posts when he is directly opposite you.



Do this three times to send him flying off the planet. But look out, the more you hit him the faster he gets.

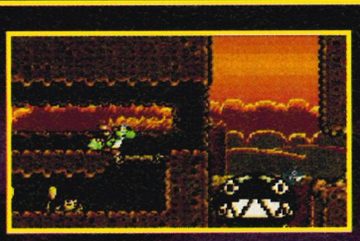


WORLD 6

LEVEL 1



Swallow the tribesman on fire. The fire-breath is useful against the kick-boxers.



Wait for the bombs to land. Watch to see where they land by looking at their shadow.



At the two clouds, stamp down the post. Hit the second cloud. The key's in the left cloud.



In the gap below the green plant there is a secret cloud. Hit it to gain an extra life.

LEVEL 2



Kill the bandits by jumping on their heads three times, or avoid them by jumping.



Where there are three pillars of stone, shoot the cloud in the second one to get a 1-Up.



When you get the super star, run across the spikes quickly, and ignore all the enemies.



Rocks are thrown at you when you are running on the spikes. Jump them with small jumps.

LEVEL 3



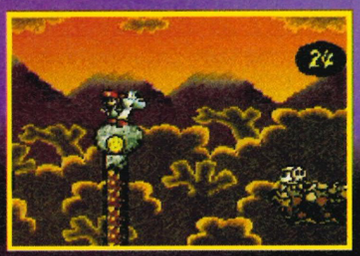
Shoot the puff-balls in your path. Be careful as you have a limited amount of shells.



Jump off the stationary log onto the spinning logs just before they stop spinning.

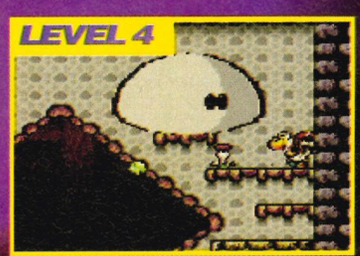


Roll the rock to kill the enemies but jump when you get to the batter.



Land right in the middle of the rocks balanced on the poles or they'll role off.

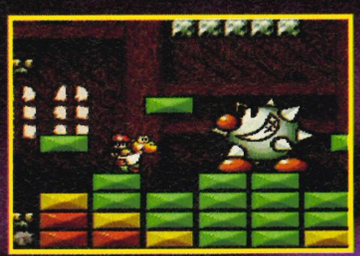
LEVEL 4



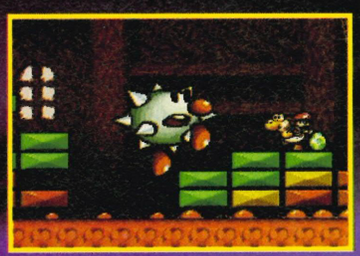
Shoot the big blob repeatedly until he turns into a key. He is invincible when he's shivering.



In the third pipe go left to kill the blob. Go back up and take the first pipe to a locked pipe.



This boss is invincible to anything you throw at him, so the only thing you can do is ...



... blast away the floor. Get him to stand near the gap on your side and fire at him.

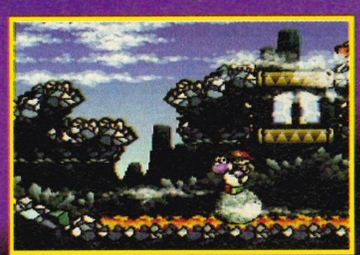
LEVEL 5



Let the icicles fall down. Shoot ones that obstruct where you need to jump.



Dodge the rolling rock by taking the left-hand path and jumping when it rolls down.



Wait for the rock to roll underneath you, then jump on it to get to the secret section.



When jumping on the pillars, hover to allow the rocks to roll off before you land.



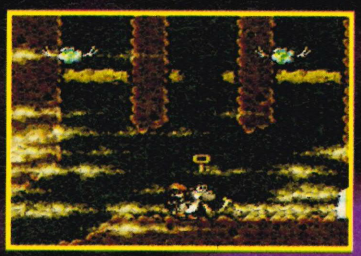
LEVEL 6



In the hole, the second rock rolls out of, is a secret cloud – an extra life. It is useful to go to wherever you are in the game to get an extra life.



Push the rock through the tunnels. Break through the yellow rock first, to push the rock down it. Now use it as a platform to get the key.



When you get to the bottom of the chasm go to the right and shoot up the middle hole to get the key. Go through the left-hand door.



Ascend the platforms. Shoot the bouncy arrow and jump on it. Follow the path, go through the door, shoot an egg (watch the arrows) to create a platform.

LEVEL 7



Jumping on the exploding platforms is difficult. They only explode when you jump off them so you can stand on them for as long as you need.



The key for the bonus level is in the rock where the two bullet-firing enemies are. Goodness, we really are good to you lot.



Go down the lift to the right of the tube to get tons of coins. The red switches to uncover the coins are hidden in the rocks.

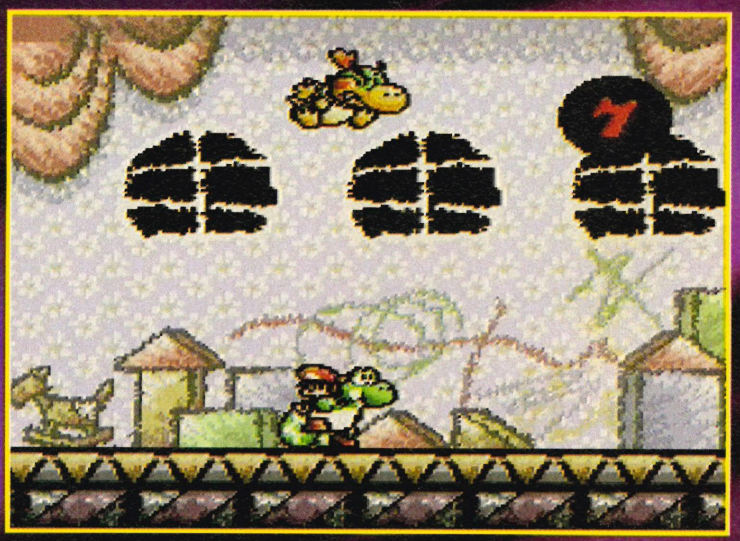


When you reach the darkened areas of the level, go very slowly as nasties will come out of the dark without any warning.

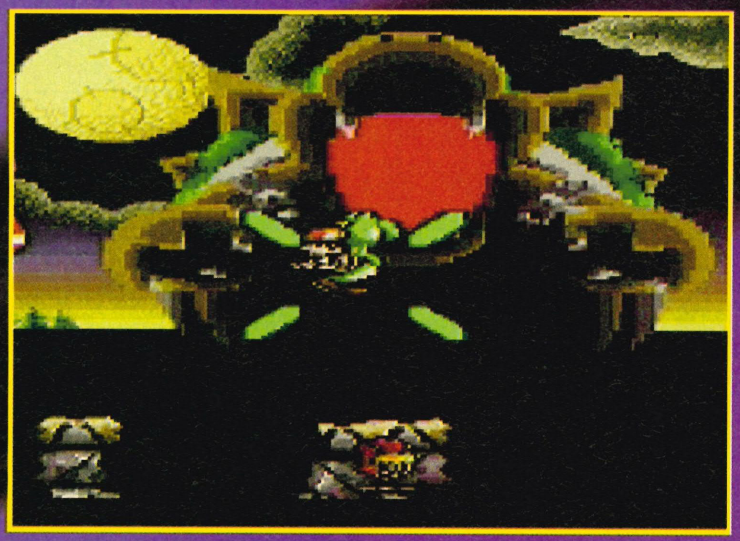
LEVEL 8



When you are a helicopter, the witch will come up behind you, so fly up or down to avoid her. Go slowly to avoid hitting the birds.

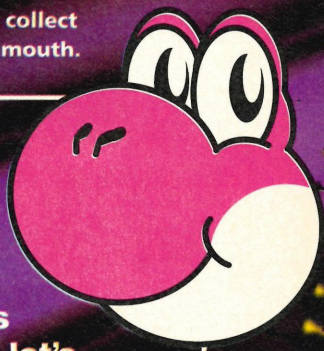


The full sized Bowser is more difficult. Just collect the red eggs and fire them at his nose and mouth.



When he's close, it's easier to hit him, but you've got less time to dodge his fireballs, so keep jumping from platform to platform.

That's that



We've made it. It's been tough – oh how it's been tough – and there's been tears but, by George, there's been some memorable and, let's be honest, some downright wonderful moments. And now, as you sit back in your chair, marvelling at your achievements, just spare a thought for us. We were the ones who sat and played the game from start to finish just to help you out. That's how nice we are.



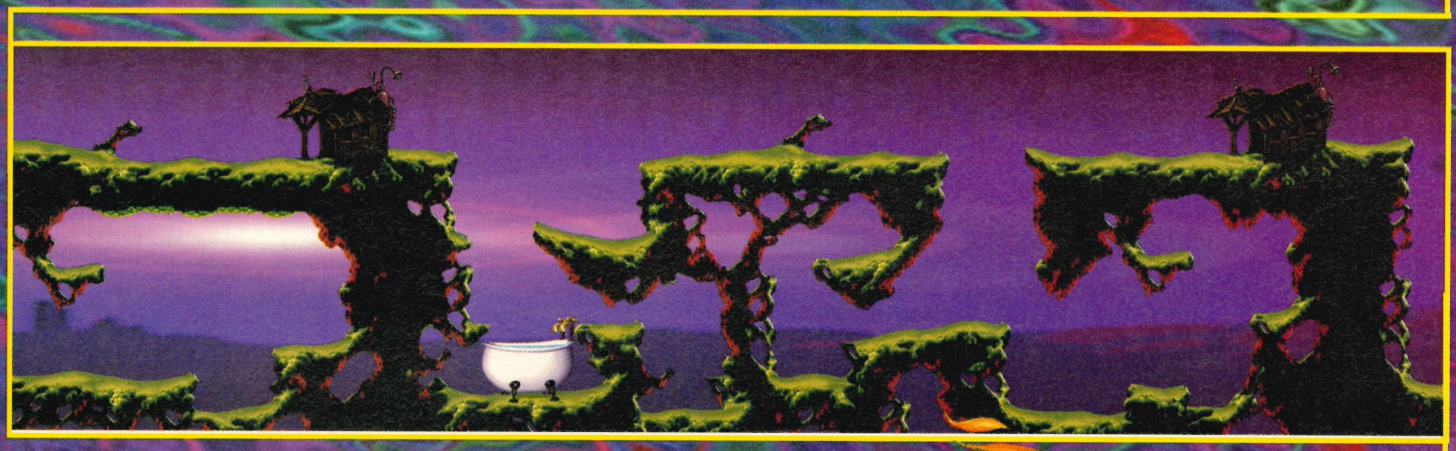
EARTHWORM JIM 2



So you're back then are you? After last month's game busting episode you just couldn't be bothered to try and do it on your own then, huh? They say that cheats never prosper but after reading this and finishing the game I guess you'll all be pros-

Cow

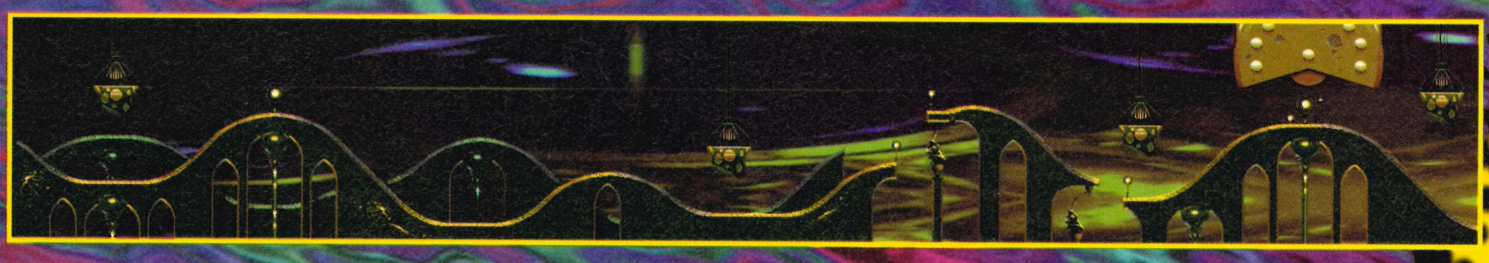






The most important thing is to blast everything you see. If you leave anything alive it's likely to hit you just when you don't need it. After that remember to dunk a cow in the big bath if it's sparkling away, otherwise things will start to get messy. When you jump from platform to platform make sure you pick up the cow before a space ship starts to drag it away. Time your jumps so that the spaceships aren't that close to you and you will be able to get away untouched most times. Then remember the order the cows come in. If the plants don't spurt a cow out immediately go to the next one and you'll find it waiting for you there.

Crow

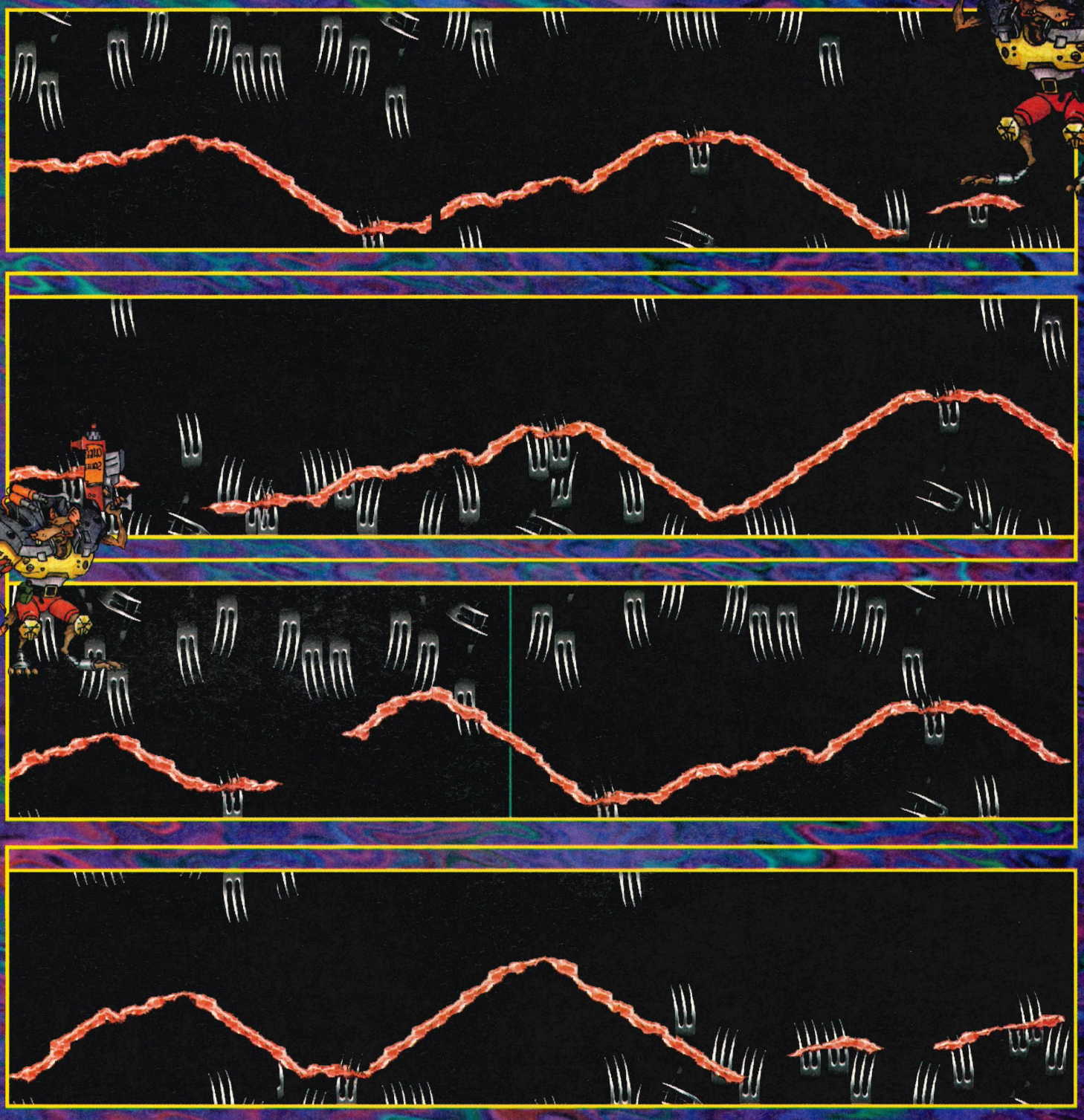


This level is a race between you and Crow. This is where serious weaponry comes into play. The bigger the gun, the less time it will take you to blast away the obstacles in your way. When you get to the end Crow will be there first but you will get to the last stage.



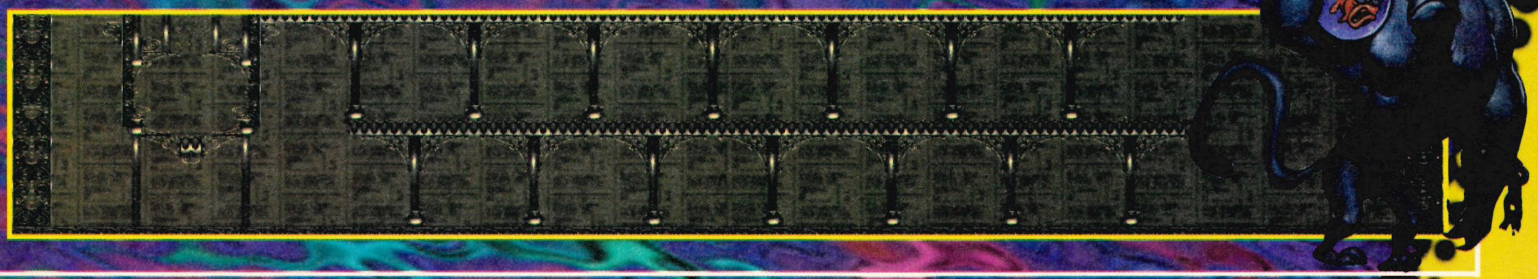
This is the final part of the race. Don't be disillusioned when Crow gets there first, he was meant to. You'll notice the long white bar about half way through this last section. You can swing on it to get a final burst of power over that last jump. If you don't, you won't have enough speed to clear the gap. Always said Jim was a swinging kind of guy. Onto the next stage then guys.

