Super Mario 64 New Screenshots

The World's Greatest Independent Nintendo Magazine

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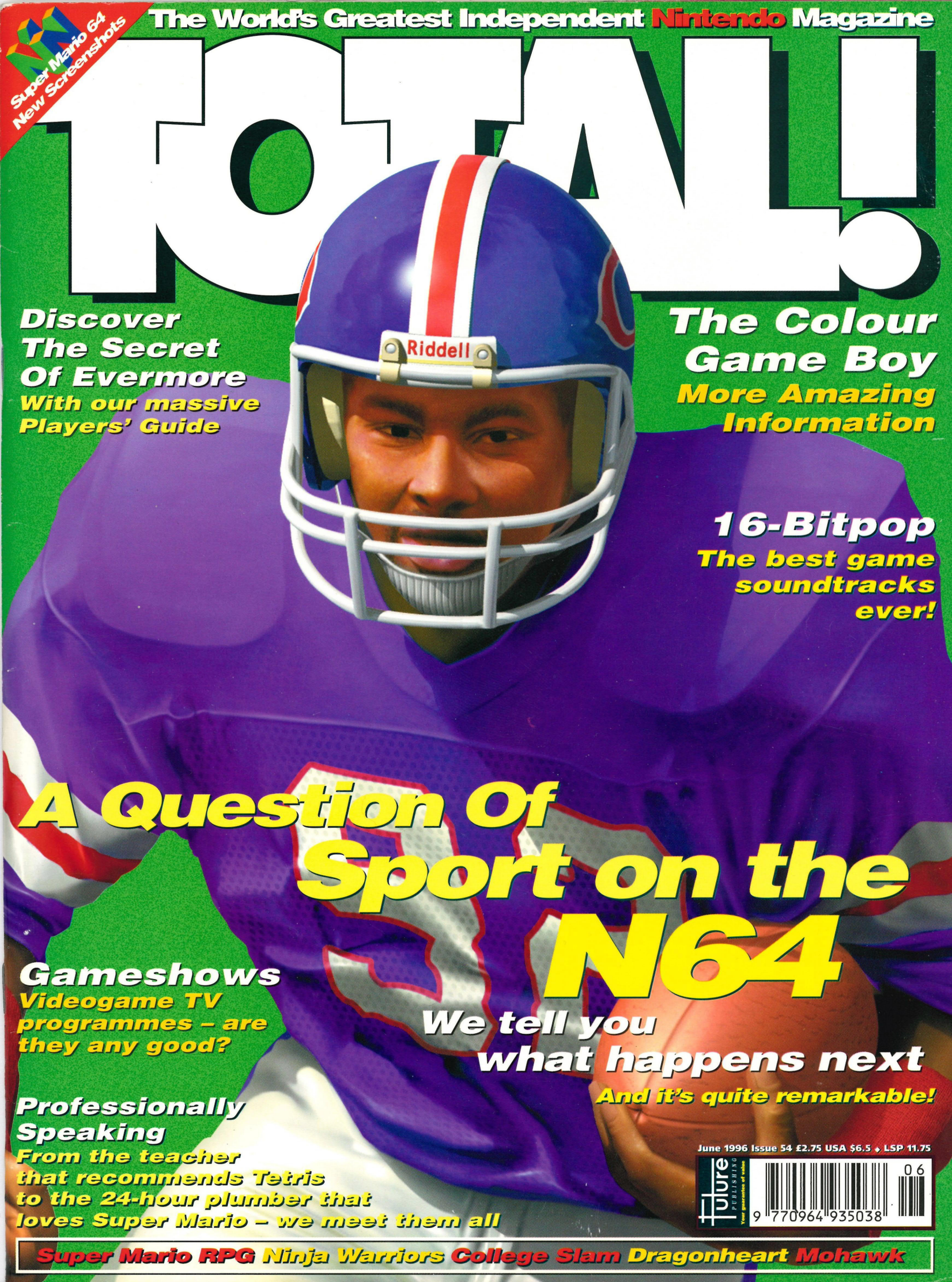

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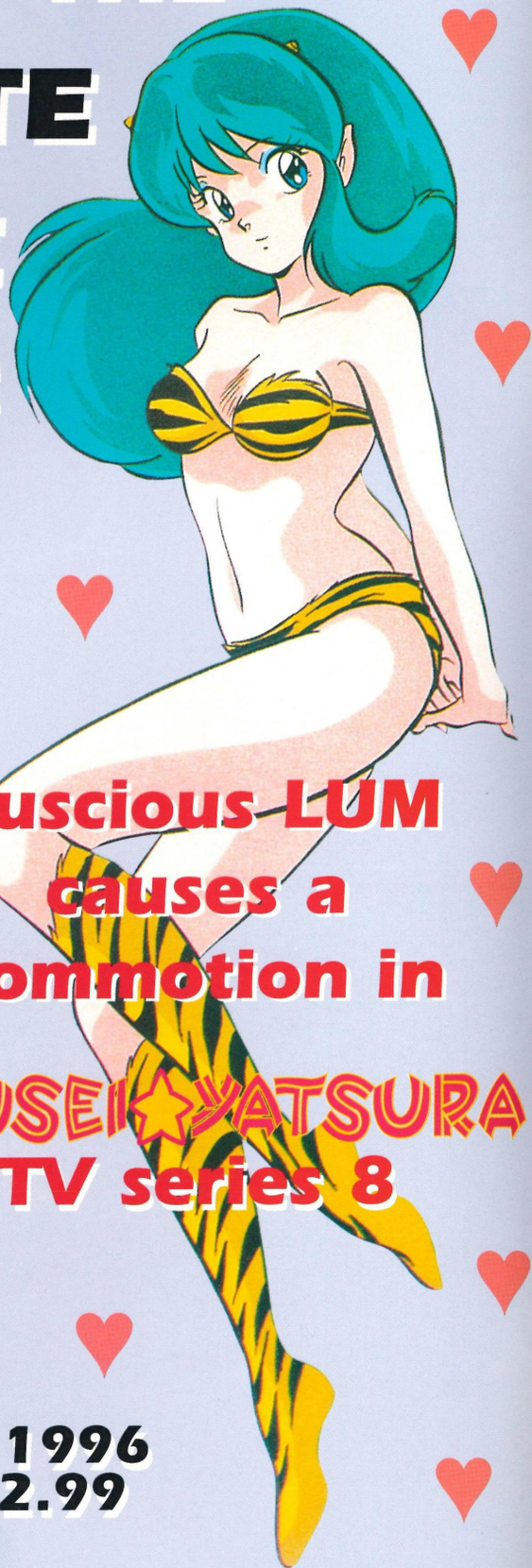

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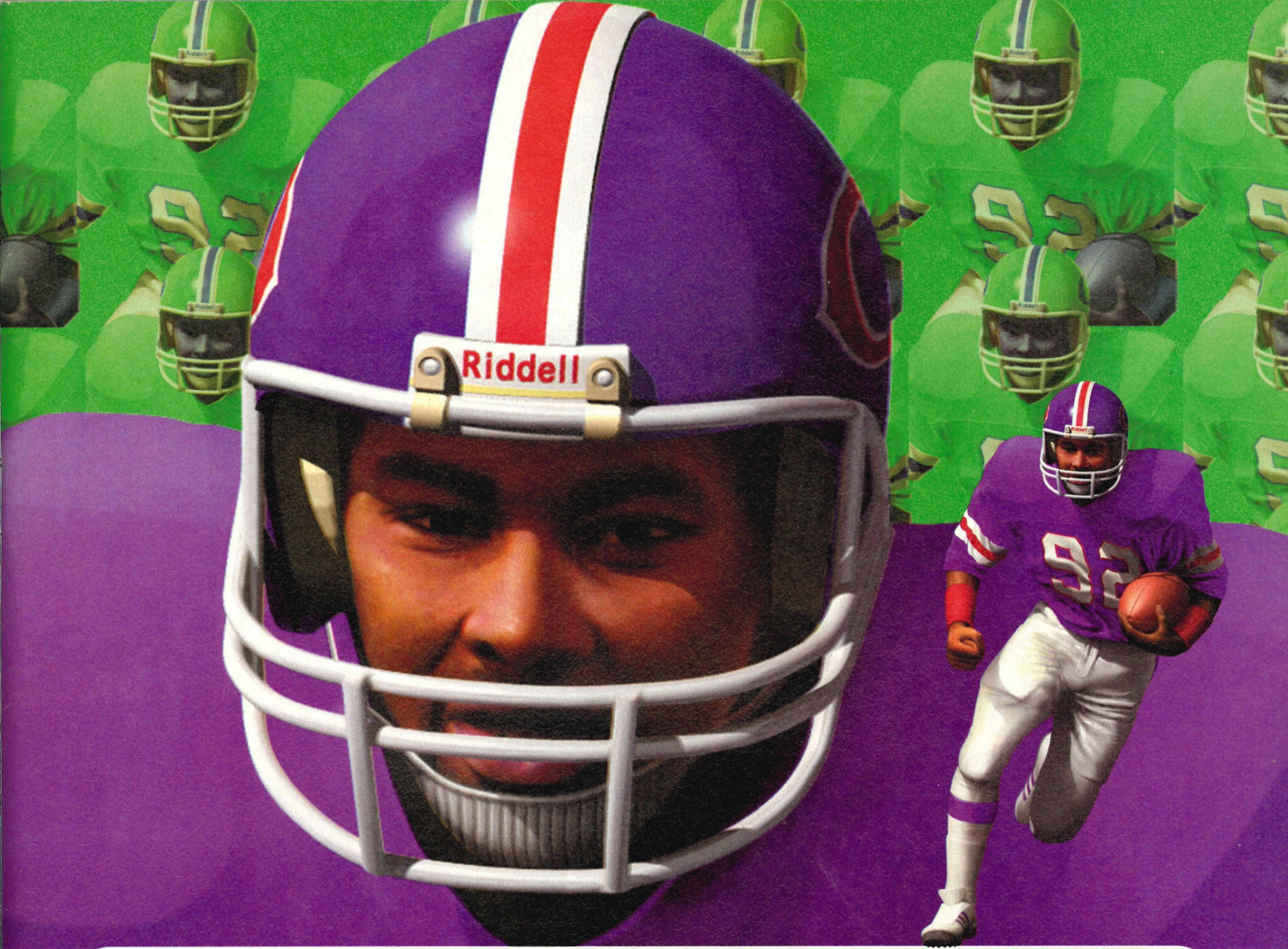

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A Question Of Sport On The N64

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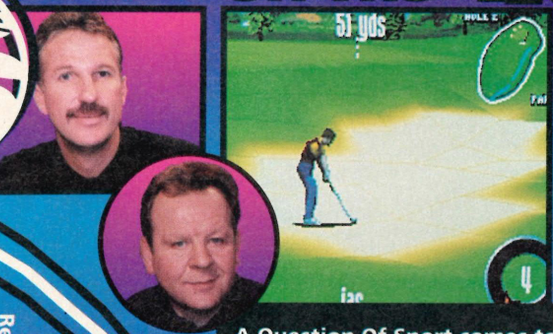
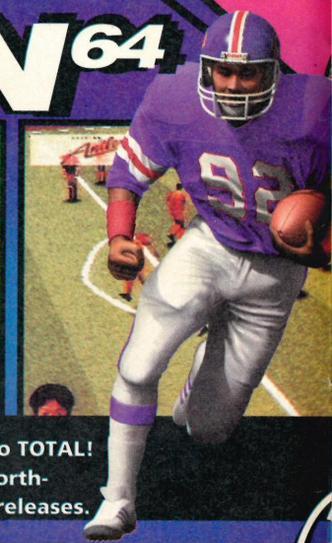
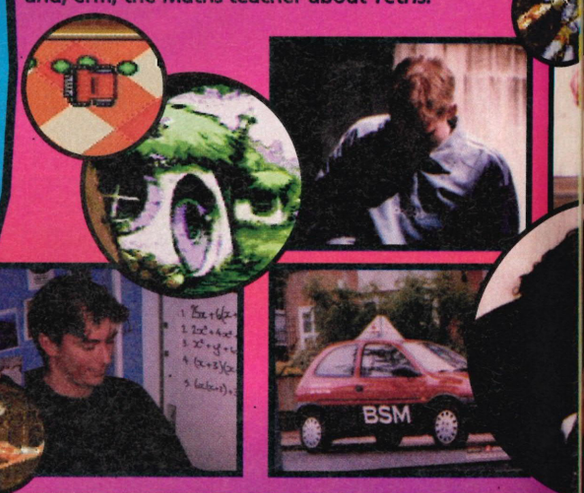


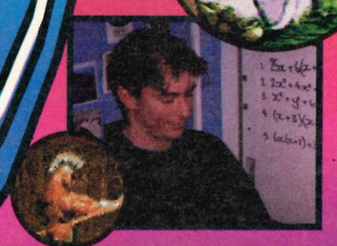


A Question Of Sport comes to TOTAL! this month and so do the forth-coming sport-related N64 releases.

Ask The Pros

Just how lifelike are our games? We ask the footballers about *ISSD*, the town planners about *Civilization*, the golfers about *PGA Tour* and, erm, the Maths teacher about *Tetris*.





16 Bit Po

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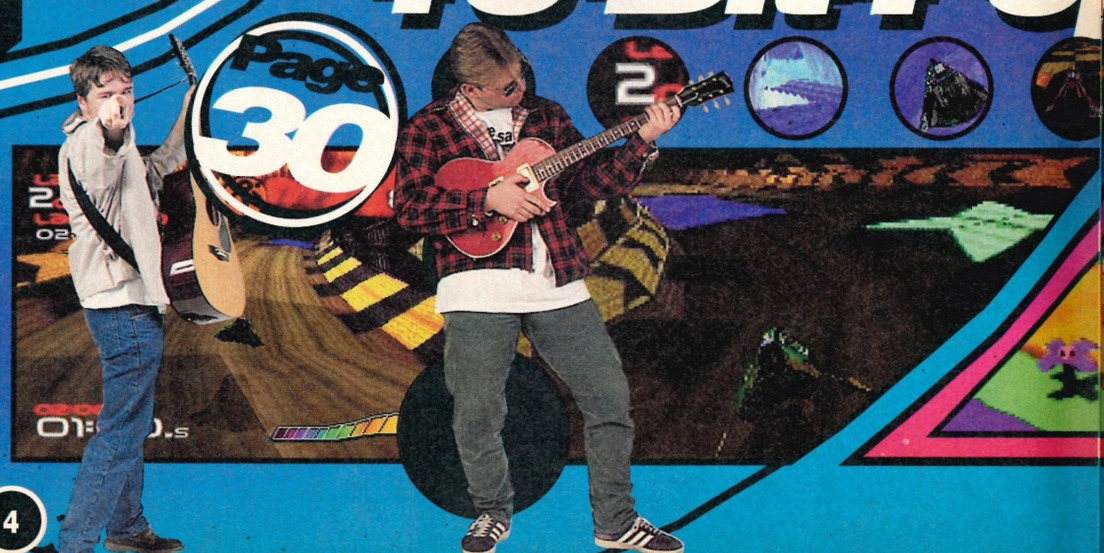


And I still look like Fungus the Bogeyman.

amespotting

Page 34

Videogames shows on television are more popular than ever these days so we thought it was about time we had a look at them all. Check them out on page 34.

Page 24

Secret Of Evermore Tips

Page 58

It's finally being released this month and, as you've come to expect from your favourite Nintendo mag, we're right at the front of the tips queue just raring to get all the necessary details. Be there at page 58.

NEWS

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

Just two months until we get our hands on *Super Mario 64* and it just keeps looking better and better. Here's the latest on the game the world is waiting for.

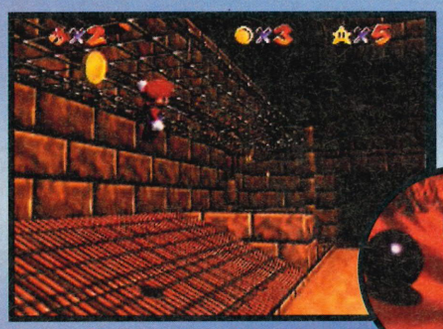
Super

Weird things are happening at Nintendo this month. There are no delays to report. Everything is going fine and a June 23 release date is still on the cards. Strange but true. We'd got used to wheeling out the same old news story and just changing the dates, but it looks like this month we'll have to bring you some good news rather than being our normal moaning selves. And luckily we have good news in abundance.

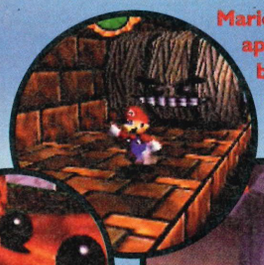
No Nintendo system would be complete without a *Mario* game. In fact every system Nintendo has launched has had *Mario* leading the way with his brilliance. And the N64 is no different. As we've shown in previous months, Super Mario 64 continues in the tradition of brilliant platform games but adds a 3D twist to it all. With varying camera views and incredibly smooth animation it takes platforming quite literally into a whole new dimension and is likely to change the face of gaming as we know it. Great shading and texturing, together with a complete lack of jerkiness make this an amazing experience.

The latest images to be revealed by Nintendo look better than ever. Animated sequences have been widely available and these are stills from the latest sections of the game. Screenshots such as Mario looking at his own reflection show off the graphical capabilities of the game while the shots of the Giant Pokey and the Flying Carpet are a good indication of the animation to expect. The other scenes shown then centre around the pyramids, snow-capped mountains and dark dungeon scenes that will be included in the game. All of the shots look superb.

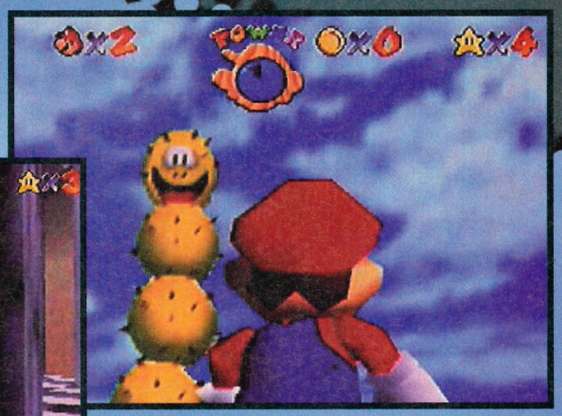
And the good news is that there are no delays expected. It is only a couple of weeks until we get a full showing of the game in America at E3 and two months until we can get our importer on the case. The future of Nintendo games is almost here.



Above: It's enough to drive anyone up the wall waiting for the Nintendo 64 to come out.

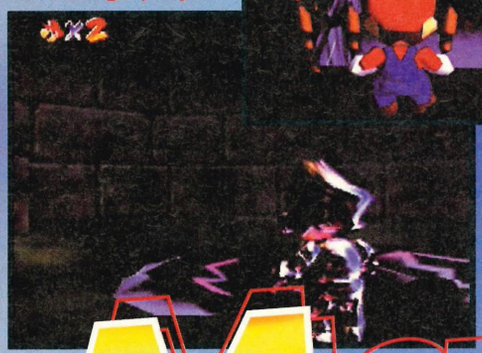


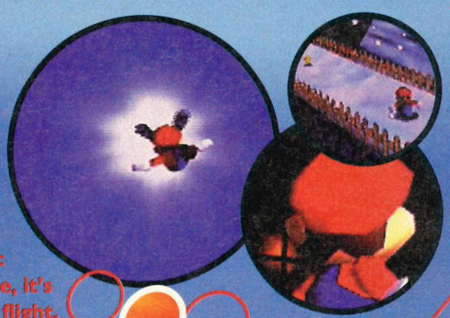
Mario checks out his appearance. He still believes that dungarees are the height of fashion.



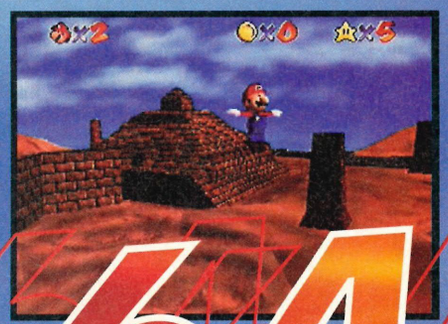
This Giant Jobey certainly looks pleased to see Mario, but if you could see Mario's face it would be full of fear and trepidation.

Don't do it Mario! Tired of waiting for the N64 he might jump.



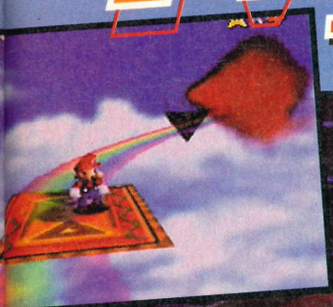


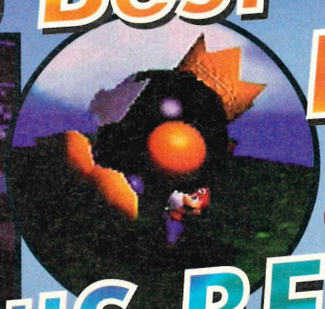
Right: Is it a bird, is it a plane etc etc. Nope, it's Mario in flight.



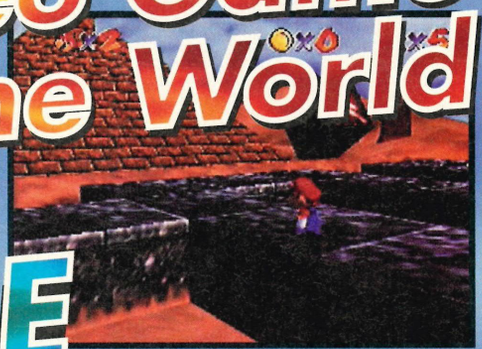
Mario 64

The Best Video Game In The World

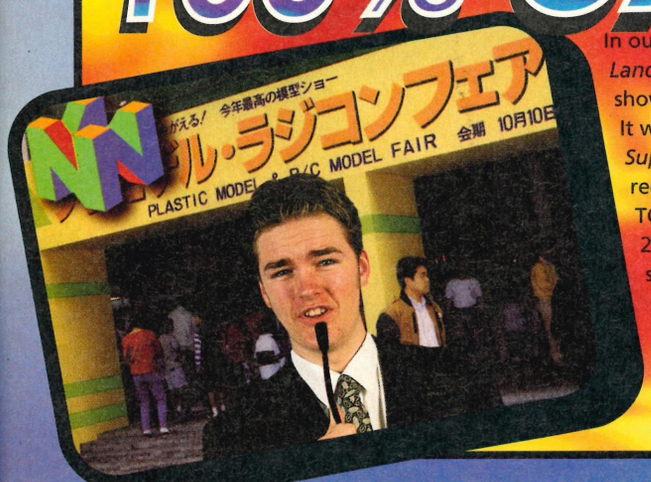




As ever, Bowser gets in on the act. He's showing off his new rendered graphics.



COULD THIS BE THE 100% GAME?



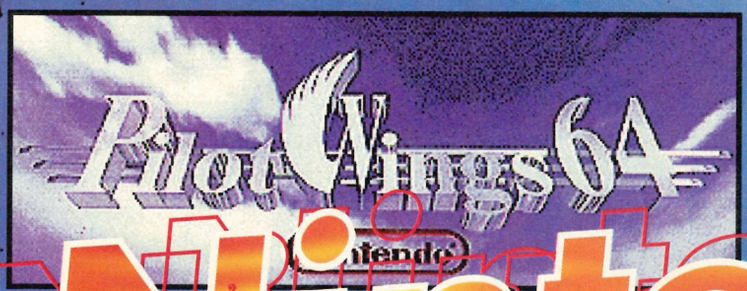
Not the graphical splendour of *Mario 64* but they've given us years of fun.

In our very first issue of TOTAL! *Super Mario Land* notched up 94% on the NES and showed the way for platform games. It was only three issues later that *Super Mario World* on the SNES recorded a massive 98% on the TOTAL! scale of brilliance. In issue 21 *Mario All Stars* took things a step further with 99%, the biggest score we've ever given a game. No other genre or character has grabbed the public's imagination in quite the same way and now as *Super Mario 64* approaches, you have to wonder on whether a game will break the three figure barrier and be that perfect game. Only time will tell. Two months to be exact.

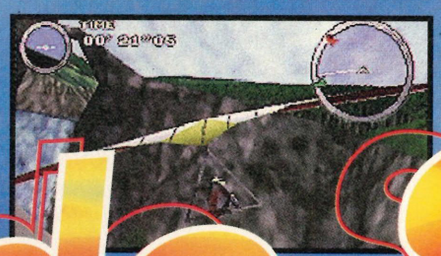
DOOM 64 HITS UK (BRIEFLY)

The European Computer Trade Show was due to be woefully short of N64 information this year. At the time of going to press, the show held from April 14 to April 16 at Olympia in London was notable for the lack of Nintendo products available to us journalist types. The majority of games are being held back for the E3 show which is held in America in May, but one that could be seen was GT Interactive's version of *Doom*. In one of the first N64 showings outside Japan, the *N64 Doom* was set to be the star of the show. We'll tell you just how excited we got in next month's top issue.

Britain is finally doomed.



More great hang-gilding antics in *Pilotwings 64*.



Shigeru Miyamoto hasn't let us down yet and we don't expect him to start now.

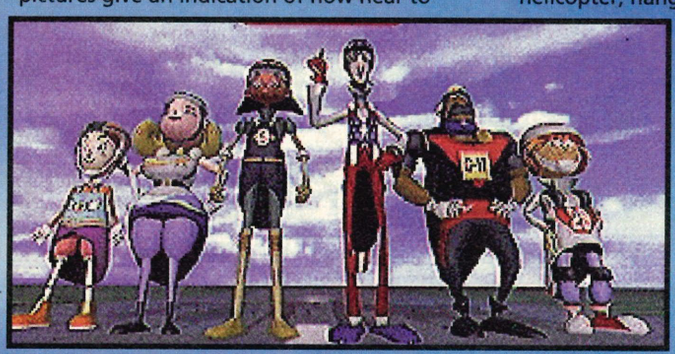
Nintendo S

As well as the massive selection of *Super Mario 64* grabs that Nintendo have made available, a number of new *Pilotwings 64* images have been on show. And there have also been some video clips available for viewing. Although we can't bring you animated sequences, these pictures give an indication of how near to completion the game is.

The second of the first three games that will be for Nintendo 64 users is based loosely on the SNES version of *Pilotwings*. It takes that basically sound engine and soups it up with the greater abilities of the N64 and some graphics to die for.

The flight methods will include a helicopter, hang-glider and a jet-pack and there will be a range of scenarios to choose from. To date, the pictures have centred around country landscapes and cliffs. The latest shots, however, include more detailed city scenes including the Manhattan skyline of New York.

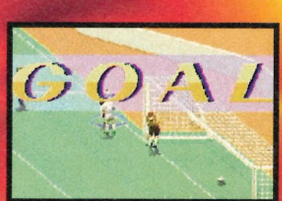
With only two months until the game is released, we are now starting to see the fruits of Shigeru Miyamoto's work and it looks pretty impressive. Expect more shots to follow shortly with an actual look at the game only 57 days away. Not that we're excited or anything!



SUPERSTAR SOCCER 64

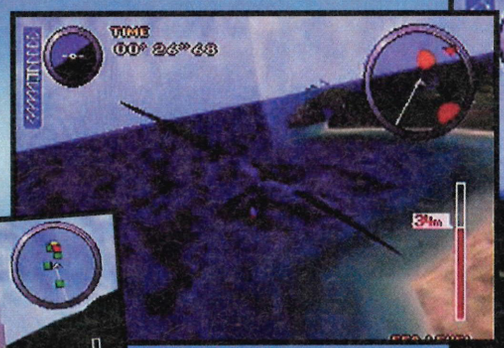
Despite getting involved with Saturn and PlayStation projects, Konami is holding back its greatest title for the Nintendo 64. Although no official announcement has been made, it is thought that the company have been working on a version of *International Superstar Soccer* for some time. The game – most likely to be called *Superstar Soccer 64* – may possibly be released in time for Christmas in Japan, with an early 1997 release in the US and Europe expected to follow. Needless to say, Rob is fairly excited at the news.

The only reason no official announcement has been made is that the *Dream Team* is more of an American concept, with larger Japanese companies likely to publish their own titles. With Nintendo looking to back the N64's launch with big and exclusive titles though, the lack of *ISS* on the PlayStation and Saturn release schedules would seem to bode well for Nintendo footy fans.



Right: A fly over the coast is always pleasant even when death is on your mind.

Take to your jet-pack below, and hit the sky-line of Manhattan.

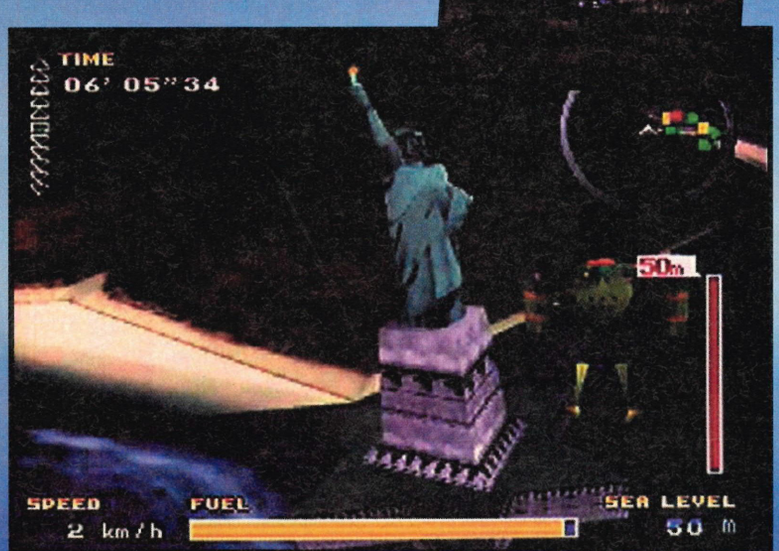


You'll literally see red once you get your hands on this.

preads Its Wings

One way to get to the fair early I suppose. This jet-pack is handy for those little days out at the weekends or Bank Holidays.

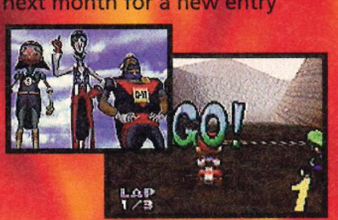
The Empire State Building is just one of the monuments replicated.

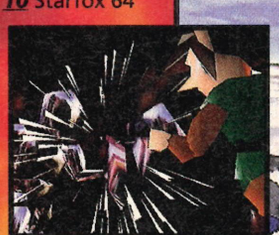


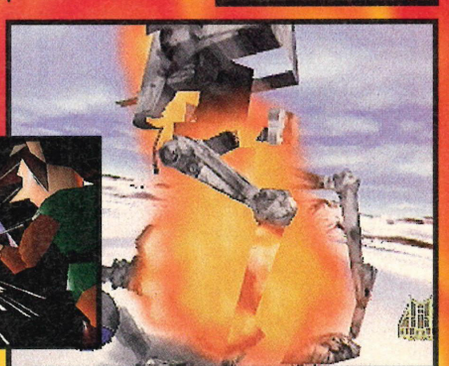
MOST WANTED

All change on the latest Intelligent Gamer On-line most wanted charts, with *Super Mario 64* back at the top and *Pilotwings 64* racing back into the top ten after the recent pictures that have been made available. *Shadows Of The Empire* is off the top of the pile, but still desperately wanted by Nintendo fans. *Killer Instinct* plunges down a few places, mainly to make way for *Dragon Quest VII,* which has raced into the top ten. Watch out next month for a new entry from *Tetrisphere.*

1 Super Mario 64
2 Shadows Of The Empire
3 Super Mario Kart R
4 The Legend Of Zelda 64
5 Dragon Quest VII
6 Killer Instinct 64
7 Cruis'n USA
8 Pilotwings 64
9 Wave Race 64
10 Starfox 64







Imagine SNES quality games on the Game Boy...

Super Mario RPG could be great on the Atlantis if ever developed.

The L Called

More details have emerged after we announced last month that a 32-bit colour Game Boy was becoming a definite possibility. The portable console has the working title of Atlantis and is being developed in this country by a Cambridge company.

The 32-bit unit has a 3x2 inch screen which will show advanced colour gameplay with the help of the low-capacity chips that the British firm are working on. Running on standard batteries, the new Game Boy will have a running time of 30 hours.

Even better is the news that development tools have already been shipped to some Nintendo licensees and there is every indication that Project Atlantis may be on sale before Christmas. Certainly it should be available by early 1997. And the fact that production is based in this country bodes well for an early release in this country.

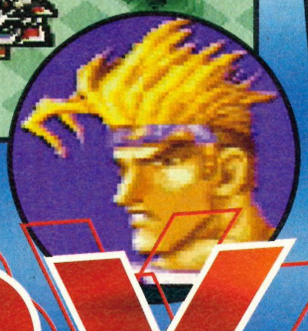
Information on the titles likely to accompany the game and the look of the machine itself are still not available at this early stage and indeed any information on the new hand-held has been difficult to come by, with all of the best internet sites largely unaware of developments. Gradually, however, details are now starting to leek out.

While *Project Atlantis* may eventually lead to a scaling down of the current Game Boy production, it should still

DKC 2 would be great on the GB.

Toy Story would be superb.

Or a bit of Jimmer.



Boy Atlantis

mean good news for fans of the old style game as cart prices are likely to fall dramatically if a new version is released. The best news is that over the next year Nintendo fans have a new 64-bit console to look forward to and a new 32-bit hand-held – something no other games company can boast.

The Atlantis – a perfect partner for the N64.

YET ANOTHER COLOUR GAME BOY

Fancy owning one of these little Red Devils? Only 50 quid to you mate.

Last year, Nintendo released the first 'colour' Game Boy with their set of six Game Boys in interesting hues. Same colour screen of course and no technical innovation, they simply dipped old Game Boy's in a few different pots of paint. Now the customising has continued as the Manchester United Game Boy is being released. Retailing at £49.99 (£59.99 with 'soccer' game) it is the classic Game Boy in another new strip (although not the dodgy grey one). As Manchester United put it you can now play the world's best selling hand-held videogame system with the world's biggest football team. Call the Manchester United hotline on (0161) 877 9777 if you're interested in becoming a United player. It is unlikely a Portsmouth Game Boy will be released.

Position Of The Month

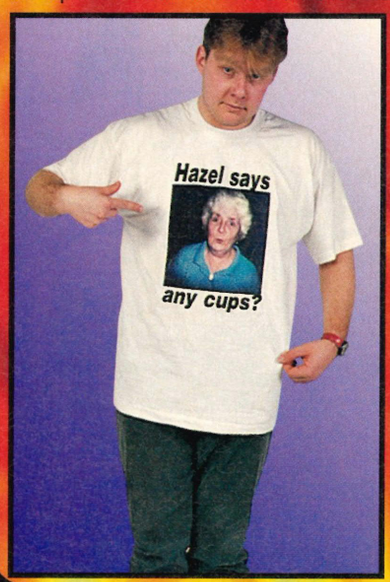
Position: Editor
Getting It Right: Turn up late, read a few magazines, make fun of your staff writer, make the odd cup of tea and smile a lot.
What's In It For You: You get paid to play games and have fun.
Special Requirements: None.
Difficulty Rating: 1 (1=easiest, 5=most difficult)

I'd Just Like To Thank...

Tim is a star – it's official. We reported last month that of 2,500 entrants, Tim had got down to the last 30 in the Lloyd's Bank Channel 4 Film Challenge. This month it was announced that he had made the final six and that his play *The Cold Season* is to be made in the summer and shown on Channel 4 this Autumn. He goes to BAFTA on April 29 to meet the directors. We're mightily impressed with his efforts around here and are setting our videos months in advance to see the play. Even better news is that if Tim's play is judged as the best, he will pick up a large wad of cash and has promised to take us all for a slap up meal (*I never said that – Tim*). Fingers crossed then.

JUST LOOK AT HER FACE

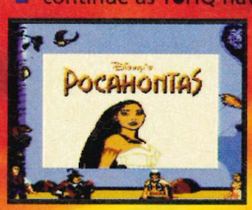
In the '80s you couldn't go anywhere without seeing somebody in a 'Frankie says' T-shirt. Now, in the '90s a similar fashion craze is set to sweep the nation. And this time it's Hazel that's doing the talking.

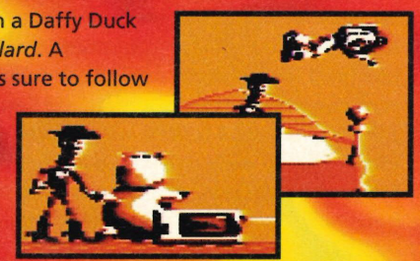


After agreeing a contract with Versace to use her picture on T-shirts worldwide, Hazel is set to quit her job here at future as she rakes in millions from the distribution rights of her image. Out of loyalty to TOTAL! she has let us have five of the shirts to give away as prizes in the magazine and these could be on your backs before they have even appeared on the catwalks of Milan. Simply tell us what Hazel should say on her next T-shirt and send your answer to Hazel says, TOTAL!, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2DL.

T.HQ IN DISNEY FRENZY

The recent Disney bonanza is set to continue as T•HQ have just secured the rights to all of their games. Following on from *Toy Story* and *Pocahontas* on the Game Boy, they have Pinocchio for the SNES waiting in the wings together with a Daffy Duck SNES title called *Maui Mallard*. A Pinocchio Game Boy title is sure to follow and there appears no end to the long list of Disney titles that will be made available.



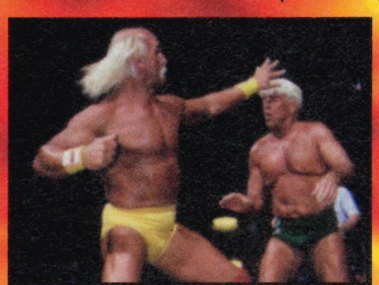


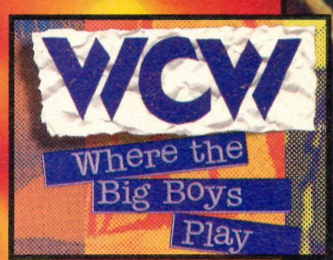
Football Pie For Nintendo

Nintendo have put their hand in their pocket this month to show support for Rob's two favourite things in life – football and food. They are sponsoring the amazing new Football Restaurant which has recently opened in London's West End. The restaurant is full of footy memorabilia and Nintendo will provide many of the video sequences to entertain diners. Already heavily involved with the Premier League, this further strengthens Nintendo's links with the game and is yet another reason why they are simply the greatest games company in the world.

WCW NITRO COMPO

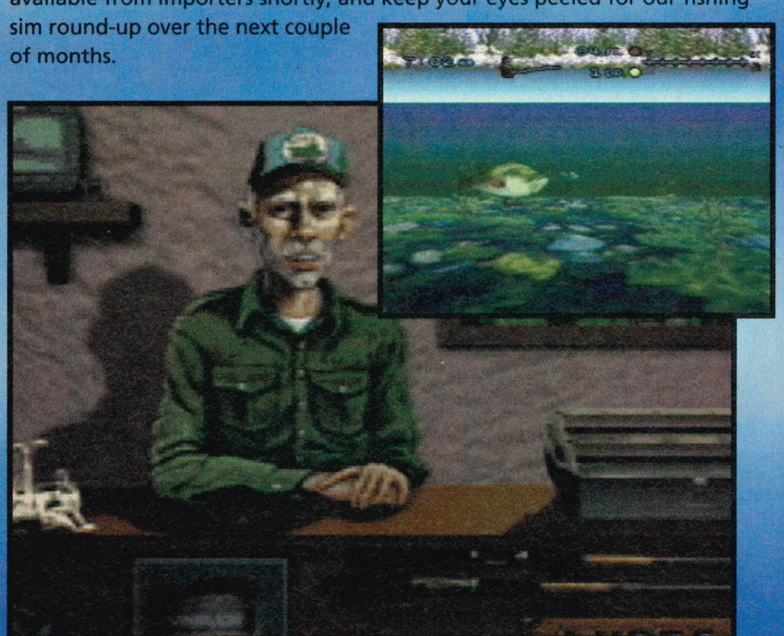
As some of you satellite and cable kids might have already seen, *WCW Nitro* kicked off this April on TNT and top wrestling action can be seen every Friday evening at 7.00pm. As long as you're fully cabled or dished up that is. All the stars of your favourite Wrestling games and programmes are included – with top stars Hulk Hogan, Randy Savage and Sting (that's not the singer by the way) leading the way. To get you in the mood we have some top wrestling goodies to give away. For one lucky person there is a complete pack to be won of Hulk Hogan Embroidered Hat, WCW collector's watch, WCW Milk Caps, Hulk Hogan Doo Rag, Hulk Hogan Wristbands, Replica WCW Belt and WCW Nitro T-shirts. Five runners up will get T-shirts. Just tell us what WCW stands for and send your answers to Big blokes in pants, TOTAL!, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2DL.





