The World's Greatest Independent Nintendo Magazine

Special N64 issue

TOTAL!



WHAT'S YOUR GAME?

Those TOTAL! Readers Awards In Full

KILLER INSTINCT 2

MASSIVE REVIEW!

Red, Hot and New

The Virtual Boy is back in a big way

EXCLUSIVE!

Toy Story Tips! We cut a long story short

N64

The Number Of The Beast

Monster Guide To The World's Most Important Console

Final Fight Tough | Wild Guns | Ninja Warriors

Future PUBLISHING Your guarantee of value

9 770964 935038 05

May 1996 Issue 53 £2.75 USA $6.5 ◆ LSP 11.75



EDITORIAL
EDITOR
Rob Pegley
rpegley @ futurenet.co.uk
DEPUTY EDITOR
Deborah Cook
ART EDITOR
Christian Day
STAFF WRITER
Tim Weaver
CONTRIBUTORS
Steve Fardy, Marcus Hawkins, Simon Young at Quay
COVER IMAGE
John Fox

ADVERTISING
AD MANAGER
Louise Alexander
lalexander@futurenet.co.uk
PRODUCT MANAGER
Tamara Ward
tward@futurenet.co.uk
BUSINESS DEVELOPMENT
Jackie Garford
SALES EXECUTIVE
Claire Eastwood
If you have any complaints about adverts in TOTAL! write to: Advertising Complaints at Future Publishing

PRODUCTION TEAM
CO-ORDINATOR
Zoe Rogers
AD DESIGN
Cherry Coad
PRODUCTION CONTROLLER
Matthew Parker
PRODUCTION MANAGER
Richard Gingell
PAPER CONTROLLER
Fiona Deane
LINO
Jon Moore, Simon Windsor, Chris Stocker, Jason Titley, Mark Gover, Brian Hook, Liz Cheney, Olly Gibbs, Andrew Dellenty, Tim Peel, Jonathan Wakeham
PUBLISHER
Chris Power
ASSISTANT PUBLISHER
David Roberts
MANAGING DIRECTOR
Greg Ingham
CHAIRMAN
Nick Alexander
CIRCULATION DIRECTOR
Sue Hartley
GROUP PRODUCTION MANAGER
Judith Green
OVERSEAS LICENSES
Mark Williams
Tel: (0171) 331 3920
COLOUR REPRODUCTION
Phoenix Reproduction, Bath
PRINTING
William Gibbons, West Midlands
DISTRIBUTION
Future Publishing
Addresses
Editorial: TOTAL!, 30 Monmouth Street, Bath, Avon BA1 2BW
Tel: (01225) 442244
Fax: (01225) 446019



SUBSCRIPTIONS

TOTAL! Subscriptions: Freepost (BS4900), Somerton, Somerset TA11 7BR

The subscription rate for 13 issues including postage is £32.50 in the UK, £51.95 in Eire and £68.20 for other countries.

All contributions submitted to TOTAL! are submitted and published on the basis of full assignment of copyright to Future Publishing, unless otherwise agreed in advance and in writing. All letters submitted are assumed to be for publication unless marked otherwise. We reserve the right to edit letters for reasons of space and clarity.

Nintendo, Super NES, NES and Game Boy are all trademarks of Nintendo Co Ltd. TOTAL! recognises all copyrights, and where possible we have acknowledged the copyright holder. Please contact us if we have not recognised your copyright and we will gladly correct any oversight

All material © Future Publishing, 1996

YOUR GUARANTEE OF VALUE

This magazine comes from Future Publishing, a company founded just ten years ago but now selling more computer magazines than any other in Britain. We offer:

Better Advice
Stronger Reviews
Clearer Design
More Reader Interaction
Better Value For Money
Greater Relevance

At Future, Editors operate under two golden rules: Understand your reader's needs. Then satisfy them.

ALSO BY FUTURE PUBLISHING

Amiga Format, Amiga Power, Amiga Shopper, arcane, CD ROM Today, Classic CD, Computer Arts, Cross Stitcher, Cycling Plus, EDGE, First XV, Football Italia, Future Music, GamesMaster, Good Woodworking, Mac Format, Mountain Biking UK, MTB Pro, Needlecraft, .net, Net Directory, PC Answers, PC Format, PC Gamer, PC Guide, PC Plus, Sega Power, SFX, ST FORMAT, Super Play, The Official PlayStation Magazine, Total Football, Total Guitar, and Ultimate Future Games.

Future PUBLISHING

Your Guarentee Of Value

TOTAL! is on-line on the internet as part of FutureNet. Accessing it is free, just point your Web browser software at: http://www.futurenet.co.uk & rpegley@futurenet.co.uk

Contents

REGULARS

News 6
Charts 14
Letters 68
Subs/Back Issues 73
TOTAL! Tactix 74
TOTAL! Recall 78
Reader Ads 80
Crossword 81

FEATURES

Nintendo 64 16
Killer Instinct 2 26
TOTAL! Awards 30
Red Or Dead 36

REVIEWS

Wild Guns 40
NBA Live (GB) 42
Ninja Warriors 44
Power Piggs 46
Final Fight Tough 50
Prehistorik Man 54
Micro Machines (GB) 56
Cutthroat Island (GB) 59

TIPS

Toy Story 60

Look, don't I look like a vacant imbesile?

N64 The Number Of The Beast

Page 16

Here at TOTAL! we bring new meaning to the words, 'finger on the pulse'. Page 16 makes you realize exactly why.

Killer Instinct

After months of waiting *KI2* finally hits the arcades, so we sent our people down to Mr Fun's Funny Funster Arcade to have a gander.

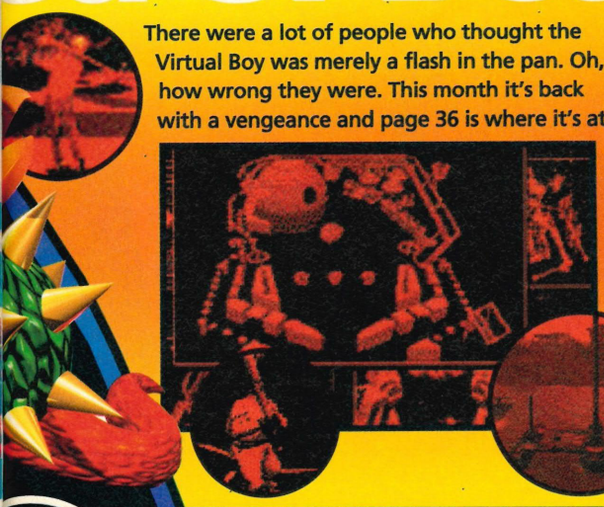
TOTAL! Awards

Page 30

ed Or Dead

Page 36

There were a lot of people who thought the Virtual Boy was merely a flash in the pan. Oh, how wrong they were. This month it's back with a vengeance and page 36 is where it's at.





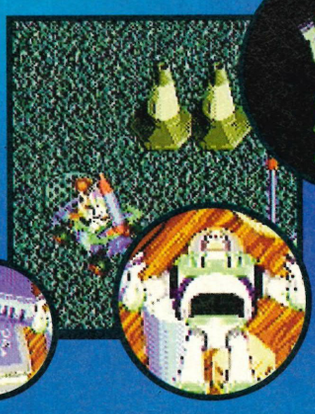


Toy Story Tips

Last month we exclusively reviewed it and gave it a hearty thumbs up of the 90% variety. Now, this month, we're tipping it. So if you're not very good at all things bedroom related, just turn to page 60.







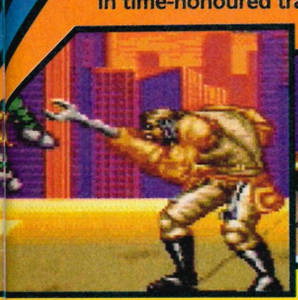


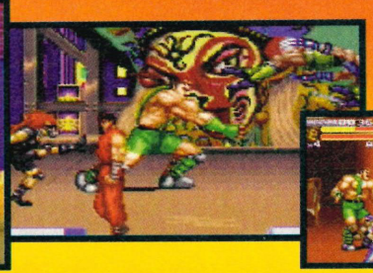


Page 60

Final Fight Tough

It was an arcade game for a long while and now – in the guise of a sequel – it has arrived on the SNES. So, in time-honoured tradition, we give it a good seeing to.











Page 50

Letters
Tips
Reviews
Key
News
Features
Previews

NEWS

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



Guess

We're getting our lines word perfect when it comes to writing this news story. How does it go? In an absolutely amazing shock announcement, the launch date of the Nintendo 64 has been put back slightly. You know the rest. This time, however, things aren't as bad as they might seem and there is actually some positive news which was released hand in hand with news of the delay.

The bottom line is that the Nintendo 64 will now go on sale in Japan on 23 June. The pre-selling and advertising campaign will start in earnest on the original date of 21 April, but actual shipment will take place two months later.

There are two main reasons for the delay. The first is that there are supply limitations on the chip due to the fact that only SGi can produce the things. The second is that Mr Miyamoto has requested an extra few weeks to fine-tune the software. Everything is progressing well, however, and there are no real problems as such with development. The North American release date remains as 30 September and the UK is likely to receive the Nintendo 64 in time for Christmas.

The positive news is that Nintendo have announced the first three games to be released. Predictably *Super Mario 64* and the Miyamoto designed *Pilot Wings 64* will be two of them. The other is something of a surprise though. *Habu Nanakano no Saikyo Habu Shogi* is a Japanese chess game featuring a famous Japanese chess player, Yoshiharu Habu. Perhaps not the most exciting titles, but the fact that this is the first news we've heard about the game seems to indicate that Nintendo may have many other titles up their sleeve as yet unannounced.



The important thing for Nintendo is that everything is set for a great summer and they are ready to blow away competition at the E3 in May. The message remains 'don't panic'.

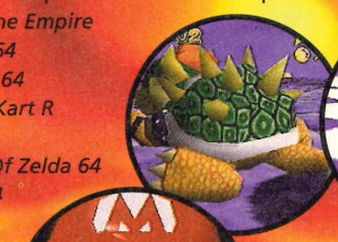
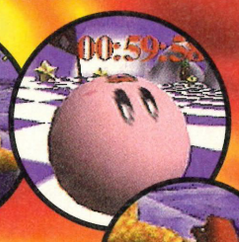
If all this is becoming just a little too confusing for you, then turn to page 16 for the biggest feature you're ever likely to read about the Nintendo 64. Ten pages which tell you everything you need to know about the most important console in the world.

MOST WANTED

A bit of change this month in what people are holding their breath for when it comes to the Nintendo 64. *Shadows Of The Empire* hits the top spot, but Super Mario 64 is hot in pursuit after a slow start.

1 *Shadows of the Empire*
2 *Super Mario 64*
3 *Killer Instinct 64*
4 *Super Mario Kart R*
5 *Final Fantasy*
6 *The Legend Of Zelda 64*
7 *Wave Race 64*
8 *Cruis'n USA*
9 *Starfox 64*
10 *Robotech Academy*

So what are YOU most looking forward to getting your hands on, give us a call or write us a note to say what your Top 10 is.

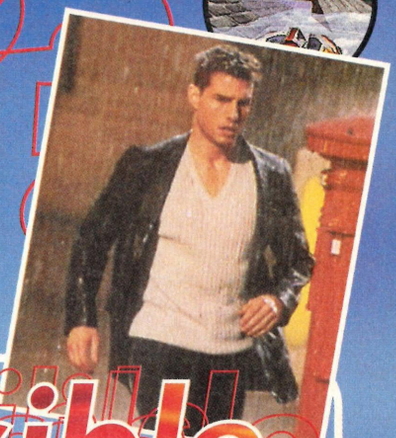









What?



Mission Is Possible

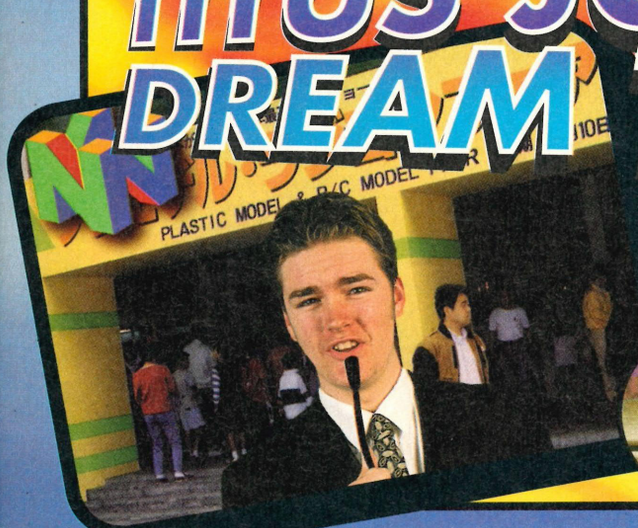
As we predicted last month *Mission Impossible* is to definitely become a Nintendo 64 game despite being scrapped as a SNES product in the UK. Ocean have joined forces with Nintendo and the game, based on the Tom Cruise film to be released later this year, will be exclusive to the Nintendo 64.

The game is a spy simulation which combines exciting arcade action and puzzle solving. It has superb 3-D backgrounds and 360 degree character mobility and great moving cameras.

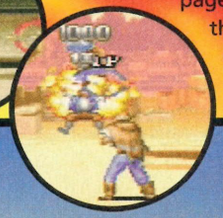
Ray Musci, president of Ocean America, said that the reason they had decided to produce the game solely for the Nintendo 64 was that 'Nintendo's new platform hardware is technically and graphically superior to any machine currently on the market'.

No specific date has yet been given for the game's release, but more information is expected to follow shortly.

TITUS JOIN DREAM TEAM








Yet another great games developer has joined Nintendo's Dream Team. Titus are the latest to become one of the elite group and have already started work on some as yet unnamed titles.

The company have this month also released some SNES titles held back for distribution reasons (see page 10) and will be a great asset to the Nintendo 64's rapidly expanding list of partners.

Imagine a game like Yoshi's Island in full colour on a hand-held. Not bad!

Nintendo To Launch New GB

Beat-'em-ups that are good on the Game Boy? Maybe.

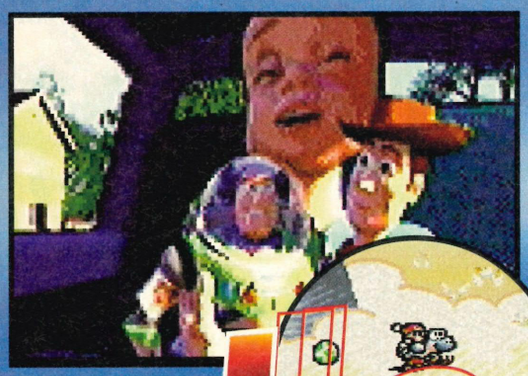
Despite the relaunch of the Virtual Boy and the new games available for it, there are still nagging doubts that Nintendo are not completely happy with their latest portable system. Although they will continue to produce games for it, there is a growing suspicion in Japan that they now wish to learn from the mistakes made with the Virtual Boy and produce a new portable games system. The main two lessons that were learnt from the Virtual Boy experience is that a limited range of colours (two) can be a turn-off for gamesplayers looking towards the Next Generation, and that consoles that isolate players can never be truly portable.

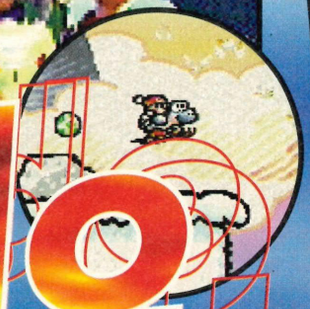
And so it is believed that Nintendo's next release will be a 32-bit full-colour larger version of the Game Boy. With a 32-bit RISC processor it will be able to handle simple scaling and produce polygons, and will have a colour screen allowing almost SNES standard games-playing to be played in the palm of your hand. Sound to good to be true? In light of the delays with the Nintendo 64 we thought so too, but sources close to Nintendo insist that not only is the new Game Boy a

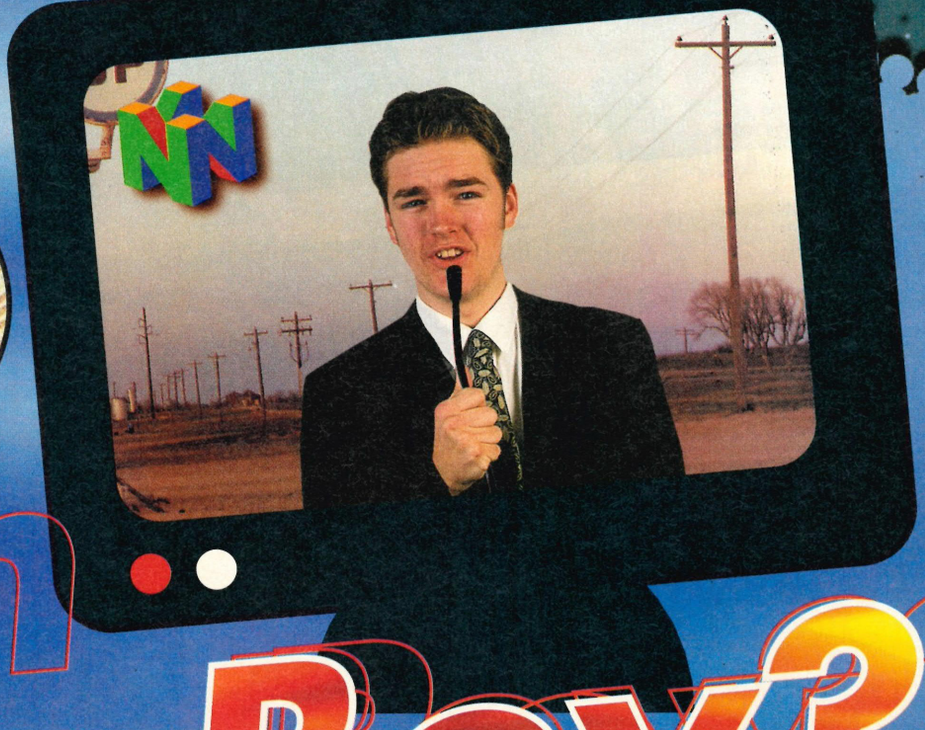
Earthworm Jim 2 on the GB?

Donkey Kong Country 2 this small?

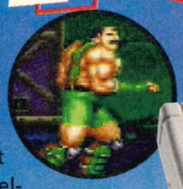
Toy Story in full colour.







ndo unch Game Boy??









possibility, but that the plans are already fairly advanced. They believe software development tools will be shipped to developers within the next month and that the machine itself will be available towards the end of this year and the beginning of 1997, and will retail at around $100 to $150 (between £80 and £120). Although we won't be holding our breath on this one, it would seem easier to repackage existing technology in a smaller format than it is to come up with a completely new 64-bit console. We'll keep you informed as events take shape.



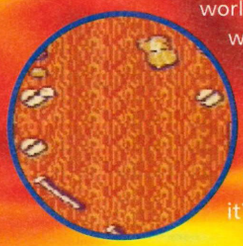
The new GB would be bigger...

...than the original and would have...

...full colour.

BOY, OH BOY

The Game Boy has done pretty well for itself over the years. It is the world's most popular portable games system with 65% of the market. Over 500 titles are available for it and it has sold tens of millions worldwide. While other games machines have slowed up in terms of sales the Game Boy just keeps on going. Just imagine if you could buy a colour version of it? It would sell like mad.



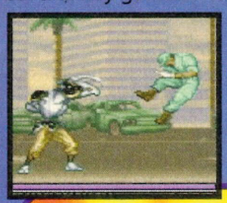


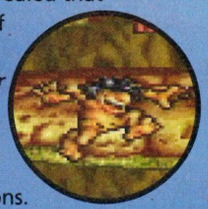
(Hello) It's Good To Be Back





After a period in production wilderness, Titus have released extensive details of their forthcoming launches. The French based software company revealed that distribution problems forced them to delay the releases of several key games until this month. Now, the games – *Prehistorik Man, Wild Guns, Power Piggs* and *Ninja Warriors* – will hit the shelves within the next four months. For further details check out our Preview and Review sections.





Position Of The Month



Position: FBI Agent/X-Files Department.

Getting It Right: Go to School, let your sister get kidnapped by aliens when you're 12, go to University, let people call you 'Spooky', take an interest in microscopes, join the FBI.

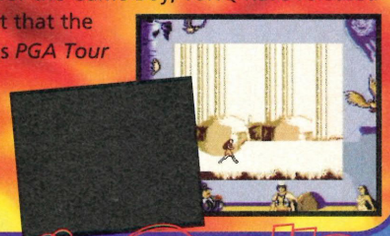
What's In It For You: You get to meet serial killers that change shape, five feet thick tapeworms that come out your mouth and people who spontaneously combust in hotel rooms. And you get to eat in the FBI canteen to boot.

Special Requirements: A boss that never believes anything you say and a partner that gets abducted by aliens whenever she's feeling bored.

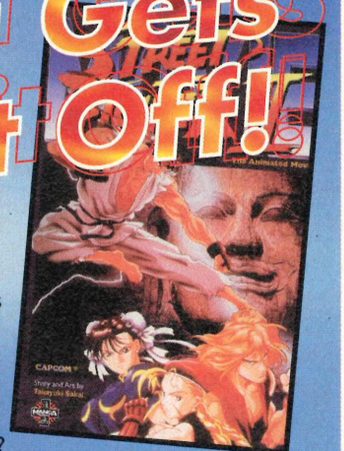
Difficulty Rating 4 (1=easiest, 5=most difficult)

BOY STORY

After confirming last month that they would be developing both *Toy Story* and *Pocahontas* for the Game Boy, T•HQ have released the first screenshots. Word has it that the company behind such releases as *PGA Tour '96* and *Jungle Strike* are extremely pleased with how the games are progressing and more news on both releases are expected next month.

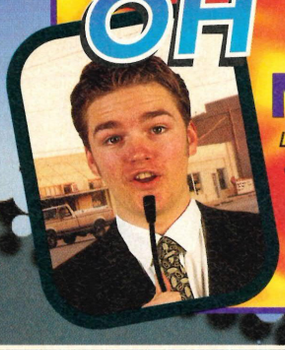


Chun-Li Gets Kit Off!



Well, sort of. Well, not at all really. But it got your attention. So whilst we're at it, how would you like to win a copy of the *Street Fighter 2* book? Of course you would. And, luckily, we've got 10 copies to give away thanks to those generous chaps and chapesses at Manga. So if you want to win this rather brilliant slice of page-situated violence then just write in and tell us: What is Chun-li? a) a chartered accountant? b) a housewife and part-time sales assistant at Tesco's? or c)a street fighter? Answers can come to the following address if you like: Where's Me Washboard?, TOTAL!, Beauford House, 30, Monmouth Street, Bath, Avon, BA1 2DL.

OH LUFIA!



Natsume have this month revealed that they are poised to release popular RPG *Lufia 2* onto the SNES. The game has been in development for a while but has now been translated and should be retailing in May or June. The game includes seven characters and early reports suggest it may be one to watch in the coming months.

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



WHO WON? WHO LOST?

ISSUE 10 ON SALE NOW!

IT'S THE SFX READER AWARDS 1995

Future Publishing

PLUS! 12 MONKEYS, MAX HEADROOM, DAVID GEMMELL AND, OF COURSE, THE X-FILES...

http://www.futurenet.co.uk/

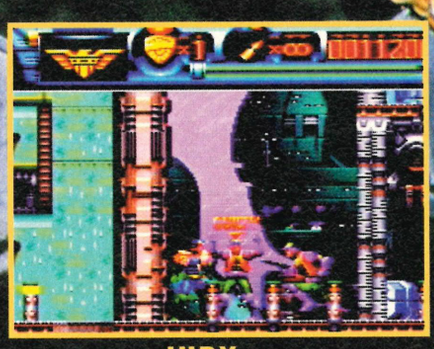
JUDGE DREDD™

TAKE THE LAW INTO YOUR OWN HANDS

JUDGE DREDD™
THE MOVIE
Available to rent on video now!



JUDGE...



JURY...



EXECUTIONER!

COMING SOON ON PC CD-ROM

SUPER NINTENDO ENTERTAINMENT SYSTEM | MEGA DRIVE | Acclaim entertainment, ltd. | GAME GEAR | GAME BOY

JUDGE DREDD ©1995 Cinergi Pictures Entertainment Inc. and Cinergi Productions N.V. All Rights Reserved. © 1995 Egmont Foundation. All Rights Reserved. JUDGE DREDD™ and all names, characters and elements thereof are trademarks of Egmont Foundation. Licensed by Copyright Promotions International Limited and Surge Comic Properties, Inc. Acclaim is a registered trademark of Acclaim Enterttainment Inc. All Rights Reserved.



Hazel Says

I think the anti-social element surrounding the Virtual Boy is its main problem. The visor shuts you off from the real world and means it is not truly portable. Have you noticed it's staying light much later now, isn't it? Any cups?

PANEL BEATER



Panel de Pon is the latest crazy Japanese puzzle game in a long list of *Tetris* style carts to emerge from Japan. Unlikely to be called *Panel de Pon* when released in the country this is one of the most addictive of the genre we've ever seen.

It looks simple but is in fact very complex. It involves lining up three coloured tiles and above to score points and they can only be moved by switching neighbouring tiles horizontally.

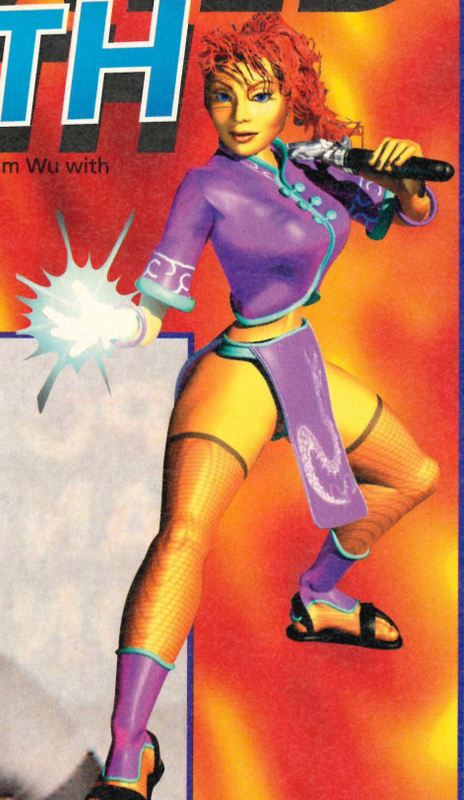
A fast-action two-player mode is available with a move-limiting single-player version. We love puzzle games here at TOTAL! and this promises to be one of the best. Keep your eyes peeled for the review.



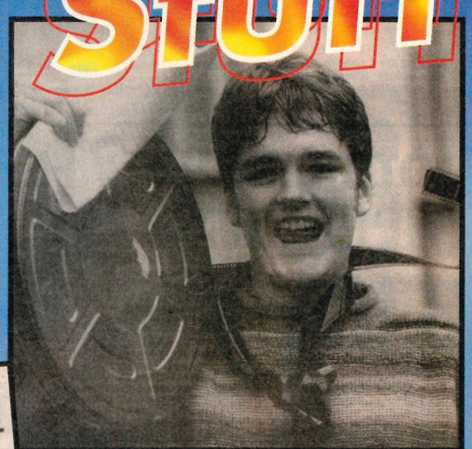
SEPARATED AT BIRTH

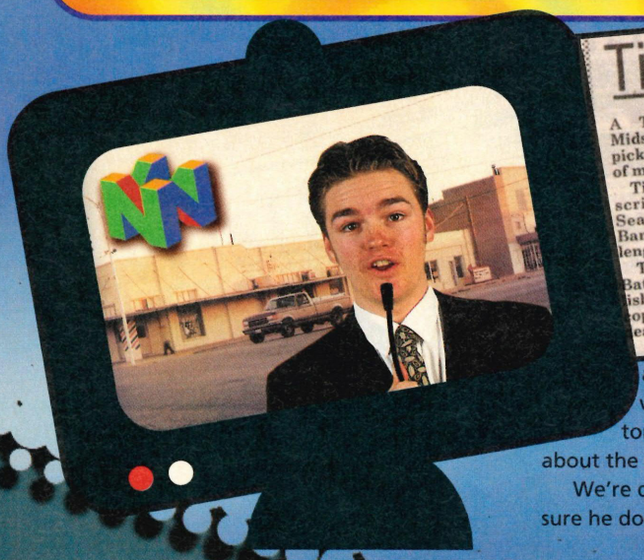
This month we go for the obvious and pair Kim Wu with Janet Jackson. Both are foxy ladies, but only one of them has recorded a duet with Luther Vandross. Conversely, only one of them lists the split Kick and Tornado Kick as two of her most violent moves.





The Write Stuff





Tim's reel chance!

A TEENAGER from Midsomer Norton has been picked for the semi-finals of major film competition.

Tim Weaver wrote a script called The Cold Season for the Lloyds Bank Channel 4 Film Challenge.

Tim, who works for Bath-based Future Publishing, wrote about a man coping with his father's death.

By RENNY JONES

Tim, aged 18, and 29 other hopefuls will take part in a workshop in London on February 10.

If Tim is successful his script will be made into a film.

He said: "I have done something similar in the past but I've never got this far."

After Rob's footballing fame in the *Bath Chronicle* last month, the local rag has been hanging around the TOTAL! office again this month hoping to snap another from the talented team. And they managed to get a picture of young writer Tim in one of his usual flattering poses.

After entering the Lloyd's Bank Channel 4 Film Challenge, Tim's script has been chosen as one of the top 30 out of 2,500 that entered. As a result he had to go to London where his story *The Cold Season* (pretentious or what?) was discussed by some top directors. Since Tim has returned, however, he has taken to wearing silk robes and cravats about the office and flouncing around with a cigarette holder calling everybody 'lovey'.

We're quickly slapping him out of it, but have to keep a careful eye on his writing to make sure he doesn't quote Shakespeare and Keats too often.

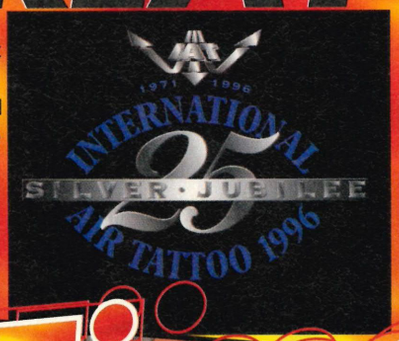
TATTOO'S ARE GREAT

The International Air Tattoo is an incredible event and takes place this year on 20 and 21 July at RAF Fairford in Gloucester. It's like watching the best flying game ever only it's all live.

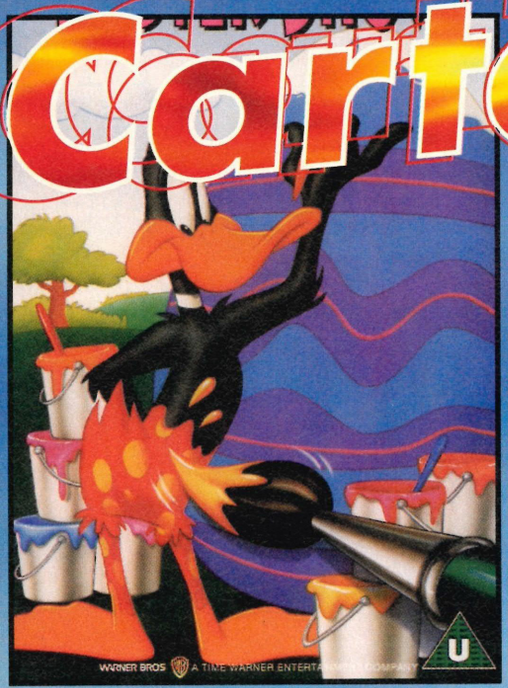


Over 150,000 people attend every year and the aircraft on display vary from old bombers to the most up to date flying machines. As well as astounding feats of flying there is plenty to see on the ground and all your hospitality needs are catered for.

This year the event celebrates its Silver Jubilee and as a result they've gone competition crazy. We've got 10 pairs of adult tickets to give away worth £400 and all you have to do is answer one simple question: Who was the star of Airplane? Send your answers to Let's Get Tattoo's, TOTAL!, Beauford House, Monmouth Street, Bath, Avon BA1 2DL.



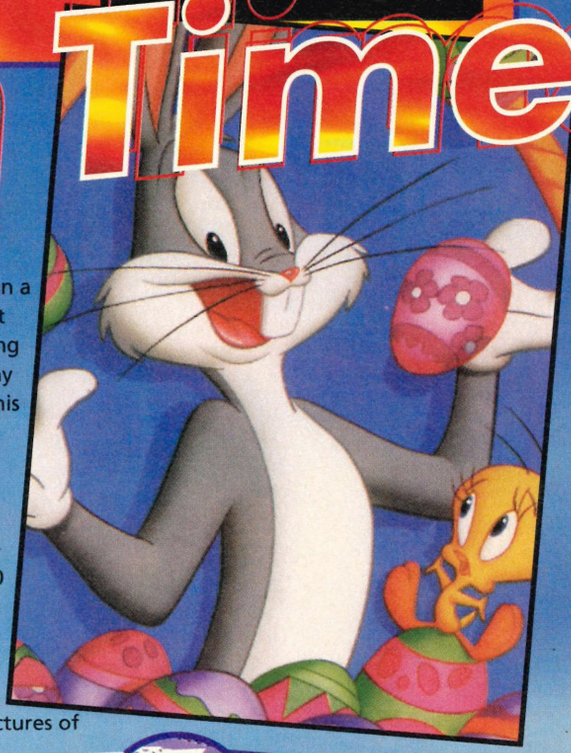
Cartoon Time



More Bugs and Daffy videos to give away this month as they get up to some Easter-based shenanigans. *Bugs Bunny's Easter Funnies* sees him enlisting help in his job as an Easter bunny, while *Daffy Duck's Easter Show* see the mad duck in springtime holiday mode. We have five of each of these great videos to give away and surely they've got to be better at Easter than a boring old egg. Just answer the following question: How many eggs will Rob eat this Easter?

a) None, b) One or Two or c) 47.

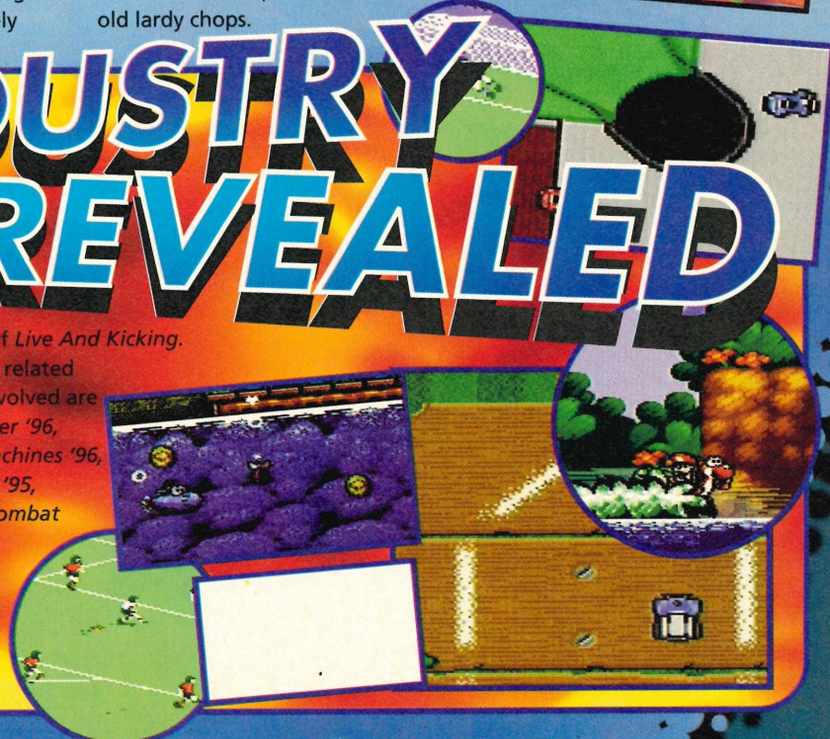
Answers to Greedy Git, TOTAL! Beauford House, 30 Monmouth Street, Bath, Avon BA1 2BW. It's quite an easy one if you've checked out the pictures of old lardy chops.



GAMES INDUSTRY 'OSCARS' REVEALED

On the 14th of April this month the Games Industry awards will be announced and there is a strong SNES presence. The awards will take place at ECTS (the European Computer Trade Show) and will include a special award voted for by viewers of *Live And Kicking*. The SNES related games involved are *FIFA Soccer '96, Micro Machines '96, NBA Live '95, Mortal Kombat 3, Killer Instinct* and *Yoshi's Island*.





Totally Recommended



Prehistorik Man. Ugg.



Woody Whipper in Toy Story.

The completely brain-tastic Civilization.



Ain't MM2 brilliant? Ain't cars brilliant? Ain't it all brilliant?

Prehistorik Man – 92%

This month's totally splendiferous slice of Neanderthal platforming heads up May's Totally Recommended and what a corker it is. It's bigger than *Jurassic Park*, it's got cavefuls of originality and it looks better than Raquel Welch in *One Million Years BC*. And if you thought that 90% worthy platformers is an exclusive club, think again. *Prehistorik Man* qualifies for membership and a seat in the Director's Box. Essential.

Toy Story – 90%

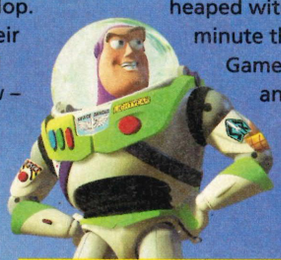
Last month's toy extravaganza might have been about as original as Chris' jokes but there was no doubting that it shone brighter in the playability department than Rob's bald patch. Drawing inspiration from such diverse sources as *Doom*, *Mario Kart* and *Micro Machines*, *Toy Story* gives you the chance to ride dinosaurs, fight spacemen, chat up female sheep handlers, disguise yourself as a milk shake and use a whip. Pure excitement. That's what it is.

Civilization – 92%

SNES owners don't often get the chance to sit down, think, move, build and develop. And if they do, it's only because their parents have just moved house and are planning an extension. But now – after a glorious stint on the PC – *Civilization* has arrived and all that is about to change. Build up an empire, wage war on despicable foreign powers and rule the world! And if it sounds boring, you couldn't be further off the mark. It's so good you'll be willing to sacrifice your social life for it.

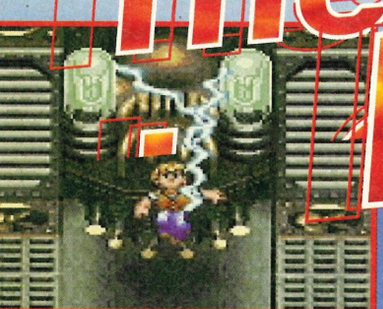
Micro Machines – 91%

Well, it's come from the SNES, this month, heaped with praise and if you doubted for a minute that it wouldn't stand up to the Game Boy test you were wrong. It has and it's ruddy excellent. *MM* was never about graphics or sound, merely playability and if any other racing sim rivals it this year, the TOTAL! team will play Sega for two solid weeks. Well, that's probably going a little far. But, one thing's for sure, you simply must have a copy.





The Secret Is Out



March will finally see the release of *Secret Of Evermore*. After much toing and froing and a successful Stateside performance, the RPG will hit the shelves on 1 March. Set in the land of Evermore – a former utopia now infested by darkness and evil – the player takes control of a boy and his dog, in whose lap falls the task of returning peace and harmony to their homeland. Dick Francis – the head honcho at THE games – told us that, 'I'm sure the game will fly off the shelves as players look forward to a game combining the very best of adventure, strategy and heart pounding action'. Hmm, quite.



Issue 49, this, Dyer, 70%, Thicky, gave.



CHARTS

Donkey Kong dominates on both systems this month. But *ISSD* has gone up one place. Nice.

GB

1	1	Donkey Kong Land
2	3	Dr Mario
3	NE	Super Mario Land 3
4	2	Primal Rage
5	6	Tetris 2
6	3	Killer Instinct
7	NE	Donkey Kong
8	4	Galaga/Galaxian
9	18	Wario Blast
10	10	FIFA Soccer '96

SNES

1	1	Donkey Kong Country 2
2	3	Killer Instinct
3	2	Yoshi's Island
4	4	FIFA Soccer
5	5	Super Metroid
6	6	Int. SS Soccer Deluxe
7	22	Secret Of Evermore
8	16	Illusion Of Time
9	9	Doom
10	10	Super Mario Kart
11	7	Theme Park
12	8	Street Racer
13	11	Primal Rage
14	15	Crazy Chase
15	12	Jungle Strike
16	18	Urban Strike
17	21	Earthworm Jim 2
18	17	Tiny Toons: Buster BL
19	14	Dr Mario/Tetris
20	20	Super Int Cricket

Saturn • Mega Drive • 32X • Game Gear • Mega CD

Issue 79 • June 1996 • £2.75

Hfl 12.75 ◆ USA $6.45 ◆ DM 13.50

SEGA POWER

Free Tips Book!