Forks

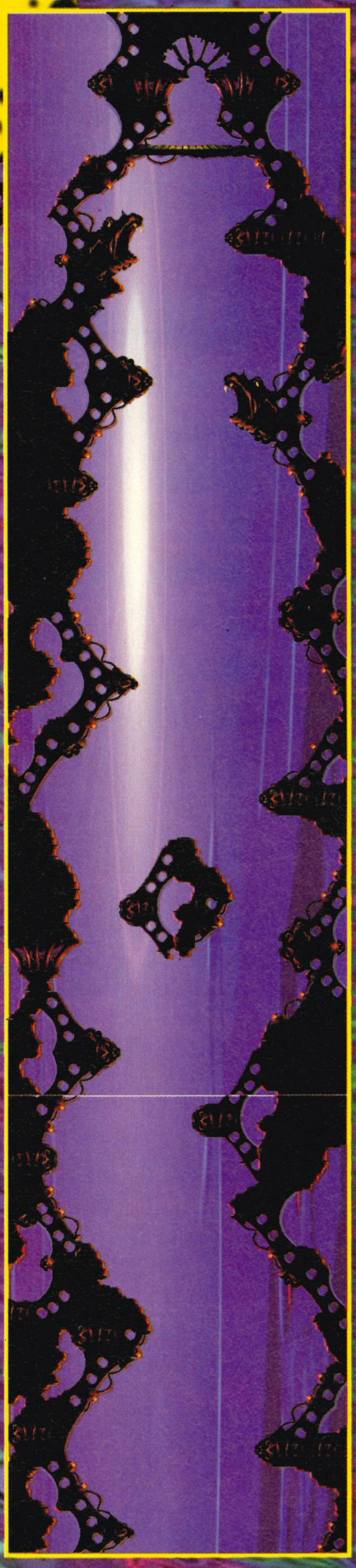


Forking hell. The spikes obviously do you damage so try and avoid them. If you see an egg-like object above you, blast it and it will fall down and break. This gives you a safe place to jump on. I always thought that eggs were good for you.

Door



Head

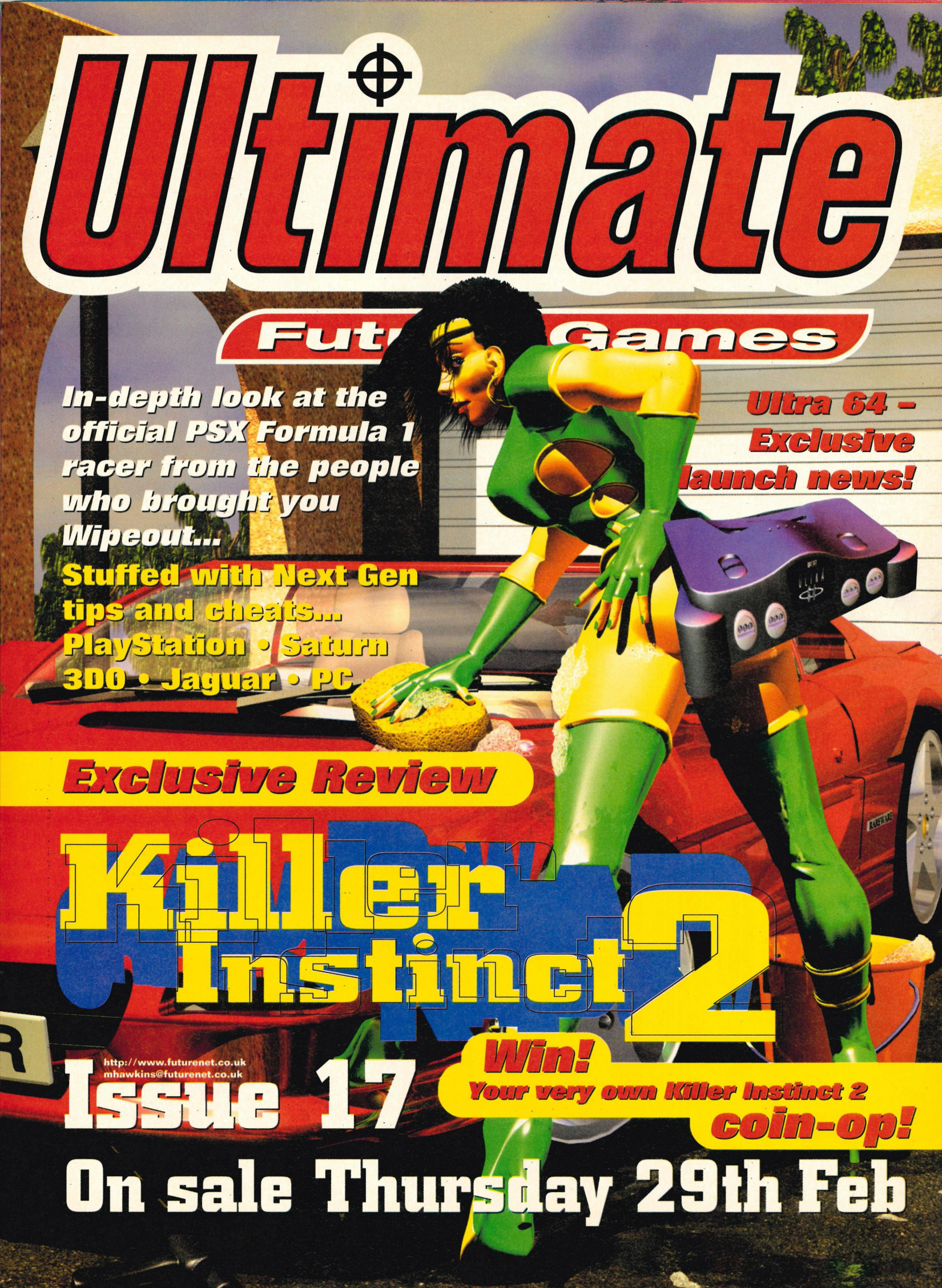








This map shows you where all the air pipes are so you can make your way through this stage with ease. Just remember to deflate if anything appears to the side of you or else your bubble will get well and truly burst. The End.


Ultimate
Fut Games
In-depth look at the official PSX Formula 1 racer from the people who brought you Wipeout...
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Issue 17
On sale Thursday 29th Feb

Reviews

Reviews Reviews



Rob says

Actually Rob says TOTAL! is looking pretty damn good this month even if we say so ourselves. Christian the Crayon has done a brilliant job making TOTAL! even better and he's had some great looking games to make those pages sing. And Rob also says that I'm glad we got rid of those cartoons. Now you can see that we're not the hideous wretches you thought we were. Having said that, here's Tim...







Page 60





Page 62

Mega

Mega Man. There's a name we haven't heard for at least three weeks.

Page 56

Toy S





The best platformer of the year? Quite possibly. And you lucky lot get the first ever glimpse at it. Yep, it's exclusive time here at TOTAL! and we don't mind telling you that we're pretty excited.







Page 64

P





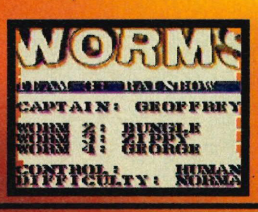
Page 65

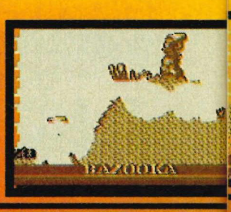
Cutth

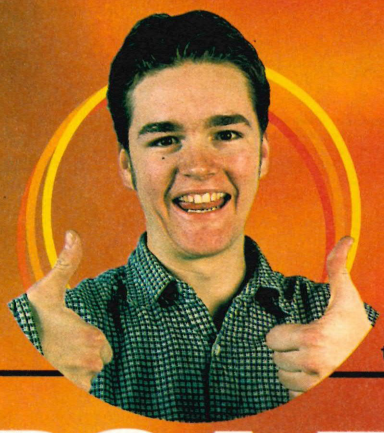
It's going to be a film but first it's going to be a game. Which is a pity. No, I mustn't say that.











Tim says

Although I'm grinning like a fool there is no truth in the rumour that I make Thicky Dyer look like Albert Einstein. I don't look like this and although Rob keeps repeating the phrase "the camera never lies mate" in this case it is fibbing. Still, I can afford to smile madly with the games I've played this month...

PGA Tour

To prepare for *PGA Tour*, we all took a visit to a real golf club and had a quick game. Truth was,we were all rubbish. That's why we like *PGA* so much.

Man X3

The boy in blue is back for some more platform shoot-'em-up shenanigans, bless him. And Grant Mitchell pops in for a chat too.

tory

Just turn to Page 56 to meet Woody on the right here. He's a lean, mean whipping machine and he's ready for some bedroom related japes and frolics. Ooh-er and all that.

arodius 3

It's a shooter and it's Japanese. Which must mean it's good. It's also surreal and unless we're very mistaken has the first ever M-16 carrying penguin. Page 64 awaits.

roat Island

How good a game is has got to be secret until you read the review. Right. It's a pirate game with swords and that. There's some running and some stabbing and oh, it's *Separation Anxiety* all over again. I just can't take it. BANG.



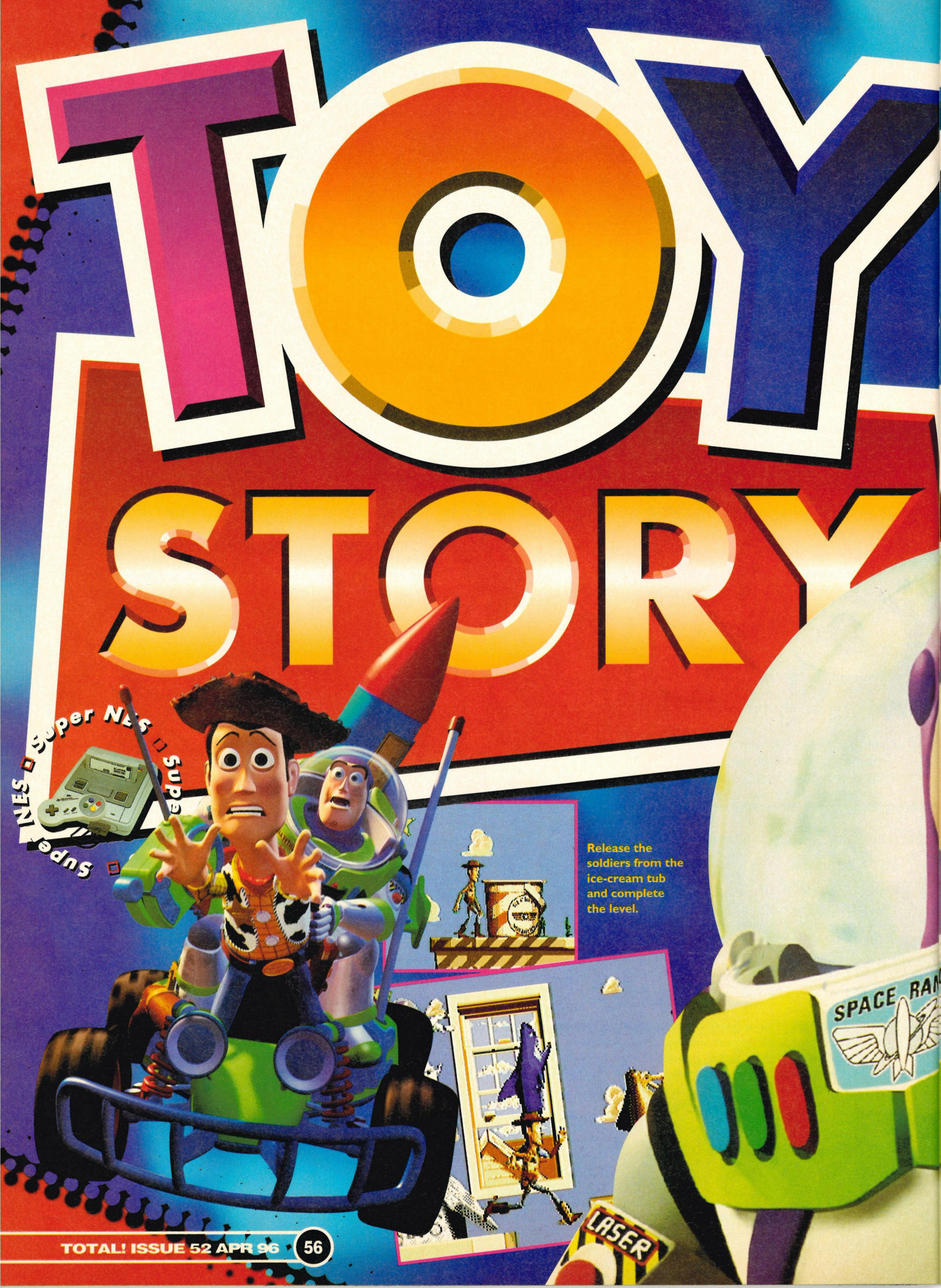
Page 66

Worms (GB)

Let's be honest. You can't have failed to have heard of this *Lemmings* like slice of violence. It's been a success on just about every format under the sun and it arrives on the Game Boy hoping for just a whimsy more praise. But does it cut the mustard?

TOY STORY

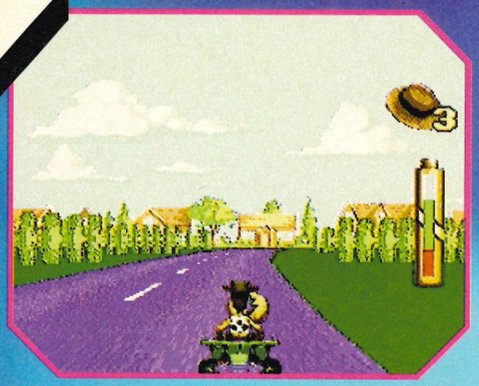
SNES ◻ Super NES ◻ Super NES ◻



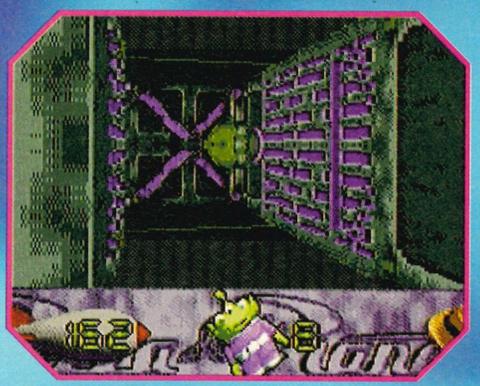
Release the soldiers from the ice-cream tub and complete the level.

Copy, right?

Homages? Rubbish. It's just a good old-fashioned bit of stealing.



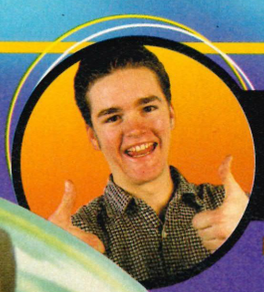
The positioning of the player behind the vehicle, the track and the kart itself. Come off it, that's downright blatant. Anything to suggest the Disney programmers haven't got a copy of *Mario Kart* in their offices? There are no other vehicles taking part in the race, I s'pose, unlike *Mario Kart*. Hardly convincing, is it?



This could feasibly be *Doom*. The corridors, the first person perspective, that dreaded 'what's round the next corner?' feeling. Yes, but do Disney have a copy of *Doom* floating round their fun-packed working environment? Of course they do. The only difference between this and *Doom* is that the walls are a purple.



It looks like *Micro Machines'* Desktop Level, the mode of transport is mysteriously similar and the control system – that infuriating 'up is for forward' thing – is exactly the same. Any respite? Like hell there is. It's blatant, it's obvious and it's not clever. See you all in Courts.



PLAYERS: 1
DEVELOPER: DISNEY
PRICE: £49.99
RELEASE: ON US IMPORT

There are three reasons why you may not have heard of Disney's latest epic, *Toy Story*. The first is if you've recently taken up residence in a small cave just outside of the Isle of Skye. The second is if you've done the first. And the third is if you've done the second. The fact of the matter is that you can't have failed to hear of its existence. The marketing campaign has been turning heads and making areas of the body moist for a while now and the film itself went down a storm in the US, what with its breathtaking computer animation and all.

And so Disney have decided to bring their Midas touch to the SNES. *Toy Story*, the game, takes the player into a strange world where toys come to life – a bit like



Do children really play with toys like these?

If they do then I feel it may be time to contact the authorities.

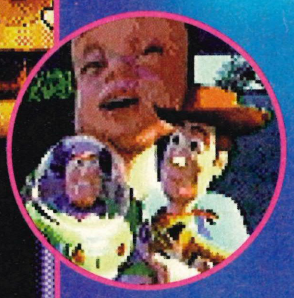


Buzz cranes his neck hanging around. Geddit?





Disguised as a milk-shake, Woody pops out to Macky D's for some McNuggets.



STORIES
Varied, good looking and fun

There are three reasons why you may not have heard of Disney's latest epic, *Toy Story*. The first is if you've recently taken up residence in a small cave just outside of the Isle of Skye. The second is if you've done the first. And the third is if you've done the second. The fact of the matter is that you can't have failed to hear of its existence. The marketing campaign has been turning heads and making areas of the body moist for a while now and the film itself went down a storm in the US, what with its breathtaking computer animation and all.

And so Disney have decided to bring their Midas touch to the SNES. *Toy Story*, the game, takes the player into a strange world where toys come to life – a bit like the Raggy Dolls or the Shoe People, I suppose – and a bitter rivalry has developed.

Woody used to be Andy's favourite toy until the flashy Buzz Lightyear turned up. Woody is naturally jealous. Whilst Buzz has the sort of body and charisma that could win over even the most man-hating of Barbie dolls, Woody has the legs of a Sycamore branch and the sex appeal of a South African grapefruit. So a conflict erupts between the pair and soon they are propelled into the outside world where the *Toy Story* really begins.

Of course we all know what this means, don't we? An excuse for a ruddy great fistful of platforms, right? Well yes and no. It is a platformer but it is also much more than that.

Graphically, *Toy Story* is probably the best thing we've had on the SNES since *Donkey Kong Country*. The animation is wonderful and each of the characters have their own particular traits which helps individualize them and give them separate personalities.

Now, you may be wondering, what about variety? Well other platformers, notorious for acting as pretty competent sleeping pills, should take a look at *Toy Story*. Sure, it's an honest-to-God platformer, but it is also a driving

BUZZ LIGHTYEAR

The inspiration for Babylon Zoo's thumping rock anthem, Buzz is, if you didn't know already, a spaceman. He's smooth, he's sleek and he's got a lovely oxygen packed spacesuit.