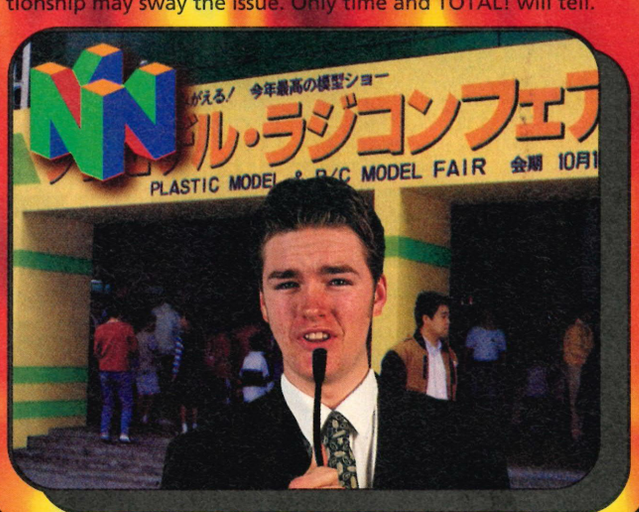
Another Master Baiter

Bass Masters Classic: Pro Edition is an improved version of last year's *Bass Masters Classic*, a game developed together with the Bass Anglers Sportsman Society to be one of the most realistic sims ever created. But does more realistic mean more boring? Five hours in front of your telly with only varied sandwich fillings to create any excitement. This improved version has larger lakes, more pro-anglers and a more varied gameplay. It should be available from importers shortly, and keep your eyes peeled for our fishing sim round-up over the next couple of months.



SQUARESOFT GET SOFT

Squaresoft, the creators of great games such as this months *Super Mario RPG*, are to create their first beat-'em-up according to reliable Japanese sources. They are said to be developing a 32-bit 3D fighting game, there first one-on-one fighting title. Namco are rumoured to be involved in the project, with the game likely to be similar to their own beat-'em-up *Tekken 2*, which is available on the PlayStation. Sounds great, the only worry is whether or not it will make it onto the Nintendo 64. The recent break in relations between Nintendo and Square would seem to indicate not, but their past relationship may sway the issue. Only time and TOTAL! will tell.



Totally Recommended

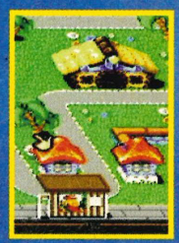
Yoshi's Island • (94%)

Yet another *Mario*-style platformer, but still we're not bored with them. This is shorter in length than previous *Mario* titles but the gameplay has far more depth to it. The graphics are also improved and contain hundreds of original special effects. Nintendo really can't put a foot wrong when it comes to this genre and this is a must for any serious gameplayer.

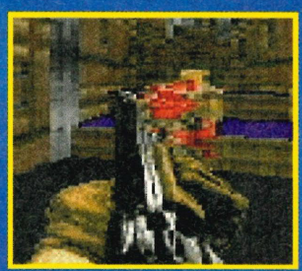
ISS Deluxe • (95%)

Seven months ago we said this was the best footy sim ever to appear on the SNES. The passage of time and the arrival of *FIFA '96* has done nothing to change that view. This is the perfect blend of excitement and realism, full of atmosphere and brilliant graphics. It's by far the most intuitive football game we've ever played. Great tactics, great action, great fun.

Theme Park • (93%)



This gives a whole new dimension to the God sim as you create your very own *Theme Park*. Stunning graphics, an excellent soundtrack and an involving gameplay make this a corker of a strategy game. With infinite combinations, this is also a game that's built to last. We love this game to bits and would heartily recommend it to anyone.



Doom • (93%)

Somehow the PC game of the decade has been converted into a brilliant SNES game. Guns and gore galore as you travel around hell in search of demons. Challenging and satisfying. The graphics are virtually unchanged from the PC version and the excitement is certainly not diminished.

CHARTS

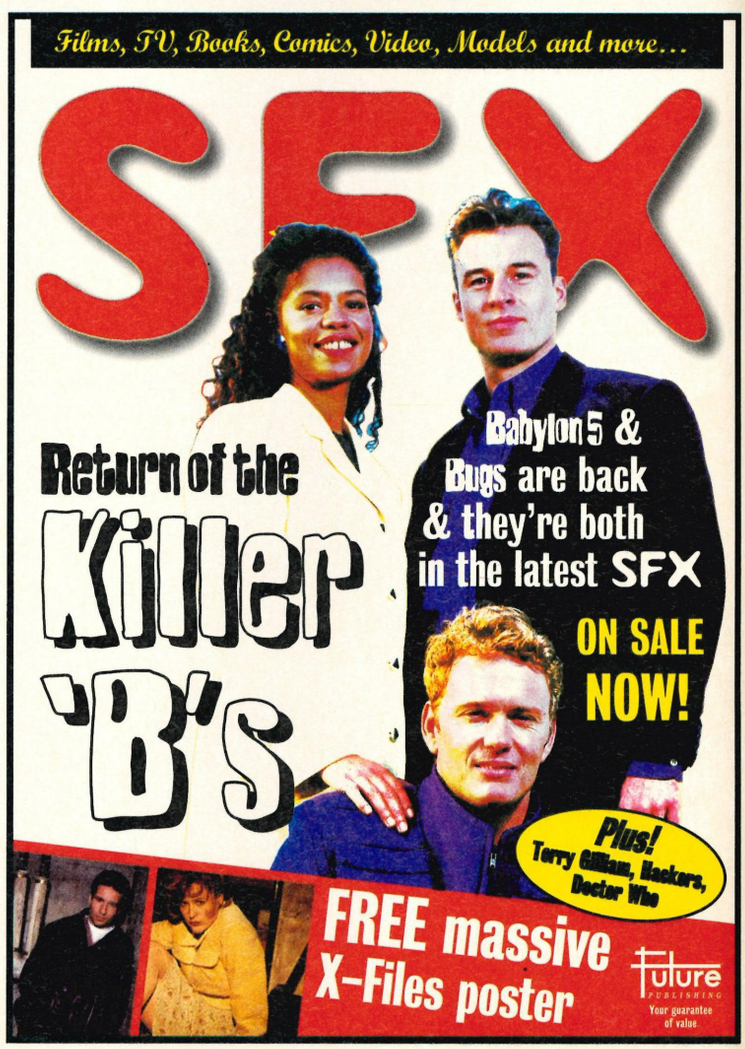
Swapsies at the top as *DKC2* and *Killer Instinct* change places. *Donkey Kong Land* is still tops on the Game Boy though.

GB

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

SNES

1	2	Killer Instinct	11	9	Doom
2	1	DK Country 2	12	NE	Super Punch Out!!
3	4	FIFA Soccer '96	13	NE	Kick Off 3
4	3	Yoshi's Island	14	8	Illusion of Time
5	5	Super Metroid	15	NE	PGA Tour Golf '96
6	16	Urban Strike	16	10	Super Mario Kart
7	6	ISS Deluxe	17	NE	Mickey Mania
8	11	Theme Park	18	NE	Weapon Lord
9	13	Primal Rage	19	NE	Mortal Kombat 3
10	NE	Stunt Race FX	20	12	Street Racer



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- Krazy Ivan
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- NFL Gameday
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- Ridge Racer Revolution
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- Tekken 2
- Toshinden 2
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- X-Men

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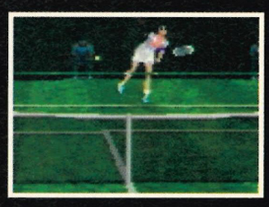
Features

A Qu

The developments being made in the world of Nintendo 64 sports sims are, errrr (affects David Coleman *Spitting Image* finger-in-ear voice) quite remarkable. Quite literally both home and away. And, errrr this – as they say – is what we think will happen next...

Hello, and welcome to another round of *A Question Of Sport*. I'm David Coleman. This month we have four v-neck jumper-wearing guests from the world of sport ready to display their lack of humour or social skills, and share their specialist knowledge with you. Three of them are from proper sports (football, cricket etc) while the other is a token female from some minority sport such as synchronised cycling. On Ian's team we have Tim Weaver and Chris Day, experts in the world of basketball sims and American football sims respectively. And on Bill's team are football, golf, tennis and baseball expert Rob Pegley, together with three-day (tea-making) eventer, Deb Cook.



So, Chris, before we start, perhaps some inane chatter about your season to date, in which I'm far too gushing and enthusiastic?'

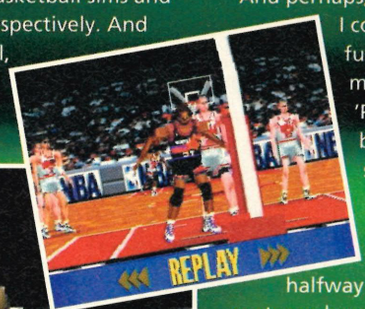
'Yeah, sure David, and I'll talk to you as though we've been friends for years'.

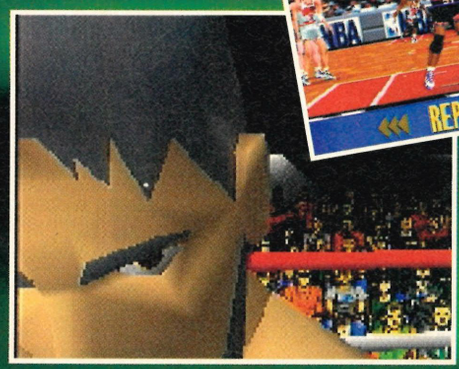
'And perhaps, ha, ha, ha (laughs hysterically) I could find random things you say funny even when you haven't made a joke'.

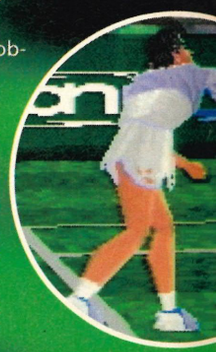
'Perhaps David (Chris looks bemused). Anyway the season started well enough for me, but_'

'Great, and I'll probably cut you off halfway through a sentence because I've not been paying any attention.

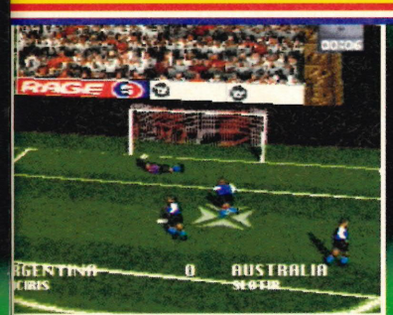
Excellent. Then I'll move onto some banter with Ian Botham which although friendly has the undercurrent that Ian actually really hates me. So Ian, how are







estion Of Sport On the 64



Surely it's about time you stopped combing that sad little bit of hair across your forehead? And what about those England selectors, eh? Old sods.'

'Ha, ha, ha (more hysterical laughter) quite. Bill, on a bit of a winning streak at the moment. Anybody would think that all you do is read sports books in between doing commercials.'

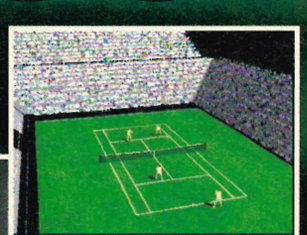
you this week? Still 6-3 down in the series'.

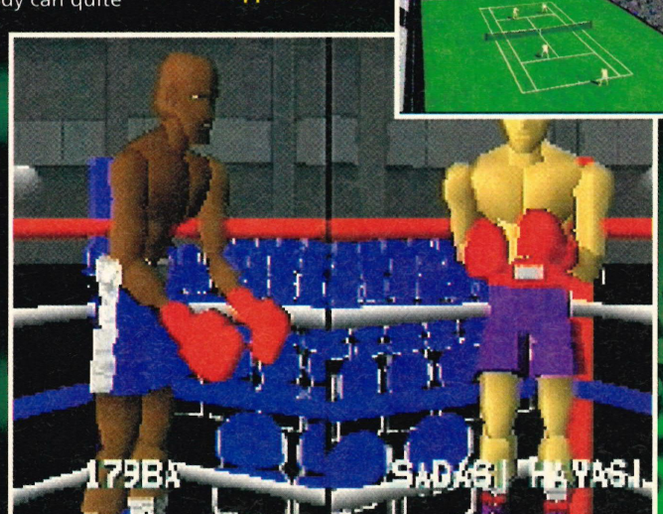
'Up yours David, you boring old weasel.

'No. Erm, no. Of course not (Bill shifts uncomfortably in chair). But hmpph hmpph schmmns (at this point Bill launches into some sad old rugby anecdote which nobody can quite understand, but when he screws his face up to look more like a St Bernard than a bloodhound and signify the end of the story, David laughs appropriately).'

'So, on with the programme. As ever we start with the numbers board. And Rob, it's you to go first...'

'Keep your eyes on the boxer on the left. What happens next?'





The Numbers Board

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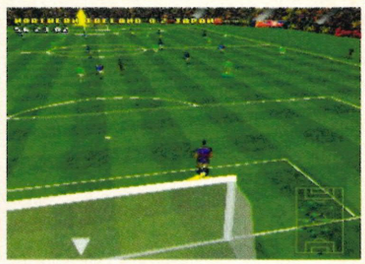

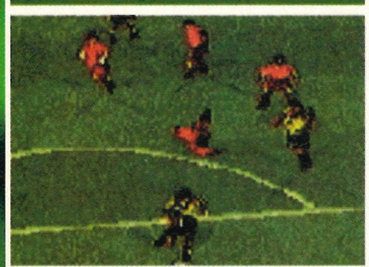

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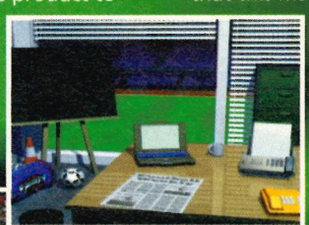
'I'll have number one please David'.
'Should be an easy one for you Rob...'
'Ah ha, yes, it's *International Superstar Soccer Deluxe*'.
'It is indeed. Two points. But I think there's an interesting story you've got that goes with this one, isn't there?'
'Oh right, about the naked bloke in the shower cap with the fish _'
'Er, no (David looks nervously off screen), er, I was thinking more about the Nintendo 64 connection...'
'Oh, sorry, yeah. Of course. Well, latest rumours are that Konami are to develop their brilliant football title as a Nintendo 64 title, likely to be called *ISS 64*. Nothing's certain yet, but it does seem a natural thing to do when you consider Konami's close relationship with Nintendo and the success of the product to date. Definitely one to look forward to.'
'Yes indeed. Chris I think it's your turn...'
Friendly banter and sportsperson's humour follows and everybody surprisingly gets their turn right, the numbers are as follows:

2. FIFA '97 from Electronic Arts
FIFA Soccer and *FIFA'96* are currently available on most formats including PlayStation and Saturn and *FIFA '97* is currently in development for the Nintendo 64, it should be superb.

4. Onside from Elite
Available on a number of formats it is possible that this may become a Nintendo 64 game in the future although there is nothing to confirm it at present.



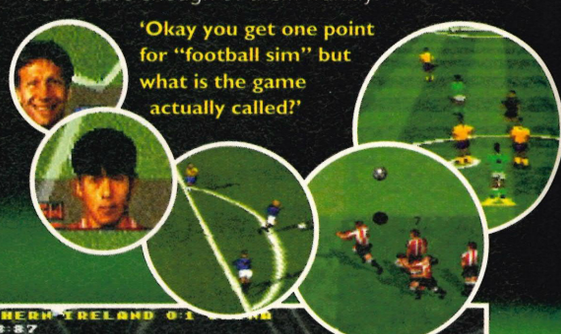
5. Striker '96 from Time Warner
Another underrated footy sim that has been released on various Next Gen platforms. If Time Warner wish to develop a footy sim for the Nintendo 64 they could do worse than this.

7. Goalstorm from Konami
Konami are bound to have a number of games developed for the Nintendo 64 and although *ISS Deluxe* is likely to be one, that does not preclude other football titles.

8. Actua Soccer from Gremlin
One of the best soccer games available on the PlayStation, this may become a Nintendo 64 title but only if Gremlin decide to develop for the platform.

9. Prime Goal from Namco
A throw-away footy title, but with their links to Nintendo Namco could become another who get involved with the N64.

11. J-League Winning 11 from Konami
Another Konami football game and you can never have enough of them frankly.



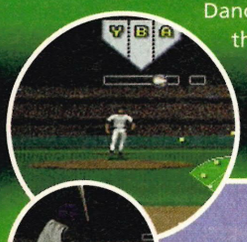
'Okay you get one point for "football sim" but what is the game actually called?'

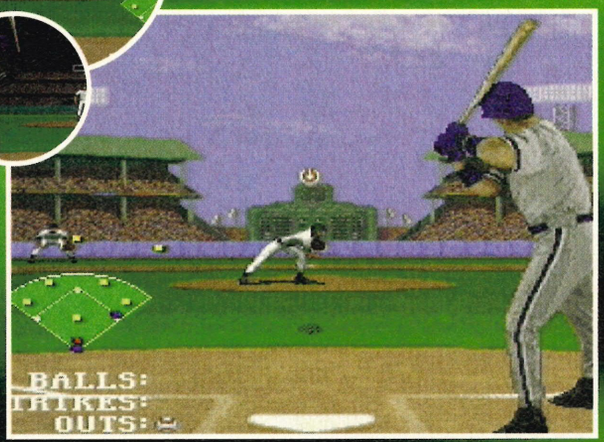
'Do they score a goal David?' 'That is the correct answer Tim, but just a little late on that one I think'.

Just let me know the year and the game...

'Okay, Ian's team, a number of images for you and some music for you to listen to. Just tell me the year this takes place and who the big bloke with the baseball bat is.'

At this point some Industrial Techno Dance music kicks in with the lyrics 'I'm a Fire Engine, You're a Fire Engine', this is followed by Status Quo style riffs with a Manchester drawl over the top 'She's got a jumper, and a rabbit she calls Thumper, but I think I might dump her etc', finally there's a Boyzone track about girls and Dads and love and stuff. All the time this is playing, the pictures right and below are shown. The music fades out, the team confers and Ian speaks:





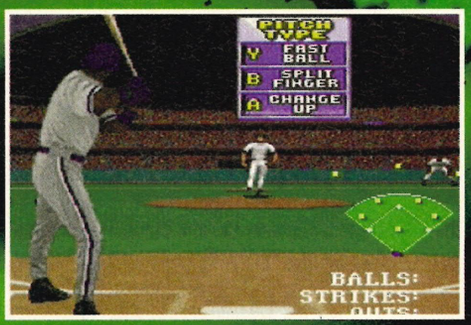
'We think the year is 1997 and the bloke with the big bat is Frank Thomas, star of *Big Hurt Baseball*'.

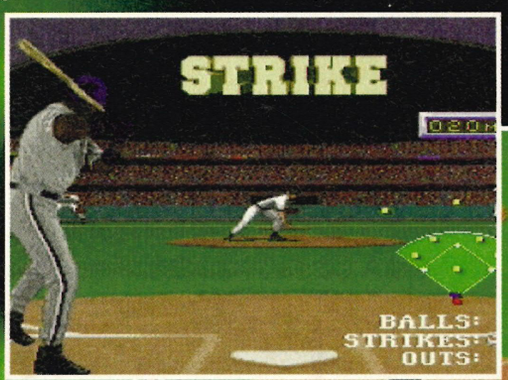
'That gets you the two points. Like to say some more?"'

'Yeah, those England selectors don't have any idea at all_'

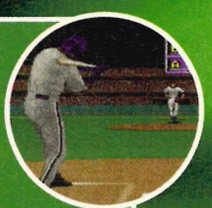
'About the game?'

'Oh right, well it's a baseball game with superb graphics and great action currently being developed by Acclaim in America. it's likely to be the best of its kind and is set for an early release'.





Well it could be 1953, but videogames weren't around...



'Bill now it's you turn, simply tell me the year and who the big bloke with the baseball bat is'.

Techno music starts etc etc.

'It's *Ken Griffey Jnr Baseball* due out in 1997, a baseball sim with superb graphics and great action etc etc.'

'Yes, well done Bill. Good answer, but I'm not sure you're really grasping how the show should work and frankly you've had a good six years to work it out mate.'

'How do you mean Dave?'

'Well, it's a television programme. Our main aim is to entertain, not to have you show off your sport general knowledge.'

'But, I only-'

'But nothing, you're a nice bloke Bill but you're boring. Willie Carson and Gareth Edwards never had a clue about sport but at least they were fun to work with. Emlyn was a pain but at least housewives thought he had a nice smile. You, you're just too good and you've got a funny voice and a fat face. I hate you'.

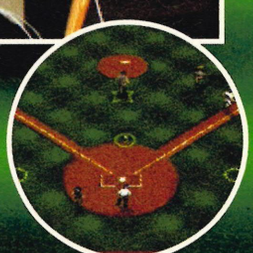
By this point David Coleman has his finger firmly in his ear and has lost it completely. Bill apologises.

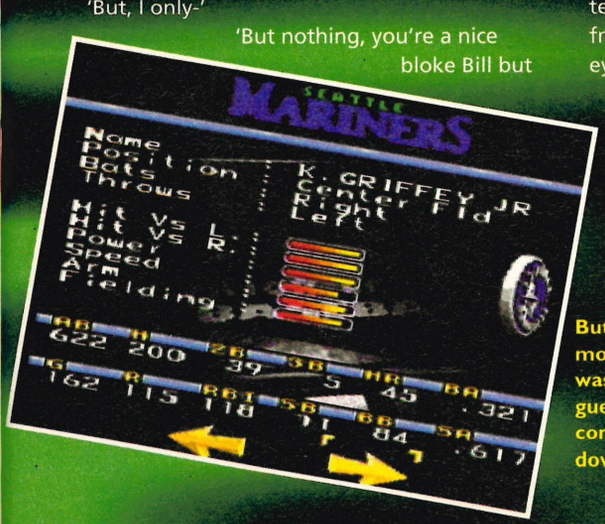
'Sorry, David, I never realised, I always thought you liked me and hated Ian. I'll talk some more about Ken Griffey if you like?'

'Go on then'

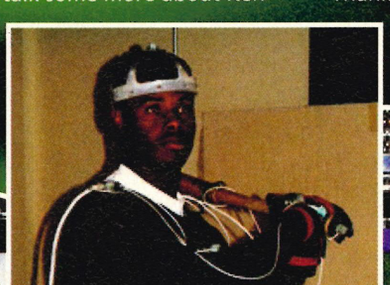
David is wiping tears of anger from his eyes and starts to smile as Bill begins to speak.

'Well, the thing about Ken Griffey is schmph, brmhp, hmkmh, haw, haw haw.' 'Great. Thanks Bill.'

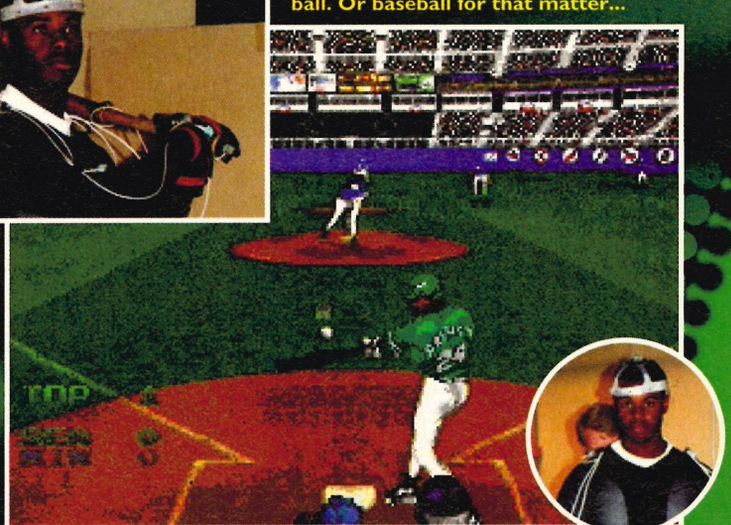




But by the look of those motion capture stills I'd say it was 1997, but then I'm only guessing as time as a future concept is difficult to pin down. I'll ask our mystic Peg.



1652, but then I suppose there wouldn't be any live coverage of baseball. Or baseball for that matter...



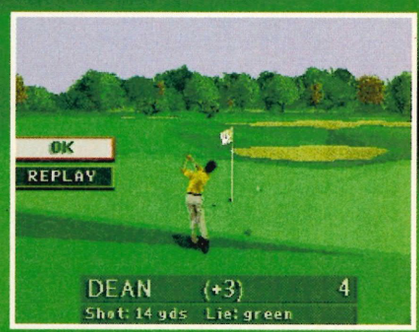
Home or Away

Everybody knows the format of this round and indeed the readers are well aware by now that this whole thing is just a charade acted out by the TOTAL! team with some cardboard cut-outs. So, we'll dispense with the 'I'll go home please David' lines or the daring 'we'll try away, I think David'. We certainly won't roll out Ian Botham's tired old 'I'll risk it and go home please David'. And if anybody reading this has EVER been in the studio audience and laughed at that, well DON'T.

So forget *A Question Of Sport* for a second, here are four golf games all of which are possible Nintendo 64 titles of the future. The tenuous link is that some are designed at home and some are designed abroad (away). Sorry.

'Tim, a tough away question, what is this sport shown below?'

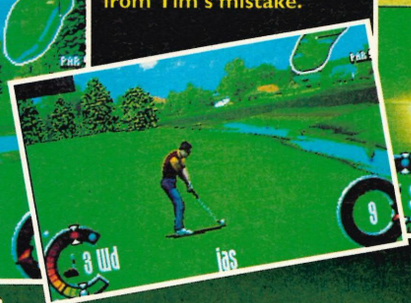
'Erm, is it hockey David? No, rugby. Snooker, it must be snooker. Oh, I give up.'

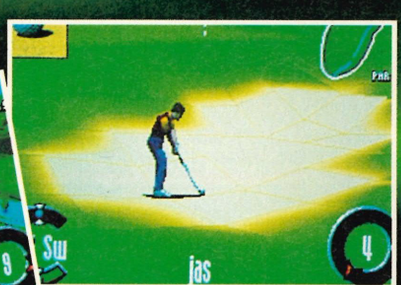


1. PGA Tour from EA

This is an almost certainty for the Nintendo 64 although no announcements have been made yet. If Electronic Arts develop their relationship with Nintendo further then they are likely to wheel out their full repertoire of sports sims and this is one of the best. Already available on Next Gen and PC formats it is a must for the future.

'Deb, maybe you can learn from Tim's mistake.'

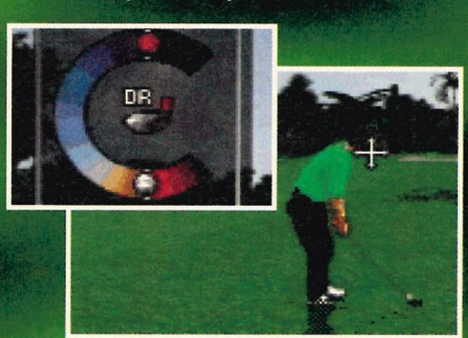


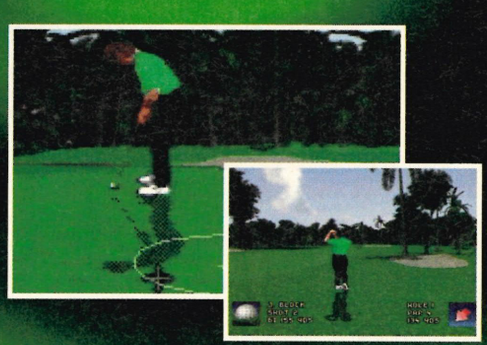


'Is it tea-making David? No, coffee. Erm, hot chocolate?'

2. Scottish Open from Core Design

A golf game which owes more to arcade fun than replicated sim, but which has British courses for a change. Which is great should it ever make it onto the Nintendo 64, but with the Japanese and American markets, may be the very reason that it doesn't. A fun PlayStation title but no great loss to us if it stays that way.

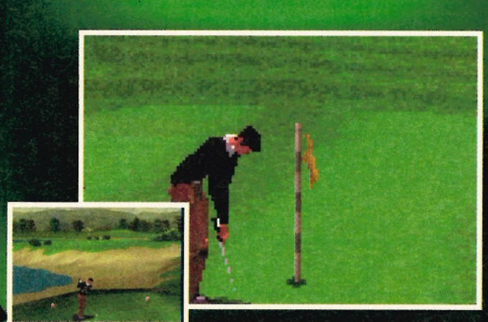


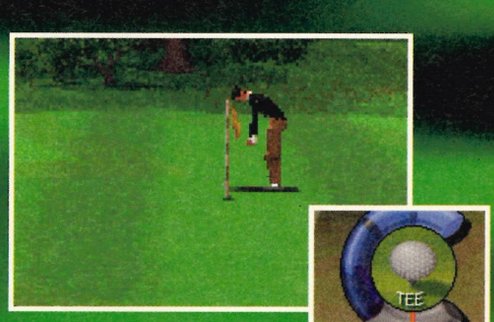


'Sorry David, I apologise for my team's supidness, it's quite obviously golf. Crazy golf.'

3. World Cup Golf from US Gold

US Gold have yet to become involved with the Nintendo 64 Dream Team boys, but with a golf game like this Nintendo may be tempted to tell them the password. The drawback is that it's set in 1994 and with Nintendo we live in the present, the selling points are the graphics and presentation. Possibly one for the US consumer.





4. Actua Golf from Gremlin

Again designed in the great Gremlin Motion Capture studio's along with the footy game. Again it depends on whether Gremlin make the Nintendo connection, but if they do a conversion of this would be very nice thank you very much.

What Happens Next?

Hasn't this improved since Emlyn Hughes left *A Question Of Sport?* He used to practically have a seizure every time he answered it with about four differing ridiculous scenarios. Now they just get on with getting it completely wrong so that we can see a funny clip of sport gone wrong.

Anyway, on with the David Coleman false head, finger in ear and: 'Errr, a difficult one for you this, *Madden NFL* has been released every year on every format ever since the year 1953, so when the Nintendo 64 is released and everybody wants and American football sim, errr, what happens next? Ian.'

'Does he fall over and accidentally crush the referee?'

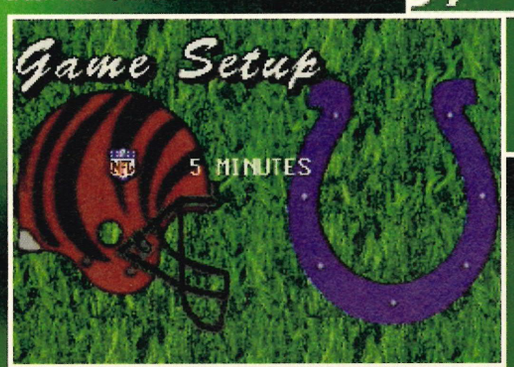
'Not quite, you're almost there.'

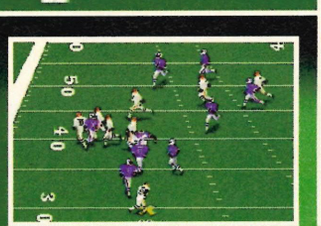
'He doesn't fall over and accidentally crushes the referee?'

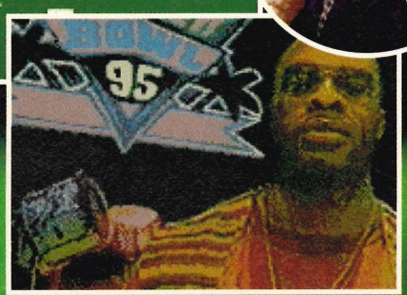
'Slightly off track now and not to say a tad surreal.'

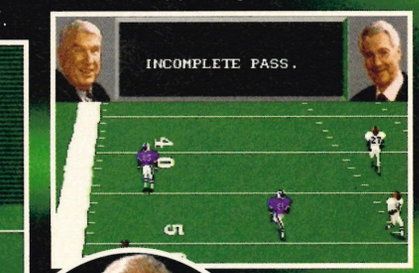
'Do EA release a spectacularly brilliant version of *Madden NFL* for the Nintendo 64 better than anything ever seen before?'

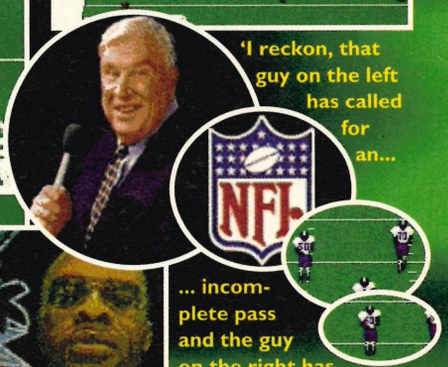
'Well, actually we have no idea at present Ian, but it seems very reasonable. I'd bet my grandmother on it happening were she still alive'.











'I reckon, that guy on the left has called for an... ... incomplete pass and the guy on the right has called him an idiot. So they start fighting, and then the players join in and there's a big bundle. Am I warm?'

'Bill your turn. Konami – one of Nintendo's biggest buddies, bring out *NFL Full Contact* on Next Gen platforms, the Nintendo 64 is launched, what happens next?'

'They do a version for the Nintendo 64 and it's great.'

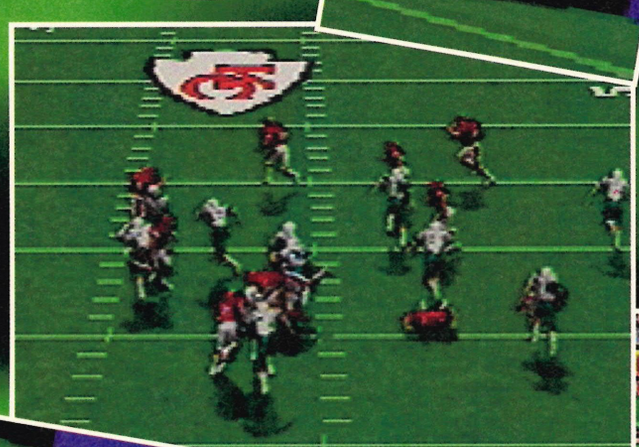
'Boring answer, but very probable. Well done Bill.'

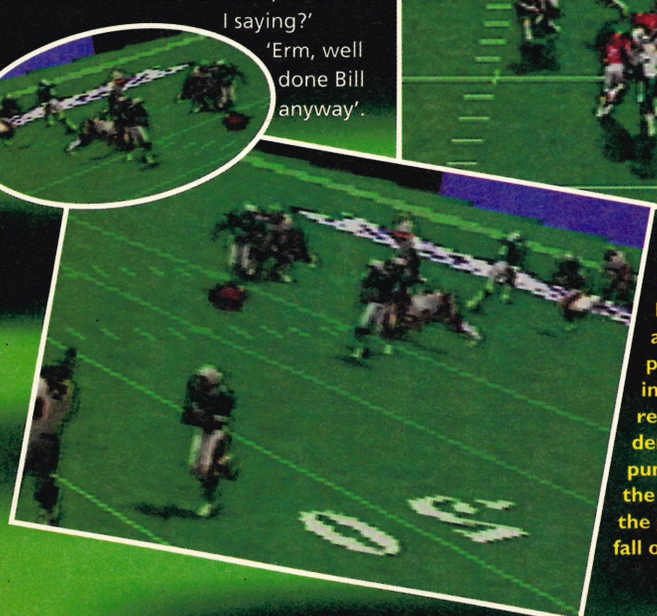
'Would you like to say a bit more about the game Bill?'

'Well David, there isn't much on it in my Big Boys Bumper Book Of Sport, but from what my researchers have come up with, it looks like... oh dear, what am I saying?'

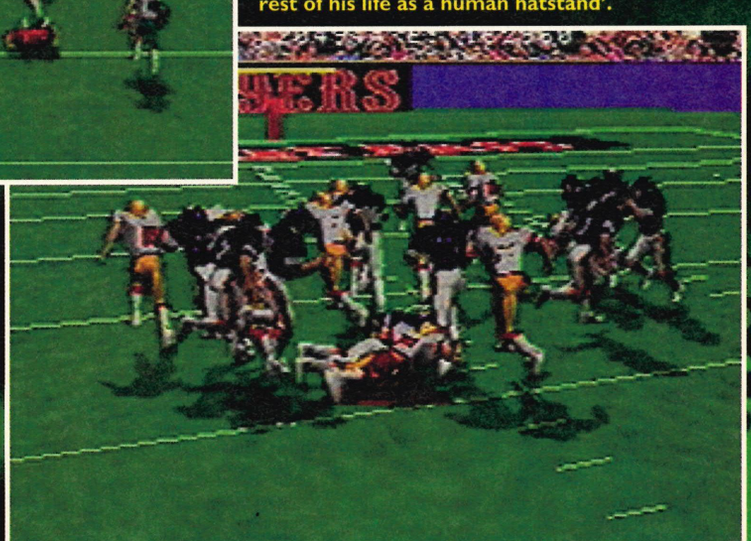
'Erm, well done Bill anyway'.

'This one's much easier. The player on the far right is trying to catch the ball, but his arms lock in that position and he is forced to spend the rest of his life as a human hatstand'.





'See, I told you, there's a big bundle and all the players join in and the rederee accidentally gets punched on the chin and the goalposts fall over.

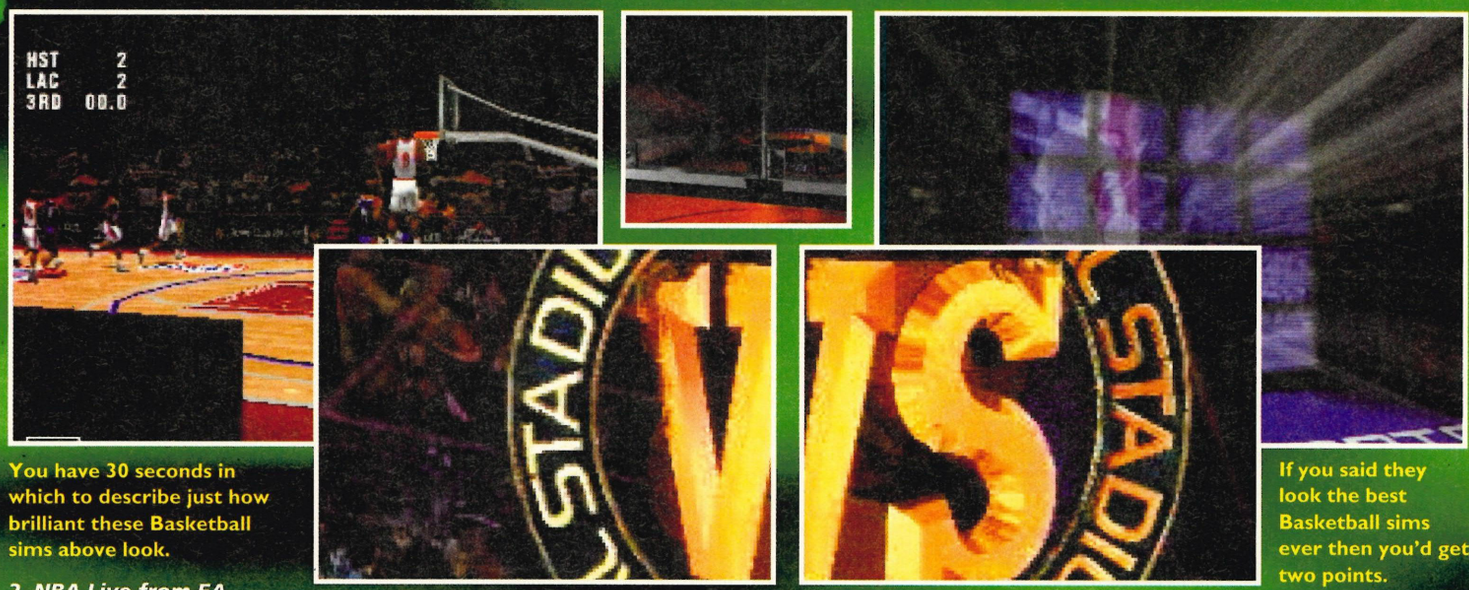


On Fire Round

'A new round this one and one incorporated solely because TOTAL! have four basketball games they want to discuss and have no pigeonhole in which they can conveniently slot them. So instead of the Quickfire round we have the On Fire (from Downtown) round. So, no questions, just tell us about the games Rob.'

