The World's Greatest Independent Nintendo Magazine

TOTAL!

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50 Things Every Nintendo Fan Should Have Done

Nintendo64 Exclusives!

Mission: Impossible
Turok: Dinosaur Hunter
Shadows Of The Empire
Robotech: Crystal Dreams

Project Atlantis

The power of the colour Game Boy revealed...

Discover The Secret Of Evermore

Final part of our EXCLUSIVE guide

The N64 Comes Out Fighting

Sea, Sand and Super Mario

How to have the best gaming holiday ever!

Killer Instinct 64
Mortal Kombat 4
War Gods 64

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Star Kirby: Super Deluxe Bomberman 4 Mohawk Power Piggs Tetris Attack



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Deathwatch

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Heard the one about the N64 beat-'em-ups? No? Well, turn to page 18 QUICKLY!





Gone Fishing

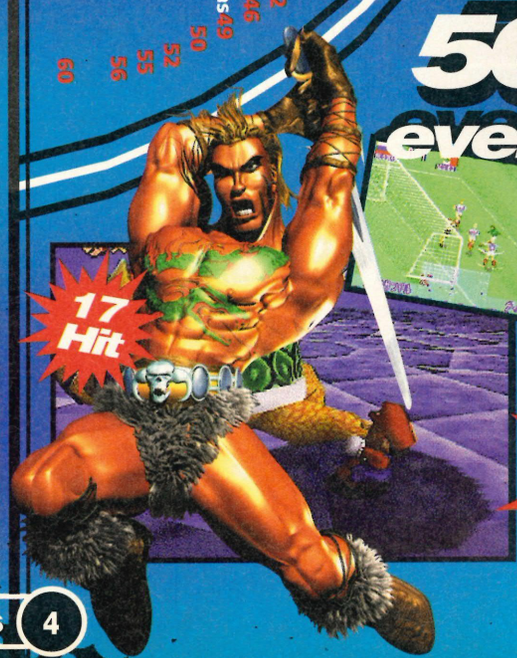
Fishing sims? Didn't realise there was such a thing. Aha, how wrong you are. PAGE 22 NOW!



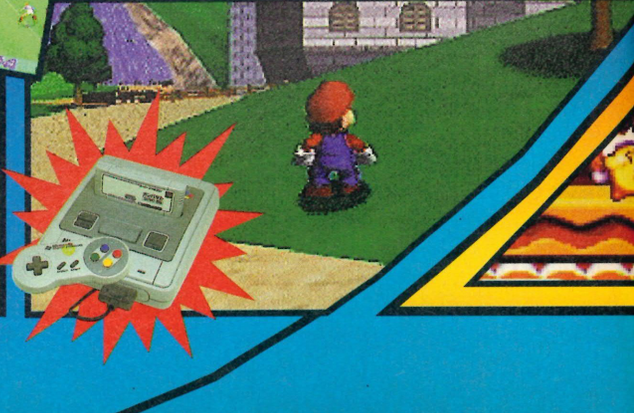


50 Things every Nintendo owne should have don

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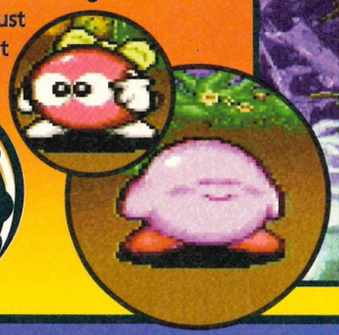


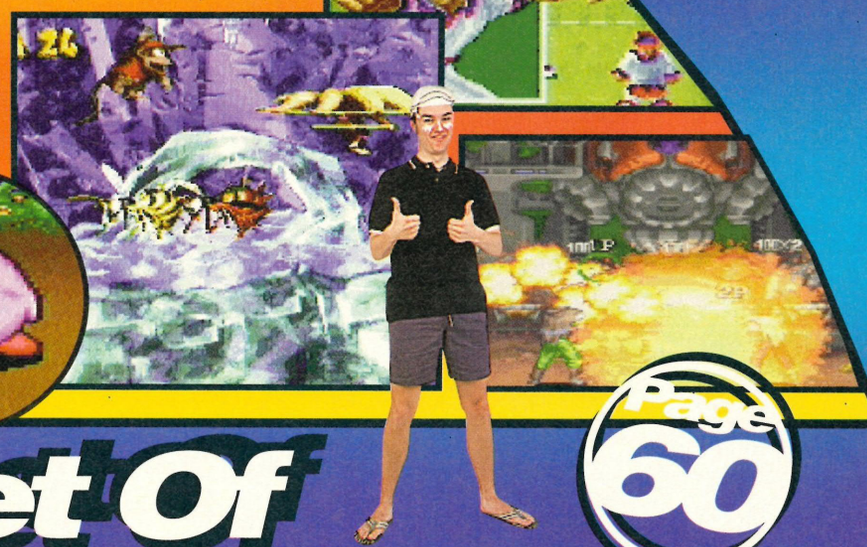




...ish You Were Here...?

Who needs Judith Chalmers? Here at TOTAL!, we've already worked out the best places to visit this summer and we've also realised that Nintendo games can heighten your enjoyment. Just turn to page 28 to find out how and why.





Page 28

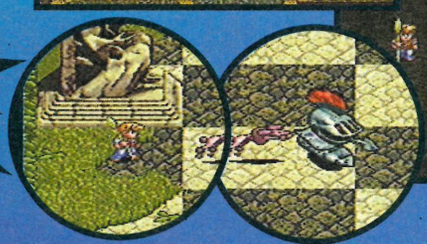
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Secret Of Evermore

Tips wise, we've got to be the best in the business, haven't we? *DKC, EJ2, Yoshi's Island, Toy Story* and now the second part of our guide to the *Secret Of Evermore*. Nice, aren't we?





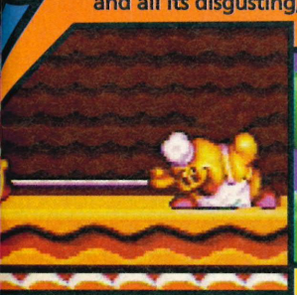


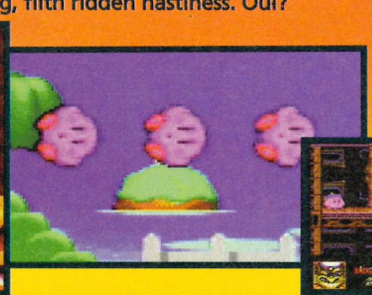


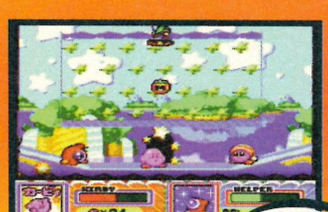


Star Kirby: Super Deluxe

Kirby's been around for a while hasn't he? Been about a bit, you could say. Knows a smidgen about life and all its disgusting, filth ridden nastiness. Oui?











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NEWS

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



Robo

It's been a long time coming, but with the upcoming Japanese launch looming ever closer, developers the world over are finally pulling their thumbs out of their proverbial behinds and completing the first generation of Nintendo 64 games. The latest is the long-awaited *Robotech* license from Gametek. Enjoy...

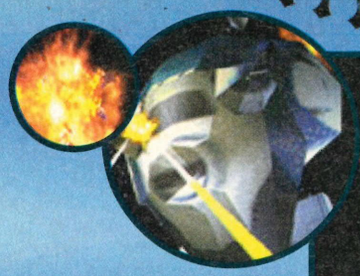
Gametek aren't famous for quality games in the world of Nintendo (*Carrier Aces* and *Full Throttle Racing* anyone?), but all that looks set to change with the arrival of *Robotech: Crystal Dreams*, the first Nintendo 64 title from one of the first developers to sign up as Dream Team members all those years ago.

Crystal dreams is a plot-driven space-battler along the lines of Nintendo's own forthcoming *Starfox 64*. The plot centres around the exploits of famous *Robotech* characters Rick Hunter, Max Sterling and Breetai (no, we'd never heard of them either, but our resident *Robotech* fan Thicky Dyer assures us that they are indeed famous) and their galactic battles. You take on the role of Rick Hunter and, along with the Robotech Defence Force, must battle a range of evil Zentraedi ships – or something. Still, at the end of the day it's not plot that counts – what about the gameplay?

Unfortunately we're unable to comment on the playability until our man in America gets back from E3 in Los Angeles next week (at time of going to press). However, what about those graphics, eh? Even these work in progress shots make current PlayStation and Saturn titles look a little bit silly. Rendered ships, gorgeous explosions, big guns and all in real time! Not bad!











Just look at the quality of those explosions! Step aside PlayStation!



Above: This is a work in progress cockpit.

Top 3D robot action for all the family. Well, all the boys anyway.

tech: Crystal Dreams

The only question mark hangs over whether the player controls both the ship and the weapons system or just the weapons while the ship is carried along 'on rails'. If it's the latter, a kicking could be in order. You'll just have to wait until our special E3 issue next month to find out. It's going to be N64-mongous! Only a fool would miss it.

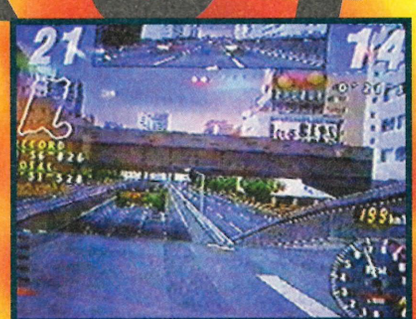




RAVE RACER 64







If our sources in Japan are correct, you can forget *Cruis'n USA* as the N64's flagship racing title. Namco are well into production on the N64 version of their finest coin-op to date – *Rave Racer*.

Rave Racer is Namco's follow up (of sorts) to the PlayStation's *Ridge Racer* and *Ridge Racer Revolution* and improves on the adrenaline-pumping action of both those titles considerably. Just check out these screenshots – from the arcade version, we hasten to add.

Rave Racer 64 will boast four tracks, two city based and two way up in the mountains. It's the best of both worlds and the scenery is the most realistic ever! As you'd expect there are winding tunnels-a-plenty, stupidly big jumps and more rival cars than is absolutely necessary. We'll have more info on this potentially scorching racer next month.





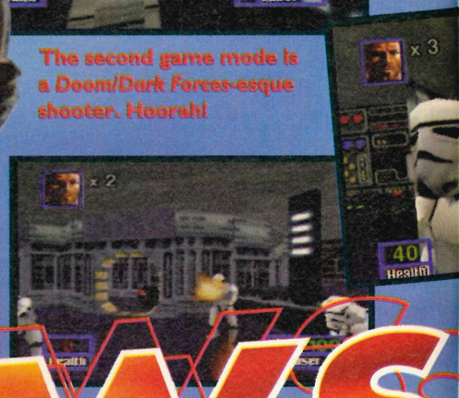








The second game mode is a *Doom*/*Dark Forces*-esque shooter. Hoorah!

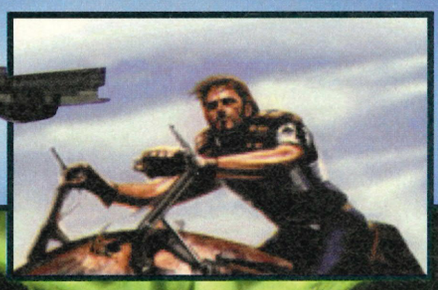


Shadows The

It's been nearly two years since those LucasArts boffins began work on their first N64 title, *Shadows Of The Empire*. However, now the champagne is flowing in California as the team celebrate the game's completion and we can reveal that the wait has been well and truly worth it.

The game takes place somewhere between *The Empire Strikes Back* and *Return Of The Jedi* (if you're not a *Star Wars* fan you might as well skip on to the next paragraph). The player is plunged into a sinister underworld responsible for carrying out the most evil of the Empire's operations in deepest secrecy – Black Sun. Throughout your travels you must face a new power-hungry enemy, the Dark Underlord Xisor (She-zor to you and me), as well as Jaba The Hutt, the Emperor and the end of game boss, Boba Fett. 'But what are the levels like?' you ask...



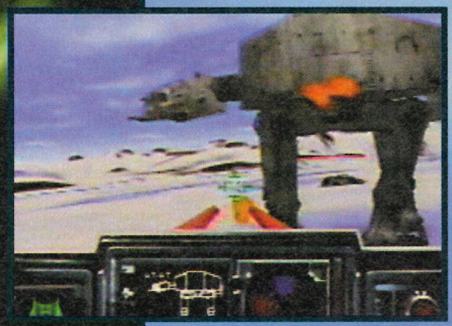


Okey dokey, the game is split into five different modes. The first is the much publicised snow-speeder level. The player must fly over the frozen Hoth terrain and destroy as many walkers as possible. The play area is said to cover two miles in diameter which enables a fair amount of freedom, but won't lead to the player getting lost (hmm, *Lost In Hoth*. Sounds like a sequel to us).



Left: Meet your new arch-enemy.

Choose from an outside or inside the ship perspective.



The second mode is a cross between *Doom* and the PC hit *Dark Forces* – only better than both. The perspective is first-person and you must battle your way through hordes of Imperial Storm Trooper who, spookily, possess artificial intelligence (actually attack you in an intelligent way by forming strategies and laying traps). It's also rumoured that you can fly above mazes by using your jet-pack. Top stuff!

The third mode is a space shoot-'em-up (very similar to *Robotech* in appearance – see page 6) whereby you control the gun turret of a ship not dissimilar to The Millennium Falcon. Unfortunately you can't control the path of the ship – just the 360° rotating guns. Sounds just fine to us.

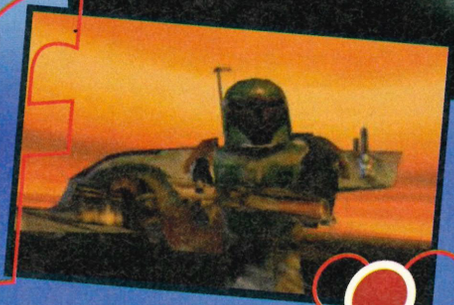
In mode four you take part in a speeder-bike chase





Left: Fully rendered Storm Troopers! Not bad! Expect Doom 64 to be even better.





Left: Believe it or not, this is actually an in-game shot.

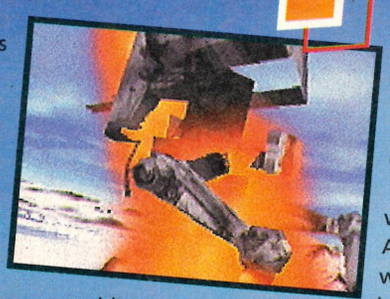


Of Empire Complete

through the streets of Mos Eisley (footage from the forthcoming *Star Wars: Special Edition* film was used for this level). The level of freedom allowed in this stage is still unclear.

The final mode is still a closely guarded secret at this stage, but we can reveal that a huge battle with Boba Fett is involved, if that's any consolation.

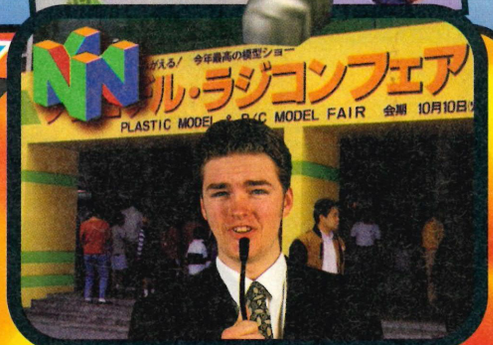
Shadows Of The Empire will be released in North America ón 30 September and will be exclusively previewed in TOTAL! next month.

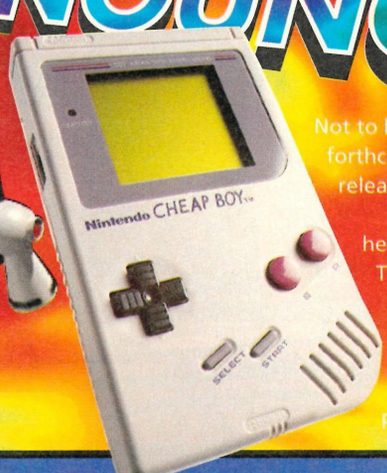






CHEAP BOY ANNOUNCED

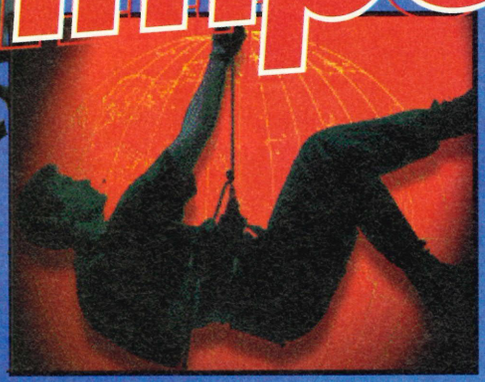




Not to be confused with Nintendo's other forthcoming portable, Project Atlantis, those cunning Ninty folk are on the verge of releasing an all new dirt cheap Game Boy.

Currently labelled Cheap Boy (by us and nobody else in the world), the new hand-held will retail for around $25 in the US – that's around £17.50 to us lucky UK gamers. The cheap Boy is compatible with all existing Game Boy titles and should replace the old style Game Boy within six months of release. The move has been made to re-ignite the still-healthy-but-finally-slowing-down Game Boy market and should encourage more developers to produce games for what is the most consistently successful videogame system in history. No news as yet on a UK release date, but pre-Christmas wouldn't seem ridiculous.

Mission: Impossible 64

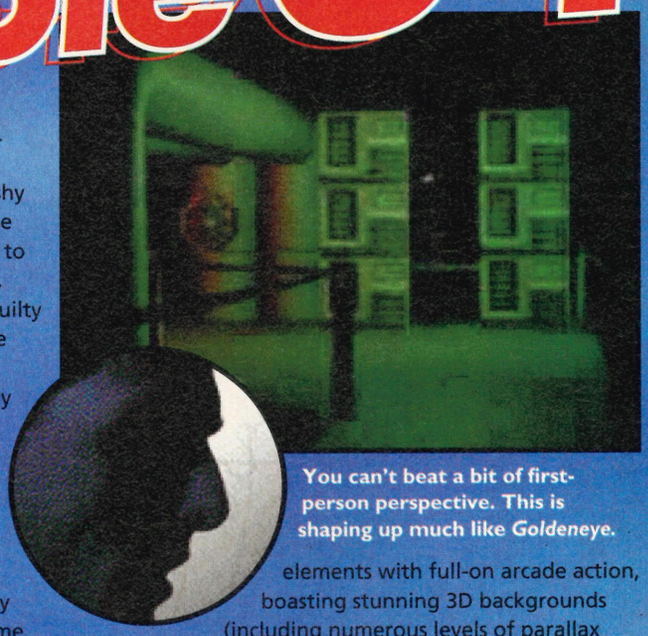


Mission: Impossible the movie is scheduled for a UK release sometime in July.

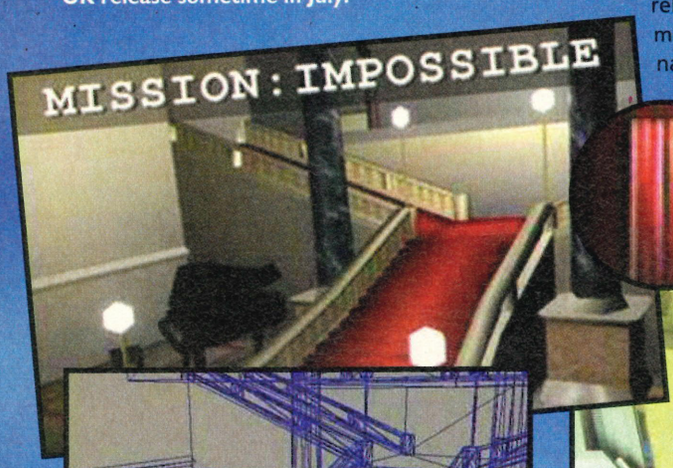
They're all at it this month. Yet another third party developer has chosen to shy away from convention and release pics of their new N64 wares prior to E3 and against Nintendo's orders. Slapped wrists all round! Those guilty this time are Ocean and the game *Mission: Impossible*.

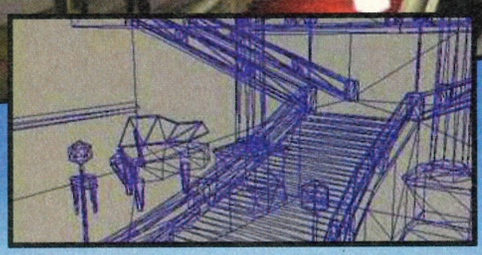
Admittedly these are very early shots, but they do hint towards the quality of Ocean's upcoming title. Based on the soon-to-be-released Tom Cruise movie of the same name, *Mission: Impossible* is a spy simulation game which combines progressive puzzle solving elements with full-on arcade action, boasting stunning 3D backgrounds (including numerous levels of parallax scrolling), 360° character mobility and unique floating cameras. Characters in the game will have to pay attention and actually learn skills as they proceed – videogame in learning shocker! In order to out-smart opponents you must call upon a vast array of tip-top gadgetry together with the CIA training that you receive in previous levels. Sounds a bit too much like hard work if you ask us.

Mission: Impossible will be released in the US together with the N64 on September 30th, we should have a better idea of how it's shaping up in the next couple of months.



You can't beat a bit of first-person perspective. This is shaping up much like *Goldeneye*.





The 3D environment is constructed from wire-frame models prior to rendering. Well posh!



The Cruiser displays upper arm strength never before dreamed of. Show off!

There's no Turning Back

It's official! No more will you read stories entitled, 'Yet Another N64 Delay.' This is the proof – Nintendo do not advertise in Japan unless they mean it.

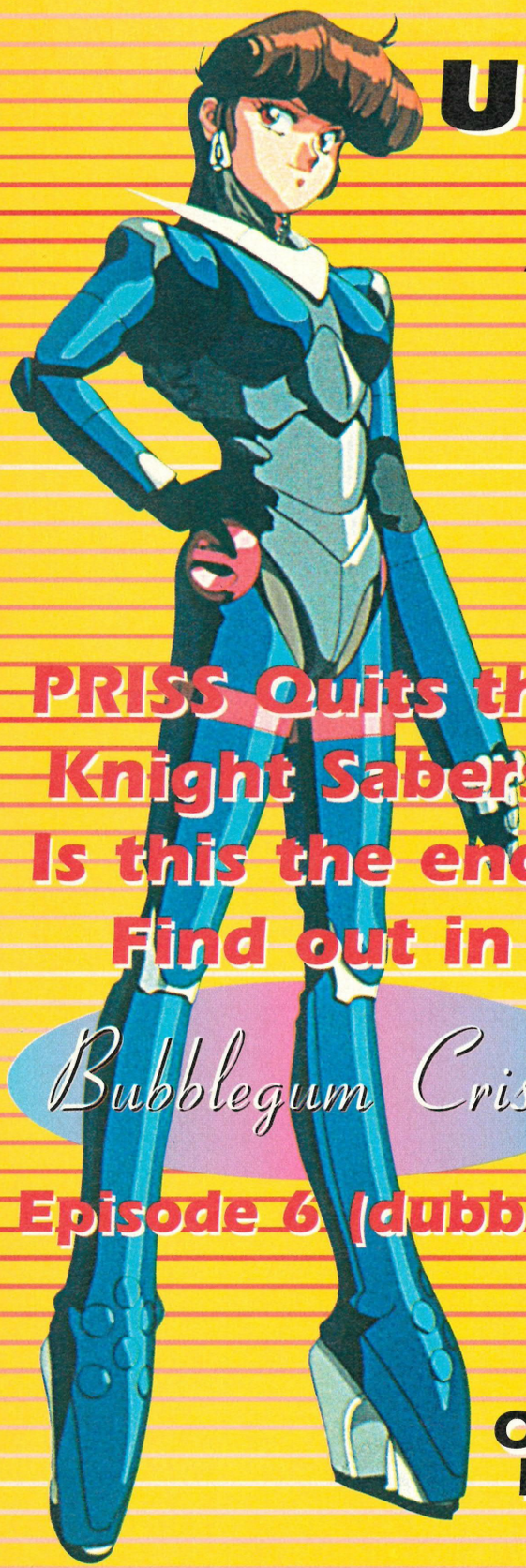
The ad below was featured in the weekly Japanese gaming mag *Famicom Tsushin*. As predicted, the three launch titles will indeed be *Super Mario 64*, *Pilotwings 64* and a chess game based on the Japanese variant, *Shogi*. Proof that the Shogi title will not be released in the Western World is evident in that an English logo hasn't even been created. Good job too, it looks absolutely baffling. So, June 23rd it is then – get your orders in to your local importer now we say, either that or wait 'til Christmas – you decide.