BO PEEP

She might have a bloke's name but she can handle sheep pretty well and is married to that psychopath who eats people whole.



Look at those guys go. They can bounce, they can run but, most of all, they can laugh.

REX

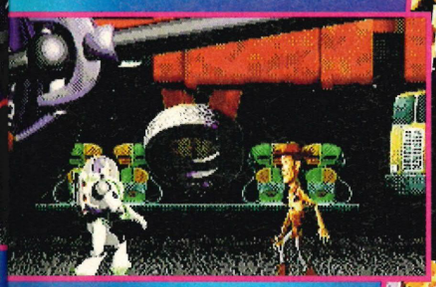
A specialist at being green, Rex is Woody's bestest mate and can run pretty fast as well.

HAMM

Used to be part of Nat West's piggy bank range but gave that up to become a serious character actor. Now a fully fledged member of the Royal Shakespeare Company.

MR POTATO HEAD

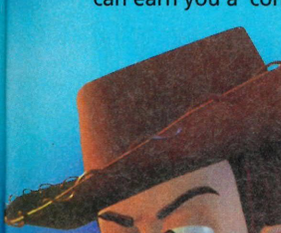
Born on the south coast a few years back now, Mr Potato Head is the lovely, cuddly character that you have to help into the box on Level Two. He is educated to Degree standard in Accountancy and enjoys football and... (*That's enough of that. Oh, and you're fired – Rob*).



He might think that he's the best thing since sliced bread but, really, Buzz is dead scared of hamsters.







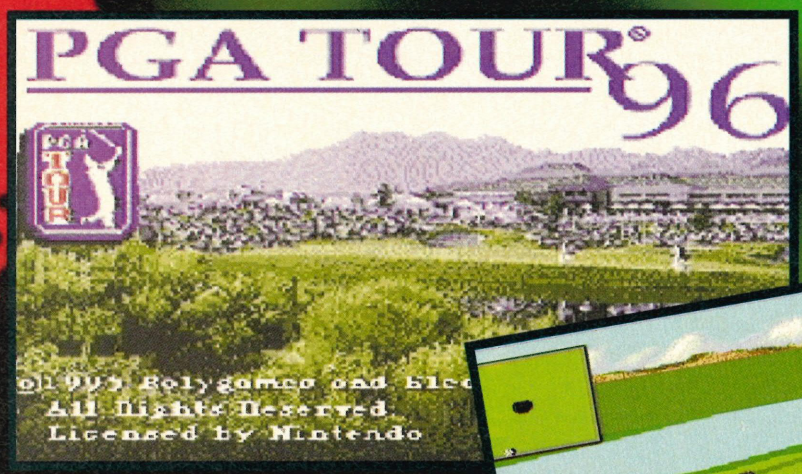
you get past the first world, it gets very hard, very quickly. Still, it makes a change to see a platformer that actually offers a bit of a challenge.

So, it's all pretty rosy, then? Well, almost. You see, on each level, you have the opportunity to collect stars which, when totalling 300, can earn you a 'continue'. Fine, you may think. Well, yes, except that it takes absolutely ages to collect 300 stars and, more often than not, you find yourself back at the beginning before you've had a chance to blink. And, frankly, that's no joke when you've whipped, jumped and run all the way to the third world (of the game, not Mozambique or somewhere). Unfortunately, I found myself very tempted to put my fist through the screen on more than one occasion.

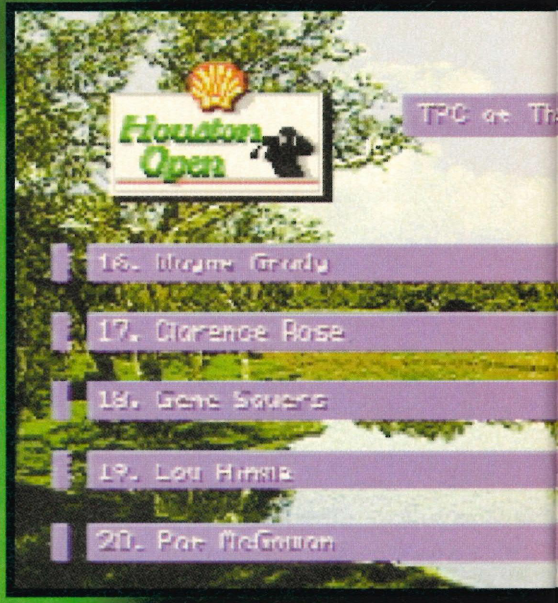
Having said that, *Toy Story* can get very addictive and you'll probably find yourself coming back for more even if you had definitely decided never to return to the damn thing again. And the fact of the matter is that the 'continue' thing isn't enough to not warrant a high score. *Toy Story* shines in so many departments that it would be an injustice not to hand it some sort of accolade. But, you can't help but think that with just a little more thought, especially the fairness of the game, *Toy Story* could have been far and away the best platformer on the Super NES since those tremendous *Mario* games of old.

TIM

TORIES
The continue system is badly thought out



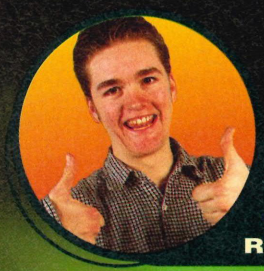
After you play each hole, this list comes up to take you through the positions of all the players. I'm 60th, naturally.





The greens are a real test. You can't see it unless you bring up the Putting Grid, but a lot of the greens are all over the place and it's worth checking the grid first.

PGA TOUR



PLAYERS: 1-4
DEVELOPER: T•HQ
PRICE: £54.99
RELEASE: MARCH

A lot of people think that golf is on a par with A-level physics. Or the omnibus edition of the *Nine O'clock News*. Or a 24-hour *Blue Peter* channel. Well, it isn't. Admittedly, the concept of it doesn't sound inspiring but golf has a huge following. And, for people like me – who are pretty damn useless at it – simulations such as *PGA Tour '96* mean that golf doesn't carry the 'embarrassment' factor anymore.

No more wanting to follow your ball into the lake as some Jimmy Tarbuck-a-like behind you larfs his fat arse off at your expense. No more David Attenborough like excursions into the undergrowth in search of the very rare spotted blue golf ball. Nope, simulations mean an end to all that guff. You don't need to know what a four wood is anymore, you just need to know what a joypad is. Simple.

TOURS
Accurate, varied and, above all, good fun

PGA Tour '96 is an update of the promising but rough around the edges *PGA Tour*, which got a pretty adequate 69% way back in Issue 11. Well, now Electronic Arts have had time to sit down and have a little think where they went wrong, and we've got the brand, spanking new 1996 version.

As you will know, if you read our preview a couple of months back, *PGA* is pretty comprehensive on the options front. There are eight courses, three tournaments, 10 PGA pros (although, you can't play as any of them) and also a putting green and driving range to help brush up your golfing skills before you go strutting your stuff on the course.

According to T•HQ the game also contains a SA1 chip which apparently greatly speeds up the game and allows for faster recording of statistics and best scores. Well, that's all very nice and everything but it doesn't greatly add to the game unless you're an anorak who finds



Below, I've pulled off a quite wonderful shot. Being modest though, I'm not going to carry on about it, but look how close I got to the hole. Quality. That's what that is.





Total! Tactix



Being able to hit the ball straight down the fairway is one of the things that takes longest to master on *PGA*. So, if you're fed up with scores of 12 over par and diving expeditions into



Difficult this one. You can't under hit it or you'll be in the bunker. Over hit it and you'll, well, end up in the bunker.

Avenel is the first of the eight courses and probably one of the easiest. Watch out for River Highlands, though. I even considered setting up home in the lake I was in it so often.



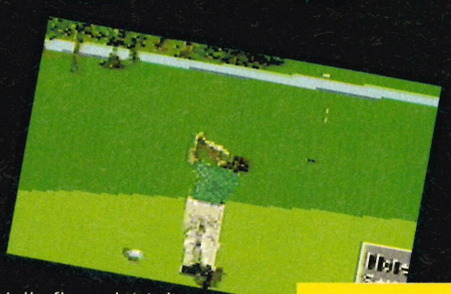




PGA '96







Super NES

All you need for this is a bit of hand eye co-ordination, a wimsy of golfing knowledge and a copy of *PGA Tour*. Oh, and a SNES might be handy while you're at it. Alrighty?

best scores and the such like the best thing since cat food.

No, the most important thing is to accurately interpret the sport and EA have done a fine job. There are stacks of clubs to choose from, things such as wind to take into consideration, bunkers, lakes, prize money. You've got to play out from the rough, out of the trees. You can slice the ball, you can swing the ball or you can take the ball on a package holiday to Greece. If there's one thing that EA have done it's make *PGA* accurate and that can only be good.

The Stroke Meter – which determines power, flight and direction – is also well thought out but, and sorry to put a dampener on things here, essentially flawed. It's just not practical. To send the ball straight down the fairway, you have to get your timing just right and too often you are penalised too harshly for not being able to stop the bar dead on the 0% mark, which guarantees 'straightness', as it were.

BORES
The Stroke Meter's a bit suspect

And while I'm doing my Scrooge bit, when you get onto the green and have to sink a vital putt, your golfer sometimes physically stands in front of the hole, so you can't see where to aim your shot. That becomes particularly annoying when the game starts to become tense.

Still, a damned fine attempt at reproducing the sport and certainly better than freezing Sunday mornings down your local club. **TIM**

GRAPHICS
Making golf courses look interesting is hard but T•HQ have done a pretty fine job. **8**

SOUNDS
There isn't much except for the main tunes which are strange to say the least. **6**

GAMEPLAY
Pretty hard in places, but generally varied, detailed and interesting. **8**

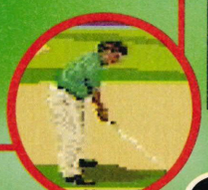
LIFESPAN
Once you've got the hang of it, *PGA* starts to become very addictive. **8**

TOTAL! JUDGEMENT
'A couple of annoying glitches but overall a fine golf sim that should appeal to players and non-golfers alike.'

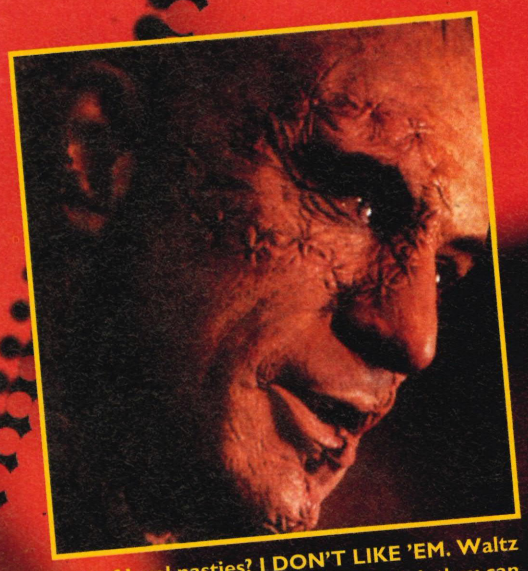
TOTAL! SCORE 82

the lake, then this one could help. Try placing your cross-hair to the left of the screen and letting your stroke meter go all the way up and back without stopping. The ball will head left but then swing back onto the course, setting you up perfectly for your next shot.

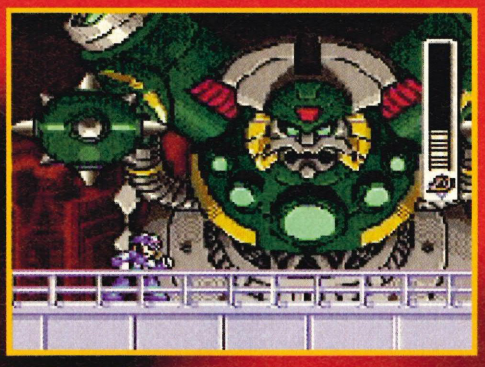




Grant Mitchell says...



End-of-level nasties? I DON'T LIKE 'EM. Waltz on in, built like a brick privy and think they can give you a good kicking and be done. Well, I've got news for them. YOU CAN'T.



See this bloke's arms? Well, if you don't now, you will when they come come hurtling towards you. Avoid his arms, jump and fire lasers into his face. That's it, fill his face full of lasers. I practiced on Ricky but you can practice on your brother or sister. But don't ever practice on your Mum. Or I'll smash your faces in.



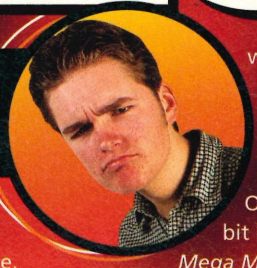
Listen MATE, we don't understand a word you're saying so SHUT IT. All you've got to do to shut this gibbering idiot up is press the fire button and keep it held. By the time you release it you'll have so much power in your laser that after being hit a couple of times he'll be blabbering on about you sparing his life.

Super NES



MEGA MAN

PLAYERS: 1
DEVELOPER: CAPCOM
PRICE: £65 (approx)
RELEASE: OUT NOW



MEGAS
Pretty sturdy shooty platformer

Who can remember the first in the *Mega Man* series? Some of you, sure. More of you probably remember the second. Reviewed in Issue 41, it notched up a middle of the road 75%. Good but not brilliant. Not a back of the drawer score. Front of the drawer, yes, but not the back. Of course, what 75% also means is that you can probably do without a follow up. Especially if that follow up is almost the same as its predecessor.

So, on a damp Tuesday morning, what do I get handed? A copy of *Mega Man 3*. And blow me down with a small but not ineffective feather if it isn't almost exactly the same as *Mega Man 2*. I was going to laugh – because it is funny if you think about it – but I was playing a game of *Toy Story* at the time and that's brilliant. *Mega Man 3* most certainly is not. Oh, perhaps, I'm being a bit harsh. In its own right, *Mega Man 3* isn't too bad at all. It's a good, solid blaster with plenty to destroy and more than enough to explore. In fact, it's positively huge. And it's also very taxing. The baddies don't just become cannon fodder, they present you with a challenge and that's always nice to see in a game.

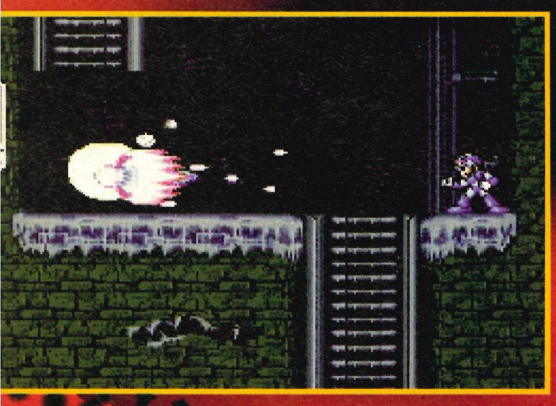
Graphically, it's a real stonker and the levels are colourful and diverse in appearance and musically, *Mega Man's* pretty good although it's hardly award winning.

And that, I'm afraid, is that. For all its good points, there's no getting away from the fact that this is *Mega Man 2* all over again. If there's going to be a second or, in this case, a third game then it has to be significantly different from its forerunner. And, I'm afraid, this isn't.

For those of you who haven't experienced the other *Mega Man* games, then there is possibly enough here to keep you satisfied. Don't get me wrong, it isn't a bad example of the genre. There's enough running and jumping to keep your interest. It's just there are other, better games to be had for your hard-earned cash. If you're looking for a platform game then *Toy Story* is far superior and if you're hungry for a shoot-'em-up then you'd be better off getting your importer to order you a copy of *Parodius 3*.

No doubt we'll see another *Mega Man* game before very long though – I expect there'll be enough people out there to justify it – but can we please see something just a little bit different next time? This sort of game might have been alright a couple of years back but it's wearing just a tiny bit thin now.

Golly, don't I sound serious? Time to unwind. Now, where did I put that copy of *Toy Story*? **TIM**



That's a silver streak of a laser, Mr Man. He might be small but he's kinda cuddly. Oh yes.

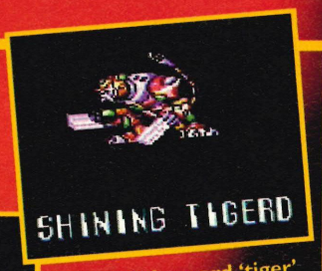


Luverly graphics. That's the way – aha, aha – I like it – aha, aha. '80s song, that one.



It's cold and you haven't got a coat on. That's plain silly and your Mum's going to kill you.

Now, if you're going to make games for a foreign audience then at least get your facts straight. There is no such thing as 'buffalios'. Buffalos, yes. But buffalios, no...





...And the word 'tiger' does not have a 'd' on the end...

...As for Gravity Beetbood. What's all that about? They've spelt beetroot wrong and what has beetroot got to do with gravity. Twaddle, that's what that is.





MUGGERS
How many times...?





GRAPHICS — 8
More colours than a rainbow but the animation's a bit duff in places.

SOUNDS — 7
Nothing great but some quirky tunes. Enough to get you whistling.

GAMEPLAY — 7
Déjà vu is the order of the day. Easy to play because it's all been done before.

LIFESPAN — 7
It's a huge playing environment and it's very difficult. But it's *Mega Man*, innit?

TOTAL! JUDGEMENT
'Overall, pretty competent, but perhaps it's just about time for *Mega Man* to retire.'

TOTAL! SCORE 77

World exclusive preview!

SIE's F1

Plus!
Demo CD with playable demos of *Warhawk* and *Twisted* Metal!