- Sega Rally
- Virtua Fighter 2
- Premier Manager
- Mortal Kombat 3

plus loads more!

On sale April 22nd

Fantastic New Look Issue!

AFTERSHOCK!

Wipeout... ...Wants your soul!

Over the last two and a half years, so much has been written about Nintendo's attempts to join the Next Generation. Recently, the confusion surrounding the console formerly known as Ultra 64 has been greater than ever. We receive far more letters here at TOTAL! about the Nintendo 64 than any other subject. And so, in an attempt to put you all straight, we've compiled the complete monster guide to the Nintendo 64. Everything you've always wanted to know about the machine and have possibly asked us about already. Brace yourself, here comes the history, the hardware, the games, the future and the truth...

N64

The Numbe

Th

Heard The Latest?

As it stands the launch date for the Nintendo 64 is Sunday 23 June. The American release date comes on September 30 and the expected European release date will be in November of this year. But the current feeling is that the June release will be a low-key affair with minimal software available. More likely is a July release date in Japan when more games will be pushed. The knock-on effect is that the American release date may well move to November which would seem to put a question mark over whether the console will be on sale in this country before Christmas.

What this all means for you is that the hardware and software will be available to true Nintendo fans from spring and summer of this year if you know a decent importer. Prices are likely to be high if you take this route but the product will be there. You'll be able to read reviews in TOTAL! and to all intense and purposes the Nintendo 64 will be launched, at least into your conscious. It obviously makes buying the stuff so much more difficult, but it is possible. That's the main thing.

There have been problems throughout with making deadlines, but that was always going to happen. It is a natural occurrence in this profession as the development of technology is not a finite business. Products can always be improved. We may moan at Nintendo, but it even happens here at TOTAL! believe it or not that we go



4
er Of
e Beast

later than expected. Scandalous.

What has never been in doubt is that a brilliant product awaits and Nintendo have been at pains to convince people that the wait will be worth it. Having seen the games at first hand we have no doubt they are right. Obviously it is tempting for people to invest in a PlayStation or, God forbid, Saturn in the meantime, but we'd say stay firm and stick with your SNES a little longer. There are a host of new games on the way to keep you happy until the summer and indeed beyond. And as far as we're concerned there has been nothing produced so far by the other Next Gen machines to convince us to invest in another console in the meantime.

Over the next few issues expect the previews and reviews to start appearing in TOTAL! as we get our hands on copies of these games. There's no getting away from it, they are going to be slow in coming initially and only 12 games are expected to be released in the first year of the console's launch. That means, however, that we can devote the maximum time and space to every aspect of the game to give you the best reviews anywhere.

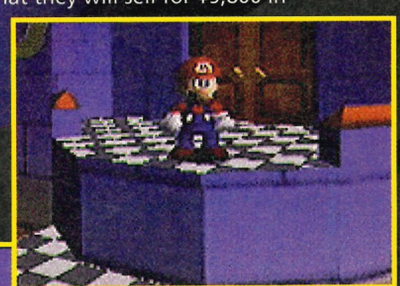
It's been a long wait and it isn't quite over yet, but we're on the verge of the most exciting development in computer games ever. Be prepared for it. Read TOTAL!

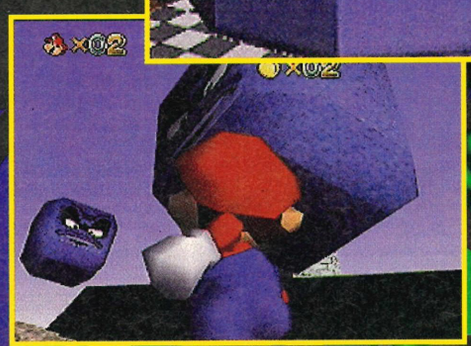
Sales Details

When it gets its release the Nintendo 64 will retail for ¥25,000 which approximates to $250, or around £200. This will not include a pack-in game in Japan as releases there never do. In America and Europe a decision has not yet been made as to whether software will be included and no indications have been given of what the games would be should they be included. Industry guesses hint at either *Super Mario 64* or *Pilotwings 64*.

As for software itself, between eight and 12 games are likely to be available for purchase within the first year of Nintendo 64s launch.

Prices of software are also under debate and initial indications were that cartridges would retail for around £100. The current line, however, is that they will sell for ¥9,800 in Japan, which translates to $100 and closer to £80 in terms of the UK.





Hey, But That's History Now...

August 23 1993
Nintendo announce Project Reality. Nintendo will be working with Silicon Graphics in the production of this new system. Scheduled for release at the end of 1995 it is predicted to retail for $250.

January 1994
TOTAL! reveal their artists impression of the Project Reality console. It proves to be nothing like the Ultra 64 which emerges over a year later.

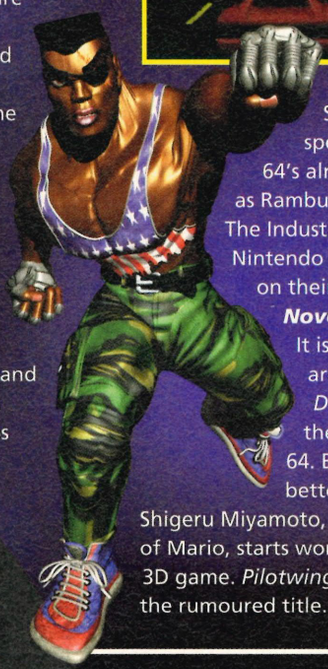
March 30 1994
Things begin to hot up as UK company Rare (later of *DKC* fame) are signed up to produce Project Reality games for the arcades. Experienced game developers Williams also become involved.

May 5 1994
Project Reality is to be cartridge based is the news which shakes the games industry early in the summer of '95. Various reasons are offered for this, Nintendo's stance being that CD ROMs are too slow and as yet not fully proven. More likely though is that cartridges will keep the prices down.

June 23 1994
Project Reality is now called the Ultra 64. And after this dramatic event news just starts pouring in. Acclaim team up with Nintendo to develop *Turok: Dinosaur Hunter.*

June 24 1994
The *Killer Instinct* and *Cruis'n USA* coin-ops are previewed. The fact that the two games don't actually contain any Ultra 64 hardware is glossed over.





July 1994
Super fast processing speeds are added to the Ultra 64's already impressive tech spec, as Rambus Inc join the Ultra posse. The Industry starts to believe that Nintendo might just have a winner on their hands.

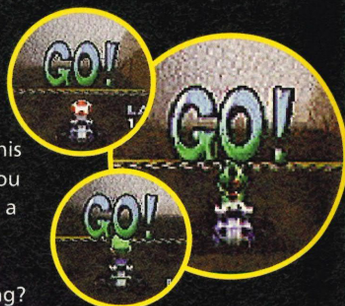
November 21 1994
It is announced that Williams are working on a version of *Doom* for the Ultra 64. Even better, Shigeru Miyamoto, creator of Mario, starts work on a 3D game. *Pilotwings 2* is the rumoured title.





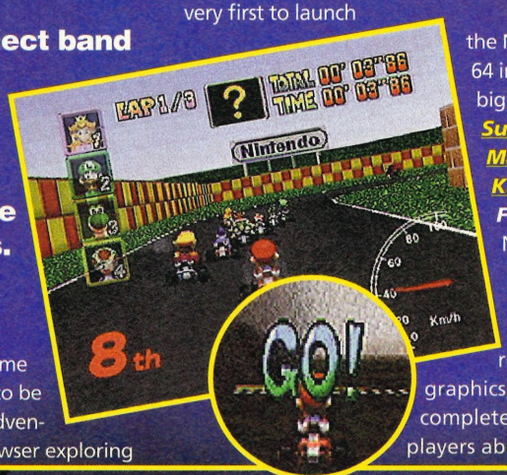
Rob Says

We're as frustrated as anyone about the delays with the Nintendo 64 but I'd rather that the machine was absolutely perfect for its release rather than being rushed out and ending up a bitter disappointment. This is a machine loads of secret levels and finding hundreds of secret bonuses. The graphics are out of this world and the environment is stunning. The game is still not completed but is sure to be one of the very first to launch the Nintendo 64 into the big time. in the action. Now you don't need to. Great characters, great tracks and it plays like a dream. This looks the most fun you could ever have with a racing game – until perhaps *Ultra Micro Machines* comes along?



Already in the picture

There is already a select band of games that we have been able to witness first hand and these are the titles most likely to be first out of the blocks.



Super Mario 64
From: Nintendo
Already the most talked about game of the year this has the potential to be the best video game ever. A 3D adventure which involves Mario and Bowser exploring

Super Mario Kart R
From: Nintendo
Imagine the superb SNES game full of rendered graphics, set in complete 3D with four players able to take part





Pilotwings 64
From: Nintendo/Paradigm Simulation
An amazing version of the original superb game which is being designed by Mario's creator, Shigeru Miyamoto. Fly through superb backgrounds either as a helicopter, hang-glider or using a jet pack and remember to breathe

January 5 1995
The chip set is finished. Which basically means that the Ultra 64 exists and developers can start creating games in earnest.

March 23 1995
Virgin join the party.

May 12 1995
The first pictures of the Ultra 64 are released.



June 9 1995
Rumours of a CD add-on begin to circulate. With faster access speeds and 150 megabytes of memory it sounds great.

September 1995
It is announced that the Ultra 64 will be revealed at the Shoshinkai Show in Japan during November.

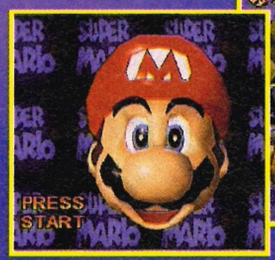
November 24 1995
We finally get to see the machine itself and it's brilliant. The revolutionary pad is also revealed, more games are confirmed and indeed 13 are actually shown – *Super Mario 64* being the pick of the bunch. A release date of April 21 is set.



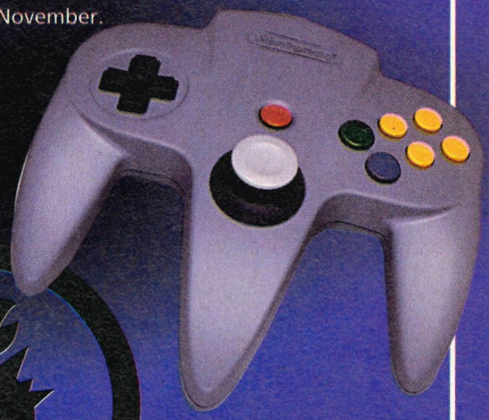
December 1995
The Bulk Storage Device is announced and the European release date is thought to be late April.

January 1996
Then again it could be September... But on the upside *Killer Instinct 2* is revealed.

February 1995
It is rumoured that the April release date is ambitious and that July may be more accurate. It is also confirmed that the American release date will be September 30 and it is hinted that Europe will get its release in November.

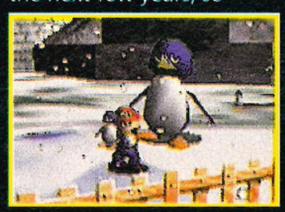






The N64 controller is revolutionary in its design, enabling varied gameplay.

that will be with us for the next few years, so it's vital that Nintendo get things right.

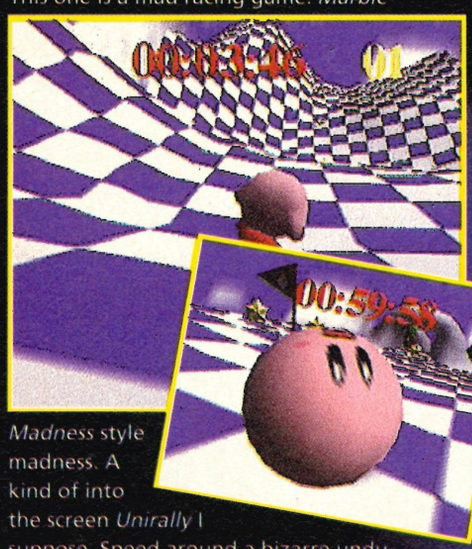


Having said that, the pictures we've seen of the games that will be available look absolutely unbelievable and it makes the wait that much harder. I just think *Super Mario 64* looks the best game ever.



every so often as you are amazed at the fluidity of movement.

Kirby Bowl 64
From: Nintendo
This one is a mad racing game. *Marble Madness* style madness. A kind of into the screen *Unirally* I suppose. Speed around a bizarre undulating course knocking other Kirby look-alikes out of the way. Kirby looks like you've never seen him before and the whole thing just shouts fun at you.



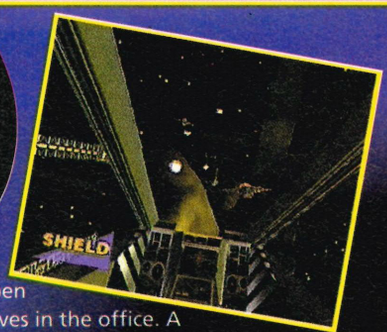
Wave Racer 64
From: Nintendo



Amazing speed boats zip around the canals and waterways of some futuristic worlds leaving mayhem in their wake. Multi-player action is a distinct advantage and this will have you and your mates knee-deep in fun. Gone are the sad boats of the Game Boy version, here comes the future. And it's wet.

Starfox 64
From: Nintendo
We got excited enough about the SNES version of *Starfox*, God knows what's going to happen when this arrives in the office. A brilliant flying game is on the way with brilliant detailed graphics and a silky smooth 3D engine. This enables total freedom of movement and looks like the flight-sim adventure to convert even the biggest sceptics of this genre. Rob in other words.





Buggy-Boogie 64
From: Nintendo/Angel Studios
Difficult to get too much info on this one as Nintendo are being a bit secretive. It looks to us like a decent version of Sony's *Assault Rigs* though. Expect a multi-player combat racing game with cars that can be



Coming Soon

These are the ones that production has been confirmed for. Some are versions of games already in existence, while others are completely new. All of them are pretty damn exciting.

Goldeneye 007
From: Nintendo/Rare
Description: *Doom*-style adventure starring one James Bond.

Body Harvest
From: Nintendo/DMA Design-'em-up

Turok: Dinosaur Hunter
From: Acclaim
Description: 3D Adventure

Ultra Doom
From: ***Williams***
Description: *Doom* only better

Blastdozer
From: Nintendo/Rare
Description: A JCB crush-'em-up

Top Gun: A New Adventure
From: Spectrum Holobyte
Description: Flying, shooting, blasting fun

Ultimate Mortal Kombat 3
From: Williams
Description: Brilliant beat-'em-up

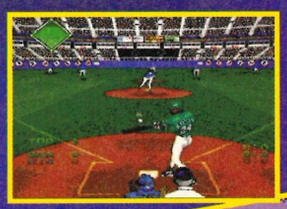


Red Baron
From: Sierra Online
Description: Flight sim/blaster

Robotech Academy
From: Gametek
Description: *Unknown*

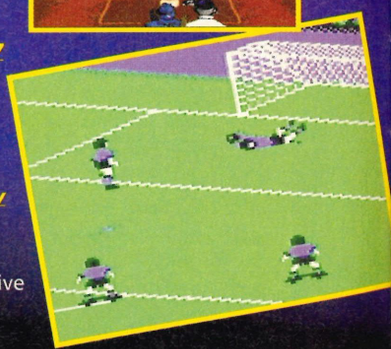
Monster Dunk
From: Mindscape
Description: Basketball sim

Ken Griffey Jnr Baseball
From: Nintendo/Angel Studios
Description: Baseball sim



FIFA Soccer '97
From: EA Sports
Description: Footy sim

Wayne Gretsky Hockey
From: Time Warner Interactive
Description: Hockey sim





Tim Says

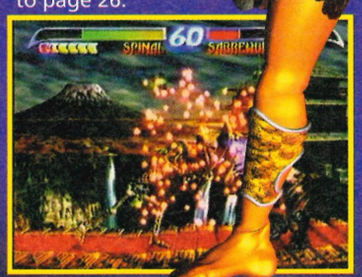
I disagree with Rob, I want the Nintendo 64 now. I don't care if it isn't finished and there are bits hanging off of it I just want one. I want to play *Pilotwings 64* and *Super Mario Kart R* and I want to play them now. I'm

Already in the picture (cont)

modified beyond belief and backgrounds to die for.

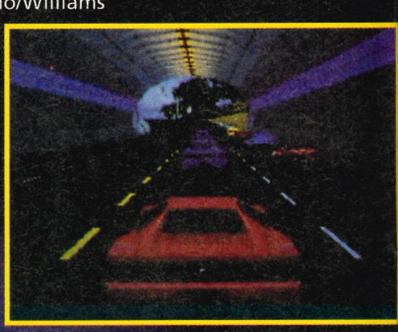
Killer Instinct 2
From: Nintendo/Rare
Do I need to say too much about this one? A superb beat-'em-up which is likely to be a massive winner when converted for living room playability. New characters, better moves, better backgrounds. I'll leave you simply with four words: Turn to page 26.





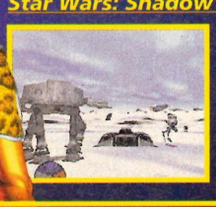


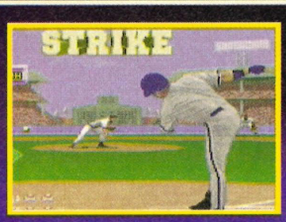
Cruis'n USA
From: Nintendo/Williams
Another favourite here at TOTAL! and one that you should all know about in detail by now. This has been making bucket-loads of dosh in arcades across the country and is on a par with any driving game on the market. Now it is set to step up another gear as it makes it onto a console.





Star Wars: Shadow Of The Empire
From: LucasArts Entertainment
Set somewhere between *The Empire Strikes Back* and *Return Of The Jedi*, this is one of the most



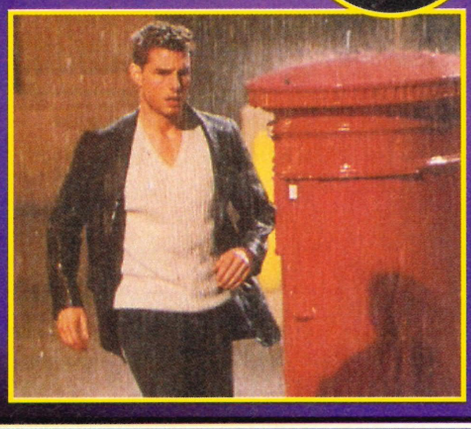


Frank Thomas Big Hurt Baseball
From: Acclaim
Description: You work it out this time

Ace Driver
From: Namco
Description: Racing game



Mission Impossible
From: Ocean
Description: 3D Adventure



Soulstorm
From: Virtual Hollywood
Description: Uknown

Alien Trilogy
From: Acclaim
Description: 3-D Adventure in space

Quake
From: GT Interactive/id Software
Description: Unknown

Stacker
From: Virgin Interactive
Description: Unknown

Phear
From: Nintendo/H2O Entertainment
Description: Unknown

Prey
From: Apogee/3D Realms
Description: Unknown

Dragon Quest VII
From: Enix
Description: Unknown.



Donkey Kong Country 3
From: Nintendo/Rare
Description: You are joking aren't you?



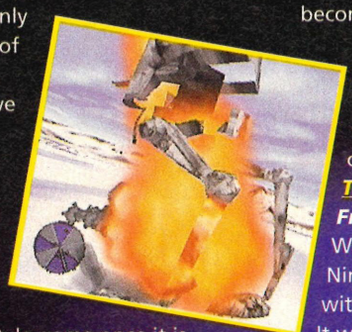


also starting to look a bit of a Charlie as well because I keep boasting to my mates that I'm going to play Nintendo 64 games. And whenever I say the machine is going to arrive it is immediately delayed again. They're starting to think I'm lying!





visually stunning of the games so far. Certainly in America it is one of the most eagerly awaited titles and we wouldn't disagree too much here at TOTAL! Viewed from a distance the fighting scenes are breathtaking, but there may also be a first-person *Doom*-style game once it is finally released.

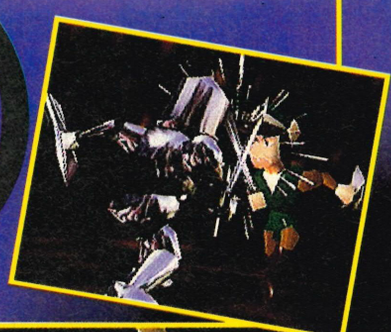


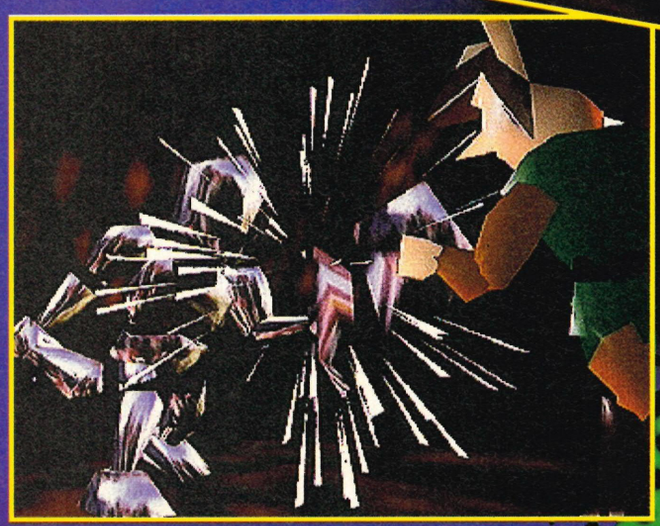
Creator
From: Nintendo /Software
This involves you making your own *Jurassic Park*. Create your own dinosaurs and then let them loose on an unsuspecting world and try not to let them become extinct. Sounds a strange game and indeed it probably is, but there's nothing wrong with being a bit weird occasionally.



The Legend Of Zelda
From: Nintendo
What would a Nintendo system be without a *Zelda* game? It would still be pretty bloody good actually, but this 3D adventure is one not to be missed. Still in the early stages of development the backgrounds look even better than *Mario 64* and the attention to detail of the characters is phenomenal. The Legend continues.

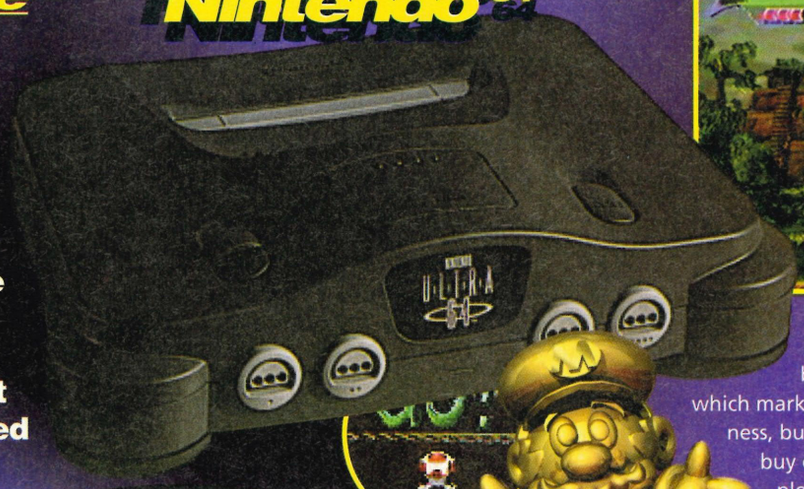






Battle of the Consoles

At the moment people are only talking about three consoles: the PlayStation, the Saturn and the Nintendo 64. The fact that the Nintendo 64 hasn't even been launched yet shows just how huge it will be.











It's all very well going on and on about the games that will be available and the capabilities which mark the Nintendo 64 out for greatness, but why should you wait to buy one when there are plenty of other Next Generation consoles available already? What makes the Nintendo 64 better than its rivals? There are basically four main reasons why the Nintendo



Deb Says

Nintendo 64 this , Nintendo 64 that, it's all I ever hear around the office these days. Personally I don't give a monkeys whether it ever comes out at all. I'd rather people were talking about making me a cup of tea. I must admit some of the

Tech specs

Exact dimensions: 260mm x 190mm x 73mm (roughly the same size as the PlayStation).
CPU: MIPS 64-bit PISC running at 94MHz (approximately two and a half times the speed of the PlayStation).
Memory: RAMBUS D-RAM 36 megabits (4.5 Mbytes) with maximum transfer speed of 4,500 Mbit/sec.
Reality Co-Processor with built-in SP (sound and graphics processor) and DP (pixel drawing processor) running at 62.5MHz.
Resolution: 256 x 224 – 640 x 480 dots with flicker-free interlace mode support.
Colour: Max 32-bit RGBA pixel colour frame buffer support. Standard 21-bit colour output.



Bulk Storage

The Nintendo 64 is to have added memory capacity due to a device known as the 64DD. Originally referred to as the 'bulky drive', this add-on will have the ability to write data as well as simply reading it. It will be attached through the bottom of the Nintendo 64 and will use magnetic disks front-loaded into the machine. These disks will hold 64 megabytes of data, approximately 16 times the data contained in the *DKC* SNES cartridge. This storage device is likely to be of most use with games such as *Legend Of Zelda 64* and *Dragon Quest VII*.

In Control

One of the instantly recognisable differences between the Nintendo 64 and its Next Generation contemporaries is the revolutionary three-pronged joypad. This arrangement enables many different ways of manipulation and will allow game developers greater flexibility. It will obviously be used in different ways depending on the genre of game being played and certain configurations will be better suited to racing games that sports games and so on. The other distinctive feature is that it will instantly be available in six colours: black, grey, yellow, green, light blue and dark blue.



64 WILL be better than its rivals and they are firstly that Nintendo's ability to create games is unblemished and they are the most successful games company in history. Secondly the development team they have put together involves the best companies in the industry. Thirdly they are working in conjunction with Silicon Graphics, the people responsible for the most advanced graphics technology in the world. And finally it's likely to be the cheapest. Okay, so that's not a reason to buy it strictly, but it's certainly no disadvantage either. Still not convinced? Our reasoning not quite correct? Fine. You go ahead and buy a Saturn or PlayStation. We know which console will be the 'most wanted' this time next year. And indeed the year after that...



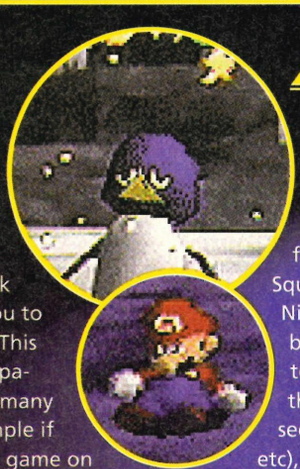
screenshots I've seen look really bright and colourful but they're only games after all. I don't know what all the fuss is about really. I'm happy just doing my crossword and listening to *The Archers*. I just wish someone would put the kettle on.





Memories

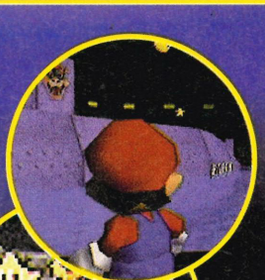
In addition to the 64DD and the fact that some cartridges may have up to a 96 megabit capacity, there is also a memory card available which slots into the neck of the controller enabling you to save game info and store it. This handy device will operate separately to the Nintendo 64 in many ways. For example if you play a game on your Nintendo 64 and get to a stage none of your friends have, you can save it on the card, take out the card and run round to a friends house and as long as they have a Nintendo 64 and the game in question you can share your findings with them.

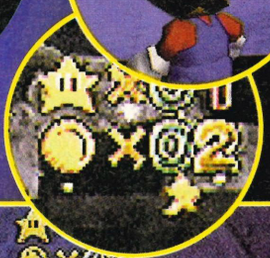


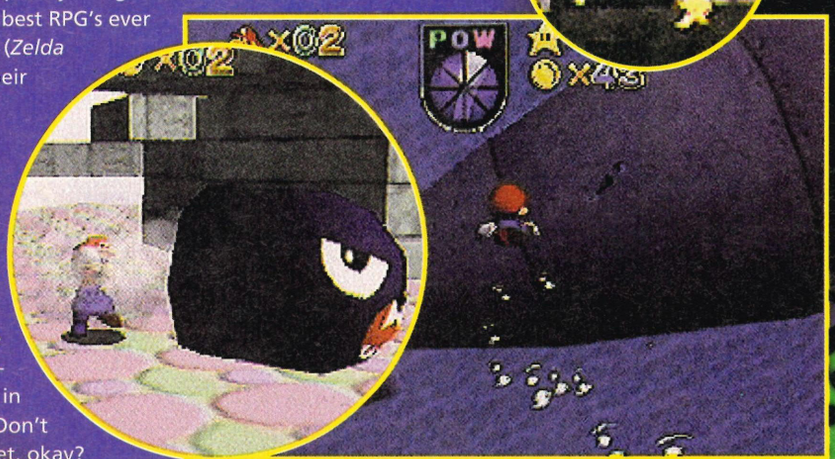


A Square Peg...

So what's all this about old mates Squaresoft and Nintendo falling out? The story is that Squaresoft have pulled out of Nintendo 64 developments for the time being, but we believe that this is just a temporary thing. Creators of some of the best RPG's ever seen (*Zelda* etc), their games fit Nintendo's machines like a glove and it is surely only a matter of time before the partnership is back in full effect. Don't panic just yet, okay?







Playstation





As you might have noticed, PlayStation magazines are popping up all over the place. They're more common than Bianca from *EastEnders*. But what's all the fuss about? The box looks quite nice (especially in blue), the buttons are cool and the logo is pretty smart but surely that's not enough to make you part with £300? There are some half decent games available we'll admit but simply not enough of them when you consider that it's been available for 15 months. *Jumping Flash* is a great platformer, *Wipeout* is a decent enough driving game which is improved greatly by the excellent soundtrack and *Tekken* is a pretty good beat-'em-up. In our opinion though, there aren't enough games







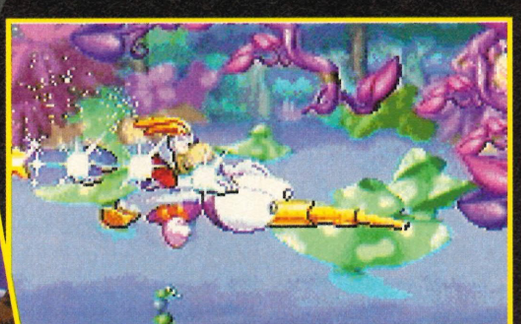






Chris Says

As the artist around here I'm only interested in things from an aesthetic point of view (*Pretentious word that artists use to say things look nice – Rob*) and the screenshots I've seen from the Nintendo 64 look much better than anything I've seen



The Sinclair C5, Eldorado, the Ronco Button Master and hiring Danny Wallace. All seemed like a good idea at the time but then never somehow really worked. Of course the one

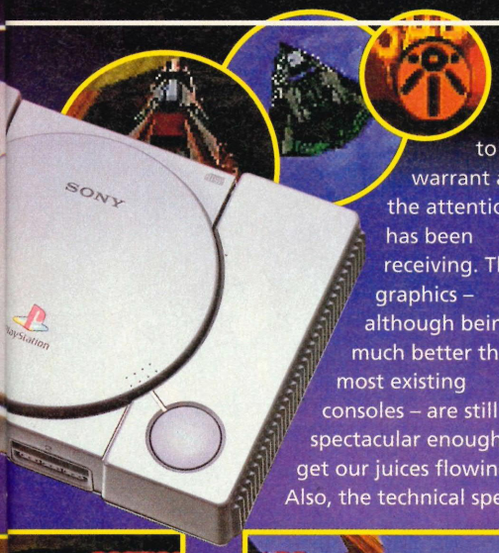
Saturn











to warrant all the attention it has been receiving. The graphics – although being much better than most existing consoles – are still not spectacular enough to get our juices flowing. Also, the technical specifications of the PlayStation just can't match up to those of the Nintendo 64 and somewhere along the line it's going to fulfil its potential, while the Nintendo 64 will still have the capabilities to get better and better.

It all seems rosy for the PlayStation at the moment, but is it just a little too bit good? We're suspicious. Along come a company with virtually no experience of the games industry and deliver a machine on time with a whole host of games as well. It all seems a bit spooky. Surely there's a limit to how much longer they can keep up the momentum.

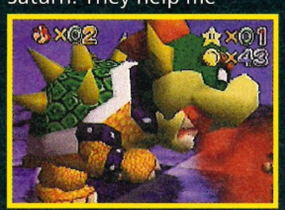
For the moment the PlayStation is leading the way as the trendiest and most playable Next Generation console but already the Nintendo 64 hype is building and as soon as it is released the PlayStation will get its first real test of popularity.



As soon as the streamlined black sleekness of the Nintendo 64 is available to an over-eager Nintendo audience it may well prove to be a Jumping Flash in the pan and the Nintendo 64 could really signal Wipeout for Sony's sexy little grey box.



from the PlayStation or Saturn. They help me make TOTAL! the good looking mag that it is and I'm just waiting for the reviews to come flooding in so that we can stuff the mag full of these gorgeous pictures. I haven't got a clue what the games will be like though, I leave that to Rob and Tim.



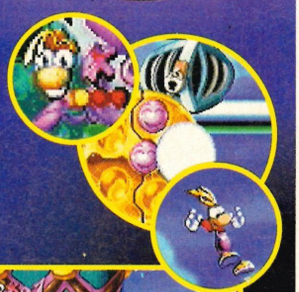








missing from that list is the Sega Saturn. Obviously Sega have some good games to show off such as *Virtual Fighter 2*, *Bug* and *Sega Rally* and they need a machine on which to play them, but why, oh why, was it the Saturn? It looks strange and it is strange. It has already been put in the shade by the PlayStation so you can imagine how much trouble it'll be in when the Nintendo 64 gets on its case. Things are starting to pick up for it now, but is it too late? Developers Bullfrog are already re-evaluating their commitment to the Saturn and whether to continue making games for it. It will be interesting to see if others follow suit. One of the major problems was that Sega got their development requirements to producers too late and they had already got involved with PlayStation projects. As a result the launch of the Saturn was quieter than it should have been and it has spent its life to date very much in the shade of its Next Generation opponents. Even one that has yet to be launched!





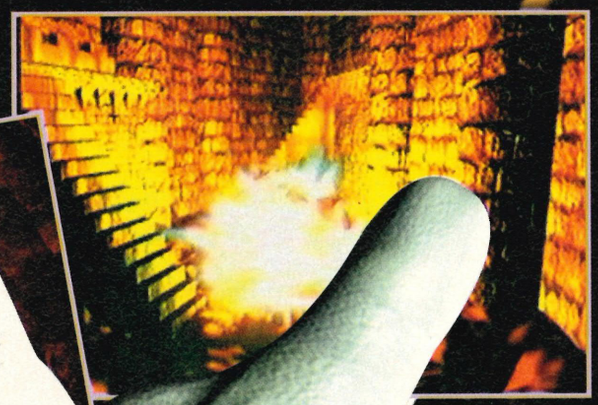


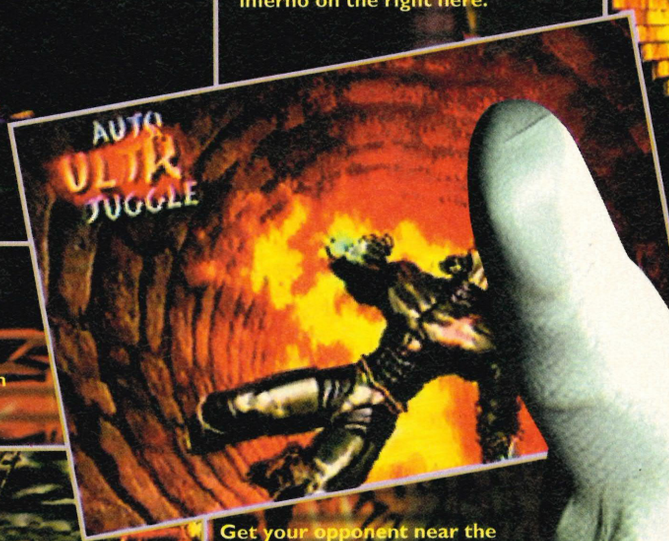




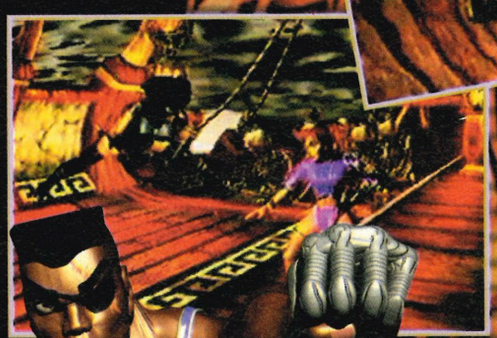


Gargus is the chap you'll have to ultimately defeat. And defeat him we did – as you can see from the inferno on the right here.





Killer Instinct 2 features a whole host of new, stylish cutaways and victory poses (above). Here comes Kim, hoofing her ripe old plates in yer face. Eat my sole!



Get your opponent near the rim of certain rings and then dragon punch 'em into oblivion (look, up there). Try it out on Spinal's ship.

There's nothing more pure than two lasses scrapping: a whirring mass of hair, heels and hairdryers. Lovely.



Killer In

Sequels are odd fellas. They tend to fall into three categories: tons better than the first, identical to the first and finally, distinctly worse than the first. That's a lot of firsts there.

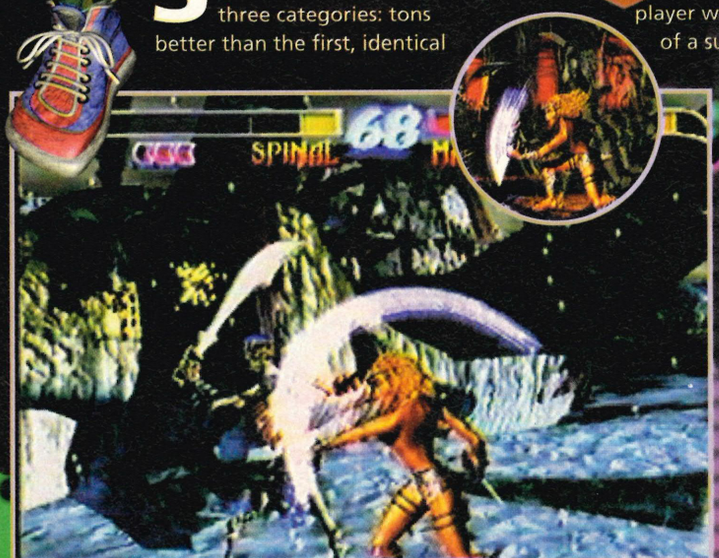
So, where does *Killer Instinct 2*, Nintendo's follow-up to the beat-'em-up that changed the way people ate, or something, fit in? Well, fortunately for us, snugly into the very first category thank you very much.

It's just a much smoother game all round. Whereas in *Killer Instinct* the weaker player was left the dizzied victim of a succession of short special moves, *KI2* goes for a much more satisfying combo approach. That's not to say there aren't oodles of specials to master, but it certainly lifts it from the shallow ranks of the stunning crowd-pleaser to the heady heights of the serious, challenging beat-'em-up clan.

The game has been guided, by *Donkey Kong Country* developers Rare, to concentrate on how much damage you inflict on your opponent, rather than the spectacular nature of the moves you carry out to cause that damage. And we think you'll agree that it's much more impressive to see a greater amount of smaller moves being linked together in a combo to take chunks off of the life gauge of your opponent.

These combos can be built up using either manual or automatic combinations.







If you're pretty handy with your fists, you'll eventually beat old Gargus and go on to watch an end sequence. There are loads...

Orchid was our favourite and we're glad she appears in the sequel. She's a dead cheeky lass, and handy with her stick things. Look – she'll even take on Gargus!

nstinct 2

Essentially the automatic attacks are those carried out using a simpler button/joystick combination, but they do a lot less damage than the manual ones, encouraging you to keep practising. You may be surprised to hear that in the first game there was a limit of about a 40-hit combo (though these were incredibly rare), but this has increased to 60 in *KI2!* Let us know how close you come to this frightening hit count.