1. Monster Dunk from Mindscape

A confirmed starter for the N64 and not yet seen on any platform. Mindscape are a superb company however and you can expect a perfect combination of graphics and action which will lead the way in the genre.

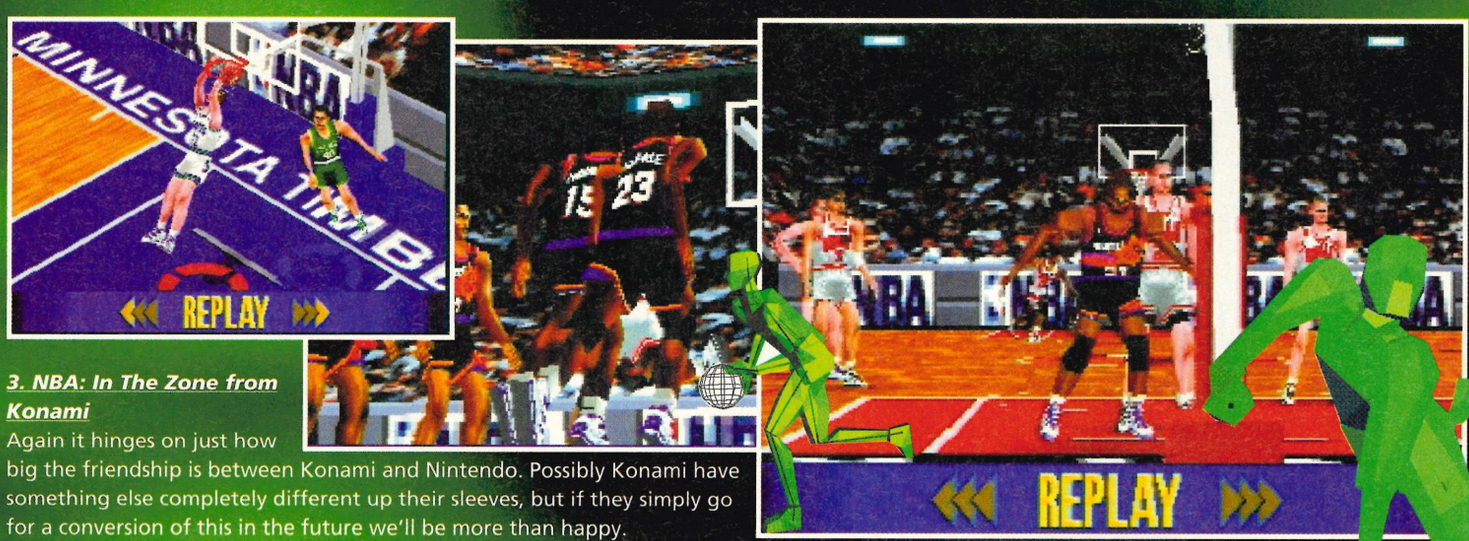


You have 30 seconds in which to describe just how brilliant these Basketball sims above look.

If you said they look the best Basketball sims ever then you'd get two points.

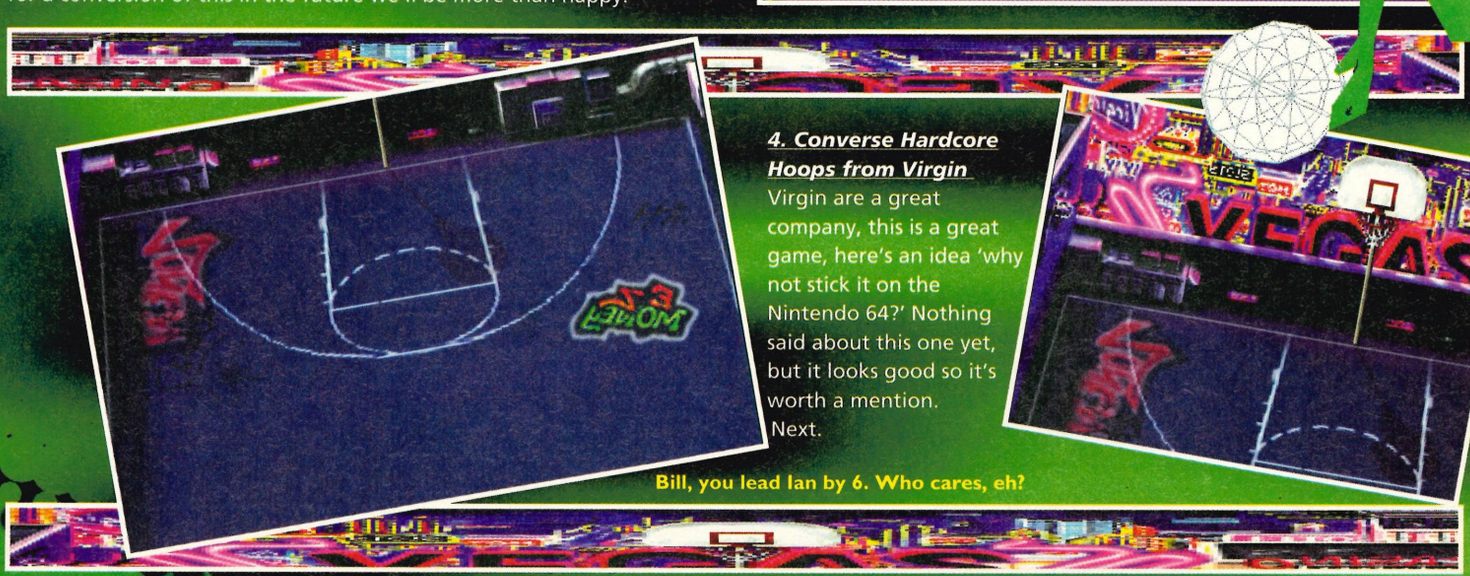
2. NBA Live from EA

Electronic Arts and sport go together like Rob and chips. There is a bond between them. This is a great looking game on the Next Gen platforms but imagine just how good it would be on your N64. We'll have to see if it becomes reality.



3. NBA: In The Zone from Konami

Again it hinges on just how big the friendship is between Konami and Nintendo. Possibly Konami have something else completely different up their sleeves, but if they simply go for a conversion of this in the future we'll be more than happy.

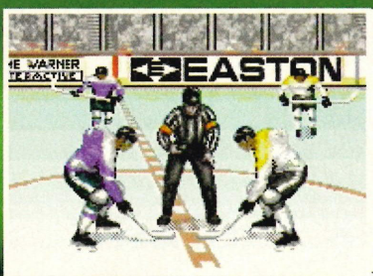


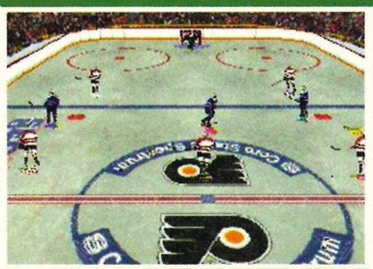
4. Converse Hardcore Hoops from Virgin

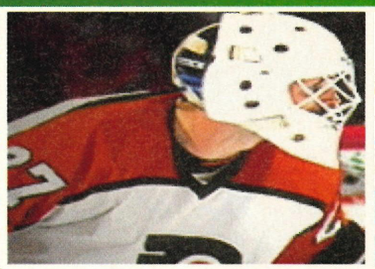
Virgin are a great company, this is a great game, here's an idea 'why not stick it on the Nintendo 64?' Nothing said about this one yet, but it looks good so it's worth a mention. Next.

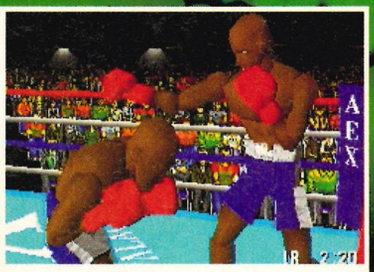
Bill, you lead Ian by 6. Who cares, eh?

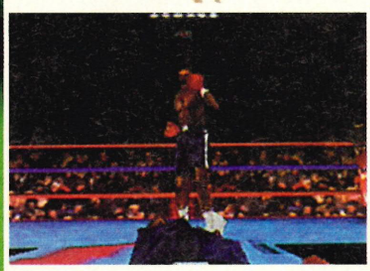
The Numbers Board (part two)

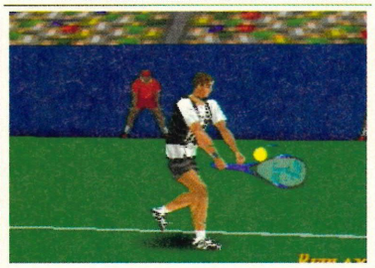


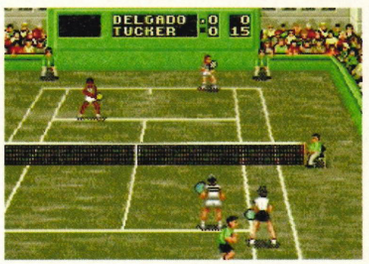












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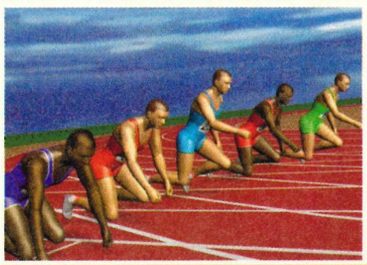
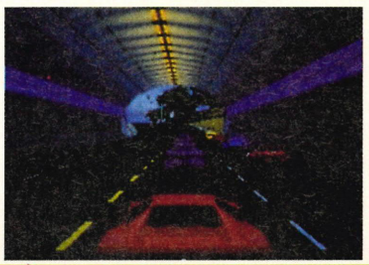
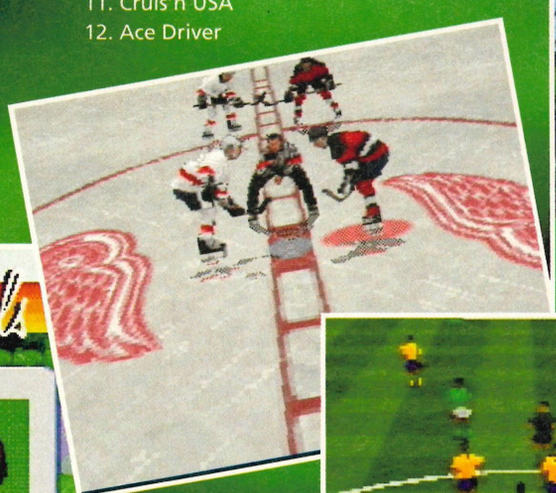




Final round and indeed a final round-up of things to look forward to.

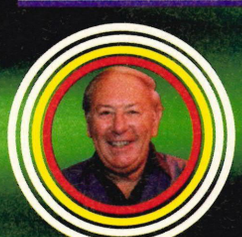
1. Wayne Gretsky Hockey – Time Warner
2. NHL – EA
3. NHL Hockey – Gremlin
4. Boxers Road – Jap
5. Foes of Ali – EA
6. Power Serve Tennis – Ocean
7. Sampras Extreme – Codemasters
10. 3 – Decathlon – Virgin
11. Cruis'n USA
12. Ace Driver



Just some of the great games that may be on the N64.

Final word goes to Bill, take it away Bill... 'Well, haw, haw, schmph flmhh, haw, haw'. Thanks Bill.

The End



And that's it the score is 7-4 to Bill, or was it 5-1 to Ian? As if anyone cares, we just want to look at some sport and test our knowledge. One final question of sport: Where will be the best place for sport in 1997? The answer is simple. The answer is N64.

Ask The Profs

Remember the programme, *The Professionals*? No, neither can we. Well, Rob and Debs can. But that's because they're old. Anyway, the point is, it's all rather relevant to this feature.

Tetris

PGA Tour '96

Lemmings 2

Micro Machines 2

Super Mario All Stars

Killer Instinct

Cannon Fodder

ISS Deluxe

Civilization

When games come in for review – and we decide that we like them – we often witter on about how the games capture the realism of the subject they're based on. But how do we know? How do we know that *Civilization* realistically translates settlement-building onto the SNES? I mean, have we ever been involved in building cities? Nope. Never. Rob's been involved in wrecking them, that's for sure, but never building them. And as for recreating football games. Well, we all think we're certified experts at the game but have we ever played in front of a packed stadium and tried to play an intricate passing game? Nosiree. We haven't. Oh, Chris has played an intricate punt it up the field and hope for the best game in front of two old men, a pitbull terrier and a mother pushing a pram but that hardly qualifies him for a job on Match Of The Day does it? So, how do you go about trying to find out whether games are a realistic interpretation of these subjects? Well, you ask the professionals of course. TOTAL!'s professional idiot, Tim, investigates...

The Rating System

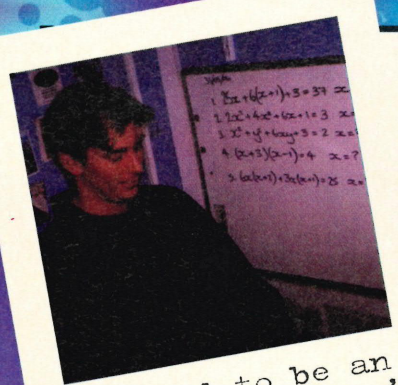
★★★★ An almost exact interpretation of its subject.

★★★ Not bad. Some elements need improving on but, overall, pretty close to how it should be.

★★ Average. Some aspects of the game resemble its subject but much of it is a way off.

★ Way out. The game may as well be 'Sing Along With Frederick the Aardvark' for all the difference it makes.

essionals

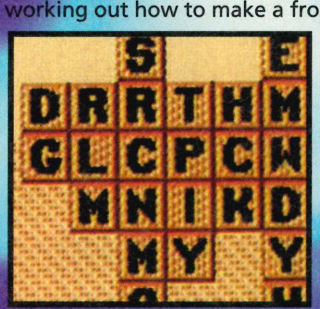


'I used to be an expert at *Pacman*'

Tetris

Place: St John's School, Bath. A small, blue coloured reminder of '60s architecture at its very worst. There are more football pitches than in the whole of the Endsleigh League and the Headmaster, John Twyford, keeps forgetting that I'm not actually one of his pupils. 'I'm going to take you to Mr Andrews. He's a Maths teacher and he'll help you with your problem. Is that okay young man?'

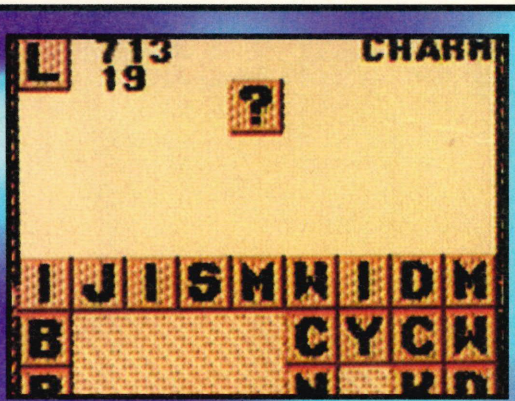
Person: Jeremy Andrews, head of the Maths Department at St John's. 'As far as I'm concerned, there is nothing better than Maths. To sit down and spend a little time working out how to make a from b and c and then come up with the right answer. It's a great feeling'. I laugh, thinking he's messing me around, but in fact he's deadly serious. I nod my head and agree, although I'd rather contract the plague than do anything remotely like what he has just described.

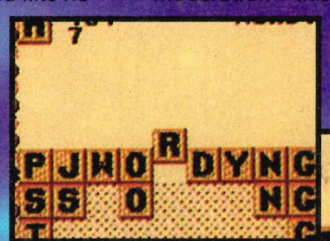


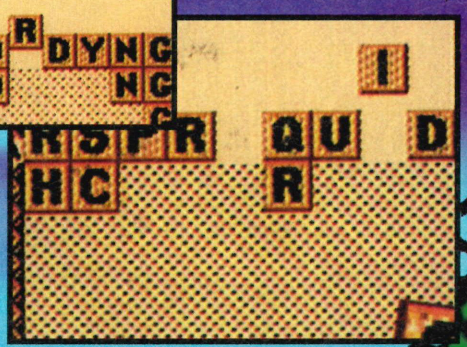
Vital Statistics: 'Games? Oh yes. I've played lots of games. You know, *Space Invaders* and stuff. I used to be an expert at *Pacman*'. I laugh again. Surely he has to be joking this time. Nope. He's serious. I look at his purple shirt and brown tie and decide that he must be a timewarp victim. Circa 1980. That'll explain it.

The Test: *Tetris*. The game that launched the Game Boy.

Success:: Slow to start and looked like he might be to *Tetris* what Pavarotti is to hang-gliding but after a while he got to grips with the – let's be honest – fairly simple concept and actually did rather well. Considering that the last game he played was *Pacman*.



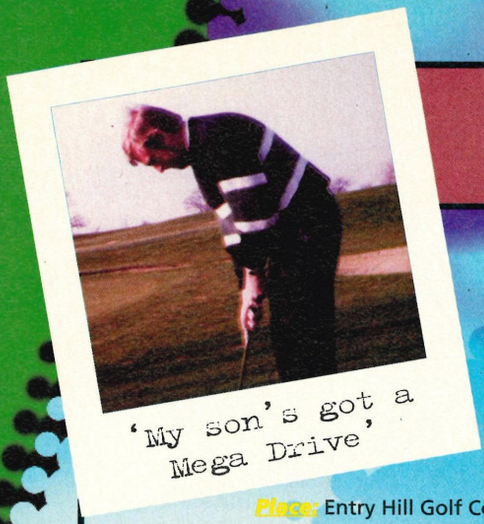




Conclusions: 'I enjoyed the game. It looks fairly simple but is actually quite intricate and taxing. And the puzzle solving element of the game is very similar to some of the thinking we do in Maths. Tessellation. Do you know about that? It's where shapes bind together to produce other shapes. Some of the younger pupils are learning about it at the moment. Quite honestly – in moderation – this game would probably come in very useful. It would certainly maintain the youngsters interests'.

OVERALL: ★★★★ Certainly relevant to what we are studying.'

PGA Tour '96



'My son's got a Mega Drive'

Place: Entry Hill Golf Course. It has a slope that Mount Everest would be proud of and more trees than the Brazilian Rainforest.

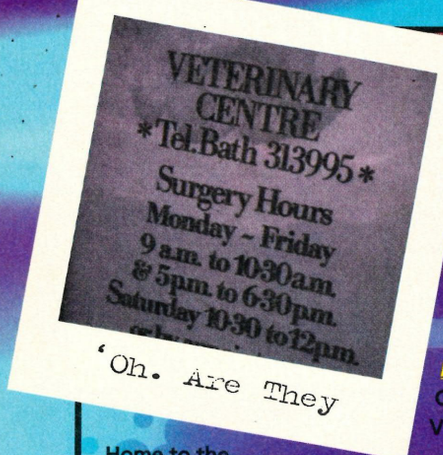
Person: Peter Flannery, Semi-Professional Golfer. 'Golf is the most enjoyable sport in the world, in my opinion'. Yes, I nod in agreement although, quite honestly, I haven't heard such a ludicrous statement since Rob said he was becoming teetotal.

Vital Statistics: 'I'm not very good at games. My son's got a Me... is it Mega?' Mega Drive, I tell him although it stings my throat to mention those horrid words. 'Yep, that's it. Mega Drive. He's got a couple of golf games on that but they're not very good'. We could have told you that for free.

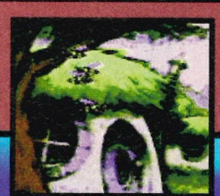
Test: *PGA Tour '96.* The best golf game currently available for the SNES.

Success:: After starting off badly with a seven on the Par 3 opening hole Peter pulled himself into line once he got to grips

Lemmings 2



'Oh. Are They



Place: Combe End Vets.

Home to the most miserable group of pet owners in the world, who have nothing else to talk about bar their dogs' diarrhoea and the latest copy of *Hello!* And the receptionist could be mistaken for Thicky Dyer in a wig. 'I'm here to interview Dr Clemence', I tell her. 'Oh. Right. So, what's the name of your animal?' I try to be nice: 'I haven't got an animal. I'm a journalist. I'm here to interview, Dr Clemence'. She smiles. 'Oh, sorry. It's a dog, isn't it? Rover? Or is it Trickles?'

Person: Dr Paul Clemence, Veterinary Surgeon.

Vital Statistics: 'I've played on my son's SNES. He's got *Sonic the Hedgehog* on it.' Has he...?

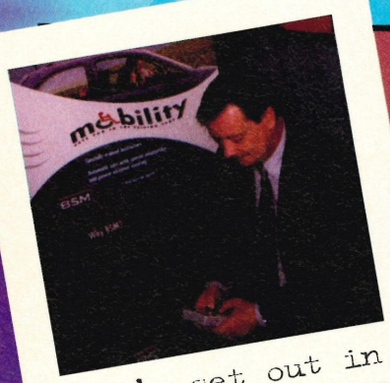
Test: *Lemmings 2.* Winner of last month's Best Puzzle Game.

Success:: Paul didn't save any of the Lemmings. At all. In fact, he unknowingly nuked them all at one stage. 'Oh. Are they dead?' he says. Remind me never to take my cat to Combe End Surgery.

Conclusions: This has no relevance to veterinary practice whatsoever. Vets are supposed to save lives. Firstly, the veterinary practice is a skilled job. You have to take precautions – like wearing gloves when examining patients – and this disregards them all. I personally feel that the cursor should be a small glove. That way, children can learn that you can't go fiddling around with a dog (?) with your bare hands and then eat your dinner. Secondly, this encourages unnecessary violence. I mean, take this Nuke option for example. Imagine if Mrs Brown brought her puppy dog in and asked me to look at its irritable bowels and I told her that, 'I can't be bothered with the damn thing' and put it down. It's the same principal, isn't it?' No, not really.

OVERALL: ★★ 'The only relevance here is that you've got to try and keep the animals alive.'

Micro Machines 2



'It's set out in the 1957 Highways Act'

Place: Driving Test Centre. A newish brick building that looks nice from the outside but smells of sweaty 17 year olds inside. Whilst the pupils are out doing taking their driving tests, the instructors sit around and make jokes like, 'Yeah, and I had a pupil who stalled the car today!' and 'She didn't even know the stopping distance at 25 mph!'

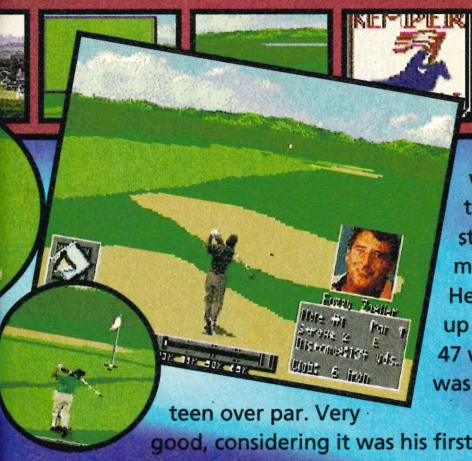
Person: Chris Sanderson, Driving Instructor.

Vital Statistics: 'My daughter's got a Game Boy which I occasionally play. I think she's got one of the *Mario* games and *Donkey Kane*'. *Kong.* 'What? *Donkey Kong.* 'Oh, she might have that as well, I don't know'.

Test: *Micro Machines 2.* The best racing game on the Game Boy.

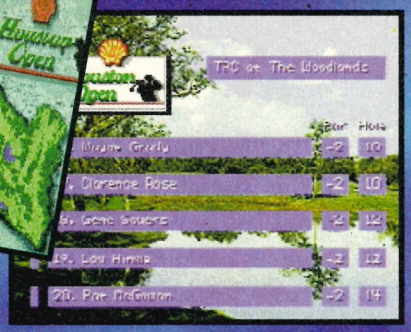
Success:: It took a long time for Chris to come to terms with the control system but once he'd mastered that – or sort of mastered it – he was well away.

Conclusions: 'I'd like to take you around this first course, if I may. Right. Firstly, this is illegal. Having four cars at a junction without traffic lights and road markings. If you're going to have four cars lined up in two rows, you need not only traffic lights but white cats eyes to divide them both. Now, watch. As I'm accelerating

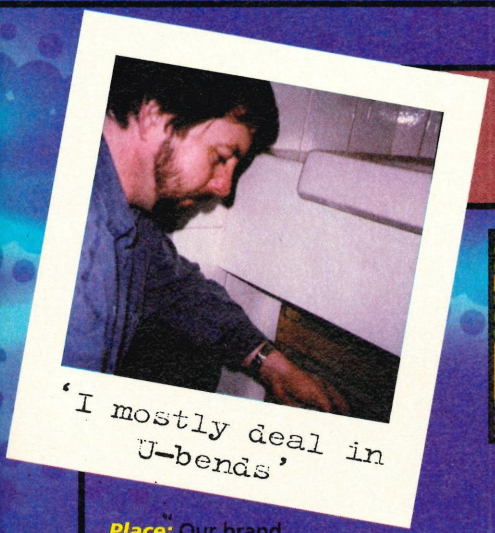


with the stroke meter. He ended up with 47 which was fourteen over par. Very good, considering it was his first go and all.

Conclusions: This is very useful. It helps you get to grips with which clubs to use and the rigours of the golf course. There are also things such as bunkers and wind to take into consideration and I think that's good. As for the realism of it all, well, it's pretty accurate except I don't ever remember having to get my stroke meter on exactly 0% to play a straight shot down the fairway. In fact, I don't ever remember having a stroke meter'.



OVERALL: ★★★★ 'A good basis from which to learn the ins and outs of basic golf.'



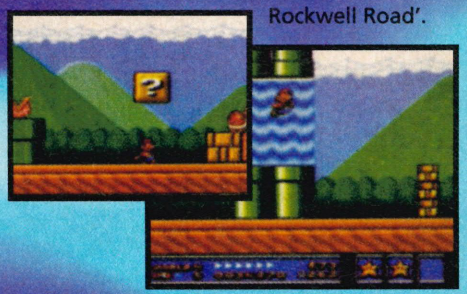
Super Mario Allstars

Should be interesting.

Test: *Super Mario All Stars.* Interest in plumbing went up 43% after this was released.

Success: Umm. It took five minutes for him to get past the first screen and then close on an hour to work out that he could actually jump. But, after those minor stumbles, he was well away and admitted at the end that, 'I like this, I do'.

Conclusions: 'It's good fun and that but it's not really very accurate. I mostly deal in U-Bends and leaky pipes. I hardly ever have to save the Princess from Bowser and it's very rare that I have to visit Mushroom County or Koopa's Castle to save the world from the clutches of evil and darkness. And I tend not to run across multi-coloured levels, jumping on people's heads and finding secret rooms. These days I'm more likely to be found with my Bedford van, a flask of coffee and a leaky drain pipe down Rockwell Road'.

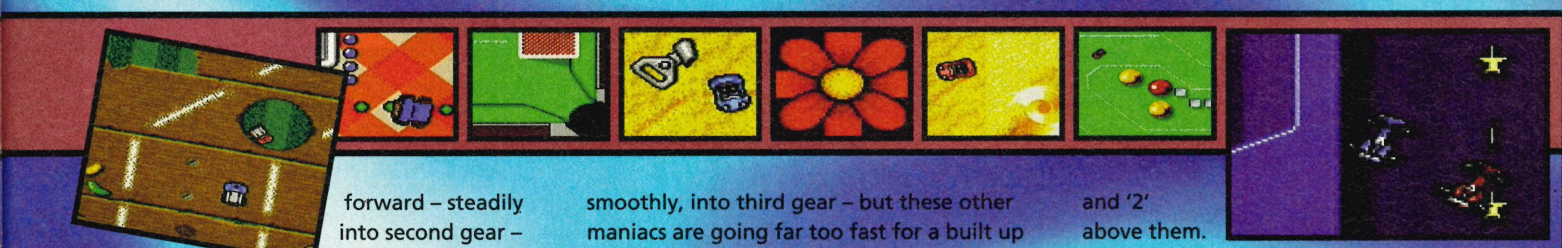


Place: Our brand spanking new offices.

Person: Mike Holman, Plumber. He was repairing our taps. Bless him.

Vital Statistics: 'Never played a computer game in me life, mate'.

OVERALL: ★ 'I've yet to see a plumber who has to save the world before he pops up the local Comprehensive school to check the taps'.



forward – steadily into second gear – these other idiots, are flying past me. What in the name of God do they think they're playing at? They haven't signalled to overtake for starters and what if there was an oncoming car? It would be complete mayhem. There would be no time to take into consideration the stopping distances at 55 mph – which is, if you're interested, 127 metres – or the equivalent in wet conditions. And whilst we're talking about speed, where are the speed limit signs? I'm remaining at a steady 28 mph – changing up, smoothly, into third gear – but these other maniacs are going far too fast for a built up area. So, where is the roadside telephone to alert the police? Where are the lay-bys to pull in? Whoever laid out this road obviously wasn't in constant contact with the Council and Highway Patrol as is set out in the 1957 Highways Act. And if you don't believe me check Section Four, Rule Nine. It's all there in black and white. And at the end, all the cars just stop in the middle of the road with '1' and '2' above them.

Well, they might have come in first and second but it's not clever. And are there designated parking bays in the middle of the road allowing them to stop? No, there aren't. That's just asking for trouble, that is. They should pull in responsibly, or if they are experiencing problems with their vehicle, alert other road users to their problem by starting up their hazard lights'.

OVERALL: ★ 'It breaks every rule in the Highway Code. If people think this is going to get them through their test, they're sadly mistaken.'

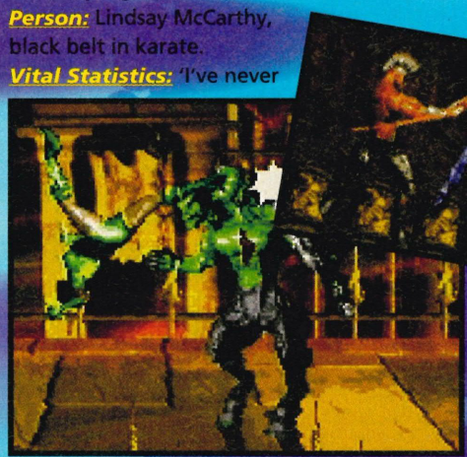
Killer Instinct

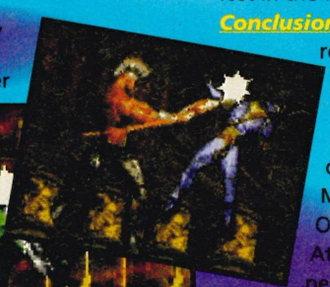
'I've never seen anyone pull off a Flying Mohawk'

Place: Bath Sports Centre. THE place to be on a Saturday night.

Person: Lindsay McCarthy, black belt in karate.

Vital Statistics: 'I've never played a SNES in my life'.

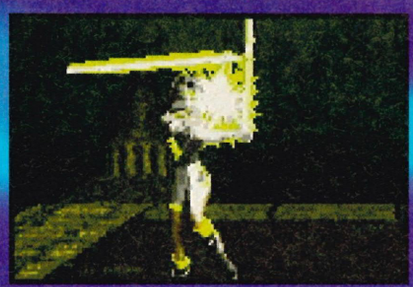




Test: *Killer Instinct*. One of the finest beat-'em-ups on the SNES.

Success:: The girl McCarthy done good. It was like she was born to play the game. Got all the way to Eyedol on her third go but unfortunately lost. I showed her how it was done. And lost in the first round.

Conclusions: 'It's like karate in some respects. You know, you have to bide your time and then strike. But, I've never seen anyone pull off a Flying Mohawk fatality. Or a Puddle Port Attack. And most people just wear a white suit, rather than metal body armour, and use their hands to fight as opposed to axes, swords and laser beams. Also, most of the people in our karate class are either male or female. I can't ever remember having skeletons or dinosaurs in for lessons. And I don't recall having any werewolves either. Maybe, we did. It's difficult to say, we have so many people come and go'.



OVERALL: ★★

'The fighting scenarios are similar in a sense but martial arts, as a whole, is more about skill and patience.'

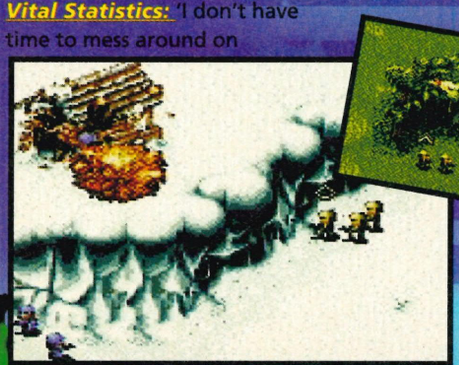
Cannon Fodder

'It all boils down to discipline'

Place: The Territorial Army offices.

Person: Eamonn Stackton. Sergeant Major, British Army.

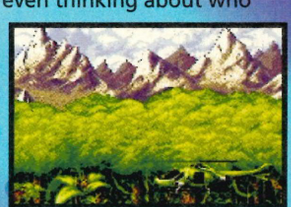
Vital Statistics: 'I don't have time to mess around on computer games. That sort of thing just reeks of indiscipline'. I don't argue with him. He's about six foot three and broader than an oak tree. In fact, I'm so intimidated that I say: 'I agree. Totally. You're so right. In fact, why am I even doing this? I should be in the army'. He replies, 'You'd never get in the army. You're too fat'.



Test: *Cannon Fodder*. Brilliantly original war simulation.

Success:: Eammon was completely useless at *Cannon Fodder*. And when I suggested that it was a good job this wasn't real war, he said: 'Have you ever been in a war, boy? No you haven't is the answer. And do you know why? Because you're a waste of time and effort. You haven't got an ounce of discipline'.

Conclusions: 'Some of the aspects of the game reflect what we practice here in the TA. I mean, the soldiers mostly worked as a unit and we do the same in real life. It's a 'We' situation as opposed to an 'I' situation. See what I mean? The main problem with this though is that it makes war look like a bit of a grin. It isn't. Did you see me having a good laugh when I was in the Gulf? No, you didn't. And sometimes the soldiers just wander out into open spaces without even thinking about who maybe around them. In the army, we bide our time then strike. It all boils down to discipline'.



OVERALL: ★★★

'If this game didn't makes war look like Butlin's it would teach you basic army procedure.'

Civilization

'...the 1818 Land Act wasn't addressed...'

Place: Bath City Council Planning Offices. Quite frankly, I've seen more life in the local morgue.

Person: Janet McDonald, Town Planner.

Vital Statistics: 'I've never touched a computer game before in my life'.

Test: *Civilization*. The game that proved that 'God Sims' could work on the SNES.

Success:: We had saved a game in the year 1520, with our main city – Midsomer Norton – already well established. This allowed Janet to work on a settlement which she didn't have to build from scratch. On the playing side of things, Janet did very well. She only spent her resources on the things that needed money spent on them and had her city well protected by the time the despicable Spanish travelled across the Channel for some fisticuffs.

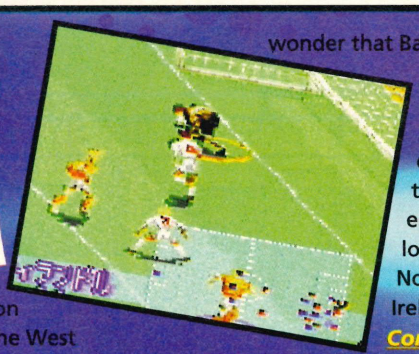
Conclusions: 'I was very impressed. Obviously there are some elements aren't taken into consideration: Urban Conurbation isn't fully entered into, Patterns of Rulimination haven't really been touched on and the Doctorate of Irrigation and the 1818 Land Act weren't addressed. However, the basic ideas behind settlement and development are there. It teaches you how to sustain life in a city which is very, very important indeed.'

OVERALL: ★★★★

'Some details need looking at but, overall, this stands any potential planner in good stead.'

ISS Deluxe

'SNES? Is that an arcade game'



Place: Twerton Park. The Home of Football. The West Country's answer to Wembley. Home to the mighty Bath City (oh, and those useless bunch of cretins, Bristol Rovers).

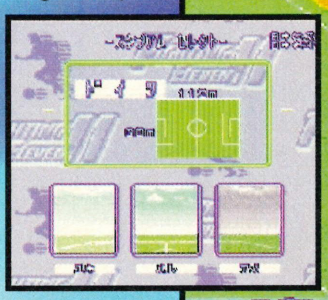
Person: Steve Rason, Bath City footballer. The best midfielder in the country. And that's official.

Vital Statistics: 'I'm not sure whether I've ever played SNES before. Is it an arcade game?'

Test: *ISS Deluxe*. Need we say more?

Success:: Well, put it this way. It's no wonder that Bath City are flirting with relegation. He was 4-0 down at half-time and ended up losing 6-0. To Northern Ireland.

Conclusions: 'Tactically, I think you can learn a lot from this game. You've got control over who you play where and what you want to do with them. I think it would stand any potential manager in good stead. As for the actual football, well, it's good that the game encourages a flowing, passing game. You have to look for your players instead of just whacking it up the field. On the down-side though, the goalkeepers are too good. They save just about everything and it makes matches boring because often the scores end up as



OVERALL: ★★★★

'I think it's very realistic management-wise and on the playing side it's almost there as well.'

16

Forget Blur vs Oasis, the real battle in the music biz is still raging over which console really rocks, and here at TOTAL! we firmly believe it's 'our-ace-SNES'. Here's why.

Videogames music has come a long way since its humble beginnings. There didn't used to be any for a start, so today's games are certainly an improvement on that. Well most of them anyway. Games such as *Pong!* had a single beep which could create different bleeped-out tunes depending on how the games went and were reminiscent of some annoying rave tunes heard four or five years ago. *Space Invaders* had a thumping bass-line but little else, although games such as *Scramble* and *Out Run* began to introduce jolly little tunes.

When the NES came along, some decent composers began to get involved and some of the Mario backing tracks were really good fun. It was the 16-bitpop revolution that accompanied the introduction of the SNES that finally got us up and dancing though.

Japanese composers led the way with their catchy songs and jingles and in Japan this started a whole separate following for the music. Okay there were just as many duff tracks, but generally the tunes added atmosphere to the games genre they were set with.

And for the last few years the Super NES has led the way as far as games music is concerned, almost turning it into an art form in itself, we all have our favourites in the office and our thoughts on what should be included with a game, the question now is what does the future hold?

Talking 'bout a revolution

The current crop of consoles bringing about a gaming revolution, are also set to blow away old-style games music and thrust game tracks into mainstream listening. CDs are an ideal format for storing music and the discs used by the Saturn and PlayStation can equally be used in a normal stereo if the music is good enough. One game above others that has helped with this transition is *Wipeout* on the PlayStation. Not a brilliant game, but certainly a great soundtrack none the less. Orbital, Leftfield, The Chemical Brothers, The Prodigy and New Order, all add their dance sounds to the gameplay to create a futuristic high-energy atmosphere.

Another game to have followed suit is EA's *Road Rash* on the 3DO. This has more of a heavy rock sound to it, to accompany the game's biker image – Therapy and Soundgarden are two of the bands involved. Pop Will Eat Itself (one of Rob's favourite bands) meanwhile have added their musical talents to Gremlin's *Loaded* blast-'em-up.

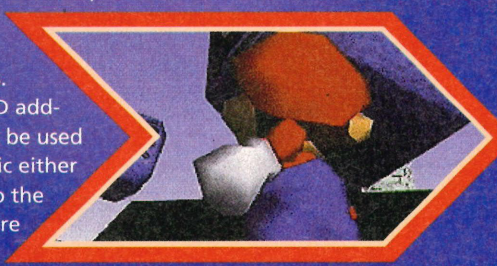
Elsewhere Mike Edwards from Jesus Jones, Rick Wakeman and even Alien Sex Fiend have all put their musical fingers in the game pie.

So while the PlayStation, Saturn and friends might be lacking in the games department, they're certainly making up for it when it comes to sounds.