Japanese stores have already taken orders for more than 500,000 machines. Not bad!

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TUROK: Dinosaur Hu

in 'Actually pretty SHO



Yes. all very nice, but let's see it moving. We will next month – we're going to E3! Wahoo!

Yet another third-party N64 developer breaks ranks! This time it's Acclaim showing off their long awaited *Turok: Dinosaur Hunter*.

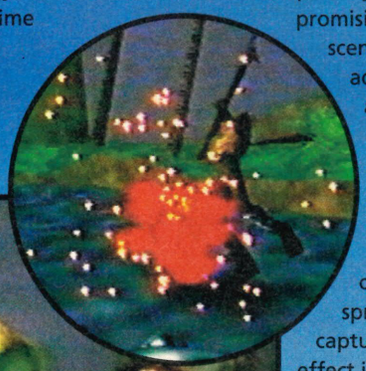
Based on the comic of the same name, the plotline goes a little like this – hit it boys: Turok is a native American who has mysteriously found himself in a strange dimension called The Lost Valley which, oddly enough, is packed with dinosaurs. On top of that, a beast known as The Campaigner has arrived in the dimension and to cut a long story short, if you don't destroy him it will muck up the space/time continuum.

Many mags printed fuzzy shots of the 40% complete version last month and were understandably down on the game, but TOTAL! were informed that a 65% version would soon be available so in true TOTAL! style we held off in order to do justice to what is shaping up to be one top title.

Graphically *Turok* looks very promising indeed. More scenery detail has been added and now weapons are available – confirming our theory that this is indeed a *Doom*-clone, of sorts. The environment is truly 3D (in a *Doom* sort of way) and every sprite has been motion-captured right up! The fog effect in the distance is certainly impressive, but here's hoping that it doesn't appear on every level – we like to see



That skewed gun position is very much like the PC hit, *Duke Nuke 'em 3D*.









Shouldn't this be called *Turok: Plain Odd Animal Hunter*?



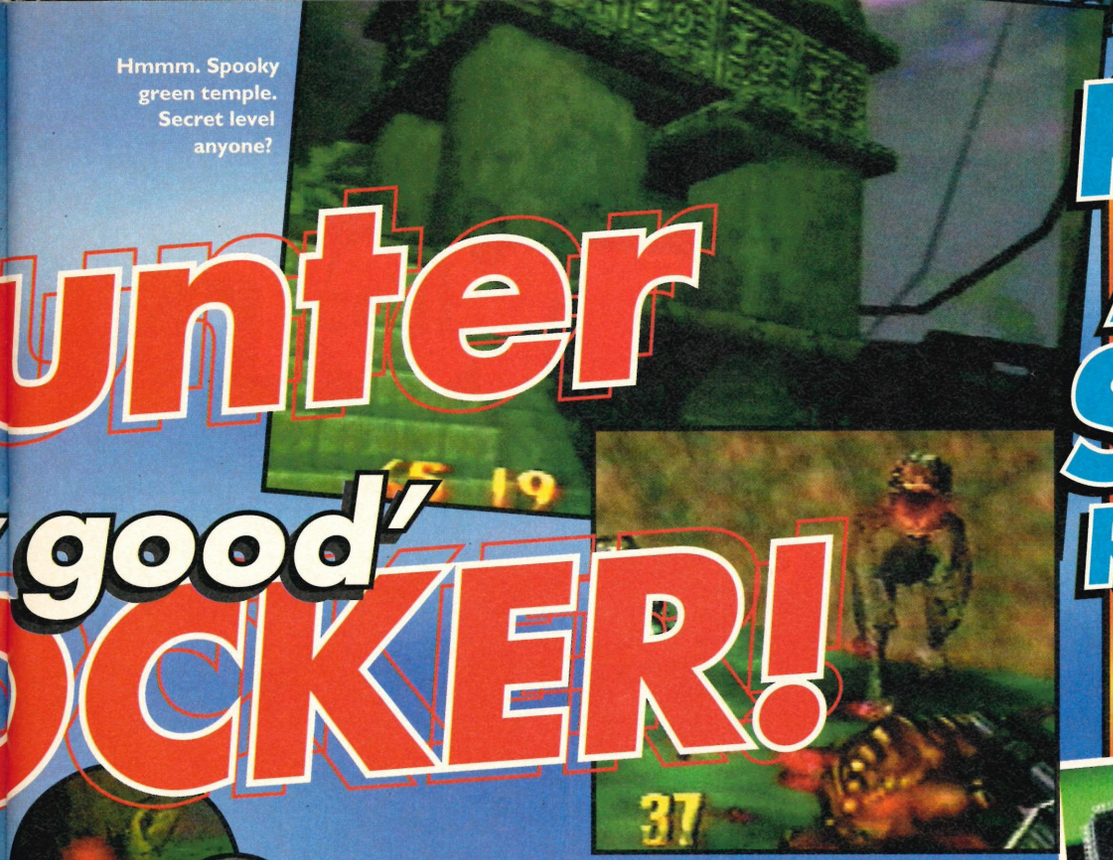
Just how gory will it be? Nintendo are known for being a bit wet.

Take some of this foul green beast with stupidly short legs!



Hmmm. Spooky green temple. Secret level anyone?

unter 'good' OCKER!



in to the distance once in a while! On the whole quite promising.

These new shots could bail Acclaim out from a very sticky situation indeed. If rumours circulating on the internet are anything to go by Nintendo themselves weren't entirely happy with Acclaim's decision to release such early footage last month. The way we heard it was that Acclaim were sick of waiting for a thumbs up from Ninty and decided to break the non-disclosure agreement and get early shots off to anybody who wanted to see them. As a result, Nintendo were furious because the images were so blurred and may have damage the reputation of the N64 before it had even seen the light of day. Acclaim have been sent to their bedroom with no tea as a result.



A pole vault level? Shome mishtake surely.

That mist effect looks worryingly like programmers taking short cuts.

How many weapons will there be to choose from? Tell us now!

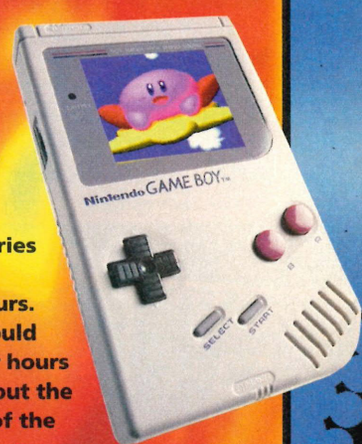
Project Atlantis SPECS REVEALED

Even two month's after we revealed that Nintendo are to release a 32-bit handheld it has still to be either confirmed or denied by Nintendo themselves. Very curious indeed...



This month, thanks to those top folk at *CTW*, we can reveal a few of the technical specifications of Project Atlantis. To be completely honest, this really is train spotters' material so it may be an idea to turn to the next page now if you're prone to nodding off.

The chip you see before you is a StrongARM110 developed by Advanced RISC machines (ARM) based in Cambridge. It's the central element in what will be a revolutionary new handheld. It's designed to have the power of a top flight console while only needing the power of two AA batteries to run it for around 30 hours.



Now we could ramble on for hours and hours about the ins and outs of the processor, micro-architecture, bus interface, write buffer and cache, but we are in the business of selling magazines here so you'll just have to make do with this rather simplistic diagram. Sorry it's so dull – more soon.

CLOCK SPEED	160 MHz
VOLTS	1.65V
DHRYSTONES MIPS	185 Dhrystones 2.1 MIPS
POWER DISSIPATION	400mW

Compo Corner

Gunsmith Cats Compo

ADV – the British Manga, if you like – are, this month, releasing a new anime feature entitled *Gunsmith Cats*. Anyway, being the smashing people that they are, ADV saw it fit to get together with your favourite Nintendo mag and give away five *Gunsmith Cats* sets worth 40 smackers.



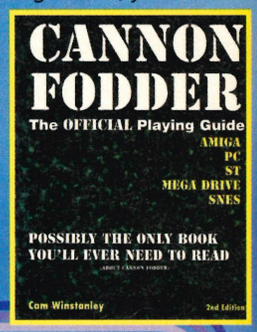
Contained within will be a copy of the fast and furious video (which comes free with some suffocating suspense) and two pump-action water cannons. There perfect for long range shooting and we can guarantee they work as Rob found out when we got him from the second floor.

So, if you want to be in on some water action, write in and tell us: What is the chemical symbol for water? Send your answers to the following if you would: Hmm, Tricky One, TOTAL!, Future Publishing...

Cannon Bother

Cannon Fodder was great. 'War has never been so much fun' said the not so politically correct developers. The sort of fun that Windsor Davies used to have at the expense of his soldiers. 'Shoulders forward, lovely boy!' and all that. There's too much seriousness now. Too many Charlie Sheens in *Platoons* bawling, 'Get the **** out of here you ****ing ****!' It's just not cricket, is it? (*No, you imbecile, it isn't – Ed.*)

Well, thanks to, erm, us actually, here at Future Publishing (and, in particular, the multi-talented Cam Winstanley) we've got 20 copies of the *Cannon Fodder Official Playing Guide* to give away. It details every mission in the game and is sure to appeal to anyone who has found themselves a victim of stray bombing and, if we're being honest, you'd have to be a blithering wreck of a man not to have been (*I've never been – Chris*).



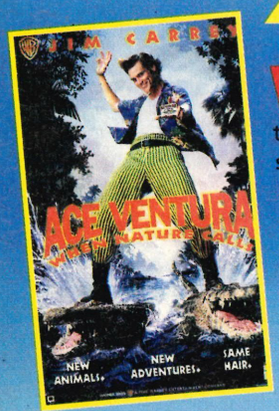
All you have to do to enter is tell us, which software company programmed *Cannon Fodder*? All entries to, I'm Having Trouble With My Bombs, TOTAL!, Future Publishing, 30, Monmouth Street, Bath, Somerset, BA1 2DL. The Judge's decision will be final. Unless you send us some money, in which case we'll do him over and fix the compo.

Jurassic Bark

He enchanted us all a couple of months ago with his Neanderthal ramblings, smelly armpits and whacking great roar. And guess what? He can have a go at enchanting you this month thanks to those lovely people at Titus who have decided to give 10 copies of *Prehistorik Man*.

So, if you fancy a spot of hang-gliding – and, quite honestly, you'd have to be a fool not to (*I don't fancy it – Chris*) – then merely grab a pen and tell us, Who is TOTAL!'s Prehistorik Man? Is it: a] Rob, b] Rob, c] Rob or d] Robert Pegley. Send your pathetic scribblings to: Any Letter'll Do, TOTAL!, Future Publishing...

Alrighty Then!



Well, did you expect a clever title? Pah, don't make us laugh. Still what we lack in title-based inspiration we more than make up for in competition based shenanigans, so if you fancy winning yourself an *Ace Ventura: When Nature Calls* video – and, let's face it, you'd have to be a complete idiot not to (*I don't really want to, thanks – Chris*) – then enter our compo.

Just shout us the answer to this little teaser of a question: Who stars as *Ace Ventura?* Is it: a] Jim Carrey, b] Your local Dental Surgeon, c] Debs or d] A Ford Fiesta 1.8 litre Fuel Injection Coupe? Send your answers to Acne Vencatragaman, TOTAL!, Future...

Send your entries to:

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CHARTS

Charts, eh? Barge on into the office saying I need to be put in your mag. Tsk. Tsk. TSK. Copyright: ELSPA Compiled By: Chart-Track

SNES

1	2	DK Country 2	11	9	Illusion Of Time
2	1	Killer Instinct	13	11	Doom
3	4	Yoshi's Island	12	13	Stunt Race FX
4	3	FIFA Soccer '96	10	8	Theme Park
6	5	Super Metroid	14	16	Super Mario Kart
7	16	Super Punch Out!!	16	10	Mortal Kombat 3
5	6	PGA Tour '96	19	NE	Krazy Chase
9	11	Primal Rage	22	NE	Unirally
8	13	ISS Deluxe	17	NE	Dr Mario/Tetris
15	7	DK Country	23	12	Earthworm Jim 2

GB

1	1	Donkey Kong Land	6	6	Donkey Kong
2	2	Super Mario Land	7	8	Race Days
3	2	Super Mario Land 3	8	10	Killer Instinct
4	4	Mario and Yoshi	9	7	Worms
5	5	Dr Mario	10	9	Wario Blast

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JOIN the Mario RPG Campaign





THE games have just announced that *Super Mario RPG* will not be released in the UK. What? No! You must be joking! Would you believe it? Dick Francis, THE Games Managing Director told TOTAL!, "Sadly, we will not have the enjoyment of marketing, selling and distributing the great Super NES game *Super Mario RPG* in the UK and Ireland. Unfortunately, events beyond our control mean that the game will not be released on the PAL format, ensuring no release across all European markets." Beyond your control!? Fight for the game, man – FIGHT!

It's a disgrace! We're not going to stand for it – and neither should you! If you feel strongly about this senseless decision simply fill out the form below, bung it in an envelope and post it to: What's Your Caper Dick Francis?, THE Games Ltd, Parham Drive, Boyatt Wood, Eastleigh, Hampshire SO50 4NU.



Fight for your rights my gaming chums. Do not tolerate this disgraceful behaviour.

RELEASE MARIO RPG IN THE UK YOU NINCOMPOOPS!

I've waited for the Nintendo 64 patiently, I still treasure my SNES and have remained brand-loyal – and then you go and pull a stunt like this!

I'm mad as hell and I'm not going to take this any more!

Signed

.....

SNES Alive and in for a kicking

Good news beat-'em-up fans! *Street Fighter Zero* and *Ultimate Mortal Kombat* will both be released on the SNES later in the year. Already on the receiving end of staggeringly good reviews on the PlayStation and Saturn, both these games should bridge the gap between now and the Christmas N64 release very nicely, thank you very much. We'll have some exclusive shots next month.



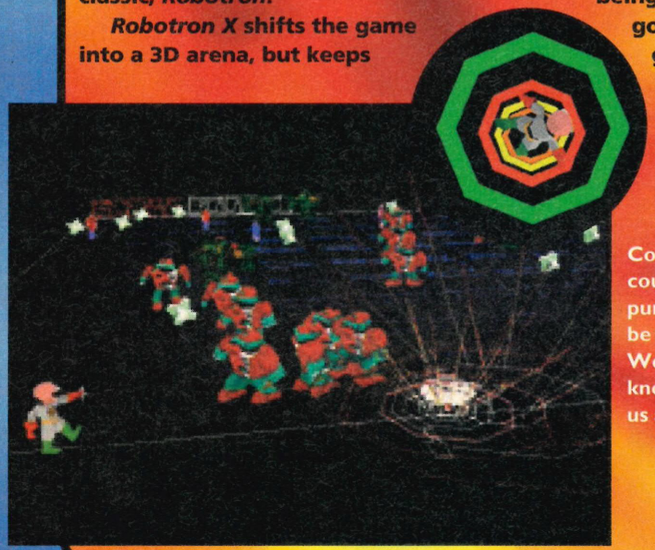
This tip-top, cream of the crop scrap-fest is heading for the SNES! Yipee! Wahoo!

Robotron X Sneak Peek

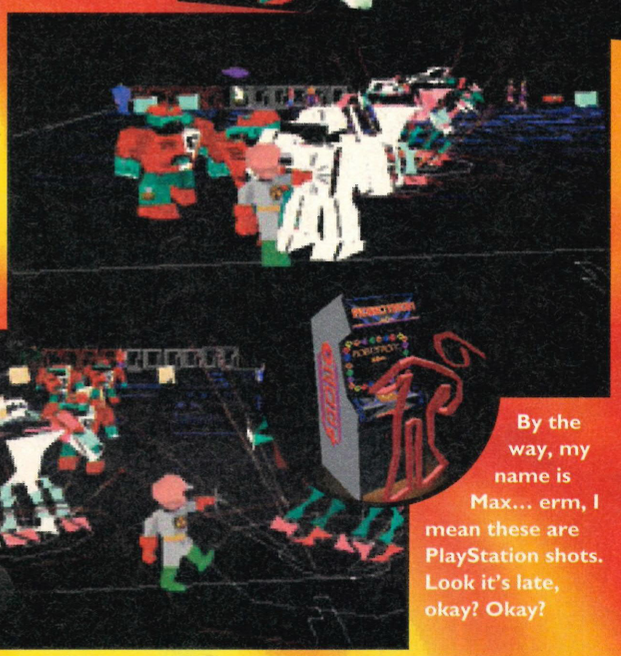


Williams have unveiled their first N64 title which, somewhat curiously, will also be released on the PlayStation and PC. The game, as if you hadn't already guessed, is an update of that old classic, *Robotron*.

***Robotron X* shifts the game into a 3D arena, but keeps the original aim of the game intact. There will be over 100 levels together will numerous bonus rounds upon completion. Other than all the sprites being replaced by polygons, you're just going to have to wait until next month for any more details. Until then. Byeeee.**



Could be fun, could be pump. Could be pumpy fun. We don't know – leave us alone!



By the way, my name is Max... erm, I mean these are PlayStation shots. Look it's late, okay? Okay?

Bomberman 4 Approaches



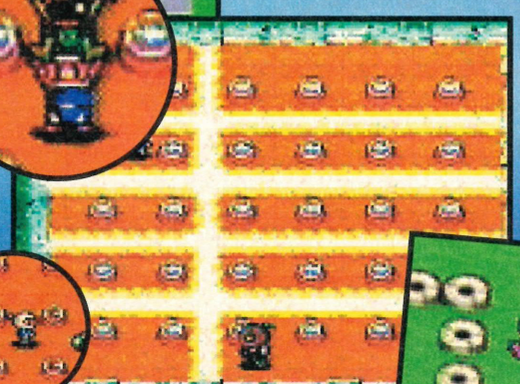


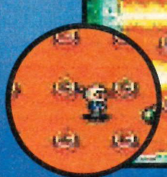
Well, it's certainly not radically different. Do...

... you reckon Hudson Soft are milking this one just a little bit? Too right!

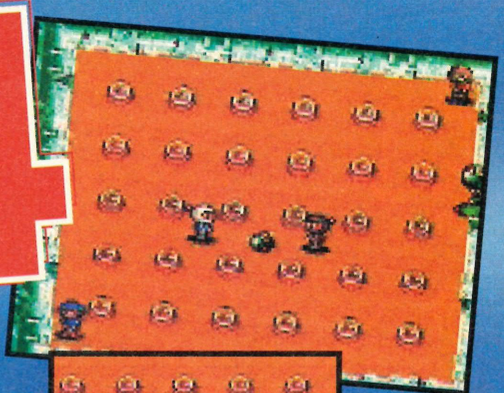
In just a matter of weeks Hudson Soft of Japan will be releasing the third sequel to the best multi-player game ever – *Super Bomberman 4*.

Not too much is known about this potential smash except that the one-player game will again be improved, there will be more cute little fellas to ride and we'll probably have to ban it from the office when it comes in because the last three were far too addictive. Anyway, here's a sneak peek...









That'll be one of the red levels then.





A not particularly useful picture.



Killer Instinct 64

And people were talking about the beat-'em-up genre dying a death. Hah. You only have to look at what the N64 is going to regurgitate within the next few months to realise how wrong 'they' are...

The Story So Far...

Killer Instinct (SNES): 'A top job of converting a coin-op classic to the 16-bit. Looks great, sounds great, plays great. It's great!' – *92%, TOTAL!, Issue 46.*

Killer Instinct (GB): 'A must buy. The greatest game on the Game Boy for a darn long time. Get it. Get it. Got it?' – *91%, TOTAL!, Issue 50.*

Killer Instinct 2 (Arcade): 'Never before have we seen a sequel perform so well'. – *94%, TOTAL!, Issue 53.*

Rare's *Killer Instinct* is, arguably, the most consistently brilliant of the beat-'em-ups. It was one of the first games to actually pull off a successful Game Boy beat-'em-up conversion and its arcade-bound sequel has been tempting people away from Britain's sunny beaches and into the local arcades in droves. So, quite understandably, much is expected of *Killer Instinct 64.*

Despite the fact that some sources are talking as if it is due for release tomorrow, *Killer Instinct 64* is still a little way from completion and will most certainly miss the 23 June release of the N64 in Japan. This, however, may well benefit the game – and will possibly please Rare – as it means *KI64* won't be swamped under the weight of *Super Mario 64.* Subsequently, we may well see the game emerging to coincide with the September release of the machine in America.

Deat

The Good, The Bad and The Ugly

This game ain't big enough for the eight of us...

The Good

Chief Thunder

Okay, so he might have been scrapped for the sequel but he's still one of our favourites. In fact, we absolutely love the playful young tyke. However, he's out of favour with Rare and according to their XBAND survey (a process in which the developers were able to decifer which characters were most popular amongst KI gamesplayers) he's out of favour with the entire population of America. Oh well. Being popular ain't everything, Chief.

Kim Wu

Developed especially for the sequel, Kim Wu is ideal for the first time player and her chances of making it onto the N64 are looking pretty healthy especially as she is one of the most talked about ladies, since Emma Forbes, in the TOTAL! offices.

Maya

Another lovely looking young lass – in an old fashioned kind of way – Maya comes complete with two dangerous looking knives and a bra that's obviously been superglued on. Unfortunately, we've got our doubts whether she'll make it onto the N64. Basically, she's rubbish.

-hwatch

The game itself promises to be a real treat. No screenshots have been made available but insiders have revealed that the programmers have managed to enhance much of what made *KI2 Arcade* so great. This would mean that 'concentrated damage' is preferred to the reliance on special moves and that the 60-hit Combo (who knows, it may have even reached 80 on the N64) has also been maintained.

As far as characters are concerned, well, that's anybody's guess but one thing's for sure as many characters as possible will be included in the N64 version. That means there may well be room for Kim Wu, Maya, Tusk and Gargus as well as Cinder, Riptor, the really rather scary Chief Thunder and the even scarier Eyedol (although if Gargus is taking part, there surely wouldn't be room for two end-of-level bosses, would there? Would THERE? OR WOULD THERE?). And if that's not enough we have heard little rumours that there are some other characters to boot. But you know how reliable rumours are...

Graphically, KI64 should be stunning. As predictable as it may sound, you surely couldn't expect anything else from a game that so set alight the SNES, Game Boy and Arcade with its wonderful looks.