Those special moves haven't been forgotten, though. *KI2* has gone the way of many new beat-'em-ups and adopted the Super Bars made famous by *Street Fighter X*. These build up as you receive damage and dish it out (in different amounts) and can be done so twice. These will let you pull off a Super Attack, which are a bit like the Shadow Moves from *Street Fighter*. These deplete your Super Bar in different ways – some reducing them quickly, others taking only one piece at a time. Some even add the amount used to the other fighter's Super Bar, which Rob found a bit scary.

The great thing is, Combo Breakers have become much easier to pull off quickly. That means you can stop your opponent in mid-combo flow, reducing the high levels of damage associated with them. When you pull these off, the whole screen turns a bloody red, accompanied by a circle of stars and the mad,

Rob Says



I was a big, big, BIG fan of the original arcade monster, and our mates at Rare have pulled out all the stops on this sequel. As Tim says, it's improved many of the faults of its predecessor, and we're itching for a SNES version.



Ooh, small balls of fire! Spinal's a dab hand at generating 'em.

COMBOS
Huge improvement over the original

TOTAL! Tactix

It might sound obvious, but blocking is the first thing you'd better get a grip of in *KI2*. In fact, run down the arcades and practise by yourself so you don't look such a kipper later on. It involves a pulling back of the stick and a pressing down on an attack button. Your fighter will 'jitter' quicker and will be able to stop a single standing attack in this state. And it'll lead naturally to those all-important combo-breakers.

gravel-throated commentator screaming 'Combo Breaker' at lung-bursting point. Your opponent will feel very inadequate. Hah!

Throws are now a very important element of your battle line-up as well. Normally they're not regarded as such in the beat-'em-up world in general, but we felt the first game suffered for their omission. They deal a serious portion of damage to the opponent, but watch out – they can be reversed (though you'll have to be quick as this has to be done as soon as you see the other fighter attempt to throw you).

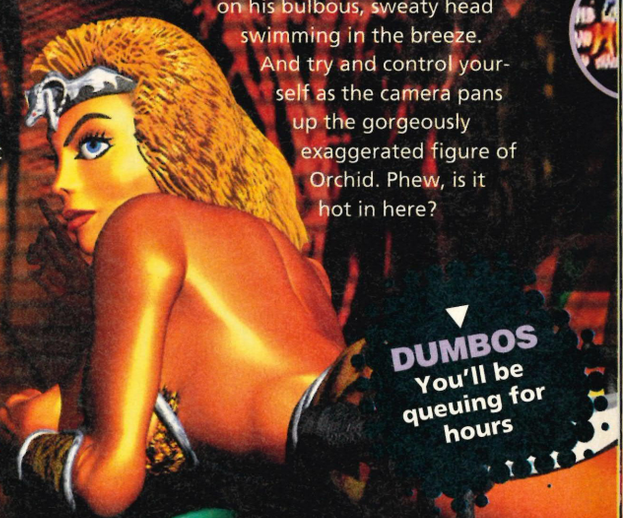
The screen dash also comes as a welcome inclusion in the gameplay. When you're in close, it enables you to skip 'round to the other side of your opponent and either go for the quick punch/kick or trigger off a combo in his/her back. This is particularly handy when you've got someone next to you playing 'the waiting game'. You know the sort – all sit back and block until you unleash an attack, rather than getting stuck in with fists and feet flying everywhere.

The whole presentation of the game is top-notch as well. With the guitarified *Killer Instinct* theme rocking from the speakers, you'll be treated to some stunning intro and cutaway sequences. Be amazed as Tusk leaps like a gazelle into the air, each individual hair on his bulbous, sweaty head swimming in the breeze. And try and control yourself as the camera pans up the gorgeously exaggerated figure of Orchid. Phew, is it hot in here?





Orchid's cat/panther/puma move is still a beauty. Puurrfect!



DUMBOS
You'll be queuing for hours

Yes we all know that *KI 2* has unceremoniously dumped several of the old characters and replaced them with *newies*. But why have Riptor, Cinder, Chief Thunder and Eyedol been given the push?

And exactly how good are the new guys? Well, first, Rare simply looked at the data being logged on the American XBAND system for games of *Killer Instinct*. XBAND is basically a system which enables you to play on your SNES against someone miles away, thanks to a modem facility. So, the characters that were chosen least were 'removed' from the sequel.

But are Kim Wu(1), Maya(2), Tusk(3) and boss bloke Gargus(4) really any better? Well, each of the fighters fills a distinct difficulty level. Kim Wu's ideal for the new player – in fact, she was *so* ideal that she had to be toned down a bit, the dirty fighting lass. Tusk, at the other end of the scale, is a much slower, powerful fighter who ranks as a tough opponent in the one-player game.

You can't choose to play as Gargus though – unless you find the hidden cheat. You can bet that TOTAL! will discover it first though!

'Bring out your dead!' cries a scummy old man with a cart. And in deepest Twycross, developers Rare sort out their baggage...

Four



Death! Death! Er... Death!

The weird old Death Moves were one of the highlights of *Killer Instinct*, and they've been beefed up for *KI2*.

Gone are those rose-tinted static moments where the victim basically stood there waiting for impending doom.

Yep, now you can actually attempt to block those vicious finishers, and go on to fight another day.

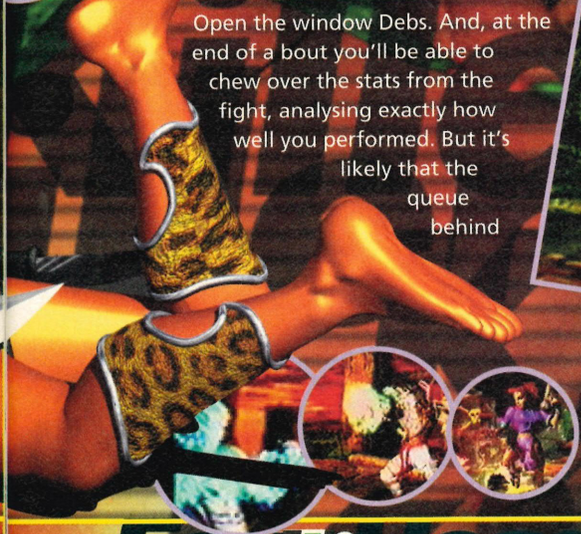
Admittedly, some are a bit disappointing – they rely a bit too much on flames and burning bodies. But hey, variety is the spice of life, and there's plenty of that here. Here are a few examples...





Open the window Debs. And, at the end of a bout you'll be able to chew over the stats from the fight, analysing exactly how well you performed. But it's likely that the queue behind you will get very angry if you do. Best wait for the home version instead. The SNES version probably, as Rare tell us that the Nintendo 64 version will be even more different. Can't wait!



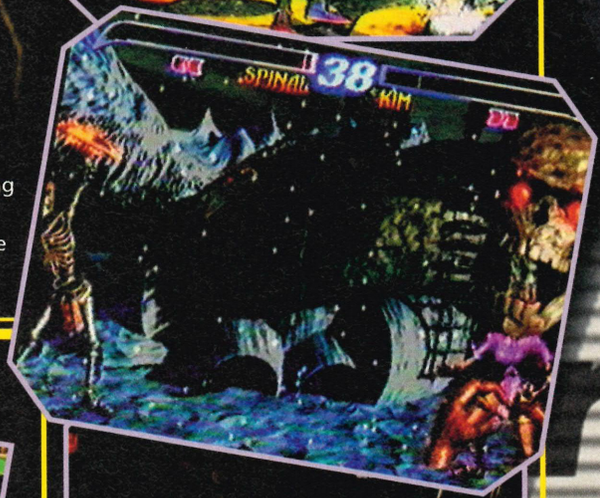


Maya's jungle scene, where it's always drizzling.











Heading For A Funeral



GRAPHICS

Ooh the backgrounds, they're so 3D, they even move 'round as you do. Lovely stuff.

9

SOUNDS

It's so loud they'll probably turn the volume way down at your local arcade.

8

GAMEPLAY

A lot smoother than the original *KI* and the shift to combo-lead play is brilliant.

9

LIFESPAN

You'll keep coming back to it until we get a home version. It's gonna be a busy machine.

9

TOTAL! JUDGEMENT

'Never before have we seen a sequel perform so well. Apart from *Street Fighter 2*. Or *Mortal Kombat 2*. Um...'

TOTAL! SCORE 94


The Solid Gold
TOTAL! Aw

Best NES Title





Nominees: *Super Mario Bros 3, Elite, Low G Man, New Zealand Story* and *Probotector 2*.
Winner: *Super Mario Bros 3*.
Justified?: Very much so. It appeared in issue 1 of TOTAL! and notched up a breath-taking 98%.
Much in it?: Oh yes. *SMB3* won by several thousand miles, in fact. *Low G Man* was in second place with eight votes. That's how close it wasn't.
Moral of the Story: The NES might be older than Rob but classic games like this won't be forgotten. Until the Nintendo 64 comes out, of course.

Biggest Nose

Nominees: Josse, Josse, Josse, Josse and Someone Else.
Winner: Josse.
Justified?: Wouldn't like to say, actually.
Much in it?: See if you can guess.
Moral of the Story: If you've got a big conk don't tell Thicky.



Best Game Boy Title



Nominees: *Donkey Kong Land, Earthworm Jim, Mortal Kombat 2, Zelda 4* and *Super Mario Land*.
Winner: *Zelda 4*.
Justified?: Undoubtedly. Fun and frolics of the 93% type in Issue 23.
Much in it?: A close run thing between *Zelda* and *Donkey Kong Land*. We thought we were in for some fisticuffs at one stage but luckily Faustino Asprilla turned up so we got him to put the elbow in a bit.
Moral of the Story: Just proves that RPG's on the Game Boy can be both interesting and good but, more importantly, compete with anything the SNES has got.



wards

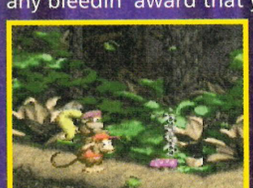
It only comes once in a lifetime and – lucky for you – it's come in your lifetime. There's champers, there's posh stuff like salmon, there are limos and jewels and Chanel No 5. And if all that wasn't enough then it's chock to the bloomin' block with car fulls of top grade celebs. Yep, The Solid Gold TOTAL! Awards are here and boy are we excited.

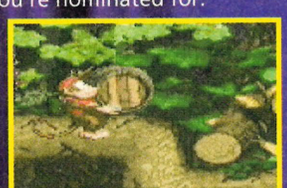
Best Platform Game



Nominees: *Super Mario All Stars, Donkey Kong Country, Earthworm Jim 2, Super Mario World* and *Super Metroid*.
Winner: *Donkey Kong Country*
Justified?: Graphically wondrous certainly, but better than the others...?
Much in it?: Nope. It turned out to be closer than Siamese twins. *Super Mario All Stars* – complete with a 99% review – was leading all the way until *DKC* went ape and beat its chest all the way to the finish line.
Moral of the Story: If you make a game look like Claudia Schiffer you can win any bleedin' award that you're nominated for.









Best Shoot-'Em-Up



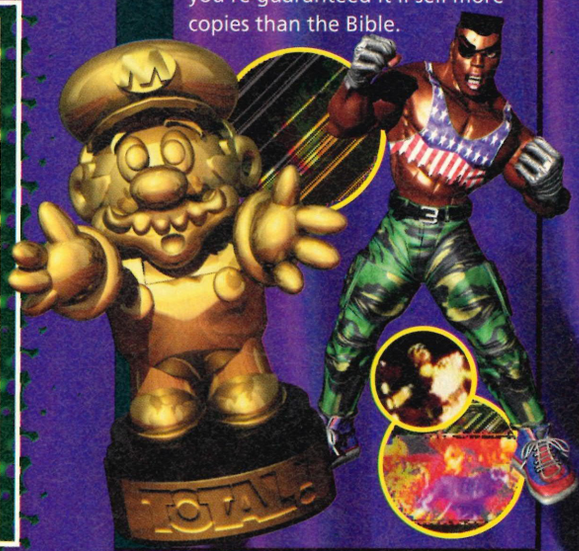


Nominees: *Starfox, Alien 3, Cannon Fodder, Doom* and *Super Probotector.*
Winner: *Doom.*
Justified?: Can't argue with it, really. Top grade blasting action that brings new meaning to the words 'universal acclaim'.
Much in it?: Only about all the votes. The nearest was *Cannon Fodder* and that gained as many votes as *Last Action Hero* did buyers.
Moral of the Story: I must... a] nick a copy of *Doom* from the office. b] get hold of a time machine and go back to 1993. c] hand a copy of the game to Ocean. d] watch as every person in the known universe buys a copy. e] become the bank managers best mate. f] give up work.



Best Combat Game

Nominees: *Killer Instinct, Super Street Fighter 2 Turbo, Mortal Kombat 3, Dragon* and *Turtles Tournament Fighters.*
Winner: *Killer Instinct.*
Justified?: A very good game – of that, we have no doubt – but better than *MK3* and *SSF2 Turbo?*
Much in it?: Tight, to say the least. A three horse race for most of the way but towards the end it just became a battle of the new boys, *Mortal Kombat 3* and *Killer Instinct.* The rest, you know.
Moral of the Story: Stick a 17-hit Combo into your game – even if it's 'Postman Pat's New Greendale Adventures' – and you're guaranteed it'll sell more copies than the Bible.



Best RPG

Nominees: *Secret of Mana, Secret of Evermore, Illusion of Time, Zelda 3* and *Addams Family Values.*
Winner: *Zelda 3.*
Justified?: You betcha. Definitely the best of the bunch and worth 93% way back in Issue 11.
Much in it?: May as well have been no other nominations for all the difference it made.
Moral of the story: To pull off a top-notch RPG all you need to do is secure a bit of superior gameplay and then leave the graphics to Joshua, aged 3 from Abergavenny. It'll cost you nothing but people will love it.





Stars In Their Eyes

What with the TOTAL! Awards being the most prestigious date in the showbusiness calender we had a fair few celebrities turn up. And there was some right goings on. Just have a gander at this lot.

Best Sports Game



Nominees: *FIFA '96, ISS Deluxe, Madden NFL '94, NHL '96* and *Super Tennis.*
Winner: *ISS Deluxe.*
Justified?: It's a disgrace to even ask that. 95%, issue 48.
Much in it?: After we rigged it – I meant, counted up the votes – *ISS Deluxe* managed to walk away with the Best Sports Game title fairly easily.
Moral of the Story: Always include the office favourite in your awards and then 'forget' to include it on the voting sheet.



Best Puzzle Game





Nominations: *Bust-A-Move, Kirby's Avalanche, Hebereke's Popoon, Lemmings 2: The Tribes* and *Mario's Picross.*

Winner: *Lemmings 2: The Tribes.*

Justified?: Very yes indeed certainly. Stole away with 90% in issue 35.

Much in it?: Not really. *Lemmings* trounced everyone except *Bust-A-Move* and in the end nuking already suicidal animals was obviously more fun than firing multi-coloured bubbles into other multi-coloured bubbles.

Moral of the Story: Do not make games abroad! EVER. Because, let's face it, can we be bothered with all that £65 import rubbish when there's a copy of *Lemmings* down you local Virgin Megastore? Of course we can't.

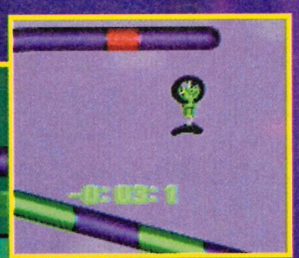
Michael Jackson Confusion!



After a successful Brit Awards appearance, the King of Pop nipped down to Bath and revealed his secret love affair with TOTAL! 'There's so much good stuff in there', said Jackson, 'and all my young friends read it as well'. The King of Pop then signed autographs and chatted to a local circus performer who admitted to being a huge Jackson fan. The performer, dressed in all black, then showed a transfixed audience how to 'moonwalk'.

Best game Wot Doesn't Quite Fit Into Any Category





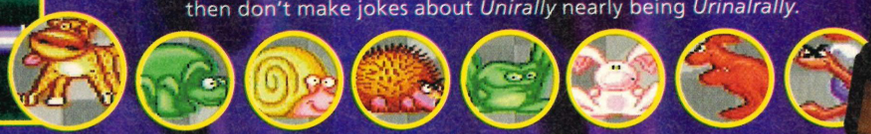
Nominees: *Unirally, Spindizzy Worlds, Micro Machines, Pilotwings* and *Sim City.*

Winner: *Unirally.*

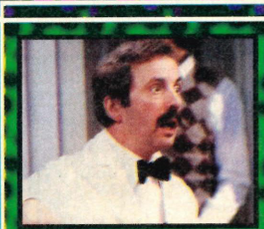
Justified?: 90% in Issue 39 was more than justified, methinks.

Much in it?: The only category where all the games got respectable amounts of votes. *Pilotwings* was a close second but in the end ground based racing proved the more popular choice.

Moral of the Story: If you don't want to go to bed early without any tea, then don't make jokes about *Unirally* nearly being *Urinalrally.*







Our poor waiter – Manuel – just couldn't believe what he was hearing when the winner of 'The Most Attractive Person' award was announced. And to make matters worse poor old Debs got that cup of coffee right in the lap of her hugely expensive black dress. Awful business.

Best Multiplayer Game



Nominees: *Super Bomberman 3, ISS Deluxe, Street Racer, Micro Machines* and *Secret Of Mana.*

Winner: *Super Bomberman 3.*

Justified?: Assuredly. Excellent bomb laying romp that was rewarded with 91% in Issue 47.

Much in it?: Pretty close. *ISS Deluxe* was always going to be a difficult one to put down and the fat bomb laying man didn't look like he was going to pull it off at one stage. But, well, he did.

Moral of the Story: Just proves that if you release the same game three times in a row you can get away with it.



Blur Sing!

The lad Albarn and friends blasted out a rip roaring version of *Country House* and even had self confessed Blur-hater, Rob, singing 'Lives in a House/A very big house/In Pompey'. He finished the evening with the classic Clive Dunn single, *Grandad. Wonderwall*, I mean. Wonderful.

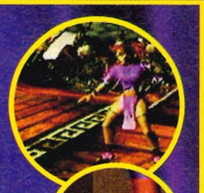


It Could Be You...

...Steph Allman from Wolverhampton

Congratulations. You were spot on with all but two of your answers and you even chose *International Superstar Soccer Deluxe* as your favourite sports game which can't be half bad. You shall now win a copy of every game that has walked away with an award. Well done.

And while we're talking competitions, we also carried a questionnaire in Issue 49 asking you to list your favourite games related things in 1995. Well, Dean Jones of Southampton has won this one and we'll be getting in contact pretty damn soon to sort out the three games that you would most like to have in the world.







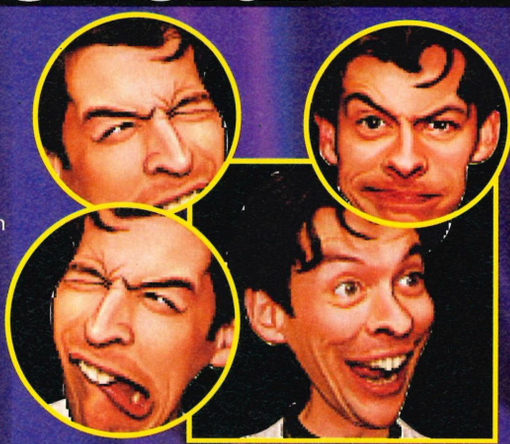


Most Attractive Member Of Staff



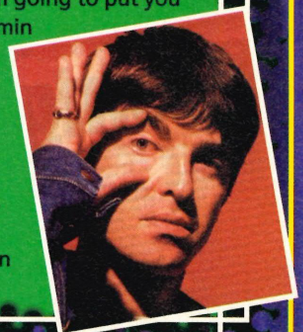


Nominees: Andy, Rob, Josse, Atko and Someone Else.
Winner: Andy.
Justified?: No.
Much in it?: Oh, who cares? It's not funny and it's not clever.
Moral of the Story: Start off on TOTAL! by letting Steve Jarratt call you 'Smelly', 'Oi You' and 'Insignificant Little Wretchoid Creature', build up a reputation of having the brain capacity of a watermelon, insult people with nasal jokes, become a treacherous turncoat and bugger off to a Sega mag, come back and act in a similar fashion, get your haircut and watch as every reader from Truro to Tunbridge falls over themselves to call you attractive. That's enough. I don't even want to talk about it anymore.

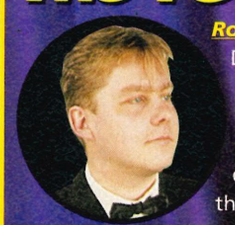


Chris' Hidden Talents

During the evening, TOTAL!'s very own crayon, Chris, got up and did a half hour stand up routine. With such classics as 'Waiter, waiter, there's a fly in my soup!'/'I know, they're very nutritious and can provide a number of necessary carbohydrates', and 'Doctor, Doctor, I feel like a pair of curtains!'/'Right, I'm going to put you on a course of Vitamin A tablets because they'll replace your low iron levels, okay?', he soon got the audience going (home). The picture of Noel Gallagher was taken during Chris' act.



The TOTAL! Team On The Town



Rob

Dressed in a pretty darn suave Gautier suit and a smart/casual pair of moccasins, Rob looked a bit of alright. The only thing we're not sure about is his hair. I mean, is it even real hair? See, it stays in exactly the same place even if its being subjected to a rather severe hurricane. And, do we ever see Rob and Mike Flowers in the same room together? No, is the answer to that. We do not. Hmm. Rob's highlight of the night: 'My speech. I thought it went pretty well. I mean, Oasis came up to me and told me to 'sod orf' afterwards. I didn't quite understand – I guess that's how they speak in Manchester – but I think they were telling me they quite liked it.'

Debs

Debs had a controversial night to say the least. She first kicked up a stink about having to eat salmon, so Manuel had to cook her a plate of chips. And, later, whilst dancing to Pulp's rendition of '*Earth Song*', she ran up on stage and started to do mooners. As she was dragged off stage, she accidentally whacked Chris round the face. The Police let her off for doing such a good turn, though. Her highlight of the event packed evening: '*Lemmings 2* winning best puzzler. I just can't help but love those little furry creatures.'



What The Papers Said

Q 'Better Than The Brits!'

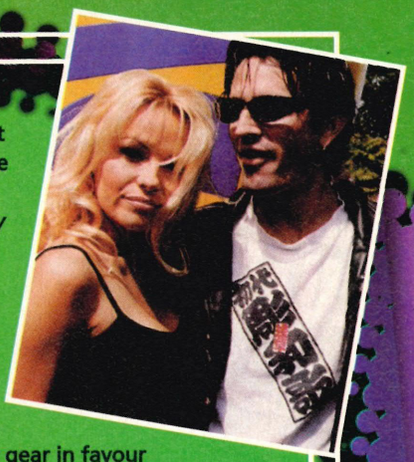
The Daily Mail 'Pegley Wig Exposed!'

Vox 'Pulp And Blur Shine As Top Grade Ceremony Goes Off With A Bang!'

NME 'What Ceremony? All We Care About Is The Next Oasis Album.'

Melody Maker 'Songs! Thongs! And Golden Gongs!'

Toy Story Cast Turn Up



And last but not least the cast of last month's *Toy Story* made a guest appearance. Woody – who discarded the cowboy gear in favour of leather and denim – brought along his girlfriend, Pamela, who also doubles up as the lovable Barbie.

Later on in the evening, Pamela showcased her brand new tattoo which read, 'Made in Taiwan'.

Best Videogame





Nominees: Everyone is welcome.

Winner: *Super Mario All Stars.*

Justified?: The word was invented for *SMA*. 99% in Issue 21.

Much in it?: There were absolutely sackfuls of votes for *Doom*, *Killer Instinct* and *ISS Deluxe* and *MK3* was also pretty popular. *Sensible Soccer* – bless it – also managed to clock up a fair few points but, at the end of the day, arguably, the best game of all time won through and lived up to its hard earned reputation.

Moral of the Story: Make the best game of all time and it'll stay that way. Simple, if you think about it.

Pulp Sing

Sheffield's finest performed blistering versions of *Common People* and *Misshapes* and Jarvis revealed a white body suit beneath his normal black clobber. The band finished with a tear-up-the-seats rendition of *'Earth Song'* where the Cockerman was heard to sing, 'What about animals?/What about rainforests?/What about mooners?/What about sticking your V's up/At dull American artists/Who have ideas above their station?'. Most entertaining it was.



Chris



Chris looked like Mr Motivator in his all-in-one lycra suit – 'it keeps saturated fat levels to a minimum' – and his – hilarious? glorious? brilliant? crap? – stand-up routine only managed to provoke bouts of sporadic violence as the audience tried to get to the stage and smack him down. Still, he did tell us his highlight of the evening. '*DKC* winning best platform game. It's a smashing tour-de-force of graphics and sound and as far as I'm concerned deserves all the praise that's heaped on it. Right, who wants a joke then?'

Tim

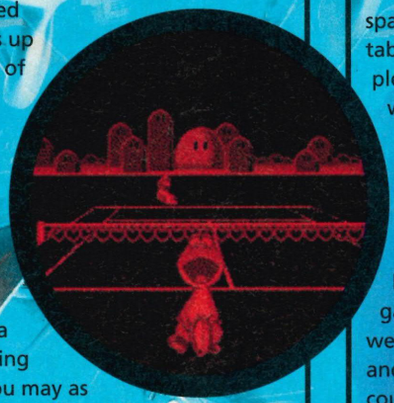


Tim – complete with horrendous cold and scabby red nose – finally got his hair cut for the evening and turned up in an off-brown pinstriped suit with flowery accessories. He was quickly arrested by the fashion police but let out later when Jarvis Cocker lent him a suit. He was then arrested for wearing that. His highlight: 'International *Super Star Deluxe* winning Best Sports sim. I mean, I knew that I'd fixed it but I didn't realise quite how well. Oh, and that cell down the Bath nick was pretty nice as well.'

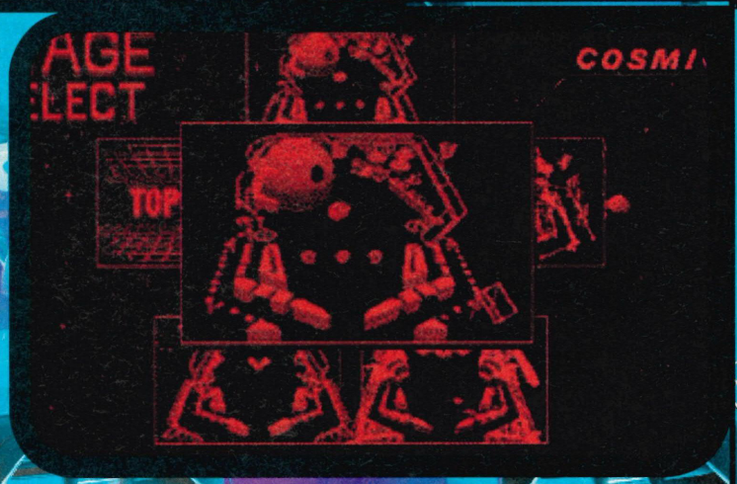
In The Red

Mario Tennis

A simple but addictive little game in which our moustached plumber friend takes up tennis along with six of his platform chums. Very few surprises with this one, but it's very playable and benefits from a two-player link-up option. Described by many as 3D *Pong*. If you're going to buy a Virtual Boy this is going to come with it so you may as well get used to it anyway.



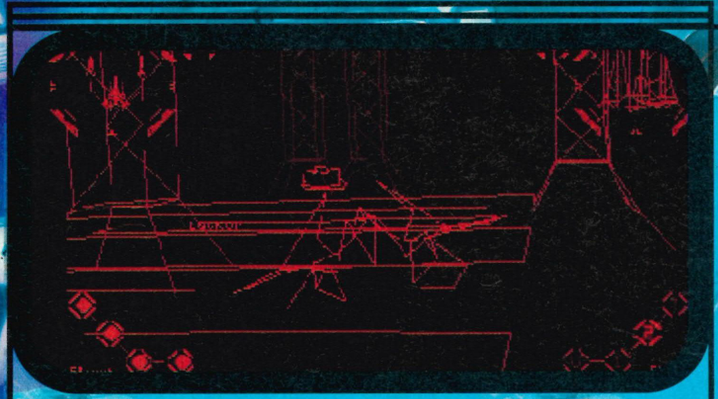
Galactic Pinball



A solid and reliable game in which pinball meets outer space. Four tables boast plenty of wild features together with special hidden bonus games. Graphically this is great and with its weird and wonderful special effects and addictive gameplay this could be an early purchase for your Virtual Boy.

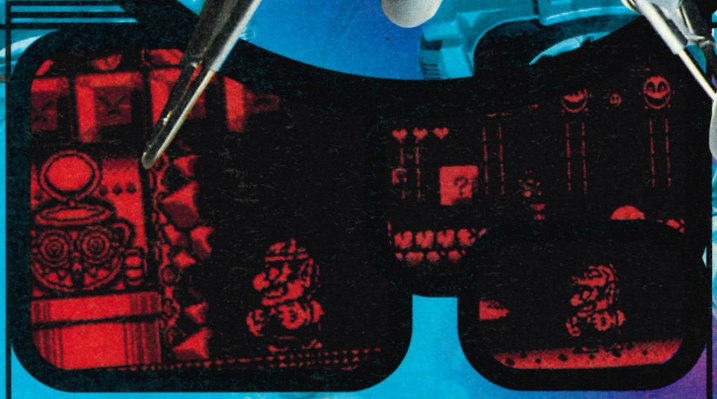
Red

I heard the news today, oh boy. It's a virtual relaunch for the red-eyed little monster. Loads of new games and a fresh new outlook. Rob happily sees red as the boy becomes a man.



The TOTAL! jury is split in two on this title. One camp will try to convince you it's an impressive futuristic shoot-'em-up. The other say it's a mess of polygons which only leads to headaches not to fun. As pilot of the Tech-Wing fighter you battle the forces of KAOS, a 21st century artificial intelligence system. With shields, missiles and turbo boosts at your disposal and gauges everywhere there is everything you need to have a good time. The things is, you rarely do.

Red Alarm

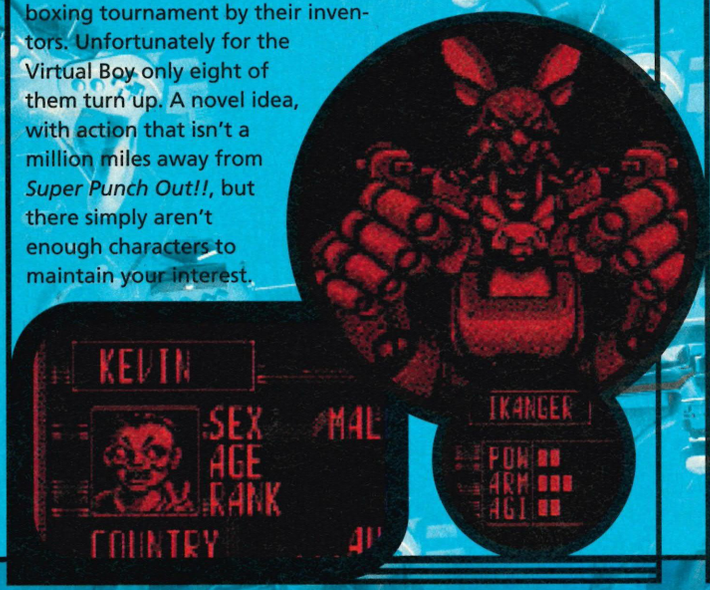


By far the best Virtual Boy game on the market, this sees Wario go on an underground adventure in search of treasure. Very close to *Super Mario Bros 2* in terms of gameplay, the aim is to find keys to open doorways. The action flows freely and the graphics are good. And for once the Virtual Boy's 3D potential is reached. The only criticism is that it's far too easy. Nevertheless, in years to come this may well be the game that finally launched the Virtual Boy big time.

Wario Land

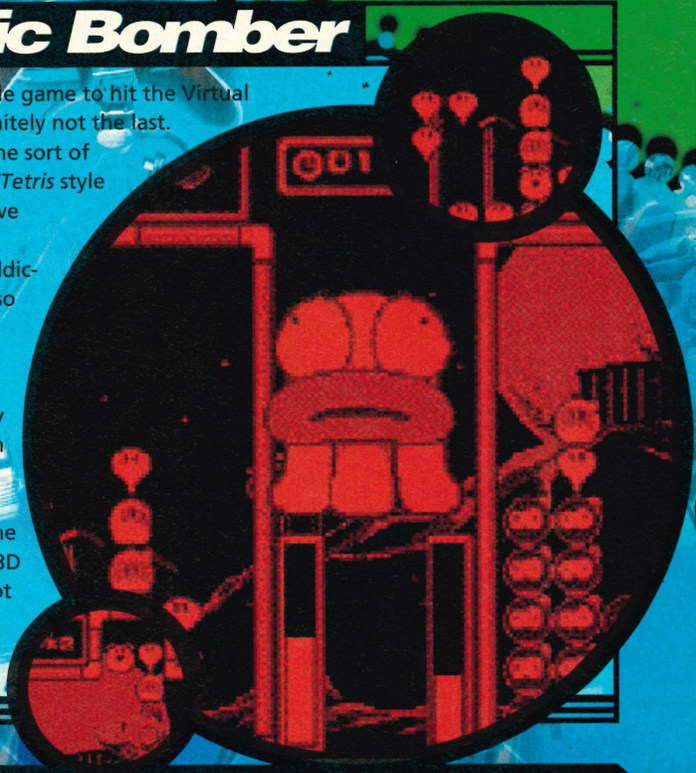
Teleroboxer

This is a futuristic boxing sim in which robots created for hazardous duties are entered into a worldwide robotic boxing tournament by their inventors. Unfortunately for the Virtual Boy only eight of them turn up. A novel idea, with action that isn't a million miles away from *Super Punch Out!!*, but there simply aren't enough characters to maintain your interest.



Panic Bomber

The first puzzle game to hit the Virtual Boy, but definitely not the last. It's basically the sort of *Puyo/Popoon/Tetris* style game which we always find completely addictive. This is also fast, big and clever and a must-buy. Unfortunately it suffers from not having a two-player link-up and the fact that the 3D images are not exploited to their full potential.

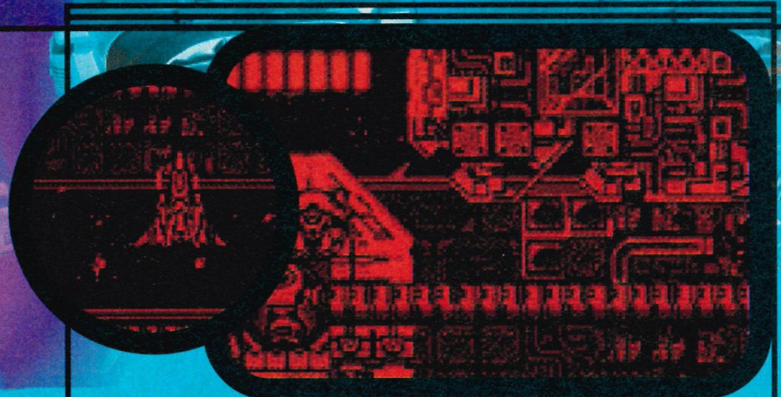


Or Dead

After a disappointing start to its life the Virtual Boy is to be given a second chance. The price is gradually coming down and Nintendo have announced exciting new plans for the console with legs. In America and Japan a host of new games are about to hit the streets which will hopefully give new impetus to the virtual boy's sales. And a marketing push by the company will hopefully back this up.

We have word of seven new titles to add to the 12 which are already available and some of them – *Wario Land* in particular – will finally make us realise what all the fuss concerning the Virtual Boy was about.

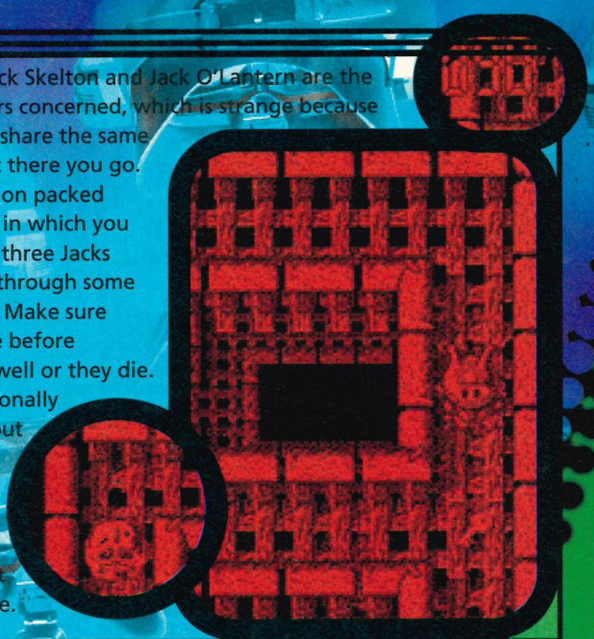
So with no further ado, here's what's available and virtually available for the Virtual Boy. Isn't it time you saw red?



This is an overhead shooter in the style of the old arcade game *Raiden*. The main benefit it gains from its 3D environment is the ability to switch between two planes of action. This essentially gives you three different directions of movement rather than the two normally found in 2D games. Incredible bosses make up for the poor sounds and the only major drawback is the confusion that arises in later levels. Still a great game though.

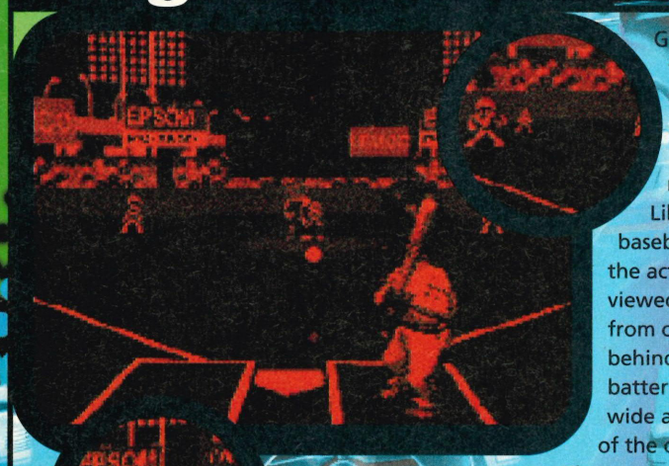
Vertical Force

Jack Frost, Jack Skelton and Jack O'Lantern are the three brothers concerned, which is strange because non of them share the same surname, but there you go. This is an action packed puzzle game in which you must see the three Jacks safely home through some tricky mazes. Make sure they're home before midnight as well or they die. Nasty. Occasionally frustrating, but good fun all the same. Not an essential purchase, but not a bad one.



Jack Bros

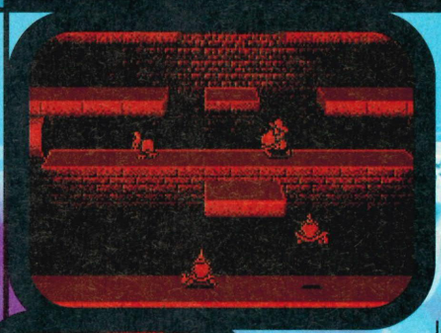
League Baseball





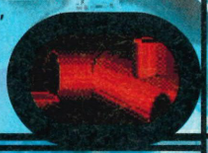
Great fun this one, especially in two-player mode. Like most baseball sims the action is viewed either from close in behind the batter or in a wide angle view of the outfield. The movement between views is very slick and the graphics are well-defined throughout. The 3D really helps with the batting aspects of the game and this is a highly polished sports sim.

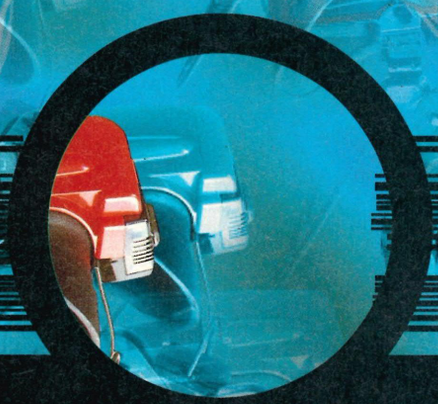
Mario Clash

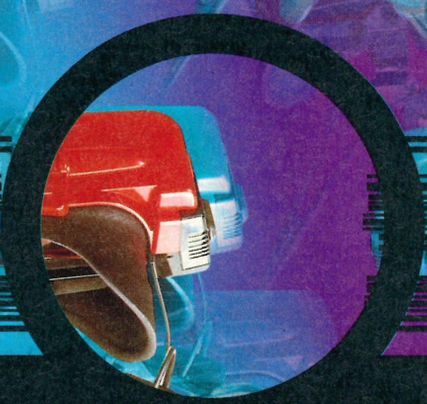




This is one frantic round of bombardment in which you have to fight off hoards of enemies including whole armies of Koopas on the march. It looks very similar to the Mario Bros game first seen in arcades year ago. Working on platforms in three dimensions you have to knock them off into oblivion either from the front, back or side. Not a great game, but the ability to act in three dimensions is well worth trying out.