We Don't Do Discs

One of the drawbacks of the Nintendo 64s tech spec is that it will not have the sounds to match its impressive array of games. But hey, you can't have everything. As it is sticking to a cart-based system instead of CDs, the traditional chip-based sounds will rule. And although the chips are bigger, don't expect the sounds to follow suit. Details are sketchy over what the musical abilities of the console actually are, but it is thought that the in-game music will be comparable with SNES music while the intro sequences will sound highly superior with their 24-track sounds.

The 64DD CD add-on will not be used for music either and so the future is unclear as to how the N64 will sound. Nintendo's team of composers will create their own original sound, one which will be vastly improved on the SNES, but as they don't do discs it is unlikely to boast mainstream groups. But then here at TOTAL! we're naive enough to believe that games are the most important thing about a Next Gen console. Silly we know.



TOTAL! Rock 'n' Roll

These are the backing tracks that rock our TOTAL! world.

1 Plok! Swinging harmonicas and some superb samples make this worth buying just to put on the Super Nintendo at parties.

2 Super Metroid Power chord frenzy that had Deb dancing on the tables.

3 Super Return Of The Jedi Stirring *Star Wars* sounds that make the hairs on your neck stand up.

4 The Flintstones Funky renditions of the '...they're a modern stone age fam-i-ly' favourite.

5 Addams Family Der-der-der-dum click, click. Another old favourite.

6 NHL '94 The cheesy organ sounds its very cheesiest. Brilliant stuff.

7 Yoshi's Island Chris' personal favourite, although a little too much like that annoying Enya single for our liking.

8 The Incredible Hulk A surprise entry at number eight pop-pickers, but we certainly love it.

9 Jungle Book Shoo-be-doo, we want to be like you-be-doo etc etc.

10 Bust-A-Move A jaunty little pop-ditty to accompany a top game.

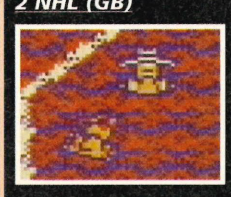
Bit Pop

Noise Pollution

These are surely the worst Nintendo in-game tunes to have ever been heard in the TOTAL! office. The sort of thing that makes Chris' whistling and Tim's desk-drumming sound good.

1 Smurfs (GB)
Sounds like a smurf with a kazoo stuck up his bottom.

2 NHL (GB)



Those cheesy organ chants are awful on the GB.

3 Power Rangers
But hardly power-pop we think.

4 Vortex
The sort of dance tracks that make *Firestarter* sound good.

5 Newman-Haas Indycar Racing
Frankly we'd have preferred the engine noises.

6 Sink Or Swim
The composer deserved to be drowned.

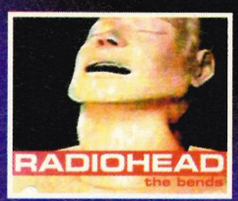
7 Mr Tuff
Toss rock that would be at home on the James Whale show.

8 Micro Machines
Very catchy, but then so is flu.

9 Bassin's Black Bass
Fish and birds. Hmmmm...

10 Cutthroat Island
Accordion jigs to make you cringe.

Deb's top ten



An eclectic and mature selection from TOTAL!'s first lady of music.

1 Radiohead – The Bends

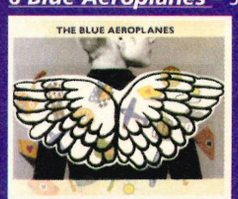
2 Strangelove – Time For The Rest Of Your Life

3 Arvo Part Tabula Rasa

4 Neil Young – Harvest

5 Underworld – Dubnobasswithmeheadman

6 Blue Aeroplanes – Swagger

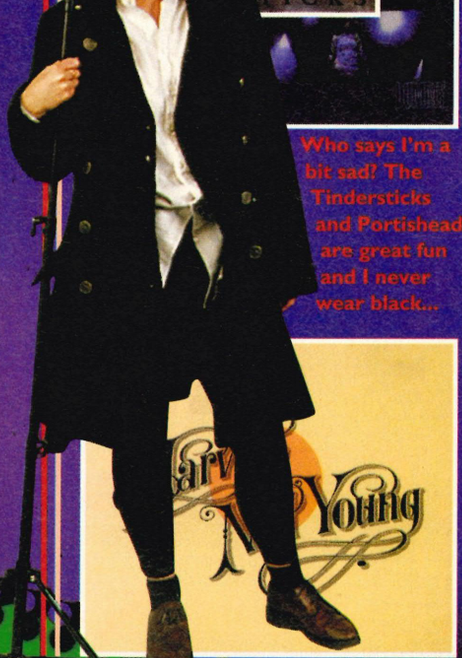


7 Bob Dylan – John Wesley Harding

8 Portishead – Dummy

9 Tindersticks – Tindersticks

10 Van Morrison – Astral Weeks



Who says I'm a bit sad? The Tindersticks and Portishead are great fun and I never wear black...

Rob's top ten

Woefully short of imagination, Rob is easily led by music press trends.

1 REM – Reckoning

2 The Lemonheads – It's A Shame About Ray

3 Primal Scream – Screamadelica

4 Crowded House – Crowded House

5 REM – Document

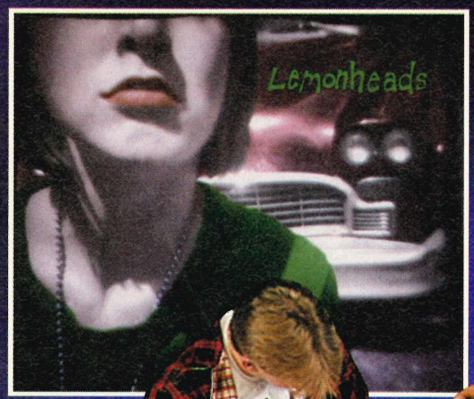
6 Oasis – Definitely Maybe

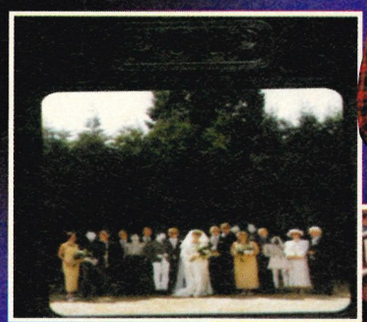
7 Pulp – Different Class

8 Radiohead – The Bends

9 Wonderstuff – Eight Legged Groove Thing

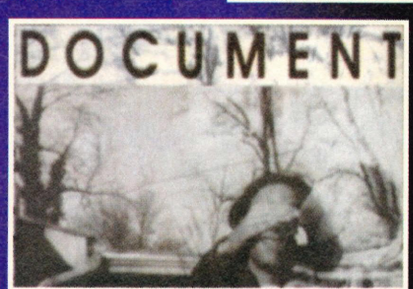
10 Blur – Parklife

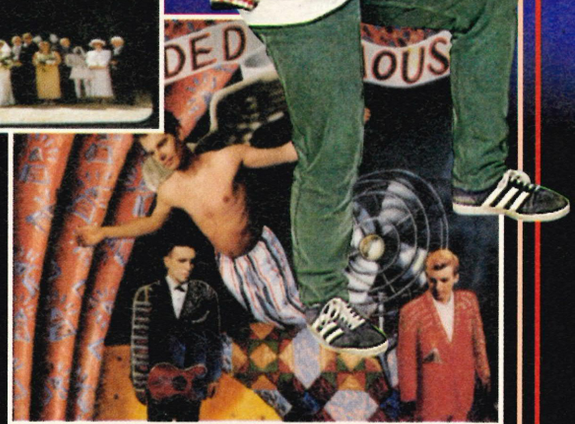




Predictable NME-influenced guitar-lead indie pop from TOTAL!'s own front man.

It's a shame about Rob, he's a right lemonhead at times.





Tim's top ten

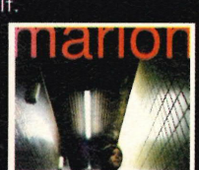
This is the kind of morbid wailing that sad indie kid Tim listens to, as he sits alone in his bedroom depressing himself.

1 Suede – Dog Man Star

2 Pulp – His 'N' Hers

3 Blur – The Great Escape

4 U2 – Achtung Baby



5 Gene – Olympian

6 Marion – This World and Body

7 Suede – Suede

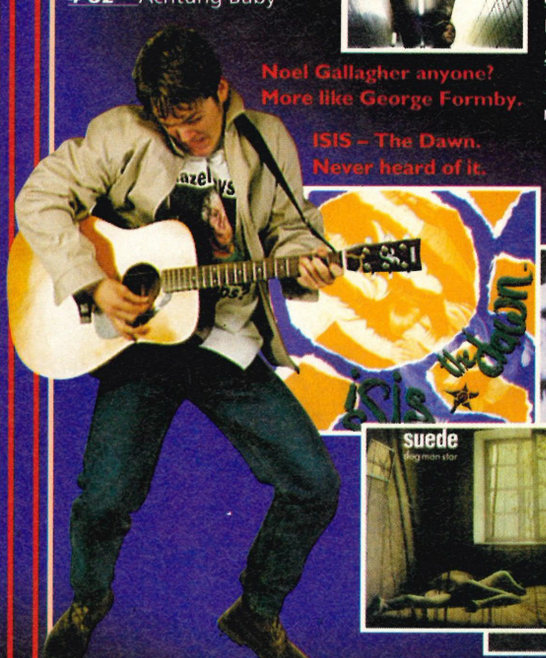
8 Isis – The Dawn

9 Radiohead – The Bends

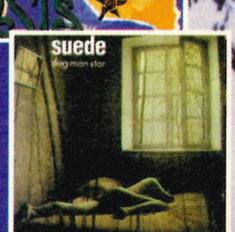
10 2 Unlimited – No, no, no, no, no, no, no, no, no, no, no, there's no limit.

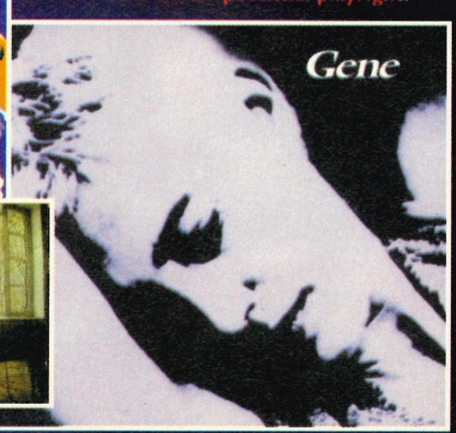
Noel Gallagher anyone? More like George Formby.

ISIS – The Dawn. Never heard of it.



Pretentious posturing pop choices from our own staff writer/potential playright.

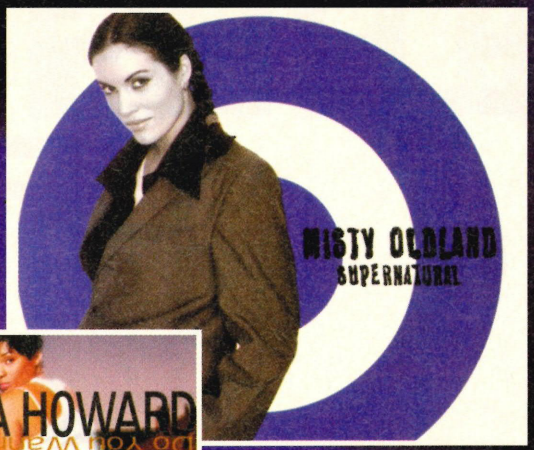




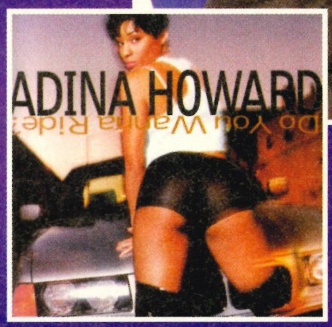
Chris's top ten

Good at sport but a bit weird with it, here's what gets Chris going.

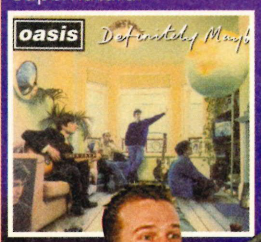
1 Oasis – What's The Story (Morning Glory)?
2 Mary J Blige – My Life
3 Tony Toni Tone – Sons Of Soul
4 Oasis – Definitely Maybe
5 Mary J Blige – What's The 411
6 Above The Rim – Soundtrack
7 Blur – Parklife
8 TLC – Crazy, Sexy, Cool
9 Adina Howard – Do you wanna ride?
10 Misty Oldland – Supernatural

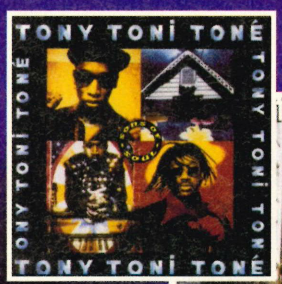


Misty Odland? Dodgy odd lad more like – that's our Chris.

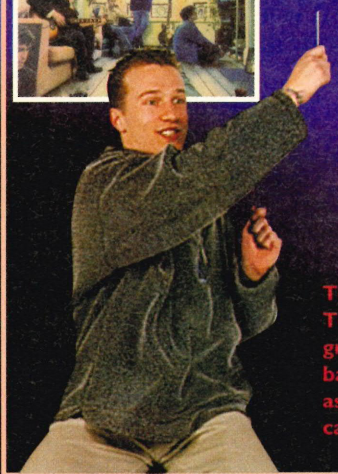


Nadina Howard – have you ever heard of her. She's Frankie Howerd's younger sister.





Finally, an album we've heard of. Literally an Oasis in this musical desert.

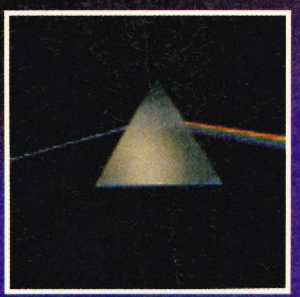


Tony Toni Tone. Not a great name for a band. Especially as their all called Simon.

Hazel's top ten

1. Dusty Springfield – Son Of A Preacher Man
2. Nirvana – Bleach
3. Pink Floyd – Shine On You Crazy Diamond
4. The Rolling Stones – Jumping Jack Flash
5. Hasi Fantasee – Shiny Shiny
6. Enya – Watermark
7. Buggles – Clean Clean
8. X-Ray Specs – Germfree Adolescence
9. Queen – Flash
10. Jon and Vengelis – Char-iots Of Fire

Hazel says: I like a nice tune. And some words you can actually hear.



But I've also got a soft spot for Alien Sex Fiend. Such nice boys.

Spin those spin offs

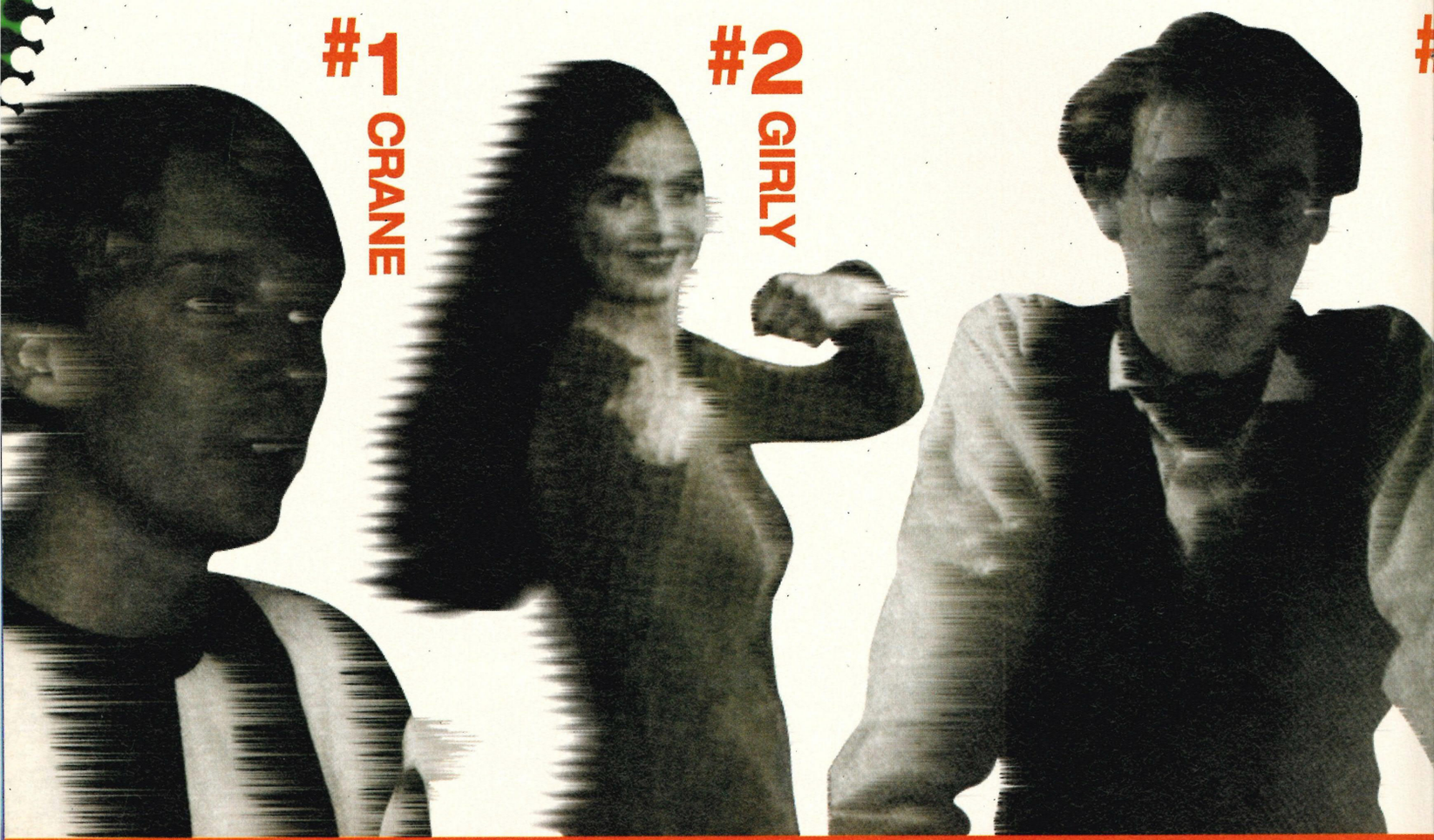
In Japan they love their in-game music. You can buy coin-op compilations, as well as software houses greatest hits and any number of soundtracks to games. Most of the stuff is utter rubbish which makes 2-unlimited sound cultured, but somehow this stuff sells like hotcakes and many in-game music composers have become household names.

Nearer to home, our personal favourite is *Speed* – Alpha Team, the soundtrack to *Speed Racer*. Produced by Dane and DJ Attack, it's a rare treat – especially the Hard-core mix.

"THE BEST BRIT
OF THE DE

★★★

Magazine



Gamespo

TOTAL! Films Present GAMESPOTTING Dominic Diamond Patric
PRODUCTION DESIGN Christian Day PRODUCTION EDITOR Deb Cook E
DIRECTOR F

TISH FEATURE
ECADE"

★★

#3 DIAMOND

#4 FATTY

#5 MOORE

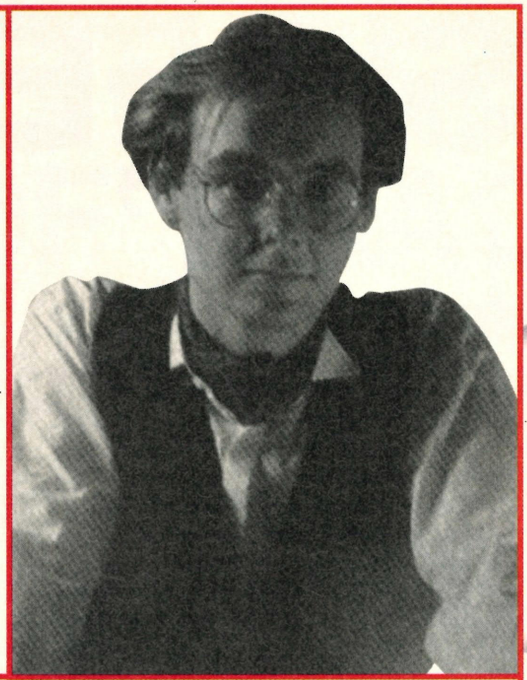
otting 18

From the makers of
TOTAL!

Moore Andy Crane Big Al and Steve the Narrator as The Narrator
DITOR Rob Pegley SCREENPLAY Tim Weaver PRODUCER TOTAL! Magazine
uture Publishing

#1 GAMESMASTER

Nine out of Ten



The Specifics: Undoubtedly the most popular games related show on television. Channel 4, weekdays. It has also been known to make guest appearances on Sunday mornings and during school holidays.

The Format: A bold, brash, in-yer-face mix of shouting and showing off, with dungeons, strange people in diving suits and ladies in short skirts. The idea is for cocky little kids to challenge well known celebrities at their own game, such as, Damon Hill plays Jason, aged 15, at *Virtua Racing* whilst Gazza plays Kevin, aged 12, at *Sensible Soccer*. The celebrities always lose, of course. But the winners are awarded with the immortal Golden GamesMaster Joystick. And the losers are taken into the dungeon and fed to the dragon or something.

The Rest: Games are reviewed by professional games reviewers such as ourselves – although we use professional in the broadest sense of the word – and gamesplaying problems are answered in the Consoltation Zone.

The Anchor(s): Dominic Diamond and Jupiter loving Patrick Moore as The GamesMaster.

In A Word: Anarchy.

#2 MOVIES, GAMES AND VIDEOS

Eight out of Ten

The Specifics: Brightens up dull *Baywatch*-laden Saturday afternoons on ITV with its excellent blend of film and game reviews.

The Format: Like *Electric Circus* except better. The games section is pretty comprehensive with plenty of variety. One weekend in March, it featured *Wing Commander* on the PC, *Toy Story* on the SNES and *Magic Carpet* on the PlayStation. Often the show also features behind-the-scenes looks at the production processes of important or potentially big games.

The Rest: Games aren't given scores, just pros and cons which means you have to pay attention to what the voice-over bloke is saying rather than holding out for the overall score at the end. Clever, but a pain in the arse if you're prone to dropping off.

The Anchor(s): Steve the Narrator. Never seen his face but he's got a very nice voice.

In A Word: Steve.

#3 BAD INFLUENCE

Seven out of Ten

The Specifics: As close to a magazine as a television programme could possibly get, *Bad Influence* was ITV's answer to *GamesMaster.* And it very nearly succeeded.

The Format: As comprehensive as *GamesMaster,* in that it included reviews of most new releases on a wide range of formats, but sadly lacking in the freshness and anarchy of its Channel 4 counterpart, *Bad Influence* ran for 57 episodes before being disbanded. Is being tipped for a return in the near future, perhaps in a later slot.

The Rest: Games were reviewed and given two separate marks – out of five – by girls and boys. Pointless? Certainly. Why not just get a group of boys AND girls to give an overall score? Sexual equality has never reached such ridiculous heights.

The Anchor(s): Andy Crane – remember him? – and the annoying Violet Berlin (she of the Sex Pistols haircut and wather siwwy voith).

In A Word: Haircut.

#4 ELECTRIC CIRCUS

Five out of Ten

The Specifics: Originally part of the BBC's rather good Saturday morning *Live And Kicking* programme but now a series in its own right on Friday nights at 7.15 on BBC2.
The Format: Broader than *GamesMaster,* in that it encompasses pop, TV and film as well as games. The programme is structured very much like a magazine with features, interviews and reviews. As a piece of entertainment, EC is very good. As a games show it smells.
The Rest: The games are reviewed in a fairly standard fashion. Graphics, sound, gameplay and lifespan are all considered before a final mark out of 100 is awarded. The main problem, however, is that EC seems to disregard anything that isn't for the PC CD Rom. Sure, Nintendo might be in a state of hibernation but what about the PlayStation and Saturn? If you're going to set out to deal in all formats, you have to do just that. Not fart about on the PC's and forget that any other machine exists.
The Anchor(s): The lovely Emma Forbes and the slightly less lovely Adem Ay, who's only about 12 and presents the games section all by himself.
In A Word: PC.

#5 THE INTERACTIVE GAME SHOW

Four out of Ten

The Specifics: Scottish TV's first venture into games shows appeared on Tuesdays during the CITV schedule.
The Format: Hard to say. *The Interactive Game Show* – or *TIGS* as it affectionately became known – had hardly started up before it was de-commissioned. What was possible to deduce was that the show was more akin to *Bad Influence's* reserved, informative structure than *GamesMaster's* complete mayhem.
The Rest: Well, there isn't very much more to talk about. If you blinked you missed it.
The Anchor(s): Hmm. If you were wondering why they de-commissioned TIGS then you need look no further than Big Al and the Jeepster. Scottish TV promised us that TIGS would say goodbye to 'smoothy celebrity hosts, bimbos and buzzers'. And they certainly delivered.
In A Word: Rubbish.

#6 TOTAL REALITY

Six out of Ten

The Specifics: De-commissioned weekday BBC series.
The Format: Rather similar to *Bad Influence* in its mixture of game reviews and technological info but, like *TIGS,* it came and then went away very, very quickly.
In A Word: Who?

#7 SUPER MARIO BROS

Seven out of Ten

The Specifics: 7.30, Saturday morning, Channel 4.
The Format: Cartoon based on the escapades of the now legendary brothers and pals.
In A Word: Unstoppable.

#8 EARTHWORM JIM

Seven out of Ten

The Specifics: 9.50, Sunday mornings, Channel 4.
The Format: EJ pops up on boring weekend TV for some frolics of the animated kind.
In a Word: Everywhere.

#9 REBOOT

Nine out of Ten

The Specifics: 4.40, Thursday afternoon, ITV.
The Format: Brendan McCarthy's brilliant Virtual Reality series, now running in its second season, brightens up boring kids teatime TV and should appeal to young and old alike.
In A Word: Essential.

#0 BLUE PETER, NEWSREADER, TAKE TWO

Four out of Ten

The Specifics: Children's BBC, weekdays. *Blue Peter* at 5.10 on Mon, Weds and Fridays, *Newsround* at 5pm everyday and *Take Two* at 4.35 on Tuesdays.
The Format: If you haven't heard of *Blue Peter* then shame on you, *Newsround* is CBBC's answer to the *Six O'clock News* and *Take Two* is the sort of kids magazine programme you'll find on most channels on most Saturday mornings. None are specifically geared towards games but do occasionally carry features so keep your eyes peeled.
In A Word: Uninspiring.

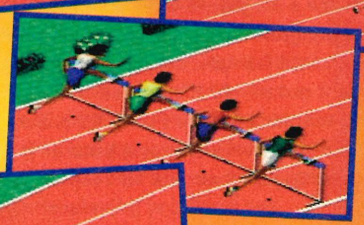
OLYM

The Olympics has been called the greatest sporting event on earth. After the football World Cup, obviously. And the European Championships. Oh, and the FA Cup and the GM Vauxhall Conference.

Anyway, this year it returns for the hundredth time in Atlanta, therefore explaining the reasoning behind T•HQ's forthcoming Olympic licence, *Olympic Summer Games*.

The facts are thus: there are 32 nations represented in all events, ten events including the 100 metre sprint, 110 metre hurdles, the pole vault, Javelin, Long Jump, Discus and Skeet, official Olympic times to be beaten, an eight player scenario, a customize game option

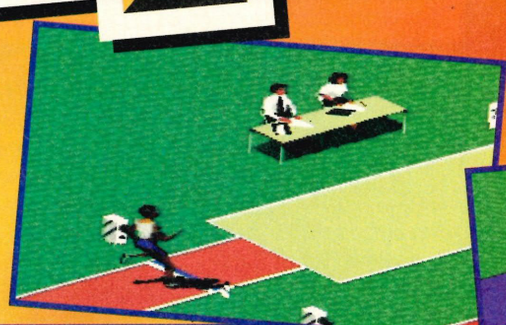
Like the boy Linford Christie said, you've got to go on the B of the Bang.

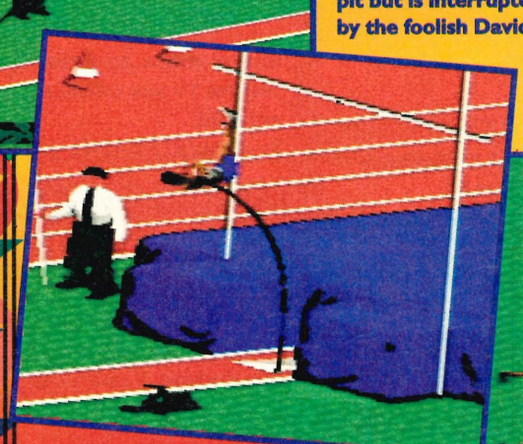


Leap the hurdles! Yes!

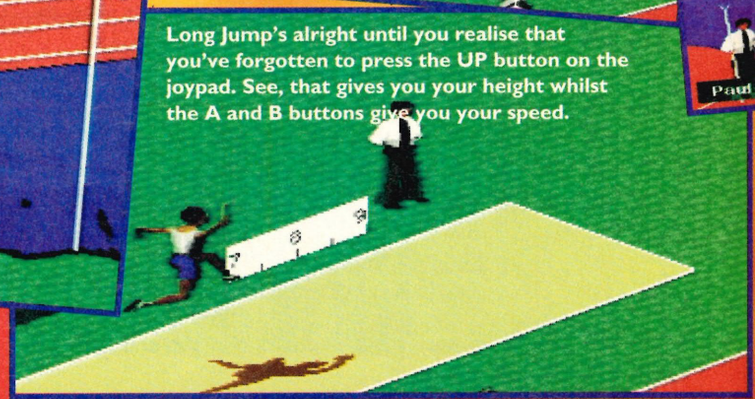
And there I am winning another Gold Medal. Well, that's my first. But you've got to start somewhere.

Right: Mr Newman tries to take a Maths lesson beside the sand pit but is interrupted by the foolish David.





Long Jump's alright until you realise that you've forgotten to press the UP button on the joypad. See, that gives you your height whilst the A and B buttons give you your speed.



Imagine if that pole broke and his legs and arms fell off *(Great caption, idiot – Rob)*

– where you can choose which events you would like to partake in and which you would rather not – and three skill levels.

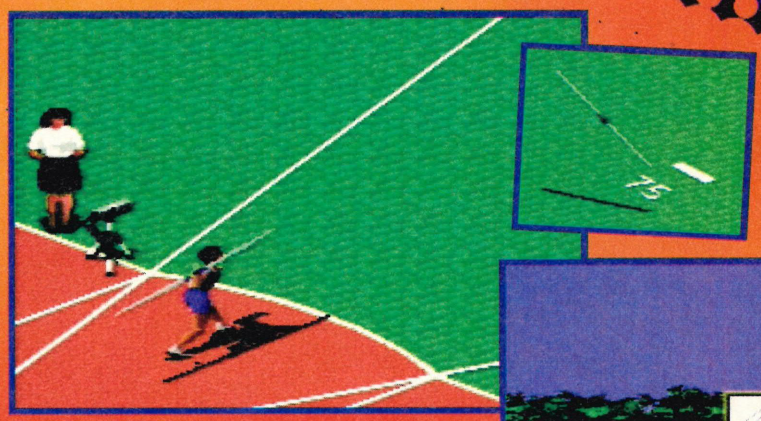
And the better you are at the events the more likely you are to take your place on the rostrum and find yourself with a whacking great gold medal round your neck. Yep, if you hadn't guessed, there's even a medal ceremony at the end of each event.

Olympic Summer Games is already shaping up to be an extremely comprehensive sports sim. Everything that you would expect to be in an Olympic game is in here – even false starts and disqualifications – and the actual events have been carefully developed to feel as real as possible.

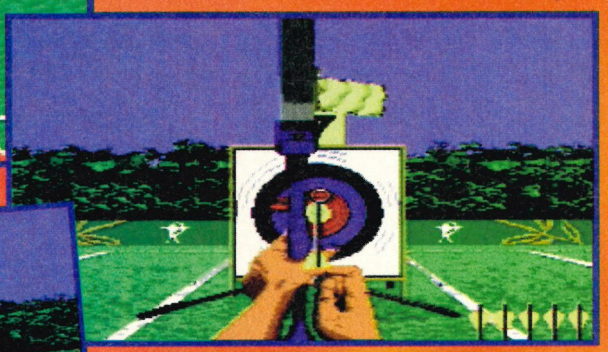
For example, in the 100 metres, often you are able to make a better start than your opponents but – just like real sprinting – the other runners often leave their real speed until the last 30 metres. As you become more experienced at the game you learn where to accelerate and where to steady yourself.

There are two modes of play in the game: competition and practice. In competition you are able to take part in all the events – and some are easier than others – but in practice you have freedom to choose which event you like. Obviously the latter doesn't go anyway to getting you a medal but it doesn't mean you can ween your skills on the practice track before you head for all out war in the Olympic stadium.

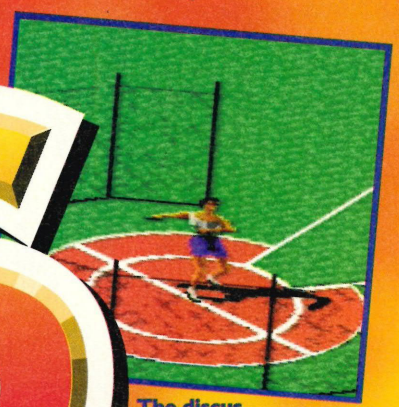
It's pity the game couldn't include other Olympic events such as boxing, martial arts and, yes, football because that would have widened the appeal of the game even further. But we can understand the reasoning behind the ten choices. Well, all except Skeet. Is that an Olympic event? I've never heard of it. Rob reckoned it was a small fish found in the Scottish Highlands and Debs thought it was a board-game, 'a bit like Buckaroo'. In fact, Skeet is clay pigeon shooting although quite how that qualifies as an Olympic event, I don't know. It's not energetic and it's played by old farts in tweed suits. Oh well. Look out for Olympic Summer Games, this time next month.



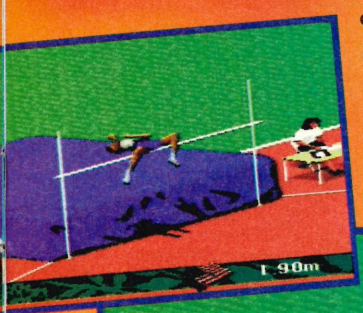
Get a load of that. Just of 75 metres. Which is very respectable. Sometimes Steve Backley struggles to get that much.

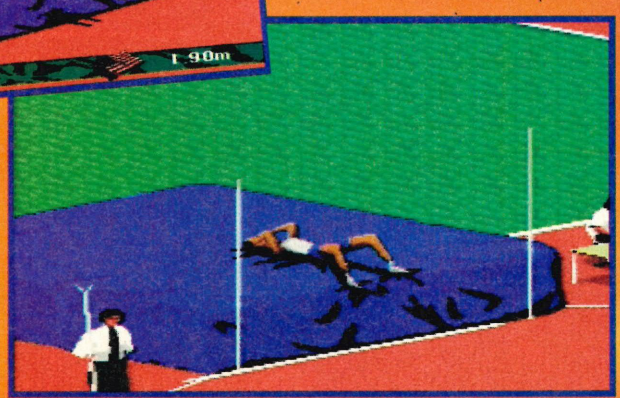


Archery's very tricky. Once your pull the arrow back, you start to get the shakes and it becomes more difficult to aim.



The discus is a right teaser of an event. Really it is.



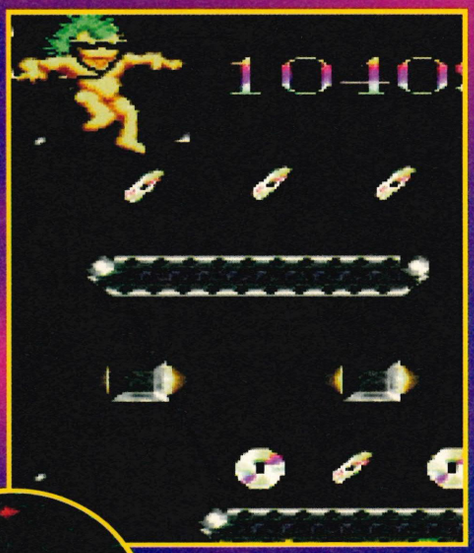


There are tears aplenty if you fail to make the grade.

Mohawk can roll up into a ball like – dare I say it – Sonic the Hedgehog. Oh dear.

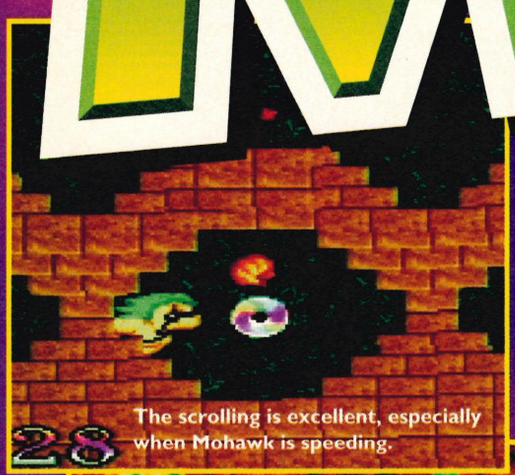
The first thing you'll notice about *Mohawk* is the dodgy story. Apparently on the planet known as M17X – or, ahem, the 'Party Planet' as it is more commonly known – there are beings called Morfs. And, apparently, they – the Morfs – used to be one gigantic organism which split into separate beings because it wanted someone to party with. Question: How is this genetically possible? Answer: Dunno.

So, anyway, the driving force behind the Morf society is the desire to have a good time. Though they do not possess any discernable eyes or ears, younger Morfs frequently wear sunglasses and portable discmans. Because they love a bit of music. It's what they live for.



Mohawk might look like a Lemmings/corn on the cob hybrid, but in actual fact he doesn't taste nice with butter and neither is he suicidal.

MOH



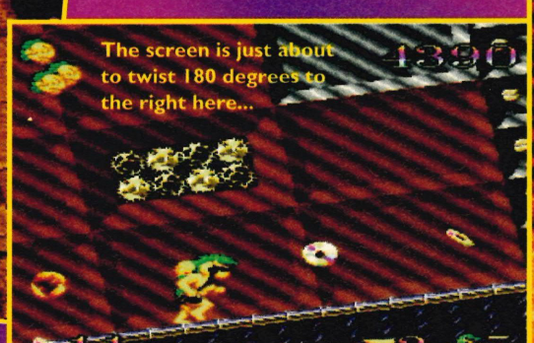
The scrolling is excellent, especially when Mohawk is speeding.

Question: But, surely, if the Morfs haven't got any ears, they can't hear music. Can they? Answer: Dunno.

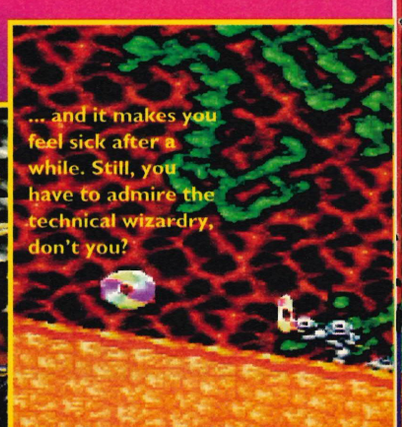
Well, it's all peace and harmony until General Headslot comes along, intent on taking over the planet. Which he does. And whilst he was at it he nicked off with the planet's entire collection of CDs. And only *Mohawk* and his mate, Headphone Jack, are brave enough to challenge him. Question: Why don't they send in the police to arrest General Headslot instead of risking their necks trying to save the Party Planet? Answer: Dunno.

Okay, so the plot's got more holes in it than the proverbial sieve but the game itself looks to be potentially very exciting. It's a platformer but not in the traditional sense of the word. *Mohawk* makes use of a very clever thing called Mode 7 to take the tired platform genre a step further.