The characters will, undoubtedly, be given an overhaul – just as they were for the sequel – and the backgrounds are, reportedly, shaping up to be even more spectacular than those seen in the arcade. Just taking a look at Combo's Full Moon Level in *KI2* gives you some idea of how far the graphics have come in such a short space of time.

And in relation to the graphics comes the news that KI64 will, indeed, include a 3D camera facility. However, at the moment, it doesn't seem that the camera will be constantly rotating at 360 degree turns. According to sources, it can only be activated when combos or heavy attacks are pulled off and will then only change to a different, more exciting angle. Rare reportedly wanted the game to maintain the same feeling as their previous efforts but also include the swooping camera action that graced and so enhanced beat-'em-ups on the PlayStation and Saturn machines.

It would seem that *KI64* will also include sampled speech. Just as *KI2* had a commentator shouting out stuff like, 'Combo Breaker!' so it would seem will its follow up. And although the N64's sound specs aren't fully understood at this moment in time, there can be little doubt that they will be as good, if not better, than those in the arcade, so we will place our houses on the fact that there will be sampled speech of one sort or another.

It's not often you find us with our tongues hanging out – and when you do its because our Debs has just entered the office in her new summer outfit – but, one thing's for certain, we're positively drooling at the prospect of *KI64*.

The Bad

Brought in to replace the disgraced Eyedol, Gargus is like the school bully. He talks a good fight, he swears, he's got a girlfriend (but she smells of pilchards and looks like a horses arse), he pushes you about a bit but won't start smacking you down until you really get up his nose. And if you get to the last level of *KI2*, you'll do just that. Chances? Moderate to good.

Gargus

Eyedol

Another member of the original *KI* team that was given the boot for the sequel. Though we reckon Rare were a bit harsh and, frankly, a bit hasty. He's a tough beggar on all levels of the game and that can only be a good thing, can't it? Apparently not. Having said that though, we've got a sneaking suspicion he might be back before you know it.

The Ugly

The trouble with Cinder is that he gets all hot under the collar at the first sign of fisticuffs. That's why he was so unceremoniously dumped. And when Glacius gets near him he's extinguished. Frankly, we don't hold out much hope for his N64 chances.

Cindor

Riptor

When all you can do is roar you're not going to get very far in life. You're going to leave school with no GCSEs, get a job in a chip shop, get greasy fingers, go to night college, fail your GNVQ and work in Asda stacking shelves. If you're lucky you might get a bit part in a computer game but once you're booted out of that you better learn where the meat section is and which shelves have got the cornflakes on.

Tusk

Okay, so he might have a nice set of pecks but, quite honestly, he doesn't look great. And he starts to look even worse once you've pummelled his face a bit. I mean, at least when you smack down Chris he still looks alright (monkey-ish, but alright). He is, though, a popular man – especially with his gargantuan sword – and should make it onto the N64 with ease.

War Gods

The Story So Far...

Hello there. Expecting a retrospective view of ***War Gods***? Well, as much as we'd love to oblige, we can't. Because *War Gods* is a new title, destined for the arcades primarily and then – and this is what counts – it shall make an appearance on the N64.



The plots to *KI* and *MK* were forgotten a while ago now. So when the sequel to *KI* appeared not one inkling of a storyline was needed due to the fact that an excuse to beat the hell out of your mate was storyline enough. But because *War Gods* is a new title it is necessary for Williams – the developers – to justify proceedings. And so they have.

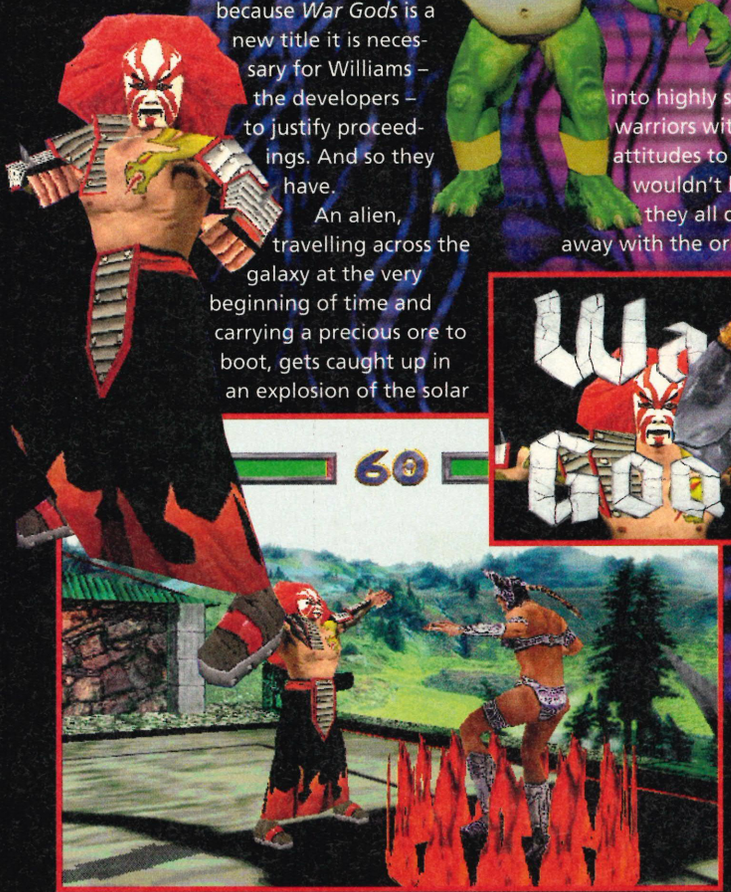
An alien, travelling across the galaxy at the very beginning of time and carrying a precious ore to boot, gets caught up in an explosion of the solar system which consequently wrecks his ship and crash lands him onto the newly formed Earth. At first, this might seem an ideal opportunity to seek out new and unchartered territory (and head for the beach) but, unfortunately, for the alien the ore has escaped from his ship and come into contact with 10 humans. This turns them into highly skilled, highly strung warriors with bulging muscles and attitudes to match. And it perhaps wouldn't have seemed so bad if they all didn't want to nick away with the ore.





So emerges the justification for what is shaping up to be an immense beat-'em up experience. Each of the 10 characters – with names like Tak, Replicon, Anubis and Nightmare – have been designed to look as much like real people as possible. The polygons used to construct their frames have been touched over with a digital skin layer which smooths out their figures and heightens the believability of their shapes.

What *War Gods Arcade* will include – and what the N64 version will also possess – is a 3D button. This enables the player to change the direction from which the action can be viewed. Williams believe this will be the closest any game has come – on a home console – to the sort of virtual reality that *Virtua Racing* and *Virtua Fighter* were able to harness in the arcades. It also prevents the action from becoming confusing due to the fact that the player can choose when







Here's One For You...

Seeming that these three massive beat-'em-ups are still in production – and thus there is still room for improvement – we thought it might be time to suggest some potential new characters.

Pie-Eater



Slow but strong, Pie-Eater rules with an iron fist and is a huge end-of-level boss. Forget secret codes though, this gargantuan monstrosity can easily be got to. Merely head for your local.

Tefal



Nimble and with a power-packed right fist (due, mainly, to her lifting her tea cup up and down), Tefal is in the Orchid/Chun Lee mould. Her finishing move is pouring a teapot load of steaming hot brew all over her opponent.

to swap camera angle instead of the game itself.

Release dates haven't been specified for even the arcade edition so it is little wonder that dates for the N64 haven't been agreed. However, expect *War Gods* to come head to head in the popularity stakes with *KI* in the arcades. And, who knows, it may even surpass it. They do say, after all, that a change is as good as a rest.

Mortal Kombat 4

The Story So Far

Mortal Kombat (SNES): 'An okay fighting game but, ultimately, it's too repetitive and limited'. – *70%, TOTAL!, Issue 21.*

Mortal Kombat (Game Boy): 'Let down by its animation and controls'. – *59%, TOTAL!, Issue 21.*

Mortal Kombat 2 (SNES): 'Fantastic sequel to a dreadful original beat-'em up and perhaps the biggest change that any game has ever gone under'. – *93%, TOTAL!, Issue 33.*

Mortal Kombat 2 (Game Boy): 'As a Game Boy title *Mortal Kombat 2* out performs anything else that's available. It feels in every way like a fully-fledged arcade experience. It's rather hard to fault it'. – *92%, TOTAL!, Issue 33.*

Mortal Kombat 3 (SNES): 'A highly polished and unbeatably satisfying addition to the series. Certainly the best of the bunch'. – *94%, TOTAL!, Issue 46.*

Mortal Kombat 3 (Game Boy): 'A damn fine game and well worth a place in your software collection'. – *90%, TOTAL!, Issue 51.*

There isn't much to be said about *Mortal Kombat*. It speaks for itself. It's been the longest running series with the most amount of releases on a Nintendo format and all – bar the first two rather pathetic efforts – have been generally very well received.

And so what can we expect from *MK4*? Well, Williams are keeping fairly tight lipped about it all. Character wise it would be impossible to say at this stage although it would seem a rather strange decision if they weren't to include old favourites such as Smoke and Sub-Zero.





Once thing is almost guaranteed, however, and that's that the game will include a 3D view. Indeed, the 3D angles are now essential to any beat-'em-up trying to compete amongst the wealth of talent contained within the circles of the Next Gen consoles. What form they will take and how important they will be to the overall feel of the game remains to be seen.

Graphically, *MK4* is bound to be impressive. The N64 gives the developers ample opportunity for polishing the looks of a game and if the game did make the transition into polygons – which some sources believe may happen – then it would be interesting to see how all the old characters turn out. Having said that, however, we at TOTAL! rather suspect the sprites will take on the same form as those in *Killer Instinct 2*. Certainly, every game that makes use of 3D angles is going to be slightly polygoned but if *War Gods* is receiving the skin texture treatment from Williams we see little reason for *MK3* not to be party to the same sort of pampering.

Still, speculation is rife and concrete promises haven't been made so we'll stay quiet until we hear from the horses mouth (which, if the present situation is anything to go by, could be sometime next year).



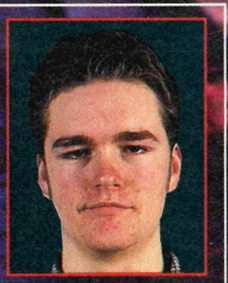
Details might be a little thin on the ground at this point in time but, one thing's for sure, all of them will be bloody.

Carbohydrate

Carbohydrate is a super fit character who, if you leave him too long, will pop off to the local gymnasium unannounced. Beware, however! Don't give him time to talk or else he'll kill you off with his repertoire of monotonous drivel.



Le Plante



He might look like a lightweight proposition but Le Plante will suffocate you with his silk robe and cravat at the first sign of trouble. And if you give him time he'll keep repeating pretentious script titles – such as *The Cold Season* and *Streets Of Blood* – until you beg for mercy.

Pineapple

Destined for greatness (despite a long line of illegal haircuts) Pineapple has a range of secret moves including the Spikey Head Butt and Everlasting Laugh. Hand him a telephone, however, and you'll discover his weakness (he likes a chat, see).



8:14



Into the office, bright and early, Rob gets ready for a wholesome day's fishing. The immediate problem is, however, Tim is late. And the idiot's got all the gear. Oh well. Probably for the best. At least this way, Rob gets a chance to get a bit of practice in. And the more practice he gets on *Bassin's Black Bass*, the better he'll be when it comes to handling his real rod.



I'm a good bass fishy man, me.

8:42

Tim finally arrives in the office going on about how he missed his bus even though it's common knowledge he has his own car. Still, Rob feels refreshed after a spot of *Bassin's* and grabs the fishing gear from Tim. 'Let's go!' Tim nods his head. 'Nope. I want a quick bit of practice first, please. A nice game of *Mark Davis' Fishing Master* should do'.





Bassin's Black Bass

Probably the best known of the fishing sims, *Bassin's* first appeared way back in Issue 43 and notched up a moderate 74%. 'A bonkers idea!' bleated Rob in his review, 'but somehow it works'. Paved the way for the many other fishy follow ups and proved once and for all that Rob was in desperate need of some social encouragement.



Bassin gets some much needed black bass in.

Gone F

Fishing, eh? About as interesting as root canal a game around. Or so you might think. Rob and

Mark Davis' The Fishing Master



Due for a European release a while ago now, it was put back and put back until it was forgotten about all together. However, *Fishing Master* is available on US import for those of you whose fishing hasn't fully benefited from *Bassin's*. It didn't go down too well in the States and isn't as good as *Bassin's* but still manages to convey the most exciting and snore worthy aspects of the 'sport'.

11:57

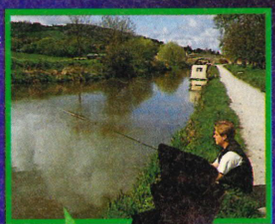
Closing in on Midday and Rob has fallen asleep. So, Tim sees this as a good opportunity to nip in and nick Rob's rod. Casting his line, he gets a feel for the sport



9:32

Down at the river, Rob and Tim set themselves up for a quality days fishing. Rob – self confessed fishing expert that he is – teaches Tim – a novice in all senses of the word – a few things about how to get started. 'Stand back there, you idiot! You're getting in my way!' Once Tim has grasped his first lesson in fishing, Rob sits down and casts his line. Tim, disappointed, but willing to wait his turn, goes back to the office and gets in a bit of practice in on *Jimmy Houston's Bass*.

Below: 'Stand back there, you idiot'. Rob shows off his liaison skills.







Jimmy Houston's Bass

Little known outside of American shores and with a title that opens it up to jokes about it being a guitar, *Jimmy Houston's Bass* is on a par with *Fishing Master*. Some aspects of the game leave a lot to be desired – the graphics are dodgy for starters – but, overall, it emerges as a near rival to *Bassin's*, if edging a little closer to the SNES equivalent of a sleeping pill.





A fish and a big lake.

Fishing...

surgery. Certainly not the sort of thing you'd base Tim investigate...

Bass Masters Classic

Again, barely seen in Europe but pretty popular in the US, *Bass Masters Classic* was later followed by *Bass Masters Classic: The Pro Edition*. Potentially one of the better fishing sims but, nonetheless, received middle to good reviews on its release. Certainly, one to watch out for in the future. Possibly.



Debs helps out in her local fish shop.

2:02

And Rob has caught something. 'Fish ahoy!' he shouts. Tim tries to help him with the rod. 'Get off! I'll handle it this time. Get down the bank there and fish the damn thing out if it escapes'. Tim grabs the net and treads carefully down to the river bank. He watches Rob's face go red as he struggles to surface the huge 'n (technical term for a big fish). Then, tragically, it escapes.



'Tim! Tim! Catch it, it's coming towards you!' Tim swipes the net through the water and, yes, they have something. 'I've got something!' Rob, like a proud father, pats Tim on the back. 'I knew all that playing of *TNN Outdoor Bass '96* would pay off'.

TNN Outdoor Bass '96

In fact, this title was scrapped almost immediately after its release. And, on playing it, it's not hard to see why. Everything about the game stinks like rotten fish. The graphics look like they've been drawn by a group of school children and the gameplay is enough to send even the worst of insomniacs off to sleep.



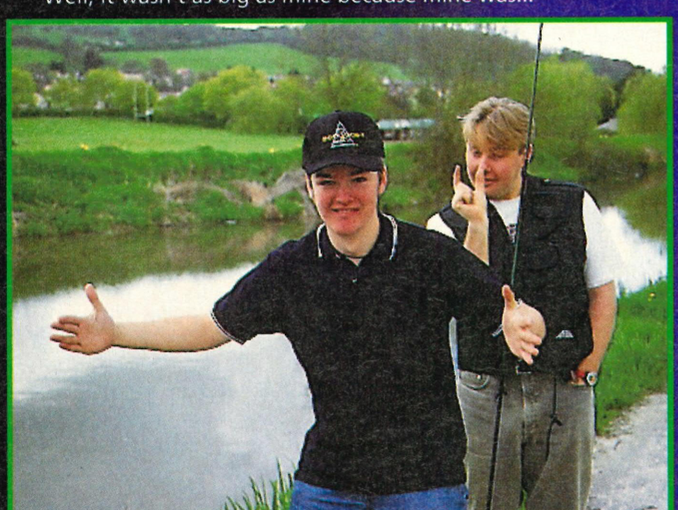


immediately. And ten minutes later he feels a tug. 'Rob!' the young pretender shouts. 'Rob! I think I've got one'. Rob springs into action, grabbing hold of the rod with Tim and trying to bring the catch to the surface. Unfortunately, within seconds the pair have lost their potential catch. 'If you hadn't been so slow...' says Tim, feeling bitter that Grandpa Pegley fell asleep on the job. 'Shut up!' booms Rob. 'You're just not experienced enough. Try playing *Bass Masters Classic* a bit more...'

Midnight

'Ha, ha, that's nothing. Mine was THIS big!'

'Well, it wasn't as big as mine because mine was...'

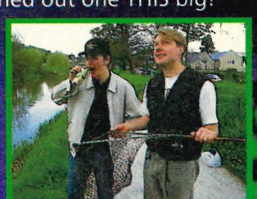


Tim proves a good liar whilst Rob talks frankly about his... (Cut!)

2:03



So, the two fisherman have caught something. 'Well done, Rob. You caught a lager can'. Rob, hugely disappointed, shrugs. 'Well, it doesn't bother me because when you were back at the office playing *Jimmy Houston's Bass,* I caught a whacking great fish'. Tim smiles. 'Oh yeah? So where is it?' Rob laughs although there's a distinct amount of worry mixed in there. 'Where is it?' He repeats. 'It's... I put it... I gave it to a young kid down the bank there. The poor boy had been fishing all morning and was in need of some encouragement'. Tim smirks. 'Of course he was. Well, whilst you were lazing about, I fished out one THIS big!' Rob laughs. 'Yeah? Well, you should have seen mine. It was THIS big!' Tim moves closer to Rob. 'Yeah? Well, it wasn't as big as mine because mine was THIS big!' They come face to face. 'Oh really?' says Rob. 'Well, mine was THIS big!'





Call yourself a Nintendo owner? Hmph. We'll soon see about that.

50 Every Ninte Should

1-10

1. Bought a Nintendo machine...
... Always important when wanting to be classed as a Nintendo owner.

2. Scored a header in ISS Deluxe...
... The hardest thing to pull off on *ISSD*. Unless you're Rob, in which case you'll most likely pull one out of the bag every time you win a corner.



3. Phoned a Helpline: Part I
After ringing up a Nintendo magazine and asking them how you tackle the Flaming Monster of Wrath in *Sick Boy And The Dominions Of Doom*, you will be told that they don't do cheats (which we don't)...

4. Slagged off Sega...
... A war to end all wars, the Nintendo/Sega confrontation has seen more exchanges of swear words than an Oasis press conference.

5. Completed a Mario game...
...Mario is, after all, to Nintendo what Alan Shearer is to Blackburn and therefore deserves to be played and completed. In that order.





6. Pulled off a 17-hit Combo...
... Harder to do than a Degree course in Atomic Repro processing but, when pulled off, unbeatable in the feel good department.

7. Told your mates you're getting an N64.
... it's coming out soon!

8. Wondered what Orchid would be like without any clothes on...
... Well, haven't you?

9. Told your mates you're getting an N64 in three months time...
... Yeah, it should be out in about three months time. So I'll be getting one then. I can't wait.

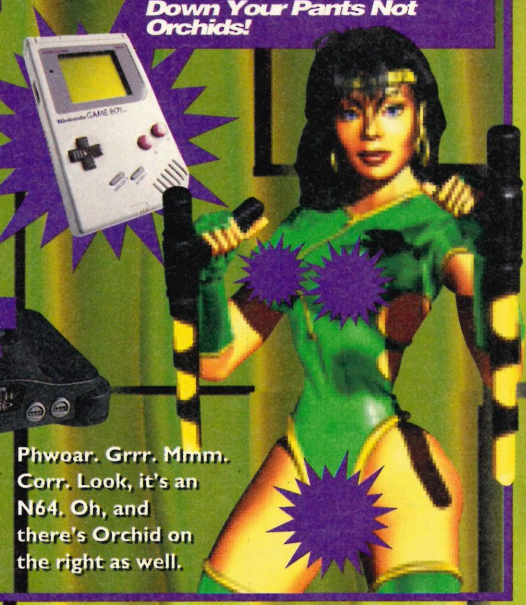
10. Hidden your Game Boy down your pants...
... Especially necessary when faced with a boss/teacher who doesn't like you playing *Tetris* in work/class.



17 Hit



3 Months?



Down Your Pants Not Orchids!

Out Soon

Phwoar. Grrr. Mmm. Corr. Look, it's an N64. Oh, and there's Orchid on the right as well.

There are certain things that you should have done by now. Certain rules you should have followed. Games you should have played, listened to, wondered about, even eaten. And if you haven't, then you can't class yourself as a Nintendo lover I'm afraid. Nope. So, luckily for you, we've spent the last month sorting out a list. And, as they say, here it is...

10 Things a Nintendo Owner Should Have Done

11-20

11. Told your mates you're getting an N64 in five months time...



... Yep, that's right. Only five months to wait! I'm already saving.

12. Played Doom...



... So popular it makes Princess Di seem like a hermit.



13. Told your mates you're getting an N64 when it comes out...

... As soon as it comes out, I'll be there. At the front of the queue. Although I've put my savings on ice for the moment.



14. Had less than positive feelings about Violet Berlin...

... YOU ARE THE MOST ANNOYING WOMAN IN THE WORLD. Except, of course, for Anthea Turner.

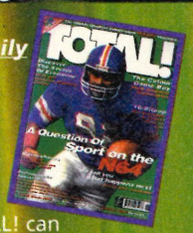
15. Told your mates you're keeping your SNES for the time being...

... Yeah, I thought I'd keep my SNES for the time being. Until the N64 comes out. In five years time.

16. Been to a Virgin Megastore...

... And found out that there's a sale on! Oh, £7,564 for a copy of *Killer Instinct*. I think I might go to the Games Exchange.

17. Bought a Nintendo magazine...



... This one, natch.

18. Thought you could easily be a Games Reviewer...

... I mean, what do they do? Sit around on their arses playing games all day. Then write about them. Not hard is it? And if that guy at TOTAL! can do it then I sure as hell can.

19. Scored an overhead kick on ISS Deluxe...



... The second hardest thing to pull off on *ISSD*. Unless you're Rob, in which case you'll most likely pull one out of the bag every time you win a tackle.

20. Played your Game Boy during a particularly important Science experiment...

... After all, who cares about bunsen burners and lime water and crusty old Biology teachers who drone on about pollination and reproduction when you've just got to the eighth level of *Micro Machines*?

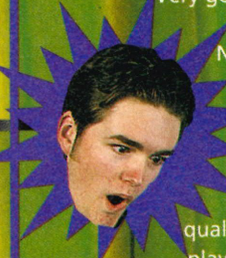
The Good, The Bad & The Thicky

40 – 50



Very impressive. Some would question the fact that you don't have a social life, which you obviously don't, but you're in the same league as St Robert of Portsmouth. Which may or may not please you.

30 – 40



Very good. Around about what Tim scored. Not as keyed in with all matters Nintendo but, nonetheless, you have set yourself aside some quality time for games-playing. Well done.

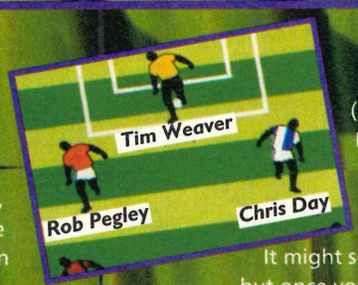
20 – 30



About average. You're familiar with Nintendo, like our very own Debs, but sometimes your interest wanes a little. Certainly, though, you can be justifiably labelled a Nintendo fan.