Virtually Here

Virtual Fishing
Category: Er, fishing sim
Release: TBC
This is a basic fishing sim but has some brilliant 3D effects that give a superb feeling that you really are looking at fish underwater. Again, it is perhaps not the most exciting concept, but somehow it works beautifully in the Virtual Boy environment. This is definitely one to look forward to.

D-Hopper
Category: Platform Adventure
Release : June
Not as first thought a role playing game based on the life of Dennis Hopper, this is instead a platform adventure romp involving a dragon (hence the 'D') with spring-loaded legs (the 'Hopper' bit). Viewed from overhead, you bounce around multiple layers killing enemies and having a great old time. Loads of hidden levels and extras but as yet unfinished, this could prove to be a great addition to the virtual boy scene.

Tetris 3D
Category: Puzzle Game
Release: May 1996
I think the title says it all really. It doesn't take an expert to work out that this is the basic *Tetris* game in a 3D format. Sure to be as addictive as any previous incarnations we just hope it uses the 3D abilities properly.

Mighty Morphin Power Rangers
Category: Platform adventure
Release: Soon
Quite a strange one to push through considering their appeal is on the wane, but I'm sure they'll do the virtual boy proud. Details are sketchy at present, but a platform adventure is most likely.

Bound High
Category: Unknown
Release: TBC
Nothing known about this one at present, but we'd guess it was a flight sim on the basis of the name. Then again it could be about rock climbing.

Faceball
Category: Sports sim
Release: TBC
Likewise there is nothing known about faceball other than the fact it's a sports sim. Expect futuristic violent confrontation though. And the odd ball in the face.

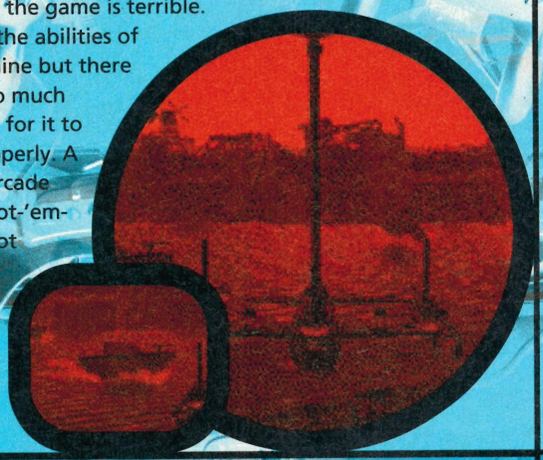
Technically s

They say that little boys are made from frogs and snails and puppy dogs' tails. Well there's a saying in the computer games industry that says Virtual Boys are made from 32-bit RISC CPU processors and Dual mirror-scan high resolution LED displays. It doesn't rhyme, but there's certainly more truth in it. I've seen plenty of


6535 8e58 54845235
2345348258324568346535
8e58 54845235
2345348258324568346535
2345348258324568346535
8e346535 8e58 54845235
23346535 8e58 54845235
2345348258324568346535
8e58 54845235
2345348258324568348e58
54845235
2345348258324568348e58
54845235
2345348258324568348e58

Waterworld

You play the Mariner who, just like in the film, has to protect Enola and the Atollers. You control the Mariners ship in a first-person perspective (ie behind the ship) and must destroy enemies as you protect the innocent in the water. The graphics are very detailed and sharp but unfortunately the 3D in the game is terrible.



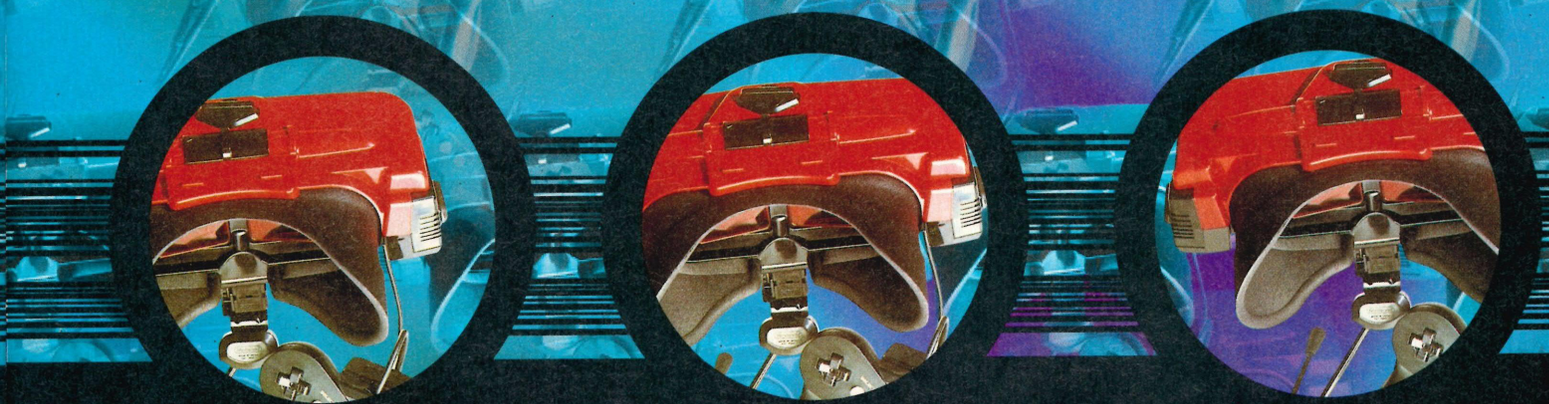
It shows the abilities of the machine but there is just too much going on for it to work properly. A decent arcade style shoot-'em-up but not one of the better Virtual games.

Golf



Nothing fancy to this one, just very basic golf. There aren't loads of courses, no fancy options, just golf. Never has a game been so well named. One word. Golf.

Unfortunately it is one of the worst examples of 3D we've seen in a virtual boy game to date. The graphics are fairly well detailed but the effects are awful. This is really just for the most avid golf fans out there.



speaking

medical programmes and nowhere have I seen a snail-transplant. So for all of you tech-freaks out there this is what the Virtual Boy is made of.

Processor: 32-bit RISC CPU
Speed: 15 MHz display
Display: RTI Dual mirror-scan, high resolution LED displays
Resolution: 384 x 224 pixels for each eye
Software: 8-16 Megabit ROM pack
Sound: Digital Stereo (self-contained speakers)
Power: Six AA batteries/SNES adaptor/rechargable battery adaptor
Two-Player Playlink cable
Price: $150 (Approx £100)
Comes with *Mario's Tennis*

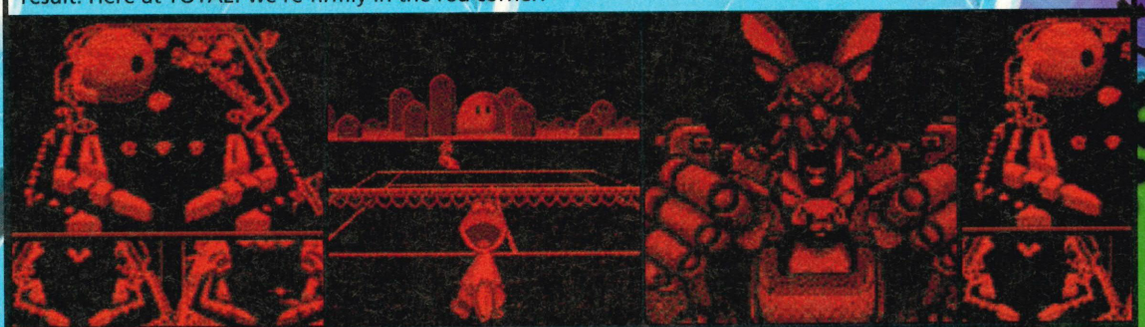
How Do They Do That?

The 3D effect in the Virtual Boy is achieved by using two mirror scan LED displays to create a stereoscopic 3-D environment. Basically, because they are differently set, each eye sees the image from a slightly different angle, which is what makes things look closer or further away. So, for once, it is actually all done with mirrors.

Seeing Red

So how come we don't get to see these great games in colour? How come we have to cover the gorgeous pages of TOTAL! with these horrible red pictures? Okay, so love sees no colour, but why – as the joke goes – is everything red all over?

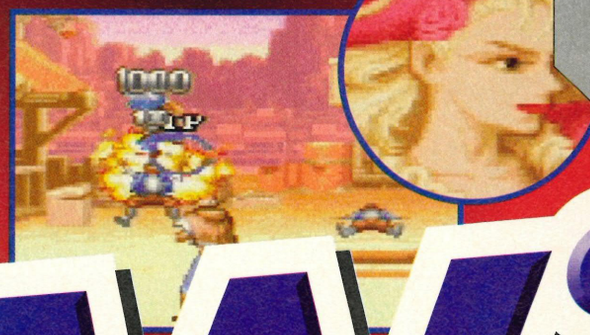
The reason is that the resolution and sharpness of picture is three times better than it would be if blue and green arrays had been included to make up the image. And the system would also be three times more expensive as a result. Here at TOTAL! we're firmly in the red corner.







I never ever saw robots in *A Fistful Of Dollars*. Did you lot?

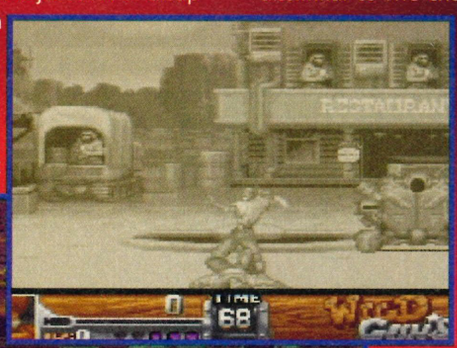




Wild

Way back in the days when Thicky Dyer sat at the desk marked 'Editor' and Atko sat on the floor next to him getting kicked whilst writing mildly amusing prose onto a scrap of toilet paper, a game named *Wild Guns* came in for review.

And it was good. 86% good in fact. And great things were expected of it. Strange thing was though, it never saw the light of day in your local games emporium. It just sort of disappeared. Which was rather a shame. But now – in a comeback The Beatles would be proud of – *Wild Guns* has returned. Or at least, it will do, in about six weeks time and Titus promise us that this time it will actually make it to the shelves.





Set in West American in the last century, Wild Guns has a strange look about it. It's not dissimilar to *The Chaos Engine* in its choice of colours and sprites but it also encompasses classic shoot-'em-up games such as *Operation Wolf* in its target-based blasting style. Of course, the main difference between *Wild Guns* and *Operation Wolf* is the choice of perspective. Titus' game discards the first person view in favour of an on-screen player which, if anything, seems to enhance the game as a whole. It means you have control over where your character moves and also gives you a chance to dodge the enemies bullets.

There are a choice of two characters: Clint – doesn't exactly sound like the product of a whole



Left: The Grand Canyon. A site of historical value. Also quite handy for a spot of bullet-ridden, blood-stained violence. Nice.





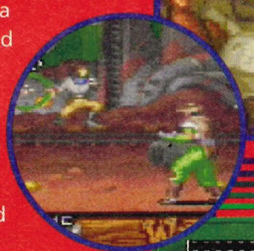


Above: An explosion of the severe kind. This is what happens when you put down dynamite. Good laugh, it is.

Wild Guns



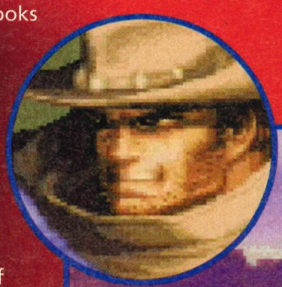


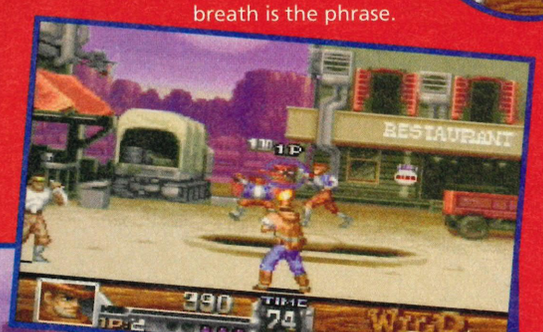


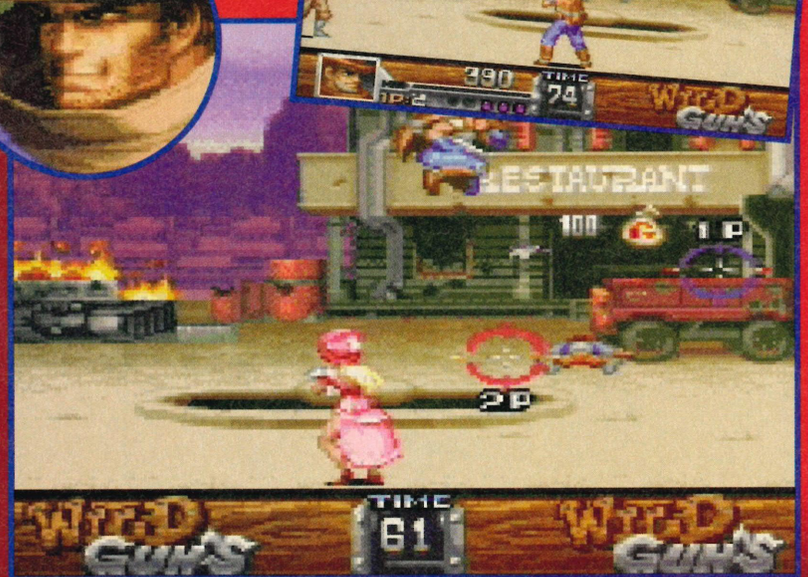
night's planning on Titus' part does it? – the sort of all-American hero we haven't seen the like of since *The Lone Ranger,* and Annie, who comes equipped with a golden six-shooter and a dress which surely must get in the way as she attempts to duck copious amounts of cannon fodder.

The game has changed a bit since it was reviewed by Atko. For starters, it's all been toughened up a bit and even the Easy level *Wild Guns* looks to be a real challenge.

The new improved *Wild Guns,* however, does looks excellent. Of course, we can't get too excited until the game comes in for review but the two-player mode, especially, just oozes with playability. Six weeks is the timespan we've been given and, quite frankly, we just can't wait for the game to re-emerge. It looks to be a solid, good looking and thoroughly entertaining blaster and, when it does come in, we've got the opportunity to run through our cowboy clichés as well. I think, baited breath is the phrase.



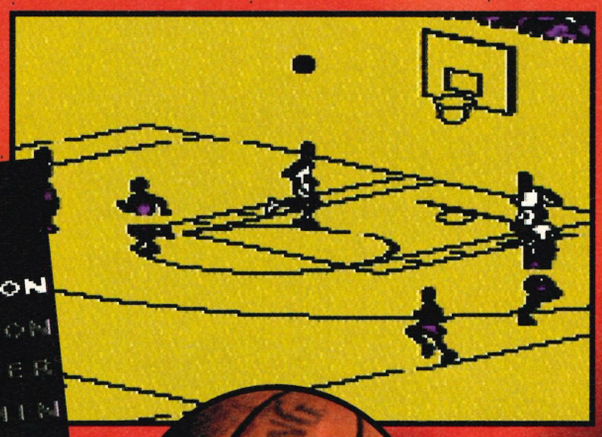








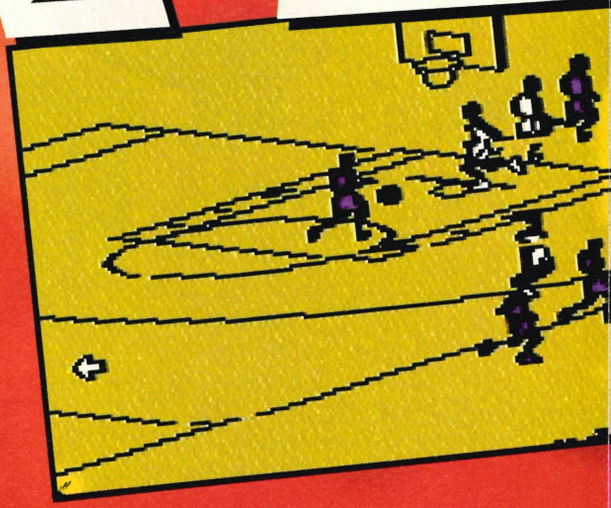


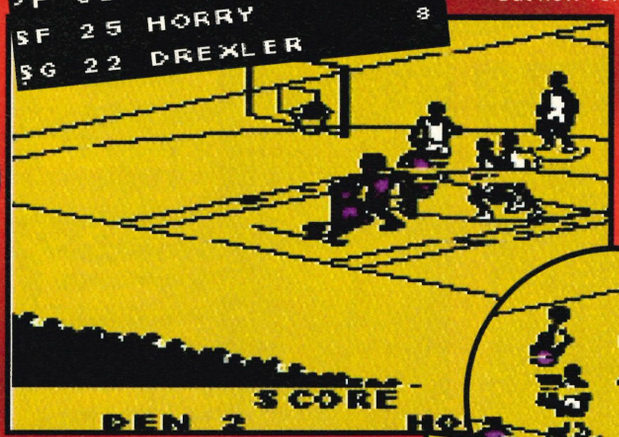


Admittedly, the sprites aren't exactly amazing and nor are the backgrounds but it looks like it'll play very well.

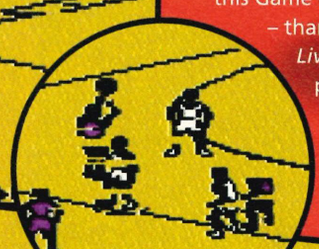
NBA LI







Above: What's known as a 'three-pointer'. From outside the D and everything.





Recreating sport accurately on the Game Boy has always proved difficult for developers. Whilst the SNES excels with games such as *ISS Deluxe*, *NHL '96* and *Madden*, the Game Boy can only manage games like the recent *Big Hurt Baseball* and *Quarterback Club*. Not disasters but, then again, not complete successes.

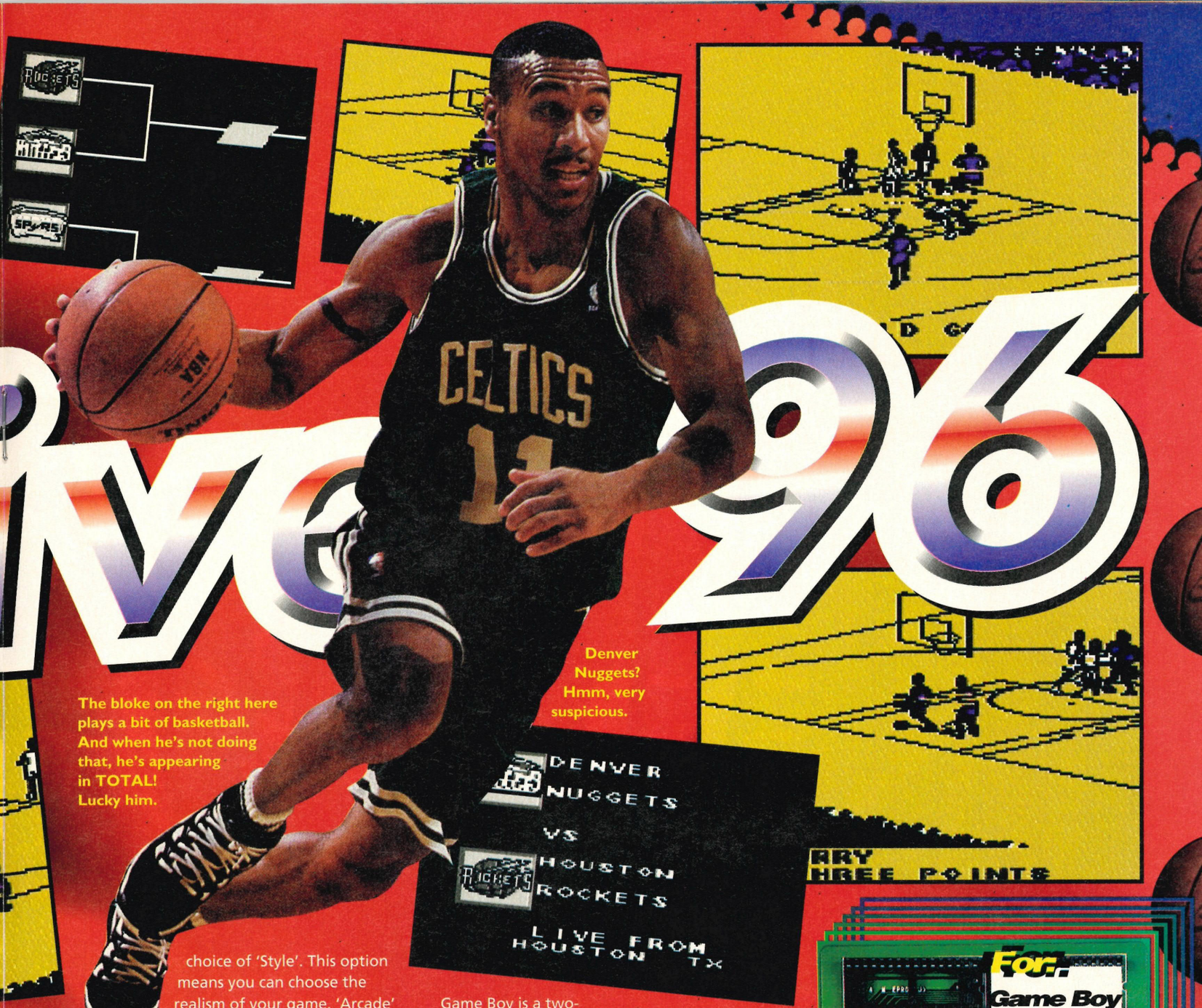
But now THQ are trying to put that right with their newest product, *NBA Live '96*. The SNES version fell rather short of expectations in issue 47, only managing a limp 77%. But, there's been time to sit back and think before the release of this Game Boy version and – thankfully – *NBA Live* is looking very promising.

Pretty much everyone knows the rules – or basic rules – of basketball which can only be good for the game. Pointless sports like American football and baseball don't appeal to a mass audience because you need a degree in Astrological Science to understand the rules. With Basketball it's a hell of a lot easier and, furthermore, you can get far more enjoyment out of a skillful, fast-moving game like this than you can from a sport where you try to get a rugby ball from one end to another whilst kicking the crap out of your opponents in between.

So what have we got here? Well, there's absolutely bags of options for a start. You can choose the type of game you wish to play from three possible settings: Exhibition, Season or Play Offs. There is also a Continue option which enables you to start from where you saved.

Once into one of these settings there is a

Collision time in the D as both teams go for the ball. That's part of the appeal with basketball, there's not a dull moment in sight. Back and forth, perhaps a basket, then back once again.



NBA 96

The bloke on the right here plays a bit of basketball. And when he's not doing that, he's appearing in TOTAL! Lucky him.

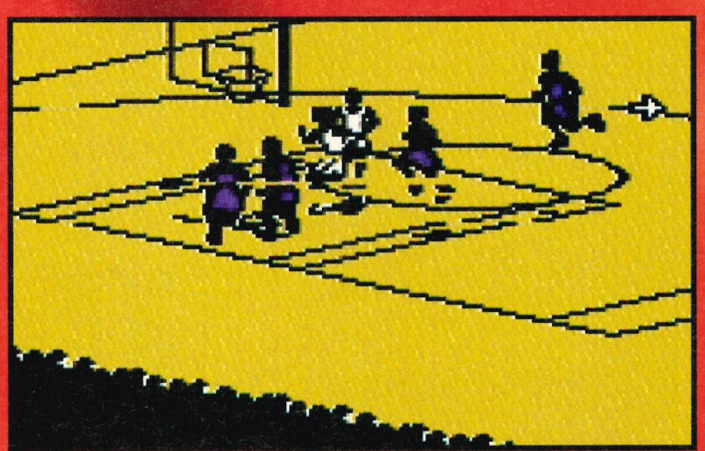
Denver Nuggets? Hmm, very suspicious.

choice of 'Style'. This option means you can choose the realism of your game. 'Arcade' makes the game fast and furious and players don't tire, injure themselves or foul out whilst the 'Simulation' option provides absolute realism, meaning players tire, get injured and foul out and you must decide when to substitute.

On top of this there are difficulty levels, match time spans, music options, sound FX and computer assistance. It's all in there and one of the things you notice is that all the options are there for a purpose. You can't just race straight through and play a game – well, you can but you probably won't have a clue what you're doing – you have to set the game up properly. And it's worth spending a little time doing this if you aren't familiar with basketball.

The only thing that these sports games miss on the Game Boy is a two-player option. Too often boredom creeps in when you have to play the computer day after day when all you could really do with is a quick play with your mates (go on then, get the 'play with' jokes out of your system).

Still, overall, *NBA* looks like it could pack quite a punch. Sure, it might not be football but we're willing to give it a thorough seeing to when it comes in for review next month.

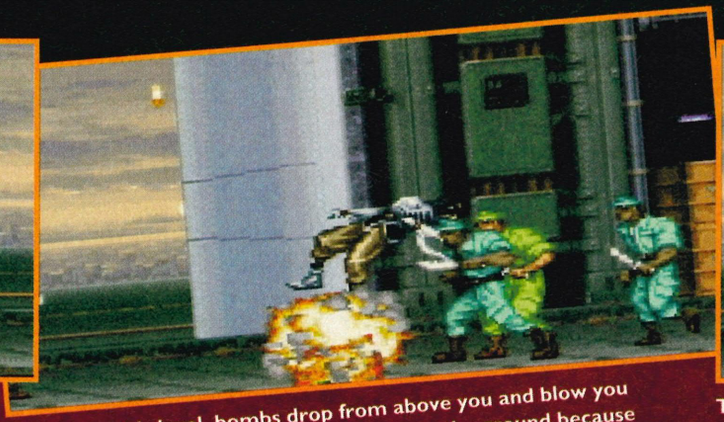








There's that ninja sword at work again. Why do all the baddies wear the same clothes?



On this level, bombs drop from above you and blow you up. You can avoid them by watching the ground because they make a shadow when they're about to drop.



This character has a ninja sword swipe that works every time.

NINJA W











These are the characters. Kamaitachi's by far the best. He's quick, fit and has a lovely smile.

'Get on and do those previews, I told you about!' boomed Rob from across the office as Tim fell off his chair due to lack of food and sleep. 'And I'll quiz you on them later! So you better do it properly or I'll stick your sorry little head down the toilet and pull the flush'.

Later...

'Right, first up, how many good side scrolling beat-'em-ups have we had on the SNES in the past twelve months?'

'None.'

'What? None? Get a brain.'

'No, seriously. The nearest we've ever come to a good side scrolling beat-'em-up is this month's *Final Fight Tough*. And that's completely useless.'

'Why's that then?'

'Because they can't offer any lasting appeal.'

'Eh?'

'Well, let's be honest, the reason they're always so successful in the arcades is because you can stick a couple of 10 pences in the slot, beat a few hundred baddies up then move onto something else. To spend anything from 50 notes and upwards up on a game that you used to spend a spare five minutes on in the arcade, doesn't really appeal does it?'

'No, I s'pose not.'

'Right.'

'But they're good as two-player games, aren't they?'

'Granted, side-scrolling beat-'em-ups aren't too bad as two-player games. It's the same as anything. When you've got a few mates round, you can have a bit of a grin. But, realistically, when you buy a game, you want to spend time playing it by yourself, don't you?'

'Yeah, I think you probably do.'

'Alrighty then.'

'So, what's the solution?'

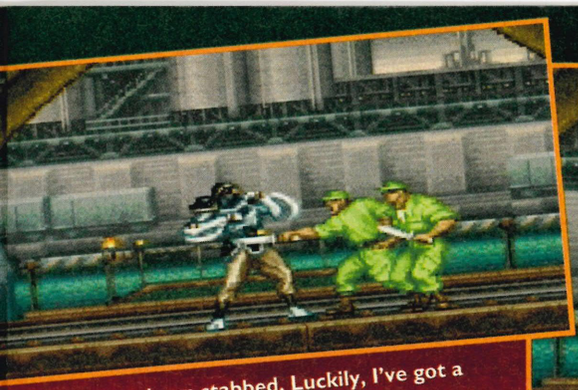
'Titus' newie, *Ninja Warriors*.'

'*Ninja* whaters?'

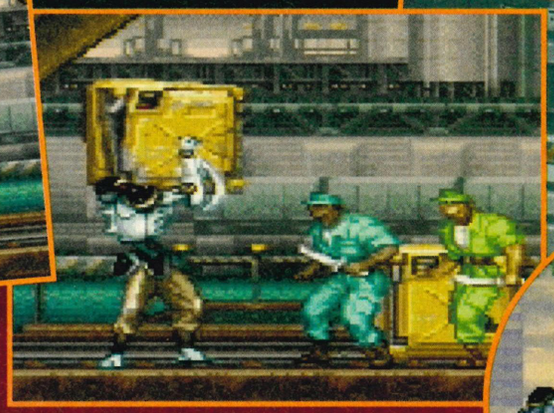
'*Ninja Warriors*. The story may be a bit suspect but graphically it's a real treat.'

'Yeah. But what about the game itself?'

'Well, there's three characters to choose



I've been stabbed. Luckily, I've got a high-tech protection suit thing.



Pick up that crate, man! And throw it away.





All the baddies have knives. But they don't work.





The petrol tank explodes and wipes out the whole level. As you can see.



A WARRIORS





from and the actual fighting scenarios look very solid indeed. Each character has his or her own range of special moves as well as smart bombs and...'

'Just sounds like any other beat-'em-up, though.' True enough, but the game engine's always likely to be the same, isn't it? It's the same with platformers, shoot-'em-ups, racing sims, football...'

'Yes, alright. So, what's different about it?'

'It seems to be a challenge which is where games such as *Final Fight* fell down. And you're not bored with the repetitiveness like you were the abysmal *Separation Anxiety* was a couple of months ago.'

'Oh, right. When do we expect to see this then?'

'Soon. Within the next couple of months anyway.'

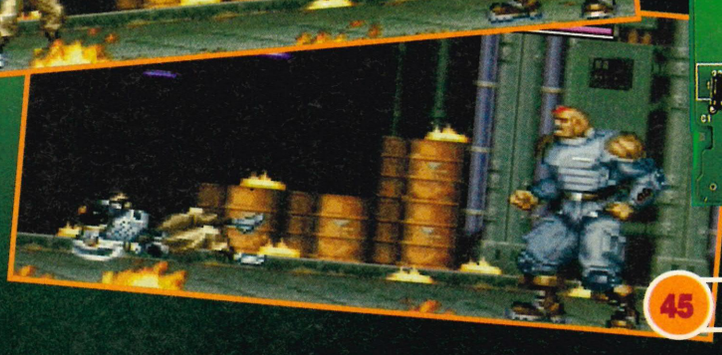
'Right, I'm going home. Do my work, will you?'

'Okay. Bye then Rob.'

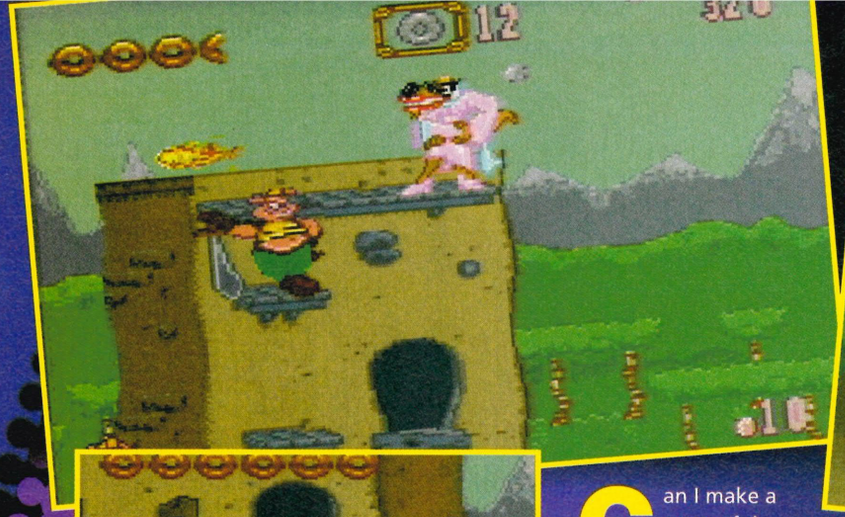
'Right, where's his work? Now, where's the bin?

Above: This bloke caught fire after I let off my smart bomb. Then I died. Damn.













Occasionally, you'll see boxes which need butt slamming and inside are donut rings to collect.

When Bruno – that's the pig(g) – dies he turns into a leg of pork. Kook, eh?

POWER P

Can I make a successful platformer? Yeah, easy. Right, first things first, you need a fair few levels. And big ones at that. Something rather akin to *Yoshi's* or *Toy Story*. You know, plenty of variety with loads of stuff to collect. Okay, next up is baddies. Dot them round the levels. Don't be too choosy. Stick some here, some there but always have the biggest baddies at the end of each level.

Alrighty then. The main character always has to have a weapon. Just like Yoshi had his green spotted eggs, Woody had his whip, Earthworm Jim had that bloated red gun and Ripley had her flamethrower and pulse rifle. Got that? Right, well, that's just about it. Oh, gameplay. Yeah, I forgot about that. Ooh, that's a tricky one. I don't think I'll bother with that. You don't mind, do you?

And that is where so many platformers fall down. They just don't dare to be different in their gameplay (or don't bother with it at all). And that's also the reason why we always rave about a select few – *Yoshi's, EJ2, DKC, Alien 3, Toy Story*, the *Mario* games – and whisper the names of the rest. My point? Well, *Power Piggs* has come in for preview this month and its blend of originality and distinctive gameplay may well



This is the pigs shop. Apparently, donuts were popular in the dark ages.





Those other pink things are wolves. And they spit fire at you. All you've got to do is stab them. Easy, really.



The Pigs own a Donut Shop. That'll explain all these donuts, then.

It's based on a French cartoon. A bit like *Tin-Tin*...

...Or was he Belgian? Well, it's all the same anyway.

PIGGS

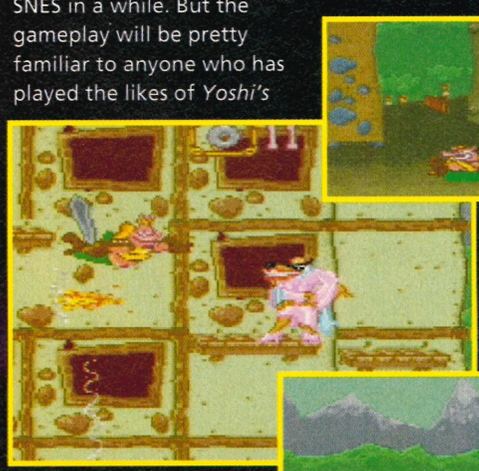
have us adding it to our rarely changing list of faves.

Power Piggs is based upon a hugely successful French cartoon of the same name which has been keeping the garlic munchers enthralled for yonks. And now it's – finally? expectedly? – made the transition onto the SNES in the form of a platform sword-'em-up. The graphics remind me of a game I played ages ago called *Fatman* and are vastly different to anything I've seen on the SNES in a while. But the gameplay will be pretty familiar to anyone who has played the likes of *Yoshi's* and *Earthworm Jim 2*.

The player has got to work his way through some pretty challenging levels in an effort to prevent the evil wizard Wolff from bringing darkness and chaos to a previously harmonious land where piggs (we'll forgive the French for spelling it wrong) are always jovial – presumably, there's plenty of mud to roll in or something – and happy to see each other. So, three pigs, Gilbert, Lolla and Bruno, set out with their swords at their sides and their fat bellies hanging out of their trousers, in an attempt to stop the dastardly wizard (as if we couldn't have guessed).

Anyway, expect a full review within the coming months. Of course, if you're really desperate you could pop across the channel and have a gander at *Power Piggs* on Channel 9. Oh well, boutros-boutros gali.

T!



The graphics in *Power Piggs* are unlike anything else on the SNES. Nice, but unique.

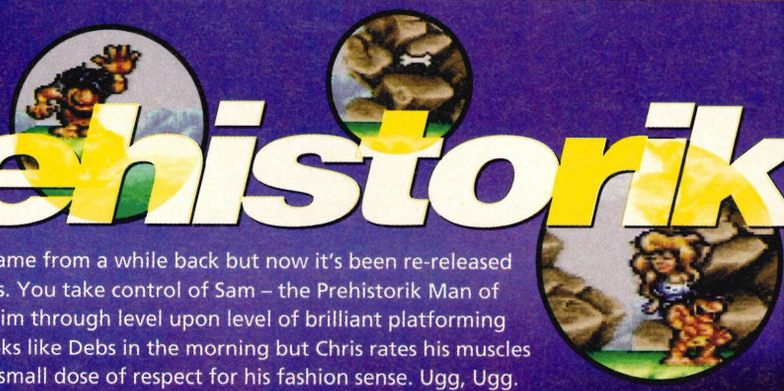


Reviews



Rob says

What a month it's been. In between playing stackfuls of top games, I've been popping off to the cinema, poncing about in fancy dress, going to extremely posh parties in extremely posh locations, driving around in my huge red jeep with the dodgy second gear, buying all of the Galaxy bars in the corner shop and singing Oasis songs. Oh, and I've done a bit of writing as well. But not too much, you understand.



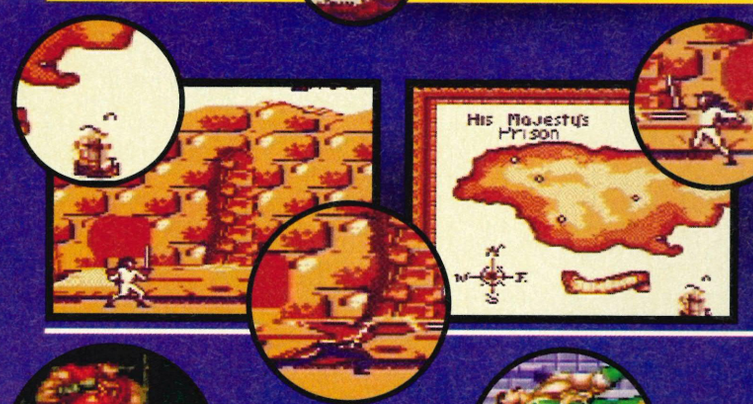
Prehistorik

You may remember this game from a while back but now it's been re-released and, oh, how good it looks. You take control of Sam – the Prehistorik Man of the title – and must help him through level upon level of brilliant platforming action. Oh, okay, so he looks like Debs in the morning but Chris rates his muscles and Rob had more than a small dose of respect for his fashion sense. Ugg, Ugg.



Micro M... Turbo T...

Codemasters. They're not the biggest software house in Britain. But, boy, did they come up with an idea a couple of years ago.



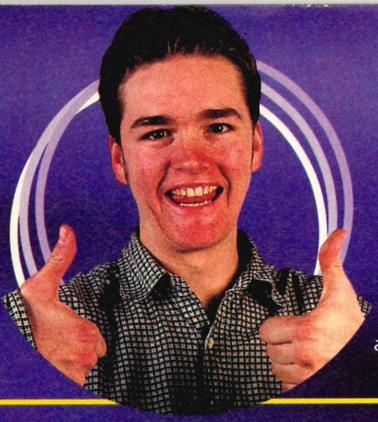
Cutt...

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.



Final Fight ...

Final Fight was a complete and utter hit in the arcades. It's the unique blend of kicking, punching and whacking-round-the-face-with-drainpipes had everyone cuing for a go. Now its sequel has arrived on the SNES. And all you've got to do is turn to page 50.



Tim says

Well, this month we've moved to the office upstairs and very nice it is too. We've got loads of space and a nice big television to watch all our favourite programmes on: *Our Friends In The North*, *The X-Files*, the *Spider-man* cartoon on Saturday mornings and best of all, *The Fast Show*. The only problem with the new arrangement is that I've got to sit next to Rob. When we used to reside downstairs, I was right across the other side of the office, so when he shouted at me I could pretend I didn't hear. But now, when he shouts I can't pretend I didn't hear him. In fact, the shouting's got so bad that I've had to wear my sister's ear muffs into work. Everyone found it funny and they almost made me cry. But, I got over it when I realised that I had all these lovely games to review...