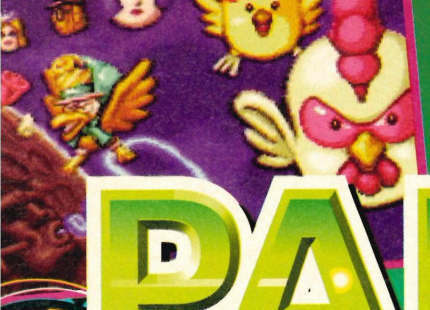
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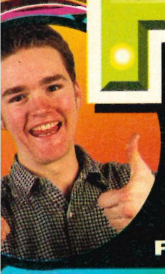
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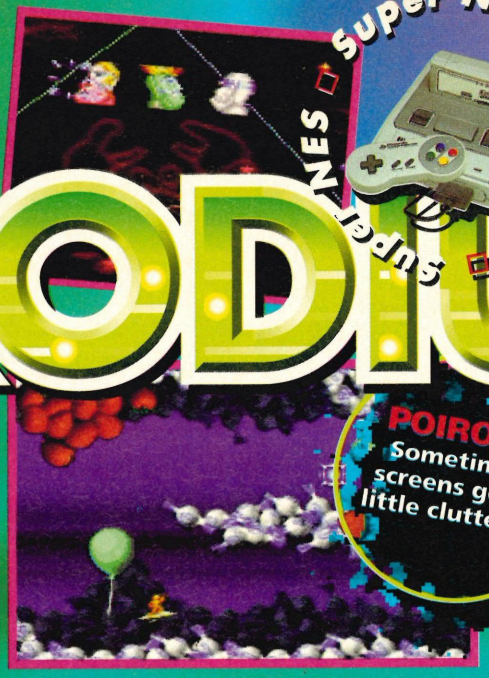
'What shall we feed the birds this week?' How about plutonium?



PARODIUS 3

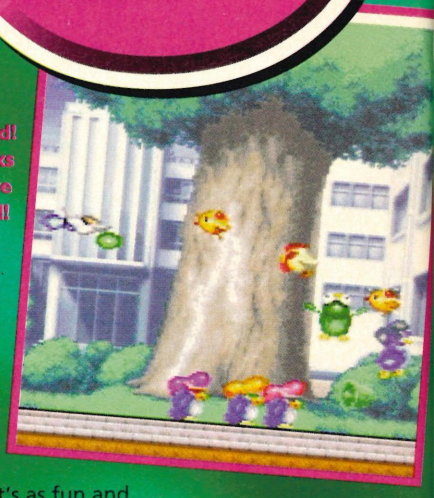


PLAYERS: 1-2
DEVELOPER: KONAMI
PRICE: £65
RELEASE: OUT NOW



I've heard of air surfing but that's just plain ridiculous. And what's that balloon about?

POIROTS Sometimes screens get a little cluttered



Escaped! The chicks have escaped!

Hello? Is that TOTAL? Right. I've got a problem. I can't get past the lady that flicks her hair at you. How do you get past her? Oh, and which is the best? The flying cat or the penguin with the M-16? I've always gone for the Octopus but...'

I told him to stop right there. Besides the fact that we DON'T DO CHEATS, this boy desperately needed some help. So, I sent the doctor round to his house and they gave him a lovely new white coat. Gibbering idiot. And then *Parodius 3* came in for review. Looks like I was a bit hasty. Looks like the young man was talking about the latest Konami import. Whoops. Still, who cares?

PAROS Fast, furious and flamin' great

Yep, surrealism is the dish of the day and it makes for some pretty frenetic and damn fine blasting. A side scrolling, up and down shoot-'em up made just how they're supposed to be made. End-of-level nasties, power-ups, missiles, explosions and, yes, flying cats, M-16 toting penguins and young ladies who flick their hair at you. *Parodius 3* is brilliant. Sure, it hasn't got one ounce of originality. But when it's as fun and frantic as this, it doesn't matter. There's some excellent sampled speech – although it's all in Japanese – and the music is suitably crazy. Great fun. TIM

T!

What's all that about? Eh?



Take two bottles into the shower? Er, no. She took a bottle of green dye. And, presumably, the dye was radioactive because if it touches your character, you'll blow up.



If there's one thing that the Japs love – more than raw fish – it's a nice bit of karaoke. 'Wild Thing' (ask your Dad) and 'Deliah' (ask your Mum). But it can kill you. Especially if the singer is a Panda.



The man in red on a unicycle? Oh come on, that's just stupid. But if you kill the boy Christmas you'll end up with a juicy power-up. It's worth it.



That's blatant advertising. And I just don't like it.

GRAPHICS 9
Gorgeous and colourful, every single sprite gleams with attention to detail.

SOUNDS 8
That Japanese man should learn English but the music's generally brill.

GAMEPLAY 8
Hard in places but always amusing and, first and foremost, really good fun.

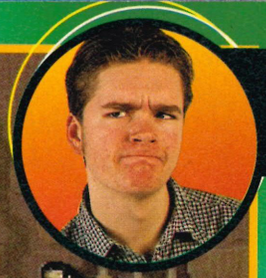
LIFESPAN 8
Seven difficulty levels means there's plenty of scope for continued interest.

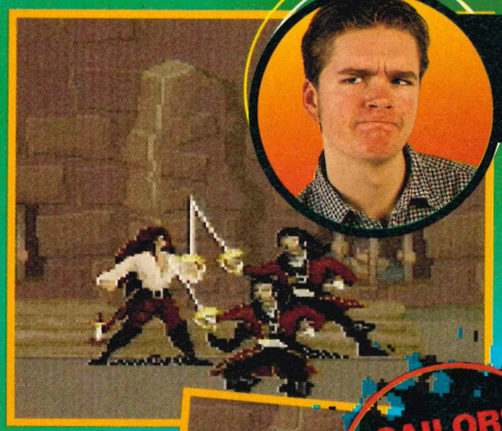
TOTAL! JUDGEMENT
'Nothing new but a big, solid blaster we haven't seen the like of since *Super Turrican 2*. Excellent.'

TOTAL! SCORE 87

CUTTHROAT ISLAND

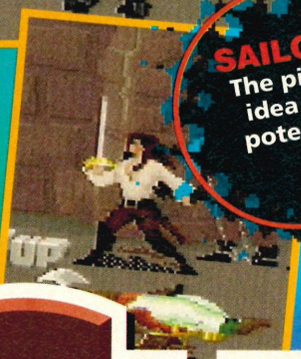
PLAYERS: 1-2
DEVELOPER: ACCLAIM
PRICE: £44.99
RELEASE: OUT NOW





...bish. Rubbish game. Rubbish game.

Rubbish game. Rubbish game. Rub...



SAILORS
The pirate idea has potential

And then you run to your right and kill a few people with your sword. And then you turn round and kill a few people with your sword except this time the people are behind you instead of in front of you. And then you turn around again and fight a few more people with your sword. Then – and this is the best bit – you get to this sort of end-of-level baddie who looks the same as the other baddies except he's got a pair of shades on. What? No, I know shades weren't invented in 1688 but don't worry about that. Anyway, you fight him with your sword.

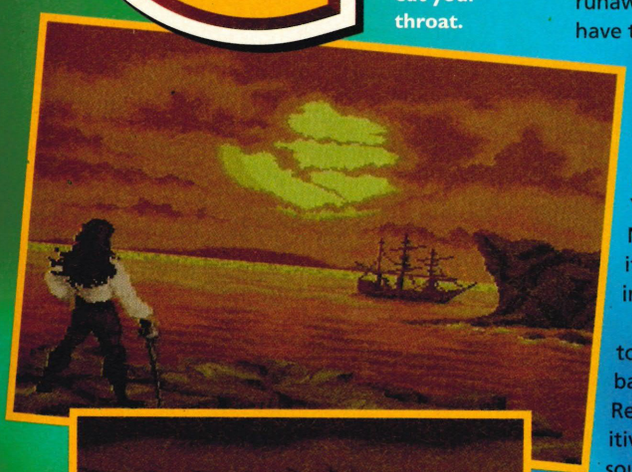


Super NES



I hope the film's better than this. I really do.

Play this and you'll want to cut your throat.



The next level is a bit different. You're in this runaway cart and you have to steer clear of trees and boulders that are in the way. And you can knock baddies out of the way when they get on the tracks but you can't knock the fat baddies out of the way. You have to avoid them. Eh? Surreal? No, it's not surreal. Didn't you know that if you're fat you can survive a wrought iron cart pelting into you at 50 mph?

After that, I thought it might be nice to have a level where you fight a few baddies with your sword. What? Repetitive? No, it's not repetitive at all. Graphics and sound? Oh, don't worry about things like that. Those things aren't important. How do I hope to go about marking this game? Easy. Just take the *Separation Anxiety* game engine and add some pirates and a few frilly shirts. Couldn't be simpler, really.



FAILURES
Gee, let me think...

Is there anything other than fighting? Of course there is. You can do what's called 'brawling' instead of 'swordplay'. Really great it is. What? It sounds like a pile of what? Oh. You'll make it into a game though, won't you? Yes? Great. I just know everyone's going to love it. TIM



Of course all baddies are English and they're all...

...called Jeeves or Snelgrave.

GRAPHICS 7
Pretty solid and finely coloured but the animation is poor.

SOUNDS 6
You start humming it after a while which must mean you hate it to bits.

GAMEPLAY 5
It's very easy to pick up but it's an awful lot easier to put down.

LIFESPAN 4
Received game, played game, binned game. And it took only three minutes.

TOTAL! JUDGEMENT

'Considering this is a carbon copy of *Separation Anxiety*, it's quite an achievement to have made it worse.'

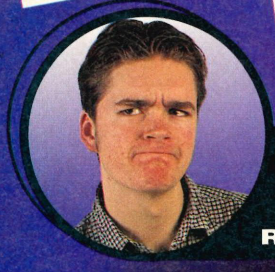
TOTAL! SCORE 43

Wigwams. Remember them? The Indians used to live in them. And so, it seems, do worms.



Left: Explosions galore. There's nothing quite like a Cluster Bomb to wreck a lovely brown landscape.

Worms



PLAYERS: 1-8
DEVELOPER: TEAM 17
PRICE: £24.99
RELEASE: OUT NOW

Considering that games like *Killer Instinct* managed to look so great, it's a pity *Worms* looks like a horses arse. True, that.



A game based on the premise that you have to destroy anything that moves (or doesn't move, for that matter) isn't exactly original. In fact it's positively old hat, which probably goes some way to explaining the success of *Worms*. Don't fix what ain't broken. And so, laden with universal praise, Team 17's latest opus emerges on the Game Boy.

Everyone knows the scenario. You must lead a team of worms into battle and using anything from a simple Bazooka – although that's hardly what you'd call a simple piece of machinery – to Cluster Bombs or Uzis, you have to rid the level of other units . Simple, it maybe but that doesn't stop it from being effective.

WORMIES Funny, light-hearted blasting

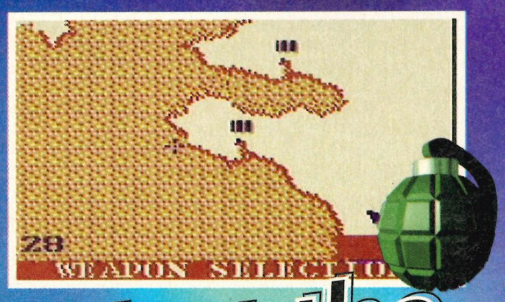
DEAR ME Confusing and slow in places

Sure, it might not be as good as *Lemmings* – and although the two aren't strictly the same type of game, *Worms* borrows heavily from the classic puzzler – but, having said that, it's not bad for a quick bit of blasting. And the multiplayer option is good, if a little slow.

The main problem with *Worms*, though, is not in the gameplay at all but in the fact that, visually, it loses a hell of a lot on the Game Boy. Opposing groups of Worms are often very hard to differentiate between and it can get annoying when you accidentally bomb your own team. All the landscapes look the same as well and the backgrounds are non-existent.

That's not to say *Worms* is a bad game because it is not. Its success on other formats has proved this and the Game Boy conversion isn't a bad one. It's just not a great one.

TIM



What the Worm is d hell?

What is a worm? The TOTAL! team attempt an explanation (although we don't hold out much hope).

Rob 'It's the basis of the English language. You have to put worms together to make sentences'. No, no, no. That's words! Is this man really an Editor?

Chris 'Worm is the opposite of cold. Everyone likes being worm. That's why they wear coats and stuff'. Frankly, Chris that won't do. And we said WORM!

Tim 'Worms are insects. They go like this. Bzzzzz...' You're doing an impression – if that's the right word – of a bee, you idiot. And Worms ARE NOT insects!

Debs 'They are creeping or burrowing invertebrates with long, slender bodies and are segmented in rings or parasitic in the intestines'. Oh, right.

GRAPHICS 6
Ordinary just isn't the word. Unremarkable is. And confusing.

SOUNDS 7
Russian Military Anthems. That's what this is. And it's not pleasant.

GAMEPLAY 8
A cinch to pick up, simple to play and enormous fun when it wants to be.

LIFESPAN 8
This could last a long time if you can put up with the dodgy visuals.

TOTAL! JUDGEMENT

'Not a faultless conversion by any means a bit samey but fun and addictive nonetheless.'

TOTAL! SCORE 79

Raw Power!

The Most Beautiful Game ever?

ADIDAS POWERSOCCER – PLAYSTATION





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ALIEN TRILOGY – PLAYSTATION/SATURN/PC



letters

Send your missives, epistles, or letters even, to TOTAL! Here we see Rob working into the early hours just to bring you the answers you need. Remember you can now also be our e-pal by typing to rpegley@futurenet.co.uk.

Send your letters, drawings and photos to: TOTAL! Letters, 30 Monmouth Street, Bath, Avon BA1 2BW

FAMOUS TOTAL! READERS



While on the set of *Apollo 13*, Tom Hanks was constantly fluffing his lines as he was too busy reading the latest issue of TOTAL! Tom and his co-stars were so rapped up in our tips section that they even ruined the most famous line in the film. Instead of saying 'Houston we have a problem...', Hanks actually said 'Houston we can't be arsed at the moment, we're reading TOTAL! Tactix...'. Luckily the scene was re-shot and edited before the film went on release. Tom Hanks first started reading TOTAL! when he played a kid in the film *Big* as he attempted to get into character, when filming stopped, however, he was hooked and is now a regular subscriber. Occasionally he submits cheats, but as most of them are rubbish they're rarely printed.







Rob's Briefs

Dear TOTAL!,

I do not have anything to say about the magazine as it speaks for itself. I'm hoping that you can help me out with a problem, though.

I have a SNES with 22 games and a lot of them are multiplayer games. I get these so I can have tournaments with my friends. Some of the games include *Super Bomberman 1*, *2* and *3* and *Dragon*, plus many sports multiplayer games. My favourite multiplayer game is a car game that me and my friends play all the time. But as with most games, you start to get bored with them so I thought I

Dear Rob,

I have some questions for you

1. When will *Hagane* be released?
2. What happened to Atko?

That's all. Oh, and by the way, please keep up the high quality of this brilliant magazine.

Ian Gerbex, Yeovil

Dear Ian,

Hagane is already available, if you can't find it in the shops then check out an importer.

As for Atko, he is still around and indeed he has just walked past my desk with a stunning new haircut looking very busy as he carries out his role as Deputy Editor of *Ultimate Future Games*, another mag here at Future. He was whisked off his feet by the prospect of promotion and more money and has regretted it ever since. Unfortunately for Atko he has now been replaced and we don't really want him back. Tough life, eh?

Rob

would have a look at the SNES reviews in issue 48. I saw a mention of *Super Off Road* reviewed back in issue 7 and decided to try and buy it. I went to every games centre but failed to find it, although WH Smith said they had it a couple of months ago.

So if you can help me I would be very grateful.

PS Paul Welsh is brilliant and so are Portsmouth.

Alan Fearon



Dear Alan,

If you've tried all the major games shops in your area and any second-hand places, your best bet is to advertise. Put a small ad in your local newspaper or even TOTAL!'s Wanted section of its Readers Ads page asking for a copy of the game. Alternatively, you could try contacting a few importers and see if they carry copies of the game as it was originally an American import when we reviewed it. Feel free to write with any other problems, anything for a fellow Pompey fan.

Rob

Dear TOTAL!,

First of all, congratulations on a great magazine. But more to the point, I want to be a journalist/editor of a magazine and after reading your 'Day In The Life Of TOTAL!' I was wondering what qualifications I'll need and if one day I could be a writer for TOTAL! I'm also thinking of buying an Ultra 64. You said it would cost £200 with a controller but will a game come with it? If I do buy one, and chances are I will, will any of the following games come out on the Ultra 64? *Urban Strike, Earthworm Jim,* any of the *Bomberman* series, *Micro Machines?*

Thank you for your time.

Michael Lucas, Basingstoke

Dear Michael,

The first rule of journalism is to always ask plenty of questions and you certainly seem good at doing that. People here at Future seem to follow different routes into journalism, but there are a few basics that most people have. You'll almost certainly need A-levels and quite a few people have been to University as well. The main requirement, however, is the ability to write. Sounds simple, but it often isn't. Get as much practice as you can by reviewing games you already own. And don't simply rewrite old reviews, come up with some original thoughts and comments. Send these to as many mags as you can and try to secure some freelance work, writing without being paid if necessary, just for the experience. Then keep your eyes peeled for jobs – *The Guardian* on a Monday is a must. Then get a big bottle of lucky water and wash in it daily.

As for the Ultra 64, its price is constantly open to debate but £200 is the latest estimate – that's without a game. We have no news of any of the titles you mentioned being adapted for the Ultra 64, but we'd be surprised if they didn't make it on there at some point.

Rob

Dear TOTAL!,

I have some questions to ask you:

1. Will the *Alien* trilogy be released on the SNES?
2. Was *Aliens Vs Predator* ever released on the SNES?
3. If so, was it any good?

Peter Lee, Malvern

WEIRD PLACES I'VE PLAYED MY GAME BOY

No. 49



Name: Damon Hill
From: Out of Formula One Racing
With its high visor, Damon often sneaks in a game of *Tetris* in his Formula One car on long straights or a quick level of *Donkey Kong Land* if a pit-stop takes longer than expected. It was, in fact, a particularly tricky game of *Mario Land* that lead to him driving up the arse-end of Michael Schumacher's motor towards the end of last season, costing him the championship.

Win a Game Boy Cart

Dear Rob,

My friend (who's a bit of a show-off) says that he managed to get the picture from his Game Boy on his television screen. Is this possible to do or is he just lying?

James Knight, Ayrshire

Dear James,

Obviously if he's using a Super Game Boy with a SNES then it's easy. Other than that I don't know how it's possible. If any readers out there know better then I'll let you know.

Rob

Dear Rob,

You're a smart lad Rob, can you help me? I got *Super Mario World* on the SNES for Crimbo and have completed the 96 levels. When I'd finished I went to look at your Tactix in issue 12 to see if I'd missed anything out, only to find that in Tactix 19 you should have a star next to the yellow 96. I've done everything I can think of. Please help before I go insane.