21-30

21. Invested in a Super Advantage joypad...



... and then realised that, actually, they're a bit like *Eldorado*. A good idea on paper but in practice...

22. Been to Mr B's in Weston-Super-Mare...

... Sod the arcade games. The mere fact that they've got the Fun Factory – the only indoor adventure playground in the West Country – should be enough to warrant a trip.

23. Sworn at the grumpy old fart behind the counter in your local arcade...



'Hello. Could I change this pound coin into tens, please?'

'Hmm'.

'Sorry, I didn't quite catch that?'

'Hmm'.

'No. I still can't hear you'.

'Yeah, you can alright? Here...'

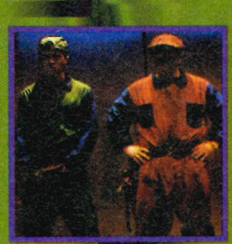
'Much obliged you grumpy old ba...

(Snip! I think we've got the jist – Rob)

24. Gone to see Great Mills Western League side, Backwell United...

It might seem like a strange choice at first but once you've watched ten minutes of Western League football you'll find yourself with hours of renewed interest in the Game Boy games your Gran bought you and you never really liked.

25. Watched Super Mario Bros: The Film...



... It was rubbish, yes. But being a Nintendo owner is all about being loyal to Mario so, if anyone asks, it was the best film you've seen in a long while.

26. Purposely let the puppies die in Earthworm Jim 2...

... Just to hear their little cries of anguish. He, he, he.

27. Got to the final screen of a game then died...

... Next to the acting in *Neighbours*, the worst experience you'll ever have to go through.



28. Played every single version of Street Fighter...

... *Street Fighter, Street Fighter Turbo, Street Fighter 2, Street Fighter 2 Turbo, Street Fighter 2 Arcade*...

29. Tried to play a game without first reading the instructions...



... Admit it. You went on and on about the impossible difficulty level to your mates and then they told you there was a difficulty level select in the options menu. And then you wish the ground would open up...

30. Thought you could easily be an Editor...

... I mean, what do they do? Absolutely nothing, that's what. And if that guy at TOTAL! can do it then I sure as hell can.

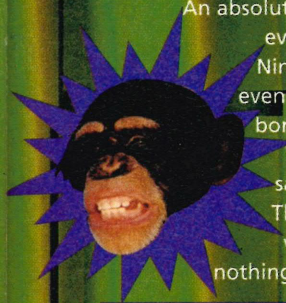
Bad and

10 – 20



You're in the same category as Chris – which is an insult before you've even began – and can you really class yourself as a Nintendo person? Not really. If we're being brutally honest.

0 – 10



An absolute disgrace. Do you even know who Nintendo are? Do you even know you've been born for that matter? Well, you're in the same league as the Thickster and believe us when we say it's nothing to be proud of.

How did you do?

If you can prove to us that you romped home in the 40's then there's a t-shirt waiting for you here at TOTAL! Send us your score and fifty words on why we should believe you're telling the truth and the first ten will all get smart Kirby t-shirts. So how did you do?

31-40



31. Played a Mega Man game...
... Well, we've had to. So you lot can go through the same punishment.

32. Phoned a Helpline: Part II
... Subsequently, you will be told that the best thing to do is ring the Nintendo Hotline (that's 01703 652222). They keep cheats for all sorts of games (and we don't)...



33. Dropped your favourite Nintendo mag into the bath...
... And, no, there's no point in trying to dry it with a towel. That's £2.75 down the drain because of one moment of carelessness.

34. Taken a game back to the shop because it was rubbish...
... And told the sales assistant that your sister got you this copy whilst your parents got you another copy of the same game. Tsk, I don't know. Anyway, how about an exchange? What do you mean you don't do exchanges?



35. Should have listened to the CD single, Speed Racer...
... Go, Speed, Go!



36. Scored a 25-yard free kick on *ISS Deluxe*...
... The third hardest thing to pull off on *ISSD*. And even Rob can't do this. In act, he's pitiful at free kicks.

37. Visited a Computer Trade Show in London somewhere...
... And got lost on the Underground.

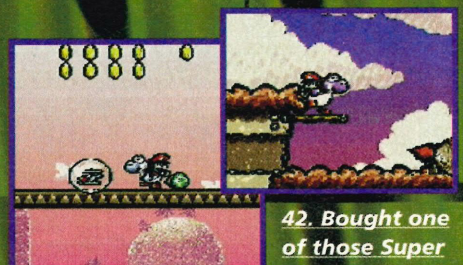
38. Told your mates that, actually, the Virtual Boy was a worthwhile venture...
... No, really it was. Didn't you know that red and black graphics are going to be the next big thing?

39. Won a games related competition...
... Do you feel lucky, punk?

40. Received a Nintendo game for Christmas...
... An integral part of being a Nintendo owner. Especially if the game's totally rubbish and you have to pretend you're grateful.

41-50

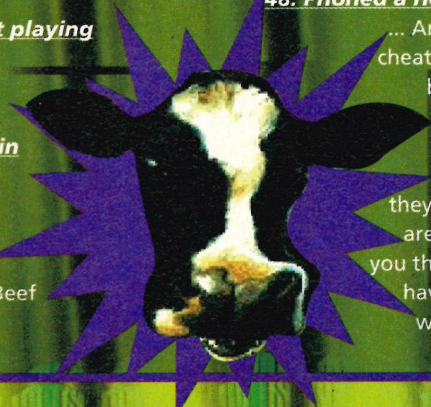
41. Not quite figured out the purpose of Mario in Yoshi's Island...
... DOES HE SERVE A PURPOSE?



42. Bought one of those Super Scope Guns...
... And then found out that they're absolutely useless unless you've got *Duck Hunt* on the NES.

43. Fallen asleep whilst playing an RPG...
... It's just such an interesting genre.

44. Been so engrossed in a game that you ate a whole plate of British Beef...
... Nothing to worry about, mind you. British Beef is completely safe.



45. Beaten Eyedol on Killer Instinct without the use of 'continues'...
... The pinnacle of your *Killer Instinct* career.

46. Completed The Chaos Engine...
... Because if Tim can do it then you can.

47. Ordered a game through an importer...
... Rather essential now that the European market has gone into hibernation. And, anyway, if you do you'll be able to play *Civilization* and *Super Mario RPG*.



48. Phoned a Helpline: Part III
... And if they don't have the cheat, you'll phone back the magazine and tell them. And as interested as they are (which we are), they will tell you that they don't have the solution (which we don't). And they'll say goodbye (goodbye).

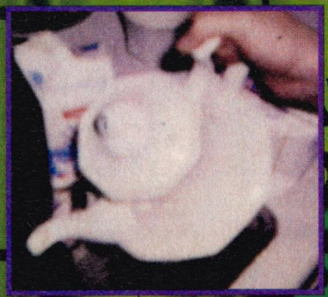


49. Played Final Fight in the arcades...
... Always was and always will be THE game to play in the arcades.



50. Incurred the wrath of Deb, by phoning up TOTAL! and getting through to her by mistake.
... 'What? No. Never heard of it. Please stop bothering me. Make a cup of tea for me or something can't you?'





Wish We

The Congo









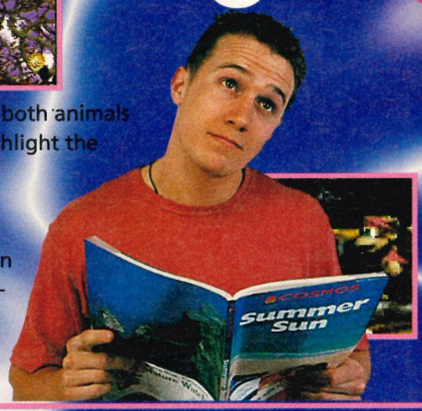
How To Get There: Go straight through Nigeria and Cameroon then take the first left past Gabon.

Game: *Donkey Kong Country.*

Reasoning: It's easy to label *DKC* as just another animal related platformer. There are, after all, both animals and platforms. However, the truth of the matter is, Rare's purpose in developing *DKC* was to highlight the exotic fauna and fungi of the central African regions.



Making Your Holiday Work: Before booking your trip into the deepest reaches of the African basin, make sure your mud hut has plugs in it. Once you've had conformation of the trip schedules, play *DKC* as much as you can prior to your departure time, paying particular attention to the tree formations and leaf shapes of the forests in the background of the game. Your trip will now be heightened enormously by the fact that you can acknowledge the difference between the Winding Vine and Mboshi Daffodil.











New York, USA



How To Get There: Like a day in the country all you have to do is jump in a boat, pop across the lake and settle down in a nice spot.

Game: *Super Mario All Stars.*

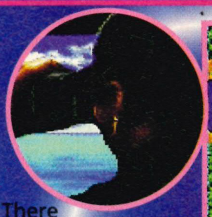
Reasoning: Well, for starters, Mario lives in New York but, more importantly, if *Final Fight* is to be believed, then much of the street violence involves ripping off drainpipes and whacking them round people's heads so, presumably, the city is in serious need of some 24-hour plumbing. And, fortunately, the boy Mario is employed in just that line of work.



Making Your Holiday Work: New York isn't the friendliest of cities which is probably due to the fact that it's got the worst crime rate in the world. So before you venture out onto the mean streets just plug in your SNES and watch which routes Mario takes through the city. That way you avoid unnecessary trouble and are immediately able to decipher which of the thousands of back streets take you to the secret bonus rooms with sackfuls of gold coins. Especially handy when you run out of spending money.



Brazil

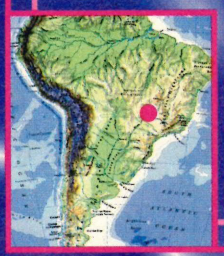




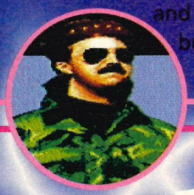
How To Get There: Take part in the Great Train Robbery. Then you absolutely have to go there.

Game: *Jungle Strike*.

Reasoning: A third of Brazil is covered in jungle. And there's plenty of strikes as well. There also used to be a bloke who lived in the Sao Paulo hills with two goats and a fishing rod called General Kababa (his namesake appears as the psycho in *Jungle Strike*).



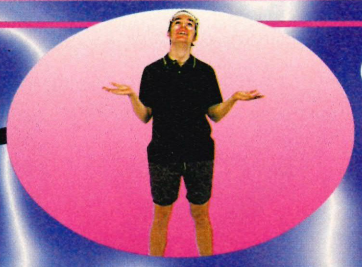
How to Make Your Holiday Work: Fortunately enough, *Jungle Strike's* layout is very similar to the layout of the Amazon rain forest. So, during your boat trip along the river make sure you have your Game Boy – complete with *Jungle Strike* cart – close at hand. This way you can use the game as an alternative to an Ordinance Survey map and advise your Tour Guide as to the whereabouts of local nuclear bunkers that are about to be bombed by US Forces.





Father: It's a jungle out there, son. Son: Yeah? Father: No, really, it is. It's a jungle.

You're Here?



Visiting foreign shores this year? A little bit weary of strange foreign cultures? Well, fear not, because your Nintendo games can provide you with some necessary pointers when it comes to global traversing...





Transylvania











How To Get There: Turn into a bat and fly.

Game: *Vampire's Kiss*.

Reasoning: Oh, be serious will you? Transylvania is the vampire equivalent of your local discotheque. If you fancy yourself as a bit of a Christopher Lee then it's the place to be seen on a Saturday night (or any other night of the week for that matter). All the pubs have blood on tap and there's a stack load of killer birds to boot (literally).

How To Make Your Holiday Work: *Vampire's Kiss* should teach the Transylavnian visitor a number of interesting things. First and foremost, it might be wise to carry some stakes with you. Carry them in a rucksack, strap them to your body, stick them down your boxer shorts, it doesn't matter as long as you have some on your person somewhere. Secondly, it try wearing a garlic necklace. Now, admittedly, it isn't the height of fashion and people might taunt you for smelling worse than the French but those dastardly fiends of the night despise the stuff so it'll keep their pointy ones away from your neck. However, don't let the thought of having your body sucked dry of all its lifeblood put you off your holiday. If you do exactly what the game suggests you'll find your break improved tenfold. The nightlife is second to none and as long as you don't mind having bats in your belfry, random villagers climbing up your walls and eating all your neighbours and having to taste plenty of the local cuisine – eggs, bacon and tourist – your trip will just fly by.

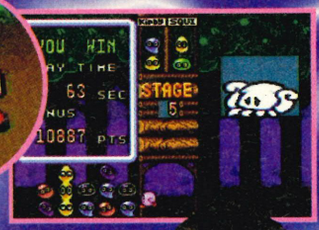


Switzerland









How To Get There: Providing there's a war on it should be pretty easy to find. It'll be the only one that's still making chocolate instead of building trenches.

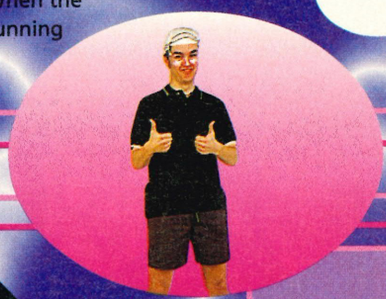
Game: *Kirby's Avalanche.*

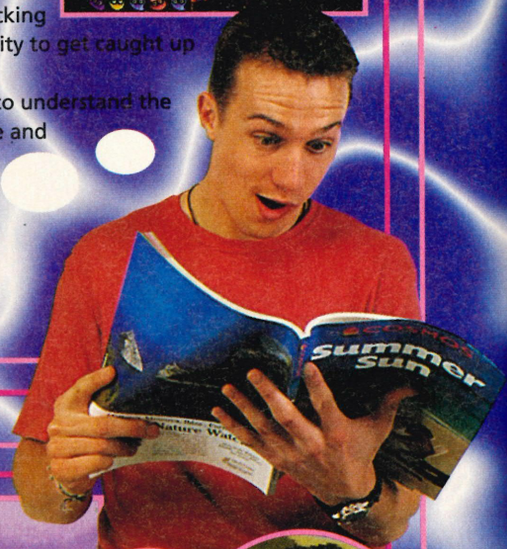




Reasoning: Due to the fact that most of Switzerland is occupied by whacking great mountains (*The Alps, you mean? – Ed*) there's plenty of opportunity to get caught up in an avalanche.

How To Make Your Holiday Work: Study *Kirby's Avalanche* and try to understand the basic principles of gravity. Depending on the forces exerted from above and below, heavy patches of snow can start to fall (especially if someone in your party is prone to yodelling). If this does prove the case, don't worry so much about getting tips from the game (or trying to perfect your yodelled version of When the Saints...) and rather more about running as fast as you can away from the advancing avalanche.



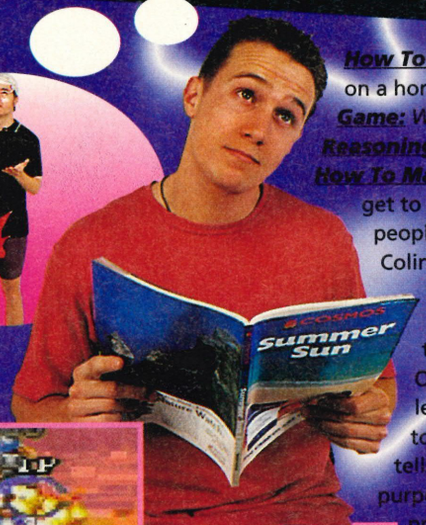






El Paso, New Mexico





How To Get There: Ride into town on a horse called Misery.

Game: *Wild Guns*

Reasoning: Just because.

How To Make Your Holiday Work: 1] Don't tell anyone your name once you get to El Paso. This way you'll be known only as 'Stranger' and therefore people will be in awe of your mystique. Never ever tell the villagers your name is Gerald or Colin. Clint, you could probably get away with. But anything else and you're on dodgy ground. 2] Call everyone in the town 'partner'. 3] Make sure you get in at least one cowboy cliché. These can range from 'This town ain't big enough for the two* of us' to 'Idiot? The last person to call me idiot was shipped outta town in a black box'. 4] Only walk into a bar if its got those special saloon doors. And don't, whatever you do, let on that you are British. Greet them with a 'Howdy' as opposed to a 'Hello there. Nice weather for the time of year'. 5] If someone tells you you have a strange accent tell them accents serve no purpose as you do your talking with your gun. This will heighten your profile within the confines of the town. Unless someone else wants to do their talking with a gun and decides to shoot you.

*This number can vary depending on how many people populate the town or how many people you choose to take on.





Yee-hah! I'm a cowboy! Yes!



Holiday '96

The Englishman At Home

With his handkerchief, long baggy shorts, lily-white legs and ludicrous amounts of suncream, the English holidaymaker scarpers down to Weston-Super-Mare at the first sign of sun. And even though tourists walk past him with fur coats on wondering just what he is thinking of, the English Holidaymaker finds comfort in the three minutes of sun that emerges prior to the thunder storm.

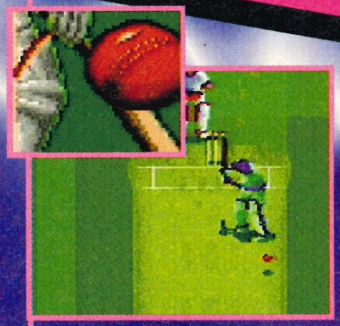


The Englishman A

Dressed like a cricket umpire, the Englishman abroad often finds that the heat is far too much. He stays dressed in a pair of trousers and shirt telling everyone that he doesn't want to get sunburnt.



Australia







How To Get There: Don't watch *Neighbours*. Because if there's one thing that'll put you off wanting to see the sights it's Lou Carpenter going on about wanting to travel the country.

Game: *Super International Cricket.*

Reasoning: Sri Lanka might have won the cricket world cup but the old Aussies are still the best when it comes to the sound of leather on willow.

How To Make Your Holiday Work: First of all grow a nice, big moustache like Mervyn Hughes. Most Australians are now in the process of growing them and, therefore, it will help you merge into life down under. Then learn a bit of the lingo. Stuff like 'G'day Cobber!', 'Rack Off!' and 'Let's put another shrimp on the Bar-B'. This helps break the ice when talking to full-blooded Australians. Make sure you shout a lot as well and always remind passers by how great you are as it is a well known fact that Australians have egos the size of Ayers Rock and would do the same if they were in your position. Once these preliminary things are mastered study *Super International Cricket* closely. It provides a number of necessary cricketing details. If you're used to singing 'The referee's a w*****' or 'You're s*** and you're going down' then the genteel game of cricket is going to come as a bit of a culture shock. But worry not, *SIC* will help you sustain patience and, then, when success does occur on the playing field, it will teach you to stand up and clap instead of shouting and rushing down to the barriers, leaping over and urging others to involve themselves in a pitch invasion.









Nazi Germany





How To Get There: Pop down to your local Delorean dealer and find a time machine.

Game: *Wolfenstein 3D.*

Reasoning: Schnell! Schnell! Zee Eenglish dogs are here! Zay have comm to deestory us! Achtung!



How To Make Your Holiday Work: Firstly, and most importantly, park your Delorean in a hedge somewhere where Hitler and his mob of gun crazy psychopaths won't find it. If you can't find a hedge, buy a can of Dulux (or the German equivalent) and paint your car black, disguising it cunningly as one of Hitler's tanks. This way, if the SS do happen to find it, they'll think the Fuhrer had gone joyriding the previous evening and ended up crashing and burning. Now, remove the hairdryer you packed into your suitcase before your arrival. At first, it might not seem as handy as a double-barrelled pump action shotgun but, if *Raiders Of The Lost Ark* is to be believed, Nazis melt at the first sign of heat. All you have to do now is buy an extension cable, plug it in somewhere, attach your hairdryer and away you go. At the first sign of Nazi trouble stick the hairdryer (make sure it's on the most powerful setting) right up their noses. By the time you've finished, it'll look like the world's biggest candle has just melted round your feet but this can be overcome by packing some wellies.

Abroad

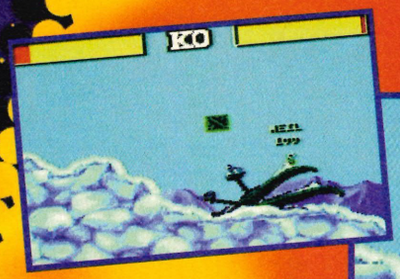




The English Hitcher

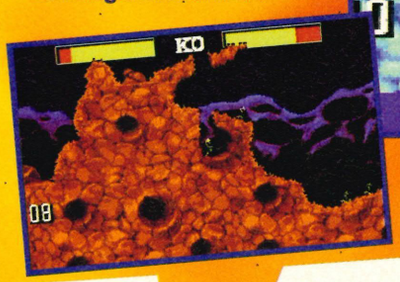
The main mistake the English Hitcher makes is to think she can speak a foreign language. Although she might have a French phrase book and therefore be able to decorate her piece of card with 'Paris, s'il vous plait', when she is asked where in Paris she wants to go, she can only reply with 'Paris' or 'Oui, Paris'. And, if all else fails, she will often settle for a good old-fashioned bit of shouting in English.

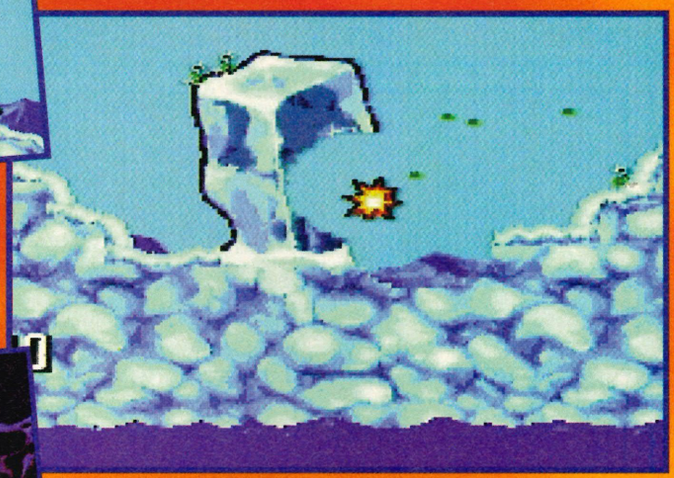
Previews



Not just a *Lemmings* clone.

One of the most natural learning curves around.





Wahey! Destroy landscape! It's fun for all the family. Get those little swines on the top.

Worms



Released on every other format since the 12th of Never, *Worms* finally makes it onto the Super NES in time for, erm, the booming Summer market? Whatever, it's almost here and considering it recently won several very prestigious awards – it should be a goody.