Page 54

Man





Machines Tournament (GB) 2

Take a toy that has taken pride of place in many a young lads' bedroom and base a racing sim around it. Add a liberal dose of playability and a two-player mode that would be described with words like 'breathtaking' and 'unbelievably good'. Then release it as . Then stick it on the Game Boy.

Page 59

throat Island (GB)

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... wait, a minute. Didn't I write this last month? Well, the answer – predictably – is yes, I did. And do you know why? Because this is last month's drossfest *Cutthroat Island*. But on the Game Boy. Great.



Page 60

Tough



Character Assassination



HAGGAR
He's got a long ponytail and ponces about giving people bear hugs and the like. It's no wonder those fashion freaks from the Mad Gear collapse when they get near him. Big bloke like that probably reeks of BO. And as for being Mayor. We all know that Mayors are old people with whacking great chains round their necks.



DEAN
Strange bloke, this one. He's got no friends – no wonder with a haircut like that – and whilst his mates were mucking about at school and going to the football, Deano was meditating, discovering the ancient art of Japanese cabbage growing and generating electrical energy through his fingertips. Just a regular guy and all that.



GUY
He's got the sort of pace that worries defenders, he can launch a multiple attack at the touch of a button and has a black belt in wearing rubbish clothes. Why is it all these people go out onto the street looking like C&A models? Yeah, like, if I was partaking in a spot of gang warfare, I'd slip into my orange judo suit.



LUCIA
A member of the Crime Investigation Department and with longer legs than a 1974 Czechoslovakian oak dining table, Lucia is a bit of alright. She's not bad at fighting and can hold her own against those Bermuda shorts-clad cretins from the Mad Gear. In Japan she's called Rusha. Bet she's pleased about that.



Quite what Guy and this nasty here are up to I'm not quite sure. Looks a bit suspect, though. Do something Haggar!





Above: Guy has a well deserved rest after maiming the Mad Gear blokes.

FINAL FI TO



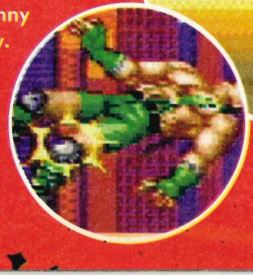




The backgrounds on this level can be smashed as well. Just look at those windows. Cost a bit, that.



This bloke with the welding glasses has a funny elbow.







This never happens on my local bus.





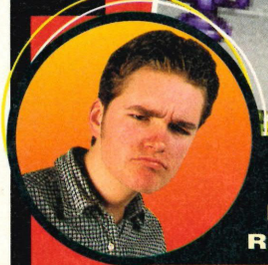


This fat guy on the right will run at you and send you flying unless you do for him.

GHT UGH



Look at that muscle ridden hero on the left there. And there's Haggar as well.



PLAYERS: 1-2
DEVELOPER: CAPCOM
PRICE: £65.00
RELEASE: OUT NOW (JAP IMP)

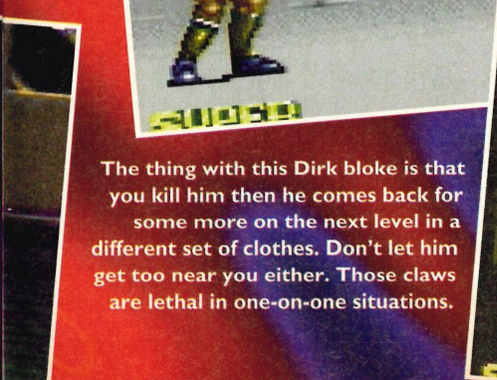
Summer holidays were never the same after they closed 'Games World'. And Brixham never really recovered. Oh, sure, they had other arcades but none of them were as good. And so they lost out on my hard earned spending money. All those 10ps – just waiting to be spent on my favourite game – going on things like ice-creams, postcards and those silly jelly shoe things that your Mum makes you buy – 'you don't want to tread on any jellyfish, do you?' – and which you gradually come to realise are mostly worn by members of the opposite sex.

And, to me, Brixham had lost all its magic. Well, perhaps magic isn't the right word. Brixham could never be described as magic. It smelt worse than the French and had the sort of shopping centre that only the three inhabitants of the Isle of McDoon would describe as varied. Fat Willy's Surf Shack, Brixham Surf Shop, Buffalo Bill's Quite Extraordinarily Big Surfing Establishment. Anyway, none of that mattered anymore. Because 'Games World' had gone. And so had *Final Fight*.

So imagine my excitement when this version of the classic beat-'em-up arrived for review in the office. And not only that, but it's come

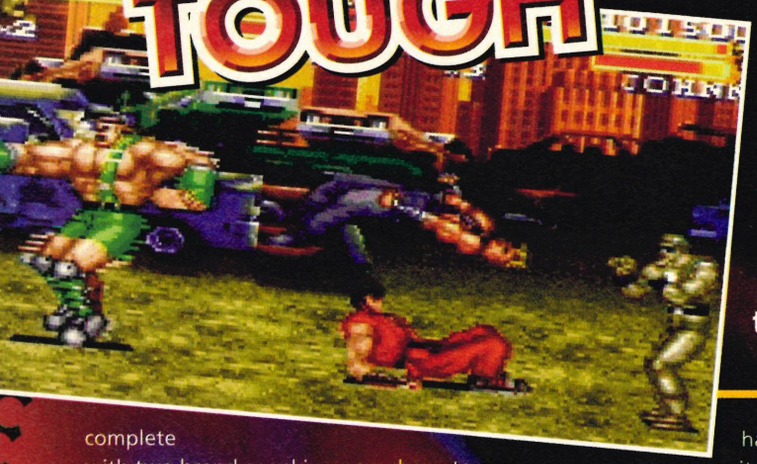


Whoops! Sorry, Guy. That's that Hindrance option working again. Decked me best mate by mistake.



The thing with this Dirk bloke is that you kill him then he comes back for some more on the next level in a different set of clothes. Don't let him get too near you either. Those claws are lethal in one-on-one situations.

FINAL FIGHT TOUGH



Follywood

Films based on computer games? Rubbish. They're all rubbish. But do Hollywood take any notice? Like hell they do...



Absolute rubbish. The script was worse than Noel Gallagher's lyrics and I've seen better acting by The Muppets in *Sesame Street*.

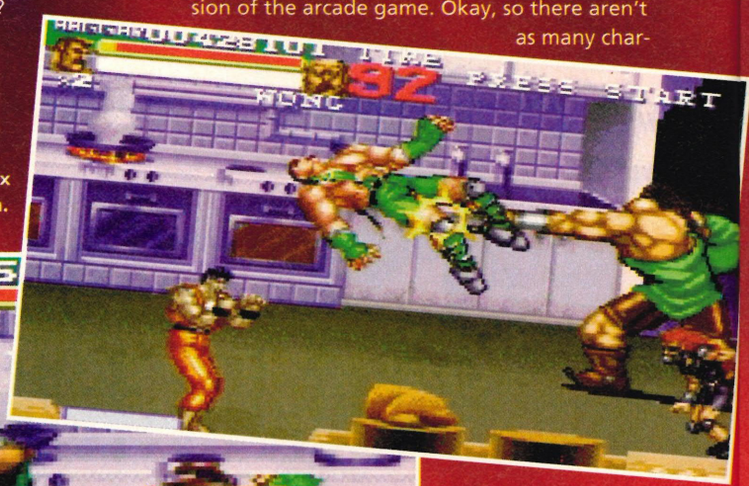
TOUGHS
Good conversion of arcade game

complete with two brand-spanking new characters, a rather unique two-player mode and buckets of special moves. All that and I don't even have to bother getting my notes changed into coins.

In the first *Final Fight* three characters – Hagar, Guy and Cody – were left to face the might of the Mad Gear organization, which had taken it upon itself to declare war on Metro City. Well, now that – predictably – the Mad Gear have returned for some timely street/restaurant/train based fisticuffs, two of those characters – Hagar (renamed, hysterically, Muki-Muki in the Japanese version) and Guy – have decided, along with Dean and Lucia – named Rusha by those lovable Japs – to go about stopping them.

So what have we here, then? Six 'rounds' – that equates to about 18 levels – of punching, kicking, electrocuting and clobbering with drainpipes. Now, in any other game that would seem the perfect alternative to Night Nurse. But here, it is not. *Final Fight* was where all beat-'em-ups began and it still possesses – despite what has come before and what will, no doubt, come after – that certain something that sets it apart from other, similar games in the same genre.

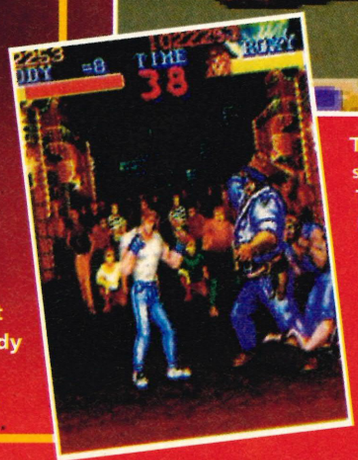
And to make things seem even more rosier, this SNES version is an almost perfect conversion of the arcade game. Okay, so there aren't as many char-



Even Haggar gets hit for six sometimes, though.



The bloke in the green, smashes down the kitchen door then kicks you in. And then he bakes a cake.



The final fight? Nah, I shouldn't think so. There's bound to be another one.



See what I mean about Dean's hair?

Question Time

THE 'REVOLUTIONARY' PLOT FEATURE

Yeah, but is it revolutionary? It's merely an ever-changing plot that is determined by how well your player is performing. Now – correct me if I'm wrong here – but there are only two possible outcomes. You either complete the level or you don't. So, essentially, there's only two storylines. And it's all in Japanese anyway. So WHAT IS THE POINT?

THE STORYLINE

The Mad Gear are back and want to take over the city. Wow Daddy-o, that's inspired. Nah, we all preferred the storyline in the first *FF*. At least then Hagar and his steroid crazy mates had an excuse to go into battle. 'Hey, Hagar, we've kidnapped your daughter, a-har-har-hardy-har. Now you've got to come and whip our arses in a street fight'. Yep, we all knew where we were back then.

CODY

What happened to the denim-clad superman who accompanied Hagar and Guy in *FF*? No one knows. Rumour has it he settled down in a semi-detached in Coventry and got himself a job at the local Gateway. Mind you, Cody? Hardly a tough sounding name, is it? In fact, wasn't Doug and Pam's daughter called Cody in *Neighbours*? Hardly surprising, then, that Hagar gave him the boot.



Hey, I've got a good idea. Let's make a film and put Jean Claude Van Damme and Kylie Minogue in it. Yeah, that's bound to work. They're both just oozing with talent.



Not as bad as the others but still worse than a Christmas Special edition of *Birds Of A Feather*. Go away and never – not ever – come back. Ever.



Bob Fleming, as Mucas-Mucas, apparently spends much of the film at the Gypsy Fair in Tiverton and takes a look at a unique collection of old keys.

acters on screen at the same time but that was to be expected. And, yes, some of the colours are a little blander but, overall, you can't moan. Pretty much everything's been included and that can only be good.

As well as all that, there's also a rather special two-player mode whereby player one can decide whether to play with his or her mate or with the computer. Either way, you are able to take another character into battle alongside yourself. And, on top of that, there is a 'Hindrance' option which enables you to beat up the other player as well as the gangs of nasties.

And everything was fine and dandy – and Brixham didn't seem all those miles away anymore – until I completed the game in two hours. You see, *Final Fight* might be the beat-'em up we've – or, rather I've – been waiting for all year, but it's rendered completely useless by a ludicrous difficulty level. Two hours on a game that will cost you anything from 65 quid up? That's no joke, I'm afraid. And if it was a joke, it wouldn't even be good enough to get into Les Dennis' repertoire.

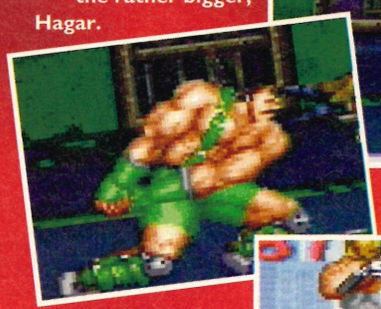


Overall, then, *Final Fight* is a disappointment. When only the hardest of the difficulty settings becomes any sort of real challenge you know that the game can't go down as an essential purchase. And that's a pity because if it wasn't for the fact that you can complete it in a spare afternoon, *Final Fight* could have been a bit of fun. **TIM**

GUFFS
Far, far, far, far too easy



Guy is a good fighter when there's two of you. He's fast and is the perfect foil for the rather bigger, Hagar.





Beat-'em-ups are a funny breed. Walk left and right hitting people. And yet, they sell. Strange.









Haggar is the best fighter. Just tap Y and he'll spin round hitting every poor soul that gets in his way.

GRAPHICS 8
Colourful, clear, chunky sprites and plenty of variety in locations.

SOUNDS 7
The music is absolutely awful but the sound FX are good enough.

GAMEPLAY 8
Brilliant in two-player mode with some great special moves to boot.

LIFESPAN 4
Unless you're looking for a VERY short challenge, this won't be any good at all.

TOTAL! JUDGEMENT
'Potentially exciting but in reality far too easy and far too expensive.'

TOTAL! SCORE 64



This hang-gliding section is tricky but brilliantly original.





THEN AGAIN...

With its imminent re-release, it seemed like a perfect time to have a another quick look at *PM*. And what a treat it is. Thicky didn't go much on it first time round but why else do you think he's got a name like that? There absolutely fistfuls of levels and with two difficulty settings it'll last for ages.





Above: The ice section will have you flying all over the place.



Look at his face. He's happy to be alive and no mistake.





Super NES



PLAYERS: 1
DEVELOPER: Titus
PRICE: £44.99
RELEASE: Out Now

PREHISTORIK MAN

There's something very exciting about this game. Perhaps it's because it's absolutely soaked with originality. Nothing quite like it has ever been seen on the SNES before. There's going to be comparisons with *Joe 'n' Mac* – of course there is – but that was rubbish. This isn't.

It maybe the fact that the main sprite is absolutely oozing with brilliance. The way his roar acts as a smart bomb, how he can run on all fours to get a bit of speed up, how he can hang-glide, bounce, club, axe and spear his way through the exceptionally thought out levels which award you for progression and don't knock you for making mistakes. Or, simply, it could be the gorgeous graphics, the suitably Neanderthal music or the bonkers sound effects.

ROARS
Gorgeous, intelligent platforming funmagic

Well, whatever it is, there's no doubting that *Prehistorik Man* truly excels. It's massive, challenging and – first and foremost – a right rollicking laugh. And on top of that there's two difficulty levels which should keep you going for ages.

An excellent game which shines in every department. If you were looking for a platformer to rival *DKC*, *Earthworm Jim* and *Toy Story* then you need look no further. **TIM**



You can use the spiders as platforms but the teddy bear things need killing.



You can get a heart from this woman. And other stuff! Ho, ho.



Save your roar until you really need it.



SNORES
Should be more dinosaurs, I reckon

GRAPHICS
The main sprite is ace and the back/foregrounds are luverly. **8**

SOUNDS
A nice, jolly array of sound FX and a similarly fun soundtrack. **8**

GAMEPLAY
The levels are so well thought out that it's a real pleasure to play. **9**

LIFESPAN
Two difficulty settings and absolutely tons to explore. It'll last ages. **9**

TOTAL! JUDGEMENT
'If ever there was a game that cried out to be bought then this is it. An essential purchase.'

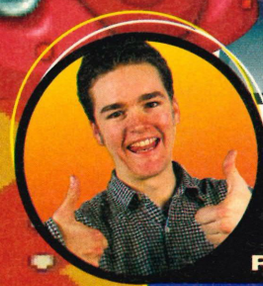
TOTAL! SCORE 92


Soul Edge/3D fighting game/state-of-the-art beat 'em up designed by Namco and destined for PlayStation
Edge/magazine/the interactive entertainment bible for opinion formers
Issue thirty-two
on sale 12 April 1996
at selected newsagents

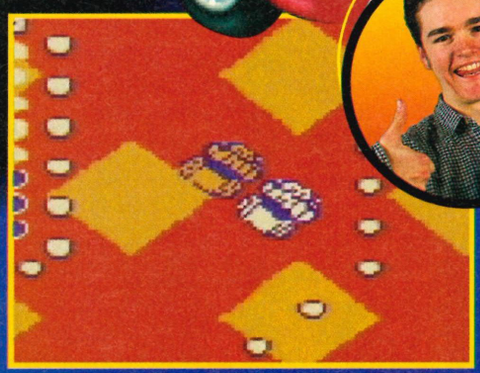
Gameboy Gameboy Gameboy

MICRO MACH

Turbo To



PLAYERS: 1-4
DEVELOPER: OCEAN
PRICE: £24.99
RELEASE: OUT NOW



Dumper trucks are great fun. But watch the bridges on this level. They're tricky blighters.

No one can have failed to hear of *Micro Machines*. If it's not for the fact that the first game emerged to huge roars of approval, it'll be because you've still got the words, '*Micro Machines* come in collections of five' ringing in your ears.

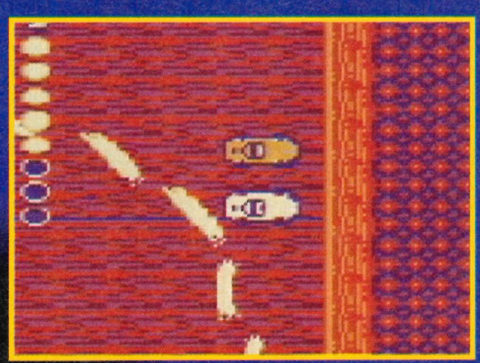
Then, as if universal recognition wasn't enough for those clever people at Codemasters, the second in the *Micro Machines* installment reared its, frankly, rather handsome head and started the craze all over again. And if you doubted for a minute that it would lose something on the Game Boy, then think again. *Micro Machines* is, as if we ever doubted it in the first place, an absolute treat.

There are 19 tracks in all, ranging from pianos to tree-houses to toolboxes, and all – you will quickly come to realise – are very difficult to master. The fact that the courses are so unpredictable coupled with the complication of having to fend off other drivers means that you won't be speeding through the game in a matter of hours. And the computer opponents do offer a challenge which means that, if you are short of a mate or two, there's plenty of scope for continued interest.

TRACKS
Fast, playable multi-player magic



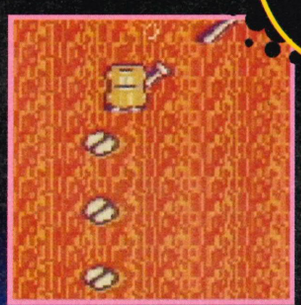
But, if you have got a mate then all the better because Codemasters – in another moment of supreme inspiration – have included a two-player option which doesn't



What's happening here, I don't know. Rob's bad driving must be rubbing off on me.

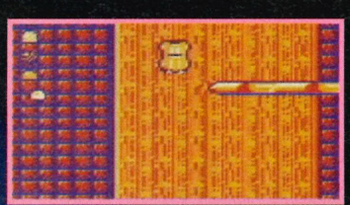
Driller Killer

The Toolbox level in *MM2* is a right toughie. It looks an absolute cinch. Just follow the track, cross the wooden bridges and complete the level, right? Wrong. All of the wooden bridges have little surprises in store for you. So, in time-honoured fashion, perhaps we should have a little gander...



THE FIRST BRIDGE

Pretty uncomplicated to get onto but at the end there is a sudden turn. Swivel to the left as soon as you have crossed the bridge and then keep to the right-hand side of the track as it straightens out. And avoid the gauze which lays either side of the bridges because if you hit it your rally car will start to look desperately unhealthy.

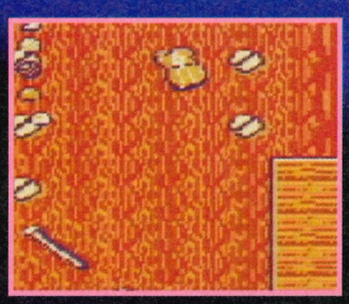


THE SECOND BRIDGE

Looks fairly easy but a quarter of the way down – on the left-hand side – are two long nails which lay across the track. If you have followed the instructions above you should already be on the right and will therefore avoid them. If not, be careful. The space between the end of the nail and the edge of the bridge is minimal and there certainly isn't enough room for two vehicles to get past. If you are battling it out with another vehicle, give your opponent a bit of a nudge and they'll either spin off into the nail or fall into the gauze on the right-hand side. Sounds complicated? Well, that's because it is. But it'll all come with practice.

THE THIRD BRIDGE

This is fairly straightforward once you're onto it but getting onto it is a bit of a problem. You have to turn sharply to your left but have to time it to perfection. By turning too late you end up in the gauze either side of the bridge. And by pulling left too early you'll start to spin. There's no hard and fast rule to getting your timing right but a brief tap on the D-Pad will suffice. Anything more and you'll start to think you're Torvill and Dean you'll be twirling so much.





SNES 2 urnament

require a link-up lead (although there is a link-up option if need be). By merely having player one use UP and DOWN on the D-Pad and player two buttons A and B, you can have the head-to-head battles that SNES owners so raved about. And that's where *Micro Machines 2* really comes into its own.

Beware, however! Two-player action does mean that you and a friend have to stand/sit/walk next to each other whilst playing, so pre-warn your mate before you whack him round the face for knocking you off the track. 'Course if you do give him a good whack then make sure you take advantage of it and tie his hands up, gag him and get to the finish line. Don't muck around with all that apologizing stuff.



Make no mistake, *Micro Machines* is soaked to the flamin' bone with options. If you don't fancy a head-to-head confrontation then don't bother choosing it. You can still rev your engine in a Challenge game, Knockout Mode or Super League. And, on top of that, you also have a choice of 16 characters – all with suitably dodgy names – and 12 different vehicles, including Convertibles and 4X4's.

On the down side, however,





Turning late isn't advisable. Turn early and have more control.

CACKS
The control system, perhaps

sometimes the control system can get annoying. The 'up is for forward' arrangement can be infuriating if you're unfamiliar with it and I've never fully got to grips with the darn thing. But, I'm trying. Oh, how I'm trying. If it takes all year to perfect then so be it. I've just got to beat Rob. I've GOT to.

Make no mistake, *Micro Machines* truly excels. Loads of tracks, loads of cars, loads of options and – most of all – loads and loads of fun. A brilliant game.

TIM





See what I mean about dodgy names? I mean, Spider, Dwayne and Suelee? What were their parents thinking of?

Inside Out

Just a quickie, this. If you want to get one over on your opponent – and let's face it, who doesn't? – then try to race on the inside of the track. Admittedly, it may seem obvious – and to anyone who watches F1 and the like, it probably is – but it is also rather advantageous. It takes vital seconds less to traverse corners than if you're on the outside of the track and if you're trying to get ahead of an opponent, it is miles easier to suddenly pull out and knock them off the track. A little warning, however. Sometimes the tracks are laden with obstacles and, more often than not, they lie from the inside out. Once you get to know the individual tracks you'll get to know where the obstacles lie. But, until that time, do be careful won't you? There we are. That's the end of my not-so-quickie.



GRAPHICS 8
Clear and concise sprites with detailed playing environments.

SOUNDS 7
Competent in-game tunes and suitable screeching sound effects.

GAMEPLAY 8
Brilliant in two-player mode with loads of options and features.

LIFESPAN 9
19 tracks,12 vehicles, three tournaments, head-to-heads. Speaks for itself, really.

TOTAL! JUDGEMENT

'Without a shadow of a doubt, the best racer on the Game Boy. Ever. Start saving, I should.'

TOTAL! SCORE 91

MASSIVE TOY STORY GUIDE!

SONY SEGA NINTENDO PC 3DO

GAMES MASTER





REVIEWED!
MAGIC CARPET
Hits Next Gen consoles

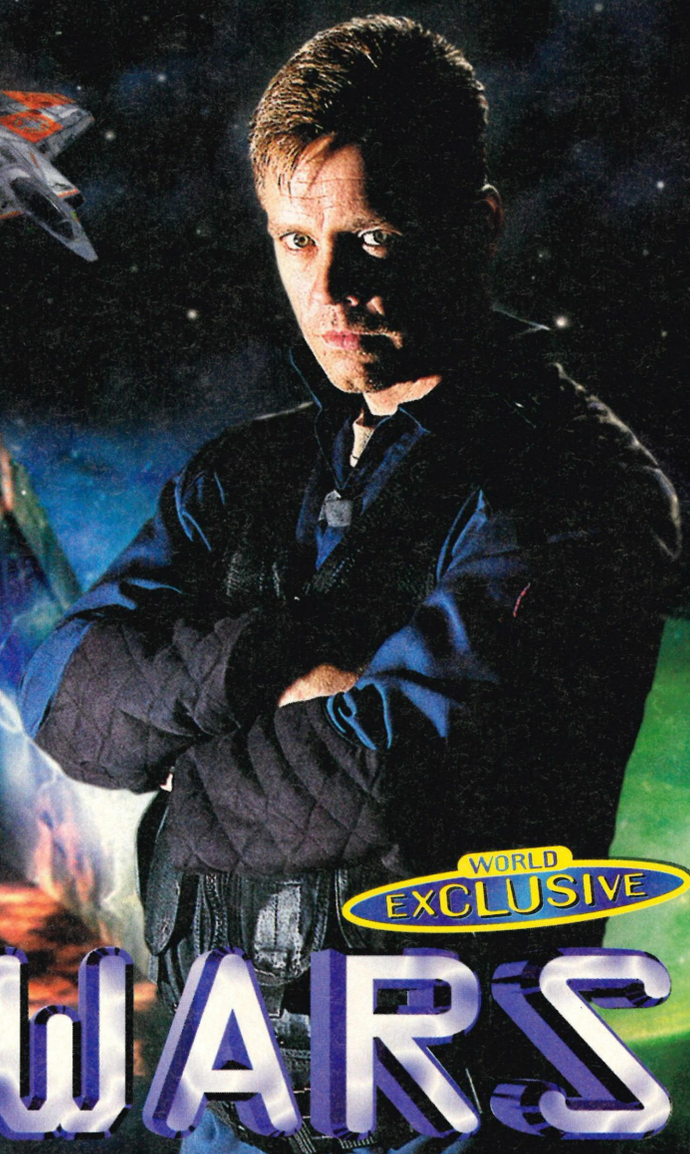
SATURN FIRST!
ULTIMATE MK3
Best version ever?



FIRST PICS!
DIE HARD TRILOGY
Three games in one!

FIRST REVIEWS!
ALIEN TRILOGY
PlayStation
SPACE HULK
PC CD





WORLD EXCLUSIVE

STAR WARS

EXCLUSIVE REVIEWS!

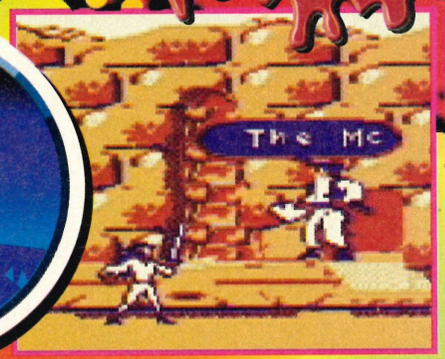
PC – WING COMMANDER 4
PSX – WING COMMANDER 3 VS

BUY IT!!! ON SALE 14 MARCH

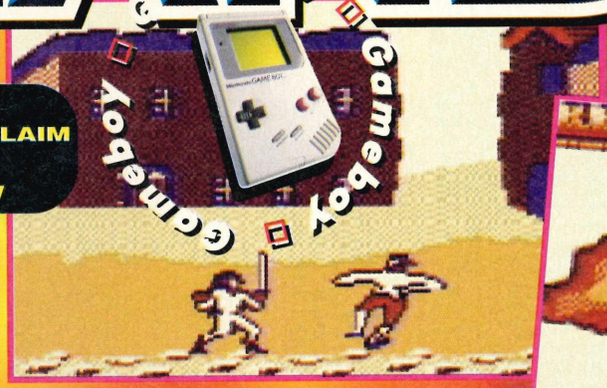
CUTTHROAT ISLAND



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

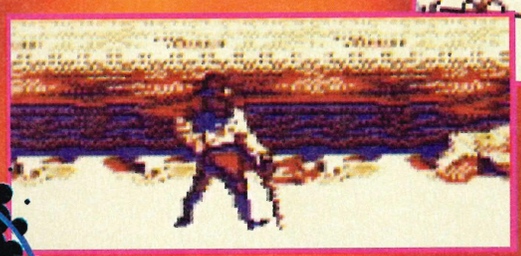


Even speech in this game is awful. And it's contained in those bubbles. Rubbish.



Just look at that above. Abysmal, isn't it? This game ought to be banned.





The map and the shot of Morgan by the sea are the most interesting screens. Honest.

You just know you're in for a horrific experience when, on the back of the box, there are such wonderful soundbites as, 'Sharpen your long sword for the ultimate high seas battle', 'Leap for your life, ye scurvy dog' and 'Dead men tell no tales on Cutthroat Island'. And if that isn't enough to put you off the game almost immediately then the fact that the SNES version is a complete waste of time, will be.

The most annoying thing about the SNES version of *Cutthroat Island* – apart from the obvious gameplay and visual flaws – was that the pirate idea had loads of potential and the game did nothing with it. The same applies here. But, of course we should have expected that.

ISLES
Nothing.
Absolutely
nothing

PILES
Everything.
Absolutely
everything



And, if anything, the Game Boy version is worse. There is no colour, the backgrounds look dreadful and the characters look and move like scarecrows. The music is worse than Rob's singing and the gameplay is completely rubbish as well.

I'd sooner buy a subscription to '*Wallpapering Monthly*' than play this.

TIM

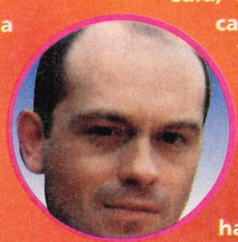
T!

A Tour of the Town

THE PRISON
A disgusting, rat-infested cesspit. Serious bouts of malaria and smallpox are not uncommon. The Warden, Dawg Brown said: 'I got the decor ideas from a place that I visited in Bath once. Monmouth Street, I think it was called.'



SPITTAFIELD TAVERN
When we entered the tavern and told the landlord that we were pleased to have finally seen the Spittafield he said, 'It's called the Vic! GOT IT?' Yes, we replied, 'We most certainly have'.



THE HARBOUR
Full of lovely fish – pilchards, tuna, great white sharks that tear you apart unless you stick a gas canister in their mouths – and a plentiful supply of beach shops, the harbour was a pleasant surprise. Rob kept going on about feeling home sick so we chucked him in.



GRAPHICS
Appalling animation and the characters and backgrounds are awful. **4**

SOUNDS
Completely rubbish music and awful sound effects. I'd rather listen to Baby D. **5**

GAMEPLAY
Tedious and repetitive and an absolute cinch to get through. **4**

LIFESPAN
It won't last because hopefully you won't have bought it in the first place. **3**

TOTAL! JUDGEMENT
'Absolutely dreadful side-scrolling bore-'em-up. Go away, will you? And don't ever come back.'

TOTAL! SCORE 21

Tips

TOY STORY

As you've come to expect from the pro-tipsters here at TOTAL! HQ, we've already busted *Toy Story* wide open and are about to bring you the funkiest, fully-mapped players' guide on the street, all smothered in a tasty top-tip sauce with cheat relish on the side!

Invincibility: At the beginning of the second stage (Red Alert) collect seven silver stars and then return to the toy box and jump in it. Press and hold down on the D-pad for five seconds. The star in the top left of the screen (the one that shows how many hit points you have left) will start spinning, showing that the cheat has been activated. This cheat will last until you switch your machine off.

PROPS AND EXTRAS



Sliver Star:
Collect 50 of these stars to gain an extra life.



Gold Star:
Collect these stars to restore hit points.



Cowboy Hat:
Grab the cowboy hat for an extra life.



Check Point Flag:
Touch these to activate a handy restart point.



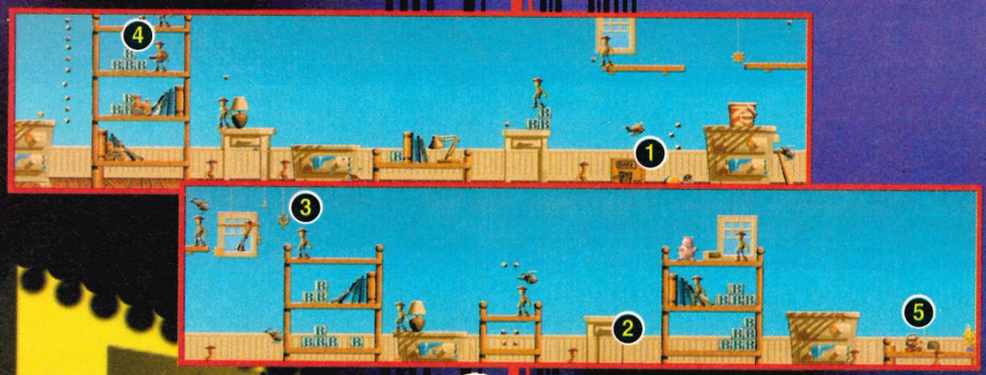
Shooting Stars:
Collect 200 silver stars to enter this bonus game.

THAT OLD ARMY GAME

1 Bounce from the ball onto the first dresser and whip the top of the bucket so all the toy soldiers can parachute down to the floor. Don't wait for them, continue to the right.

2 Bounce on the ball to get onto the cabinet. Jump until you reach the top and whip the baby monitor to the ground. When the soldiers reach it they pick it up and carry it to the end of the level.

3 Instead of exiting the level, start going left along the top of the cabinets and drawers. When you come to the mobile use your draw string to swing on the hook to the next shelf.

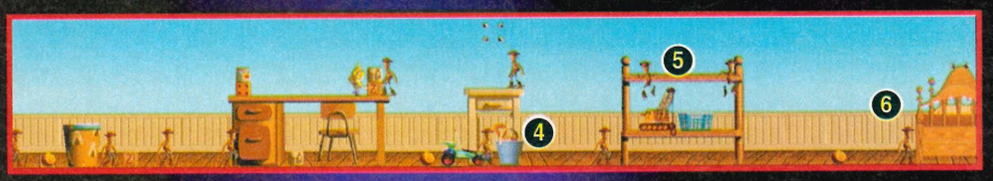


4 When you arrive on the final cabinet, back at the beginning of the level, collect the extra life and then jump off the cabinet to your left to collect a hit point restoring gold star. Now go right to the end of the level.

5 To finish the level, bounce off the ball onto the last cabinet then jump right onto the drawers and then to the table that has the other monitor on it. Touch the monitor to exit the level.

RED ALERT





1 Climb to the top of the cabinet and on the top of the basket then jump up to collect some bonus stars. Now go left onto the table where robot is and climb onto the blocks to jump up for more stars.

2 You only have 150 seconds to complete this level so you have to be quick. First whip the blocks away from where Ham is trapped, he will then waddle over to the balloon pump and sit on the end. Jump on the pump to project Ham into the toy box.

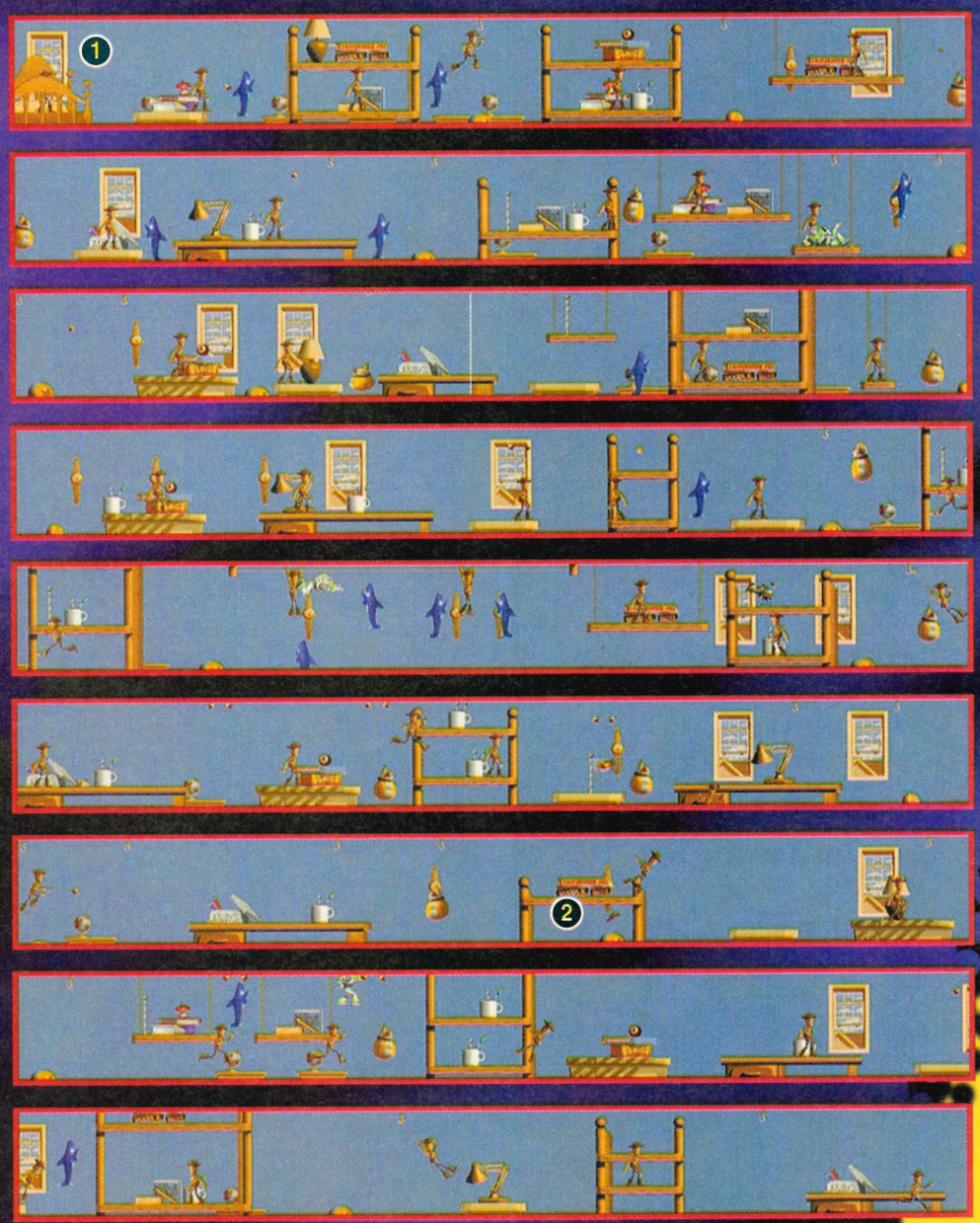
3 Jump on the ball and bounce up to the left then, when you're at the highest point of your jump, whip the blocks away to release the Robot. Now go right, get on the desk and whip away the dice that is holding Rex. Robot and Rex won't be as obliging as Ham was and you will have to wait until they are passing over the end of the pump before you can cast them into the box.

4 Whip away the objects that are trapping Rocky, he will now go over to the large bucket that is blocking RC Car's path and start pushing the bucket towards a toy crane. The toy crane will then hoist the bucket up so that RC Car can get under it.

5 Position Woody on the bucket so he can jump up and collect the silver stars when the crane pulls the bucket upwards. There are 50 stars on this level (and level one) so you need each one to gain an extra life.

6 To exit the level bounce off the ball to the right onto the bed and get Woody to collect the remaining stars. Once Rocky and RC Car have got under the bed you have completed the level.