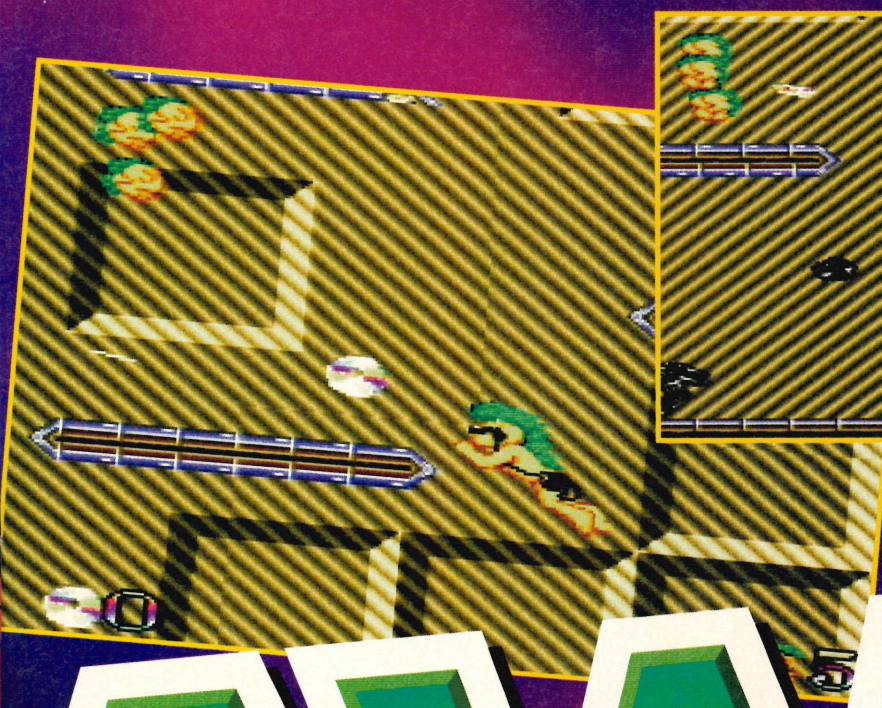
Now, for those of you who have never heard of Mode 7, it's an addition that enables the screen to turn 360 degrees and move up and down and round about without as smoothly as a baby's bum. It's been used

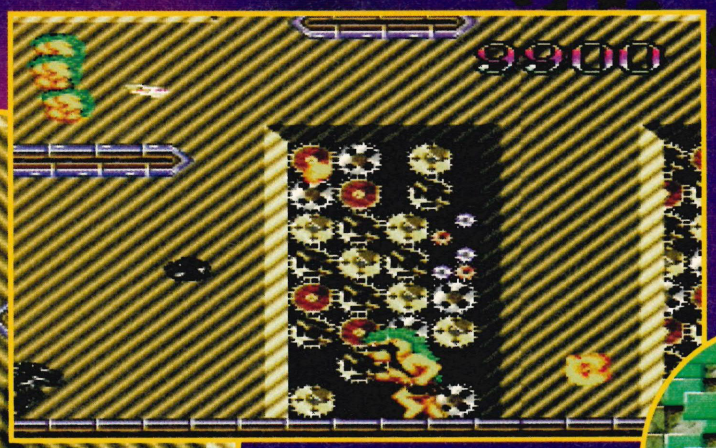


The screen is just about to twist 180 degrees to the right here...



... and it makes you feel sick after a while. Still, you have to admire the technical wizardry, don't you?



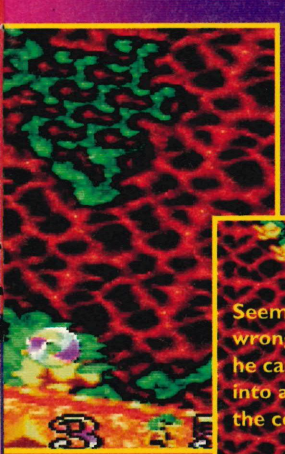


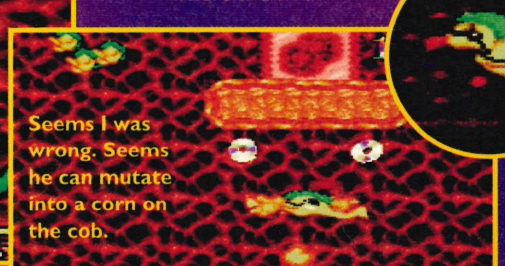
Mohawk can mutate into five different forms. Interesting.

There are more colours in Mohawk than the proverbial rainbow.

AWK

Collect the CDs to build up your score.





Seems I was wrong. Seems he can mutate into a corn on the cob.

before in games such as *Yoshi's Island* and *Castlevania*, but not to such an extent. Here, it enables the play to switch between ground and ceiling and means that Mohawk can traverse any solid ground on the level.

It makes for some pretty frenetic gameplay and gives you a sense of absolute freedom. This clever gameplay addition is also backed up by some pretty smashing graphics and, fittingly for a game about music, a thumping soundtrack.

There are five levels: Scraping the Surface, Tropical Caves, Deep Water, Toast In The Machine and Headslot HQ – and the central character himself has plenty to him. His legs can turn into wheels, his hands can turn into suction cups and his stomach can take on the appearance of the Michelin Man to enables him to float.

And if all that wasn't enough, there's a two-player option where player two can take on the guise of Mohawk's mate Headphone Jack (presumably he likes music but has no ears as well). The full game should be with us this time next month so keep your eyes peeled.

TOY STORY

It's still on at your local Multiplex, the Mr Potato Head toy is still selling by the dozen, Woody and Buzz are making guest appearances on every show from *Live And Kicking* to the *National Lottery*, the phrase, 'To infinity and beyond' has become more popular than 'Where's me washboard?' and the game itself has received as many plaudits as its celluloid cousin. The people behind *Toy Story* could surely be no more content.

Or so you'd think. It seems they are not as the release of *Toy Story* on the Game Boy next month will further prove. T•HQ tell us this much: the game will have ten levels, it will feature all the characters from the film but, more importantly, it will be a direct conversion from the 16-bit game that so impressed us a couple of months back. Which means that the levels remain intact as they were on the SNES version, the graphics are as sharp and crisp and the gameplay is as well thought out as ever.

The game's levels are based very closely on what happens in the film and therefore the game switches between the bedroom and the outside world. As far as we know, the *Micro Machines*, *Doom* and *Mario Kart* levels haven't been included although they may well appear in the final version.

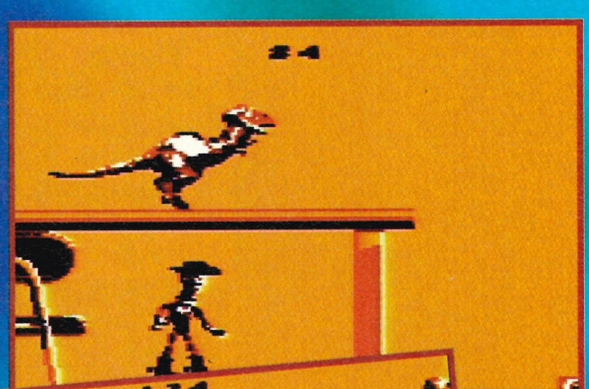
In the meantime, all you Game Boy owners have an excuse to become pretty excited. If *Toy Story* on the Game Boy is anywhere as good as the SNES version, we'll all be in for a real treat.

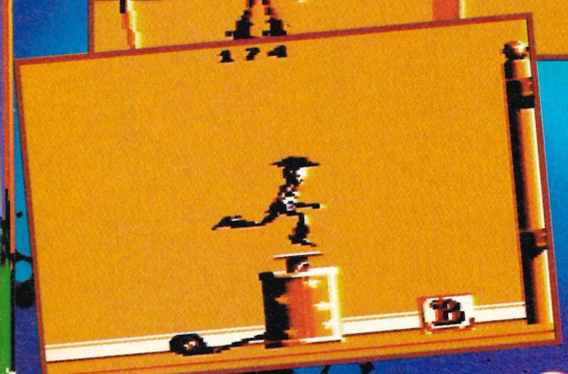
Woody and his trusty whip. Comes in useful when up against sharks.

Use the tennis balls to reach those hard to get to platforms.

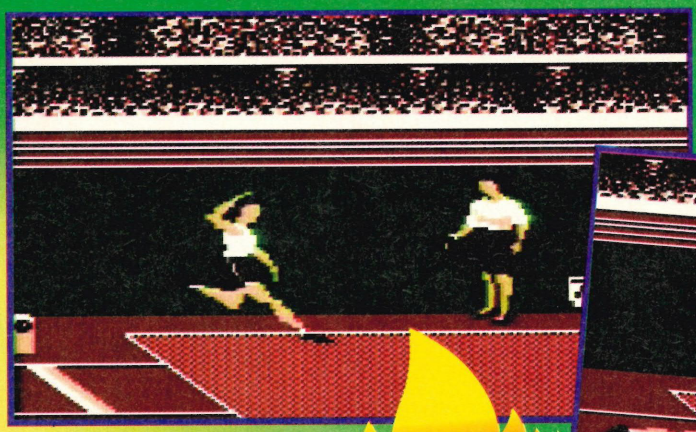
'Go! Go! Go!' say the Army blokes as they leave the ice-cream tub.

Above: Rob after he's eaten all the Galaxy bars in the corner shop.





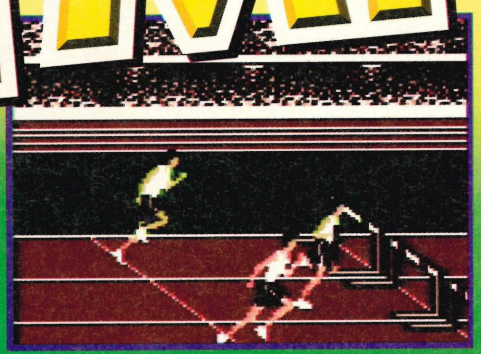
Move Hamm, Rex and Robot onto the balloon and then throw them into the toy box. That's how close the conversion is.



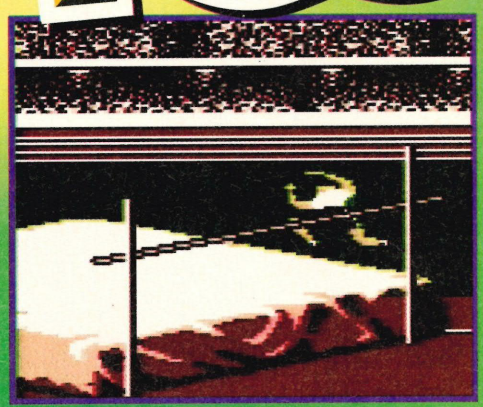
Below: That's what happens when you don't time your hop, skip and jumps right. You end up flat on your face. With an injury to boot.

This is the hardest event by far. You have to release the clay then fire straight away.

OLYMPICS



'Be' Colin Jackson in the 110 metre hurdles.



This bloke might look like he's been shot but this is actually the high jump competition.

The best thing about the Olympics is that we're damn good at them. We British know a thing or two about track and field. You only have to look at the boy Christie and the girl Gunnell to realise that. And then there's Jonathan Edwards, Du'aine Ladejo, Colin Jackson and Steve Backley. Yep, we can be justifiably proud of our athletes. Which is more than can be said for our cricketers. Well, now you've got the chance to emulate your favourite sporting heroes with the release, next month, of T•HQ's new Olympics licence. *Olympic Summer Games* gives the player the chance to compete against 31 other nations in 10 events ranging from the 100 metres sprint to the Skeet (that's Clay Pigeon shooting in English).

One of the first screens you'll be presented with is the Options menu, where you can choose whether to head straight into competition or have a little practice first. Opting for a practice session, we all sat back and had a quick go.

We soon realised that the control system is a cinch to pick up. Alternate between the A and B buttons to gather speed, then use the D-Pad when required to jump or throw. Beware, however, for serious friction burns on your fingers unless, of course, you're able to master Debs' uncouth but highly profitable 'speed finger method', in which case you'll keep going all day.

The 10 events are the 100 metres, 110 metre hurdles, Pole Vault, Long Jump, Triple Jump, Javelin, High Jump, Discuss, Skeet and Archery competitions. However, if you don't fancy doing one of them you can customize your own game by going, surprisingly, to the Customize Game option. This allows you to select which events you would like to take part in and which you would rather not.

There are three skill levels – Easy, Normal and Hard – and a four-player mode although there isn't a link-up option. You have to take it in turns to compete in your chosen event. Which is a shame as a two-player option – especially in a game such as this – would have been a really worthwhile addition.

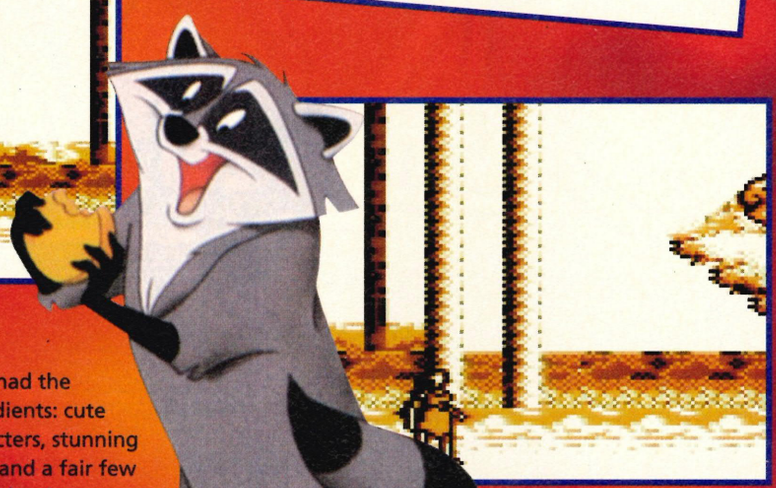
Still, you can't have everything, so expect a full review next month by which time we will have all mastered the art of athletics. Except, of course, Debs who has already mastered it. 10 times over in fact.

Archery's a tricky blighter and often your arrows end up all over the shop.

POCAHONTAS

There's Pocahontas and at her heels is her aid, Meeko. Quite what she uses him for, we can only guess at.

A few Indians, some dastardly Englishman, a raccoon, a field load of teepees and bows and arrows. Sound a surefire winner...?

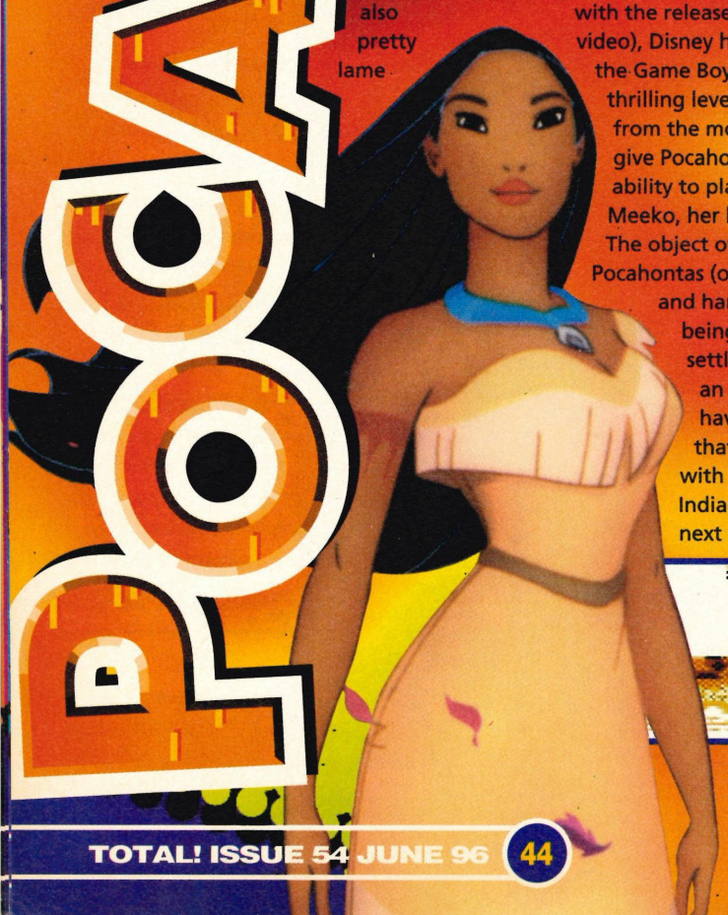


There's lots of woodland in the game. And plenty of white sky too.

Pocahontas was probably the first Disney movie in history to receive a lukewarm reception from the critics. The fact that it was an animated edition of *History Today* probably had something to do with it but it was also pretty lame in the storyline department.

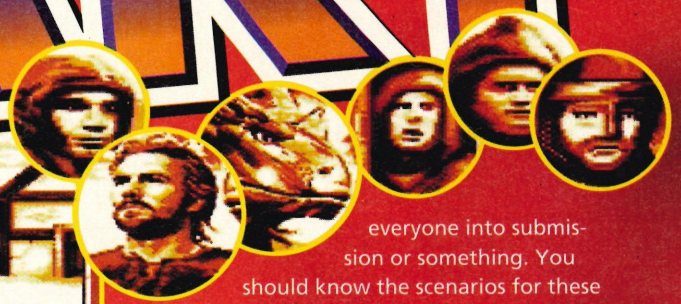
Oh, okay, so it had the basic Disney ingredients: cute little animal characters, stunning production values and a fair few ballads, but it failed to impress nonetheless. And with the consequent release of the truly amazing *Toy Story*, it's rather been forgotten about.

So, in an attempt to revive *Pocahontas'* waning fortunes (and to coincide with the release of the film on sell-through video), Disney have developed a licence for the Game Boy. And they promise us '16 thrilling levels, all the lovable characters from the movie, numerous power-ups that give Pocahontas special powers' and the ability to play as either Pocahontas or Meeko, her badger/raccoon/animal thing. The object of the game is to help Pocahontas (or Meeko) maintain the peace and harmony of the land – which is being threatened by the English settlers – whilst saving John Smith – an Englishman, as if we couldn't have guessed with a name like that – who she has fallen in love with but who is wanted dead by the Indians. Look out for a full review next month.



She's drop dead gorgeous and does plenty of exercise. Yep.

DRAGON HEART



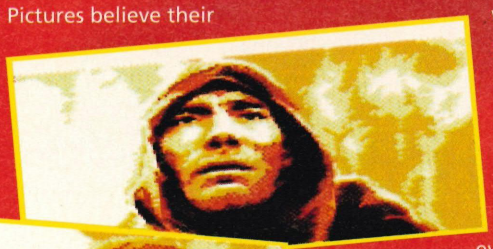
Think of RPGs on the Game Boy and more than likely the first game you'll think of is *Zelda IV*. It's the only game in the genre that has ever really excelled on the portable console. Admittedly, it's difficult to bring the intricate mix of puzzle solving, strategy and combat to the Game Boy but the *Zelda* game is living proof that it could be done. And done well.

Next month sees the release of *Dragonheart*, an RPG based around the forthcoming film starring Dennis Quaid and Sean Connery. Universal Pictures believe their film is nothing less than *Jurassic Park* meets *ET* whilst Acclaim believe their game licence enhances true *Prince Of Persia* gameplay and adds elements of *Mortal Kombat* style fighting. The mind boggles.

The point is, of course, that *Dragonheart* wants to emulate the *Zelda* game and hopefully surpass it and from the looks of our preview copy they may well be on the way to doing just that. You take control of Bowen – a young knight – who sets out to destroy the evil dragon, Draco, who has cast darkness across the land and scared everyone into submission or something. You should know the scenarios for these RPG's by now.

Dragonheart encompasses traditional RPG elements – character interaction, an inventory, a play area that mixes towns and country – but also has a distinctive combat system that discards magic and potions and just goes for good old swordplay.

The film hits the cinemas in a few months and Acclaim tell us that the game will be following close on its heels. Watch this space.

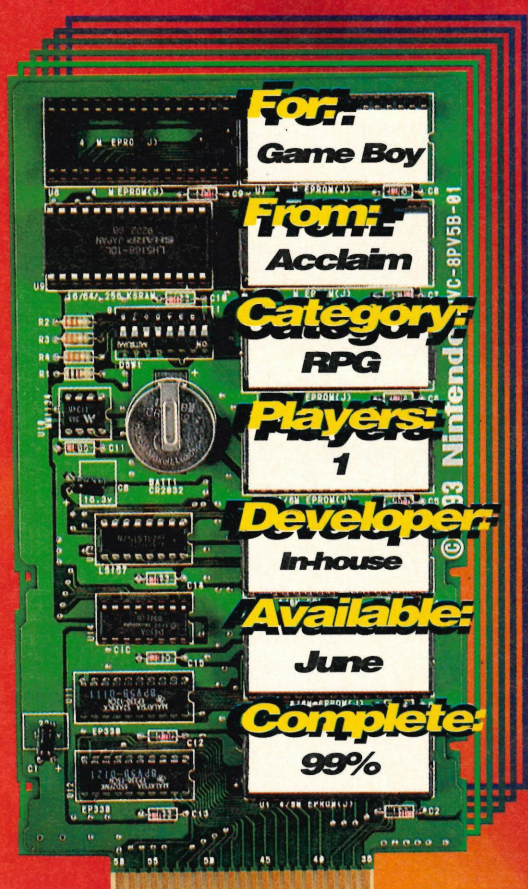


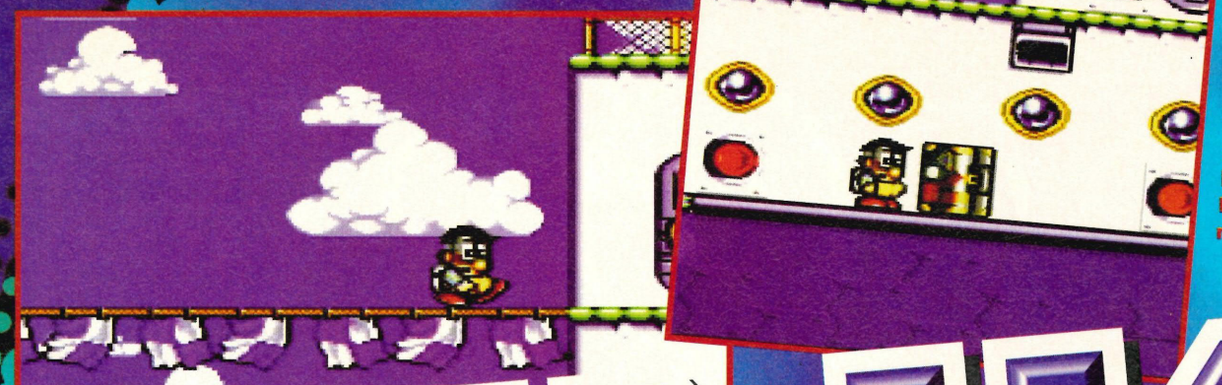
The traveller rode into town on the back of a horse...

... and the villagers came to realise that he was going to be their saviour...

... but before he became their saviour, he popped into the local tavern for some Tizer.

Mortal Kombat style fighting? Well, perhaps that's being a little adventurous.





The main character's called Dive. Geddit? Dive? Sounds a bit like Dave... Right. I'll get me coat.

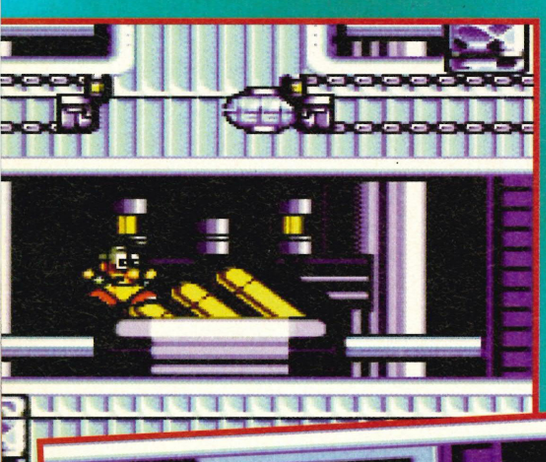
SINK OR

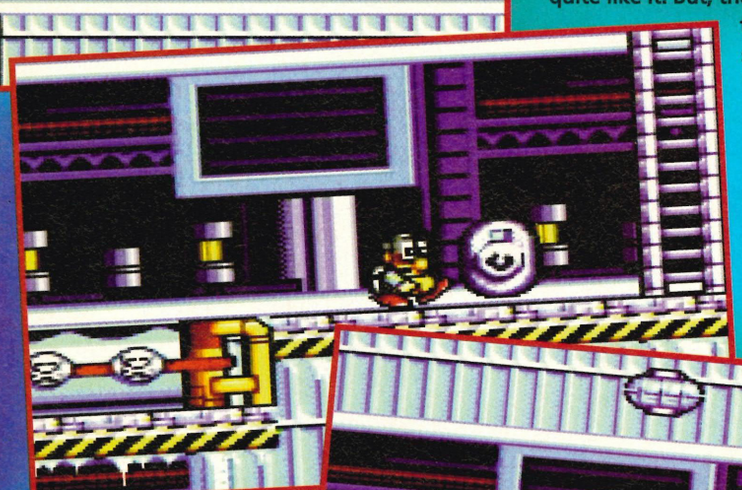
If you can remember a time when you could buy a semi-detached in Knightsbridge for two loaves of bread or a BMW 7 series for a bunch of grapes, then you can probably remember *Sink Or Swim*. Its original blend of action and strategy had reviewers everywhere scrambling for their thesaurus' as, apparently, there weren't enough adjectives to describe it. The Amiga – for that is where it débuted – hadn't seen anything quite like it. But, then, quicker than you could say 'the Titanic' it had sunk and, was seemingly, never going to get a chance to swim again. That is, until now. Because next month *Sink Or Swim* will be back and hoping to make the same impression on SNES owners as it did on Amiga owners all those years ago.

There's no doubting, though, that *Sink Or Swim* is a strange choice of game to release on the SNES. Not only is it older than Chris' jokes but whilst it was away, puzzlers such as *Bust-A-Move, Lemmings 2* and *Hebereke's Popoon* moved in and hugely impressed games-players everywhere. How will *Sink Or Swim* stand up against its – let's be honest – newer and shinier counterparts?

The second curious thing is that the graphics don't seem to have a updated at all. They are still a very Amiga-esque mix of blocks, gaudy colours and chunky sprites. And considering that, in recent months, we've been treated to such graphically wondrous games as *DKC, Earthworm Jim* and *Killer Instinct*, that would seem a curious thing to overlook.

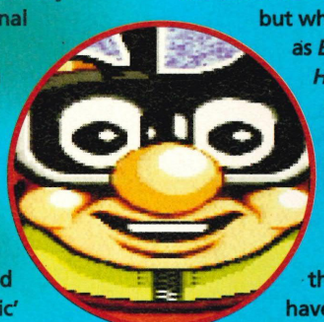
Lastly, will it be able to stand up as a game in its own right? Sure, three years ago it was an excitingly new concept but, now, games such as *Bust-A-Move*

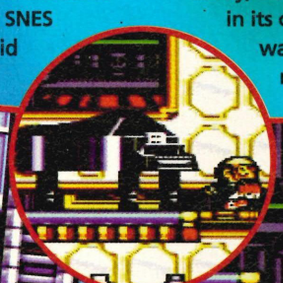


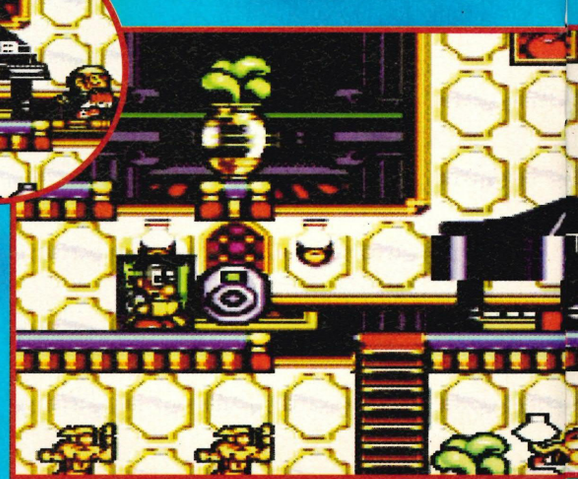


Now, correct me if I'm wrong, but have you ever seen a penguin in a Father Christmas suit? No, you haven't...

...And do you know why? Because they are birds and therefore don't wear clothes. Go and tell your teachers.

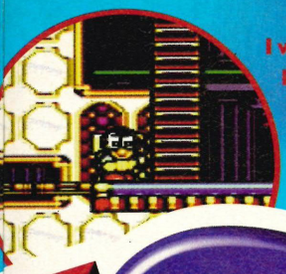


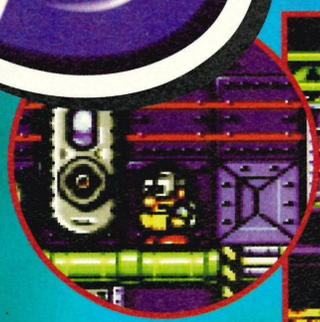


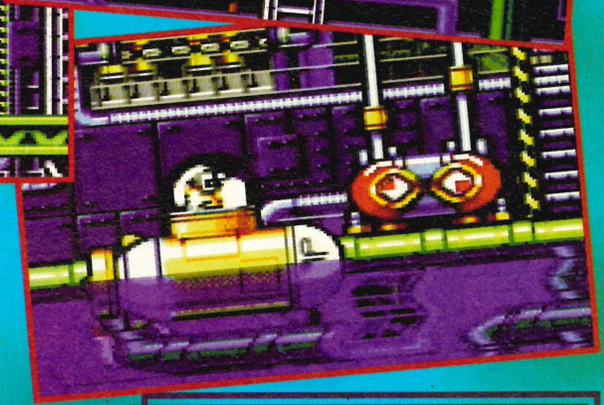


I was one of those many people who played this when it originally appeared on the SNES. And I liked it, I did.

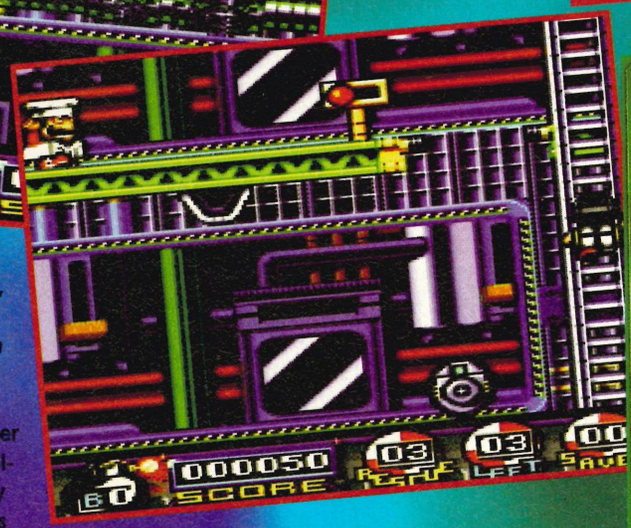
SWIM







All the levels are absolutely dripping with colour, as you can see for yourselves. If only they didn't look so Amiga-ey...



and *Hebereke's Popoon* have taken puzzlers a stage further and introduced two-player modes and laid down a completely different set of goals.

Well, these are questions that can't be answered by playing a preview version. But, certainly, *Sink Or Swim* seems to have lost none of its old magic. It's still fun to play and, although, it struggles in the graphics department – Titus, themselves, will probably admit that much – gameplay is where it counts and *Sink Or Swim* seems to have it in abundance.

Basically, the object of the game is to use the main character – a diver – to save groups of civilians from drowning in gradually sinking levels. You go about this by utilising objects dotted about the screen. For example, on one of the levels, breathing apparatus are attached to walls about the level and as the civilians start rising to the top of the screen with the water, you have to release the breathing apparatus so that they don't drown and can then escape. Needless to say, it is more difficult in practice than it sounds in words.

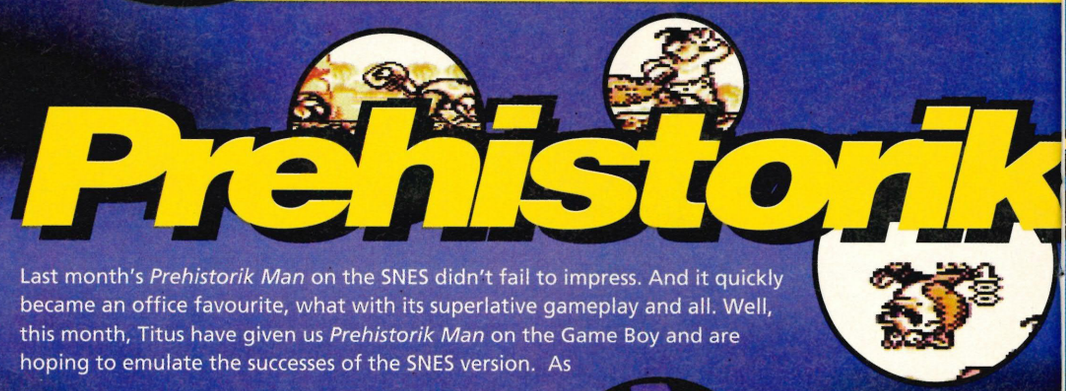
Sink Or Swim should be with us this time next month so we're all popping down to the local swimming pool to get in a bit of practice. You should probably do the same. If you like. Or you could just not bother and wait until the game comes out.

It might have been fun to have a two-player option, don't you think? A split-screen head-to-head? Now that really would have been a treat. Perhaps in *Sink Or Swim 2*, eh Titus?

Reviews

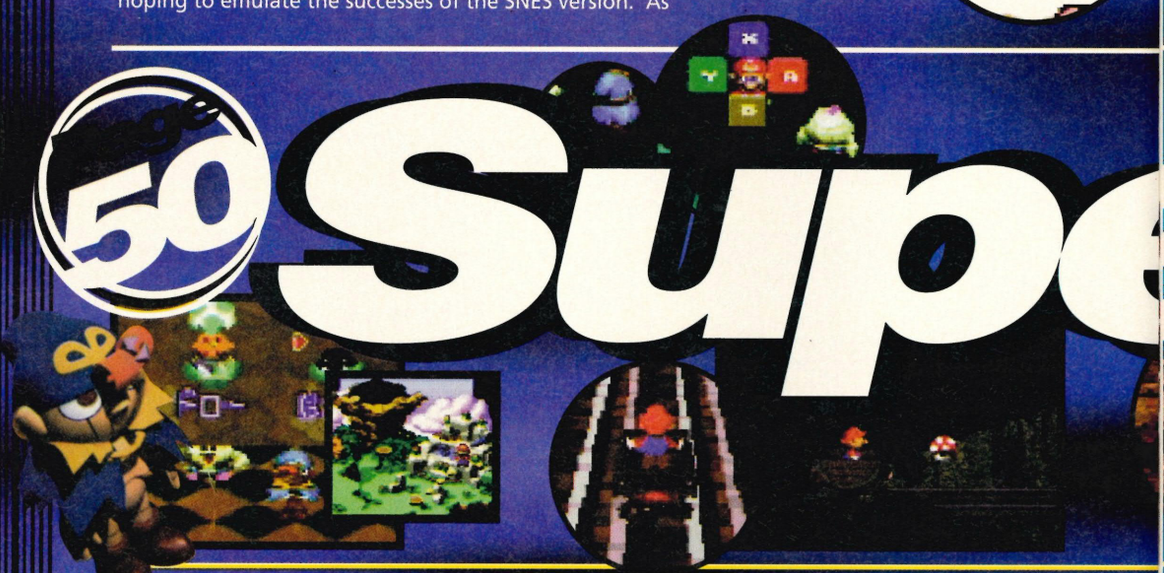
Rob says

Hello. Rob here. Remember me? I used to review games at one time. When I felt like it. And it is true that in recent months I've handed the reigns over to the young tyke Weaver. And he's done a moderate job. But now I'm back and raring to start my expert reviewsmanship all over again. And I'm starting with an American flavour on Page 52.



Prehistorik

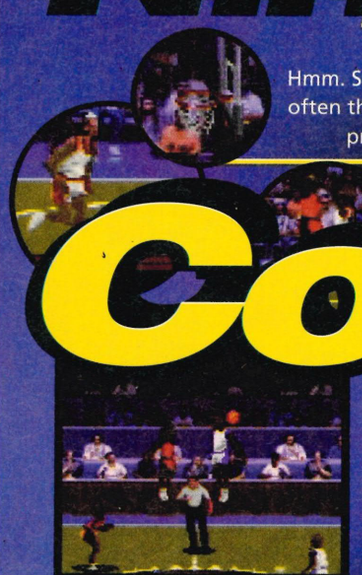
Last month's *Prehistorik Man* on the SNES didn't fail to impress. And it quickly became an office favourite, what with its superlative gameplay and all. Well, this month, Titus have given us *Prehistorik Man* on the Game Boy and are hoping to emulate the successes of the SNES version. As



50 Supe

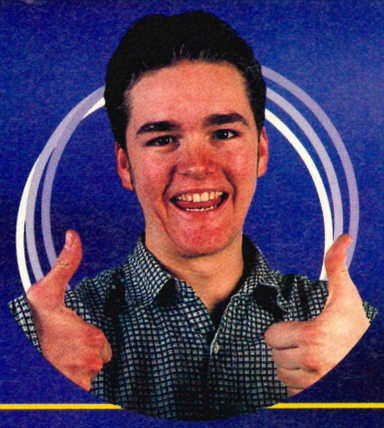
Ninja Warr

Hmm. Side scrolling beat-'em-ups. Dodgy ground, to say the least. Too often they promise much and deliver little. Last month's *Final Fight Tough* proved that much. However, *Ninja Warriors* wants to change all



College

Basketball. Gordon bleedin' Bennett. It's like Baseball and American Football. Who cares about it? Who cares about slam dunks and bunk ups (*I'm not actually sure whether that's a basketball move – Chris*). Well, Acclaim do and so too do colleges. In fact, American colleges love nothing more. As this very game proves. And Rob's reviewing it. Promises to be a real treat, it do.

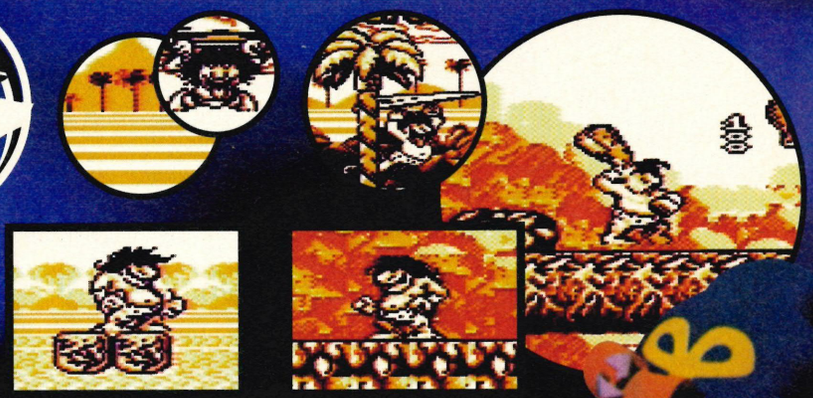


Tim says

First things first, I'm fed up with the jokes Rob makes about my face, here on the left. Let's get this straight. I DO NOT look like this in real life. I've just got a normal face (*Ha, ha, ha, ha – Rob*) like anybody else and since this atrocious photograph was taken I've had a stylish, modern haircut. Some people have even said I look a little bit like Gary Barlow (*Ha, ha, ha, ha – Everyone*). Well, at least I've got that off my chest. Anyway, this month we've had plenty of cause for excitement. *Prehistorik Man* on the Game Boy, Titus' new beat-'em-up *Ninja Warriors* but, most of all, one of the most eagerly awaited games of the year: *Super Mario RPG.*

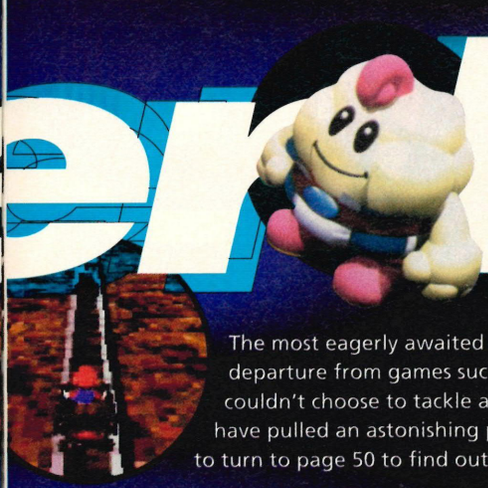
GB Man

Page 57



you may or may not know, with each game that comes in we like to do a little bit of relevant research and for *Prehistorik Man*, we merely observed 24-hours in the life of Rob. Oh, alright, so the gag was predictable. But it's true, I tell you.

er Mario RPG



The most eagerly awaited game of the year? Quite possibly. It's a radical departure from games such as *Yoshi's Island* and *Super Mario All Stars* and you couldn't choose to tackle a more difficult genre than the RPG. But Nintendo have pulled an astonishing piece of software out of the hat and you merely have to turn to page 50 to find out exactly why.

iors

Page 54

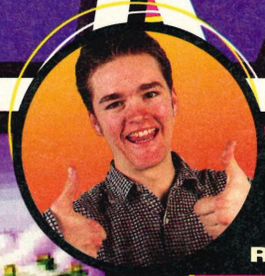
that. And it has all the right ingredients to do it. Page 54 awaits you.