Often described as a cross between *Lemmings* and *Battle Tanks*, the basic premise is as simple as it is dull-





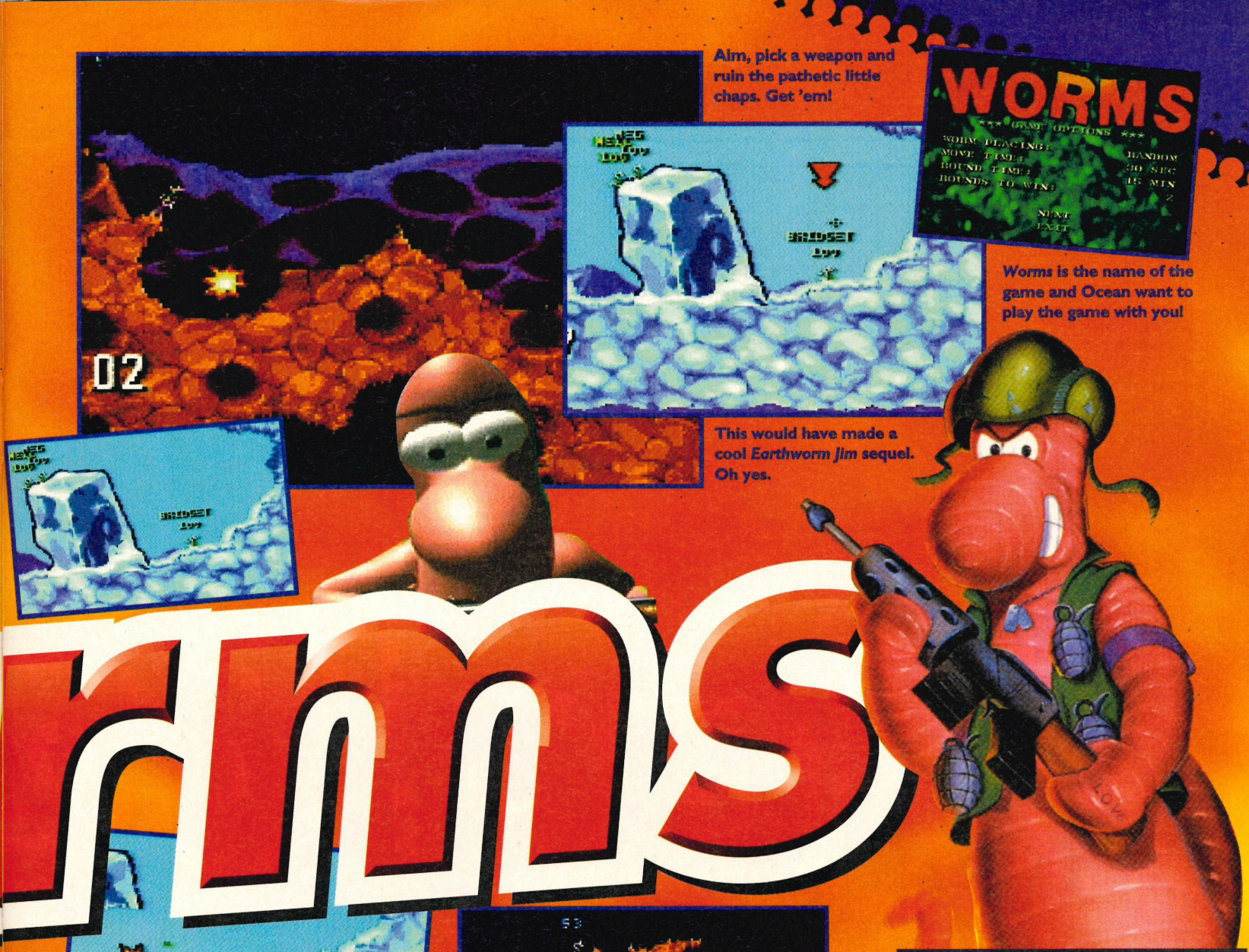
In four-player mode there comes a point where you want to drop your joypad and lamp your opponents.



Aim, pick a weapon and ruin the pathetic little chaps. Get 'em!

Worms is the name of the game and Ocean want to play the game with you!

This would have made a cool *Earthworm Jim* sequel. Oh yes.



rms





sounding: simply chuck four worms into a stupidly hostile landscape, do the same with up to three other gangs of four and dish out a variety of vicious weapons and see who wins. Take in turns blasting until all the opposing team members are dead – simple as that. This is one of the most addictive non puzzle based previews we've had the pleasure to rush through on deadline since, oh, since *Cannon Fodder*. Praise indeed.

Other features include: optional time limits, chucklesome samples, and the kind of military tunes used in '70s sitcoms. Oh and what about the weapons? Well, you can choose from uzis, grenades, cluster bombs, banana bombs, machine guns and to get through particularly tough bit a drill and blowtorch. Wahey!



Graphically it's not going to make you call your Gran in for a look at what new fangled technology can do these days, but what it doesn't have in drop-dead beauty – it does have in explosive action, multi-player thrills and an intuitive control system. It may not be politically correct in environmental terms, but then none of the best games are.

For the full review treatment and a chance to win copies of the game tune in next month.





It's basically an upside down *Columns* – only utterly bonkers around the chops.

It may take a while to get used to, but after 15 minutes the obsessive, competitive demon in you could well lose you friends.



Bonkers backgrounds, cute little sprites and lovely samples – and it's not a girly game!



Why have Japanese characters always got *such* big eyes. It's not attractive – it scares us. A lot.





Magica



A Western version is very unlikely to ever see the light of day. Get friendly with an importer NOW!





Left: The type of girls that nightmares are made of.





This game is top! We're not going to muck you about with the usual preview speak – it's great, okay? Why else would we bother previewing a game that's highly unlikely to ever receive a release in the UK? We're previewing an import gem and if you listen to us in next month's review and buy the cart, you'll owe the whole team a pint – each, mind. Anyway, what's it all about then?

Obviously it's a puzzler, clearly it's a variant of the *Tetris/Puyo Puyo* formula and, as usual with Japanese puzzlers, it's utterly mad in the face! You control that cheeky little fella at the bottom of the screen. Your aim is to pick a coloured ball, catch it and lob it back to the top so that it touches another of the same colour. Once a stack of three has been



Just look at all the different modes of play! Alright don't then – bog off to the next page!





Phew that was a lot of captions! This job's not all it's cracked up to be you know.

l Drop





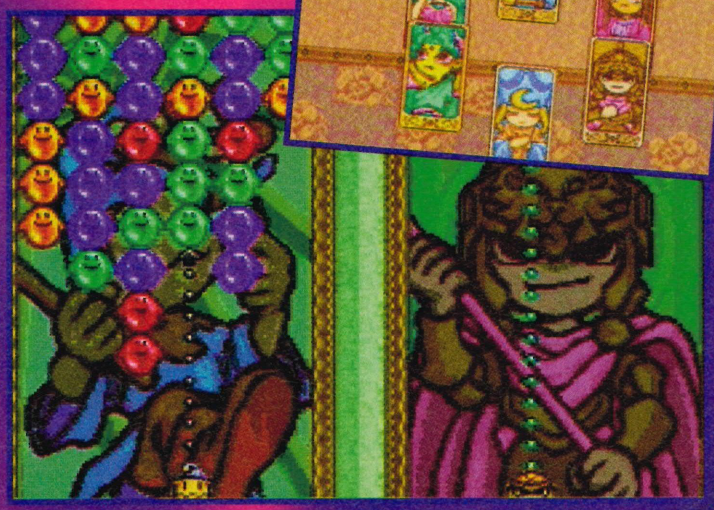
Make no mistake, if you're even vaguely interested in puzzlers, this is worth investing in. Yes I know we're not supposed to express a preference in previews, but it's just so darned good!

achieved they disappear. Repeat until the lot are gone! Oh yeah, like it's as easy as that.

Magical Drop boasts four modes of play. In one-player mode you're pitted against the computer and must progressively destroy characters in each level – oh you know the drill, it's one of 'those' puzzlers for spoodle's sake. The two-player mode is the same except, erm, with two people. The high-score mode pits you against, erm, the previous high score and the puzzle mode frankly baffles us at the moment.

This is cute beyond belief and will get a big, big score next month. See ya!







TETRIS ATTACK





Tetris Attack? TETRIS ATTACK?! What's that caper all about? Do they think we're stupid?

'The object of the game is simple. By switching two horizontally adjacent blocks, you must form lines of three or more like blocks either horizontally or vertically. If you form four or more, a large brick will fall on your opponents side, which can only be broken into smaller blocks by making a successful grouping with blocks touching it. All the while, the blocks get pushed up from below at an ever quickening pace'.

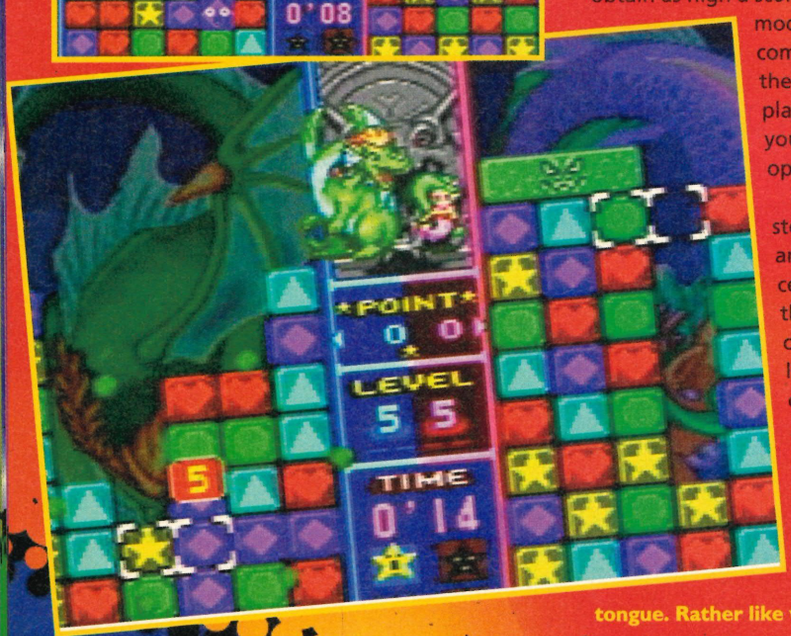
So says the explanation of *Tetris Attack* on the Nintendo internet page. If you're feeling a little confused, don't worry. *Tetris Attack* isn't *Tetris*. At all. And never has been. In Japan this very game was called *Paneru Gopan* and looked and played rather more like *Bust-A-Move* than *Tetris*.

But because we're all a bit thick over in Europe – well, that's our guess at why – they've decided that, firstly, we couldn't pronounce the Japanese name and, secondly, we'd find it a more attractive proposition if it had Tetris in the title.

The game includes all of the following: a one player mode where the objective is to obtain as high a score as possible, a one-player mode where you have to compete head to head with the computer and a two player mode which pits you up against a human opponent.

Well, it's gone down a storm in Japan and the US and should be pretty certain of doing similar things once it's released over here next month, (not least because it includes characters from *Yoshi's Island*). Keep your eyes peeled for a full, extensive and moderately funny review.





Blocks. Nice word, that. Just sort of rolls off the tongue. Rather like walls. Or Prat.

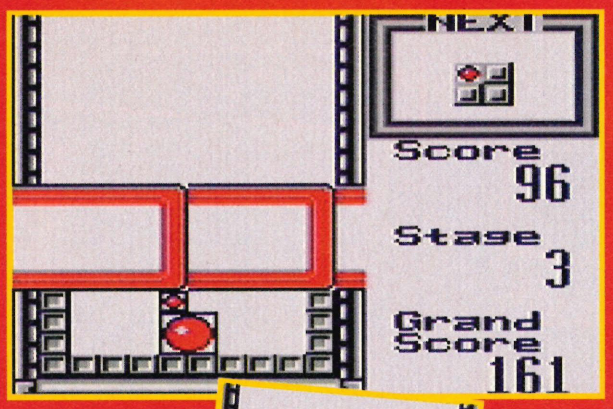


This lady on the right is called Marjorie...

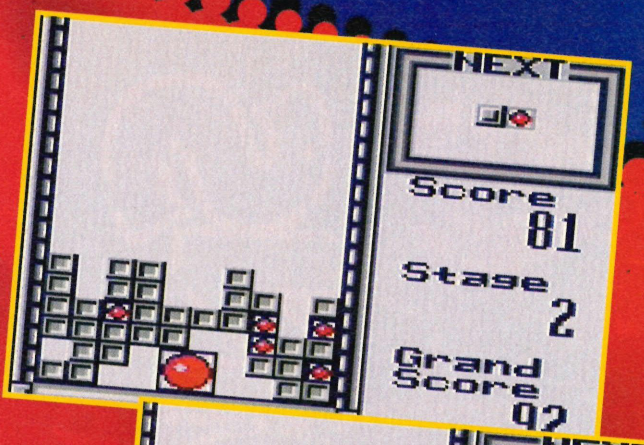


... she can be a help to you as she is an active Greenpace member. Quelle?

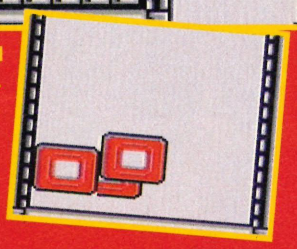




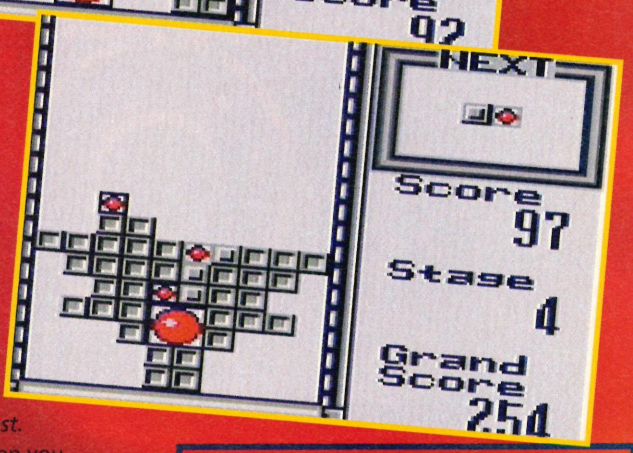
Impressive graphics, no? In fact, weren't we seeing this sort of thing...



... on the Game Boy about four years ago? Pfff. Write to your local MP!



Cracking good explosions, there. Just look at them. Where are all the yellows? WHERE?

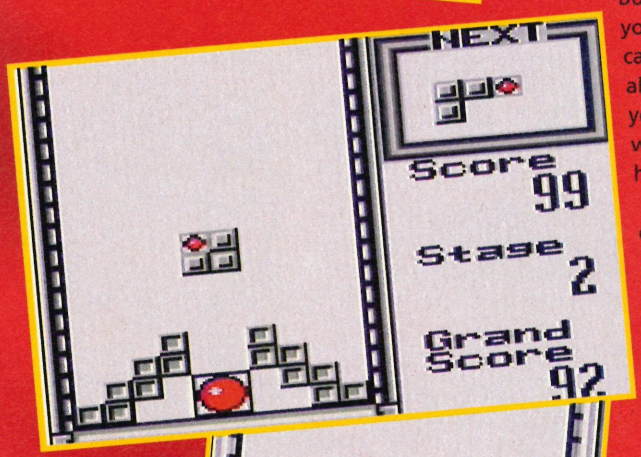


Tetris is a funny old thing, isn't it? Not only does it look about as attractive as Chris at meal times but the concept of the game sounds absolutely yawnsome to boot. But, the funny thing is, once you start playing it you just can't help yourself. You absolutely have to better your previous score. And so, with this in mind, Nintendo have come up with *Tetris Blast*.

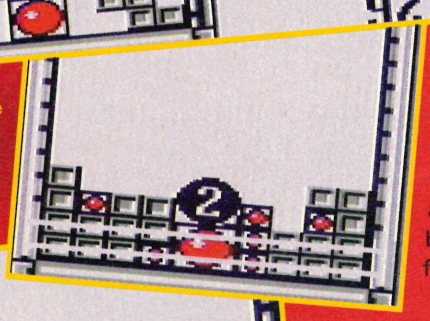
If it has to be labelled then you could call it a cross between *Tetris* (obviously) and *Bomberman*. The idea of the game is to try and slot blocks together whilst making lines of bombs. Once you have four or more bombs in a line then the line will blow up.

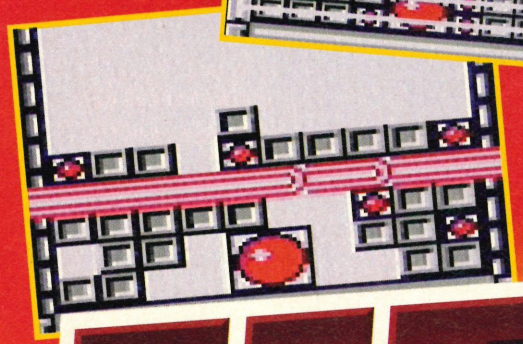
The game also includes a challenge mode where different characters try to eat your bombs – to prevent you from progressing through the stages – whilst you try and rid your screen off all the tetris blocks. This is also a pleasant diversion from the original *Tetris* idea.

Now, admittedly, this isn't the sort of game you'll be playing night and day for the next five years but it's a great game to have on your Game Boy if you want a quick go here and there. *Tetris Blast* should be making an appearance next month.



That '2' on the right there means you exploded two lines.







TETRIS BLAST

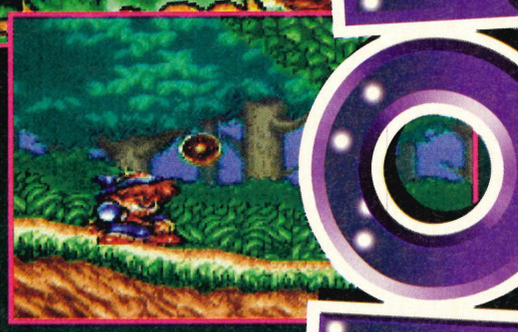
INCANTATIONS





Cute, isn't he? Ian is his name. Ian Sanderson. And he lives at 4, Sunnymead, Sheffield.





Magic is the dish of the day and plenty of it there is.





Collect the coins for some extra points and pocket money.

And destroy the Pegley monsters on the right here.



Platforms games are two a penny. Almost every month we get one dumped on us. And most of them are rubbish. I mean, with the exception of *Toy Story*, we haven't had a decent platformer for the SNES since *Yoshi's Island* have we? *DKC2* was good but hardly exceptional. It was just a slight revamp of the original with graphics to die for. And *EJ2* was good but, again, too damn similar to the first one.

No, when I say a good platformer, I mean a good, original one. Something that's got that certain spark about it. Something that invites you in for another play. And platformers that fall into both these categories have been a bit thin on the ground.

So, what do I get through the post this very morning? Incantations. A cute platformer, apparently. Kook, eh? It's like some unearthly force was listening to me and decided that, as I had been such a good boy, they'd grant my wish (*What the hell are you on about? – Ed.*)

And it's come from the same stable as *Prehistorik Man*. Now, that game really was something to run round the streets of Glasgow naked to. It grabbed the platform genre by the scruff of the neck and gave it a good kicking. And, by God, it was proof that there was still plenty of life in the old girl yet.

Incantations is still in the early stages of development so details are scarce on the ground at this moment. Still, the demo we got a look at seems darn impressive and knowing those clever people at Titus it's bound to pack a bit of a punch.

Still, if you can wait, we'll be carrying a fuller look at the game in a couple if issues time.



This week I have mostly been eating brussel sprouts. What am I talking about!?!?



The local corner shop dealing mostly in cereals and vegetables.



For: SNES

From: Titus

Category: Platformer

Players: 1

Developer: In-House

Available: TBA

Complete: 85%

T•HQ ARE GREAT EXCLUSIVE!

T•HQ, eh? Great, aren't they? Not content to release some of the finest games to be seen on the Nintendo machines, they've only gone and told us that they'd like to give one of you lucky readers a chance to win a brand, spanking new Super Nintendo Entertainment System (that's a SNES to the less educated of you) and *PGA Tour '96* cart to match.

And not only that! They've also gone for a bit of the following: five runners up prizes of *PGA Tour '96* for the SNES and another five copies of *FIFA '96* on the Game Boy. Strewth. Isn't that great? And, more to the point, AREN'T T•HQ GREAT? I mean, really great.

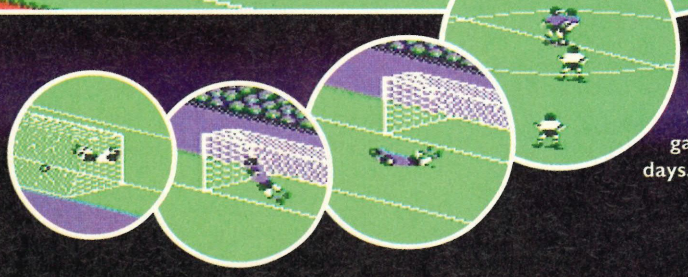
Now, all you've got to do to win this really rather special prize is tell us: Which one of these is the professional golfer? Is it, a] Sean Atkins, b] Nick Faldo or c] Dobin out of *Rentaghost*. If you think you know the answer then send your entries to: 'Who's Dobin From Rentaghost?', TOTAL!, Future Publishing, 30, Monmouth Street, Bath, Somerset, BA1 2DL.

Look at that SNES? Isn't it a wonderful beast of a machine?









PGA Tour'96 and *FIFA '96*. Great games, great days.



Reviews



Rob says

There are times in this life when you have to face up to the facts as hard as those facts may, at first, seem. The sad fact this month is that I'm leaving TOTAL!. I'm off. And, unfortunately, for the young lad Weaver and the old woman Cook, the mag may never be the same. I know it must be hard for you all. I am, after all, a great, great bloke. Bye then. See ya!

Olympics (GB)



Page 55

Exercise? Oh no, Tim doesn't like that very much. Find out why on Page 55.

Page 42

Star Ki... Super...

The main event as far as we're concerned and it's ruddy good fun to boot. PAGE 42, PLEASE!

Mohawk



Page 46

Mohawk has been labelled as Nintendo's answer to Sonic. Well, we'll have to see about that. Which we will. On Page 46, if you please.

PTO2



Page 49

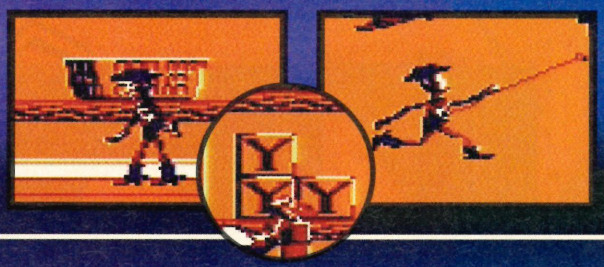
CRAP! That's what this is. BORING TEDIOUS DUMP! And to find out why you just have to go to... actually, don't bother. It's pants.

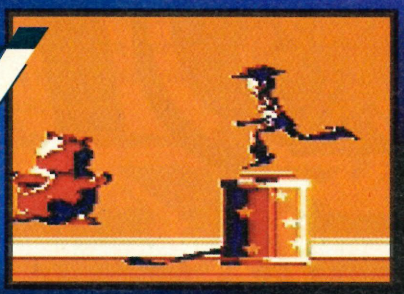


Tim says

Oh, Rob's leaving is he? Oh well. This month we've reviewed some great games, I can tell you. *Star Kirby* was obviously the main attraction, but there've been some pleasant surprises. *Olympics* on the SNES turned out to be a bit of a grin and *Toy Story* on the Game Boy was a damn fine conversion... Oh, alright, we'll be sad to see Rob go. In his own middle aged, pub crawling way, he was a great bloke. Sometimes I would have rather smashed my head through a plate-glass window than listen to his early morning football drivel, but we wish him the best of luck. And as for the party hats, well they're in celebration of the great man's birthday.

Toy Story





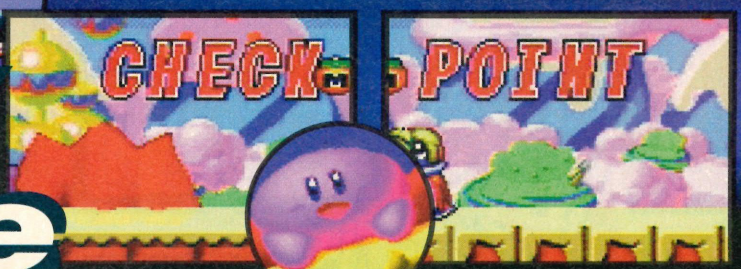


Page 46

Toy Story on the SNES was one of the best platformers for a while and this version will please Game Boy owners as it's an exact conversion (well, sort of).