Annalie Sutherland, York

Dear Annalie

What can I say? If you've followed the guide exactly then there shouldn't be a problem. Just make sure when playing the game you explore everywhere and collect everything. If you still get nowhere though, extra tips can be obtained by phoning the Nintendo Hotline on (01703) 652222.

Rob

Dear Rob,

I own a Game Boy at present and have been searching high and low for the cart *Dr Franken* but have been unable to find it.

Do you know where I might be able to get a copy of it, or are there any TOTAL! readers out there who have a copy that they might want to sell?

Mark Thomson

Dear Mark

I think that's your advertising done already Mark, if anyone contacts us with a copy, we'll put them in touch.

Rob

Dear Debs...



Star Letter

Dear Rob,

I've been reading TOTAL! for a couple of years now and also read *Super Play*. I also buy *GamesMaster* occasionally and think that Future magazines are the best you can buy. I was wondering which other Future magazines you liked and would recommend, other than TOTAL! which I will always buy. Will there be an Ultra 64 magazine coming out?

Peter Wells, Oxford

Dear Peter,

Yet again a bit of flattery wins the personal stereo. I think you know the score now readers, be nice and you might win a prize. A couple of difficult questions though Peter. Obviously you're already buying Future's best magazine, but if I had to recommend some others these are probably my top five: EDGE (which is the games industry bible), *Ultimate Future Games* (because Atko works on it), *Total Football* (obviously), *Total Guitar* (which is a great mag for anyone like me who tries to play the guitar) and *Comedy Review* which is out this month. As for an Ultra 64 mag, I wouldn't know about that, the 'suits' don't let us workers know what's going on until the last minute, but I imagine it's a possibility when the Ultra 64 takes off.

Enjoy your personal listening.

Cheers Rob

Dear Peter,

I don't think that the *Alien* trilogy will make it onto the SNES I'm afraid although it's possible that it might get onto the Ultra 64. And I've never seen *Aliens vs Predator* either. *Robocop vs Terminator*, but not *Aliens vs Predator*. *Alien 3*, however, did make it onto the SNES and was brilliant.

Rob



More pearls of wisdom from the lady that keeps TOTAL! clean

Hazel says:

The FX chip hasn't had the impact on SNES games that was first envisaged and in my opinion has largely been a disappointment. Perhaps only *Starwing* has utilised its full capabilities. By the way, are all these magazines to be thrown away love? Any cups?

With her supreme tea-making skills and soft little shoulders to cry on, Deb is the perfect agony aunt, even though 'aunt' implies some lardy, patronising old women and Debs is, in fact, still young and gorgeous. But, hey, you gotta problem Deb'll sort it.

Sad in Chelmsford

Dear Sad,

You may have to face up to the fact that she's been playing games behind your back, but you can only blame yourself. The poor girl is bound to be frustrated as you've neglected her whilst playing platformers and if your friend offered to play *Bomberman* with her she was bound to accept in her weakened state. Don't worry, it isn't serious, it's not as if they were playing *Kirby's Avalanche* together. There's nothing wrong with single-player games but try and make quality time for you both to play multi-player games together. For now though just have a nice cup of tea and cheer up a bit.

Deb

Playing Around?

Dear Deb,

I think my girlfriend may be playing games behind my back. I'm a big fan of one-player games but my girlfriend prefers multiplayer games. I refuse to play with her when she tries to get me playing *Bomberman* as I prefer playing platformers. The other day I came home early from college and my best friend was sitting with her in the lounge. Nothing was going on, but I noticed that both joypads were plugged in the SNES and they were both still warm (the joypads, not my friend and girlfriend). Do you think they've been playing together behind my back.

Next month



Deb opens her casebook and shows us one of her photo stories. Better get that kettle on.

TOTAL! Balloon Letter

Dear TOTAL!,

I think my mental skills have lapsed. The reason being is that I cannot figure out what the yellow thing is that came with issue 49. I pinned it on the wall thinking it was some sort of poster but it doesn't look right. Feed my brain with the knowledge I seek, O mighty game reviewer! I beg you!

James Cann, Yorkshire

Dear James,

As you can see, that thing you've put holes in is a nine-foot long balloon. Designed specifically for blowing up and throwing around the office on boring days, it has been the most popular Future freebie since, oh, the last time we gave them away.

I'd like to say we had lots of letters from people just as stupid as you. But we didn't. It was just you.

Oh dear...

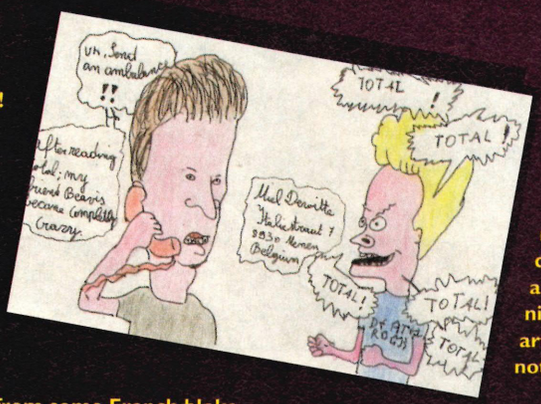
Rob



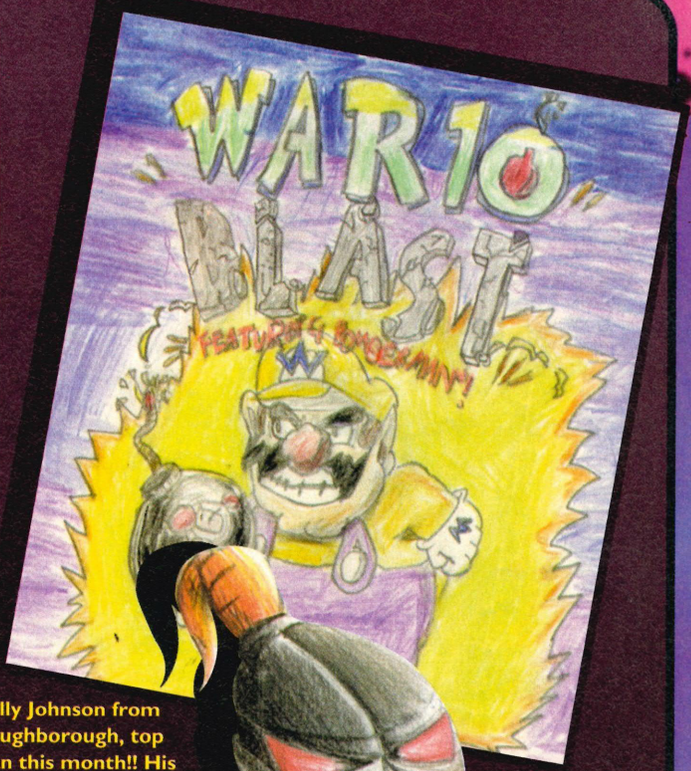
Chris' Crayon COURT



Wahay! I've taken over the crayons from Johnny and it's my turn to wig out at your artistically-challenged scribbles.



Beavis and Butt-head suck! I'm sorry but I hate them. I'd love to insult you personally but I've lost your name and address!!!



Billy Johnson from Loughborough, top man this month!! His drawing of Wario is ace, and he is still only nine. Budding artists take note!



This one came from some French bloke, stank of garlic. Pardon, Monsieur Cézanne but I would stick to farming frogs legs.



Firstly Jon from Stable Cottage, we'll pick on Tim as much as we want! Secondly I can pick on you too, so get back to your stable and slave over those drawings. Oh and not a bad one either!

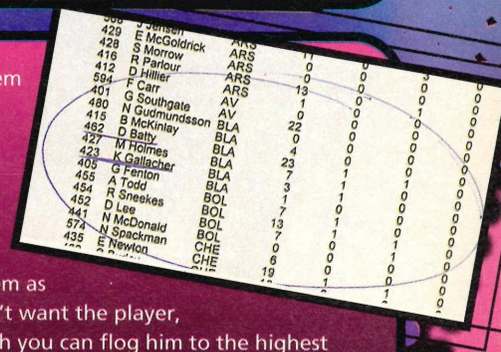
Top Tips

Not content with a massive 40-page Tips section spread over two issues, the team have a few more tips to see you through the month.



Debs' Tip: Tear out the aftershave and perfume pages with the sample flaps that you can unfold for a good sniff, from nice smelling magazines such as *Esquire* and *Cosmopolitan,* and you can line your drawers with them to keep them smelling fresh and perfumed.

Rob's Tip: If your in a Fantasy League then as soon as transfer activity surrounding a reserve player is mentioned in the tabloids, snap up the player concerned and keep them as a sub for a bit. Even if you don't want the player, when the transfer goes through you can flog him to the highest bidder. Mark Walters and Nigel Clough are perfect examples.



Chris' Tip: When you're cooking jacket potatoes always do twice as many as necessary for your meal. The next day you can slice up the left-over cold potatoes and fry them in olive oil with some garlic as a perfect snack.

Tim's Tip: Er, turn the telly off before you go to bed. Sorry, it's all I could think of.



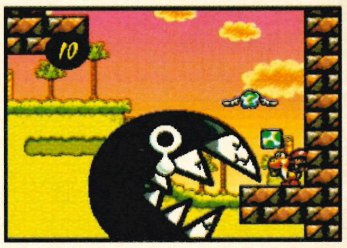
LATEST NINTENDO 64 NEWS

+



NEW GAMES FOR THE SNES

+



HUGE GUIDES FOR CURRENT HITS

x 100



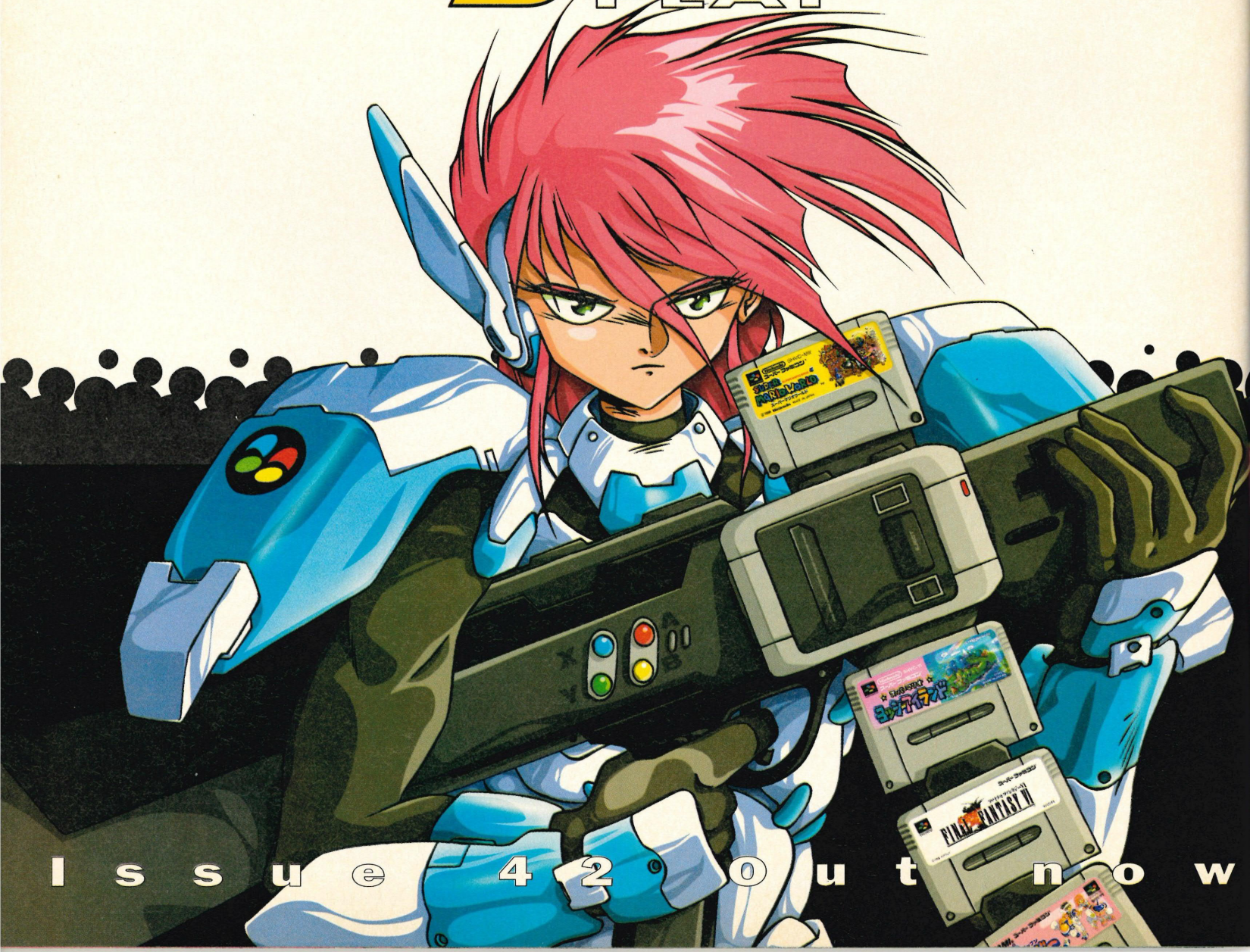
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=

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...to TOTAL! you could probably buy yourself a car with the money you save. You save on 13 trips to the newsagents (that's £366 saved on shoes this year). No need for clothes (that's another £725). You aren't tempted by confectionery (another saving of £542 per annum). No need to warm up in front of the fire when you get in (heating bills of approximately £41 per year). A grand total of £2,042 saved by subscribing to TOTAL! for just one year. Taking into account inflation that's a saving of approximately £12,950 spread over the 52 issues of TOTAL! so far – coincidentally the price of a brand new Alfa Romeo 145. I bet you feel sick now you know the facts, don't you? If only you'd shelled out the paltry sum of £27 (the price of a replacement lockable petrol cap for the Romeo). Well now you know, do something about it.

Go on then, what do I have to do?

1. Fill in the simple cut-out form below. We recommend scissors for ease of paper severage.
2. Enclose a cheque for £27 (nothing is it?) or let us have your Visa/Access details. Better still, let us have your Visa/Access card.
3. Put the form and cheque in an envelope (you don't even need a stamp as it's FREEPOST) and send it to: TOTAL! Subscriptions, Future Publishing, FREEPOST, Somerton TA11 7BR.
4. Your copy of TOTAL! will arrive wrapped in a silver bag accompanied by the latest newsletter from Rob. Can't say fairer than thagfdgd. See?

Any problems contact: TOTAL! Subscriptions, Future Publishing, Somerton TA11 7BR. Tel: (01225) 442244

Here's a few we made earlier

Missed a copy of TOTAL!? Bit stupid, wasn't it? Don't worry, we've got a few knocking about that you can have. Purchase if you will. They're a bargain at £3 each, ridiculously cheap at 2 for £5 and embarrassingly inexpensive at 3 for £7.

TOT1 – TOT29: SOLD OUT
TOT30: – TOT43: Phone for availability
TOT44: Confused *Doom* cover but a packed issue all the same.
TOT45: *International Superstar Soccer Deluxe* exclusive, shame about the cover.
TOT46: Bright Red *Doom* and *Killer Instinct* cover. Stuffed with brilliant reviews.
TOT47: Colourful cartoon capers with *Yoshi*, *Hebereke* and *Bomberman*.
TOT48: *Earthworm Jim 2* exclusives and cover (not sure about that background now though).
TOT49: *Micro Machines 2* cover (classy but overly busy).
TOT50: Brilliant Mario cover. And brilliant collectors issue. It'll be worth a fortune one day, you mark my words.
TOT51: Best cover yet, best issue ever.
TOT52: Apart from the one you're holding.

That's you that is

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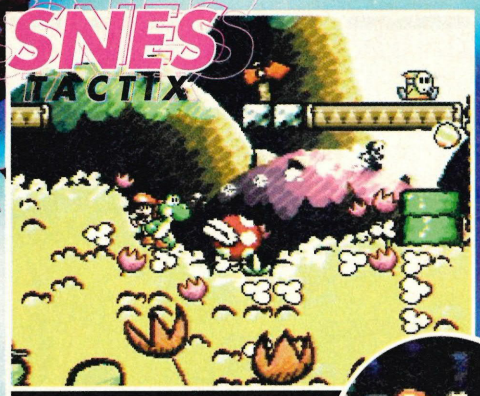
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TOTAL! Tactix

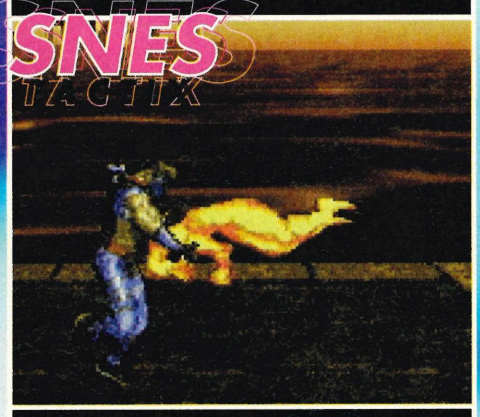
In Ugandan, March means dull. It also means rain, the football season's nearly over and Chris' birthday. Luckily in English, March also means whopping great TOTAL! Tactix section. Phew. And because of the size of TT this month, we've got an excuse to forget Chris' birthday. Chortle, chortle.





Yoshi's Island

Roger Carmichael – or Rodge to his friends – proves that not all people from Wales live in the hills with only sheep for company. His cheat for *Yoshi's* goes something like this: Hold SELECT and press X, X, Y, B, A and you should be given the opportunity to have a little battle on the level selection screen.



Killer Instinct

Although we've had enough *KI* cheats to last us well into the next millennium this one, sent to us by Steve Simmons of Wimbledon, was definitely worth a mention.

Play as Spinal and pull off a Boneshaker (TOWARDS, TOWARDS, MEDIUM PUNCH). Follow this up immediately by Skeleporting (DOWN, DOWN, TOWARDS, FIERCE PUNCH) and you should metamorphosis into your opposing player. Then you'll be able to pull off a brand spanking new set of ultra-violent moves.







Mechwarrior 3050

Johnny Johnson – apparently that's his real name although Goodness' knows what his parents were thinking of – who resides in a house in Luton has been busy on *Mechwarrior* and has shoved these level codes in our direction.

Mission 1 – BMBRMN
Mission 2 – 65C816
Mission 3 – B1GBND
Mission 4 – FSPRNG
Mission 5 – YHWX11





Batman Forever

Riddle me this, riddle me that, who's afraid of Anthony Platt (from Lincoln)? Well, not us. We stole his excellent cheat for *Batman Forever* and then kicked him right back out the door. Credit where credit's due though, the boy Platt done well with this one.