Slam

Page 52

SUPER MARIO RPG

I've just out RPG-ed the baddies with my mates.



PLAYERS: 1
DEVELOPER: NINTENDO
PRICE: £65 (approx)
RELEASE: ON JAP IMPORT

KOOPAS
Stunningly good RPG

You see those green bushes? They'll attack you if you're not careful. No, really.

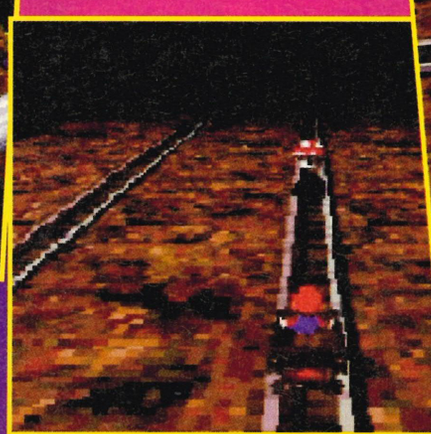
You have to admire Nintendo, don't you? It would have been far easier for them to develop another platformer. The game engine would already have been laid down and it's a segment of the games-playing market cornered due to the success of titles such as *Yoshi's Island* and *Super Mario All Stars*. But, instead, they have tried their hands at something completely different and something considerably harder: the RPG.

Super NES

Now, RPG's are difficult to pull off at the best of times. Often they're either far too complicated or far too boring. Or both. Which is exactly why *Super Mario RPG* succeeds. It isn't complicated and neither is it boring. And do you know why? Because it isn't a traditional RPG.

It encompasses all the elements of a traditional RPG, certainly – the battle system, character interaction, individual ratings which can improve as you learn new skills, sprawling locations, an isometric viewpoint – but it is also sprinkled with the winning gameplay that so enhanced the other *Mario* games. Firstly, Mario

Get onto one of those beds and you'll bounce about all over the shop. Just one of many nice touches.



Here he comes, knock, knock, knocking on the castle door. Should meet up with Koopa now.

Blast From The Past

Remember *Mario* on the NES? Well, even if you can't there's a little reminder of him in *Super Mario RPG*. If you manage to get to the Castle, try and find the room in the picture here and go behind the column. When you reappear you will no longer be dressed in red and blue but rather the brown and red that Mario used to don all those years ago. That's magic, that is.

There he is, in all his 8-bit glory. Just like the good old days. Come on a bit since then though hasn't he?

RPG

On the above level, you can go behind the wall and hide in the painting whilst these bombs are dropped from above you.

can jump to avoid other characters – which is a radical departure from the movement routines in other games – and, secondly, the isometric action is often broken up by sections such as the mine cart level (which takes on the appearance of *Mario Kart* in the Temple of Doom). Though if you're a hard-core RPG-er and are worrying that there wouldn't be enough role playing in *Mario RPG* to satisfy you, then think again. 95% of the game is good old-fashioned RPG-ing. It's just that extra 5% of originality opens up it up to every gamesplayer that hasn't dared touched an RPG before for fear of being overwhelmed by the technicalities.

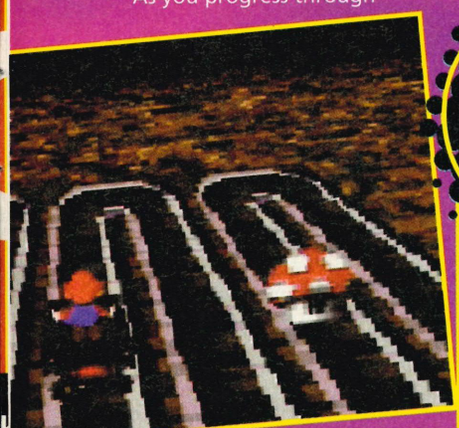
As you progress through the game different characters can join your party and this becomes necessary as the fighting scenarios become more difficult. The scenarios themselves will be familiar to most RPG players. The characters can choose between Magic, Potions, Defence or Attack. Each of these four things can be accessed by one of the letter buttons. You have to decide which to use and which to save, because all of them – except the Attack option – are in limited supply.

There are 12 worlds to explore, and on each world about eight locations to visit, which – as we've come to expect from Mario products – means the game is absolutely huge. The worlds include Koopa's Castle – which comes complete with spooky music and drab interiors – and Mushroom County, the home Princess Toadstool, who you have to save from the clutches of Koopa.

Super Mario RPG is brilliant. It will appeal to genre experts and first timers alike, which is the first time we've said that about an RPG in ages. It's big, it's challenging, it's far from

T!

POOPAS
This version's in Japanese



This is my personal favourite section: the mine cart level. Collect the mushrooms on the track for extra points.

A clever section this, where Mario can drop down into the wall and doggy paddle his way across. The green tubes can also be entered.

GRAPHICS 9
Beautifully rendered locations and meticulous attention to detail.

SOUNDS 8
Some jolly, quirky little tunes, varying between worlds. Not bad at all.

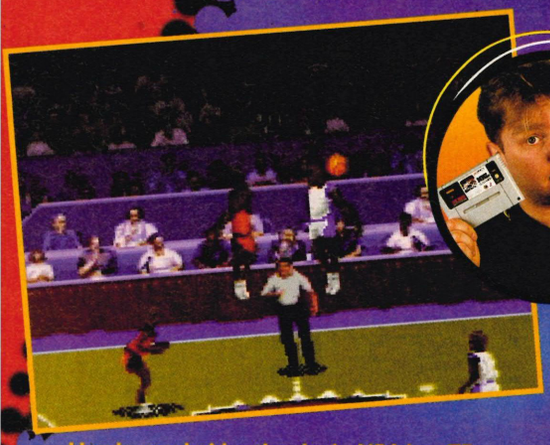
GAMEPLAY 9
An RPG but without the complications. An absolute joy to play.

LIFESPAN 9
Twelve worlds means it could feasibly keep you going for months.

TOTAL! JUDGEMENT

'A wonderful game that is living proof an RPG can have universal appeal. Put it at the top of your list.'

TOTAL! SCORE 91



Hands up who'd rather be in *NBA Jam TE*. Okay, that's unanimous.

PLAYERS: 1-4
DEVELOPER: ACCLAIM
PRICE: £49.99
RELEASE: US IMPORT

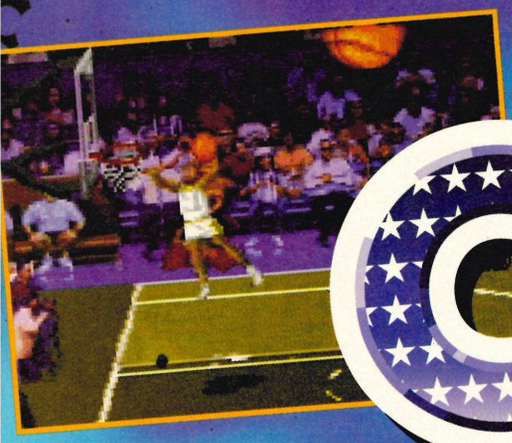
Surely even educated college kids can't jump that high. This isn't a Nike commercial y'know.

There's a big difference between college sport in this country and the place it has in US culture. When I turned out for the Cardiff University footy team, we normally had a couple of the team's girlfriends on the sidelines and the odd spotty Herbert with half a cider and black in a plastic glass watching us. And compared to the other sports teams, that was practically fanatical support.

In America it's a whole different ball game, so to speak. Stadiums are packed out and much of the sport is televised. College sport is the breeding ground for future big-name stars. So a videogame based on the College Basketball League is not as weird an idea as it might sound.

College Slam is a very good game as well. Based heavily on Acclaim's world-beater *NBA Jam*, this is two-on-two basketball with up to four of you able to get in on the action. The passing and shooting are easy to master – some might say too easy as end-to-end quick-scoring ensues. As you learn better methods of defending this improves slightly though. There are also plenty of the outlandish turbo-boosted moves that create so much fun included to break up the repetitiveness.

There are a number of options to help you

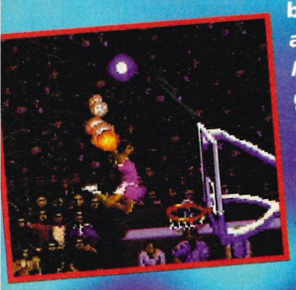


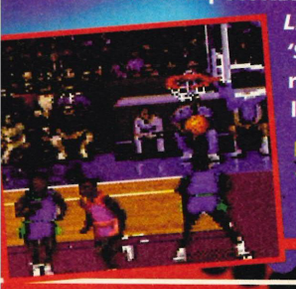
These basketball players make everything unnecessarily dramatic.

COLLEGE SLAM

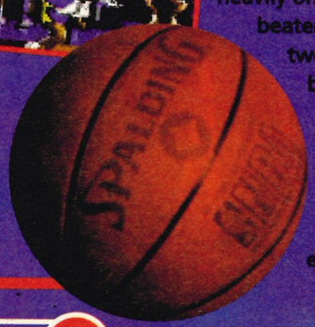
Hoop Dreams

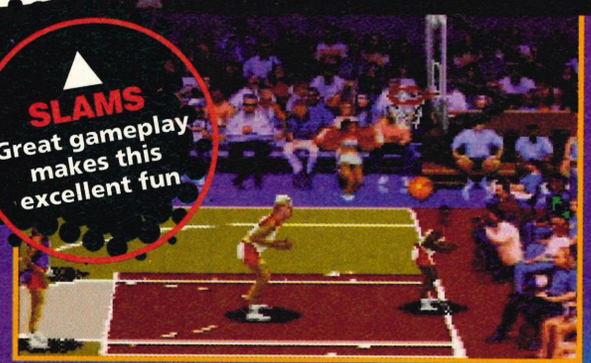
While *College Slam* is a decent enough basketball sim, there are better choices available to you. *NBA Jam* is a great game and when we first reviewed it back in Issue 27 it weighed in with a healthy 86%. It was the best basketball sim we'd ever seen. Until *NBA Jam TE* came along (issue 39 – 92%). Totally addictive and with a great atmosphere this is still the one to beat. *NBA Live '96* has tried (issue 47 – 77%) and failed. Expect *NBA Live '97* to be the next to try its luck.





Basketball – we love it.

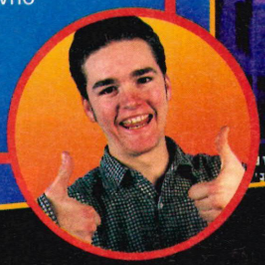




SLAMS
Great gameplay makes this excellent fun

Tim says

I've never actually played *NBA Jam*, so I find it difficult to comment, but as a first taste of basketball on the SNES I loved this. Constantly exciting and easy to get the hang of. Who cares if I haven't heard of the college players, I don't even know any of the famous ones.

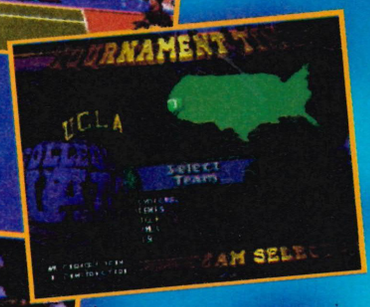


Don't you just hate show offs like that? I mean anyone can do it.

Look at them leap like svelte young ballet dancers.

Here's a three pointer from way downtown.

Confusion reigns in the penalty box, or the D-shaped bit whatever that's called.



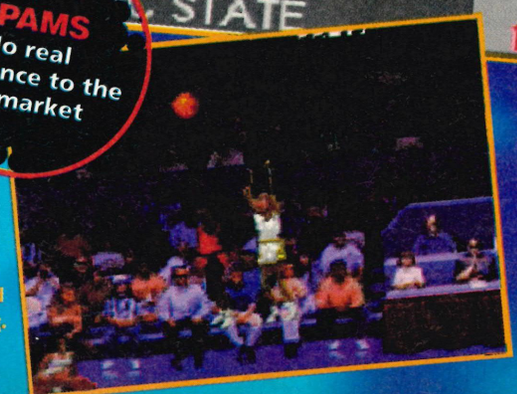
UCLA is by far the coolest college.

NBA JAM

Super NES ◻ Super NES ◻ Super NES

tailor the game exactly to your requirements. And there are hundreds of stats. But this is where the game's appeal starts to wane when you become aware that you haven't heard of a single player. While basketball gains popularity over here and we become happily acquainted with the Michael Jordans, Magic Johnsons and Shaqs of this world, we don't give a monkey's about some electronics engineer from Winnipeg. So while this is as fun as any of the other basketball sims, why buy it when you can get *NBA Jam* for the same price?

ROB



The hygene of the college players is very good and so raised arms are never embarrassing.

SPAMS
No real relevance to the UK market

GRAPHICS
Detailed sprites and great presentation give this a polished look. **9**

SOUNDS
An over-excited commentator and rousing tunes. Same old, same old. **8**

GAMEPLAY
Competes well with *NBA Jam*. Way too easy to score, but plenty of end-to-end thrills. **8**

LIFESPAN
The four-player option extends any games' life, but there's nothing new to master. **6**

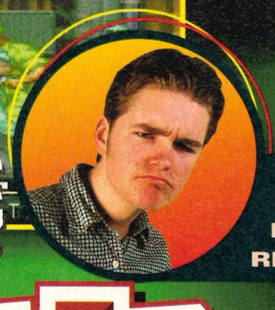
TOTAL! JUDGEMENT
'This looks and plays like *NBA Jam*, but the lack of well-known players detracts from the overall experience.'

TOTAL! SCORE 78

Death! Carnage! Blood! Stuff!

Left: Ooh, could be hernia time for Kam?

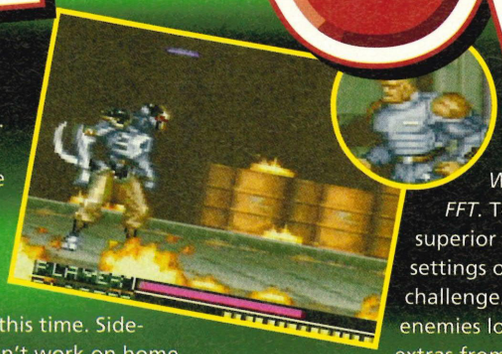
The Ninjas are cyborgs and on a mission to destroy an evil doer, blah, blah, blah, blah. Original, eh?



PLAYERS: 1-2
DEVELOPER: TITUS
PRICE: £49.99
RELEASE: OUT NOW

NINJA WARRIORS

WHINGERS
Lacks interest by the dozen



Now, you should know us by now. We never make sweeping statements. We think about what we're going to say before we say it. You could say we care. Which we do. But, we'll make an exception this time. Side-scrolling beat-'em-ups don't work on home systems. Fact.

It's a sad state of affairs. *Final Fight Tough* further proved it last month. Walking from left to right and kicking seven shades out of models from the Freemans Catalogue just doesn't cut the mustard anymore. In the arcades, sure, they're as popular as ever, but that's because you can spend a spare few minutes on them then move onto something else. At home, you want some longevity from your games. And, unfortunately, *Ninja Warriors* – like *Final Fight Tough*, last month – is left sadly lacking in that department.

To be fair, *Ninja Warriors* is better than *FFT*. Technically it's far superior and both difficulty settings offer a substantial challenge. And, thankfully, the enemies look like enemies. Not extras from *Carry On Camping*. And the intro story is nicely presented as well.

But, too quickly, *Ninja Warriors* becomes tedious. And it's got nothing to do with the programming. It's just that the genre lacks depth. It lacks originality. And, most of all, it lacks interest.

Of course, if this was in the arcades...

TIM

NINJAS
Solid, bright and moderately enjoyable

This is the second level and it's darn tricky. Things explode all over the shop and people try to kill you.

Kam gives it some special moves.

Kunoichi

At the risk of sounding sexist, Kunoichi is rubbish. Now, we're the first to admit that birds – I mean, women – can be as good at fighting as the next bloke – you only have to look at Chun-Li and the like to realise that – but Kunoichi couldn't hit a cow's arse with a banjo. It's absolutely true.

Kamaitachi

The best fighter by far. Strong and quick and capable of producing some pretty nifty special moves with those ninga sword arm attachment things of his. The only thing I would question is that whacking great hole in his chest. You can't tell me that's beneficial to his health.

Ninja

Taking a look at the size of Ninja – hasn't he got a suitably Oriental name then? – you'd be forgiven for thinking Geoff Capes was making a comeback. But, in fact, the truth of the matter is, Ninja's so slow that he makes our very own Thicky Dyer look like Siegmund Freud.

GRAPHICS 8
Intricate backgrounds, well detailed sprites and explosions aplenty.

SOUNDS 7
The tunes are pretty standard but the sound FX are truly excellent.

GAMEPLAY 7
The special moves are quite smart and the whole game is fairly playable.

LIFESPAN 6
It's a challenge certainly but it's also very tedious. It's not going to keep you hooked.

TOTAL! JUDGEMENT

'Technically, *Ninja Warriors* is very good but, like *FFT* last month, it lacks originality and excitement.'

TOTAL! SCORE 70

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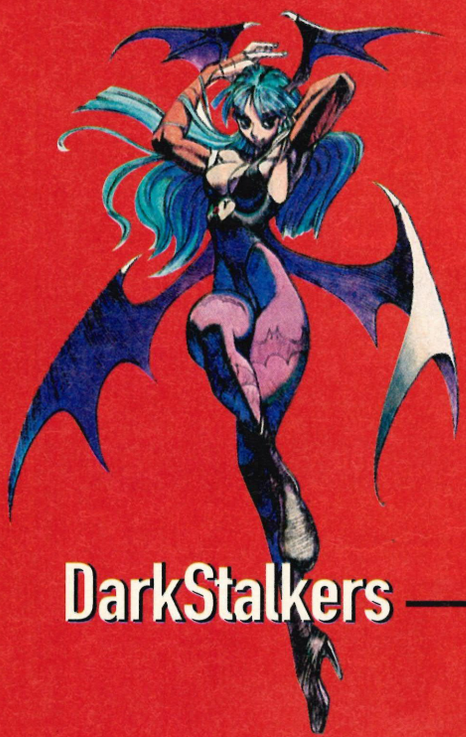
Issue **thirty-three** on sale **3 May 1996**

SCRAP!



Tekken 2

DarkStalkers — **The Reviews...** — Killer Instinct 2

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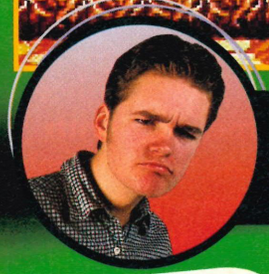
There he goes again. Messing about with his hang-glider.

These platforms take you

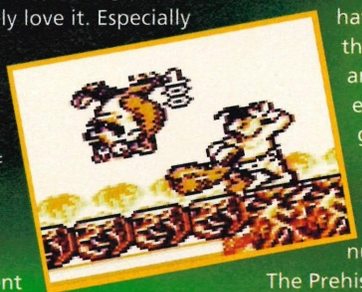


PLAYERS: 1
DEVELOPER: TITUS
PRICE: £15.99
RELEASE: OUT NOW

PREHISTORIK MAN GB

It seems like you can't keep a good games company down. One minute Titus are busy emulating the dodo and the next they're trying to compete with The Beatles. Not that we're complaining, mind you. In fact, we positively love it. Especially if it means we get to review games like last month's *Prehistorik Man*, which this month, sees the light of day on the Game Boy.

The conversion is a fairly faithful one. The graphics are still excellent – and the main sprite still sizzles with originality – and there's plenty of barmy sound effects and jolly tunes to keep you whistling. The levels are set out differently but have retained their size and difficulty and the puzzle element of the game hasn't been forgotten either.



CLUBS
Original, good looking platformer

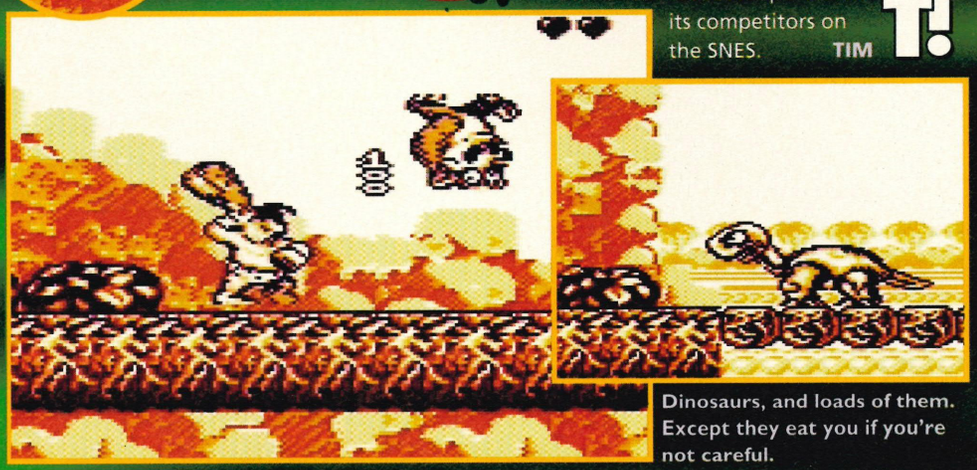
There are, however, a number of changes. The Prehistorik Man himself no longer has a roar that acts as a smart bomb – which is a pity as that was one of the cleverest features of the SNES version – and his movement can sometimes become very slow. Too often he seems like he is moonwalking and this can become annoying if you're trying to run away from something and keep getting caught. And whereas the SNES version completely avoided those dreaded leaps of faith, this version has them in abundance.

The graphics are lovely throughout.

BLUBS
Just lacks a little something

Which is a shame because, overall, *Prehistorik Man* has a lot of potential. It's just that on the Game Boy it loses that certain spark of brilliance that set it apart from its competitors on the SNES.

TIM T!



Dinosaurs, and loads of them. Except they eat you if you're not careful.

GRAPHICS
Detailed playing environments and a wonderful main sprite. **8**

SOUNDS
Just as barmy and jolly as the sound FX and tunes on the SNES version. **8**

GAMEPLAY
Easy to play, certainly, but lacking the same originality and excitement as the SNES. **7**

LIFESPAN
There are two difficulty levels and still plenty to see and do. **8**

TOTAL! JUDGEMENT

'Not as essential as last month's SNES version but still very good and well worth a look.'

TOTAL! SCORE 80

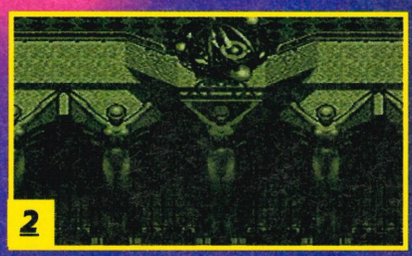
Tips

Secret

Secret Of Evermore is a rather large and lovely RPG by those clever chaps at Squaresoft. But it's pretty hard so you're gonna need some help with this one. Well it's your lucky day, because us lovely peeps at TOTAL! have gone and done a complete solution – starting here and concluding next month. Rather good of us really, don't you think?

World 1 Prehistoria

1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1 Picture the scene, if you will, the year is 1965 and in the heartland of America is a sleepy town called Podunk – the last place on earth you would expect to play host to a bizarre experiment conducted by one seriously whacked out scientist named professor Ruffleburg.

2 Behind the walls of this mansion the good professor and his three guests are about to embark on a experiment that is going to make their wildest dreams come true. Or is it? No. For something went wrong, very wrong and far from making their dreams come true it was the beginning of the professor and his guests' worst nightmare – ever!

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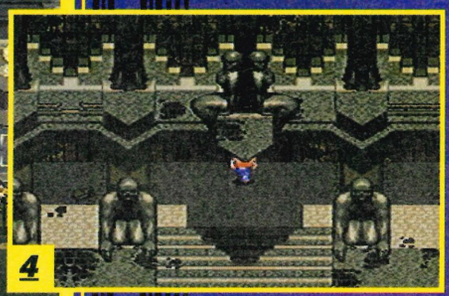
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3 Cut to modern day Podunk 1995. Here we meet the heroes of the tale. For our purposes we shall call them Pedro and Scampy (for there are no default names in this game). Pedro is a kid who loves old low-budget B-movies and Scampy is his trusty dog, or as trusty as a dog can be! As Pedro and Scampy leave the Bijou cinema Scampy spots a cat which he starts to chase.

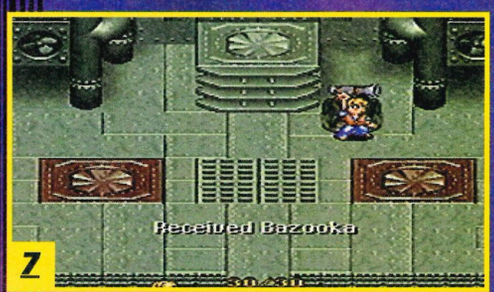
4 Pedro joins the chase which leads to the ruined Ruffleberg mansion, there is no sign of Scampy so Pedro enters the mansion and starts exploring. He comes across Scampy sniffing around by a wall which has a loose panel. Pedro pulls the panel open and discovers a science laboratory behind it.

5

5 Pedro and Scampy enter the laboratory which is full of fantastic futuristic equipment that wouldn't look out of place in one of Pedro's favourite sci-fi B-movies. In the middle of the lab is a strange-looking device. Pedro stands under it and then notices that Scampy has started to chew on some of the wires leading to the machine. Scampy suddenly disappears. And so does Pedro.

6

6 Pedro finds himself in another lab with even more hi-tech equipment than the one in the mansion. A creepy dude in a butler outfit greets him and tells him he's not supposed to be there. He then leads them past a professor and to a exit which he tells Pedro that he must go through.



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7 Pedro enters a small chamber, and the door closes behind him. Here you take control of Pedro. Go to the chest in the top right of the room, here Pedro finds the bazooka. When the two Guardbots appear use a blast from the bazooka to send them packing. After this a door opens and Pedro automatically exits the room. Our hero suddenly finds himself in a spacecraft which takes him on a crazy ride before crash landing.

Of Evermore

8 Pedro climbs from the crashed space-pod dazed and confused and discovers that he is in a strange prehistoric land. A large wolf-like creature comes over to him who looks familiar. Could this be Scampy somehow transformed by the machine? To test his theory Pedro throws a stick for the creature to retrieve., it comes back with a large bone which Pedro decides will make a good makeshift weapon.

8

9

9 The reunited duo start to search around the prehistoric landscape for items. Scampy's attack level should be on search while Pedro takes care of the man-eating plants and mosquitoes with his Bone Crusher. When you've collected all there is in the area, head for the exit in the north.

10

10 Pedro and Scampy find themselves in a clearing bordered by four bushes. Once you are in the middle of the clearing four Raptors attack your team by running out of the bushes hitting either Pedro or Scampy then running back into a bush on the other side of the screen. These Raptors are hard. Pedro and Scampy are not supposed to win this fight. When Pedro loses all of his hit points Scampy bravely pulls him to safety.

11

11 Pedro wakes to find himself in a small hut with an old man peering closely at him. The man explains that they'd been attacked by Raptors and he would have died were it not for the brave Scampy. The old man gives them permission to take anything from the village that may come in handy on their quest. He also asks if you want to save your game.

12

12 Whilst wandering through the village Pedro and Scampy come across the hut of the tribe leader, Fire Eyes. Fire Eyes turns out to be a girl called Elizabeth. She tells Pedro that she can help him get back to Podunk, but first he must find a missing alchemist called Strong Heart. She also gives Pedro the alchemy formulae for a Flash spell.

13

13 Before Pedro and Scampy embark on their mission to find Strong Heart, they search the village thoroughly and go into every hut and speak to every person. This little hidden grove is located in the north-west of the village where some rather tasty little goodies are waiting for you.

14

14 The road to Bugmuck (where Strong Heart is missing) is to the east of the village. Pedro and Scampy are attacked by some Skelesnails on the way. Take your time to give these suckers a good kicking as this powers up your weapon and experience skills and, more importantly, earns you some cash.

15

15 Keep heading east until the jungle gives way to desert. It appears safe until a sand pool opens up, swallows Pedro and then spits him out in another area of the desert. Fortunately this brings Pedro and Scampy outside the cave of a shop keeper who makes Pedro an offer he can't refuse.

16

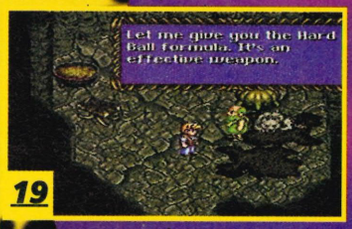
16 The merchant tells Pedro that slow travellers won't get very far in the desert and that he has just the thing to help him, a Jaguar Tooth Ring. He'll give it to him provided he makes a purchase from him, so go ahead and buy something. Once you have the Jaguar Tooth Ring you can make Pedro run by pressing the A button.

17

17 Using his new found speed, Pedro should now head southward activating the Jaguar Tooth Ring whenever he gets pulled into a sand pool. Soon Pedro and Scampy leave the desert behind them and come to a greasy area surrounded by tar pits that are infested by Tar Skulls and Maggots. They have hit points of 50 and 30 respectively. Be sure you have increased Scampy's attack level to see these critters off.

18

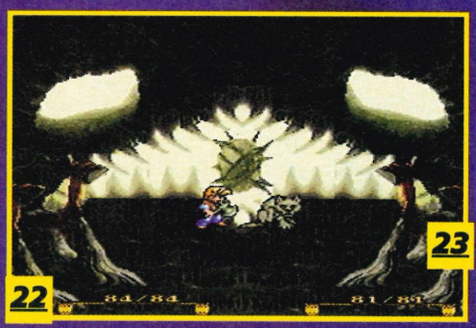
18 With a little exploring in the northern region of the tar pits Pedro comes across a cave. Note the container on top of the cave, it contains a mammoth guard but don't worry, you'll get a chance to explore up there later. Enter the cave. You never know there might be a pleasant old buffer in there just waiting to give you a new alchemy spell.



19 Inside the cave there is a pleasant old buffer waiting to give Pedro a new alchemy spell! It's a Hard Ball spell and jolly useful it is too. You should also take the chance to stock up on ingredients, this guy is much cheaper than the one in town so fill your boots!

20 This is the entrance to a maze that leads to Thraxx's Lair. Pedro finds it in the south-west area of the tar pits. The maze itself is dead easy. All you have to do is exit the first turning on the left then re-enter to the upper tier and you come to Thraxx's lair.

21 Thraxx has 600 hit points so he takes a while to defeat. Set Scampy's action grid to attack and let him deal with all of Thraxx's giant maggots that keep emerging. The trick to defeating Thraxx is to get close to him and call up your alchemy spells, highlight Thraxx's heart as your chosen attack area and let rip either with your Flash spell or the Hard Ball spell. When he takes a hit, Thraxx forces you back but just keep on attacking in this manner and you defeat him.



22 Amongst the remains of Thraxx's mutilated body Pedro finds a new Spider Claw axe and the remains of a giant cocoon. This is an ideal chance for Pedro to use his new axe and chop open the cocoon to see what is inside.

23 Here you'll find a Strong Heart. He professes his eternal gratitude and gives you a few ingredients as a sign of his appreciation. He then suggests that you return to the village where Fire Eyes rewards you for your courage.

24 With Pedro's newly acquired axe you can now hack away at any undergrowth that blocks the dynamic duos path, so before returning to the village explore as much as possible. To the north-east there is a wall. Walk through to find a lone alchemist. He gives Pedro a powerful Acid Rain spell, also take this chance to save your game.

25 It is a good idea to use Pedro's new axe as much as possible so it can be charged up and quickly reach Level Two. It makes a formidable weapon. Don't return to the village until you have found the Mammoth guard. With this done it's time to go back to the village and speak to Fire Eyes.

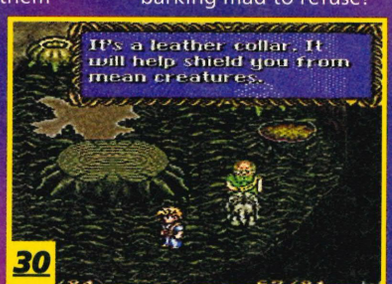
26 Fire Eyes tells Pedro about a new crisis that he wants Pedro to sort out. Apparently the neighbouring volcano is cooling down which could have a catastrophic effect on the village. Fire Eyes gives Pedro six Call Beads so that he can call her if he is ever in desperate trouble. She then gives him a demonstration of her pyrotechnic abilities and then sends him on his way.

27 Hidden in the little grove that Pedders and Scampy found earlier is an elder Alchemist. He gives you his Defend spell which boosts defence value. This comes in mighty handy in the battles to come.

28 Now it's time for Pedro and his mutt to go and visit Strong Heart. Leave the village by the southern exit then head west using Pedro's lovely new chopper to cut down any bushes in his path. You should come across this container with a rather useful shell hat in it. Remember to equip yourself with it as soon as you pick it up.

29 When Pedro and Scampy arrive at Strong Heart's hut he greets them warmly and gives Pedro a new alchemy spell for Cure which he can dispel potions with. Take this opportunity to buy some ingredients from Strong Heart, especially root so you have enough to be able to cast your new spell.

30 Don't forget that Scampy can talk to people as well, he will often find out things that Pedro can't. If Scampy talks to Strong Heart twice in his hut, Strong Heart will offer him a leather collar which he would be barking mad to refuse!



31 The exit leading from Fire Eyes' village to the Vipers Volcano is located to the north. Pedro and Scampy come across a cave that has its entrance blocked by a large boulder. They should go west which should lead them to another cave inhabited by a armour salesman. Buy the shell plate armour for Pedro and sell his old grass vest.

32 Go back to the cave with the blocked entrance (nasty that!) and chop up the plant to the right of the cave. Now follow the path north and Pedro should come to an open area with a giant crystal in. Fight the Vipers using a mixture of magic and axe attacks to finish them off. The vipers have 125 hit points each so be patient.

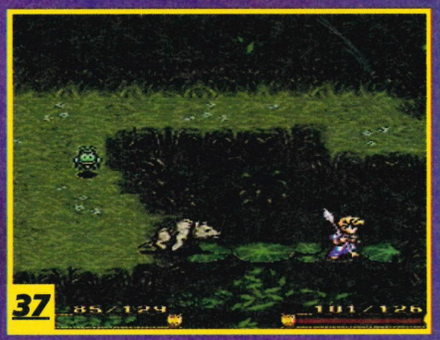
33 Once the Vipers are defeated Pedro gets the Horn Spear. This weapon is more powerful than the previous two and after building it up a couple of levels it can be thrown at enemies. A gatekeeper appears at the giant skull gate, he'll thank Pedro for getting rid of the Vipers and offer to heal Pedro and Scampy. Accept his offer and then he gives you the Heal spell before allowing you to enter the through the gate.

34 As Pedro and Scampy come down the volcano they come across various caves to be explored. In this particular cave the door automatically closes on entering, trapping our heroes with three Raptors. Defeat these and Pedro receives the Dino skin. Equip the armour then exit the cave.

35 On the way to the top of the volcano Pedro comes across a set of caves with geysers outside. His task is to use the geysers to propel him to the top of the volcano when they spout. Stand on the left geyser first, which blasts him up two levels, then walk into the left cave which brings you out on a lower level, now stand on this geyser. As he steps on it an animated sequence begins, it shows Pedro and Scampy being hurled to the top of the volcano.

36 At the top of the volcano speak to the hermit. He gives Pedro a Levitate formula but he needs some mud peppers to make it work. Slide down the volcanoes side by stepping off the edge, defeat the Raptors on the way. At the bottom, head east and follow the path until you reach Blimp's Bog.

37 The secret of solving the maze of Blimp's Bog lies in defeating certain Frippo creatures and crossing lily pad bridges that appear along the way. Keep heading east. When you cross the new paths and reach the far shore walk to the end of the platform and Blimp appears.



38 You'll find Blimp standing outside his hut holding a skeleton of a fish and asking for help to defeat a snake that's out of control. At this point a huge ugly sea snake appears called Salabog.

39 Salabog has 2,000 hit points and is best defeated by using your Horn Spear which needs to be charged up to Level Two or better. Leave Scampy to kill Will o'Wisps that Salabog spits out at you and concentrate on fully powering up the spear and throwing it at Salabog.

40 Blimp gives Pedro the mud pepper he needs for his Levitation spell. Blimp also remarks that Pedro can always return for another mud pepper when he has used the one he's been given. Take this opportunity to save your game.

41 Retrace your steps to the blocked cave and use your spanking new Levitate spell on the rock. The rock obligingly lifts up enabling you to enter the cave. As you progress through the lava maze you come across more mud peppers, use these to clear the other big rocks out of your way.

42 Don't forget to keep an eye out for walls that can be walked through. You should find a Call Bead and an alchemist with the Speed spell. Explore everywhere of this sprawling area as there are a lot of handy ingredients lying about just waiting to be collected!

43 To leave the maze you'll need to find the final mud pepper which is guarded by the Viper commander (250 hit points). To stock up on mud peppers after conquering the Viper commander exit the area via the south and then re-enter. Beat the Viper commander again and you receive a second mud pepper. Do this many times to increase your supply and increase your wealth.

44 This water pipe maze is a real pain in the ass, unless you know what you are doing! Grab the handy wax ingredient then enter the left tube and navigate your way around the water pipe until you see this flashing light. Drop down the pipe into the room below.

45 Flick the switch in the corner of the room to open a gate. Speak to the good Viper and save your game into another memory slot. Walk into the right tube and go forward until you drop out of the tube in the room. Go out through the gate.

46 Pedro and Scampy are met by Fire Eyes' evil twin, she'll set Magmar onto them. Magmar has 1,000 hit points so the battle is a long one. Watch out for Magmar's magic attacks as well as vicious blows. Charge up your most powerful weapon and alternate your blows with rapid fire magic. After a few minutes of intense battle, Magmar is defeated.

47 After defeating Magmar (the evil boiler from hell) you would have thought you could relax for a minute or two, but oh no, at this point. Fire Eyes' evil twin appears and turns up the heat on the volcano machine causing an explosion which rockets Pedro and Scampy out of the volcano and smack bang into Antiqua, which is World Two.

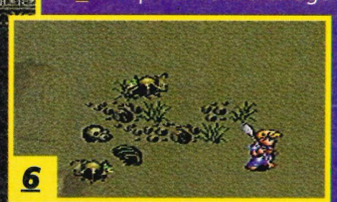
World 2 Antigua

1 When Pedro and Scampy are blasted out of Prehistoria, they splash down in a river, then fall down a gigantic waterfall. When Pedro wakes up he is alone on a beach near Crustacia and Scampy has disappeared. Pedro sets off to find him heading towards a bar on-board a pirate ship, which he sees in the distance.

2 The rogues in the pirate bar tell Pedro about the vast riches on the west bank. Pedro must speak to everyone in order to learn what he must do next. He will also finds that the money he found in Prehistoria is no good for purchasing anything in this new land. Pedro must find a rogue in a cave (which is located to the east of the ship) who can exchange his money for him.

3 After exchanging your talons for jewels, a mad monk offers to sell Pedro the Amulet of Annihilation for 10,000 jewels. He declines the old fools offer as he has nowhere near this much money. Take note of the name and price, you may need to buy one later in the game. Take a wander around the ship and save your game in the Inn.

4 Before Pedro sets off to find the ghost pirate, find the armour salesman and stock up on bronze armour (don't forget to sell your old armour). Now go east and explore. Walk through the first cave you see and you'll re-appear on a ledge directly above the cave you entered. Dodge the rogues and mad monks and enter a cave that lies a few paces to the east. Speak to your old mate Blimp, he'll give you some useful information.



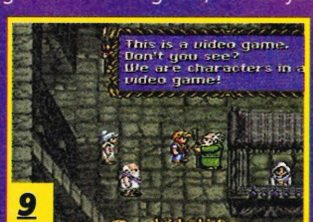
5 So what's happened to Scampy? He finds himself in the centre of a fountain, he has now changed form, somewhat, into a whippet-shaped dog. Manoeuvre Scampy across the lily pads and speak to the two people in the ground. Then enter the palace where a surprise waits for him.