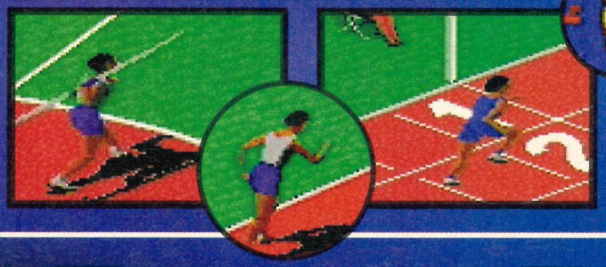
rby Deluxe



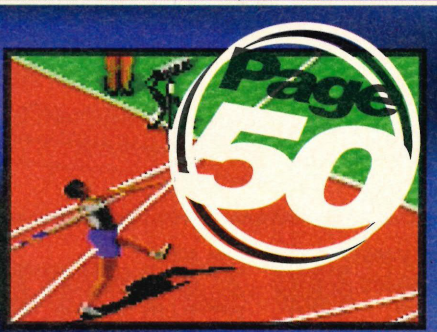




Olympics







Page 50

The Olympics is pretty popular isn't it? Probably as much as small kittens and candyfloss. Not as good as the European Championships though, oh no.

Power Piggs





Page 52

Well, we previewed this little beggar a couple of months ago and now this Froggie originating platformer has arrived for your perusal.

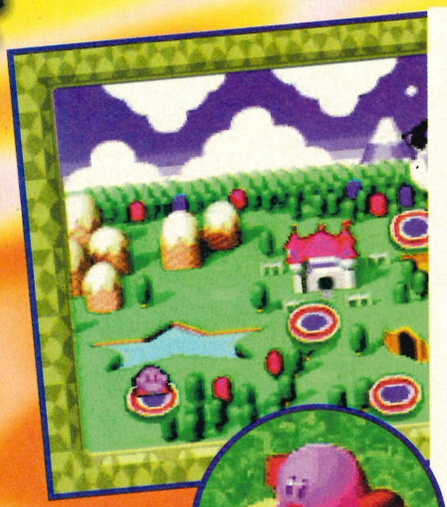


Look, there are three of the beggars.



A talking tree, eh? See them everyday, I do.

STAR KIRBY SUPER



Kirby's Kingdom.



He's sick! He's turned yellow. And a bit red.

Fill them cheeks!

We all know and love the little blubbery chap and his special blubbery ways. He just wouldn't be the same without his vacuum-like suck and ballooning cheeks. Here, for your pleasure, we present the wee one's various basic traits.



Kirby used to star in the Ribena adverts (*Sacked! – Ed*)



Collect the stars!



Kirby blows himself up to Rob proportions.

Little fighting fellas

Another useful little trait of Kirby's is his ability to spew out a little computer-controlled mate when he's in a spot of bother. When Kirby's in special power mode (after you've eaten a suitable enemy), simple press the A button on the pad and a small helper will appear. They will be furnished with the special power Kirby had, and will wade in and sort out the enemy, armed with that very power. Kirby will just have to make do with his legendary suck and blow. Simply hammer the A button again to get rid of the little fella and get your power back. But does that totally cancel the brief tense periods and any intimidation the bosses may have caused? We reckon so.



This is Kirby. Yes.

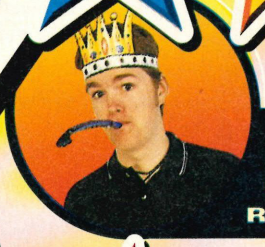


Kirby pays taxes.



And he also pays the price for silliness here.

KIRBY DELUXE



PLAYERS: 1
DEVELOPER: HAL LABORATORY
PRICE: £60
RELEASE: ON (JAP IMPORT)

Super NES Super NES Super NES

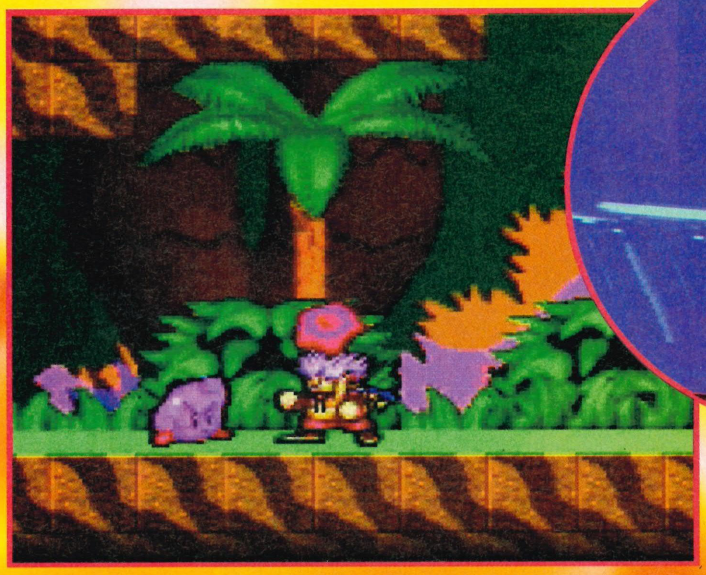


Rob and Christian used to be best friends. But I've never known a couple of people turn into such twisted, repugnant brutes over something so unimaginably cute. Just because Rob wouldn't let Christian have a go on it, bless him.

Star Kirby Super Deluxe is just so criminally addictive, you see. Okay, it might not reach the lofty heights of *Bomberman* or *Puzzle Bobble* on the must-have-another-go meter, but it's a riot of all the things that make you feel good about gaming that you'll be itching – or perhaps punching someone else, as is the case with Rob and Christian – to have another go.

The monster that is *SKSD* is built up from six platform-related romps and two sub-games. Those of you familiar with the puffy Kirbster on his Game Boy outings will feel comfortable playing any of the six main platform games (though two are only accessible when you've finished the others).

The one major difference you will notice is that, as well as sucking up the enemies you meet leaping around the gaff and spitting them out as stars, you can now savour their taste a bit longer and fully digest their power. You'll then be able to wield their special power – it knives, flames, umbrellas (?) or the like – yourself. Not all the enemies have these powers, but there are enough to provide lots of variety as you progress through the l... There's also the opportunity to turn y... current power into a computer-cont...ed





Deep sea diving the Kirby way.

Some jungle based shennanigans.

STAR KIRBY SUPER DELUXE



Rob Says

I'm still rather partial to an afternoon in the company of Debs and *Kirby's Avalanche*. We gave it 91% in issue 43, and for me, as for Debs, it still keeps getting better. I'm not quite so convinced about this though. It's certainly loads of fun while you're actually immersed in its rotund pinkness, but most of the 'main sub-games' are over all too quickly. If the difficulty had been upped, this would have been the best thing ever. Again.

The other two

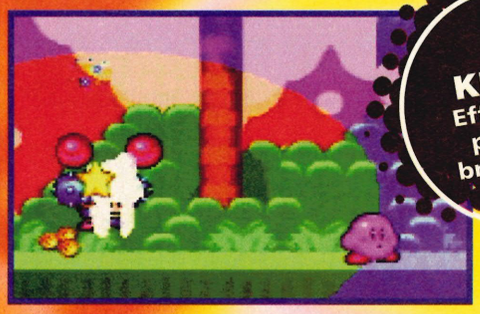
Thankfully Hal Laboratory and Nintendo have also managed to squeeze two sub-games into the cart. These bring a welcome break to the mad old platform proceedings of the main games of *SKSD* – even though they are merely very simple tests of nerve and speed.



Megaton Punch
Using three constantly moving meters, you must thrash it out against three opponents in the Megaton Punch championships. Unleash a severe smash and you could send a split off down Kirby's star-shaped world.



Duel
A symbol will appear at a randomly generated time, and you have to press the attack button as soon as you see it. This tests how sprightly your reflexes are – there's a timer on-screen to show you how fast you were.



Want a funny caption? Oh, go away, will you?

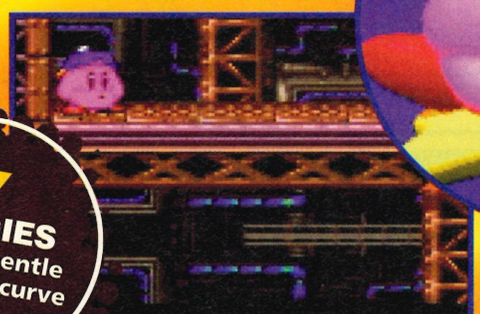
KIRBYS
Effortlessly playable, brilliant fun

'bodyguard', which is explained in the box entitled Little Fighting Fellas elsewhere in this review.

There's one major flaw with this system though, and, for once, everyone on Total! agrees with me. The good platform games are the ones that leave you gasping for breath as you successfully negotiate a tortuous trap-filled route, have the rest of the office floor (that's *Super Play* and *Sega Power*) crowded 'round as you try and do away with the final boss with the merest of weapons and energy. They are the games where there's a perfect difficulty curve, where the odds always looks stacked against you, but somehow you manage to scrape through.

Unfortunately, *SKSD* isn't this kind of platformer. The power-ups, although varied and hugely entertaining, come far too thick and fast. You're never really on the edge of your seat, because your porky life never really looks that threatened. And the ability to call up a computer controlled familiar who wipes out most of the enemies on-screen (including having a pop at the level bosses) lowers the tension even further. Shame, that, because if a bit more attention had been paid to making the later games slightly more challenging – reducing the power-ups, toughening up the

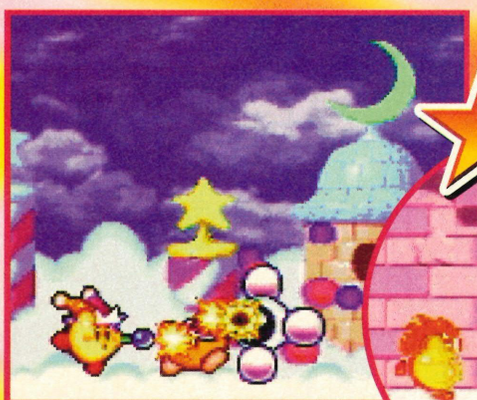
LURGIES
Far too gentle difficulty curve



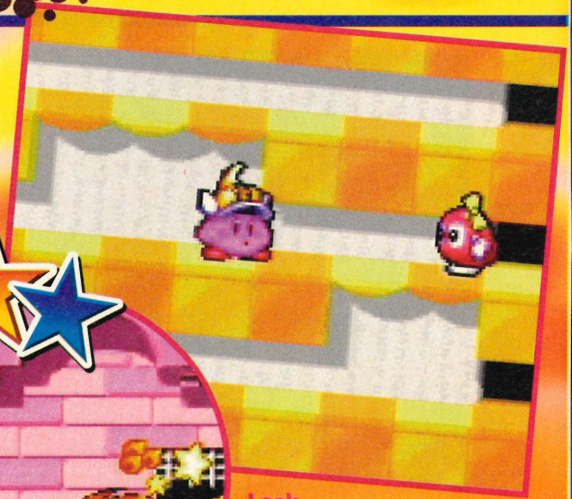
Kirby is wicked, says Lisa I'Anson.

Joy Hattersly

As I mentioned elsewhere, Kirby can now totally consume an adversary, so swallowing their various special powers. You'll be able to tell exactly which power you currently have by the natty headgear on Kirby's pink bonce. Among the more impressive hats (and useful weapons) you get to strap on are Magician (complete with magic wand), Indian (which allows you to hurl waves of lethal feathers at unassuming passers-by) and Jet (where you get a mini-plane and goggles welded to your skull – useful for [illegible] out the way of enemies). Here's [illegible]'s choice...



Look at those wunderbar graphics.



Look at that wunderbar main sprite.



83% Good score, right?



And... they're off!

One of the main games is a race between you the evil DeDeDe rather than a regular platform sequence. There are three courses to negotiate, filled with food, obstacles and some fiendish twists and turns. Double tap on the D-pad and leg it as fast as your scarlet feet will carry you!



Oh, no! Those ruddy Japs talking their strange language...

... Why doesn't everyone just speak English?

bosses, this would have been an even greater example of its genre.

As it stands though, this is still eminently playable stuff. Kirby responds instantly to your joypad caresses and the levels are all beautifully designed. Although the first two games aren't going to cause you too much trouble, the later ones throw up a few more challenges and surprises. Great Cave Project stands out as perhaps the one that's most rewarding, as you have to actively search out all the 60 pieces of treasure from amongst its levels. If only all the games within *SKSD* were slightly more challenging – come on Nintendo, make 'em more tricky for a UK release! Classy, totally entertaining game, nonetheless. **TIM**

GRAPHICS

It's big, bold and bright – just what you want from the little pink marshmallow fella. **9**

SOUNDS

A bonkers barmy soundtrack that perfectly complements the graphics. **8**

GAMEPLAY

Intuitive controls blend with classic, rather than clichéd, platform action. **9**

LIFESPAN

Not the most challenging game, but because it's a joy to play you'll finish it quickly. **7**

TOTAL! JUDGEMENT

'*Mario* may not have anything to worry about, but all the sub-standard platformers better start quaking.'

TOTAL! SCORE 83



This is a penguin of sorts.



And this is the same grab, isn't it?



This is a CHECK POINT. Comprende?

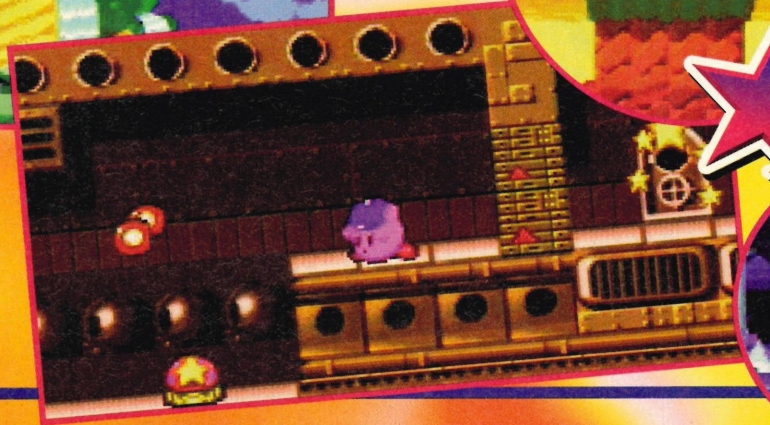


Look... no, wait! Chris does better captions than this...

... Oh, I can't think of anything to wri...



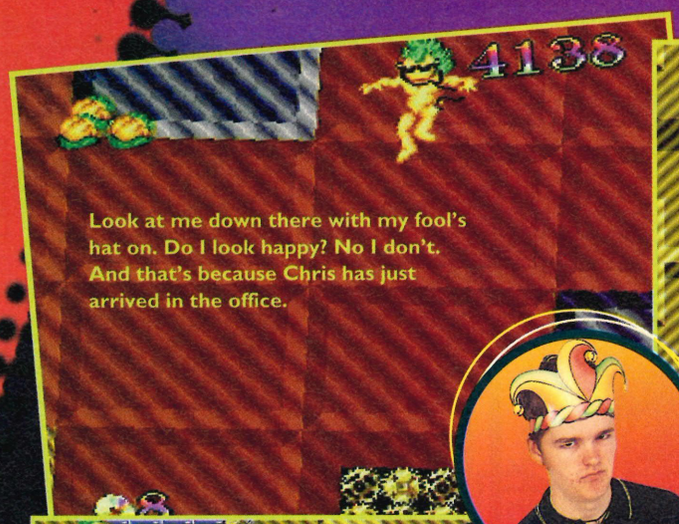
'Ouch! I've got a bomb on my head' – Kirby, yesterday.





Kirby's fireballs pack quite a punch.

Though he does tend to cry a lot as well.



Look at me down there with my fool's hat on. Do I look happy? No I don't. And that's because Chris has just arrived in the office.



Hi, Mohawk here. I've got ambitions to be Sonic but, if I'm being honest...

... I don't stand a snowflakes chance in Iceland. Um...





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



Gosh, what shall I write? Something about hamsters? No.

HAWKS
Plenty of potential on view

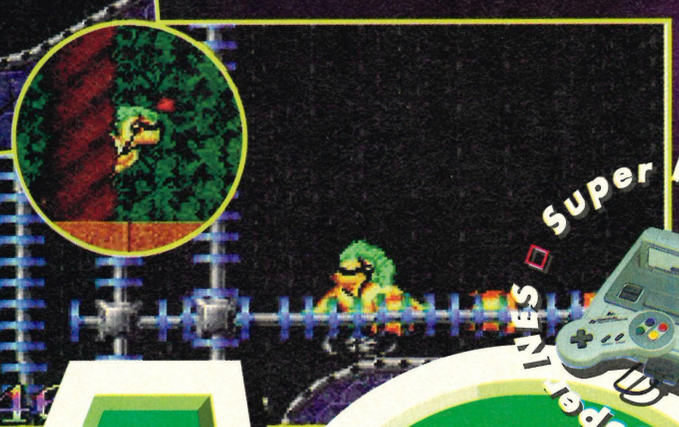


The trouble with airplanes are that they make me feel sick. As soon as I start going along the square tunnel that leads from the terminal into the plane itself, I start to feel my lunch rising through my body. And the last thing you want when you're prone to being airsick is the disgraceful efforts the airlines call meals. Just the thought of those trays of plastic food makes me feel worse than when we have to sit through Chris' infamous dog impression.

So, imagine how happy I am with my feet firmly on terra firma and my eyes fixed to the delights of the Nintendo machines. Except this afternoon, I'm not happy. Normally, when I'm told I'll be reviewing a platformer I get rather excited. Because I like platformers. I like running and jumping my way, up and down from left to right. It's great. But, the sight of *Mohawk* is not only enough to stop me from wanting to touch another platformer again in the whole of my life but also a timely reminder that I should never board another airplane.

And, on top of that, *Mohawk* has the worst storyline I've ever had the pleasure of reading. Something about a mad General (surprise!) on a planet called M17X – or the Party Planet (great!) – who has stolen all the CD's (a great variation on the old football song, 'Who ate all the pies?') and reduced the planet into a boring mess of a place. So, Mohawk and his pal Headphone Jack (nice!) – who are completely in love with





Oh, look, I can peek out from behind a tree. Aren't I a naughty boy?

Super NES Super NES



MOH



Wait a minute. The preposterous fool has legs at both ends. How is that possible?

Look, I can turn into a green and yellow ball at will!

And I can run to boot. Great, aren't I?

music but have no ears (quelle?) – decide to take on General Headslot (supercailfragalistic-expialidocious!) and return music and, in particular, all the missing Chris de Burgh singles back to their rightful owners.

So, this equates to five huge worlds of Mode 7 action. Now, Mode 7 is a funny thing. It rotates the screen 360 degrees and provides the opportunity for some super fast scrolling. Okay in theory but in practice it reduces the game into a pretty close interpretation of the new Alton Towers roller-coaster. Now not knowing your arse from your elbow might appeal to some of you but it would have been nice to see a little less of the clever, clever Mode 7 and more energy put into the game-play. At points in the game, you've got about as much control over where you're going as Rob has over his bowels after a particularly



Not only has the ruddy fool got no ears but he's wears a bum bag! Blithering idiot.

testing Saturday night.

Aside from this, *Mohawk* could have been very good indeed. It has all the necessary ingredients – sprawling levels, colourful playing environments, things to collect, things to destroy – and they gel together well. It's just the facility that T●HQ so thought would make the game better has in fact made it worse. Oh dear.

If this was a budget game then I'd bump the score up a bit because *Mohawk*'s not bad for a quick play. But as a long term product it falls well short and as for it being the *Sonic* beater that so many people were thinking it might, well, let's just say that, sadly, Sega owners are going to be even more smug than normal. **TIM**



I can run, oh boy I can run! And I'm yellow, oh how yellow I am.

DORKS
Mode 7 turns it into a mess

GRAPHICS

Absolutely drenched in colour and plenty of variety between the worlds. **8**

SOUNDS

An excellent soundtrack with liberal doses of heavy metal guitar. **8**

GAMEPLAY

A dreadful mess of a game with far too much attention to cleverness. **6**

LIFESPAN

If you're loaded the buy it. If not, save your money, it'll only last a few days. **7**

TOTAL! JUDGEMENT

'Tragically lacking in game-play, *Mohawk* may be soaked in potential but misses the mark.'

TOTAL! SCORE **75**

AWK and Headphone Jack

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Super Play

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RPGs!

Fall under the spell of the SNES role-playing game in our huge round-up.

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The biggest and best *Diddy's Kong Quest* guide.

EXCLUSIVE NEWS!

Street Fighter Alpha

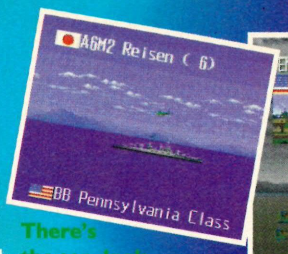
The world's best 2D beat-'em-up is coming for your SNES...

Discover the secrets of the black magic box!

Super Play – the only SNES and Nintendo 64 mag that packs a punch!

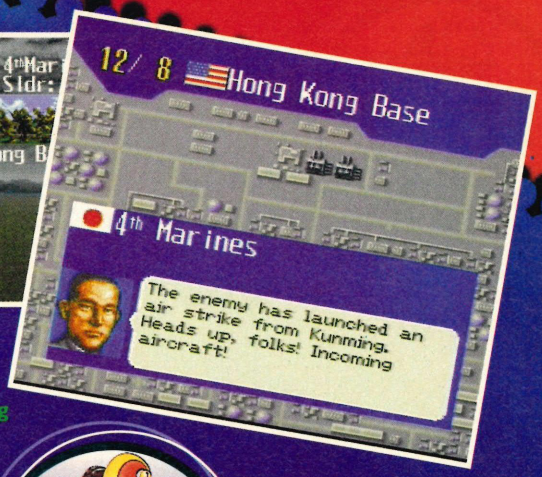


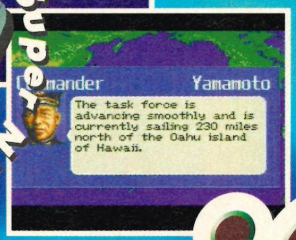
Hey! Great graphics! Great sound! Great gameplay! I love *ISSD*, don't you?

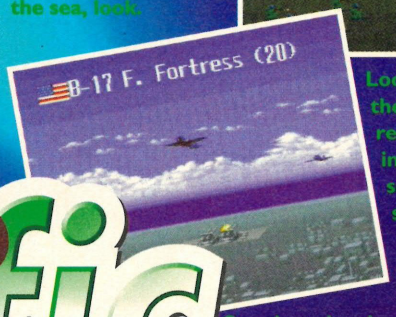


There's the sea, look.



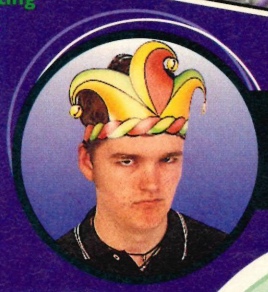






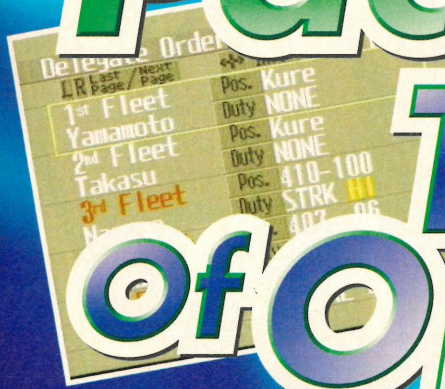
Look at all these really interesting screen shots.