To access a level select and get your Bathands on every blueprint in the game just follow these simple instructions. At the main menu screen enter LEFT, UP, LEFT, LEFT, A, B AND Y. Now just start as normal, choose your hero and weapons and a level select screen appears.



Weapon Lord

Sean Robinson from Bath – that's near us, matey – has obviously been working hard on the brilliantly adequate *Weapon Lord* because he's worked out how to play as Zarak in Story Mode. Just go to the Password Screen and put in AYA YBB BYA AAY YBY AAA.



And while we're on the subject of *Weapon Lord*, our work experience kid told us, in between the rubbish we made him pick up from under our feet, that by simply pressing SELECT and any other button, you'll get a random character when you're at the Character Select Screen.

SNES TACTIX



Putty Squad

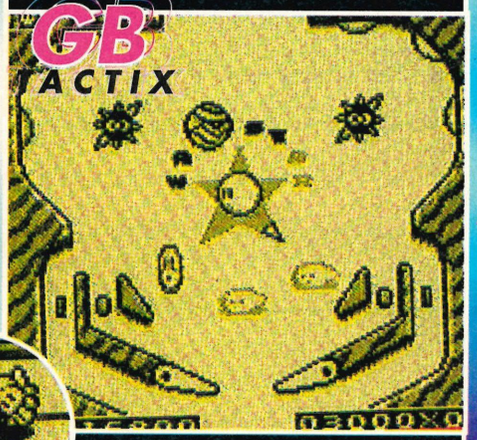
Tough it maybe but we've got the perfect solution courtesy of Benjamin Bradley from Ambleside. Actually, before I give you the passwords, I must say that I once went on holiday to Ambleside. Lovely it was and I... (*Snip! That's much better – Rob*). Anyway, here's those passwords I was telling you about.



BZTPJ – The Bazaar at Kebab
LYQCB – Downtown Kid
TXMJD – The Jungle of Squirt
KFTWF – Dr Sushi's Lab of Terror
GNHZX – Dr Sushi's Dinner of Fear
SHCLB – The House of Fun
VMCRM – Major Smith's Escape Tunnel
GRTSX – The Gateway to the North
FRLDK – The Tower of London
WWFPM – Jumble Street
YVZPD – Cloud Castle
GXDKP – The Wizard's Frozen Garden
JPWSW – The Depths of Despair



GB TACTIX





Kirby's Pinball Land

We like Bonus Stages. Probably about as much as we like tangerines. Or shopping at newly opened supermarkets. So, when Christopher Stoning wrote in and told us about how to access the Bonus Stages in KPL, imagine our excitement. All you've got to do is press UP, LEFT, SELECT and A on the title screen.Christopher also wondered whether he could have a free copy of *Killer Instinct*. Rearrange: 'Joking', Yes, you can'. 'Only'.



SNES TACTIX





The Lost Vikings

Paul Sanders of Oxford wrote a letter asking us whether we thought his level select cheat was good and whether he could have a free copy of Killer Instinct. Yes, it is and no, you can't.

Pause the game at any time and put your fingers on the buttons A, B, X and Y at the same time. Now choose your level.

SNES TACTIX



Theme Park

This is our final *Theme Park* cheat ever. Honest. So, to go out with a bang we thought we'd let Gill Cleeren of Belgium – apparently, it's in Europe somewhere but, frankly, I've never heard of it – show us how to obtain a whacking great £100 million.

All you do is start a new park, enter your nickname as THLRCH and your password as THLRCH and, voilà, you should have a bigger bank balance than Noel Gallagher.



SNES TACTIX



Star Trek – Generations

Adam Webb of County Antrim has been busy going where no man has gone before and worked out the level codes for Grandpa Kirk's latest space opus. It would have helped if you'd listed the levels these codes apply to Adam but, still, we'll forgive you this once.

HARRIMAN
DEMORA
SOREN
VERIDIAN
OGAWA



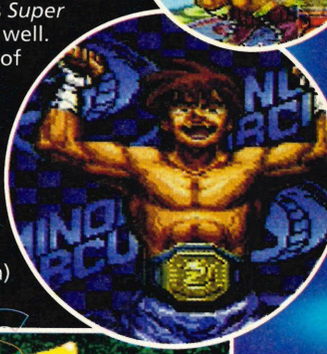
SNES TACTIX



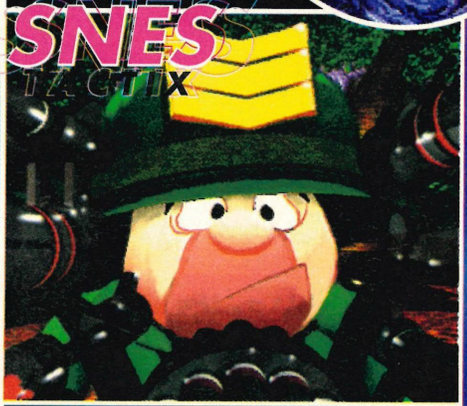
Super Punch Out!!

Kurt Schleimer of Germany reads TOTAL! He also plays *Super Punch Out!!* a bit, as well. What all this means, of course, is that he's worked out how to access a Sound Test. When the Nintendo logo appears, hold SELECT on pad two, then press LEFT and RIGHT and release SELECT. Top (German) bloke.





SNES TACTIX



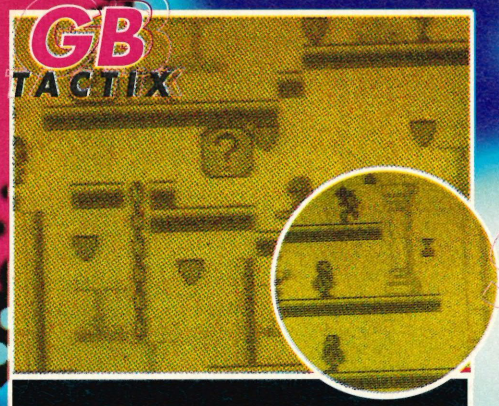
Cannon Fodder

Perhaps one of the finest shooters on the SNES and we've got some mission codes to renew your interest. The bloke/girl/thing that sent these in calls him/her/itself Mario Marion (that's exactly what we thought) and says he/she/it is from New York. Well, whatever.

MISSION 3	SC DX
MISSION 4	CDBGW
MISSION 5	TDSHT
MISSION 6	
HGDKS	
MISSION 7	
SGP R	
MISSION 8	
GHBNP	
MISSION 9	XHSPN
MISSION 10	KDRL
MISSION 11	WKPSK
MISSION 12	NLDTH
MISSION 13	XLPWG
MISSION 14	LNBXD
MISSION 15	BNSYC
MISSION 16	NPBZP
MISSION 17	BPSZZ
MISSION 18	SRGBY
MISSION 19	HRXCY
MISSION 20	TSGDW
MISSION 21	CSRGT
MISSION 22	STCHS



GB TACTIX



Bill and Ted's Excellent Game Boy Adventure

Old it maybe but I'll tell you something, there's a heck of a lot of people who are still plugging away on it. Will Oggbus of Manchester is just one of those people and he's written in with the level codes. So, as they say, here they are.

GREECE	555-4239
ENGLAND	555-8942
PREHISTORIC	555-4118
MALL	555-8471
SCHOOL	555-2989
ABYSS	555-6737
PARADISE	555-6429
CONCERT	555-1881

SNES TACTIX



Lion King



If you're, you know, struggling on the *Lion King* then Chi Ming of Hereford might just prove to be your saviour. For a level select, all Chi reckons you've got to do is go to the main menu and press B, A, R, R, Y. Is that it? Well, that didn't take long, did it?

SNES TACTIX

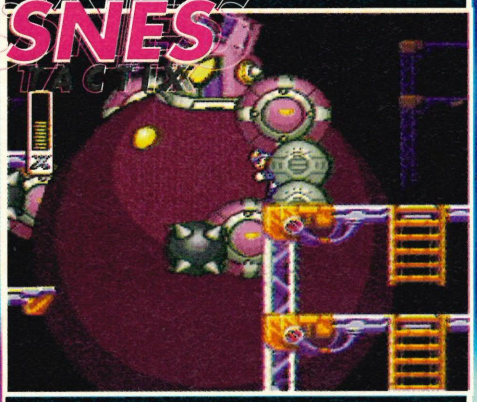


Judge Dredd

Judge Dredd may not appeal to everyone but when it comes to fun and frolics with a big gun and a silly helmet, Omar Hijab of County Durham just can't help himself. So, he's sent a couple of smart passwords that should help all of you who are more akin to Judge Dreadful than *Judge Dredd.*

QBGB
FCWZ
DXHG

SNES TACTIX

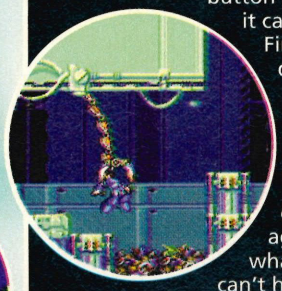


Mega Man X2

David Mitchell of Helensburgh sent in a wonderful set of hints and tips for *Mega Man X2* and deserves a hearty pat on the back. Here's David's hints on how to get past the first level nasty and get hold of some sub-tanks.



To get past the First Level Boss, all you've got to do is get to the highest ledge of the right hand wall. Stand so that you are in front of his shoulder. Now charge your gun by holding down the Y button until you are sure it can charge no more. Fire when he's directly in front of you – his head is his weakest spot – and he'll jump up and down a bit, giving you time to charge your gun again. No matter what he does, he can't hit you at all. About four fully charged shots should do it but mind your eyes. His death is fantastic but very bright.



One sub-tank is located on the Flame Stag Level. Use the floating platform to fly up to the top of the screen and jump onto the ledge on the left. Just keep moving left until you come to it.



There's another sub-tank on the Wire Sponge Level. First, the level becomes really bright, then really dark. After this you'll see a bunch of floating cylinders with rockets on the bottom. Use the first one of these to gain some height and then jump back left onto the wall above where you were originally standing. Use the wall jump to get up and go right. You get an extra life as well and you'll avoid the instant death spikes altogether.

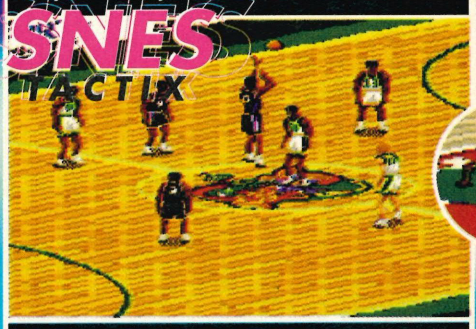
SNES TACTIX



Super Soccer

On the password screen, enter UP, LEFT/DOWN, LEFT, LEFT, LEFT, UP/LEFT, DOWN, UP. Now, defeat the cheating Argies, watch the referee nick away with the trophy and play a special game. This one comes from our old mate Nicholas Lloyd of Corby.

SNES TACTIX



NBA Live '96

Andy Walthamstow from York has been busy dunkin' and dribbling (*Does he need a Doctor? – Rob*) and has thrown us the sort of cheat that deserves a slap on the thigh, a shake of the hand and a smidgen of laughter.

Go to the Roster Setup screen and select the Edit Player option. Choose a player to edit and change his name to Jordan. Now, you'll have Michael Jordan on your team, ready and raring to do his Crazy Legs Crane impression. Andy also informs us that the cheat will work for Larry Bird, Charles Barkley and Marvellous Magic Johnson.

GB TACTIX



Micro Machines

Terry Taylor of Truro has sent us in what's known in the business as a cheat, and it should certainly go some way to furthering your progress on this more than testing little game.

On the Desktop Level – that'll be Race 2 – if you press Pause as you jump off the folder you'll end up being both surprised and slightly excited by the fact that you've got a bundle of extra lives.



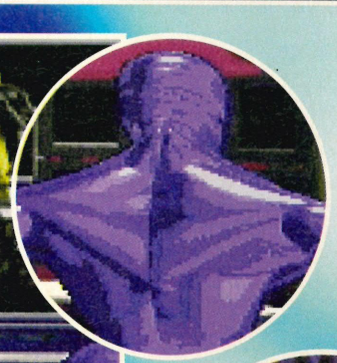
TOTAL! SOLUTIONS
We spoil all your favourite games by tipping them right up!

Alfred Chicken	GB	19-23
Alien 3	GB	18
Bart Vs The Space Mutants	NES	12
Batman	NES	6
Battle Of Olympus	NES	9
Battle Of Olympus	GB	22
Cannon Fodder	SNES	39
Castlevania II	NES	10
Cybernator	SNES	22
Defender Of The Crown	NES	4
Digger T Rock	NES	6&7
Dizzy	NES	19&22
Donkey Kong Country	SNES	38
Donkey Kong Country 2	SNES	51-52
Doom	SNES	47-49
Dragon's Lair	NES	10
Dr Franken	GB	15
Earthworm Jim	SNES	37
Faxanadu	NES	17
Flashback	SNES	27-28
Fortified Zone	GB	5
Gargoyle's Quest	GB	13-14
Hebereke's Popoon	SNES	39
International Cricket	SNES	44
Judge Dredd	SNES	44
Jungle Strike	GB	69
Maniac Mansion	NES	4&7
Mega Man III	NES	22
Mickey Mania	SNES	37-8
Mortal Kombat	SNES	21
Mystic Quest	GB	30-31
NBA Jam TE	SNES	41
Prince Of Persia	GB	10-12
Probotector	GB	16
Probotector	NES	16
Probotector II	NES	20
Putty Squad	SNES	42-43
Rescue Of Princes Blobette	GB	4
Robocop	NES	3
R-Type	GB	3
Shadowgate	NES	4
Syndicate	SNES	42-43
Skyblazer	SNES	29
Smash Tennis	SNES	34
Solstice	NES	3
Star Wing	SNES	19
Street Fighter II Turbo	SNES	21
Street Racer	SNES	37
Stunt Race FX	SNES	35
Super Mario Bros	NES	23
Super Mario Bros	SNES	23
Super Mario Bros 3	SNES	25
Super Mario:The Lost Levels	SNES	26
Super Mario Land	GB	1-2
Super Mario Land 2	GB	17
Super Mario World	SNES	7-12
Super Metroid	SNES	31-3
Super Smash TV	SNES	13
Super Probotector	SNES	16
Super Punch Out!!	SNES	39-40
Super Star Wars	SNES	20
Super Street Fighter II	SNES	34
Super Turrican	SNES	45
Theme Park	SNES	43
Unirally	SNES	40-41
Wolfenstein	GB	30-31
Yoshi's Island	SNES	51-52
Zelda	SNES	14-17
Zelda IV	GB	24-29

Turn to page 73 to order all the back issues you'll ever need!

SNES TACTIX





Rise Of The Robots

It might look like Cindy Crawford but it plays like Yeovil Town and that's almost illegal. And some of you probably walked right on into Virgin and thought 'TOTAL! don't know what they're on about' and bought it. One of those people was Stephen Yarding of Blackburn. Still, it does mean that Stephen can tell us how to play as the big boss man.

At the Options screen where you choose either a one-player or two-player game press UP, RIGHT, DOWN, LEFT and Y. Now pick one- or two-player mode. In the training mode you can now fight against or be the Supervisor.

At the same Options Screen, if you enter DOWN, B, UP, B, DOWN, LEFT, RIGHT and B you'll be granted invincibility.





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TOTAL! Recall

Like a bouncer for your console, TOTAL! Recall is friendly but firm, with a strict policy for who it allows into your SNES. Before they can dance the night away in your machine they have to make us happy. And as they say in the trade 'if they're not on the list, then they're not coming in'. And no jeans, either.

Super NES

Colour Coding

- Recommended games
- New entries

90 MINUTES (68%) ISS 49
It's like buying a new car and realising you've been given a second-hand one. It gets you from A to B but there's no sun-roof and the stereo's knackered. Sort of.

ACTRAISER (91%) Iss 12
An arcade slash-'em-up with lovely graphics and loads of atmosphere.

ACTRAISER 2 (87%) Iss 26
A hack 'n' slash, without any of that tedious RPG/God nonsense.

ADDAMS FAMILY (70%) Iss 8
Good-looking and challenging arcade adventure. Unoriginal, though.

ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT (89%) Iss 16
Pleasing 'n' challenging platformer.

ADDAMS FAMILY VALUES (80%) Iss 41
Addams Family Values inspirations are glaringly obvious, but that's not a bad thing. Not a bad attempt at reproducing *Zelda's* classic ideas and themes.

THE ADVENTURES OF BATMAN AND ROBIN (89%) Iss 35
This is a fine example of what you can do with a licence if you really want to. Bar a couple of difficulty gripes, this is excellent stuff, but 60 quid? BLIMEY!

THE ADVENTURES OF MIGHTY MAX (81%) Iss 38
Surprisingly good. Apart from the limited life span this is a very entertaining game indeed. Er, well done those lovely chaps and chapesses at Sony.

AERO THE ACROBAT (83%) Iss 24
Clever and pretty platformer, which is different enough to be good fun.

AGURI SUZUKI (67%) Iss 19
Average, but fast racing game. It's very similar to *Pole Position*.

AAAHH!!! REAL MONSTERS (67%) ISS 48
An alright-for-a-first-go affair, which you probably already own several copies of. Nothing new here.

ALADDIN (85%) Iss 25
A tad easy, but it plays, looks and sounds lush. A whole new world.

ALFRED CHICKEN (75%) Iss 25
A fun platformer which is a bit too frustrating for its own good.

ALIEN³ (90%) Iss 18
Amazing animation and tough gameplay. The best SNES film licence ever!

ALL AMERICAN FOOTBALL (70%) Iss 31
A potentially great American footy game ruined by shoddy scrolling.

ANOTHER WORLD (74%) Iss 12
Technically stunning and a potential classic, but it's far too easy.

AN AMERICAN TAIL (72%) Iss 31
Fievel goes west in a good looking formulaic cartoon-licensed plodder. Hmm. Kids' stuff.

ARDY LIGHTFOOT (65%) Iss 39
The only thing that isn't average about this game is the difficulty level – it's far too hard. Otherwise it's nothing special.

ASTERIX (77%) Iss 20
Great licence, but it's wasted on this disappointingly average platformer.

ASTRO GO! GO! (80%) Iss 32
Bonkers colours, crazy ships and fast action illuminate an imperfect racer.