EGO BUZZ



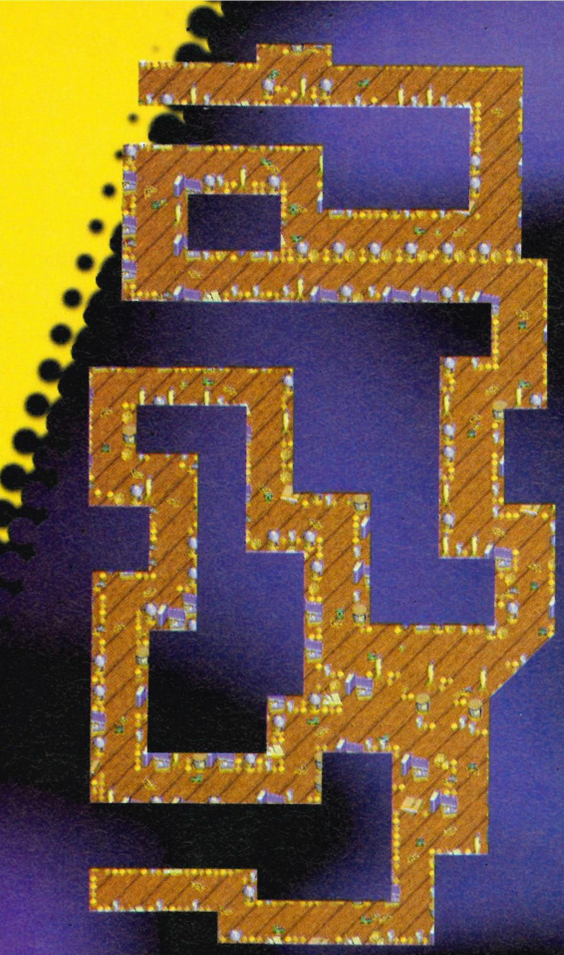
1 This level is that it is not a race. Even with the invincibility cheat on you cannot beat Buzz, believe me I've tried! The game is programmed so that Buzz will always beat you. Take your time and make sure you don't get hit by the Sharks or Clowns, either swing or bounce across the gaps. It's probably safer to bounce across on the balls as it's easy to misjudge the jumps.

2 This is the only extra life to be found on this level. Drop off the right-hand side of the cabinet and bounce off the ball to collect it. You might lose a hit point doing this but it is worth it to gain that elusive extra life.

NIGHTMARE BUZZ



Here's where you meet the first Boss in the game. Stay to the left side of the screen and wait until you hear Buzz taunt you, then jump up to avoid his laser beam. Whip the protective moons that are in orbit around Buzz before you begin to start attacking him. Wait until he reaches for the teleporter button on his arm and then whip him with your drawstring. This is the only time he is vulnerable to attacks so be patient, after five hits he will be defeated. As Nightmare Buzz pops his clogs he drops hundreds of bonus stars, so make sure you're ready to get underneath him and collect as many as you can.



THE BUZZ CLIP

1 For this section you take control of RC Car in a *Micro Machines* type of scenario. RC is tricky to handle at first so use the brakes when you are cornering as bashing into the turns costs you precious battery power.

2 You will encounter Buzz at regular intervals, you must run into him to make him drop a battery cell which you have to collect if you are to get much further.

3 At this point when you hit Buzz his battery cell always seems to get deflected behind you. Always go back for it, you will never make it to the next meeting with Buzz otherwise.

4 Take this section very slowly, losing control on these turns can cost you major power loss. Don't forget use those brakes, you aren't actually racing anyone so it is a question of safety first.

5 There are lots of lovely collectable icons on this section so fill your boots as these get few and far between later on in the game!

REVENGE OF THE TOYS

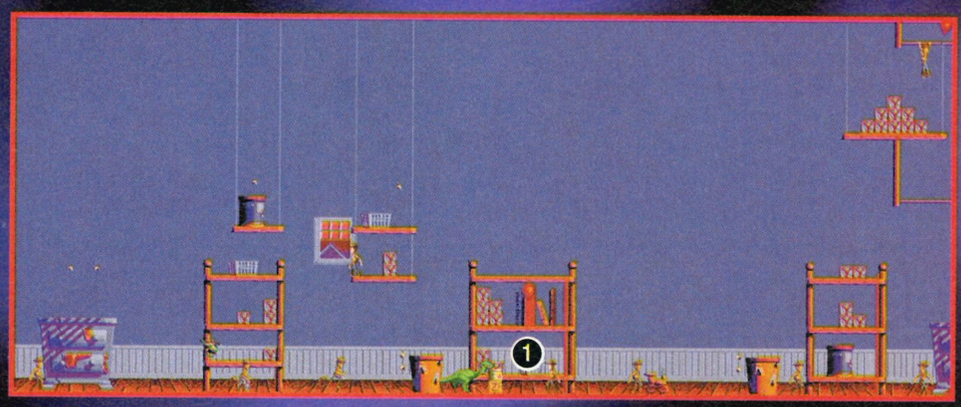
1 To help Rex get to the other side of the room you must remove all the obstacles in his path. Sometimes the only way to get to the obstacles is to climb up the cabinets and go over the top of them then whip them from the other side.

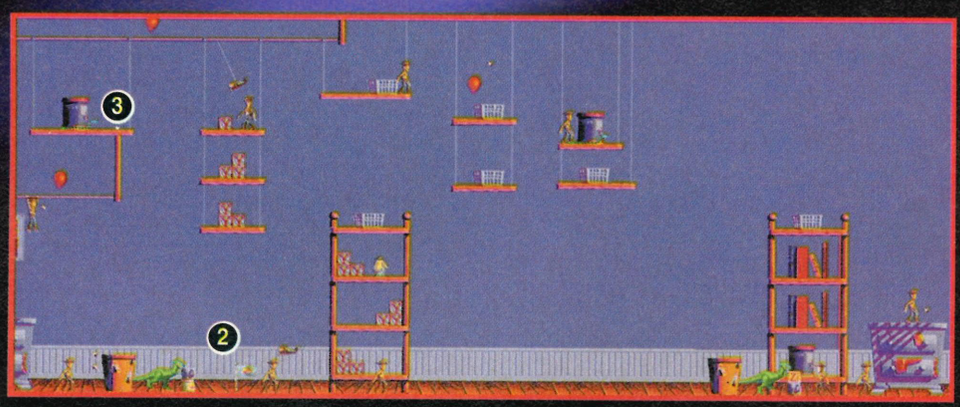
2 When you go past the restart flags in this level you are rewarded with two gold hit point restoring stars. These only stay on-screen for a few seconds so grab them quickly, you're going to need them!

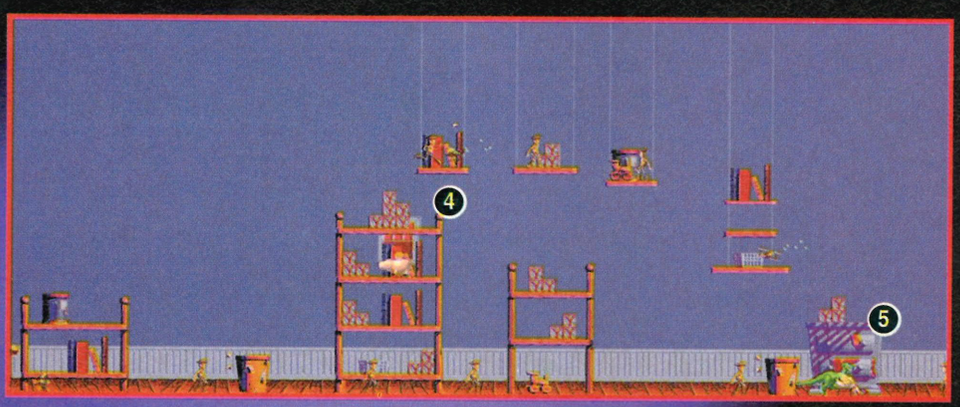
3 It's well worth exploring the higher reaches of these suspended shelves as there are lots of goodies to be found. Watch out for strange looking caterpillars, they're invulnerable to all attacks and are not to be messed with.

4 Careful here! Your ex-friend Ham the Piggy Bank is throwing lots of coins down at you. Ungrateful porker!

5 The last obstacle is Rocky, the clockwork strong man. There's no need to wind him up, just giving him friendly whip across the buttocks is enough to persuade him into letting Rex past!







Debs Tea Story



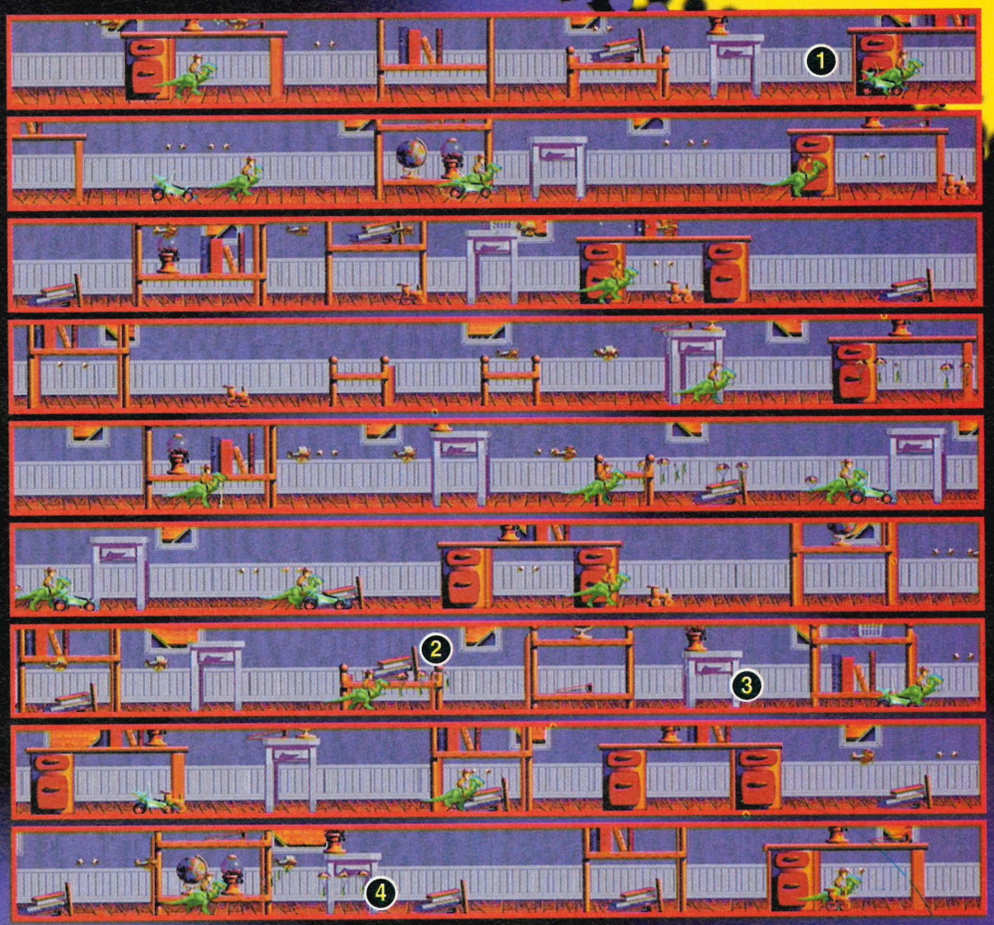
When making tea in the pot it's vital that you warm the pot first so that the tea leaves aren't scorched when boiling water is poured straight onto them. Otherwise the flavour will be altered dramatically. Another



rule of thumb is that when using loose tea leaves rather than bags, you should put in a teaspoon for every cup you are going to make, plus one extra for the pot. And always put the milk in last. And that's my 'Tea Story'.



RUN REX RUN!



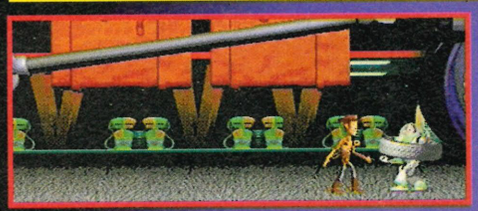
1 RC Car appears here in this extremely difficult scrolling screen level. He will do his utmost to turn you into road pizza so be ready to jump over him as he attempts to ram Rex and Woody.

2 As if things weren't hectic enough a plane flies past here and air-drops the sergeant and the green toy soldiers, who try to land on Woody and Rex. As soon as you spot the plane run ahead as far as the screen will let you, so when the soldiers parachute down they should all drop behind you.

3 Whoa mama! What a relief, a restart point flag is to be found here. Unfortunately this is also the signal for the pace to start heating-up, both RC Car and the toy soldiers reappear here.

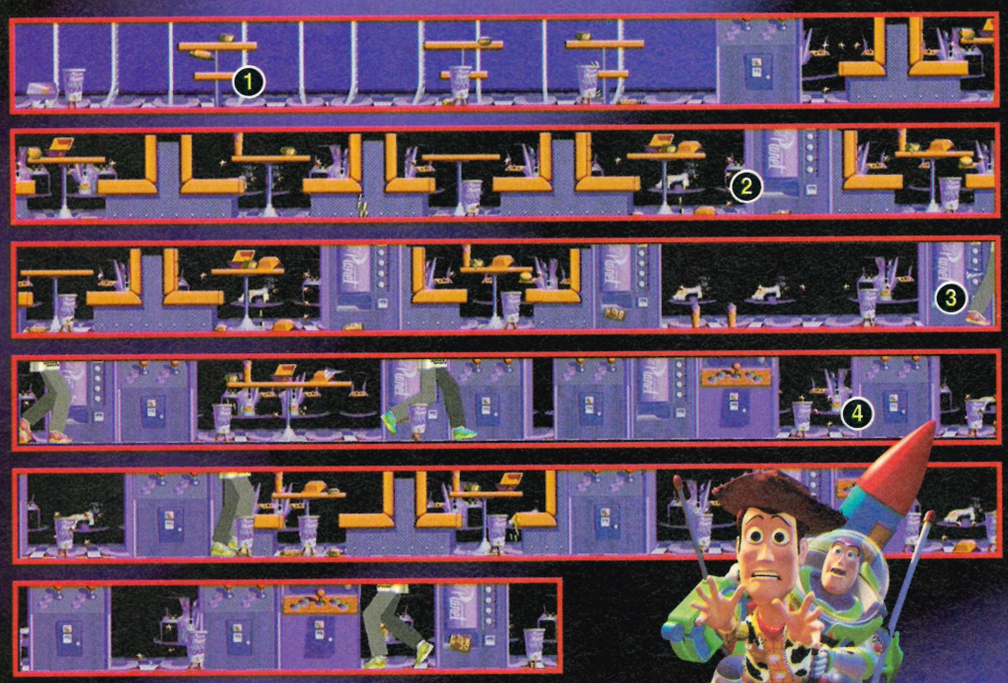
4 Those dirty rotten turncoat soldiers will go for the final drop here, so make sure you keep the pace up and push hard to the right. You're nearly there!

BUZZ BATTLE



Buzz will attack Woody in two different ways: First he'll saunter towards you from the right and then start charging at you with a rugby style tackle before finally repeating the process by approaching from the left. Wait until he starts charging and jump over him making him miss. Next he will attack from the left in a spinning top fashion, then again from the right. Time your moves so that you run under him. The only way of attacking Buzz is to trap him with the tyre on the left. Whip the tyre up in the air when Buzz is moving towards you so that it traps his arms and taking a hit point away. Collect all the stars that are dropped when he breaks free. Repeat this process until he's left feeling flat!

FOOD AND DRINK





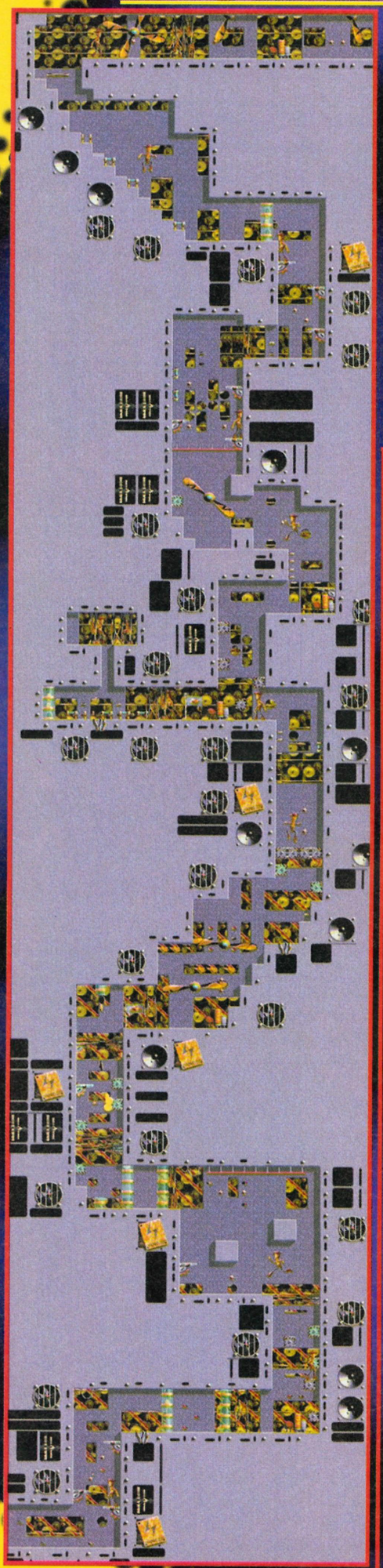
1 Falling food is your main hazard here. Approach the tables and make it look as if you are going to walk under but wait just at the last second, this will have the effect of 'drawing' the food before you reach it. Also make sure you keep far enough ahead of Buzz so that he doesn't bump into you.

2 Look out for these drinks machines, they spew out cans of drink which will rob Woody of a precious hit point if they make contact with his oak noggin! Wait until there is a break between the cans before darting past.

3 Watch out for the giant kids chasing paper planes. Listen for the sound of their footsteps and press down to duck, you'll now be safe from those clumsy great plates!

4 All of the silver stars are easy to collect on this level. They can all be reached either by walking over them or by a simple jump. Collect all 50 for a rather useful extra life, anything below that and you'll get a poxy extra hit point to start the next level!

INSIDE THE CLAW MACHINE



1. It's Tricky Jump Time platform fans! Study how the various platforms move and it should become fairly obvious how to get to the top of wherever you are trying to reach. It's dead easy, honestly it is.

2. When you come to coins dropping through the glass cylinders, whip the glass cylinder and wait for a break between the coins before passing under it. Looks like these Claw machines make a bob or two, so get ready to move quickly.

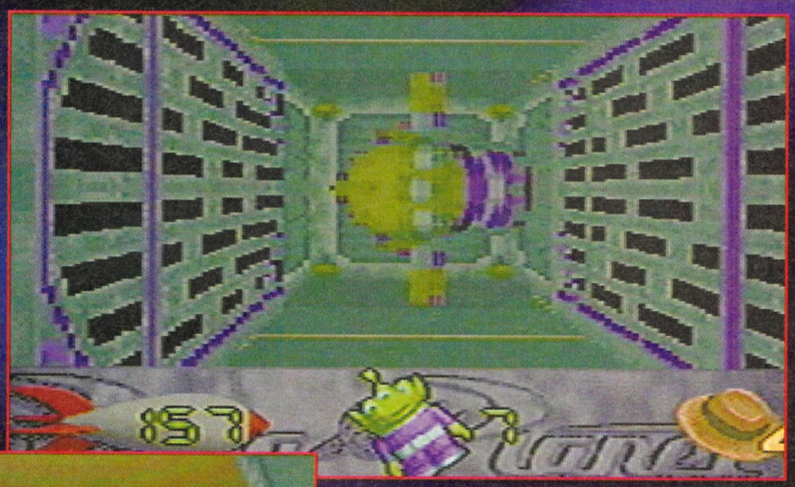
3. Hallelujah! A restart point. No nice gold hit point stars here though I'm afraid, just some nasty fans trying to to slice our cowboy friend. Once again just study how they move and then run for your life!

4. At this second restart point go left to the coin tube and smash it. Get underneath the coins and jump up left. Woody should disappear from view. Now jump right and walk along a bit. Woody should appear by a gold star and best of all just a quick jump to the right should secure you an extra life.

5. Before reaching the exit Woody should come across lots of these little capacitors which will blow up as he gets near them. Make Woody duck as soon as you see them blow and the sparks will miss him.

REALLY INSIDE THE CLAW MACHINE!

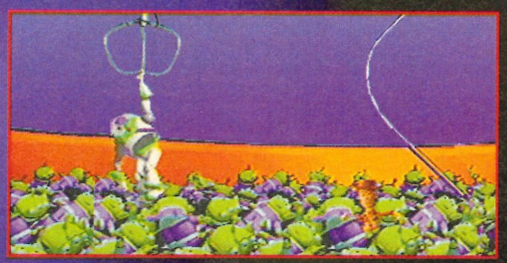
The idea of this *Doom*-like section is for Woody to collect eight of the missing aliens and return them to their friends – none too difficult you may think. Well, the problem is that you have 180 seconds to do it in. Can you do it?





This is what the little three-eyed monsters look like. They greet you with a irritating 'Hellooo!' when you pick them up. The key thing about this section is that there are two points where you can drop the aliens off. The second drop-off point is in the second chamber you come to, there's a door opposite one of the aliens that you have to collect. Once you have located this it is a matter of simply deciding which one is the nearest portal to drop Woody's little green friends off.

THE CLAW



Oh yes! Its one of those boss sections that keeps joypad manufacturers in business! Be ready to persevere. Woody has to protect Buzz from Sid, who is trying to win him as a prize in the Claw machine, and who also happens to be the child equivalent of Norman Bates. To protect Buzz from the Claw, Woody has to whip aliens into the air and then jump up and whip again, projecting them far enough to hit the Claw. It is best to stay on the right when doing this and try to hit the the Claw before it has picked Buzz up by sending three of the little guys skyward. Often, the Claw will still come for Buzz, but there's still time to get another flurry of aliens towards it before Buzz is carted off. To avoid taking hits from the Claw and an annoying piece of dangling wire, duck down as they pass over Woody. You have to see the Claw off five times before Sid runs out of money.

SID'S WORKBENCH



1 The first thing you will encounter on this level is this Spider and shortly after that some darts will fall from the ceiling. Since this level is absolutely packed with hazards it is best to take it slowly to ensure Woody doesn't take too many hits.



2 Woody will have to use his drawstring frequently on this level to snag hooks and cross over to the next platform. Unfortunately the control method for this (as you will have undoubtedly noticed by now) sucks, and can lead to many unnecessary wasted lives. Another much used method on this level is for Woody to carry himself overarm across sections while all sorts of nasty things try to hit him. Once again just waiting for the right moment will see Woody through.



3 After this restart flag there is an extra life beneath the platform. The only way to reach it is to jump down from the right-hand side of the platform and swing across to collect it, now snag the same hook and go back the way you came. Don't worry if Woody dies in the attempt it will reappear for him to collect again.



4 Don't be tempted into trying to collect this star. If Woody jumps here he will fall to a certain horrible death. What sort of mind does it take to include a unreachable power-up in an already tough game like this?



5 This is where things get surreal. As Woody gets to the second restart flag he will suddenly stop and do the splits, then the gigantic hand of Sid will come onto the screen with a magnifying glass and concentrate a ray of sunlight on the back of Woody's head until it starts smoking. I did warn you, didn't I?

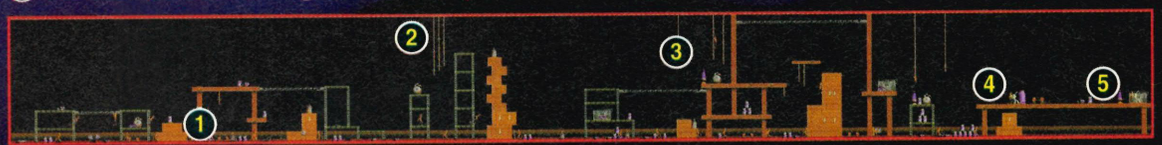


6 With his head now smouldering Woody will shout 'Hot, Hot Hot!' (Very observant these toy cowboys!) and he'll start running about, losing his ability to jump at the same time. Guide Woody over to the bowl of water and he will dunk his head putting the fire out. He will do this one more time before the end of the level.



BATTLE OF THE MUTANT

1 This level starts out looking harmless enough with some hungry looking spiders and lots of menacing empty drink cans, all of which are easy enough to steer clear of. Head upwards to get over the crates that are blocking Woody's path.



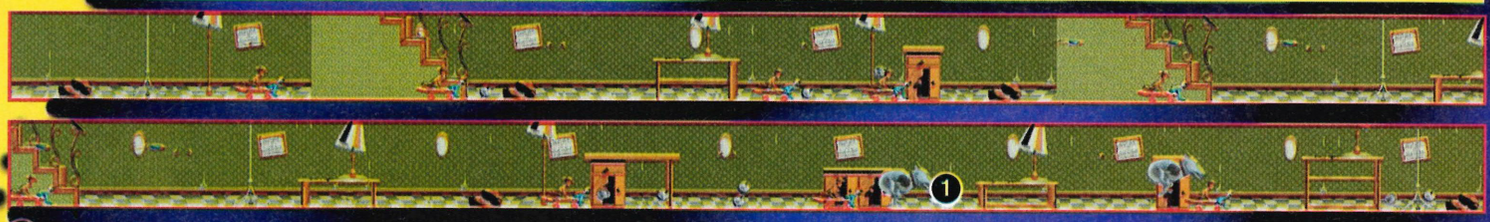
2 Now I hope that you have got pretty adept with good old Woody's drawstring because you will have to be to complete this level. Woody has to negotiate these hooks to get up to the top and carry on with the level. The best way of climbing up the hooks is to swing of one then to quickly turn in mid air and snag the next hook and repeat the process until you reach the top.

3 Just what we need, more swinging action! If you keep your finger pressed down on the whip button Woody's whip will automatically keep zipping out and snagging onto any nearby hooks, leaving you free to just worry about the jumps.

4 At last you find Buzz. Now things start to get a bit strange again. Suddenly Woody is surrounded by these weird mutant toys. First grab hold of Buzz by pressing the whip button, now you literally have to push Buzz to the end of the level while you are being attacked by the mutant toys. To fend off the toys use your whip button and Buzz will hit the nearest of the mutant muthas.

5 Keep on pushing Buzz as fast as you can so you don't take any hits from the baby-headed spider type thing.

ROLLER BOB



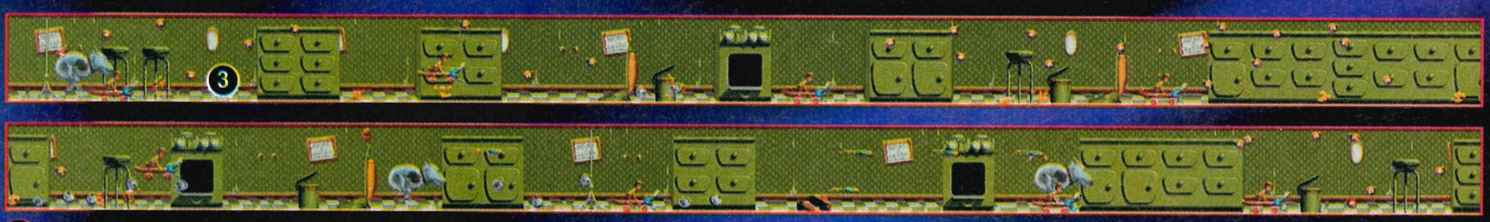
1 Approach this level in very much the same way as you did in Run Rex Run. Hold back when you see the cans but when you hear a dog barking run to the right of the screen because seconds later Scud (Sid's vicious dog) will appear. Just outrun him.



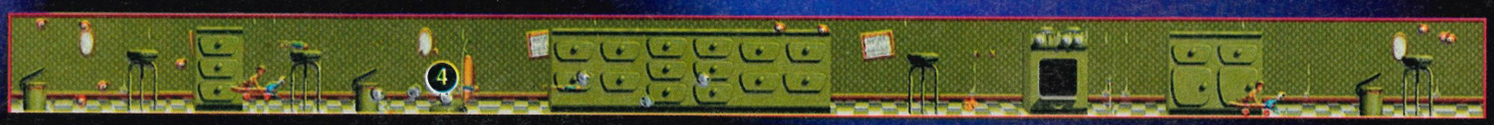
2 When you hit the restart flag a new menace will appear in the form of exploding skulls. These will come from the left-hand side of the screen and then bounce in front of your path before blowing up.

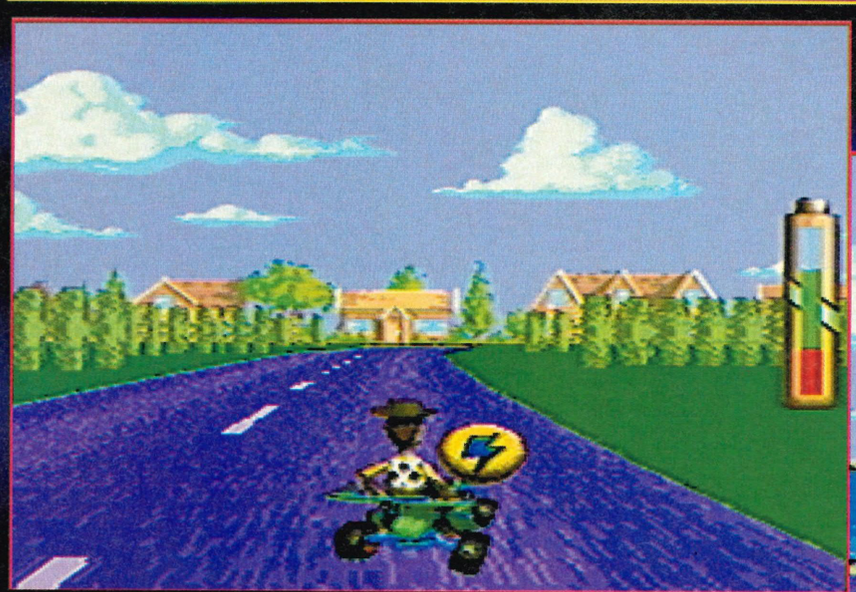


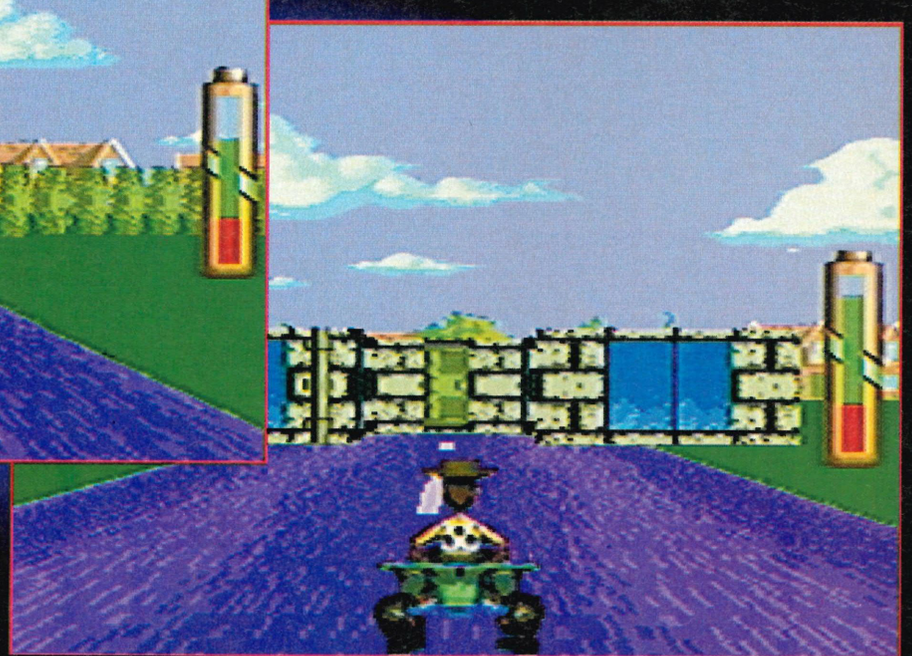
3 The rule to remember is go to the right when Scud appears from the left, and then when the exploding skulls come stay in the middle of the screen. When the cans start falling try and jump over them. If all three cans appear at once, good luck.



4 Whatever you do don't forget to collect the power-up stars. There are 50 on this level (and indeed on most of the other levels) which is enough to earn you a much needed extra life.

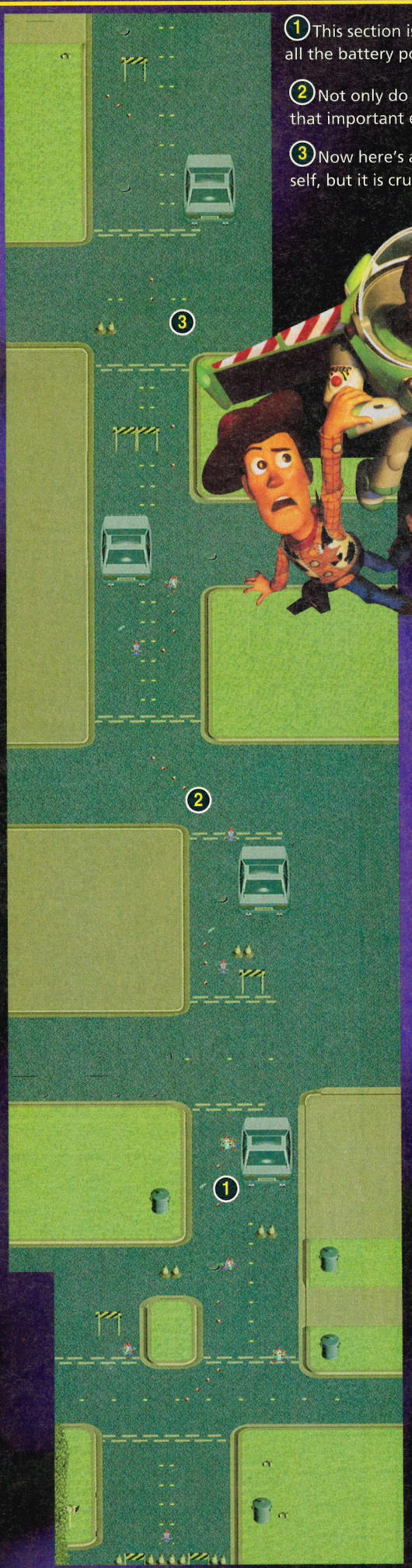






This *Street Racer* style section is fairly straight forward. Just steer Woody and RC Car through the streets running over the power cells to ensure RC has enough energy to make it to the end of the level. For every energy power-up you collect you are given two silver stars, so try not to miss any.

LIGHT MY FIRE



1. This section is very much like the earlier Buzz Clip *Micro Machines* section. The important thing is to pick up all the battery power cells that are scattered around and follow the route through the streets.

2. Not only do the stars show the route through the level but at this stage it is vital to pick up all 50 to get that important extra life.

3. Now here's a tricky one, picking up this power cell is almost impossible without having to go back on yourself, but it is crucial that you do collect it because RC will run out of fuel before he gets to the next cell.



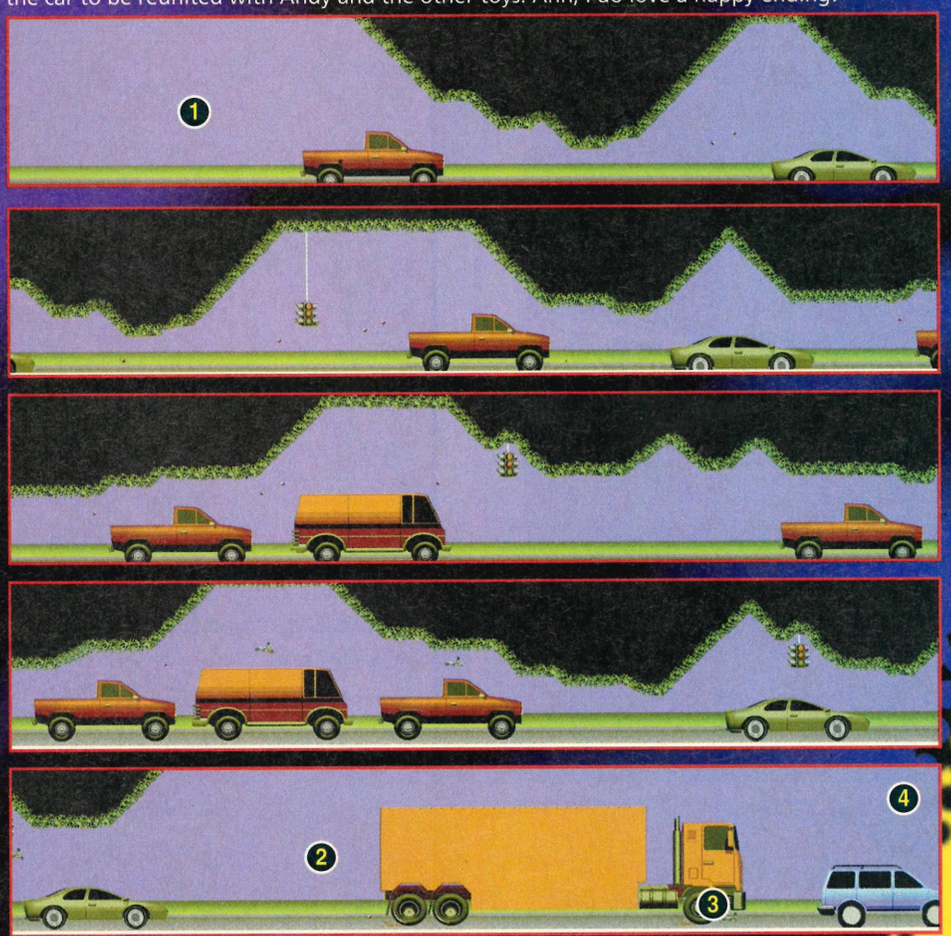
ROCKET MAN

1. This is it, the last level! Now easy does it! The main thing to remember is that this is not a race so don't go tearing ahead, pull back and give yourself a chance to see what is coming up so Woody and Buzz can avoid any oncoming obstacles.

2. Keep at the centre of the screen and follow the path that the power-up stars take you. This truck is probably the most difficult thing to avoid on the whole level, as soon as you spot it guide Woody and Buzz to the top of the screen so they can fly over it.

3. When you get to this truck go to the bottom of the screen and position Woody and Buzz just in front of the truck's front wheel. The screen will scroll over and will kill anything in front of the truck, but if you are quick enough Woody and Buzz will be safe.

4. To infinity and beyond! You should be home and dry now, just keep to the centre of the screen and hover over Andy's car. At this point Woody and Buzz will automatically land on the car to be reunited with Andy and the other toys. Ahh, I do love a happy ending!



letters

While Bob Hoskins thinks it's good to talk, our very own Bob Pegley thinks it's great to read and write. But then he would think that as he's only just learnt. Please indulge him and send some letters to practice with.

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

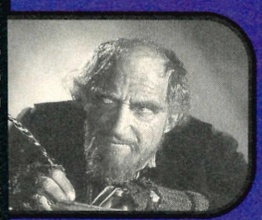
FAMOUS TOTAL! READERS

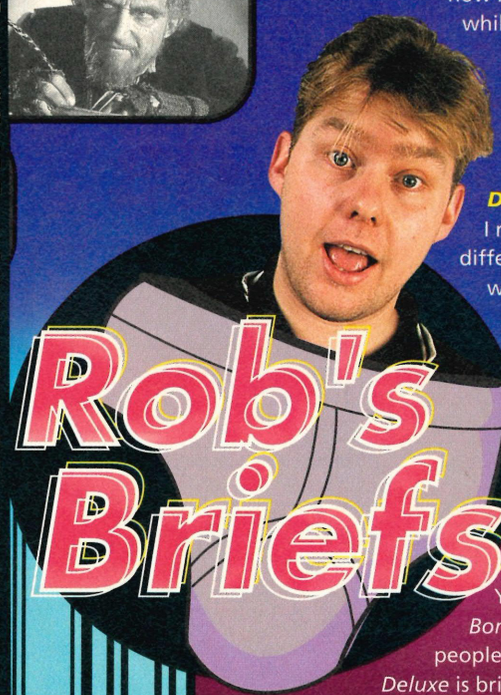
As Blur slip slightly in their battle with Oasis for Britpop popularity supremecy, Damon has 'outed' himself as a TOTAL! reader, in a bid to win thousands more fans. We thought at first that Damon was just using it as a publicity stunt and that secretly he owned a Mega Drive, but after checking our records it seems that Damon has been a subscriber since issue 4 when he was only 15. His favourite game is *Bomberman 3* and he and Justine Frischman (his girl-friend from out of Elastica) often have pop celebrities round for marathon games playing sessions – often they stay up way past midnight. We think Damon's a top man. And Deb fancies the pants off him.