Pacific Theatre of Operations 2



PLAYERS: 1-2
DEVELOPER: Koei
PRICE: £65 (approx)
RELEASE: USA IMP

See those lovely planes below? Chris cut them out with scissors. Great, eh?





I'm sorry but I fail to see an ounce of good in this game. Now, it's not because I have something against strategy games. I don't. Indeed, I was a big fan of *Civilization* a couple of months ago and *Sim City* before it. And neither do I have a particular hatred of all things historic. I did, after all, do an A-Level in the blessed subject. And passed it. No, it's got nothing to do with either of those. What it has got to do with, however, is the fact that this is one of the dullest, most monotone games I've played in a long while.

Basically, the player can choose from ten scenarios – three campaigns and seven shorts – which vary in difficulty and complexity but succeed in equalling each other in tedium. Once you are into a scenario you are given an objective – to rid the American fleet of six aircraft carriers, to sink 30 or more warships by a specific date and so on – and you must carry this objective out using everything at your disposal.

GOATS
So boring you'll wish it was The Sunday Times

However, whilst the scenarios are historically accurate they are completely devoid of excitement and too often the game ends up looking like the financial section of *The Sunday Times*. Action has been discarded in favour of statistics. And when you finally do get to a battle scene the whole thing looks so pathetic you'd think it had been programmed in a primary school.

If you're the sort of person who gets overly excited at the sight of copious amounts of facts and figures then you may well find something of interest in *PTO2*. But, quite honestly, for the rest of you, this is going to come as a huge disappointment as it's taken a good idea and completely spoilt it.

TIM T!

BOATS
An idea with a lot of potential



GRAPHICS
Absolutely awful. We didn't expect them to be great but these are the pits. **5**

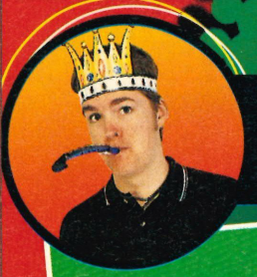
SOUNDS
Monotonous drivel that, frankly, will not do. Worse than Rob's singing. **6**

GAMEPLAY
You'll find yourself extracting more fun from a brick. Not very good, I'm afraid. **4**

LIFESPAN
Enough for the hardest of hard-core strategists perhaps but anyone else... **4**

TOTAL! JUDGEMENT
'A dreadful piece of software in all senses of the word. A good idea tragically wasted.'

TOTAL! SCORE 43



PLAYERS: 1-8
DEVELOPER: T•HQ
PRICE: £49.99
RELEASE: OUT NOW

If Bath weren't playing Cardiff at Twerton Park in August as part of their pre-season build up, the Olympics would surely take pride of place as the most important sporting event over the summer. Indeed, in some quarters it's even been heralded as more important than the aforementioned football fixture. Controversial as that may sound, there's no doubting that the question of whether Sally Gunnell can retain her title sometimes does overshadow that other important sporting question: Will David Mogg retire from keeping goal for Bath?

Well, whatever side of the fence you choose to stand on, there can be no disputing the fact that there's something rather special about the Olympics. All that record breaking and medal ceremonies. Watching the Yanks shoot their mouths off about everything under the sun and then get a good whipping by us Brits. Yep, the Olympics always gives us good cause for some summer cheer.

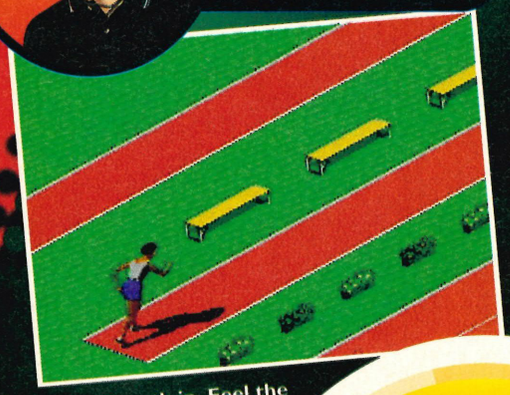
But if you can't face having to wait until August for a spot of long jump or a smidgen of skeet then, conveniently, you won't as T•HQ's new licence, *Olympic Summer Games*, emerges

OLYM Sum

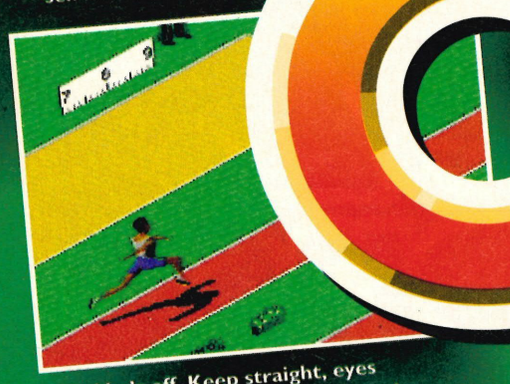


JAVELIN! It's good it is. Better than getting lost in a back street of London at night.

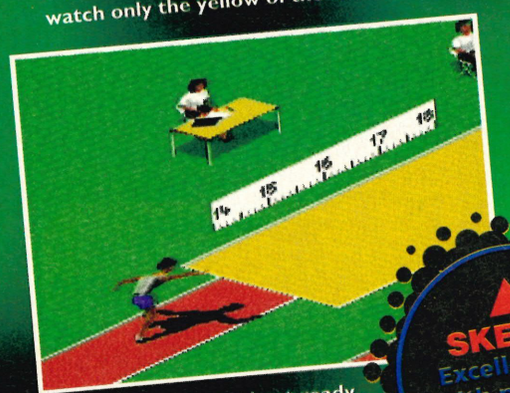




Okay. Breath in. Feel the adrenaline. Hit yourself in the face...



... and he's off. Keep straight, eyes ahead – a spot of tunnel vision, maybe – watch only the yellow of the sand...

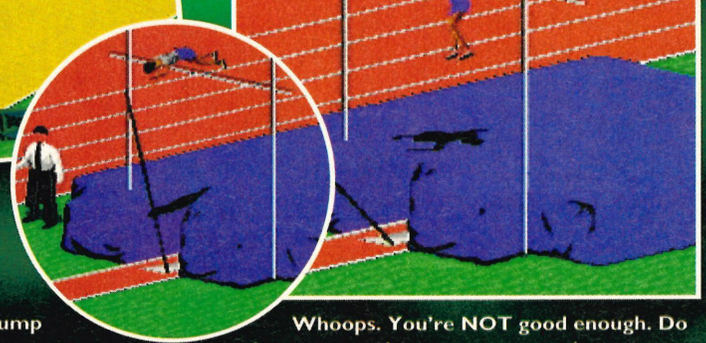


... hop, skip, jump and get ready to launch yourself! LAUNCH YOURSELF, MAN! And then...

SKEETS
Excellent fun with plenty of variety

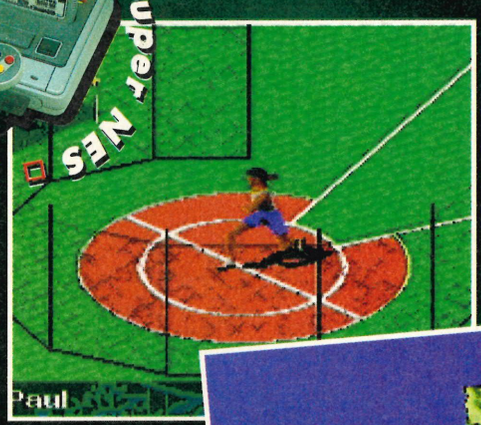


... hope for the best of British luck. Then, if you've got time...

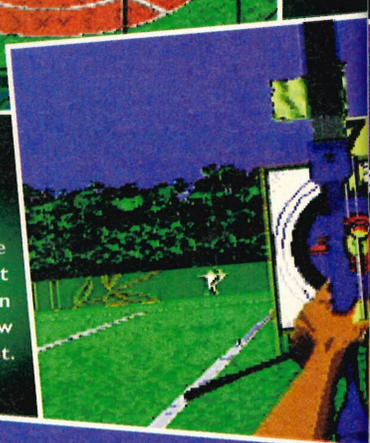


... leg it across to the high jump and get a bit of practice in.

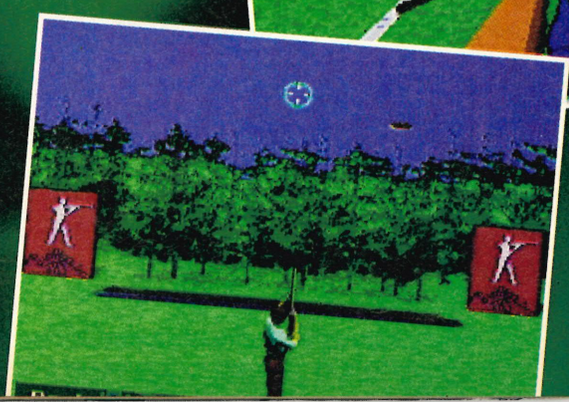
Whoops. You're NOT good enough. Do better or you're out on your ear!



The Discus is the weakest of the events...



... whilst the archery is the most fun packed, sun drenched, arrow shooting event.



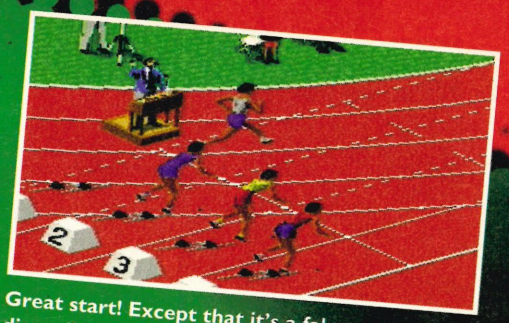
offering the player the chance, along with up to seven of his mates, to taste the magic of the games.

There are 10 events in all and each offers a substantial challenge. The easiest by far is the hurdles – it's just a question of pressing up at the right moment – and the most difficult to grasp is the skeet – having to decide when to release the clay and then take aim almost immediately takes some practice – but all are immense fun and, if you're up against a couple of mates, you won't have a better buzz all year than beating their time in the 100 metres or their distance in the javelin.

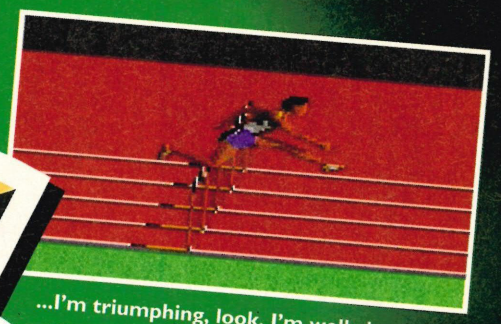


PICS

mer Games



Great start! Except that it's a false one and I'm disqualified. Next time I will triumph...



...I'm triumphing, look. I'm well clear of my opponents and modest to boot...



... and I've lost. Oh dear. Still, it's not the winning it's the taking part that counts. Ta, Mum.

There are two modes in the game – Practice and Tournament – and also a Customize game option which enables you to specify which events you would most like to take part in and which you would rather avoid. The Tournament mode enters you into all events – unless you state otherwise – whilst the Practice option gives you total freedom to play whatever event you choose. However, you can't win medals in Practice mode so as soon as you feel confident it's best to move into a tournament.

The events are as realistic as the machine allows them to be. For example, in the 100 metres sprint you may find yourself beginning well – there are false starts, so don't be too hasty – but falling behind in the last third. Just as real sprinters often leave their real pace until the last thirty metres so too do the racers in the game. Often it is best to maintain as constant a speed as you can.

Olympic Summer Games is a pleasant surprise. If sometimes it becomes a little tedious in one-player mode then it's more than made up for by the need to beat your mates in the multi-player option. The gameplay is spot on with a sensible learning curve and official world records to beat, which adds an extra dimension.

As for the Official Bath City Pre-season Friendly licence, well, that isn't expected to appear for a while... **TIM**



GRAPHICS 8
A colourful, exciting mix of track and grass and with no visible slow down.

SOUNDS 6
The main tune becomes hugely annoying and the sound FX are fairly average.

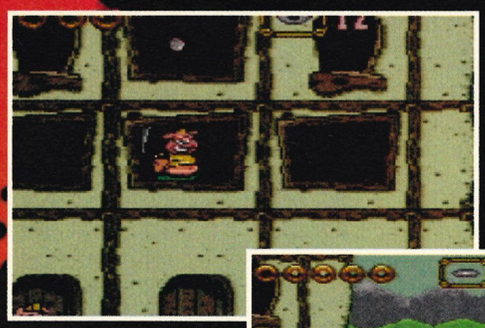
GAMEPLAY 8
A fun, easy to play licence free from steroids and loud Americans.

LIFESPAN 8
An excellent multi-player facility and ten events adds much needed variety.

TOTAL! JUDGEMENT

'Not faultless but, nonetheless, a varied, exciting licence that should appeal to any potential Linford Christie.'

TOTAL! SCORE 84



Go inside the house and collect the pearls for some extra lives. Problem is, it gets boring once you've done it the first time.



Right: Some air vent madness.

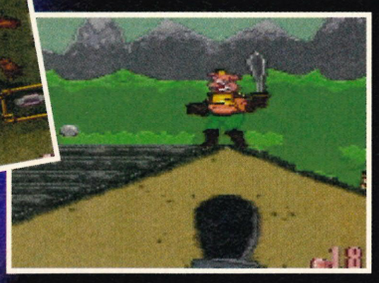


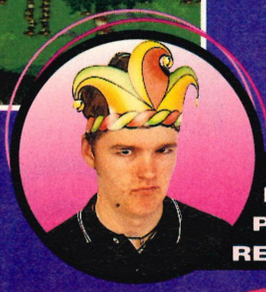


I think you'll agree that the graphics are very pretty...

...it's just a pity there isn't some gameplay to match. Oh, and a difficulty setting.







PLAYERS: 1-2
DEVELOPER: TITUS
PRICE: £39.99
RELEASE: OUT NOW

Collect the doughnuts for extra doughnuts which means you can throw doughnuts. Great.

POWER

Pigs do not own doughnut shops. It is a well known fact – note the word FACT – that pigs live in pens, snort and roll around in mud. They most certainly do not get up onto their hind legs, grab a sword and try to take on the forces of darkness. Sorry, but no.

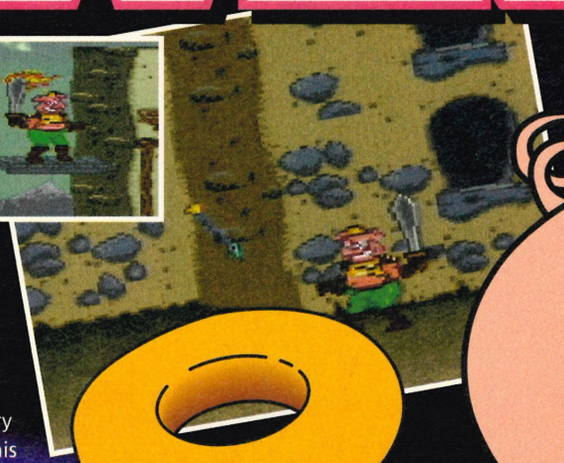
Okay, so maybe this all sounds a little harsh. Maybe I'm being just a little bit hard on the game. I mean, it is, after all, only a game. Isn't it? Yes. But, so what? Do you think Titus thought, 'oh, it's only a game' when they were choosing where on the scale between darn easy and bloody impossible they were going to stick their difficulty setting? No, they didn't. They just stuck it right at the top and guessed that would be fine. Well it isn't fine. It's harsh. Hence my reasons for being equally so.



These wolves are a pain in the backside. Shooting arrows at you right, left and centre.







So, what else is there? Well, there's a completely useless main character for starters. Armed, predominantly, with a sword but also, from time to time, able to collect doughnuts and throw them at the enemy – no, that is not lifelike! – Bruno, for that is the name of the main character, is a fat, slow cretin. When being chased by enemies he is caught every time (and thus loses further energy from his pitiful health bank). His sword may as well be a small feather for all the difference it makes up against the fireballs, arrows and swords of the enemy. And when he is hurled up into the air via the air vents he has little or no control over where he is going which means that too often he is pushed straight into the path of the enemy and drained of all his energy.



PIGGIES
Some good ideas gone to waste

The levels are too cluttered with enemies – who destroy you as soon as you enter the screen they're in – to make them enjoyable and there are far too many leaps of faith. Now, admittedly, if you follow the course from the top of the roof down to the ground exactly you are able to avoid any unnecessary problems. However, if you do happen to stray away from the course on your way down you more often than not end up being maimed on the long stretches of spikes.

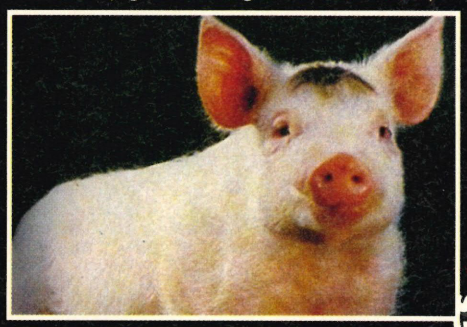
There are a couple of redeeming features, however. The graphics are colourful and original and compliment the game well and the music is a jolly array of suitably piggish tunes and some of the ideas behind the game are good: the underground sections show promise and the air vent idea is an original if flawed one.

Unfortunately, much of the potential is wasted in favour of a ludicrous difficulty level

And this little piggie had roast beef...

Power Piggs? Bah, it's not even spelt right...

Babe
Cute little pig that thought she was a sheep.



Pinky And Perky
Have a special place in the hearts of every fortysomething.

Miss Piggy
What Janet Street-Porter would be if she was a muppet.

We Are The Pigs
Suede at their very, very best.

Hamm
Raking it in thanks to *Toy Story* going nuclear.

Pass The Pigs
Debs' fav game. 'It's got little piggies in it...'



Snuffle The Truffle
The lovely Emma Forbes' *Live And Kicking* gameshow.

Francis Bacon
Well known pork chop fancier and part-time painter.

Porky Pig
Third-rate fatso but, nonetheless, charming in his own oinksome way.

Where The Pigs Don't Fly
Suede at their very, very best. Again.



PIGGS



ZIGGIES
Too difficult and too many leaps of faith



– I could barely get onto the second level after half a day's play – and enough leaps of faith to fill even Chris' gob. It's hard to imagine what went so wrong considering that Titus' previous platformer for the SNES was *Prehistorik Man*. But, one thing's for sure, something did go wrong and Power Piggs, I'm afraid to say, is the end result. TIM

GRAPHICS
An unusual cartoony look that works really well within the context of the game. **8**

SOUNDS
Some good, solid sound FX and a main tune that doesn't get annoying. **8**

GAMEPLAY
Frustrating and if there's one thing you don't need in a platformer it's leaps of faith. **5**

LIFESPAN
If you haven't put your fist through the screen by the second play, it may last. **5**

TOTAL! JUDGEMENT
'A disappointing, naive, infuriating platfomer that thinks it's clever but, quite obviously, isn't.'

TOTAL! SCORE 59



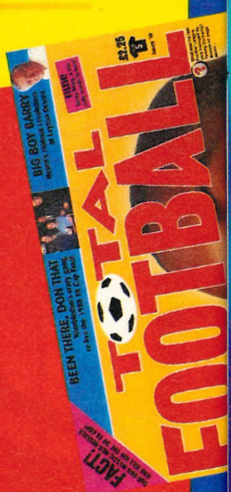
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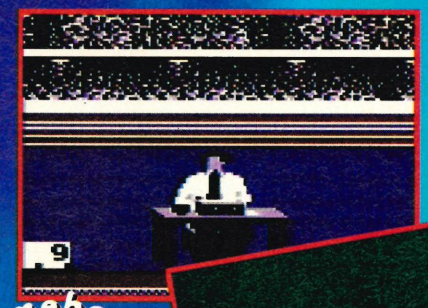
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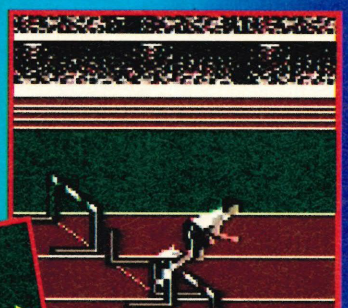
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TOTAL FOOTBALL

SPECIAL ISSUE OUT THURSDAY MAY 16



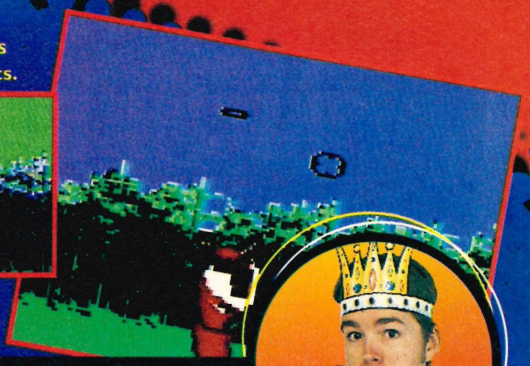




Skeet is great! It's as interesting as politics.



But why skeet? Why not Rsudilyi?



Gameboy Gameboy Gameboy



PLAYERS: 1-4
DEVELOPER: T•HQ
PRICE: £24.99
RELEASE: OUT NOW

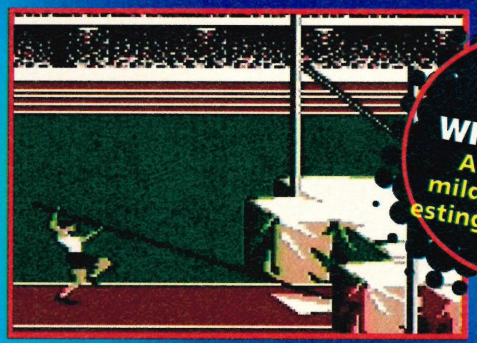
OLYMPICS

I'm afraid that too many years of a miserable old Welsh PE teacher barking orders at me, like some demented Army officer, put me off pursuing a career in the athletics field. In fact, by the time I'd left school, I was so sick of hearing, 'do 50 laps!' that I vowed never to touch anything remotely connected with running, jumping or sandpits.

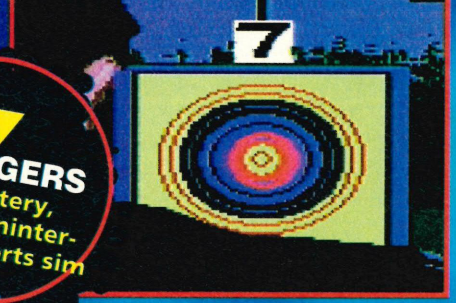
And when he wasn't shouting in my ears, he was force-feeding me with the virtues of rugby – when it was painfully obvious to everyone else that the sport bored me stupid – and constantly reminding me that he was far fitter than I was.

Well, Mr Stringer might have put me off real sport (and scarred me for life in the process) but now I'm back with some console-based exercise and if he ever came near me, wielding his rugby-laden stick I'd show him who was the fittest. Oh, how, I'd show him.

So, what's there to say? *Olympics* is a pretty close conversion of the SNES version (though obviously corners have been cut) and all the events are the same. The multi-player option also makes it over but, disappointingly, doesn't work as well on the portable console.