6 Blimp has built a bridge for Pedro across the ravine to the desert and then gives him a Crush formula. Exit north across the bridge and walk into the desert. Take this opportunity to power up your weapons to Level Two and your alchemy formulas to Level Three. Do this by beating up baddies, then saving your game, buying new ingredients, and then repeating the process. The desert heat quickly drains Pedro's energy, so visit an oasis to help replenish his hit points.

7 The skeleton ghost pirate is to the north of Blimp's bridge. He isn't prepared to give you a lift to the other side of the endless desert unless you give him the Amulet of Annihilation. If you bought the Amulet from the mad monk earlier then except his offer. If not, get your hiking boots on, you're in for a long walk!

8 You'll notice the background repeating itself so you may wonder if you are making any progress. Be patient and keep heading north. Keep an eye out for the oasis that keeps appearing. These life-saving lagoons fully restore Pedro's hit points. Don't forget to use the A button to make Pedro run and outpace the pesky spiders and tumbleweed.

9 When Pedro arrives at Nobilia, he should talk to the guard then explore the market. Look around for the best deals. Get as many rare items as you can and don't trade any away. Talk to the loony below the entrance, when he says something like, 'If I'm lying may I be struck by lightning', the next screen should show a list of three animals. Turn into one by pressing Y and he'll give you the stone vest.



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10 On the outskirts of the market, Pedro comes across a large rock blocking the entrance to the palace. Raise the rock using the levitation spell, whereupon Tiny the muscle man appears and tells him that he can show him how to move rocks the easy way, but only if he goes to the market and brings him back a tapestry.

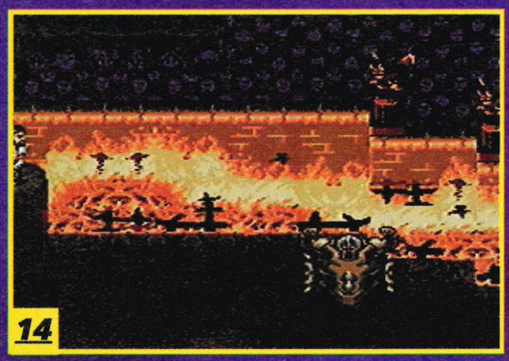
11. Speak to the rogue who is hiding behind some crates in the south-east section of the market, he'll give Pedro the Atlas Formula for 100 jewels, he can't use this yet until he gets an Atlas medallion. Shop as much as possible in the market, look out for charmed items in particular these, as they prove very useful later.

12

12. Soon the market closes and Pedro notices that there's a gathering in the square and on a podium is Scampy. The dog spots him and runs over to him. This is unfortunate since Scampy has been mistaken for the sacred dog of Nobilia who, on this sacred day, is set loose. The first person who approaches is appointed to fight the town champion in a battle to the death.

13

13 While Pedro is in the dungeon, save your game with the administrator then explore the pots in the coliseum dungeon. Take the Centurion cape and put it on. Also, check the walls on the right-hand side of the room as there is a hidden passage there. In the passage you'll find containers with all sorts of wonderful new armour and other assorted goods.



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14 Vigor is a bit hard! He has 1,050 hit points and uses a chariot as a battering ram, so keep moving around. All weapons work against him, but the horn spear or spiders claw are best. Vigor's weak spot is his back, five strikes here with a Level Three horn sees him off. Facing certain death, Vigor wisely forfeits the fight and rewards you with the gladiator sword – your most powerful weapon yet.

15

16

15 The Administrator tells you about your next mission that begins on the west bank, and how you have to bring back the two Diamond Eyes. Get the tapestry and take it to Tiny who picks up the rock and hurls it into orbit. It goes so high it that it appears to have vanished. The rock may be gone, but not forgotten as Pedro finds out later.

16 If you don't fancy the long trek back through the desert, buy an Amulet of Annihilation at the market. The salesman wants 30 bags of rice for it, but haggle with him and he'll sell you three amulets for one bag of rice. Reserve two of them for later and give one to the ghost pirate, then enjoy the ride.

17 Leave the desert and cross back over Blimp's bridge. Look to the east and you'll see that Tiny's rock has cleared the way to a previously inaccessible platform. Make your way to this ledge and collect a Call Bead and 200 jewels that are hidden in the gourds. Then go and see Blimp who will give you the Revive Formula and offers you the chance to stock up on supplies.

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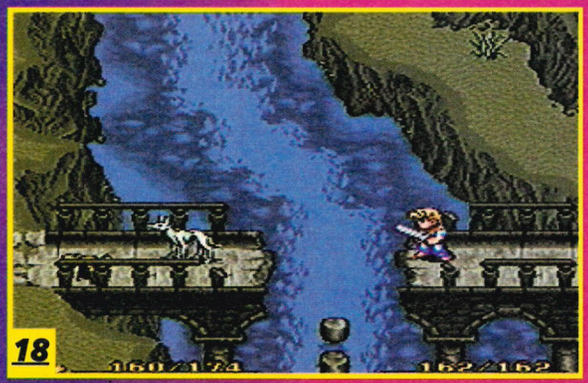

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18 Walk to the Crustacean pirate ship and save your game at the Inn. Here's a good chance to start powering up your formulas and weapons because the baddies on the other side of the river are hard nuts. Go west until you reach the broken bridge, at this point split up. Select Scampy then stand on the western most tip of the bridge and leap across to the other side. Now work your way north along the river beating the rogues as you go, when you get to a transporter, ride it across the river to the east bank.

19

19 Switch control to Pedro and make for the north to the awaiting transporter. Put both characters on the transporter and ride it back to the west bank. Go south and use the axe to hack through brambles on your left. Go west along the path until you arrive at Horace Highwater's camp.

20 Horace informs Pedro that one Diamond Eye is in the great pyramid, the other is in the hall of Colossia. (To return to Podunk, Pedro is going to need both of them). Go to the next tent and meet Madronius, he gives you the Revealer Formula and tells Pedders to look out for his brother who's hiding in Colossia. Save your game with the girlie in the next tent. Head east across the wooden bridge, then south 'til you reach a ditch.

21 Power up your weapons and spells to the highest level possible as you travel to this chasm. Use the Revealer formula, this causes a bridge to magically appear. Cross the bridge and continue west to the base of the pyramid.

24 Once again, switch back to Pedro and walk along the path collecting the goodies on the way, he'll come across new enemies here. Pedro's route is blocked by another gate, switch back to Scampy and reactivate the first switch to open it. Switch back to Pedro. Enter the room, fight and defeat the two sons of Anhur, you'll then be rewarded with a bronze axe.

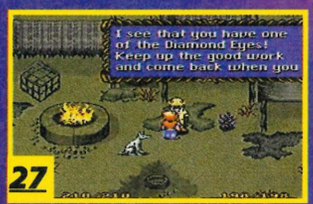
22 The pyramid has two entrances; one on the ground barred by a gate and activated by a pressure sensitive switch, the other on the first floor reached by a flight of steps. Scampy can't climb so stand Pedro on the pressure pad. Select Scampy, enter the pyramid and leap the moat to the next room. It contains four switches with a different symbols. Stand on the switch in the bottom left of the room.

23 Switch to Pedro, he can now climb the stairs and enter the first door. Follow the path and enter the room Scampy opened for you. Carry along the path until you exit on the top floor of the pyramid, walk down the steps and enter the door. Switch back to Scampy and activate the switch directly to the north of the previous one. You should now see a newly-opened gate.

25 Pedro must move in the same direction using his new axe to smash through weak walls where he comes across a man in a room. Talk to the man then collect power-ups by the northern wall and save your game. Go south and eventually Pedro comes to a wall; break it down to be reunited with Scampy. Cross the bridge over the moat, and (with Scampy who can climb stairs inside the pyramid) retrace your steps to the top of the pyramid and exit into the daylight.

26 Place Pedro on one of the switches then switch to Scampy and put him onto the other. This opens the door and inside is Rimsala. Here you'll fight Rimsala's Gem. As soon as you enter the statue casts a spell that confuses you.

Use the cure formula to nullify the effects of the spell, then attack using full-blooded blows and a barrage of magic attacks.



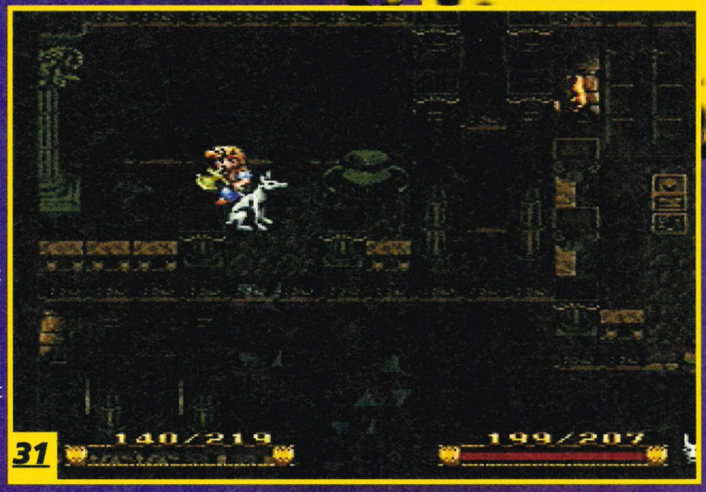
27 Set Scampy on maximum attack and whittle away at Rimsala's hit points. Rimsala collapses and explodes into flames leaving you 1,000 jewels, and the first of the two precious Diamond Eyes.

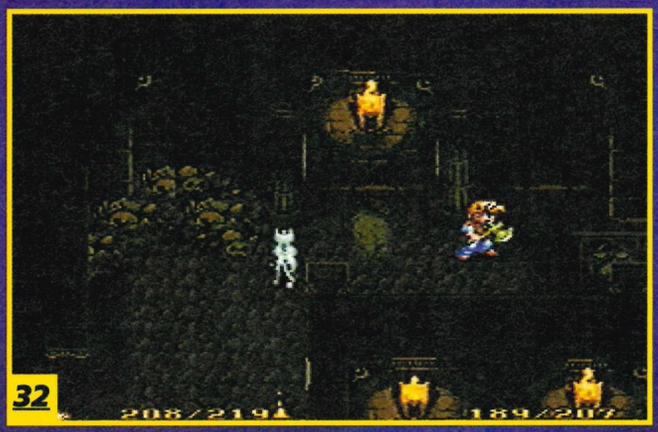
28 Now begin the trek back to Horace's camp. Once Pedro and Scampy are there save your game with the girl. Speak to Madronius and he'll present you with the escape formula. Before seeking out the second Diamond Eye go back to the market at Nobilia to spend your new found wealth on better armour.

29 On the way back across the river there is a cave on the east bank directly west of the transporter. Smash the huge rock that blocks the entrance with a bronze axe, inside the cave is a kindly druid, he gives you the drain formula. Buy some ingredients then save your game. Don't be mean with your money, buy as much as you can.

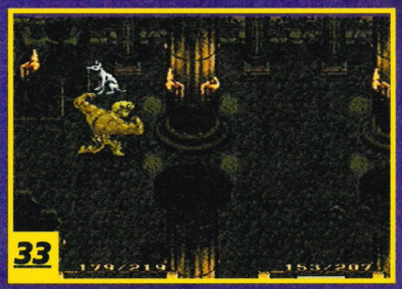
30 Pedro should go to the east of Horace's camp and to the west of the river. A huge pit obstructs your way to the Hall of Colossia. Use the Revealer spell to make a hidden bridge appear but don't fall off the bridge. Now head off in a northerly direction.

31 Once inside Colossia use the Revealer to create bridges across the two pits to the north east and to the north-west of the chamber. The right route leads to a save point, use it! The left route leads to a switch that opens the next section. The switches are faces set into the floor. When you arrive on the other side of the pit press the switch to open a door to a sub-chamber on the left of the main area.





32 Enter into the sub-chamber and head to the north east corner, here Pedro finds a switch to activate a temporary bridge. This makes it possible to cross the pit to the north of the new area. Cross the bridge and find another switch, press this one too. Now head south, you find another switch which reactivates the bridge enabling you to run back over the pit and exit this area.



33 Pedro is now back in the main chamber. In the bottom right-hand corner a door has opened, inside is a Mini-Taur, he has good magic defence, so use hand-to-hand combat. Set Scampy to maximum attack and use your most powerful weapons. Once the Mini-Taur is defeated the inevitable switch appears, press it to open a third door back in the main chamber.

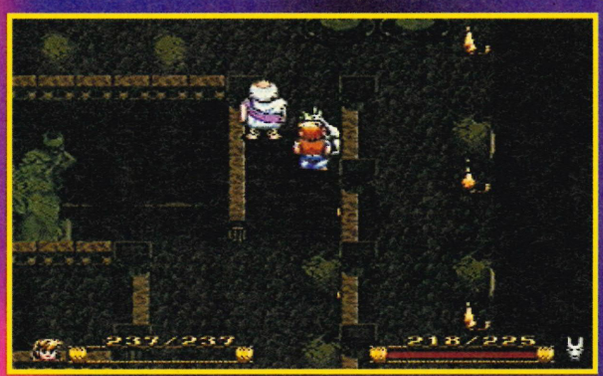
34 Pedro discovers a new door has opened to the bottom left. Go in then go west until you see three switches on the floor, these should be pressed in order from left to right to open the door in front of you. Go through the door and across the wooden bridge to the east. Make sure Pedro runs across this bridge as it gives way under his weight.

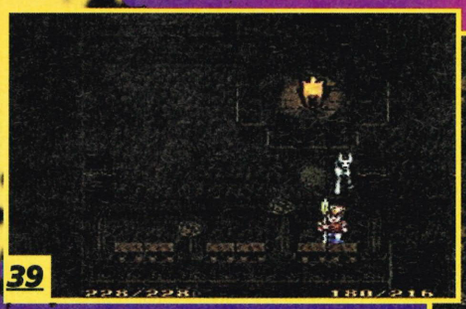
35 Pedro should head south until he enters a room that has six floor switches, press them all. Now head north to find a switch to activate an elevator type contraption. Enter this and it warps him back to the main chamber. From here he can go to the top right-hand corner of the chamber and enter the final sub-section.

36 The first thing you come across is a switch, press it to activate a temporary bridge that crosses over the pit. Head north until you come to another switch, press this one too. Head east, press the next switch, then head south-east and you'll come to what appears to be a dead end. Using your revealer formula on the pit, activates a hidden bridge, cross it.

37 Once safely across the pit you come to a mad monk. This monk's a bad one, four times harder than your average mad monk. Take the time to administer a good kicking, when you've defeated him you'll get a switch. Next you'll get a bronze spear, equip yourself with this immediately – it is Pedro's best weapon yet.

38 There is a secret passage in the west wall. Follow this and you'll arrive in a very small room in the middle of nothing! From here walk through the other west wall and into another secret passage which leads to a second room. Here you meet Madronius' brother, he gives you a new formula called Fireball. Save your game, collect the ingredients, retrace your steps and you'll be back at the entrance of this sub-section.





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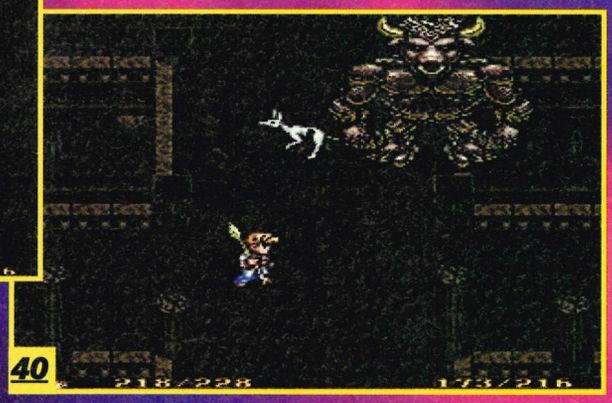

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39 You might be in a bit of a quandary here as the switch that activates the bridge is on the other side. The solution is simple. Stand opposite the switch, hold up the bronze spear which is thrown across the gap to hit the switch and activate the bridge. Now head north to the main chamber and stand between the two golden floor switches. Throw the spear across the gap to hit the switch on the other side which activates a bridge.

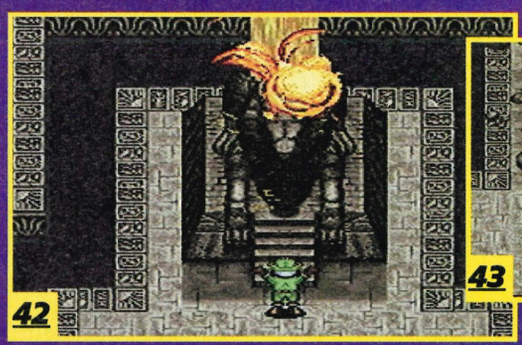
40 To beat up the Mega-Taur charge up your most powerful weapon then unleash a mega blow on his behind. Study his attack pattern, first he'll curl up into a ball and launch himself at you. Once he's landed, he'll freeze briefly – hit him while he's still. Repeat this tactic and use your Cure spell the moment he uses the Confound spell. Continue in the using the Crush spell, you'll soon be collecting the Diamond Eye and the 3,000 jewel reward.

41 Now head back to Horace's camp quick smart. You'll find that Horace has split, he's gone to the west bank. On the way to look for him Pedro comes across a Horace look-alike who he stupidly gives the other Diamond Eye. He is then attacked by evil Horace's henchmen. When Pedders has

41

beaten up the henchmen he realises his error and pursues the dastardly Horace clone back to Nobilia.

42 Once in Nobilia, go east into the square. In the middle of the square evil Horace places the two Diamond Eyes in the statue of the sacred dog. The statue is consumed by flames. When it clears it reveals another boss for Pedro to defeat Aegis. Aegis has 3,800 hit points as well as excellent magic defence, so don't bother casting spells on him. You can only inflict damage on him when his head is flashing, so power up your best weapon while he is invincible and let him have it when the flashing starts.



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43

43 Set Scampy onto Rottweiler mode to defeat Aegis. All that remains is an unstable energy core. When Tiny arrives, he'll use his massive strength to put the core into orbit. Return to Horace's camp where Madronius has uncovered a new tunnel. Pedro discovers that the rivers have dried up. At the river-bed, head north. Look east at the dead end where there is something below. Get Pedro to jump over, he'll arrive at the Oglin Cave.

44

44 The cave is a maze titanic of proportions. To get through use the following steps. Walk south until you reach a teleport tile, stand on it and you'll be warped into another area of the cave. When you reappear, continue east until you see another tile. Don't warp, instead walk south. Exit the room and follow the path to the east and then to the north.

45

46

45 Continue trekking north until you reach a teleport tile. Stand on the teleporter and warp. Walk west until you see another teleport tile, continue west past it and walk north into the next room. Go east, east again, then north-east. You should be able to see a pot on the opposite bank, when you reach this position head south.

46 Continue walking south until you reach a teleport tile, then hop on it. You'll be teleported to the tile next to the pot you saw earlier. Open the pot and collect the three Call Beads inside. Walk west until you enter a room with exits to the north and west. Take the path north and prepare to meet the cave boss Aquagoth.

47 The most effective method of dealing with Aquagoth is to set Scampy on maximum attack and leave him to take care of the beasts tentacles. Switch control to Pedro and concentrate on blasting Aquagoth with the most powerful magic and blows from your strongest weapons. If you are in trouble use the Call Beads to bring Fire Eyes to your aid.

47

48

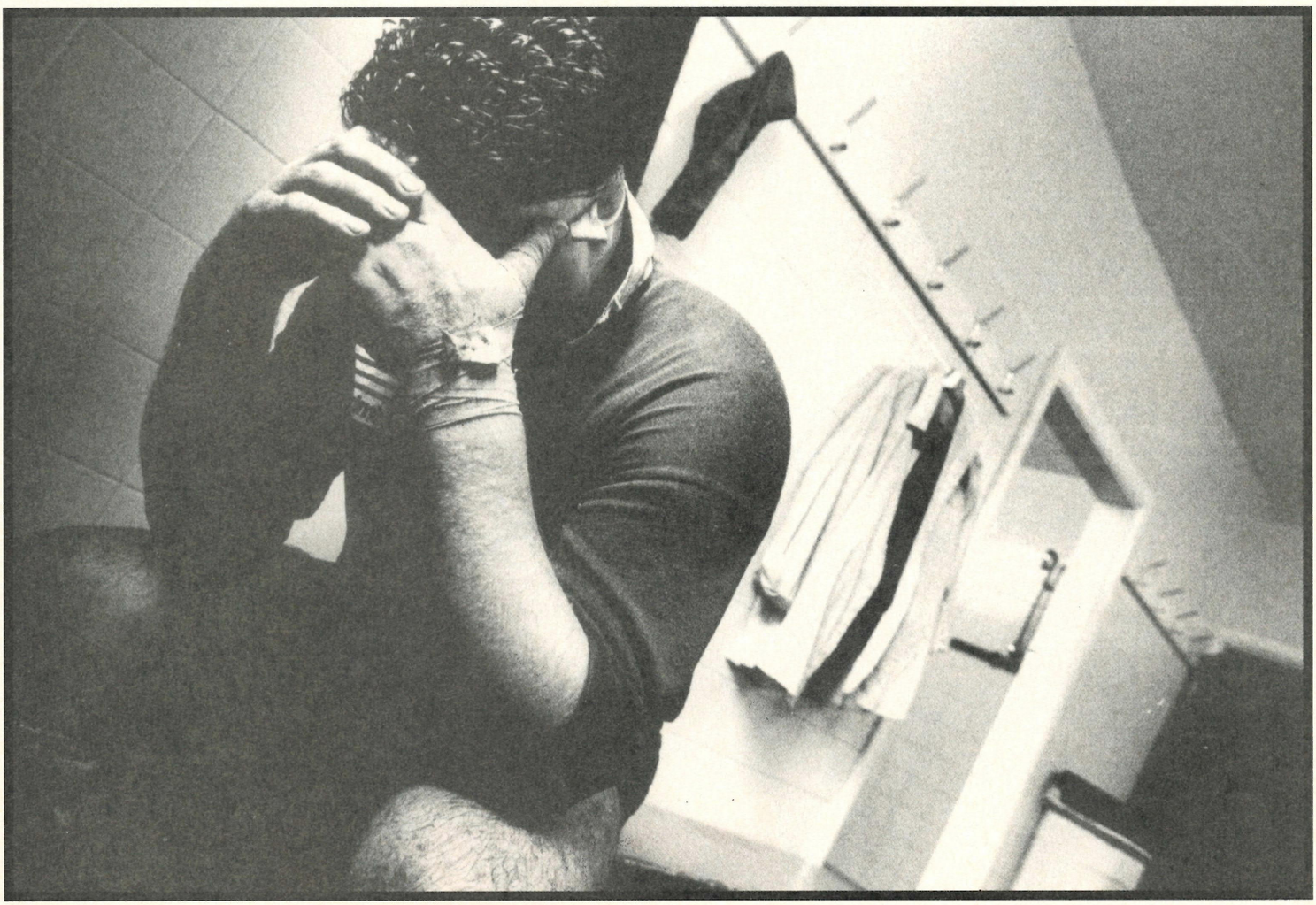
48 Once Aquagoth is defeated Pedro hears a disembodied voice calling him. Look up and you'll see a bucket being lowered to the floor. The voice tells Pedro and Scampy to get into the bucket so hop in and be prepared for the new world of Gothica.

Next Month

If you managed to get this far you'd be a fool to yourself to miss our brilliant final part.

THE RUGBY MAGAZINE

FIRST XV



**"Oh no!
The captain's run off with
my copy of FIRST XV"**

The very best in rugby journalism – every month

THE NEW MAGAZINE FOR RUGBY UNION

Future PUBLISHING

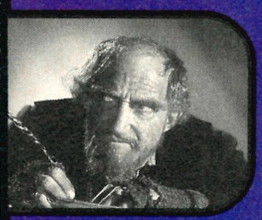
letters

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

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

FAMOUS TOTAL! READERS

During a recent concert in Bath, Oasis' Liam spotted our very own Rob in the crowd and proceeded to nip back stage, grab the latest copy of TOTAL! and parade it in front of the delighted crowd. Commenting afterwards, Liam told us that, 'It's the best magazine around, man. It's a real laugh. And your Tactix section is so helpful because Noel's a bit thick, you know?' Liam often writes letters – mostly raving about the N64 – and has asked the TOTAL! team to play as the support act when the group next tour America. However, due the amount of work we have to put into the mag we had to refuse. And besides, anyone who writes lyrics like 'She's got a sister/And on the palm of her hand is a blister', doesn't deserve any favours from anyone.



Rob's Briefs

Dear TOTAL!,

First let me congratulate you on an excellent publication. No other magazine has reached the standard of quality you have. And I'd go on praising you all day but I have a few questions that desperately need answering.

1. I know that the N64 is going to be a great machine and all that, with enough power to supply a small country for a week, but I feel if Nintendo delay its release much longer other companies will have improved on their current consoles. So, by the time the N64 hits the shelves,

Dear Rob,

Would you mind just giving me a run down of what your scores mean? Obviously anything in the 90s is a must buy but how good are 70% and 80% rated games? Is it worth me considering products like *PGA Tour '96* (82%) and *Porky Pig's Haunted Holiday* (78%)?

David Singleton, Bristol

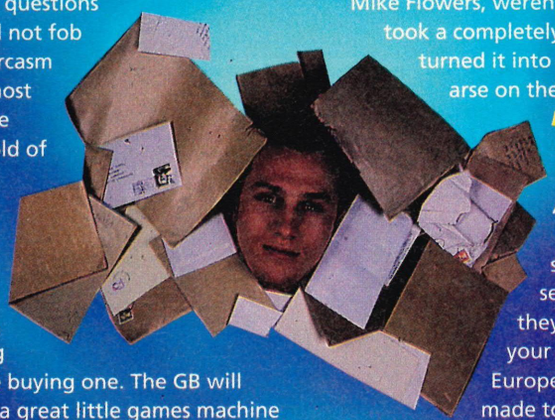
Dear David,

If a game gets over 90% then it is a must buy as you say. Anything in the 80s is well worth thinking about as well. Certainly *PGA Tour* '96 is an excellent game. Once a game drops below eighty, however, then you should think a little more about whether the game suits you. Remember the score is not the be all and end all and should be taken in conjunction with the review as a whole. If a game gets less than 20% though then forget it.

Rob

machines as a whole will have reached an altogether higher standard.
2. I have a SNES and a Game Boy but I'm wondering whether it would be worth my while selling my Game Boy and investing in a Virtual Boy. What do you think?
Matthew Horlock, Aldershot

Dear Matthew,
Thanks for your praise. As you've been so nice I'll answer your questions thoroughly and not fob you off with sarcasm like I do with most people. If I were you I'd keep hold of your SNES and GB for now. Either one is better than the Virtual Boy on its own, let alone selling both to finance buying one. The GB will continue to be a great little games machine well into this year and next and would only be worth swapping for a better truly portable system. Keep watching for more info on the colour GB developments.



As for the N64, we were discussing this very point in the office the other day. We think that the longer the N64 waits to launch now, the better it will be for it. If it is launched in this country next Christmas, many people with Saturns and PlayStations may be bored with them and ready to move on, and the technology of the Nintendo 64 will not be matched for some time to come.
Rob

Dear TOTAL!,
Congrats on an excellent magazine. I would just like to ask a few questions in the hope of some enlightenment.
1. In France you can still buy NES games like *The Smurfs, Wario's Woods, Aladdin* and the *Lion King*. Could you use these games on an English NES?
2. My friends and I are currently in the process of writing software. Our next two projects consist of an RPG and a 3D beat-'em-up. Can you give us any advice on how to get the games out into the laps of the games buying public?
3. In Issue 51, you were joking about liking Mike Flowers, weren't you? I mean, he took a completely perfect song and turned it into the biggest mound of arse on the planet.
Miles Blake, Kent

Dear Miles,
Apart from the fact that they might smell of garlic I can't see any reason why they wouldn't work on your NES. Most European games are made to the same specifications, so I'd go for it.

As for getting your own games into the market, your best bet is to get a publisher or developer involved. Check out trade press such as CTW for company addresses and contacts or visit the ECTS. But be warned it can be very difficult.

Did we really say we liked Mike Flowers as well? I suppose it was Christmas and a time of goodwill towards all men, including sad easy-listening crooners with fibreglass hair structures. Fear not, he's no longer a friend of TOTAL!
Rob

Dear TOTAL!,
I just wanted to write and blow my own trumpet or rather my son's trumpet.

Win a Game Boy Cart

WEIRD PLACES I'VE PLAYED MY GAME BOY

No. 51

Name: Tim Weaver
From: Some town in Worzel Gummidge country.
The top of a mountain? Well it's not really that weird, you might think. Lots of people climb mountains. Oh but it is weird. It's *very* weird. Tim partaking in a spot of exercise? That's very weird. Yep, the Flapjack Kid has been caught in action and now we're sending the negatives to The Sun in exchange for 20 grand.

Dear Rob,
How much do you reckon I could pick up a Super Game Boy for?
Robert Massey, Liverpool

Dear Robert,
The Super Game Boy is surprisingly pricey and normally retails at around £60, but we've seen plenty of them in second-hand shops and you can pick ones up for around 30 quid.
Rob

Dear Rob,
I am a recent convert to the SNES (there aren't many of us, I know) and I think it's a brilliant machine with some equally good games. But, I must say, I was absolutely horrified at the prices of the carts. £65 for new games? That's unbelievable. How come Super NES games are so expensive? There are PC games at cheaper prices than that.
Roger Dalton, Birmingham

Dear Roger,
Very true. I think the problem is that new SNES games are currently in shorter supply than PC games and subsequently the price is bumped up. Frankly though, if you're a recent convert to the Super NES, then there is a whole back catalogue for you to catch up on and the games can be picked up very reasonably. Check our TOTAL! Recall section as a guide to which games are worth buying first.
Rob

Dear Rob,
What do you reckon on Take That splitting up and who do you reckon's going to be the next Take That?
Mary Thompkins, Plymouth

Dear Mary,
There can never be another Take That. I'm really quite heartbroken about it all. Boyzone are possibly the closest to a replacement, but even they'll never quite be the same. As for them splitting up, I suppose it was bound to happen at some stage. Even though they're not together anymore at least they'll all be continuing in the music industry with solo careers.
Rob

Dear Deb...

Star Letter

Dear TOTAL!,

I have been reading TOTAL! since Issue 2 and in my opinion we've been waiting for the N64 for far too long. Even since it was announced in 1993 it has been constantly delayed and I find it very annoying how Nintendo constantly build up consumers hopes then dash them. What is your opinion on this matter?

Michael Cole, Londonderry

Dear Michael

I agree totally. I think the building up of customers expectations is inevitable as Nintendo strive to keep the N64 in the public eye, it is just unfortunate that they can't be more open about the situation with true Nintendo fans. Obviously that is impossible though if they want to keep up that front for general consumers.

Being fair to Nintendo, however, I don't think they have been as dishonest as many people are saying. They have done their best to release the machines on time but have simple struggled to meet deadlines and this is always a problem. Any project involving advanced technology generally runs into unexpected problems. The Channel Tunnel for instance was completed years later than expected, at least this will beat that. But yes, we are every bit as frustrated as you.

Rob

Minory – he's half-Japanese – is five and after cutting his teeth on the Game Boy I bought him a SNES. To date he has finished *Starwing, DKC2, DK and Yoshi's Island* and he can't even read your guides. Is Minory the youngest SNES expert yet and can he have a job on your magazine?

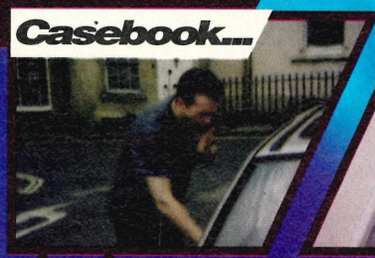
Mrs Terre Yuki, London

Dear Mrs Terre Yuki,

We are seriously impressed Mrs Yuki. I'm not sure about reading our guides but Minory can write them if he likes. In fact if he carries on at this rate he can have my job by the time he's seven. Anybody know any younger players this good out there? Because we don't.

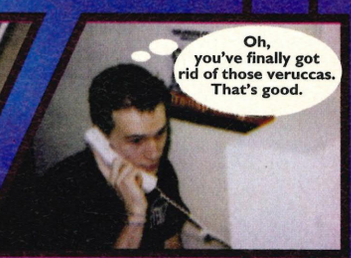
Rob

Casebook...



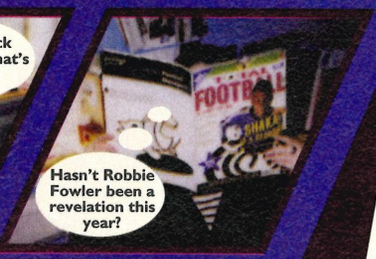
I'm at my wit's end. The team just refuse to do any work. They swan on into the office about eleven o'clock...

... and tell me they were working till the small hours, when I know very well they went home at six. How do I motivate them?



My Art Editor is either on the telephone to his girlfriend or, during the rare moments when he's not, he's under his desk working out with weights – such is his gruelling fitness regime.

... and my Staff Writer does nothing but stuff his face with yogurt and flapjacks, and treats his desk like a set of drums.



And, if all that wasn't bad enough, my Deputy Editor has taken to reading football mags – and she's a girl. It's not on.

Dear Everyone,
I couldn't be bothered to do anymore work so I've gone home early. I'd like you all to do my work for me and if it's not done by the time I get back from my long weekend, you're all sacked. Geddit? Yeah, well you will get it if the work's not done.
Rob.

Deb says

Dear Distressed,
I think the problem you have is that they ARE taking a leaf out of your book. You obviously struggle to motivate your team so perhaps you should consider resigning. If you don't fancy that you could always make them all a nice cuppa. That's what I'd do.

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

Hazel says: Mode 7 – as featured in this month's *Mohawk* preview – isn't quite as revolutionary an idea as T•HQ would have us believe. Indeed, it's been used in games such as *Castlevania* and *Yoshi's Island* in the past. Still, it's good to see developers making use of different features in their games, isn't it? Now where's my Mr Sheen?

Lord knows I work hard for this magazine. I'm often here till the early hours of the morning and I'm really fair on my staff. I wish they'd just take a leaf out of my book.

Please help me, I just don't know what to do.

A Distressed Editor, Bath

Chris' Crayon COURT

Help, I need some help! Somebody has stolen my rollers. Has anyone seen them? If not, next month my hair could look like Robs!

'Surely this deserves something, doesn't it?' Now listen to me Timothy, you know who you are, it deserves nothing. in fact I'm going to burn it.

Yoshi by Jon Davis. Great, Isn't it? Great technique sketched on the computer, printed out, then coloured in. Ace!

Now these are great! Rob, Andy, Tim and Hazel – excellent! I particularly like the fact that Rob has breasts. Well, not the fact he has them but the fact that makes him a big...

(Oh dear! it seems as if you've ran out of space – Ed.)

Top Tips

Forget Just Seventeen and More because they're rubbish. This is where to look for top lifestyle tips.

Debs' Tip: When you're shopping for CDs, always buy in bulk. It has a number of advantages: a] you have enough music to keep you going until next year's January sales. b] you can make use of special bulk offers, such as, HMV's 3 for £21 offer. c] and you really can say that you enjoy 'all types of music' during moments of socialising.

Rob's Tip: Never play sport against Christian. Not even if you think you're unbeatable. You're not. He'll beat you. Guaranteed. And don't ever play badminton against him. Period.

Chris' Tip: When playing sport try eating bananas. They contain high levels of potassium and prevent the onslaught of lactic acid (which brings on cramp). That's why tennis players always eat them, see?

Tim's Tip: Don't ever go into Le Croissant in Bath. You'll wait in the queue for ten minutes for a minuscule piece of flapjack and then be told by some foreign woman who you can't understand, that because you've only got a 10 pound note she can't serve you.

Tips Tips Tips

Hey you!

Want to know what *Super Mario RPG* and *Star Kirby Deluxe* are *really* like? Fancy a gander at *Shadows Of The Empire* and *Turok: Dinosaur Hunter* on the Nintendo 64? Care to discover how you can build up your SNES library at pocket money prices? Need to discover every little secret of *Diddy's Kong Quest*? Got a hankering to win a *Killer Instinct 2* coin-op or find out how video games could change your life?

Then what are you reading Total for?!!!

INDEPENDENT SNES AND NINTENDO 64 MAGAZINE

SUPER PLAY

ISSUE 44 OUT NOW – No other magazine comes close

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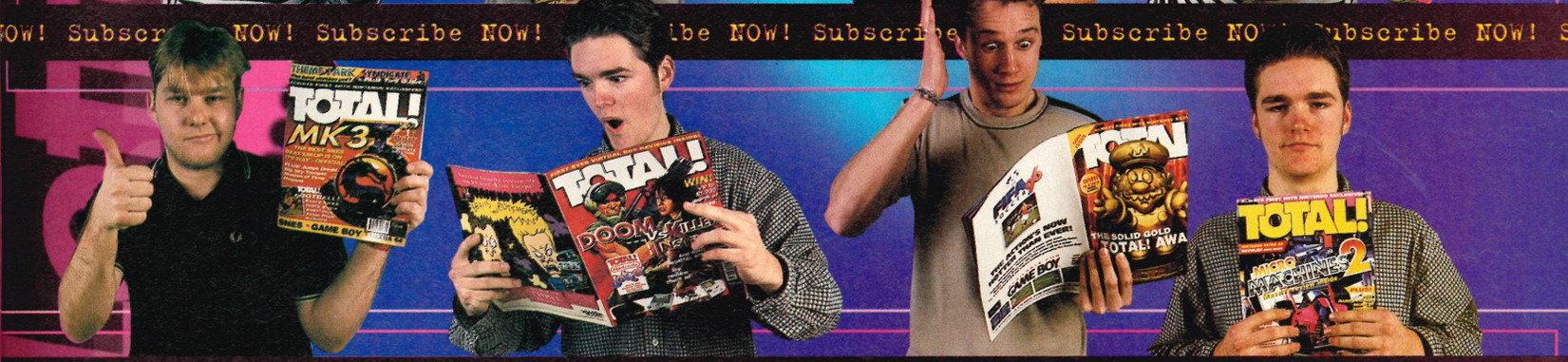

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By Subscribing

...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?

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Here's a few we made earlier

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TOT30: – TOT43: Phone for availability
TOT44: Confused *Doom* cover but a packed issue.
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.
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TOTAL! Tactix

Hello there. TOTAL! Tactix here. Thanks for sending in all your lovely cheats. It's so nice to hear from you. And it's good of you to make the effort. But if we EVER receive ANOTHER *Killer Instinct* cheat you'll all GET IT. GOT IT? Oh well, I suppose I should be getting on. Ta ra and that.

Sim City

Andrew Mack knows how to build cities. So when he's not proposing new housing developments to Glasgow City Council, he's playing *Sim City*. And if you fancy having £999,999 at your disposal, you'd better sit back and listen to him.

When the year starts, go straight to the Speed icon and pause the game. Now pop across to the Tax screen and lower the Police, Fire and Transport funds to 0%. Follow this up by spending all your money on the Police and Fire departments. If there is any money left over, waste it away on roads and bulldozing.

Following? Alrighty then. Now go back to the Speed icon and turn the speed up and wait for the end of the year Tax screen to appear. Hold the shoulder buttons (LEFT and RIGHT) and leave the screen. Now re-enter the Tax screen again and raise all the funds to 100%. Exit the screen once again and release the shoulder buttons. And if you take a gander at your funds they should be looking pretty healthy. £999,999 healthy, in fact.

Addams Family Values

Oops. Apology time. You know how last month we had a cheat from Mike and Chris Carbery? And you'll remember how I referred to them as 'lads'. Well, it appears that they are actually husband and wife. Whoops. 'My wife said she's been called a few things in her time but never a lad', wrote Mike. Alright already. Jeez. Talk about touchy. Anyone would think I called them a couple of drooling simpletons. 'And I didn't appreciate you calling us a couple of drooling simpletons either'. Oh. Anyway, they seem to have forgiven me because they've sent all the level codes for *Addams Family Values*.