Rob's Briefs

Dear TOTAL!,
I have a Game Boy and was thinking of getting *Mortal Kombat* 3 for my birthday. But, now I'm not sure. You see, *NMS* gave it 73% whilst you gave it 90%, as you know. What is the reason for such a huge difference in scores? And whilst I'm at it, Arsenal are the best, aren't they?
Matthew Fieldwick, Canvey Island

Dear Matthew,
I must admit it does seem strange that the difference in scores was quite so large. We were big fans of *MK3* on the Game Boy

Dear Rob,
I have recently purchased a Multitap. What are the best four-player games around?
Dean Jones, Southampton

Dear Dean,
You really can't go wrong with *Bomberman 2*, it's about the most fun four people can have with a SNES. Failing that, *ISS Deluxe* is brilliant fun and *Smash Tennis* can be a real scream. I think I can feel a feature coming on...
Rob

Dear Robert,
I think your features are brilliant. The Bargain Games thing last month was excellent as was Stars And Sprites, A Day In The Life, the Top 50 Game Boy games and the Games Challenge. Keep up the good work.
Andy Forrester, London

and 73% does seem a little low to us. I know that *NMS* are great fans of *Killer Instinct* though so possibly that has something to do with it. We'd still recommend *MK3*.

Arsenal are certainly the best at grinding out dour 1-0 wins inspired by superb use of the offside trap, but as a footy team we're not fans of them. Apart from Tim, but he has no say around here frankly.

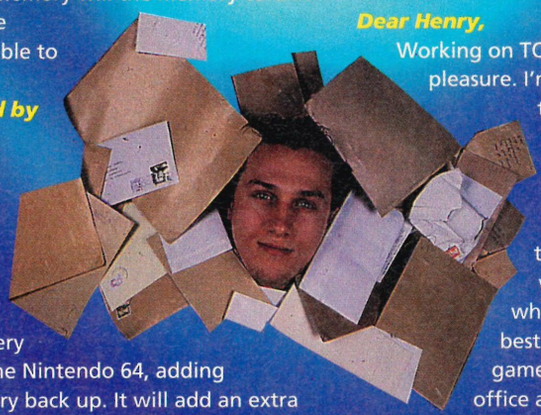
Rob

Dear TOTAL!,

I think your magazine is brilliant and nothing could be done to make it better. However, I do have a few questions.

1. Is there going to be a battery back up for *Mario 64*?
2. How much memory will the memory card in the back of the controller be able to hold?

Will Woollard by e-mail



Dear Will,

Yes, as we announced last month, the 64DD will be launched very shortly after the Nintendo 64, adding massive memory back up. It will add an extra two megabytes to the existing four megabytes that the N64 will already possess on its motherboard. And we think that's plenty.

Rob

Dear TOTAL!,

Can you carry a feature on your workplace? You often talk about it but we never get the chance to see it. Perhaps you could print some photos or something. Just a thought.

Richard Aston, Carlisle

Dear Richard,

In issue 50 there were plenty of shots for you to get a decent look at the place we lovingly refer to as 'the office' in our 'Day In The Life Of' feature. But rest assured there are some more in the pipeline so keep your eyes peeled.

Rob

Dear TOTAL!,

Just a few questions.

1. What's it like working at TOTAL!?
2. What do you love/hate about it all?
3. How come everything changes so quickly? One minute we're reading reviews by Thicky and Josse and then the next minute it's Danny and Tim.

Henry Hill, Harrow

Dear Henry,

Working on TOTAL! is an absolute pleasure. I'm lucky to have a job that I look forward to doing every day. I have friends who have become accountants and teachers etc, that dread going to work sometimes, whereas I can't wait. The best bits are playing new games that come into the office and writing about them, the worst bits are the meetings I have to attend and the paperwork I have to do.

As for things changing quickly, we like to keep things fresh around here. Josse and Andy are both around the office a fair bit and they pop in all the time to play games and discuss things with us, but both have other projects to work on and so we constantly get new people in. It helps to keep us having fun and getting new views on things.

Rob

Win a Game Boy Cart

WEIRD PLACES I'VE PLAYED MY GAME BOY

No. 50



Name: Michael Oakes
From: Chelmsford

Apparently Michael reckons he's inside here playing his Game Boy together with a selection of underwear being done on number two cycle (non-colour-fast cotton). He says it isn't a problem until you get to the final spin which tends to disorientate you somewhat. Frankly we think you're lying Michael but we'll send you a game for your cheek. DON'T TRY THIS AT HOME KIDS!

Dear Andy,

Thanks Andy. If we had our way we'd simply have the magazine packed with reviews and nothing else, but as it is the quiet period of the year at the moment we're forced to sharpen up our feature writing skills and much of the credit in this instance must go to young Tim. He's bursting with ideas and not afraid to make an arse of himself in the name of TOTAL! Which is handy as he does it quite a lot. Plenty more where they came from.

Rob

Hello,

Noel from Oasis here. Just a note to say that your mag is @£$%*? top grade. 'Our Kid' thinks so and so does Bonehead. Oh, and those other two although I can't remember their names. Anyway, rock 'n' roll, man.

Noel out of Oasis, Manchester

Dear Noel,

Danny, Danny, Danny, Danny, Danny, Danny. Now listen to me carefully. You. No. Longer. Work. Here. Got it? And what does '@£$%*?' mean – that's like one of your reviews, that is. The only bonehead around here is you Danny, infecting our lovely letters page with your stupidity.

Rob

Dear Rob,

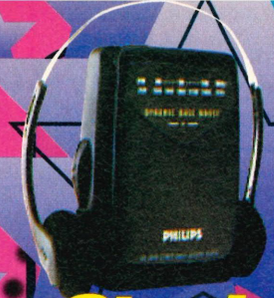
Who exactly are Tim and Chris? They've just sort of appeared from nowhere and we don't know anything about them. Explain please.

Michael Lorron, St Ives

Dear Michael,

Sorry Michael I thought we'd mentioned them before, but if not here's a little introduction. Tim our new staff writer is 19 and from Midsomer Norton. He supports Arsenal, likes Suede (the band, not the material), plays the guitar and his favourite game is *ISS Deluxe*. Christian is the new Art Editor. He's 23 and from Bristol, and spends his time either working out or seeing his gorgeous girlfriend. He's good at everything and we hate him for it. You'll be seeing a lot more of those two, you mark my words.

Rob



Dear Debs...



Star Letter

Dear TOTAL!,

I believe that as more and more high-quality games are released the harder the choice becomes for the buyer. Therefore, you must be tougher with your marking. If the scrolling's slow or the sprites flicker you must knock marks off. Because there are so many better games being released now, giving 99% seems a little silly, don't you think? I mean, you can't give 99% to every game that rates alongside *Mario All Stars*, surely? The quality of your mag hasn't slipped, I just think a couple of things could be looked at.

Steph Allman, Wolverhampton

Dear Steph,

Thanks for your letter, it was a long and interesting read and I'll be sending a personal stereo to you as a result.

Personally I disagree that giving *Mario All Stars* 99% was silly. In fact, there are a number of games that I'd give 100%. It is only in the videogames industry that this scoring system occurs. In record or film magazines, they often give films or albums five out of five. The implication of our system is that there is this one game out there that will come along one day worth 100% and that'll be it, we'll never need to review games ever again. The implication of your letter is that scores should be going down, but that doesn't make sense as games get better. Maybe a better scoring system would be one that wasn't finite and could rise continually. So although *Mario All Stars* got 99%, something like *Doom* would be on about 107 by now. It's a difficult question and I'm not sure there is one correct answer.

Rob

Casebook...



Tim is happy with his new Metro. Slow and boring, it suits him well.

With the window down and the stereo on he's a hit with the girls. If only they'd leave school.

Distracted by a young sixth former, Tim quite literally crashes and burns. His car knowledge is found wanting.



Tim gets on the blower and after five or six calls finally gets the right number.

Luckily for Tim Rob is quickly on the scene. And he's brought some tools.

Frustrated by his car problems Tim invests in a smaller set of wheels. Fine for work, but what about dates?

Debs says

Dear Deb, as you can see, I'm not a lucky bunny when it comes to cars. I've since got rid of my Metro and now ride a skateboard to work – it's cheap and reliable but doesn't impress the ladies. I've got a date next week and want to take her out somewhere but I'm sure she'll think my board's stupid. Any advice?

Next month



Frankly, if you think a girl's going to be impressed by a Metro you're sadly mistaken. You're probably better off with a skateboard in fact. One other tip, take your date for a nice cup of tea, girls love a nice cuppa.



She cleans, she shines, she speaks...

Hazel Says...

I think Nintendo are very wise to relaunch the Virtual Boy now that its market is better defined and the software available finally demonstrates its true potential... You haven't seen any spare hoover bags around here anywhere, have you?

Poet's Corner

TOTAL!, TOTAL!, are the best,
They're much better than the rest.
Their reviews are top, their features too,
Especially the ones that Tim do's.
Rob's okay but he supports Pompey,
But doesn't smell like Christian Day.
Debs is nice but drinks too much tea,
And Tim's the best because he's so funny.

Tom Weavor, Bath



Dear Tim,

And you can pack it in as well.

Rob

Chris' Crayon COURT

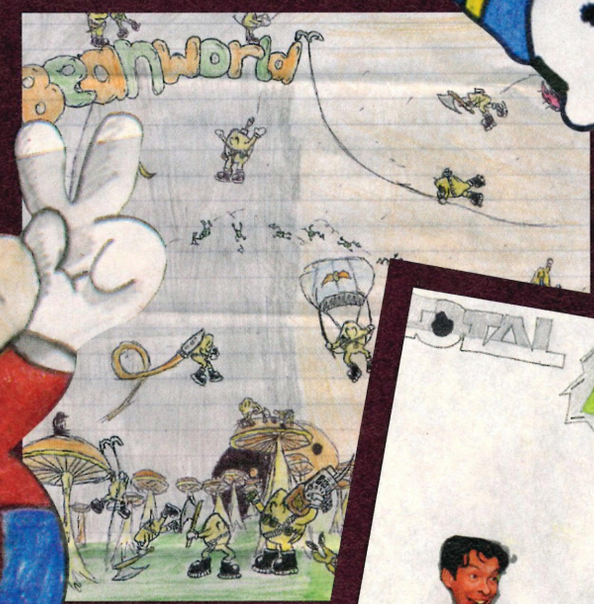


Win, lose or drawer time again and we've got four scribblers who are all in need of some of my art discipline.

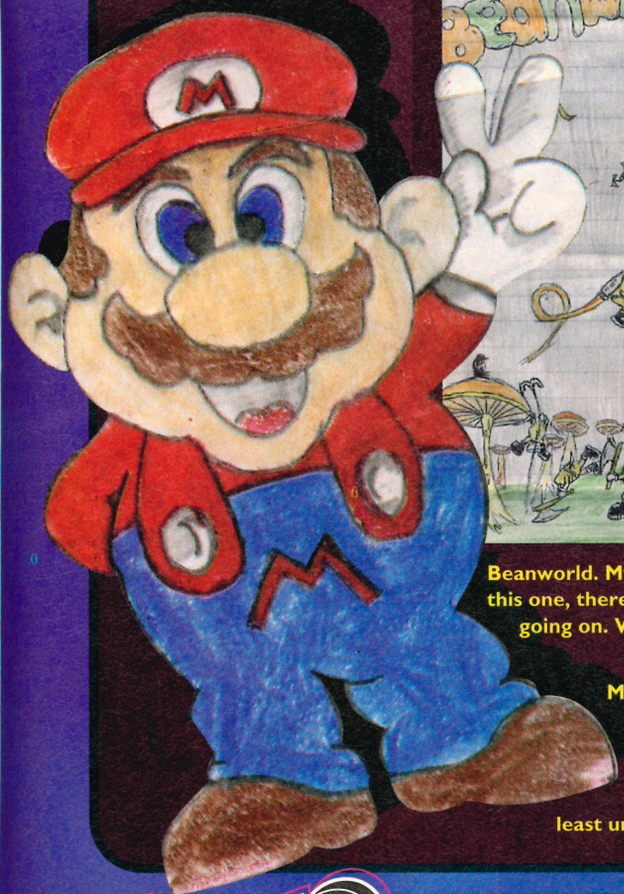


I'm sorry, but this month Tim (the chimp) was in charge of the gallery. It seems as though he's lost all of the names. Well, a great *Earthworm Jim*.

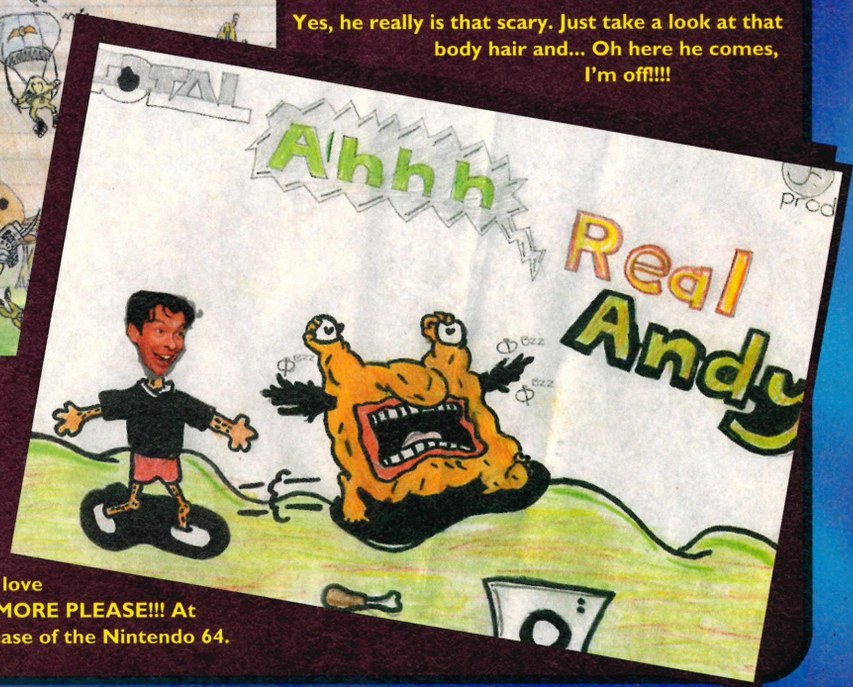
Yes, he really is that scary. Just take a look at that body hair and... Oh here he comes, I'm off!!!!



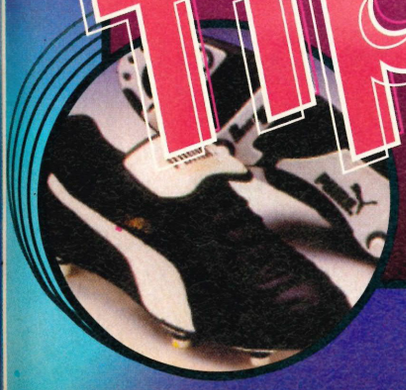
Beanworld. My favourite this one, there's loads going on. Well done!



Mario Mario Mario. As much as I love him, NO MORE PLEASE!!! At least until the release of the Nintendo 64.



Top Tips



Deb's Top Tip

If your sofa is looking grubby then you may be tempted to buy an expensive 'throw' or rug from a home furnishing store to cover it. A cheaper alternative is to get a thick cotton dust sheet from a decorators' shop. These are plain but strong, easy to wash and can be brightened up with an assortment of colourful cushions.

Rob's Tip

If you buy new football boots and want to avoid getting blisters then wear them in the bath to soften them up and get them to fit properly. And when you where them for the first time, make sure you vaseline your feet thoroughly.

Christian's Tip

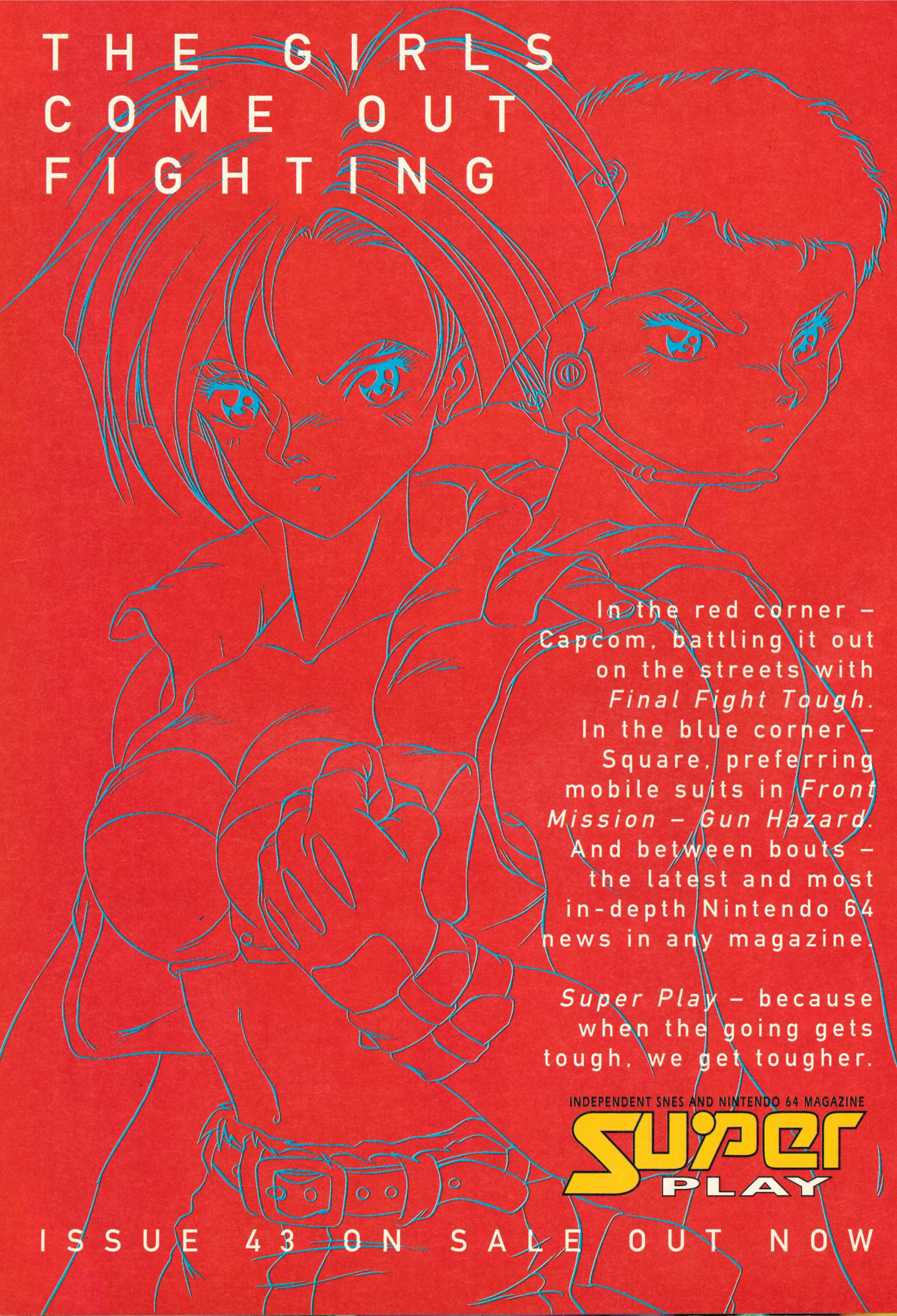
Don't try opening milk cartoons on a train unless it's stopped at a station. Better still open the milk at home and take with you in a handy plastic container.

Tim's Tip

Don't buy D-reg Metro's. They don't work.



THE GIRLS COME OUT FIGHTING



In the red corner – Capcom, battling it out on the streets with *Final Fight Tough*.
In the blue corner – Square, preferring mobile suits in *Front Mission – Gun Hazard*.
And between bouts – the latest and most in-depth Nintendo 64 news in any magazine.

Super Play – because when the going gets tough, we get tougher.

INDEPENDENT SNES AND NINTENDO 64 MAGAZINE

Super PLAY

ISSUE 43 ON SALE OUT NOW

Look At TOTAL! This Way



OW! Subscr NOW! Subscribe NOW! ibe NOW! Subscri e Subscribe NOW! ubscribe NOW! S



be NOW Subscribe NOW! Subscribe NOW! Subscribe NOW! Subscribe NOW! Subscribe NOW! Subscribe NO

By Subscribing

...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 £32.50 (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 ever characters' cover.
TOT52: Best cover yet, best issue ever.

That's you that is

Name.....
Address.....
.....
.....Postcode.....

Where are you at?

- ☐ **£32.50** (UK)
- ☐ **£51.95** (Airmail)
- ☐ **£68.20** (Airmail)

Show us your wad

- ☐ Cheque (to Future Publishing Ltd);
- ☐ or Visa/Access

Expiry Date ☐☐☐☐
☐☐☐☐ ☐☐☐☐
☐☐☐☐ ☐☐☐☐
Signed Date

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

It's in the post, honest

Send this form (don't forget the cheque – if that's how you're paying) to:

TOTAL! Subscriptions,
Future Publishing Ltd,
FREEPOST,
Somerton TA11 7BR
You don't need a stamp if posting in UK.
EC customers registered for VAT, please quote your registration number.

How to order back issues...

Get me the following superb issues of TOTAL!

.....
.....
.....
.....
.....
.....
.....

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

☐ Please send me _ TOTAL! binder(s) at a chirpy cheap £5.99 each.

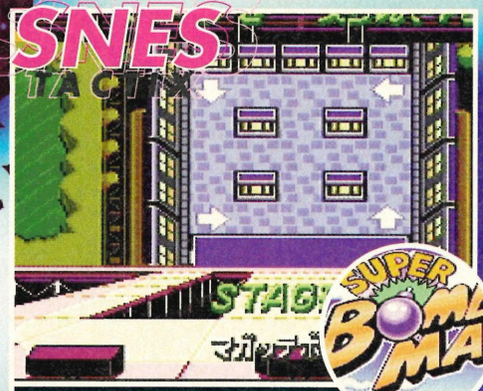
£3 per back issue. Unless you buy any two for £5, or, even better, three for £7.

I enclose **£**.....
(make cheque payable to Future Publishing Ltd)
Name.....
Address.....
.....
.....
.....Postcode.....

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

TOTAL! TACTIX

For the last few years there have been two greats in the world of popular culture both known as TT. One of the two have recently departed, warbling a dodgy, old Bee Gees' song as they went, the other has simply gone from strength to strength.



Super Bomberman 3

When Mark Ward isn't partying the night away in Wellingborough – the entertainment capital of the world (and that's official!) – he spends a good deal of his time on *Super Bomberman 3*. And, thank Kojak, that he does.

Swamp Attack	***Fire Storm***
1-1 5358	2-1 6408
1-2 9486	2-2 5862
1-3 4332	2-3 4836
1-4 3306	2-4 7938
Boss 2280	Boss 6912
Deep Sea	***Pyramid***
3-1 9438	4-1 8916
3-2 8412	4-2 7890
3-3 7386	4-3 5360
3-4 5880	4-4 3309
Boss 4854	Boss 6411
Winter Land	
5-1 5865	5-2 8967
5-3 2787	5-4 9473
Boss 2301	

Battleship
Final Stage – 6363

Mark also tells us that to start on Firestorm 2-1 with eight bombs, eight flames, nine skates, a power glove, remote control bombs and a kick, just enter the password 3200. Pretty good stuff, methinks. Oh, and those jokes Mark. Obviously a potential Les Dennis, aren't you? Joke: 'Doctor, Doctor, it hurts when I lift my arms up'. Punchline: 'Well, don't do it then'. Brilliant. Right, where's that gun?





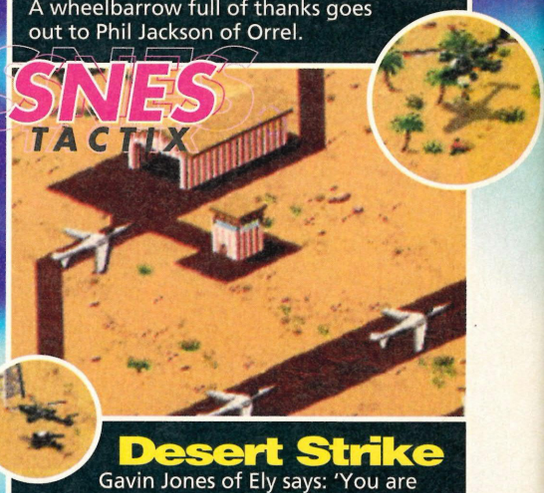
Buster Busts Loose

Has he now? Well, I've already alerted the authorities so they should have him back in the asylum before long. But while he's loose we thought we might as well throw a couple of passwords into the equation.

Level 1: Babs Bunny, Goyo a Doda, Montana Max.
Level 2: Plucky Duck, Book Worm, Elmyra.
Level 3: Montana Max, Calamity Coyote, Shirley Loon.
Level 4: Book Worm, Plucky Duck, Babs Bunny.
Level 5: Goga a Dodo, Calamity Coyote, Lil Beeper.
Level 6: Montana Max, Babs Bunny, Sweetie.

A wheelbarrow full of thanks goes out to Phil Jackson of Orrel.



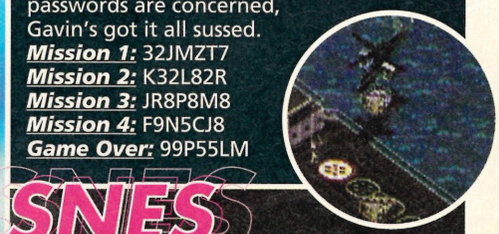


Desert Strike

Gavin Jones of Ely says: 'You are now communicating with the 'Strike Master', so you better listen! I've got some cheats for *Desert Strike* on the SNES'. Strike Master? Nice nickname.

For 10 lives, on the password screen enter B59JS27. 'After this you will possess 10 lives! When you complete a level, any you lose will be replenished'. And as far as passwords are concerned, Gavin's got it all sussed.

Mission 1: 32JMZT7
Mission 2: K32L82R
Mission 3: JR8P8M8
Mission 4: F9N5CJ8
Game Over: 99P55LM







Urban Strike

'And if that hasn't blown your mind already, listen to this!' It seems Gavin really does believe he's the 'Strike Master'. So, to keep him from getting even more excited – because, let's face it, there's a possibility he might just explode – we thought we'd include a couple of passwords he sent in an envelope to us.

Campaign 2 (Baja Oil Rigs) – C9ND7FCDTFG
Campaign 4 (Mexico) – 9GRSHBR4NBH

'So stop laughing and print these, 'cause I've got a mate with a chopper'. Yeah, I used to have one of them. Always found the seats a bit uncomfortable though. But the wheels were thicker than most other bicycles.





FIFA International Soccer

It's been called the cultural capital of the world but Adam Bozon of Nottingham hasn't got time to muck around building tree houses in Sherwood Forest or getting beaten up by Stuart Pearce. It would seem the only thing he has got time for is *FIFA*. Not that we mind, or anything.

Super Offence: right, right, right, right, right, left, right.

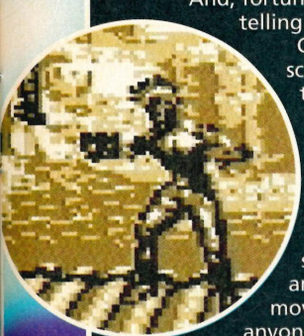
Crazy Ball: X, A, B, Y, Y, B, A, X.
Super Goalie: A, A, A, A, A, Y, Y, Y, Y, Y.
Invisible Walls: Y, Y, Y, X, A, A, A, B.
Dream Team: A, A, B, B, Y, Y, X, X.
Super Kicks: B, A, B, B, B, B, B, B.



Killer Instinct

Alan Reckie doesn't know where he comes from but he does know how to play as Eyedol on the excellent Game Boy *KI*.

And, fortunately, he doesn't mind telling us.



On the Player Versus screen, hold RIGHT, then press SELECT. Follow this up by a tap of the START button, then B and finally A. Good old Alan. And then he hit us with a bombshell. He can't access any of the special moves on *KI*. So, if anyone knows a bit about *KI* on the Game Boy perhaps they could contact us and give Alan a helping hand. Thanks and that.





ISS Deluxe

People send us cheats and tips for *ISS Deluxe* every month and although we tell ourselves that we've carried all that Super Team lark before, occasionally there's one that's just a little bit special. So, this month Scott Mullhern from Peterborough has succeed in grabbing our attention and – boy oh boy – are we grateful.

On the Edit Player screen, to change the players skin colours press LEFT and SELECT. And if that isn't enough you can access a Vidal Sassoon simulation, where you can change the hairstyles of the players. It's just a question of pressing RIGHT and SELECT, although we never got a chance to Wash and Go.



Doom

Is there a cheat? Not as far as we know. But Don McClean – you know, 'Bye, bye, Miss American Pie' and all that malarky – of Gateshead seems to think he's found out how to get a weapon upgrade. First of all, acquire a chainsaw. It may well be in locations:

Nuclear Plant
Toxin Refinery
Military Base
Fortress of Mystery
Halls of the Damned
Mount Erebus
Warrens



Once you've got hold of one of these useful things, use up all your ammo. Now, select your standard pistol and the ammo count should read 000. But, just fire it once and – as if by magic – you'll find yourself upgraded to the next weapon. It works like this: if you have a pistol you can upgrade to a shotgun and then a shotgun to a chain gun, a chain gun to a rocket launcher, a rocket launcher to a plasma rifle. 'Course, I suppose we better mention that the weapons don't remain in your inventory forever. You have to repeat the process each time. But it's worth knowing if you suddenly find yourself short of ammo. Thank you for your most industrious work, young Don.



Addams Family

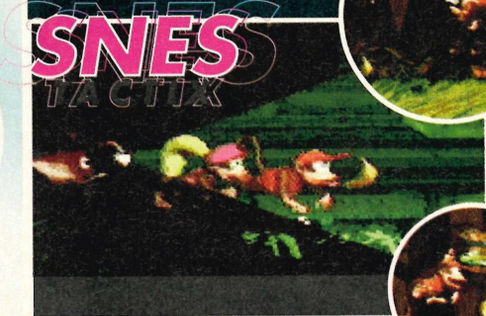


What in the name of Arthur Scragill is this? A cheat for the *Addams Family*? Jeez Louise, it's donkey's years old. 'I know it's old but I found this really excellent cheat', says Oliver Anderson of Sowf Landan. 'It really is excellent'. Yes, yes, alright. Just get on with it will you? 'If you want to get to the last level with 72 men and five full hearts just enter the password, BLXX8. Simple'. Not bad, not bad. Oh, okay, very good.



Earthworm Jim 2

You know, like, *Earthworm Jim 2*? You know, like, you can get tips whilst you're playing? Well, Richard Head of Dolloblehy has discovered how you can get a different tip everytime you ask for one. All you have to do is pause the game and tap Y, A, B, B, A, Y and A.



Donkey Kong Country 2

Steve 'Stonking' Swede (surely not) from Bournemouth knows how to access a Sound Test on the rather brilliant *DKC2*. Get yourself into a clear saved file and a screen should appear asking you whether you would like to partake in a one- or two-player game. Move your cursor to the two player contest mode and then press DOWN five times. And call me by my Red Indian pseudonym, if it ain't a nice little 'Music Test' option.



Yoshi's Island

Oh, sure, there's bound to be some.

Even though we gave you the solid gold treatment with our extensive player's guide, there'll still be some who just won't be able to do a goddamn thing with *Yoshi* and that pain in the arse free-loader, *Mario*. So, it's a good job that Tony Cabbage – who, frankly, seems like a total head-case – has scribbled his minute amount of knowledge onto a piece of paper and sent it our way.

After blabbering on about Ursula Andress or, hilariously, 'Undress' as he likes to call her, he tells us that on Level 1-7, collect the full amount of eggs and swallow one of the strange little things that roll stripy balls at you. Run as fast as your little legs will carry you, until you come to the first pipe that reproduces Shyguys. Now, place the guy you have in your mouth between the pipe and the wall directly to its right. Now shoot an egg into the air.

Now, the shyguys will come out in numbers but the guy who had previously occupied your mouthing space will start spinning and destroying them ninety to the dozen. Now – and this is the best bit – your lives will start to clock up like nobody's business. Handy, if you're a bit of an idiot and can't follow our player's guide.



Bassin's Black Bass

A fishing sim? Considering that fishing's just about the world's most boring 'sport' (second only to Brazilian Croquet), *Bassin's* (who hell he?) *Black Bass* was lucky to get away with 74% in my opinion. Philip Toshack of Dagenham doesn't think so. He's rather partial to getting his tackle out and flopping his rod about. So much so, in fact, that he's written in with this fishing cheats. Yawn.

To catch some random fish, hold X and Y on Pad One and A and B on Pad Two. Now press RESET whilst keeping these four buttons held down. Now, a DEBUG MODE should appear. Go to the Fishing screen and you will automatically catch a random sized fish.

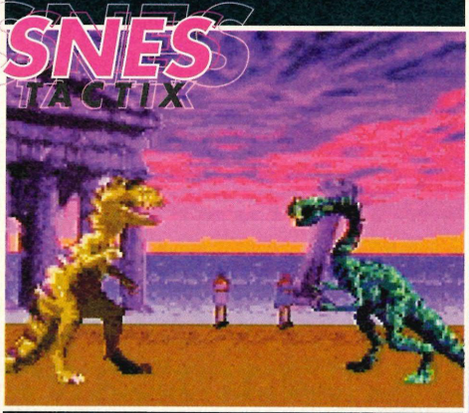
Also, whilst we were checking out Philip's cheat, we found that on the Fishing screen there's another Debug menu that allows you to change the stage, clock time, weather conditions and water temperature. Of course, you could always chuck the game in the lake and try and fish it out. Might be interesting to try one day. If you're bored, like.



Separation Anxiety

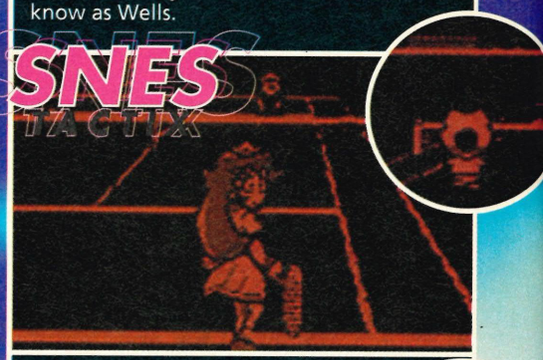
Having trouble with this superhero drivel? Well, maybe we can help you. We had another work experience child in a few weeks back (*He was three months younger than you, Tim – everyone.*) and because we couldn't be bothered with his sorry little ass we shoved him in a corner and told him to find some passwords whilst polishing our shoes. And, blow me down, if he didn't do just that.

Level 2 – DCCPMH
Level 3 – MDRKJP
Level 4 – STSPPC
Level 5 – QPMJCV



Primal Rage

At the Start/Options screen press LEFT, LEFT, LEFT, RIGHT, RIGHT, LEFT, LEFT, RIGHT, RIGHT, RIGHT, LEFT, RIGHT. The word Cheat should appear below the word Options. And – thank you spank you – you'll have a load more options. Gratuitous thanks go out to Dave Lee who lives in the City of Fun we've come to know as Wells.



Mario Tennis

For any of you who have bought the (whisper it) Virtual Boy and – streuth – there can't be very many of you here's a cheat for what's just about the best of the Virtual Boy games bunch.

At the title screen press LEFT, LEFT, RIGHT, LEFT, RIGHT and SELECT. You'll hear a special sound – a bit like a puppie which hasn't eaten for 14 days and nights – which will be you have accessed an Expert Mode. All pretty self explanatory.



Killer Instinct

As you have probably realised, we here at TOTAL! are pretty good gamesplayers. And, during a few minutes of free time, Rob and Tim felt they just had to have a go on *Killer Instinct*. So they selected a two-player game and the screen went black. Then when the screen reappeared the daring duo found themselves in a Secret Bonus Level. A secret arena.

'What did you press?' asked Rob.

'I think it was DOWN and B, but I couldn't be sure', replied Tim.

'Okay. I have controller one, right?'

'Uh huh'.

'Well, I'll press DOWN and B and you press DOWN and B on your controller, which happens to be controller two. But we have to do it at the same time'.

And so they did. And it worked.



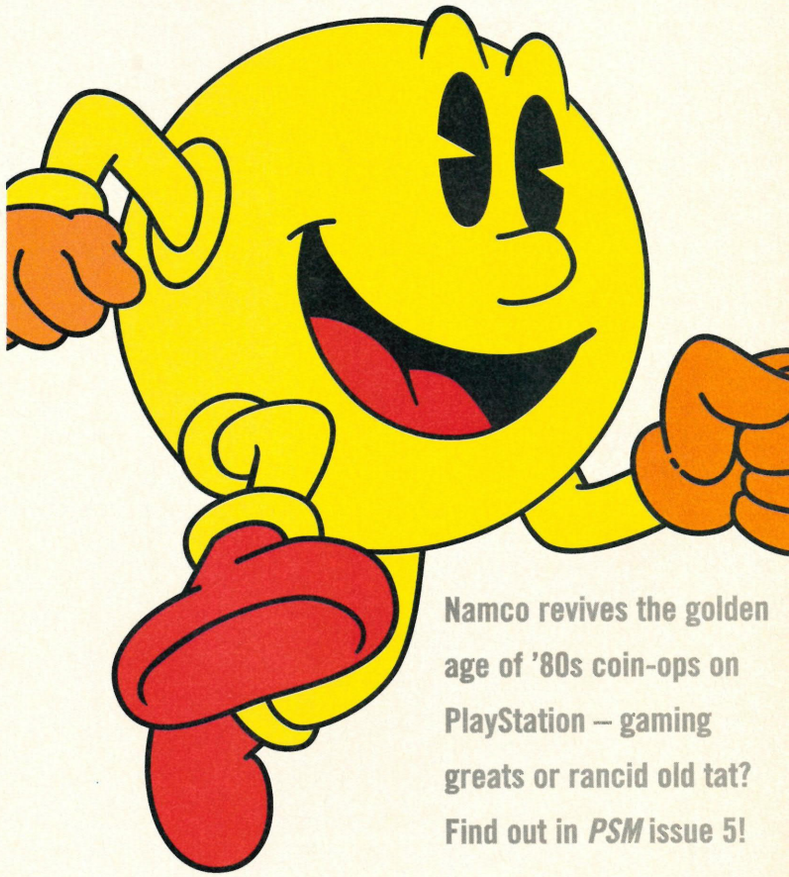
TOTAL! SOLUTIONS

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
Earthworm Jim 2	SNES	51-52
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!

Pac is back!



Namco revives the golden age of '80s coin-ops on PlayStation – gaming greats or rancid old tat? Find out in *PSM* issue 5!

On sale now!



PSM's exclusive CD boasts playable demos of *Total NBA '96, Mickey's Wild Adventure, Thunderhawk 2, Lone Soldier*, and *Striker*!

Official UK PlayStation Magazine No. 5

Check out our home pages on FutureNet at http://www.futurenet.co.uk

The 'PS' logo and 'PlayStation' are trademarks of Sony Computer Entertainment Inc.

TOTAL! Recall

Like a bouncer for your console, TOTAL! Recall is friendly but firm, with a strict policy for who it allows into your GB. 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.

Game Boy

Colour Coding

- Recommended games
- New entries

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

ASTEROIDS & MISSILE COMMAND (66%) Issue 50
This could have been really good but this perfect couple are unfortunately let down by a sloppy conversion of *Asteroids*.

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

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

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

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

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

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

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

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

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

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

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

BEST OF THE BEST (38%) Iss 18
An uncontrollable karate game which doesn't have enough moves.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

CASTLE QUEST (68%) Iss 26
It's a bit like chess, except there're loads of bizarre pieces and funny moves.

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

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

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

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

CENTIPEDE & MILLIPEDE (52%) Issue 50
The similarity of the two games means this cart is limited.

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

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

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

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

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

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

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

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

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

DEFENDER & JOUST (74%) Issue 50
Another couple of great old titles convert well onto the hand-held and the differing games compliment each other well.

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

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

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

DRACULA (80%) Iss 22
A big and challenging game, but the jerky scrolling is off-putting.

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

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

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

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

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

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

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

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

EARTHWORM JIM (94%) Iss 44
An absolute Grade A classic and a mighty fine conversion. Mad as a bottle of chips and every bit as playable as *Super Mario World*.

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

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

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

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

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

FACEBALL 2000 (93%) Iss 5
Graphics you could frame and addiction you could bottle.

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

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

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

FIFA '96 (84%) Iss 49
Good gameplay and graphics make it a result for the hand-held.

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

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

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

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

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

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

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

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

FRANK THOMAS BIG HURT BASEBALL (81%) Iss 51
One of the best sports sims on the Game Boy, it's just a pity it's baseball.