BALLZ (69%) Iss 34
An interesting novelty beat-'em-up, bolstered by Mode 7 graphics and some humourous moves, but ultimately *Ballz* is well short of gameplay.

BATMAN FOREVER (91%) Iss 46
A smart movie licence combining excellent film atmosphere with great gameplay.

BATTLEMANIACS (68%) Iss 22
Visually brilliant, but the gameplay is the same as NES *Battletoads*.

BATMAN (66%) Iss 19
Moody levels and a good-looking Batman don't save this one.

BASSIN'S BLACK BASS (74%) Iss 43
A bonkers idea, but somehow it works and it gives a very realistic feeling of fishing. It's fairly easy to master though, and becomes boring after a while.

BEAUTY AND THE BEAST (79%) Iss 33
Solid platform romp that looks great, sounds great, and poses a good challenge, but you can't help wondering what the punchline is?

BIG HURT BASEBALL (80%) Iss 49
An excellent looking and adequate simulation of the sport.

BIKER MICE FROM MARS (65%) Iss 39
Pretty good fun with some funky characters and smart enough looks, but lacking sufficient variety, adrenaline and depth of gameplay to make it a real winner.

BIOMETAL (80%) Iss 29
Perfectly respectable shoot-'em-up with a great soundtrack.

BLACKHAWKE (85%) Iss 37
Very similar to *Flashback* in terms of style and gameplay-the graphics are brilliant-but somehow it's a lot more fun to play. Top stuff.

BLUES BROTHERS (68%) Iss 19
This could have been a classic, but it's too unoriginal, and too blimmin' easy.

B.O.B. (70%) Iss 18
A cute and fairly appealing platformer, but it's simply not varied enough.

BOMBERMAN (93%) Iss 19
The best four-player game ever! Great value for money!

BOMBERMAN 3 (91%) Iss 47
Without even a hint of a doubt's distant cousin, undeniably the best *Bomberman* yet.

BOOGERMAN (74%) Iss 41
It's offensive and inoffensive at the same time, but it plays well enough and is a bit of a giggle, which is always a good thing.

BREATH OF FIRE (55%) Iss 34
It's as good as a purely stats based RPG can get. The problem is that they can never get any good, as far as I'm concerned.

BRETT HULL HOCKEY (79%) Iss 25
A fine attempt at an ice hockey game. Looks and sounds great.

BRUTAL PAWS OF FURY (79%) Iss 37
Loads of options and a fair amount of variety are let down by some wooden gameplay and the sickly niceness of it all.

BUBSY (81%) Iss 20
This is a very fast and pretty platformer, but it's too easy.

BUST-A-MOVE (95%) Iss 44
Utterly stupendous. All that talk about playing it until your head explodes is true. Completely addictive and 100% slick, this is one of the best puzzle games ever.

BUSTER BUSTS LOOSE! (87%) Iss 18
Neat-looking and cuddly platformer. Can't be bad.

CANNON FODDER (93%) Iss 37
An awesome shooty game that actually takes a bit of brain-power to waste each and every scumbag on the face of the planet. Less of a way of life, more like a brill game.

CASTLEVANIA IV (74%) Iss 7
A good-looking swing 'n' slice-'em-up. It's a bit samey, but loads of fun.

THE CHAOS ENGINE (90%) Iss 29
Thoroughly entertaining and well worked strategic war game.

CHARLES BARKLEY: SHUT UP AND JAM (80%) Iss 31
Entertaining and playable basketball-'em-up that is unfortunately utterly overshadowed by *NBA Jam*.

THE CHESSMASTER (79%) Iss 21
If you're a chess-head you'll like this. If you're not you won't. Simple.

CHOPLIFTER III (89%) Iss 28
Addictive classic with brilliant graphics and sizzling gameplay. Excellent.

CHRONO TRIGGER (86%) Iss 50
A great game with plenty of atmosphere. But *Zelda* reigns supreme.

CLAYFIGHTER (87%) Iss 27
What's this? A humourous beat-'em-up? Your next challenge, perhaps?

CLAYFIGHTER 2 (89%) Iss 38
The major difference between this and the original is a load of new characters. They're both great fun but I reckon *Judgment Clay* just edges it.

CLAYMATES (77%) Iss 22
Original platformer with great sprites, but sloppy level design.

COOL SPOT (92%) Iss 24
Wonderful to look at and wonderful to play – wonderful *Cool Spot*.

COSMO GANG (69%) Iss 19
Basic-looking puzzler. Fun for two, but extremely boring for one.

CYBERNATOR (83%) Iss 19
Get used to the cumbersome controls and you'll find a fab blaster here.

DAFFY DUCK (75%) Iss 25
A polished and funny platformer which is, sadly, a bit limited.

DARIUS TWIN (62%) Iss 14
This shooter is action-packed, but it can get seriously repetitive, too.

THE DEATH AND RETURN OF SUPERMAN (79%) Iss 37
We've seen all of this before and lots of times. *Superman's* a well executed example of it, but a couple of years too late.

DEMOLITION MAN (75%) Iss 46
There are so many better alternatives it's hard to recommend this. A couple of years ago this would have been great but now it just doesn't compete.

DEMON'S CREST (82%) Iss 40
Strange game that seems a little dated but provides entertainment in abundance. Good players will finish it with ease, but it's a still a slick adventure.

DESERT FIGHTER (71%) Iss 28
A dodgy shoot-'em-up, hidden behind mock sophistication.

DESERT STRIKE (88%) Iss 13
An excellent blaster with a great mix of shooting and strategy.

D-FORCE (67%) Iss 10
This vertical scroller looks basic, but it might keep you amused for a little while.

DIRT TRAX FX (68%) ISS 48
Playable and fun in a Shame About The Crap Computer Players And The Lack Of Challenge sort of way.

DONKEY KONG COUNTRY (97%) Iss 36
Grab your copy of this immediately.

DONKEY KONG COUNTRY 2 (90%) Iss 49
Highly recommended.

DOOM (93%) Iss 46
Gut-wrenchingly, spleen-splittingly, gore-spreadingly, gun-totingly, arse-poppingly, GREAT! Get it for your gran.

DRAGON (91%) Iss 31
The story of the film of the bloke who was exceptionally good at hitting and kicking people. A massively entertaining and playable beat-'em-up.

DRAGON'S LAIR (93%) Iss 10
Probably the most tortuous and atmospheric game you'll ever play!

EARTHBOUND (85%) Iss 45
No innovation and it looks a dozen years old, but getting a popular writer to construct a rock-solid story was a stroke of genius.

EARTHWORM JIM (95%) Iss 35
Must I really say it all again? This is stunning. It breaks all the rules to splendid effect and basically sets a bit of a standard in platform quality. Top stuff.

EARTHWORM (90%) Iss 48
Not significantly different from the first game, but the challenges are new. Deserves to be one of the top performers of the year.

EQUINOX (91%) Iss 29
Brilliant and beautiful Mode 7 platform adventure.

EXCITE STAGE 95 (75%) Iss 44
Nothing unexpected here. It was fun for a while but I think this is only a safe bet for real fanatics who have to own every soccer game out there.

EYE OF THE BEHOLDER (73%) Iss 32
Not the best, but certainly one of the better dungeons and dragons RPG adventures. Point 'n' click.

F1 POLE POSITION (84%) Iss 22
The emphasis is on realism rather then playability, but it's still very nice.

FATAL FURY 2 (78%) Iss 26
This is a better than average beat-'em-up, but *Turbo* still reigns supreme.

FEVER PITCH SOCCER (85%) Iss 42
It might lack the realism of *ISS*, but as an alternative it's fast, furious footy, and full of fouls. And it's fun.

FIFA INTERNATIONALSOCCER (90%) Iss 30
One of the best footy games around. Great control, masses of options and banging animation.

FIFA '96 (89%) Iss 47
No real improvement on the last version and while that was ground-breaking, this isn't. The improvements should have been greater.

FIGHTER'S HISTORY (79%) Iss 32
An almost perfect *Street Fighter* clone, but let down by some disappointing gameplay flaws.

THE FIREMEN (87%) Iss 40
This innovative top-down squirt-'em-up is tough and great fun to play but not nearly big enough. Well worth considering though.

FIRST SAMURAI (80%) Iss 21
A solid platformer with lots of action. Stands out from the crowd.

FLASHBACK (85%) Iss 25
Brilliant platform adventure which looks and sounds really special.

FLINTSTONES (70%) Iss 31
Great looking cavey cartoon romp with funky tunes. A bit easy and very basic. Good for kids and big kids alike.

FOREMAN FOR REAL (65%) Iss 47
Sort of adequate in every way but nothing more. Boxing games need to be very special to work at all so unless you're an out and out boxing freak forget it.

FRANTIC FLEA (31%) ISS 49
Frantic Flea is a big mound of arse.

FUN'N'GAMES (78%) Iss 33
A varied package containing chirpy, cheery fun for the preschool and early infant generation. Should put smiles on faces. Parents' face, that is.

GODS (80%) Iss 15
A great-looking title, with a nice balance of killing and puzzles.

GOOF TROOP (63%) Issue 23
Zelda-esque puzzler which is a bit simplistic, but fun with two players.

GP 1 (60%) Iss 22
Okay, but it doesn't capture the thrills of real high-speed racing.

HAGANE (86%) Iss 42
Gut-wrenchingly good gameplay, lots of action, wrapped around a slighty dated concept. On balance bloody brilliant.

HARDBALL (62%) Iss 34
As far as Baseball games go *Hardball* is it a bit poor really, with dodgy gameplay being the order of the day. With the extra import price, we can't recommend it.

HERBEREKE'S POPOITTO (78%) Iss 48
Although tainted by a few all-too-obvious gameplay flaws, *Urban Strike* remains a rewarding and challenging cart.

HEBEREKE'S POPOON (90%) Iss 37
A hugely addictive and very odd puzzler based on *Tetris* and *Puyo Puyo* with ker-ay-zee special attacks and plenty of silly effects.

HOOK (60%) Iss 11
If you liked the Robin Williams' film, you'll be disappointed with this.

HUMANS (72%) Iss 28
A neat, 80 level, *Lemmings*-style puzzler. You could do worse.

ILLUSION OF TIME (86%) Iss 42
An enormous and very entertaining RPG. It's not the best, but then what is? Ah, yes, it's *Zelda*, isn't it?

INDYCAR RACING (70%) Iss 37
Adequate and playable, but floored and ultimately boring, this is a bit of a disappointment despite the good split screen mode. Shame, eh.

THE INCREDIBLE HULK (80%) Iss 34
A top licence with some great action, infuriating puzzle sections but little atmosphere and too little imagination.

SUPER INTERNATIONAL CRICKET (84%) Iss 43
It recreates cricket almost perfectly, whether that's good or bad depends if you like cricket or not. It's an excellent sports sim but lacks any arcade-style fun.

ISS DELUXE (95%) Iss 47
The perfect blend of excitement and realism. Quite simply the best footy sim that has ever appeared on the SNES.

JELLY BOY (90%) Iss 34
It doesn't really have any major faults. *Jelly Boy* is basically just a well above average platformer, bordering on the brill.

JIMMY CONNORS' TENNIS (93%) Iss 15
A highly playable tennis sim for up to four players.

JOE 'N' MAC (72%) Iss 9
Uncontrollable and too easy to finish. It's fairly good fun, though.

JOE 'N' MAC 2 (73%) Iss 31
More, and slightly better caveman ninja antics.

JOHN MADDEN '93 (86%) Iss 13
A brilliant game, but if you have the choice, get *Madden NFL '94* instead.

JUNGLE BOOK (85%) Iss 30
Pretty musical romp with bucket-loads of gameplay.

JUNGLE STRIKE (91%) Iss 42
EA have improved *Jungle Strike* in every way. It's an excellent blaster with a great mix of shooting and strategy. Get it!

JURASSIC PARK (84%) Iss 23
Good-looking action game, with some excellent 3D sections.

JUSTICE LEAGUE (58%) Iss 44
A very poor fighting game that just stupidly throws away some brilliant super-hero potential.

KICK OFF 3 (89%) Iss 30
Gorgeous scrolling animation that's fun to play and will last for ever in two-player mode.

KID KLOWN IN KRAZY CHASE (78%) Iss 39
Crazy can be defined as insane, fantastic, ridiculous or extremely fond of. Sadly none of the above apply to this innovative but disappointing cart.

KIKIKAIKAI NINJA (76%) Iss 17
This cute shoot-'em-up is good fun, but it's not really big enough.

KILLER INSTINCT (92%) Iss 46
A top job of converting a coin-op classic to the 16-bit. Looks great, sounds great, plays great. It's great!

KING ARTHUR'S WORLD (78%) Iss 17

A slick, but slow strategy game.

KIRBY'S AVALANCHE (91%) Iss 43
This is one of the best puzzle games ever released, on any format, anywhere. Su-poib!

KNIGHTS OF THE ROUND (51%) Iss 31
Pointless swordy beat-'em-up. Even worse than *King Of Dragons*.

KRUSTY'S SUPER FUN HOUSE (80%) Iss 8
Gloomy, but atmospheric puzzler. Worth a look.

LAGOON (79%) Iss 22
This is a nicely structured and playable role-playing game.

LAMBORGHINI AMERICAN CHALLENGE (91%) Iss 23
Nice looking and highly playable racer, includes a bizarre Super Scope option.

LAWNMOWER MAN (79%) Iss 24
Potentially superb, with some great sub-games, but ultimately flawed.

LEGEND (76%) Iss 33
So stale and derived that it's pointless, but I suppose it's a good version of *Golden Axe*. Make your own mind up whether or not that's a good thing.

LEGEND OF THE MYSTICAL NINJA (90%) Iss 25
Professional role playing arcade game. Very good.

LEMMINGS (81%) Iss 10
The squillion-year-old classic comes to the SNES and it's still fun and frantic.

LEMMINGS 2:THE TRIBES (90%) Iss 35
For my money this is the best puzzle game you can get for the SNES. It builds on the original brilliantly. At last a thinky game that's top fun for all.

LETHAL ENFORCERS (70%) Iss 27 This is a fun blaster, but at £75 it's also ludicrously expensive.

LETHAL WEAPON (84%) Iss 16
Unimaginative use of a movie licence. A standard platform beat-'em-up.

LIBERTY OR DEATH (79%) Iss 32
Historically accurate American War Of Independence sim. Unusual for the SNES, but very involving.

LOST VIKINGS (87%) Iss 17
Hard-core cerebral action. Good-looking, innovative and slick.

MADDEN NFL '94 (93%) Iss 27
Best American footy sim to date. Playable, exciting and realistic.

MADDEN '95 (84%) Iss 37
What a shame that Ocean couldn't have actually improved *Madden*, instead of making it less satisfying to play. *Madden'94* still rules the Super NES.

MAJOR TITLE (86%) Iss 26
The best golf sim on the SNES. It's basically the UK version of *Irem Skims*.

MARIO ALL-STARS (99%) Iss 21
Four *Mario* games on one cart – definitely the best cart ever!

MARIO AND WARIO (62%) Iss 24 At last, another Super NES mouse game. It's far too easy and irritating, though.

MARIO IS MISSING (92%) Iss 21
An 'edutainment' game which is both fun and educational. Engrossing stuff.

MARIO'S PICROSS (80%) ISS 49
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.

MARIO'S TIME MACHINE (83%) Iss 26
An excellent blend of fun and facts. Surf and meet Newton!

THE MASK (82%) Iss 47
Considering the price of cigars these days, this nice try doesn't get one. Not quite, anyway. It can have a twig instead. Good platformer.

MAXIMUM CARNAGE (63%) Iss 35
An absolute scrolling beat-'em-up freak will get a few kicks, but it's not really breaking any new ground.

MECH WARRIOR (85%) Iss 30
Flying around with adventure, strategy and combat simulation. Great fun!

MECH WARRIOR 3050 (57%) ISS 49
This could so easily have been a top title. The slowness is forgivable but the lack of mission most certainly isn't.

MEGA-LO-MANIA (85%) Iss 27
A slick, well-polished god sim. Wage wars and conquer islands. What fun!

MEGA MAN SOCCER (71%) Iss 31
What could have been one of the best soccer games to date is too slow and too much effort.

MEGA MAN X (86%) Iss 27
Shoot 'n' collect platformer with smart graphics. Could've been better, though.

MEGA MAN X2 (75%) Iss 41
Like Stonehenge, it's okay for an occasional visit but it's remained unchanged since it was first created. A bit more thought next time, eh chaps?

MEGA MAN 7 (81%) ISS 48
Boringly good in too many ways, the latest in the Mega Man series delivers... well... the same as its predecessors really. Ho hum...

METAL MARINES (86%) Iss 28
Complex strategy game, which should keep the most ardent action-head happy.

METROID (94%) Iss 30
Absolutely massive scrolling, platform shooter with plenty to do, a varied soundtrack and attractive graphics.

MICHAEL JORDAN:CHAOS IN THE WINDY CITY (82%) Iss 38
It isn't a basketball game as such, but for once it's an innovative use of a licence that works really well.

MICKEY AND MINNIE (76%) ISS 49
It looks great and plays pretty well, but it's a bit too easy to complete and far too similar to its predecessors.

MICRO MACHINES (91%) Iss 35
The biggest speed thrill you can get without showing up on one of those Police Stop videos. An instant classic.

MICRO MACHINES 2 (93%) Iss 49
Suberb multiplayer fun: a Must Buy.

MICRO MACHINES (93%) ISS 49
The latest and best incarnation of a racing game that spawned its own genre.

MORTAL KOMBAT (70%) Iss 21
An okay fighting game, but ultimately it's too repetitive and limited.

MORTAL KOMBAT II (93%) Iss 33
Fantastic sequel to a dreadful original beat-'em-up and perhaps the biggest improvement any game has ever undergone. Ever!

MORTAL KOMBAT 3 (94%) Iss 46
A highly polished and unbeatably satisfying addition to the series. Certainly the best of the bunch.

MUSCLE BOMBER (71%) Iss 32
Retards in leotards raise a wrestling smile. This good looking game is let down by mediocre gameplay.

MUSYA (59%) Iss 8
Dull Oriental arcade adventure. There are some neat bits in there, though.

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

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

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

NBA LIVE '96 (77%) Iss 47
A top example of a sturdy, solid game, but one that suffers from being done entirely by the book.