Dungeon One
98LTOH4BMP8 JR4BQ8BVSVJ
Dungeon Two
FTB5OVCG5QS 5DP8N7T1K9D
Dungeon Three
7OHOT85B2KZ 2FW5DJD9N3C
Dungeon Four/Five
8CTHMX54P2V P617VLDSM9D
Dungeon Six/Iceland Pt1
D11NHKRC5CV 1LTRW3YLH15
Dungeon Seven/Amulet
JN5HRKD85BQ 1PYR4BYLP15
Greenhouse
9W5R42HQ4PW OR21QWVVL4J
Phweeb
96V8WOJQYP4 :T85S45XQ7K
Stone Gardens
D:2NVJCB63W S55WB4T9HLW
Graveyard/Wetlands
D:2NVJCB63W 2JSQ94XDHJT
Jewelled Key
D12NWJCC63V 2JTQ93XDHIT
Morgue/Iceland
HJZHCHNW3BB ZM:SYQWNR26
3/4 Energy & 4 Weapons
::Y:298 DV:: 6W:6V7FQT83
Full Energy
:VY:398 RV:V 6WV6VV6QLR3
Full Energy & Most Items
BT2BK5DXZBT 7YVBYVKVK:1

There is also a hidden code but you have to complete the game to get to it. It's an invincibility code and can be obtained by taking the initials of all the program designers and then using them as the level code. Our thanks go to the dynamic duo who are husband and wife and – contrary to what you may read elsewhere – not lads. At all. And never have been, in fact. Ever.

Chrono Trigger

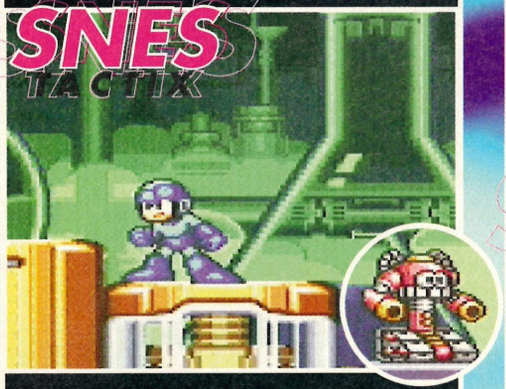
James Rodgers calls himself the 'Tipman'. Because he's good at tips. 'And not because I live in a skip', he says (yeah, funny, and not in the least bit predictable). Anyway, after he'd dispensed with the hilarity, he decided to start on about *Chrono Trigger*.

'Here's how to make money quickly. In 65 million BC – when you get to the Hunting Range – try and get hold of as many petals, fangs, horns and feathers, using your Cyclone Technique, as you can. Take these items to the Trading Post and trade them in for the Stone Arm and Flint Edge. Once done, sell them onto the Caveman for as much as you can. The purpose of this is to set you up for your visit to the Medina Village which has plenty of stores but the prices are very high.

'Once you're at the village, you should be able to afford the Lumina Robe, Demon Edge, Dark Mail and Glow Helm. This, in turn, should

mean that the bosses are far easier to beat when you come to face them. Really, it's all about common sense'. Strewth, is it? We don't hold out much hope of anybody following your guide then, James. Joke. It was a a joke, dear readers.

SNES TACTIX



Mega Man 7

Tom Jones (chortle) from Wrexham in Wales (chortle) wrote in and told us that he was struggling with *Mega Man 7*. He tells us that he can't find the Proto Man rooms. Well, what do you expect? We all know that people from the valleys of Wales live in mud huts without electricity and modern appliances. It's obvious that you're not going to know anything about *Mega Man 7*, isn't it?

Still, we've been hard at work for you. It appears that you can only meet up with Proto Man on three occasions. The first is fairly simple. Just get to the Cloud Man level. It's a little distance into the stage and not hard to find. The second time is on Turbo Man's level. About half way through, make your way up the long ladder – which is only missable if you're playing the game with the television off – and one screen from the top, jump right, into the wall. It sounds ridiculous but you will be able to go through the wall. Proto Man should be contained therein.

You will only be able to meet up with Proto Man for the third time if you've exchanged a hearty hello with him the first two times. This time, get to Shade Man's stage and give the robot pumpkin a good kicking. Run right, through the wall and, lo and behold, there he is again. And if you beat him this time, he'll leave you the Proto Shield which is most useful.

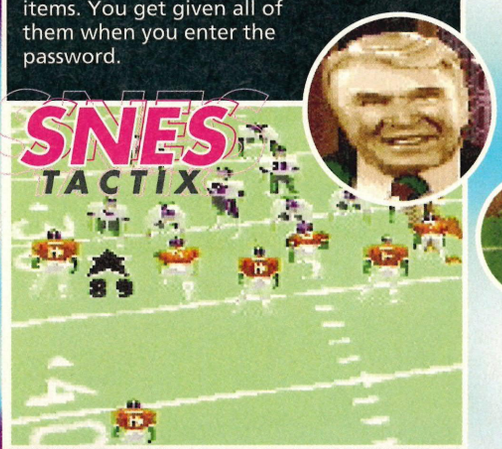
GB TACTIX

Wario Blast

Wario. Enemy of Mario. Best mates with Dario and Zario. Flario's second cousin. Brother of Gario, Tario, Nario, Bario, Yario and Colin. And also pretty good mates with Simon Stockbridge of Sutton it seems. The two of them have been working in perfect harmony for weeks now and, as a consequence, have sent us a cheat for Wario's follow up to *Land*.

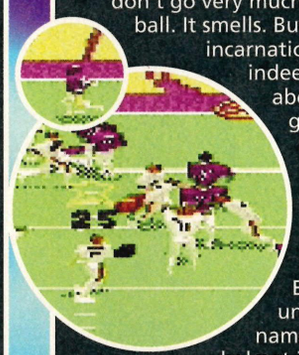
According to Si, by entering the password 2264 you'll be granted lots of 'useful items'. Useful? What's that supposed to mean? £20 Boots vouchers are useful but I don't think Wario gets given one of them, does he? Well, when we checked it out we found that he actually meant special items. You get given all of them when you enter the password.

SNES TACTIX



Madden NFL '96

Everyone knows that we, here at TOTAL!, don't go very much on American football. It smells. But the computer incarnations are very smart indeed. So, why beat about the bush getting on our soapboxes when we could be giving you some team codes which Eric Lee sent us all the way from Bristol? Enter the codes under the team names whilst the helmet is on screen. The L and Rs we refer to are the L and R on the shoulder buttons. See?



Team	Code
Detroit Lions	B, A RIGHT, RIGHT, Y
Cleveland Browns	A, LEFT, LEFT, RIGHT, B
Green Bay Packers	B, A, Y, B, A, LEFT, LEFT
Baltimore Colts	B, A, LEFT, B, A, LEFT, LEFT
Miami Dolphins	LEFT, RIGHT, B, B, B
Oakland Raiders	B, Y, B, Y, LEFT, A
Dallas Cowboys	B, A, RIGHT, B, Y
Carolina Panther	LEFT, Y, B, RIGHT, A, RIGHT, Y
Pittsburgh Steelers	LEFT, A Y, B, RIGHT
Seattle Seahawks	A, LEFT, A, RIGHT
Tampa Bay Bucaneers	Y, A, RIGHT, RIGHT
Atlanta Falcons	LEFT, Y, B, RIGHT, A
Housten Oilers	A, RIGHT, A, B, Y, A
Cinncinati Bengals	RIGHT, A, LEFT, LEFT, Y
San Deigo Chargers	A, Y, RIGHT, B, A, LEFT, LEFT
San Francisco 49ers	B, A, Y, A, RIGHT, Y, A
Chicago Bears	Y, A, B, B, A
New England Patriots	RIGHT, A, Y, B, A,RIGHT, Y

SNES TACTIX

Striker

We all know – and if not, why not? – that football is great. Furthermore, we all know – and if not, why not? – that *Striker* is an excellent representation of the beautiful game. But some of you might not know – and if you do, why didn't you tell us sooner, eh? – about the secret teams on *Striker*.

So we're going to tell you because we worked it out ourselves. Win the Super Cup – you can play as any team because it doesn't make a jot of difference – then enter the Mini League. Start the game but quit as soon as play starts. And, as if by magic, you'll have the Elite and Rage squads to muck about with.

SNES TACTIX

The Adventures Of Batman And Robin

Batman is good. The film is good. The cartoon is good. The comic is good. Robin isn't good. He was in the rubbish *Batman Forever*. He wears tights in the cartoon and, to make matters worse, dons pants in the comic books. It's hardly surprising, then, that Batman always comes first in the proceedings, is it? However, they were both rather good in the game and so Wayne Namtab from Sunderland made the most of it with these level codes. On the password box – which is four squares by four squares – input these codes starting from the top left, working across from left to right on each row.

No Green Peace: SQUARE, SQUARE, space, space, TRIANGLE, space, SQUARE, space, TRIANGLE, space, SQUARE, space, CIRCLE, SQUARE, TRIANGLE.

Fowl Play: SQUARE,

space, CIRCLE, SQUARE, CIRCLE, space, space, space, SQUARE, space, space, TRIANGLE.

Tale of the Cat: SQUARE, SQUARE, SQUARE, space, SQUARE, space, SQUARE, SQUARE, space, space, CIRCLE, space, space, CIRCLE, SQUARE, TRIANGLE.

Trouble in Transit: SQUARE, CIRCLE, CIRCLE, space, space, CIRCLE, space, space, CIRCLE, TRIANGLE, CIRCLE, TRIANGLE, space, space, CIRCLE, space.

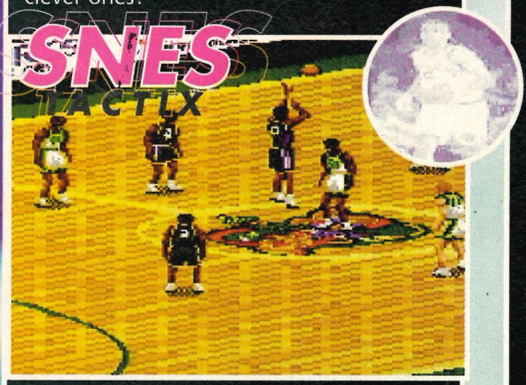
Riddle Me This: CIRCLE, SQUARE, SQUARE, TRIANGLE, space, CIRCLE, CIRCLE, TRIANGLE, TRIANGLE, SQUARE, TRIANGLE, SQUARE, SQUARE, TRIANGLE, CIRCLE, space.

Perchance to Scream: space, space, SQUARE, SQUARE, space, CIRCLE, space, SQUARE, CIRCLE, TRIANGLE, SQUARE, CIRCLE, CIRCLE, CIRCLE, CIRCLE, space.

Prehistorik Man

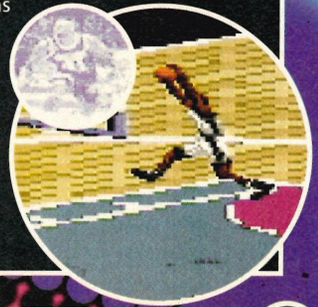
Favourite game of last month? Oh yes. Played it till it could be played no more, we did. And whilst we were at it we found a very convenient little cheat that helped us skip levels.

Go to the Options menu, okay? Now highlight Exit and press and hold the R shoulder button. Now press START. At any point during the game – that's any point you darn well want – you merely have to press SELECT and you can skip to whichever level you like. Aren't we the clever ones?



NBA Live '96

Basketball's a bit of a lark. Like playing on disused railway tracks. It is also the subject of many games and *NBA Live '96* was one of them. It was a bit rubbish, sure but there's plenty of you who play it regularly. So, it's a good job we've got this

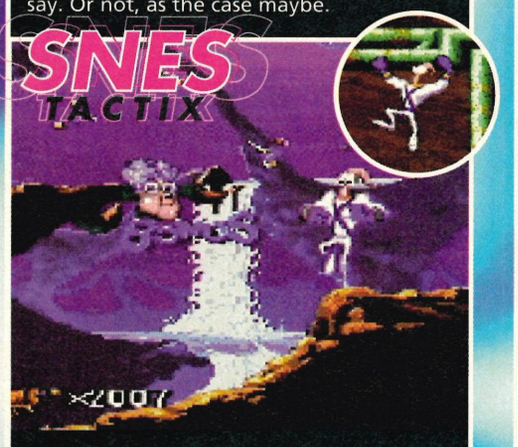


Hidden Characters cheat from Daniel Carr of Oxford.

Go to the Edit Players screen and enter the following names for the players:

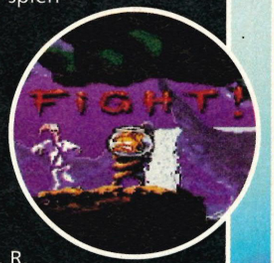
FRAZIER
BARKLEY
JORDAN
ERVING
CHAMBERLAIN
JOHNSON
JABBAR
COUSY
BIRD
ROBERTSON
GERVIN
MARAVICH
BAYLOR
MIKAN
I THOMAS

You should hear a clicking noise if it's been done properly. You will now be able to check their quite unbelievable stats by merely pressing the L and R shoulder buttons. By now selecting the Custom Team option you can include these basketball experts and piece together a dream team. Excellent, dude! as the Yanks might say. Or not, as the case maybe.



Earthworm Jim 2

It's not the hardest game in the world but there's going to be some of you who are, well, less than good at it. So, as if somehow realising this sad truth, Mark Hawkinson felt it necessary to contact us with a whole batch of splendiferous cheats. All you've got to do is Pause the game at any time and enter the following for the following. Geddit?



Extra Ammo: Select, X, X, X, X, X, X, Select.

One Ups: Left, Select, Right, Select, L, Select, R, Select.

Extra Continue: A, Select, A, B, X, Y, X, Y.

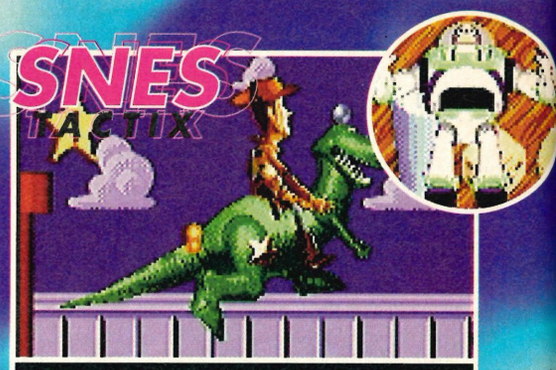
Three-Shot Gun: X, X, X, X, A, A, X, Select.

Skip to Level 3: A, B, X, L, R, L, A, B.

Skip to Level 7: A, X, L, R, X, L, R, L.

Teleport Bomb: X, X, X, X, B, B, B, B.

There is also another code which acts as a rather handy level skip. Just pause the game in the same fashion and enter: Select, B, X, A, A, X, B, Select. Now unpause the game and it will skip straight to the next level. Easy peasy, pudding and pie.



Toy Story

'I've been hard at work with the excellent *Toy Story*', says John Burchill of Stoke, 'and I think I might have sussed out how to access a level select'. You THINK you might have? YOU THINK YOU MIGHT HAVE? You do realise that if you're wrong we're going to have fifteen billion people ringing us over the next four weeks telling us that the cheat was wrong don't you? Jeez Louise, John, I hope you're right, mate. I really do. For the sake of the whole nation.

'When the *Toy Story* intro screen appears (the one which doesn't have Buzz flying across it) enter A, B, R (the shoulder button, presumably), A, X, A, Y, A, B, R and A. Now pause the game at anytime during the game and press A. You will then find yourself transported to the next level.

John might think his cheat works but we KNOW our cheat does. If you want to become invincible, go to the set of drawers – on the first level – with the pot of army men on top. Now stand on the lower of the two drawers and hold DOWN on the D-Pad for about six or seven seconds. Now, if the star in the corner starts spinning you know that no one can kill you. Works, it does.

Wild Guns

Strictly speaking we probably shouldn't be carrying this cheat until the game sees the light of day on the shelves but, well, you know us. Never sticklers for tradition and all that. So, here – in all its glory – is how to skip the tricky first level.

Get yourselves to the Player Select screen where you must choose between the lovely Annie and the not-quite-so-lovely Clint, now tap in A, A, A, A, B, B, B, B, A, B, A, B, A, B, A and B. Simple. Now you'll skip past all that square metal robot/dangerous men in wagons/big end-of-level baddie malarkey. Grrrrreat.

TOTAL! SOLUTIONS
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Alfred Chicken	GB	19-23
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Batman	NES	6
Battle Of Olympus	NES	9
Battle Of Olympus	GB	22
Cannon Fodder	SNES	39
Castlevania II	NES	10
Cybernator	SNES	22
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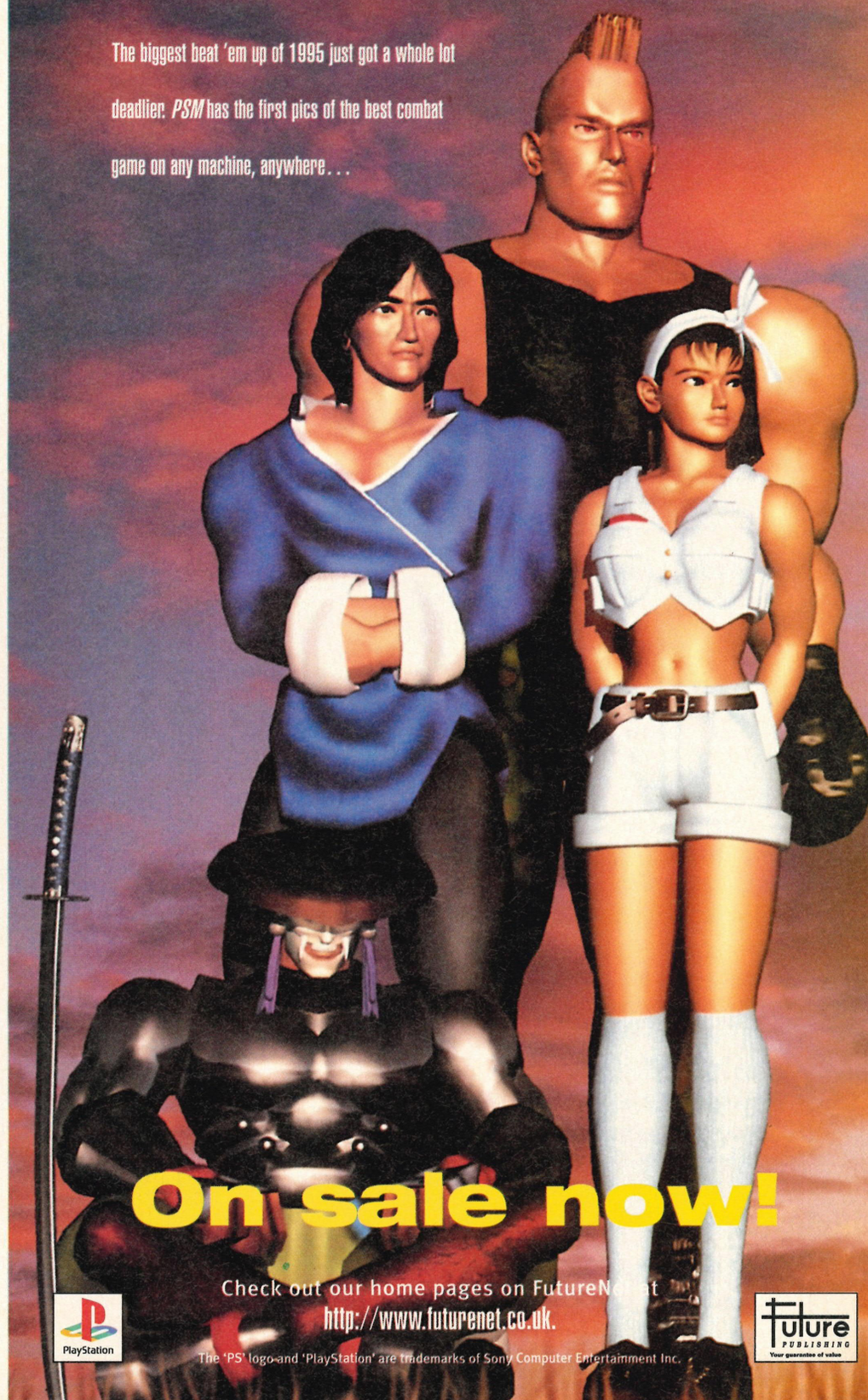
Official UK PlayStation™ Magazine No. 6

The biggest beat 'em up of 1995 just got a whole lot deadlier. *PSM* has the first pics of the best combat game on any machine, anywhere...



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TOTAL! Recall

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

Super NES

Colour Coding

- Recommended games
- New entries

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

FINAL FIGHT TOUGH (64%) ISS 53
Potentially exiting but in reality far too easy and far too expensive.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

KILLER INSTINCT (92%) Iss 46
A top job of converting a coin-op

classic to the 16-bit. Looks great, sounds great, plays great. It's great!

KING ARTHUR'S WORLD (78%) Iss 17
A slick, but slow strategy game.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

MARIO'S PICROSS (80%) ISS 49
Should be as dull as ditch-water but like all good puzzle games the simple idea grips you and won't let you go. Surprisingly brilliant.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

PREHISTORIK MAN (92%) ISS 53
If ever there was a game that cried out to be bought, then this is it. An essential purchase.

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

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

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

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

QUARTERBACK CLUB (85%) ISS 49
This close competitor to *Madden* includes some good stuff on the management and training side. Not at all shabby, but overall is still second best.

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

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

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

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

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

SECRET OF EVERMORE (70%) ISS 49
A good game in many respects but not really an RPG as we've come to know them. Give it a go if you want a light weight quest to solve.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

STAR TREK: FUTURE'S PAST (72%) Iss 44
It has all the options you'd expect from a top-notch PC game but suffers from being slow and a bit tiresome.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

THEME PARK 2 (93%) Iss 42
It's taken a while coming but the scaled-down simplicity and extra touches combine to make this the most satisfying version of *Theme Park*.

TIN STAR (82%) Iss 43
Tin Star feels like an gem of a game from the moment you plug it in but you can't help feeling short changed when it's nearly complete after one sitting.

TINTIN IN TIBET (79%) ISS 48
A sterling stab at bringing Tintin and his quiff into the '90s. Pity the gameplay remains lost in time...

TOP GEAR (93%) Iss 9
Fast, furious and fun racer – the best two-player racing game ever!

TOP GEAR 2 (87%) Iss 23
Same as its predecessor. If you've got that, it's pointless buying this.

TOTAL CARNAGE (74%) Iss 23
Ropey conversion of the excellent coin-op. The graphics are completely duff.

TRODDLERS (87%) Iss 20
Lemmings with a difference. Simple to pick up and a lot of fun to play.

TRUE GOLF CLASSICS (72%) Iss 11 If it's a realistic, rather than playable golf sim you're after, give this a whirl.

TRUE LIES (78%) Iss 40
True Lies is what you'd expect from an Arnie game. Fairly standard stuff with guns, blood and no real depth.

TURTLES TOURNAMENT FIGHTER (90%) Iss 25
The next best thing to *SFII Turbo*.

ULTIMA:THE FALSE PROPHET (66%) Iss 32
A good choice for experienced RPG enthusiasts,the rest of the world are in danger of nodding off.

ULTIMATE FOOTBALL (71%) Iss 22 Arcade-style US footy game which looks good, but is too haphazard.

UNIRALLY (90%) Iss 39
Original, gripping and addictive. This massive cart also happens to be amongst the fastest racers ever on the SNES. Top fun.

UN SQUADRON (92%) Iss 10
A brilliant blaster. One of the best horizontal-scrollers around.

URBAN STRIKE (88%) Iss 48
Although tainted by a few all-too-obvious gameplay flaws, *Urban Strike* remains a challenging cart.'

UTOPIA (71%) Iss 29
Sim City meets *Meta Marines*, except not as much fun as either.

VAMPIRE'S KISS (77%) Iss 46
Not for the beginner by any means, *Vampire's Kiss* is a true-blue platformer, designed specifically for the hardened gamesplayer.

VIRTUAL SOCCER (68%) Iss 24
Basic footy game which lacks finesse. Stick to *Sensible Soccer* or *Striker*.

VORTEX (85%) Iss 35
It takes a while to get into but your patience will be rewarded with a frenzied blaster. If you're investing this much dosh, you'll want to invest the time too.

WARIO'S WOODS (88%) Iss 45
It's an excellent puzzler which is very addictive. When it grips you, it'll have you glued to your screen for months.

WEAPON LORD (73%) Iss 46 A game with potential and an original angle, *Weapon Lord*, soon sinks into the vast cesspit of adequacy.

WILD GUNS (86%) Iss 40
The kind of game to reaffirm your faith in shoot-'em-ups. It's so packed full of gameplay that only the most ardent pacifist could fail to love it. Really.

WING COMMANDER (89%) Iss 14
Blasting flight sim with great graphics and thrilling combat.

WOLFENSTEIN (87%) Iss 26
Set in a first-person, 3D maze, this Nazi-bashing extravaganza is brill.

WORLD CUP STRIKER (92%) Iss 30
Quick, slick footy game without the dullness such games usually have.

WORLD CUP USA (88%) Iss 30
Solid, playable footy game with a licence and a silly mascot.

WORLD MASTERS GOLF (83%) Iss 44
A thoroughly entertaining golf sim which I must admit rather borders on being sexy.

WORLD HEROES 2 (80%) Iss 33
Options and characters galore. A bit thin on the gameplay side, but if you want a fight with a difference then this is the beat-'em-up for you.

WRESTLE MANIA (88%) Iss 48
This makes the transition from comedy wrestle-'em-up very smoothly. The lack of character stops this being a must-buy.

WWF RAW (74%) Iss 37
Okay but unimpressive in one-player mode, it changes into a mad thing when you get some mates to join in.

WWF: ROYAL RUMBLE (83%) Iss 19 A better game than the original, with lots of good, old-fashioned violence.

YOSHI'S ISLAND (94%) Iss 47
A superb addition to the *Mario* family. More of the same but with more attention to detail. These people can't put a foot wrong.

YOUNG MERLIN (78%) Iss 25
Walk around a magical landscape collecting stuff... For a long time!

ZERO: THE KAMIKAZE SQUIRREL (81%) Iss 45
Very similar to *Aero the Acrobat* and just as much fun. Call it nostalgia if you like, but I miss games like this. This is platformer of high quality.

ZELDA III (93%) Iss 11
Fantastic adventure that's big, atmospheric, and very tough. A real laster this one.

ZOMBIES (92%) Iss 22
Fab-looking blaster with plenty of addictive exploration and humour.

Reader Ads

Buying? Selling? Swapping? Or just fancy seeing your name in print? Well, it's all happening here in Reader Ads...

Sales

● SNES with *...1, The Mask, Mickey's ...ical Quest, MK2, Shaq Fu, ...rio All Stars, Bomberman 2, Krusty's Funhouse, Drakhen, DKC*, two joypads – 1A Turbo pad, *K1* and *DKC* CDs: All for ju...£280 ono. (New £440).
Tel: (...91) 213 1419

● UK SNES, six games including *MK 1,2,3* and *SFII!* Three pads, one arcade stick and over 100 games mags. £155 ono.
Tel: (01203) 302043

● For sale: Almost every issue of TOTAL! Ring Chris after 5pm on weekdays or after 3pm at the weekend.
Tel: (01274) 511986

● For sale: *Pilotwings, Mario All Stars, Mario Kart, Starwing, Super Empire Strikes Back, Super Soccer, SF2, SF2 Turbo, Jimmy Connor's Tennis, Super Probotector.* Also TOTAL! issues 14-20 and 22-35, £350.
Tel: (0181) 200 1525

● Magazines! *Edge* 1 & 5, *NMS* 1-5, *Super Play* 1-26, TOTAL! 1-45. Ring for prices.
Tel: (01203) 302043

● SNES with 10 games, including *Doom, Killer Instinct, Micro Machines 2.* Worth over £350 will sell for £250.
Tel: (01827) 284232

● UK SNES with six top games including *Doom,* two pads and Super Game Boy with two games. Brilliant bargain at £120.
Tel: (0181) 444 5380

● Three SNES games: *Super Star Wars, Super Mario Kart and Aladdin* 335. Also Game Boy with *Tetris, Super Mario World 2* and *Jurassic Park* £40.
Tel: (01474) 358845

● Games for sale: *Shadowrun, Vortex, Stunt Race, Act II, Mystical Ninja, NBA Jam.* Ring Charlie after 6pm for prices.
Tel: (01935) 822620

Swaps

● Will swap *Mystic Quest* for *Young Merlin* or *Final Fantasy.*
Tel: (01222) 693157

● Swap *Donkey Kong Country* (boxed with instructions) for *Earthworm Jim.*
Tel: (01823) 490 749

● Swap my UK *EWJ2, DKC, ISS Deluxe, SR FX* or one of my other games for *NBA Jam TE, Clayfighter 2, KI, Super SFII, Secret Of Mana, Worms, Spawn, Road Rage* or any other good game. Ask for Alistair.
Tel: (01273) 561012

Wanted

● Anyone who has got *Pilotwings* and would like to sell it please call and ask for Daniel.
Tel: (01253) 825035

● Wanted: *KK Player Manager.* Will swap for *JP, Sim City* or *Zelda* (SNES). Ask for Wez.
Tel: (01928) 5776 633

● Wanted – *Castlevania II* on the Game Boy. I will pay £8 for it. It doesn't have to be boxed with instructions. Ask for Alan.
Tel: (01895) 677459

● I want *Star Wars* on the SNES. I also need figures and ships in good condition.
Tel: (01203) 302043

● Japanese *Augusta Golf* for the SNES. I am desperate!
Tel: (01294) 607228

Fanzines

● *Retrogamer* issue 2, *Manic Miner, Jet Set Willy, Jet Pac, Atic Atac, Donkey Kong, DK Jr.* – £1
Contact: Keith Ainsworth, 52 Kingfield Road, Orrell Park, Liverpool L9 3AW.

● Gamesplayer Club – Six newsletters per year, free cheatbooks. Membership £3 per year.
Contact: Michael Clark, 6 The Glebe, Elmoon, Near Saffron Walden, Essex CB11 4LY

● *Mortal Kombat 2 – The Untold Secrets.* An illustrated cheat booklet for the Super NES including The Fergality. Send a SAE and £2.50.
Contact: Simon Davis, 75 Airdale Avenue, Cheswick, London W4 2NN.

● Bored with your usual magazine? Then try *Nintendo Crazy.* It's got news, reviews, cheats, top tens and in the first issue there are features on both the Virtual Boy and Ultra 64. All this for just £2. Also Amiga mags for sale. Amiga Format: 73, 74, 75, 77. CU Amiga: June '95, August '95, September '95 and November '95. Normally £4 each. Disks included.
Contact: Mark Adamamtiou, 157 Long Drive, South Ruislip, Middlesex, HA4 0HI.

Reader ads! Just £1 for a normal ad! £5 for a boxed ad! Normal ads are free to TOTAL! subscribers

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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 7 across on the SNES

You should know the scenario by now. Get a pen, do a bit of thinking and write the answers in the spaces provided. Easy.

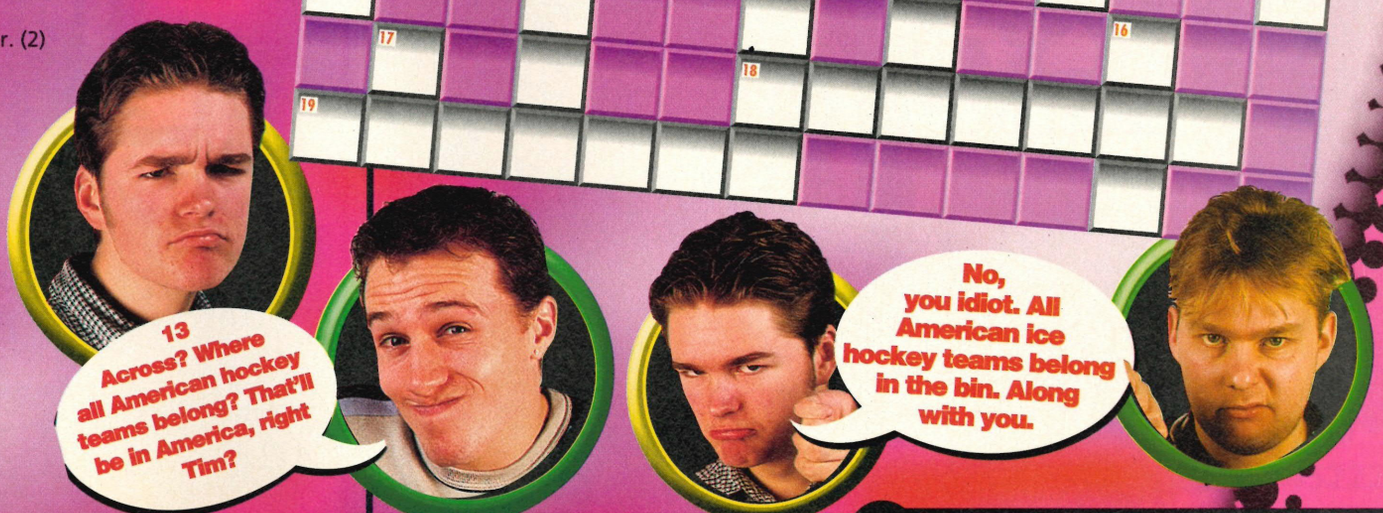
Across

1. THE football sim before *ISSD*. (8, 6)
5. Forgotten game that limped to 69% in Issue 19.
7. RPG, finally released last month. (6, 2, 8)
8. What Peter Parker was bitten by all those years ago. (6)
9. Steve Martin was _____ *Of The Bride*. (6)
10. Stole from the rich to give to the poor: Robin... (4)
12. What something is when it's not straight. (6)
13. Where all American hockey teams belong. (5)
18. A good mate of Asterix. (7)
19. The best team in the world. (7)

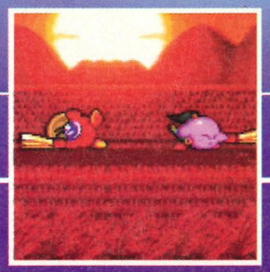
Down

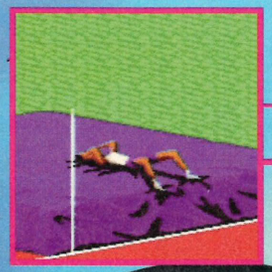
2. A film in 1922 and a game in Issue 40. (9)
3. *Street Fighter* with plasticine. Sort of. (11)
4. This rat-like animal notched up 68% in issue 22. (5, 6)
6. Children's television show that appeared on the SNES in the form of a '*Zelda*-esque puzzler'. (4, 5)
11. The best group in the world according to Tim (see Issue 51). (5)
14. Where Macauley Culkin was alone. (4)
15. Absent Without Leave. (4)
16. The country across the Atlantic. (3)
17. Doctor. (2)

Judging by the abysmal efforts we had last month it's about time you lot paid attention. You heard. Pay attention and don't stop paying attention until you get whatever it is you're supposed to be paying attention to. Last month was the easiest crossword we've ever had and I might as well have got my dog to answer them for all the difference it made. So this month I'm going to make sure it's easy. So easy that you'll think the clues have been written by an idiot. Yep, that's right. Tim's doing the clues. Entries to: TOTAL! Crossword, 30 Monmouth Street, Bath BA1 2BW.



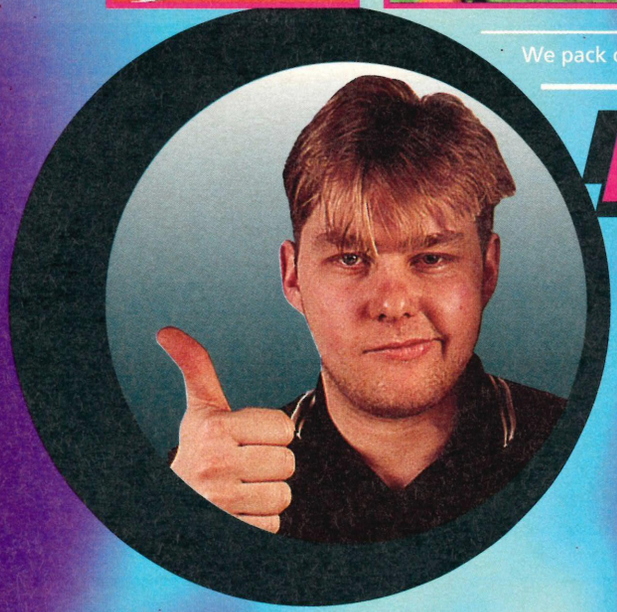
Check out our massive review of *Star Kirby: Super Deluxe*. We put it head to head with *Super Mario RPG* to decide which will be this year's summer blockbuster.





We're also first out of the blocks with reviews of *Olympic Summer Games* on both the SNES and Game Boy.

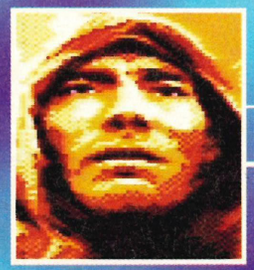
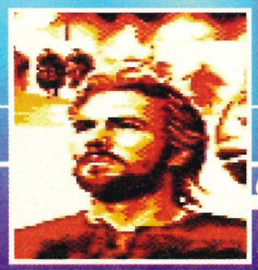
We pack our bags for sunnier climes and tell you which are the best Game Boy titles to take on holiday with you.



Next Month!

It's time for summer fun!

Relax with TOTAL! as we tackle all the latest fishing sims that are causing ripples in the games industry. And we ask the question 'what is all that about?'

PLUS!

We review *Dragonheart*, *Toy Story* and *Pocahontas* on the Game Boy. And *Mohawk*, *Power Piggs* and *Pacific Theatre Of Operations 2* on the SNES.

On Sale: Tue 28 May

Better get your shades ready, it'll dazzle you.

FIFA

FIFA SOCCER 96

THE ACTION'S NOW HOTTER THAN EVER!

200 National and International teams with more challenging opponents. Tournaments, Leagues and Friendly Game Modes, Penalty Shoot-outs and faster action all in 4 megs. The most sophisticated and original football gameplay for Game Boy!

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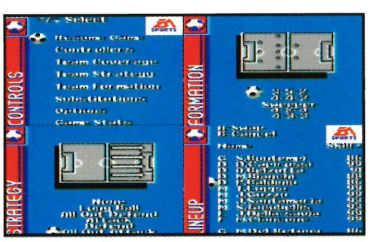

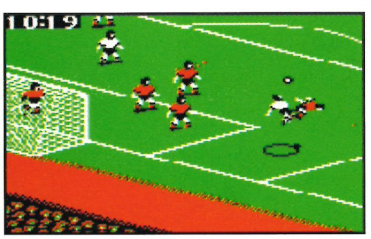

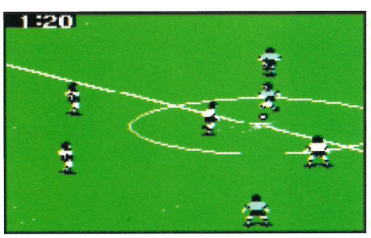

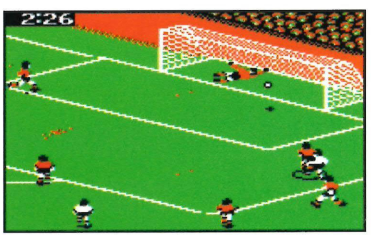

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PGA TOUR 96

READY TO MEET THE PROS?

"The definitive golfing sim for the Super NES and one that supersedes all previous PGA encounters." NMS 87%

Experience the PGA TOUR® with its awesome new state-of-the-art graphics, 144 gruelling greens, miles of fearsome fairways and brutal bunkers as you compete against the finest of the world's pros!

Crammed into this enhanced 16 meg cart with SA1 chip are 8 TPC courses, 3 new tournaments and 7 different play modes for up to 4 players. Updated roster includes 10 featured PGA TOUR® pros, each with a signature digitised swing, 3-D contour grid, action replay and loads of stats!

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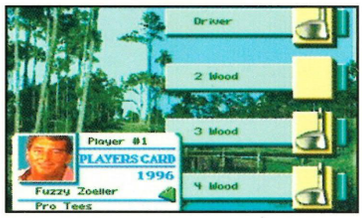

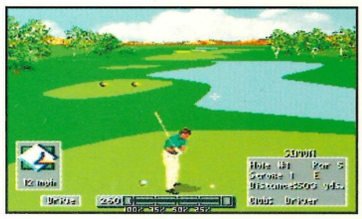

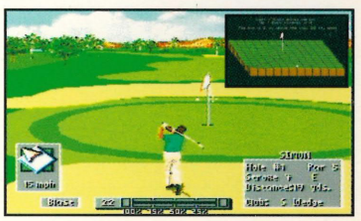

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