GALAXIAN & GALAGA (90%) Iss 50
Simple but superb. Two great games get a new lease of life on the Game Boy, I'm surprised nobody thought of it earlier.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

JELLY BOY (90%) Iss 34
There are absolutely tons of challenges to get through on this tasty platformer and, despite not having the world's best graphics, it's retained all the playability of the SNES version – it's loadsa fun too!

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

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

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

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

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

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

KID DRACULA (80%) Iss 18
Cute platformer which, while aimed at a younger market, is still fun for oldies, though.

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

KILLER INSTINCT (91%) Iss 51
A must buy. The greatest gmae on the Game Boy for a long time. Get it.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

LUCLE (86%) Iss 33
Like all good puzzles games, it's a little frustrating to start with, yet once you're going, it's particularly compelling. Bonkers, mad , barmy! Give it a go.

MARIO'S PICROSS (80%) Iss 43
A thinking game which fits the Game Boy perfectly. It lacks real variety, but you can't help going back for more puzzles.

McDONALDLAND (66%) Iss 14
Fun for a while, but frustrating in the long run. It's desperately unoriginal, too.

MARBLE MADNESS (31%) Iss 4
Graphically great and very playable, but it's too small and too dated.

MARIO AND YOSHI (80%) Iss 15
Fantastically simple, but guaranteed to draw you in and not let you go.

MAX (57%) Iss 14
A so-so platformer with some nice ideas. The graphics are disappointing, though.

MS PACMAN (60%) Iss 30
Like *Pac-Man*, ie, lots of mazes with little variety. Yawn!

MEGA MAN 3 (83%) Iss 16
Nothing new, but this challenging blast is still addictive and fun.

MEGA MAN 4 (40%) Iss 48
This is a large dumper truck full of dump... so dump it.

MERCENARY FORCE (54%) Iss 9
Tough and different, but ultimately a tedious left-right scrolly game.

METROID 2 (66%) Iss 8
Far too big, empty and bland. There's not enough action, either.

MICKEY MOUSE/BUGS BUNNY 2 (80%) Iss 14
Yes, they are the same game. A pretty platformer which is sneakily addictive.

MICRO MACHINES (87%) Iss 35
It suffers a tiny bit, but essentially this is a very good conversion of a classic game, with another bonkers multi-player mode.

MILION'S SECRET CASTLE (65%) Iss 34
A cute little playing platformer that's tough in parts, but on the whole unremarkable. *Milon's Secret Castle* is in no way offensive, at least in no way other than in mediocrity.

MISSILE COMMAND (49%) Iss 7
Poor controls and lame visuals ensures that this falls well short of the target.

MONSTER MAX (90%) Iss 26
Rare have produced a fantastic 3D adventure. This is a very special game indeed.

MORTAL KOMBAT (59%) Iss 21
Let down by animation and controls.

MORTAL KOMBAT 3 (90%) Iss 51
A fine game and well worth a place in your record collection.

MONSTER TRUCK (21%) Iss 38
Awkward controls, and dull gameplay make it one of the smelliest racing games of all time. It would be funny if it, er, wasn't.

MORTAL KOMBAT 2 (92%) Iss 33
As a Game Boy title *Mortal Kombat 2* out-performs anything else that's available. It feels in every way like a fully-fledged arcade experience. It's rather hard to fault to be honest, mate.

MOTOCROSS MANIACS (91%) Iss 6
Fast 'n' furious action makes this race-'em-up totally addictive.

MOUSETRAP HOTEL (47%) Iss 13
Sad, Mickey Mouse platformer with poor controls and tedious, repetitive gameplay.

MR DO (80%) Iss 10
Nigh-perfect conversion of the highly addictive and cerebral maze-muncher.

MR NUTS (72%) Iss 38
It's a fine example of the tried, trusted and somewhat tired platform genre... blah, blah, blah. If you like that sort of thing... blah, blah, blah.

MUHAMMAD ALI BOXING (45%) Iss 27
This good looker is spoilt by shallow gameplay.

MYSTERIUM (79%) Iss 11
Adventure-cum-maze game with added shooting. This works well.

MYSTIC QUEST (85%) Iss 27
If you liked *Zelda*, then you'll love this fantasy RPG.

NAIL 'N' SCALE (32%) Iss 10
A tedious puzzle game which is more annoying than challenging.

NAVY SEALS (79%) Iss 2
Run-along-and-shoot-'em-up with good blasting gameplay.

NBA BASKETBALL (35%) Iss 20
Nobby basketball sim that's unlikely to thrill even hardened fans.

NBA JAM (89%) Iss 35
This has to be the best Game Boy sports game yet – after the fun we have with the SNES version we pretty much expected it to be. Thorougly playable and addictive, *NBA Jam* is on fire! But THERE'S NO TWO-PLAYER MODE.

NBA JAM TE (89%) Iss 45
It's a fine game on any format and this is better than the original, but where's the two-player option?

NEMESIS (92%) Iss 2
If you like classy blasters then add this one to your collection immediately. Go on, get it now!

NEMESIS 2 (93%) Iss 12
Just as brilliant as its predecessor. Tough, but intensely playable.

NFL QUATERBACK CLUB '96 (76%) Iss 51
Madden still reigns supreme but this should just about have enough in it to keep fans interested.

NIGEL MANSELL (73%) Iss 23
Some good graphics and gameplay, but too realistic to be any fun.

NINTENDO WORLD CUP (64%) Iss 1
More oddball than football. Looks interesting, but lacks excitement.

NHL HOCKEY (81%)Iss 45
If it had a two-player option it would be brilliant. An average sports sims and NHL fans should be reasonably pleased.

OBELIX (84%) Iss 45
Somehow better suited to the GB than the SNES, this is simple, effective and varied platform gameplay.

OTHELLO (92%) Iss 2
Wipes the dust off the ancient board game and brings it bang up to date.

OUT TO LUNCH (50%) Iss 25
Dodgy and badly repetitive platform collect-'em-up.

PAC ATTACK (77%) Iss 48
A top cart to take on a journey or to the doctors when having boils lanced.

PACMAN (51%) Iss 7
Basic gameplay and fiddly control. Things ain't what they used to be.

THE PAGEMASTER (62%) Iss 38
Another day, another platformer. We've seen it all before. You know which are the good ones; buy those and make a reviewer happy.

PANG (78%) Iss 24
Converted from the coin-op, this has 40 levels and a two-player option.

PAPERBOY (77%) Iss 3
This game gets a lot of fans. Dunno why though – it's as dull as the *Sunday Times*.

PAPERBOY 2 (50%) Iss 10
Virtually identical to the first game and just as lame.

PARASOL STARS (92)% Iss 11
Don't let the cutesy graphics fool you – this is tough and very, very playable indeed.

PARODIUS (83%) Iss 10
A standard shooter at heart, but it looks fab and is plenty of fun.

PGA EUROPEAN TOUR (80%) Iss 43
Golf is the perfect sport for the Game Boy and this is almost ass good a conversion as we could have hoped for.

PINBALL DELUXE (72%) Iss 46
Fun for a while but probably best if you're only going to play in short spaced-out bursts.

PINBALL FANTASIES (40%) Iss 37
And we thought they'd fluffed up the Super NES version. *Pinball Fantaisies* is to pinball what Atko is to Vidal Sassoon.

PINBALL DREAMS (32%) Iss 23
Oh dear. Lousy graphics, lame gameplay and only three tables. Very sad.

PIT FIGHTER (27%) Iss 10
This has a massive five opponents and a grand total of three fighters. Hmmm.

POPEYE 2 (82%) Iss 15
Honest little platformer with no frills, but fast graphics and good gameplay.

POPULOUS (70%) Iss 19
A good attempt, but too awkward and too complex for the Boy.

POP-UP (61%) Iss 14
Basic, five-minutes-at-a-time puzzle game, but jolly enough in its own little way.

POWERPAWS (34%) Iss 20
An unoriginal and easy puzzle game with lots of tedious block-shifting antics.

PRIMAL RAGE (67%) Iss 46
A genuinely good attempt at recreating one of the best beat-em-ups around considering, but a failed one none the less.

PRINCE OF PERSIA (83%) Iss 8
A bit superficial, but well-designed, nice-looking and great fun to play.

PRINCE VALIANT (71%) Iss 14
An absorbing and playable bash-'em-up. Best head-to-head available.

PROBOTECTOR (92%) Iss 8
Would-be Arnies won't find a better blaster on the Game Boy than this.

PROBOTECTOR II (90%) Iss 34
As big, tough and frantic as blaster you'll get on the Game Boy. With more hi-tech weaponry than you can shake a big stick grenade at, *Probotector II*'s exactly what the psychos have been waiting for.

PROPHECY (51%) Iss 11
Big and varied platform game, but it's much too tough and the action's very patchy.

THE PUNISHER (49%) Iss 14
Similar to *Operation Wolf*, but too repetitive and too annoying.

Q*BERT (80%) Iss 7
Just another platform-puzzler, but the gameplay is timeless and addictive.

QIX (81%) Iss 3
Guide a ship around, filling the screen as you go. Weird, but it's worth a look.

QUARTERBACK CLUB (46%) Iss 27
Four very weak events combine in this basic *Track And Field* type game.

RAGING FIGHTER (52%) Iss 20
Beat-'em-up with big sprites, but dull action. There aren't enough moves, either.

RACE DRIVIN' (88%) Iss 19
Forget the dire SNES version – this is one of the best GB racers ever!

RADAR MISSION (53%) Iss 3
This is just like that old pen-and-paper war game, *Battleships*. Hmm.

RAGE DAYS (78%) Iss 34
Two rather different and playable games for the price of one can't be bad, especially as the *Four Wheel Drive* game looks and plays extremely well-even if it's not exactly exciting as such.

RAMPARTS (59%) Iss 22
Weird puzzler-cum-war game which gets impossible after a while.

THE REAL GHOSTBUSTERS (31%) Iss 31
Huge but unimaginative, repetitive outdated platform nonsense. Dull. Avoid it.

THE REN AND STIMPY SHOW (30%) Iss 19
You'd have to be really stupid to buy this. We're warning you!

THE RESCUE OF PRINCESS BLOBETTE (55%) Iss 2
As dull and aimless as the NES version. Don't bother.

REVENGE OF THE 'GATOR (85%) Iss 1
Pinball sim with fab arcade features. Get hold of it!

RIDDICK BOWE (32%) Iss 48
Boxing may be brutal, but it is a massively exciting sport. This captures none of that excitment.

ROAD RASH (29%) Iss 22
Basic race game with badly designed graphics and clumsy controls.

ROBOCOD (60%) Iss 19
Better than both the SNES and Game Boy versions, but still lacks content.

ROBOCOP (74%) Iss 1
Entertaining and challenging enough, but too slow to be brilliant.

ROBOCOP 2 (86%) Iss 10
Unoriginal, but it's got nice graphics, great tunes and nifty sub-games.

ROBOCOP VERSUS TERMINATOR (56%) Iss 39
This potential smash of a license turns out to be not only very average but a tragic wasre of a half decent idea.

ROBIN HOOD (74%) Iss 15
Great graphics and lots of slashy bits, but if you don't like RPGs, forget it.

RODLAND (90%) Iss 19
Simple design, but fun and engrossing platform gameplay.

R-TYPE (86%) Iss 1
A classic shoot-'em-up with great graphics and plenty of frantic blasting.

R-TYPE II (68%) Iss 14
Technically better then its predecessor, but it falls down because of its lifespan.

SENSIBLE SOCCER (70%) Iss 25
A tricky game to do on the Game Boy. A brave attempt, with a good two-player mode.

SIDE POCKET (59%) Iss 1
This pool game's okay with two players but its rather disappointing otherwise.

SKATE OR DIE (76%) Iss 2
Sufficiently different to the NES original to be rather good.

SNEAKY SNAKES (58%) Iss 4
The Game Boy version of NES' *Snake, Rattle 'N' Roll*, but it's only 2D and a bit dull.

SNOOPY'S MAGIC SHOW (71%) Iss 6
This is great on the move, but it's a bit too easy.

SOCCER (87%) Iss 35
Game Boy *Soccer* looks and plays very well. It took a while to get here but it was definetly worth the wait. Hurrah for footy!

SOCCER MANIA (13%) Iss 11
A very sad soccer sim, with appalling control and indistinguishable players.

SOLAR STRIKER (72%) Iss 1
A playable top-to-bottom shooter, but let down by crude visuals.

SOLITAIRE FUNPAK (65%) Iss 43
12 games for £22 seems like a good deal but a pack of cards only costs about 50p. This one's only for the card freak.

SOLOMON'S CLUB (93%) Iss 7
Stunning puzzle game which brainboxes and arcade fans alike will enjoy.

THE SMURFS (82%) Iss 34
Disappointingly short, but it's difficult enough, and frankly, the curiously rivetting gameplay makes up for any downsides. Whether you like the Smurfs or not, there's no denying this game's got that magic X-factors.

SPACE INVADERS (12%) Iss 37
Fun for five minutes. But then the novelty wears off and you feel a bit embarassed about wasting your time and money.

SPEEDBALL 2 (51%) Iss 16
A poor version of the classic game. It's slow and the targets are unclear.

SPEEDY GONZALES (72%) Iss 22
A decent game with lots of nice touches. It's not particularly challenging, though.

SPIDER-MAN II (69%) Iss 9
A playable little platformer, but not really a superhero among games.

SPIDER-MAN III (70%) Iss 19
Dull, unoriginal platform-blaster which plays like a bag of pebbles.

SPIDER-MAN X-MEN (48%) Iss 27
A masterpiece of annoying gameplay and irritating quirks.

SPLITZ (83%) Iss 20
Bored with *Tetris*? Then get this. It's the most addictive puzzler to come along for some time.

SPOT: THE COOL ADVENTURE (66%) Iss 18
Very average *McDonaldland*-style game.

STARGATE (85%) Iss 38
The Game boy needed another decent puzzler and *Stargate* fits the bill with ease. Expand your brain and solve the mystery of the pyramids.

STARHAWK (65%) Iss 19
The same blasting formula as *Nemesis*, but with nowhere near the same excitement.

STAR TREK (57%) Iss 10
This has loads of levels and nice graphics, but the gameplay's lame.

STAR WARS (80%) Iss 12
This is big and tough, just like the old NES shooter.

SUPER HUNCHBACK (90%) Iss 7
Brilliantly animated platformer with dreamy gameplay and loads of extras. It's brill.

SUPER KICK OFF (77%) Iss 6
Quite simply the best footy game available for the Game Boy.

SUPER MARIO LAND (94%) Iss 1
A cracking play, with all the class of its full-size counterparts.

SUPER MARIO LAND 2 (70%) Iss 12
This has all the usual *Mario* stuff, but it's not really up to scratch.

SUPER RC PRO-AM (87%) Iss 1
Great fun for four players but gets tiresome if you're on your own.

TAIL 'GATOR (86%) Iss 11
A brilliant little arcade platformer. The levels are varied and it looks ace.

TALE SPIN (63%) Iss 18
Shoot-'em-up featuring Baloo the bear. Fun for a while but gets boring.

TARZAN (57%) Iss 37
It's familiar, standard stuff, it makes you wonder whether someone's invented a DIY Platform kit.

TAZ-MANIA (55%) Iss 24
A load of old tat. It's virtually identical to Edd The Duck, but not as quite as good.

TECMO BOWL (62%) Iss 22
Good-looking American footy sim which is too haphazard to be fab.

TENNIS (90%) Iss 1
Superb control and perfect graphics. You'll never pick up a racquet again!

T2: THE ARCADE GAME (71%) Iss 13
If you can ignore the sameyness, you'll love the action-packed mayhem here.

TERMINATOR 2 (80%) Iss 3
A neat game with spiffy graphics and all the best bits from the film.

TESSERAE (80%) Iss 24
Fiendish *Othello*-style puzzler. Three levels and nine different boards.

TETRIS 2 (92%) Iss 30
The best version yet. Buy it!

TINY TOONS (89%) Iss 9
A very playable platformer with some of the cutest graphics ever.

TINY TOONS 2 (86%) Iss 26
The early stages are really naff, but the later ones more than make up for them.

TOM AND JERRY (65%) Iss 24
Tragic waste of a licence. Tom and Jerry actually co-operate!

TOP GUN (60%) Iss 15
Easy to learn, with loads of missions. Poor air combat, though.

TOP RANKING TENNIS (92%) Iss 21
Not as jolly as *Goy Boy Tennis*, but it has the edge in terms of gameplay.

TRACK AND FIELD (64%) Iss 20
Decent version of the classic athletics sim, but only for button-bashing fans.

TRACK MEET (64%) Iss 9
Well-designed athletics sim which has nothing new to offer, but is still quite fun.

TRUE LIES (79%) Iss 44
Good use of a film license but still not really special. A solid blast which is worth a look, especially for fans of the film and genre.

TUMBLEPOP (30%) Iss 20
Dull platformer with a dodgy storyline. Get *Rodland* instead.

TURN AND BURN (80%) Iss 15
A feature-packed, realistic flight sim with clean and detailed graphics.

TURRICAN (79%) Iss 5
Massive and very challenging blaster. Almost as slick as the NES version.

TURTLES: FALL OF THE FOOT CLAN (91%) Iss 1
Great beat-'em-up, especially if you're a Turtles fan.

TURTLES 2 (84%) Iss 6
A fine sequel to the first game, with more variety and a tougher mission.

TURTLES 3 (78%) Iss 25
Smart scrolling beat-'em-up. Big and bee-yoo-tiful.

ULTIMA (84%) Iss 12
It's a bit too easy to die, but this is a huge role-player which you'll want to finish.

WARIO BLAST (91%) Iss 39
A relatively good game on your own. With multiple players though, *Wario Blast* is almost certainly the most explosively exciting Game Boy title available Hurrah!

WARIO LAND (92%) Iss 28
Super Mario Land 3, just as good as the rest of the series. A smasher of a game.

WAVE RACE (70%) Iss 16
Not the best racer ever, but the addition of water makes it interesting.

WORDTRIS (44%) Iss 16
A wordy, but poor imitation of *Tetris*. A bit dull.

WORLD CIRCUIT SERIES (75%) Iss 9
A good, playable racing sim. The F1 tracks are fiendishly hard.

WORLD CUP STRIKER (87%) Iss 30
Exciting matches with plenty of goals, but it's a tad too fast.

WORMS (7%) Iss 52
Not a faultless conversion by any means. Possibly a little bit samey but fun and addictive nonetheless.

WWF RAW (54%) Iss 37
Average ,dull and bland. Not much better than previous Game Boy *WWF* games, and surely the WWF hype's all washed up by now?

WWF SUPERSTARS (49%) Iss 4
Beautiful graphics and heaps of neat moves, but it's far too easy.

WWF SUPERSTARS II (44%) Iss 11
This has nothing new and is ridiculously uncontrollable.

XENON 2 (69%) Iss 13
A polished conversion of a classic shooter. It's looking a touch dated now, though.

YOGI BEAR (70%) Iss 33
Not bad at all, but not particularly exciting or original either. There's nothing outstanding here. How often can a good character lift an average platformer?

YOSHI'S COOKIE (73%) Iss 23
It's quite good fun to play for an hour or so, but it's just another puzzle game.

ZELDA IV (97%) Iss 23
If you don't own a Game Boy, this is the game to buy it for! Huge and as playable as the superb SNES version. This is a little bit of heaven.

ZOOL (60%) Iss 24
A lame Amiga-esque platformer which is simply not good enough for the Nintendo.

ZOOP (30%) Iss 49
Graphically atrocious with nightmarish gameplay.

Reader Ads

Buying? Selling? Swapping? Or just fancy seeing your name in print? Well, it's all happening here in Reader Ads...

Sales

● UK SNES games: *Mortal Kombat 2, Stunt Race FX, Starwing*, all for £15. *Mortal Kombat, Lost Vikings, Jurassic Park* all £10, and a SN programmable joystick £20.
Tel: (01[illegible]3) 2665689

● *[illegible], MK2* and *Super Tennis* all £10. Super GB £15.
Tel: (01203) 302043

● TOTAL! issues for sale: Issues 25-32 and 34-37 and 39, 40, 42, 43 and 45. All for £1 each.
Tel: (01704) 574434

● I will sell *Killer Instinct* (£30), *Unirally* (£25) or *Super Metroid* (£25 boxed with instructions) or swap any for *Demolition Man* or *The Adventures Of Batman And Robin.*
Tel: (01579) 383419

● For sale: NES, two control pads, NES Advantage Game Genie, 13 games with instructions including: *Super Mario Brothers Legend Of Zelda, Alien 3.* Will sell for £100.
Tel: (01474) 322224

● SNES games for sale: *Theme Park* £25. *Sim City* £15, *Stunt Race* FX £20, *World Cup Striker* £12, *FIFA Soccer* £10, *Zelda* (GB) £6.
Tel: 901829) 733420

● For sale: TOTAL!s 12-43, 12 and 13 50p others £5 ono. TOTAL! Tactix Poster Special £1.
Tel: (01207) 271423

● SNES games for sale: *Zombies, Lost Vikings, Super Pang, Brainies, Spindizzy, Equinox, Lagoon, Plok!, Out To Lunch, Alfred Chicken* – £10 each. All boxed as new.
Tel: (0181) 429 0257

● Issues 2-47 of TOTAL! for sale – only £100 ono. Also offer for issue one – highest secures all. Very good condition. Call Mark now.
Tel: (01788) 891054

● *Final Fantasy – Mystic Quest* with box and manual and full 80-page player's guide £15.
Tel: (01203) 302043

● SNES games for sale: *Plok!* £12.50, *The Lost Vikings* £15, *Mario Is Missing* £10. All UK, boxed with instruction.
Tel: (01505) 862454

● UK SNES for sale with eight top games including *Killer Instinct* and *DKC.* All for only £199 ono.
Tel: (0181) 393 9063

● SNES with four games and two controllers. Games include: *Doom, Mario All Stars, Theme Park* and *DKC2.* Worth £210 will sell for £110.
Tel: (0161) 282 8306

● *NBA Jam Tournament Edition*, boxed with instructions. In mint condition £30. Call Peter.
Tel: (0113) 2610792

● Game Boy for sale! Six games, carry case, light, magnifier, car and mains adaptors £70.
Tel: (01225) 311099

● UK SNES for sale, two controllers, seven games, boxed with instructions, all 85%+ on TOTAL!. £150 ono. Must live in Cambridgeshire area.
Tel: (01223) 350820

Swaps

● I have 13 games which I will swap for anything so please ring for details.
Tel: (0121) 705 5903

● Super Nintendo Player's Game Exchange now operating, large selection of top titles.
Tel: (01707) 268285

● Part Exchange my SNES with *FIFA '96, Starwing, Cybernator, Pit Fighter* and *Mario All Stars, Zombies* for a Mega Drive CD, two controls.
Tel: (01270) 258907

● Swap *F-Zero* or *Pilotwings* or *Rise Of The Robots* for *Cannon Fodder* or *Theme Park* or *Micro Machines 2* or swap *Jungle Strike* for *Top Gear 2.*
Tel: (01822) 834115

Wanted

● Wanted: SNES contacts to swap games etc. Send your lists, I will reply. Contact: Eddie Bate, 11 Woburn Road, Wallasey, Merseyside L45 5DU.

● Wanted urgently: *Flashback* for SNES in good condition. Instruction booklet needed. Ring between 5.30 and 8pm. Ask for James.
Tel: (01232) 661 835

● Action Replay and codebook for the NES. Instruction booklets for Rygar and Faxanadu on NES. Ask for Hazel
Tel: (01253) 348424

● Wanted: *Alleyway* for the Game Boy. Will pay or consider swapping for *Terminator 2* or *Double Dragon 2.* Phone after 6pm.
Tel: (01527) 550436

● Wanted: *Mario Paint, Mortal Kombat 3, Addams Family* (*1* or *2*) *Donkey Kong Country* (*1* or 2), *Doom* (desperate). Please call Philip.
Tel: (01444) 233001

● I need *Simpson* comics 14 and anything else *Simpson* – videos, trading cards etc.
Tel: (01902) 726913

● I want your *Highlander* and *Highlander 2* videos. Must be in proper cases not taped off the TV. I'll pay £3 each.
Tel: (01203) 302043

Reader ads! Just £1 for a normal ad! £5 for a boxed ad! Normal ads are free to TOTAL! subscribers

To place an ad, write what you want to say in BLOCK CAPITALS on the right of the coupon. Remember to include your telephone code, although there's no need to put your phone number in the text of the ad.

I'm a reader and I want to say...

(Don't worry, dear readers – we won't print your address – unless you're placing an ad for pen-pals.)

Name .....

Address.....

.....

.....

Postcode.....

Tel.....

Parental signature
(Get your parent to sign if you're under 16)

.....

Tick if you're a subscriber ☐
Tick if you want a boxed ad ☐
Write your message in here
Remember to use BLOCK CAPITALS

.....

.....

.....

.....

.....

.....

Classification

.....

Send your ad to: Reader Ads, TOTAL!, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. You can pay by cheque or Postal Order, made payable to Future Publishing – *please do not send cash!* Don't forget to say which classification you want your ad to appear in (Sales, Wanted, Swaps, Fanzines, Pen-Pals and Messages). *No trade ads.*

The TOTAL! Crossword



Win A copy of 20 down on the Game Boy

It's exciting, it's rewarding and – most importantly – it's nice. Like us. Nice, bouncy and happy. And fluffy. Maybe. Oh, here's the crossword, okay?

Across

1. The reason Tim got all excited about granary holds in Issue 51. (12)
7. You'll need plenty of this to fire if you are playing last month's *Parodius*. (10)
8. What it was before it became *Deluxe*. (3)
9. Rob cried for days when they split up in February. (4,4)
11. Connected to the side of your head. (3)
13. _____, (rpt), (it's good to be back, it's good to be back). (5)
14. Rubbish console though, surprisingly, not the Mega Drive. (6)
16. Racing driver who had his own game in issue 22. (5, 8)
19. Goofy lead them through a TV show and a SNES game in issue 23. (4,5)
22. _____ *Of The Robots*. (4)
23. You can build houses in them if you want to live in the forest. (5)

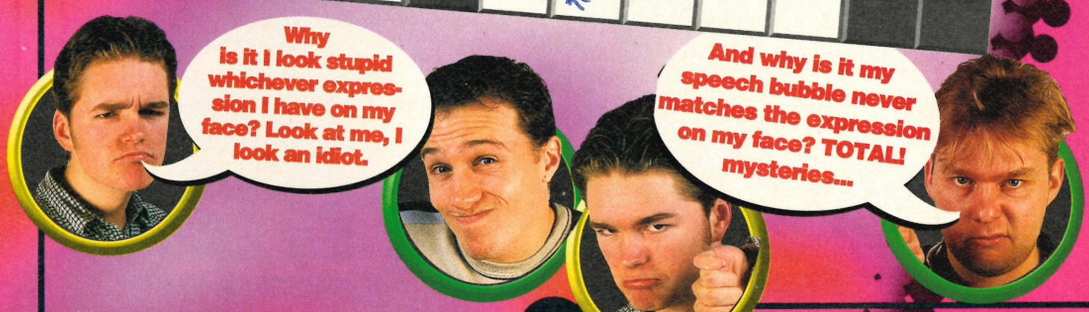
Down

1. Thoroughly entertaining war strategy game. Appeared in Issue 29. (5, 6)
2. Plenty of these bloodsuckers in issue 46. (8)
3. The referee is always accompanied by two _____. (8)
4. There's loads of these in the zoo. (6)
5. The opposite of South. (5)
6. What you get if you eat 10 cloves of garlic, or look on Page 62 of issue 51. (6, 2, 4)
10. You need to rest your balls on this in last month's PGA Tour. (3)
12. Mr _____ Head of *Toy Story* fame. (6)
13. Where that Macauley Culkin brat was left alone (and where he should have stayed for the rest of his life). (4)
15. Acid of blood and sharp of teeth. (6)
17. Casper was a friendly one. (5)
18. What the S in SNES stands for. (5)
20. Stimpy's best mate. (3)
21. A bit like chromosomes and right good songwriters. (4)

School's rubbish, right?* You don't do anything there because you're too busy farting about in class melting your rulers in bunsen burners and scratching your name into the desktop. All this we realise. That's why we do the crossword every month because that way you get a chance to actually use your brains a bit. So start thinking, writing and reading – though not necessarily in that order – and send your efforts to The TOTAL! Crossword, Future Publishing, 30, Monmouth Street, Bath, Avon BA1 2DL. Though don't expect us to pick your entry. If it's as bad as your algebra you can just forget it.

* If you're parents ask, we never said anything like this.



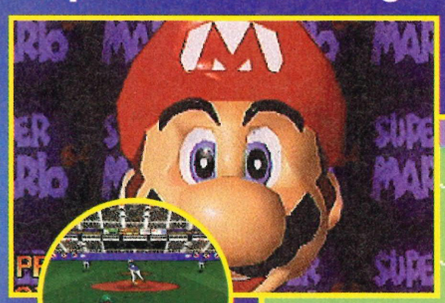


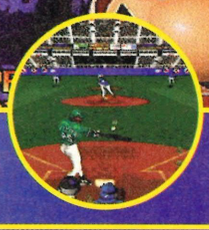
Next Month

The Professionals



How realistic are the games we play? TOTAL! asks the professionals. We talk to the footballers that love *ISS Deluxe*, the Driving Instructor that recommends *Super Mario Kart R*, the town planner that enjoys *Civilization* and the plumber that can't get enough of *Super Mario* games!







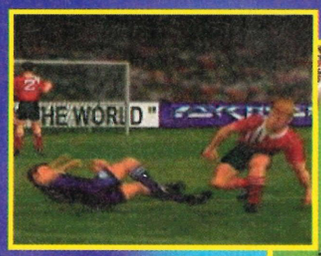
TOTAL! Rock and Roll

Music in videogames, we have the complete A-Z of sounds on your SNES.



Sport 64

We look ahead to the brilliant sports games you can expect to see on the Nintendo 64









Plus



PLUS! *Mohawk, Power Piggs, Wild Guns* and *Ninja Warriors* reviewed.











ON SALE TUES 30 APRIL

ACTION REPLAY MK3

THE ULTIMATE GAME BUSTING CARTRIDGE IS NOW EVEN BETTER

Just imagine, infinite lives, unlimited energy, special effects, extra fuel/ammo-play on any level. Become invincible with the *Action Replay MK3* Cartridge.



NEW MEGA CHEAT SYSTEM

Now you can input up to 100 different cheats on any game at one time. This new feature allows you to customise your games with as many cheats as you like - all at once. Imagine - infinite lives, unlimited energy, special moves, super high jumps, double speed, unlimited weapons, infinite re-tries, custom colours, special magic etc. etc. - all at once? Well now you can with the new Mega Cheat System.

EVEN MORE BUILT-IN CHEATS

Action Replay now has an even bigger list of cheats already built-in. No need to even type in the codes! Thousands of built-in codes for all the latest games.

NEW MENU INPUT SCREEN

Action Replay is now even easier to use. A new menu type input screen means that you simply "point" to the function that you require. No more typing.. simply use your joypad.

NEW BACKGROUND TRAINER

Action Replay has always allowed you to input not only the thousands of cheats found in the cheatbook supplied or from the huge number of cheats published in magazines each month or from the thousands of built-in codes - but the feature that has always put Action Replay ahead of any other cheat system is its unique game trainer (cheatfinder) feature. Now the game trainerworks while the game is still playing. No need to stop and start the game while you are finding cheats. Now you can find as you play!!

NEW SLO MO FEATURE

With this unique feature you have total control of the speed of the whole game. You choose from about 10% to full speed very effective with most games!

UNIVERSAL ADAPTOR FEATURE

This unique adaptor feature which allows you to play even import titles has also been improved. Now you can even play so called "NTSC only" games from the US and Japan.

UNIVERSAL CHEAT SYSTEM

Only with Action Replay can you use the same cheat on UK, US, and Japanese versions of most games. So if you see a cheat in the Manual or a Magazine you can use it with even an imported version of that game. No other cheat system can do this!

STILL ONLY £39.99

DIRECT MAIL ORDER CUSTOMERS ONLY.

NO NEED TO WAIT

So remember because Action Replay has both a Universal Adaptor and a Universal Cheat System you can buy the latest releases even as import and crack them wide open -NOW!!



ACTION REPLAY HELPLINE

INFORMATION AND NEW CODES

01782 745990

line open 9.00am-5.30pm Mon-Fri.
9.30am-1.30pm Sat.

SPECIAL FX SYSTEM

PROGRAMMABLE UNIVERSAL ADAPTER

Designed and Manufactured by DATEL ELECTRONICS



TOTAL CARTRIDGE COMPATIBILITY IS HERE.

You can play the latest import titles now with the new programmable Universal Adaptor.
Any import game - any Super NES™ - almost any combination allowed.
If you wish to play U.S. and Japanese cartridges on your U.K. Super NES™ or play U.K. games on your import Super NES™ then this is the total solution.
Fully intelligent design automatically matches your console to any cartridge type.
Unique programmable design allows you to enter special "Access Codes" for future import games as they are released - probably the only adaptor you'll ever need.
Works with even so called "PAL only" and "NTSC only" games.

£24.99

Pro UNIVERSAL ADAPTER

YOU CAN NOW PLAY US & JAPANESE GAMES ON YOUR SUPER NES™



The Universal Adaptor feature of Action Replay 3 is available separately!
With the NEW Universal Adaptor you can now choose from the huge range of US & Japanese software and play it on your UK SUPER NES Console...even so called "NTSC only" games from the US!!!

£14.99

Pro ACTION REPLAY

Designed and Manufactured by DATEL ELECTRONICS

FOR THE GAMEBOY



NOW PLAY YOUR FAVOURITE GAMES TO DESTRUCTION!

- Just imagine, infinite lives, unlimited energy, unlimited power or extra fuel /ammo. Become invincible with the Action Replay Cartridge for your GAME BOY.
- Very simple to use - just enter the parameter code for the game that you are playing and thats it. Now you can play games to levels you didn't even know existed.
- ***PRO ACTION REPLAY*** has built in INFINITE CODE GENERATOR which allows players to actually find their own cheats.....MORE ENERGY, LIVES, LEVELS etc etc. It couldn't be simpler!

NEW LOW PRICE

£19.99

DEALER ORDERS WELCOME

CALL 01782 744707 and we will ship your order same day*

EXPORT ORDERS WELCOME



- *Please add £2.00 per order.**
- *For next day delivery add £5.00*
- *For export orders we will quote shipping at cost via UPS.*

UPS

01782 744707
24hr Mail Order Hotline

FAX 01782 744292

* stock items * except where inclusive

DATEL ELECTRONICS LIMITED
GOVAN ROAD. FENTON, STOKE ON TRENT. ST42RS

FREE CATALOGUE

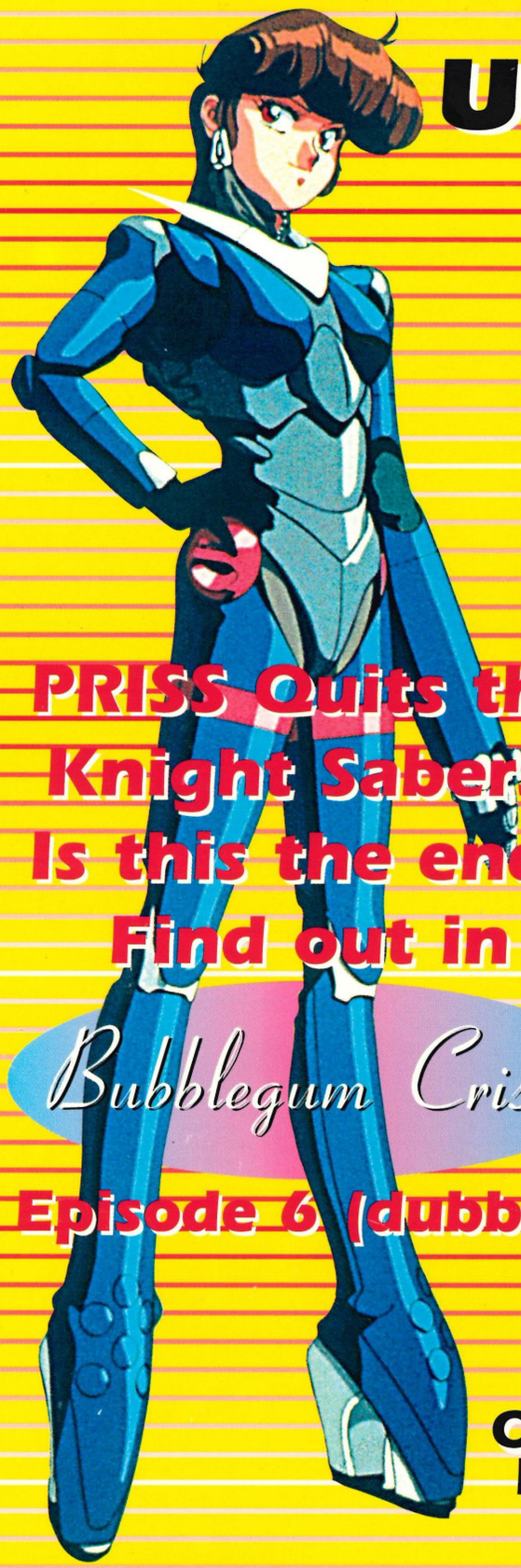


FREE FULL COLOUR CATALOGUE WITH EVERY ORDER.

Send large SAE with stamp if required.

anime PROJECTS

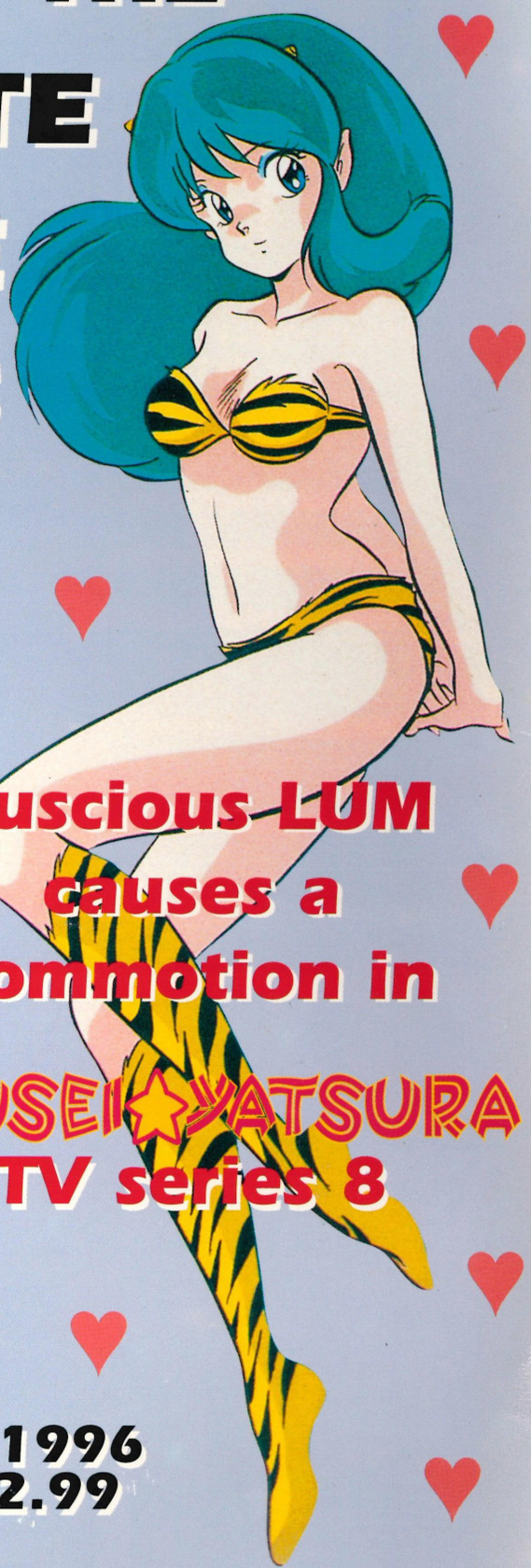
... BRINGS YOU THE ULTIMATE ANIME BABES



PRISS Quits the Knight Sabers! Is this the end? Find out in

Bubblegum Crisis

Episode 6 (dubbed)



Luscious LUM causes a commotion in

URUSEI YATSURA TV series 8

OUT 29 APRIL 1996
PRICED AT £12.99 EACH

Our videos are on sale at all good video and comic shops. Also available direct from the Anime Projects Shop along with our extensive range of merchandise.

The Anime Projects Shop 19 High Street Bangor Gwynedd LL57 1NP Tel. (01248) 370044