NFL QUARTERBACK CLUB (90%) Iss 39
NHLPC is better than *Madden* in a lt of ways. *Madden* looks better but this is more testing and varied.

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

NHL'96 (92%) Iss 47
As ever this is a must if you don't own an ice hockey title, but no real advance on old versions of *NHL*.

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

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

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

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

OBELIX (73%) Iss 4
The attention to detail on the graphics is brilliant. It's just a pity that it was all wasted by the lack of moves.

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

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

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

PAC-MAN (60%) Iss 30
Eat the dots on all, erm, one level.and it's addictive. Honest.

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

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

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

PICROSS (80%) Iss 49
The simple idea grips you and won't let go of you. Surprisingly brilliant.

PHANTOM 2040 (79%) Iss 48
Quite a nice surprise – a game that lacks in hype but delivers most of the goods first time. Well done.

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

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

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

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

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

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

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

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

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

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

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

PRIMAL RAGE (79%) Iss 46
Well, good enough, I suppose. But certainly not special enough to shove the current favourites out of the race.

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

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

QUARTERBACK CLUB (85%) ISS 49
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.

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

RISE OF THE ROBOTS (72%) Iss 37
Fairly entertaining for a while, darn good looking but a bit shallow. It won't last all that long and sadly doesn't live up to the hype.

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

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

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

SECRET OF EVERMORE (70%) ISS 49
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 light weight quest to solve.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

STAR TREK: FUTURE'S PAST (72%) Iss 44
It has all the options you'd expect from a top-notch PC game but suffers from being slow and a bit tiresome.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

THEME PARK 2 (93%) Iss 42
It's taken a while coming but the scaled-down simplicity and extra touches combine to make this the most satisfying version of *Theme Park*.

TIN STAR (82%) Iss 43
Tin Star feels like an gem of a game from the moment you plug it in but you can't help feeling short changed when it's nearly complete after one sitting.

TINTIN IN TIBET (79%) ISS 48
A sterling stab at bringing Tintin and his quiff into the '90s. Pity the gameplay remains lost in time...

TOP GEAR (93%) Iss 9
Fast, furious and fun racer – the best two-player racing game ever!

TOP GEAR 2 (87%) Iss 23
Same as its predecessor. If you've got that, it's pointless buying this.

TOTAL CARNAGE (74%) Iss 23
Ropey conversion of the excellent coin-op. The graphics are completely duff.

TRODDLERS (87%) Iss 20
Lemmings with a difference. Simple to pick up and a lot of fun to play.

TRUE GOLF CLASSICS (72%) Iss 11 If it's a realistic, rather than playable golf sim you're after, give this a whirl.

TRUE LIES (78%) Iss 40
True Lies is what you'd expect from an Arnie game. Fairly standard stuff with guns, blood and no real depth.

TURTLES TOURNAMENT FIGHTER (90%) Iss 25
The next best thing to *SFII Turbo*.

ULTIMA:THE FALSE PROPHET (66%) Iss 32
A good choice for experienced RPG enthusiasts,the rest of the world are in danger of nodding off.

ULTIMATE FOOTBALL (71%) Iss 22 Arcade-style US footy game which looks good, but is too haphazard.

UNIRALLY (90%) Iss 39
Original, gripping and addictive. This massive cart also happens to be amongst the fastest racers ever on the SNES. Top fun.

UN SQUADRON (92%) Iss 10
A brilliant blaster. One of the best horizontal-scrollers around.

URBAN STRIKE (88%) Iss 48
Although tainted by a few all-too-obvious gameplay flaws, *Urban Strike* remains a challenging cart.'

UTOPIA (71%) Iss 29
Sim City meets *Meta Marines*, except not as much fun as either.

VAMPIRE'S KISS (77%) Iss 46
Not for the beginner by any means, *Vampire's Kiss* is a true-blue platformer, designed specifically for the hardened gamesplayer.

VIRTUAL SOCCER (68%) Iss 24
Basic footy game which lacks finesse. Stick to *Sensible Soccer* or *Striker*.

VORTEX (85%) Iss 35
It takes a while to get into but your patience will be rewarded with a frenzied blaster. If you're investing this much dosh, you'll want to invest the time too.

WARIO'S WOODS (88%) Iss 45
It's an excellent puzzler which is very addictive. When it grips you, it'll have you glued to your screen for months.

WEAPON LORD (73%) Iss 46 A game with potential and an original angle, *Weapon Lord*, soon sinks into the vast cesspit of adequacy.

WILD GUNS (86%) Iss 40
The kind of game to reaffirm your faith in shoot-'em-ups. It's so packed full of gameplay that only the most ardent pacifist could fail to love it. Really.

WING COMMANDER (89%) Iss 14
Blasting flight sim with great graphics and thrilling combat.

WOLFENSTEIN (87%) Iss 26
Set in a first-person, 3D maze, this Nazi-bashing extravaganza is brill.

WORLD CUP STRIKER (92%) Iss 30
Quick, slick footy game without the dullness such games usually have.

WORLD CUP USA (88%) Iss 30
Solid, playable footy game with a licence and a silly mascot.

WORLD MASTERS GOLF (83%) Iss 44
A thoroughly entertaining golf sim which I must admit rather borders on being sexy.

WORLD HEROES 2 (80%) Iss 33
Options and characters galore. A bit thin on the gameplay side, but if you want a fight with a difference then this is the beat-'em-up for you.

WRESTLE MANIA (88%) Iss 48
This makes the transition from comedy wrestle-'em-up very smoothly. The lack of character stops this being a must-buy.

WWF RAW (74%) Iss 37
Okay but unimpressive in one-player mode, it changes into a mad thing when you get some mates to join in.

WWF: ROYAL RUMBLE (83%) Iss 19 A better game than the original, with lots of good, straightforward, old-fashioned violence.

YOSHI'S ISLAND (94%) Iss 47
A superb addition to the *Mario* family. More of the same but with even more attention to detail. These people can't put a foot wrong.

YOUNG MERLIN (78%) Iss 25
Walk around a magical landscape collecting stuff... For a long time!

ZERO: THE KAMIKAZE SQUIRREL (81%) Iss 45
Very similar to *Aero the Acrobat* and just as much fun. Call it nostalgia if you like, but I miss games like this. This is platformer of high quality.

ZELDA III (93%) Iss 11
Fantastic adventure that's big, atmospheric, and very tough. A real laster this one.

ZOMBIES (92%) Iss 22
Fab-looking blaster with plenty of addictive exploration and humour.

Reader Ads

Buying? Selling? Swapping? Or just fancy seeing your name in print? Well, it's all happening here in Reader Ads...

Sales

● Game Gear, wide screen, carry case, earphones, games: *Mortal Kombat 2, Dracula, The Jungle Book, Cool Spot* and *Lemmings*. Phone George.
Tel: (01380) 813345

● Super NES, Fire FX Converter, two joypads, mags, *SFII, Super Mario World, Sim City* and *Starwing*.£85 ono. Call Charlie.
Tel: (01935) 822620

● Game Boy with 14 games including: *Wario, Nigel Mansell*. Case and lots of extras, earphones etc – £200 ono.
Tel: (01704) 575208

● Amiga 1500 for sale with BJ printer, over 75 games and programmes and two joypads. Ask for Ajay. Please don't phone on Thursdays.
Tel: (0181) 574 3100

● SNES with two pads, 15 games, convertor, Super Scope and six-game cart (boxed). NES with two pads and five games – £300. Will sell separately. Ring for details, ask for Simon. Also hi-fi with CD player – £120.
Tel: (01767) 691124

● Game Boy for sale with 22 games and two-player adaptor £190 ono. Please phone after 5pm.
Tel: (0170) 875089

● Super NES with nine games, two controllers for £165. Ring after 6pm.
Tel: (015394) 43812

● Make me an offer for my Game Boy, 15 games and Magnilight. Ask for Joel after 5.30pm.
Tel: (01527) 879646

● The Sale of the Century! (UK) SNES plus 11 of the best games on the market inc *DKC, Doom, Killer Instinct, Micro Machines 2, Earthworm Jim* and much more. All boxed as new in mint condition (worth over £400) want a quick sale, so a steal at £200. Call Roy.
Tel: (0181) 202 1648

● For sale: US SNES, one controller in very good condition. Never used. Price negotiable. Please ask for Henry.
Tel: (0140) 700558

● I have over 100 magazines including TOTAL!, NMS, *Edge, GamesMaster* and *Super Play*. Ring after 6pm.
Tel: (01793) 790067

● Very rare mags all in perfect condition inc all free gifts. TOTAL! 1-20, *Super Play Gold*, best of *Mean Machines* (1-5), *GamesMaster* 1 and 2, NMS 1-28, MM Sega 1-12, CVG128-139, *Control* 1-4. All available on back issue offers. Also *Stunt Race FX* (US) £15.
Tel: (0181) 697 6453

● GB games – *Golf, Mario 1* and *2, F1 Race, Ducktails, World Cup, Turtles 1, Tiny Toons, Choplifter II, Alleyway Tetris* – £7 each.
Tel: (0181) 769 4742

Swaps

● Swap *Wolverine Adamantium Rage*, with instructions, no box, for *Mortal Kombat*. Must have instructions.
Tel: (01360) 622414

● I will swap my *Dr Franken 2* or *T2* arcade game for your *Cool Spot* or any *Bart* or *Turtles* games.
Tel: (01700) 821281

● I will swap *MK* for the SNES for *Doom* on the SNES. Ask for Joe.
Tel: (01865) 874935

● Swap *Super Star Wars* and *Starwing FX* for *The Lion King* and *Donkey Kong Country* or sell for £15 each. Boxed with instructions. Also cheats for *Super Star Wars*.
Tel: (0191) 413 6009

● *Batman Forever* and *Super Pang*, will swap for *Flashback* and *Mortal Kombat II*. Call after 4pm.
Tel: (01294) 222 422

● *UN Squadron* and *Super Return Of The Jedi* for *Cool Spot* and *James Pond* or *Cannon Fodder*. All boxed with instructions.
Tel: (0181) 800 9093

● I will swap *Kick Off, Legend, Smash TV* for *Pilotwings, Super Mario World* or *Super Probotector* for the SNES.
Tel: (0117) 971 4446

● Swap any decent game for my *Smash Tennis, Bomberman 2, Super Soccer* and *Madden '93*.
Tel: (0181) 591 0480

Wanted

● Wanted desperately:*Desert Strike, Jungle Strike* or *Urban Strike* for the Super NES or I will swap for my *Outlander*.
Tel: (01604) 768231

● Wanted: *Sim City* (PAL version). Must have instructions, Call Michael between 6pm – 8.30pm. West Yorkshire area if possible.
Tel: (0113) 295 8246

● *Street Fighter II* anime video. Will pay £6 or swap for a wide range of videos inc: *Demolition Man, Cool Runnings, Batman Returns*. Or will swap for 15 TOTAL!s, NMS and *N-Force* (mix).
Tel: (01203) 302043

● Wanted: *Gauntlet 2* for NES, four-player control deck and two control pads.
Tel: (01986) 893841

Reader ads! Just £1 for a normal ad! £5 for a boxed ad! Normal ads are free to TOTAL! subscribers

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The TOTAL! Crossword



Make those little letters rise up and across and unite as one, so that they might be a crossword.

Win 19 across on the Game Boy

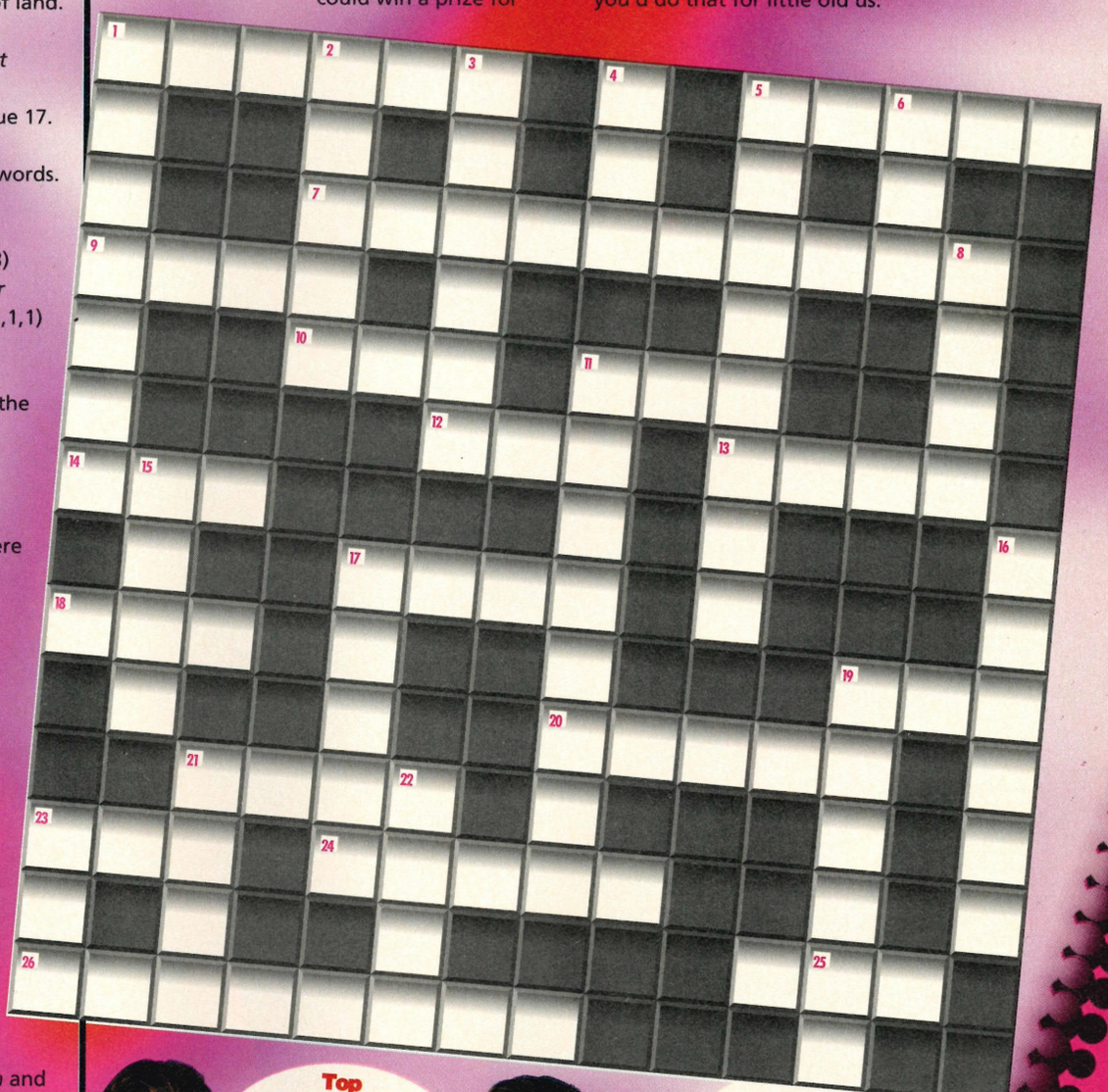
Across

1 This family has a hand called Thing, but surprisingly no donkey called Tony. (6)
5 A month until it arrives. (5)
7 The Hulk's first name. (10)
9 Play this game and you'll go to hell. (4)
10 ___ *Of The Beholder*. Top SNES game. (3)
11 Big blue thing that separates bits of land. (3)
12 He wears a white judo suit in *Street Fighter II*. (3)
13 It's where those vikings were in issue 17. (4)
14 National Football League in other words. (1,1,1)
17 Pig film star. (4)
18 A face ___, starts a game of *NHL*. (3)
19 *Seaquest* ___ . Like underwater *Star Trek* and we reviewed it in issue 39. (1,1,1)
20 We gave this little chap the Midas touch in issue 50. (5)
21 Their début album *All Change* got the thumbs up in the TOTAL! office. (4)
23 Short for professional. (3)
24 Goes before 'man', 'Frankenstein', 'Guns' and 'At Heart'. (5)
25 The colour of October that they were hunting for in the game and film. (3)
26 *Mario* _____, worth 99% in our opinion. (8)

Down

1 Young Arabian street rat that wears special pants and saves princess'. (7)
2 Japanese cartoon films. (5)
3 AKA footy. (6)
4 Like 11 across, only it isn't! (3)
5 Bikes on pipes. (8)
6 The current England manager to his friends. (3)
8 Goes before 17 to make a top band. (4)
11 Clark Kent's alter ego. (8)
15 Top soccer game for '96. (4)
16 *Earthworm Jim, Mario, Bomberman* and *Yoshi*, now the *Toy Story* spaceman have all been on these for TOTAL! recently. (6)
17 The cool cat with an exclamation mark o his T-shirt. (5)
19 The surname's Kong. (6)
21 What the Spot was in issue 24. (4)
22 Rearranged Goat makes a great party. (4)
23 ___ Tour '96 is the golf game of the year. (3)

Time to dot those 'i's and cross those 't's and then cross some 'g's and 'p's and 'h's as well. Make words not war, that's what we say here at TOTAL! Make those lonely singular letters come together in a brilliant mess of word tartan. Put just one letter in each of the pale boxes on the grid below and you could win a prize for your troubles. Do it randomly for goodness' sake and you stand a reasonable chance. Send your completed x-words and any bribes you feel would secure your entry as the one we pick as the winner to The TOTAL! Crossword, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW. We'd be so very humbled if you'd do that for little old us.





NEXT MONTH



on sale: Tues 2 April

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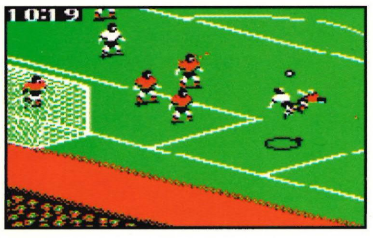
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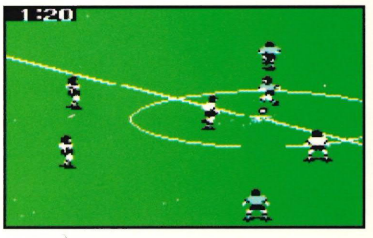
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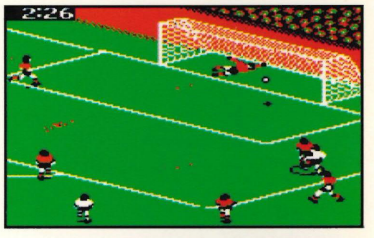
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