WRINGERS
A stuttery, mildly uninteresting sports sim

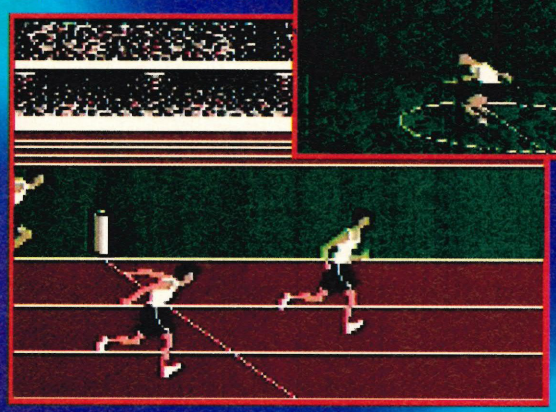


The events, themselves, are a mixed bag. The slower they are, the better they are. Archery, skeet and the javelin all make it over relatively unharmed but the sprints, long jump and high jump all suffer a little bit on the small screen. Not enough to warrant an FBI investigation but enough to make viewing it a tad annoying.

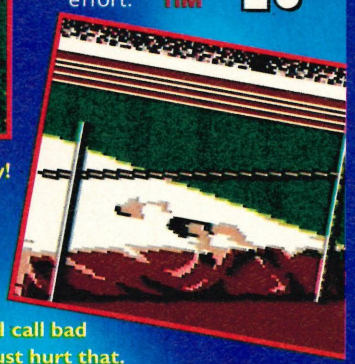
So, overall, *Olympics* is quick off the blocks, fades a little in the middle then trips up and just about makes it across the finishing line. Still, it's a brave effort. TIM

STRINGERS
A close-ish conversion with good detail





Oh, tragedy! I'm for the high jump.



Look at his legs. Now that's what I call bad sunburn. Must hurt that.

GRAPHICS 7
Generally very impressive. Can become an annoying blur at times however.

SOUNDS 6
An annoying main tune and the sound FX lack the excitement of the Games.

GAMEPLAY 7
Pretty good. Easy to play and all the events have a good difficulty curve on them.

LIFESPAN 6
Fine for a quick play but not good enough to warrant a very high score.

TOTAL! JUDGEMENT
'Just about what I had expected. Good in places, bad in others. A mish mash of excitement and boredom.'

TOTAL! SCORE 70

TOY STORY GB





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

I doubt this will recieve as many plaudits as its SNES cousin. Not that that will particularly bother Disney. It might disappoint them slightly but it won't damage them too much. After all, with the exception of the tragically dull *Pocahontas,* we are talking about a company that has had a hit with every single animated feature its ever put out. *Toy Story* is merely the junior of the pack.

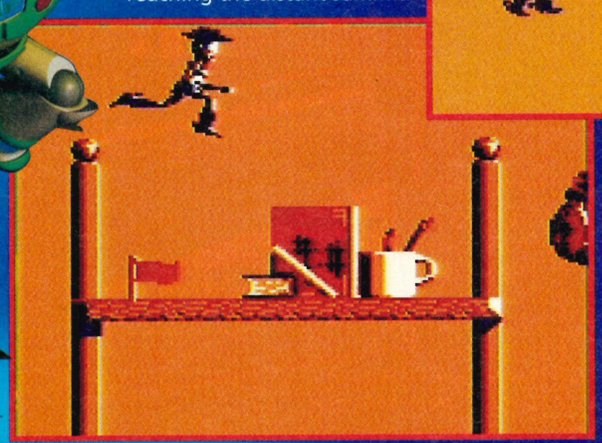
Although if seniority depended on profit earned *Toy Story* would surely be reaching the distant summit.



omehow







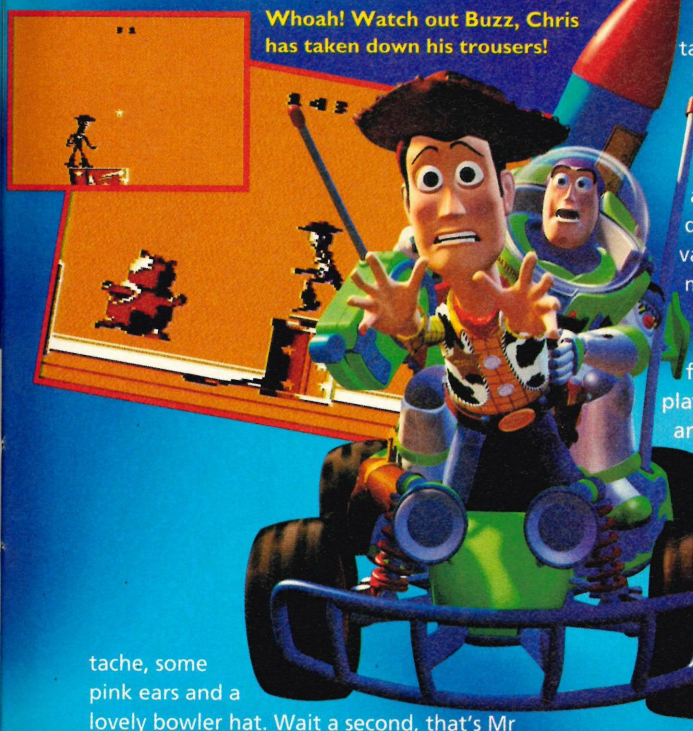
Woody hangs on for dear life as Buzz takes him to the local gym.

Nevertheless, every dog has its day and *Toy Story* may have had its with this Game Boy conversion. Don't get me wrong, it's not bad – in fact, it positively shines in places – but in a brave effort to squeeze as much as they possibly could into the cart, Disney Interactive have had to sacrifice some of the gameplay. Which is a shame because that's exactly the department that is always most important in Game Boy conversions.



Still, there's plenty of time for that. First, let's talk about vegetables. Potatoes, in particular. Now, many of you may think that potatoes are a dull, dirt-ridden vegetable with a distinct lack of charisma and charm. You're wrong. They can, in fact, be very funny. Hilariously funny, maybe. Especially if they've got a mous-





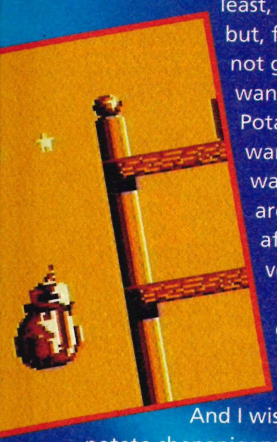
Whoah! Watch out Buzz, Chris has taken down his trousers!

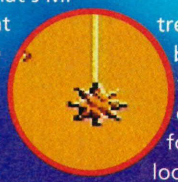
taken directly from the Super NES version – but not the *RC Rally* and *Doom* sections that added such a special dose of much needed variety. But you can't moan at the conversions. The game – now an honest platformer as opposed to platformer with racing and *Doom* sections – still encompasses the same objectives that its predecessor did. For example, on Level Two you still have to move Hamm, Rex and Robot into the box and so on and so forth. And on Level Three you still have to race Buzz across the treacherous bedroom environment to the bed at the other end. This is excellent news for Game Boy owners because often great chunks are taken out of conversions bound for the portable machine. And the unique looks have remained although the backgrounds have been sacrificed. The sound, however, is disappointingly poor, which is a surprise considering the music on the Super NES was so good.

tache, some pink ears and a lovely bowler hat. Wait a second, that's Mr Potato Head isn't it? Too damn right it is. My reasons for mentioning the playful young scamp? Well, where the HELL is he in *Toy Story* on the Game Boy? He was unquestionably the star of the film – forget all that Woody and Buzz drivel – but is noticeably vacant from this conversion? WHERE? Oh, okay, so he pops up for about one screen midway through the game (at least, I think that's him) but, frankly, that's just not good enough. We want more from the Mr Potato Head stable. We want more, do you hear? We want a game based solely around the antics of the aforementioned root vegetable! Geddit?

Anyway, I hope I've got my point across. It's just I like Mr Potato Head. A lot. And I wish I could have his little potato shenanigans captured within the confines of a Super NES cart. What? The game? Oh yes, the game. Well, I suppose you'd like a proper review now, would you? A proper Game Boy review, maybe? Right, well, here it is then.

The game features 10 levels –

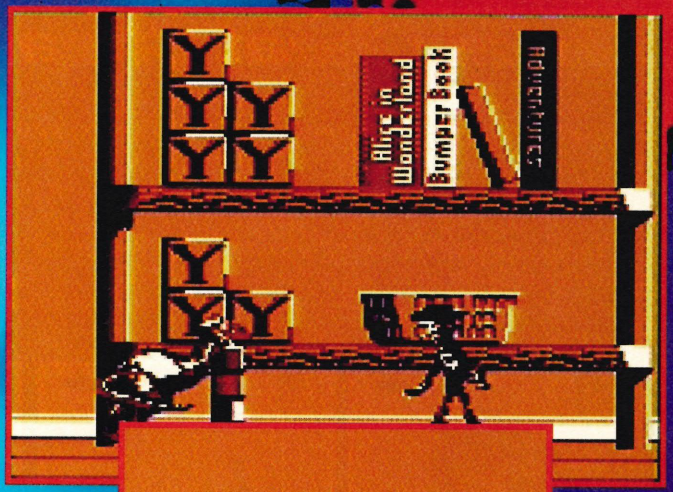








There's no denying that *Toy Story* on the Game Boy is a spectacular achievement. It's as close a conversion as we've seen for a long while. Which is, I'm afraid, where it sadly falls down. Because so much has been squeezed in, the movement of the main character is absolutely dreadful. It's like he's moon-walking his way through the levels. This becomes particularly annoying when you're faced with the speed of the helicopters and planes dotted about the levels. At one point, on the second level, when it was necessary to jump down onto the pump that blows up the balloon, I

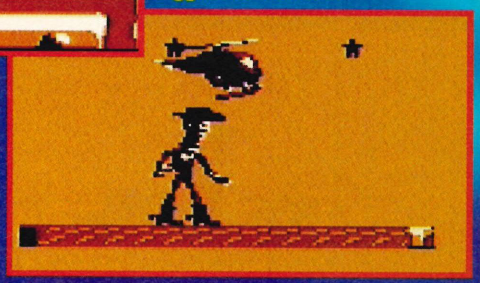


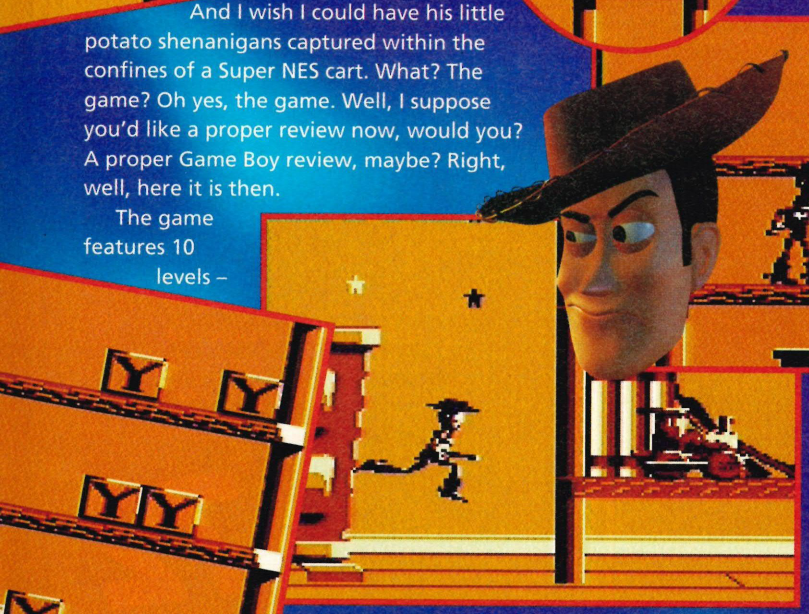




Here it is then. Release the army men and then complete the level. Just like that!

There is ample opportunity for Woody to collect stars. Both Tina Turner and Christopher Biggins are on offer.



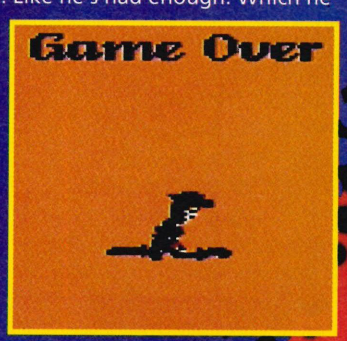


Fourth level, this. Have to help that pain in the arse Rex get from...

...the very beginning to the very end. Like he can't do it himself. He's only a dinosaur after all.

This is a low Game Over

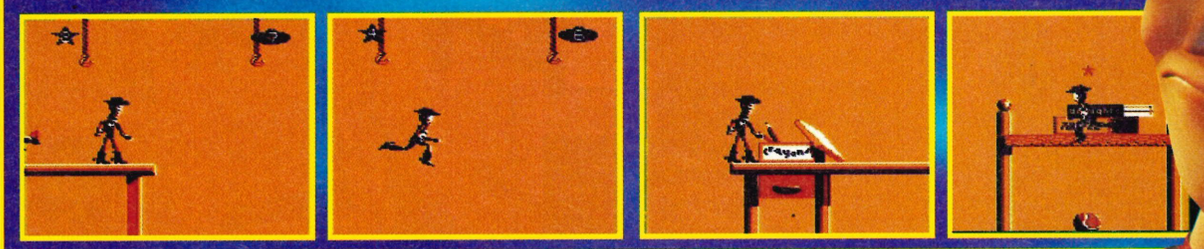
Take a good look at this screen because you're going to get to know it quite well. Very well, in some instances. That's it. Look hard and long at the depleted figure of Woody, laid out like he can't take anymore. Like he's had enough. Which he has. And if that doesn't finish you off then the sight of the next screen will.



Cheat Cheat Cheat

Okay, so you're friends might label you a fraud. A cheat. A liar. A stinker to man, even. But, one thing's for sure, you'll be getting further than they will. Take a gander at these screenshots. Once you get to this point on the third level, you'll be faced with the prospect of a mammoth sized gap. There are hooks through which you can stick your lasso but that's a pain in the arse to master. So, just leap out into the gap and bounce your way across the bottom of the screen to the next piece of furniture. Admittedly, you'll lose one or two of your stars but if you go on a little way there's an extra life to pick up so your loss of life is more than made up for. Great, eh?

HAMMS
A brilliantly close conversion...



just couldn't time it properly because whenever he jumped up it took an age for him to come down. I had to chain my fist to the chair to prevent it going through the screen.

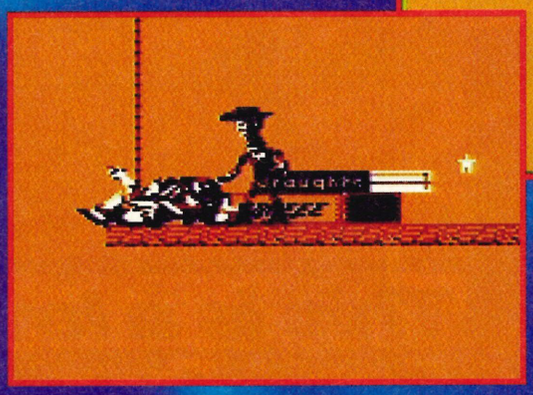
And, unfortunately, the continues are still as sparse as in the original. Which becomes even more infuriating when you take into consideration the many untimely deaths you are faced with due to the slow movement of Woody. 75 stars gets you a continue but, sadly, that's just ridiculous. We don't mind a challenge – and, perhaps, it wouldn't seem so bad if he wasn't so SSSSLLLLOOOOWWWW – but the whole thing just becomes ludicrous.

TIM T!

SCAMS
...and, unfortunately, that's its downfall



Buzz shows off a bit on the third level. Wants a race with you. Just give him a good KICKING!



Woody's next film will be opposite Jean Claude Van Damme in *Woodnail and I: The Sequel*. Should be great, no?

GRAPHICS
The backgrounds might have lost themselves on the way but the sprites are still crisp. **8**

SOUNDS
Distinctly average. There are solid FX but they just sound like R2D2. **6**

GAMEPLAY
If it wasn't for the fact that it was too slow, it might be very good... **7**

LIFESPAN
... but it is too slow and too annoying to last you beyond a week or so. **6**

TOTAL! JUDGEMENT
'A spectacular achievement but in the effort to squeeze everything on, the gameplay has been left sadly lacking.'

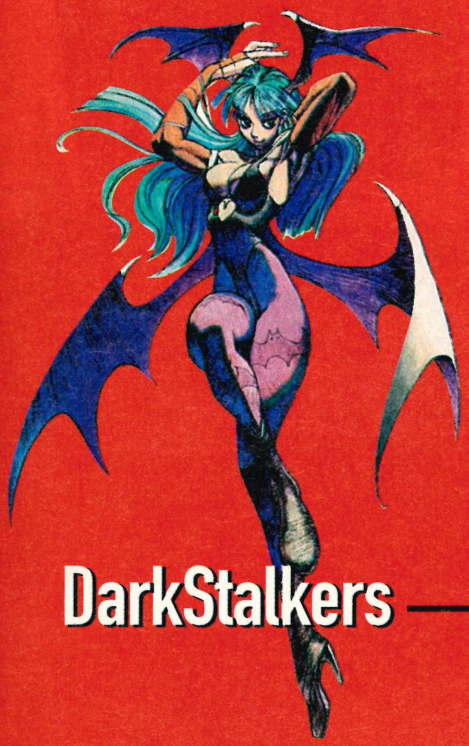
TOTAL! SCORE 72

Intro

Yep, it's the intro screen. At the beginning of the game. If you've got patience to rival Mother Teresa, then go to the Options menu and set ready yourself for another game. If you haven't, clench your fist, level it with the screen, then shove it straight through. It might cost you some money at a later stage but it's hugely satisfying.



SCRAP!







Tekken 2

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Tips Tips Tips

Part Two Secret

World Three: Gothica



1

1 Pedro emerges in Gothica from the top of a well. He is met by the well keeper who thanks him for killing the Aquagoth which was blocking his well. He then pulls Scampy out of the well and Scampy has been transformed into a pink poodle. Pedro is told that for any more info he should speak to the Queen.



2


3

2 When Pedro arrives at Ivor Tower he should change his money with the girl in the market. Don't be tempted to buy anything, all the best stuff is to the west of the market in the seedier area of town. Buy all the armour from this bearded dude and all the charms you can lay your hands on then head back to the market.

3 While Pedro is still at the well he should help an Oglin by pulling him up in the bucket. Setting off north, our heroes find themselves in the medieval land of Gothica. Search along the bushes on the easterly side of the path since there are four hidden areas with treasure chests. You can find this one alongside the wall of the city it contains Horace's Aura Magic.



4

4 Back in the market, Pedro should purchase a ticket for the show with a Amulet of Annihilation (don't panic if you don't have one there is one you can collect a little later on). If you can afford to, it is a good idea to buy the Oracle bone and any other charms that are available. Now it is time to visit the folks to the east of the market. Keep climbing until you reach the palace where Pedro is refused entrance.



5



6

6 You'll find the freak show that you bought a ticket for at the far end of town. Scampy has to wait outside while Pedro visits the show. Pedders sees all sorts of weird things at the show but nothing as weird as the last exhibit which is Scampy dressed with a pigs head and proclaiming to be the wondrous Pig Poodle!

5 Visit every house and collect all you can on the way to the top, except for Lance's house. Lance is possessive of his treasure, so go upstairs but don't take anything. When Pedro goes to leave Lance appears and rewards Pedro for not taking his things by giving him the Lance spell. Look behind Lance's house and the house of the rich family to find more goodies.

7 The startled and disorientated Scampy runs off and finds himself in the middle of the annual pig race. Being quicker than the pigs, he wins the race. The locals tell Pedro that the owner of the winning pig is to join the Queen for the Royal banquet.



7



8

8 Pedro and Scampy are then taken to the Palace for the banquet. Upon arrival, the ever more (pun intended!) erratic Scampy runs off. After a talk with the other guests, the hygiene obsessed Queen arrives to meet Pedro. Meanwhile Scampy finds himself in the kitchen where the Chef decides he is going to be the main course!

9 Scampy wisely runs for his life and jumps down a large drain to escape and finds himself in a dimly lit sewer maze. Scampy must go west, north, west, north, west, south, west, and now use the vent to re-enter the castle above. From here he should go to the balcony and go through the top door back into the castle and then back into the maze, then head east, north, east, south, east, then up the vent. Now walk behind the bookcase.


9

t Of vermore

10 After dropping into the hidden vent behind the bookcase, Scampy should go south, east, south (this path is hidden) east, north, east, then up the vent back onto the balcony and down to the bottom door back to the maze. Now head north, west, then south. Scampy runs into the banquet chamber and onto the dinner table. The Queen demands that both Pedro and Scampy are thrown into the dungeon.



10

11 Scampy manages to squeeze between the bars and out of the cell. Don't release Pedro yet but use Scampy to kill all the other prisoners in the other cells. After he has done this he will be rewarded with the Defender collar. Now release Pedro and go through the bottom right cell, this leads the intrepid duo into another sewer based maze.



11


12

12 When Pedro and Scampy first enter the sewer, head east, south, east, north and then east. This leads them to a little ledge where they have to go up some stairs and then into a cave entrance. While they are in the sewer water their hit points drain away, so keep an eye on their health using the Heal spell if necessary.

13 The cave entrance leads our heroes back into another part of the sewer. They should go north and against the flow of the water. Now head west to take them to a ledge where an Alchemist is standing. He gives them the Corrosion spell and lets them take the contents of his chests. Pedro should now head east until he comes to the exit.

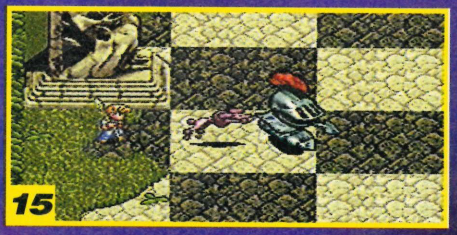


13



14

14 As soon as Pedro goes through the exit, he and Scampy are captured by the Queen's guards and taken to her chamber. Fortunately Queen Jumbo Pants is in a better mood and says that she'll help Pedro if he goes to Ebon Keep. She lowers the drawbridge so her troops can storm the place and clear out the remaining occupants.


15

15 Leave the castle via the west wing and go to the centre of the chessboard maze, which isn't a maze at all really. Go round in a clockwise fashion until you arrive in the middle where they will be confronted by the Foot knight.

16 The Foot knight has 2,400 hit points. Magic attacks are pretty useless against him so use your most powerful weapons and have Scampy on 'rabid Jeremy Beadle' mode! Once he is defeated a trap door appears on the chessboard, it leads down some stairs which are crawling with those vulnerable to magic Bone Buzzards!


16


17



18

17 Once at the bottom of the stairs, Scampy and Pedro are met by an old man who warns them of the dangers in the Mystic woods and lets them save their position. Now take this route: south, west, north, west, south, west, south to the bottom of the maze then east, north, east, south, east, south, west, south, east, south, east, north, east, south, east and then through the exit.

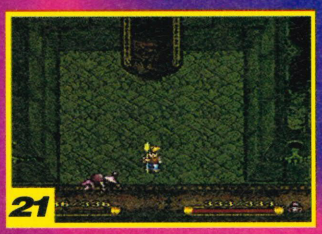
18 Pedro comes face to face with his mirror image called Bad Boy. Use powerful spells to beat Bad Boy. He has a low amount of hit points but his Nitro and Storm spells are powerful and he re-emerges twice after he's been beaten, so you have to beat him three times in all. Now walk over the bridge and save your game with the Boy.

19 Pedro and Scampy are back in the Mystic Woods maze again. Go east, north, east, north, and then east again until you come to an Oglin. Don't attack him as he gives Pedro the wizards coin (this increases your magic defence). Now go west then south all the way to the bottom, then east, north, east, north, west, and finally north.


19



20 Pedro and Scampy are attacked by Timber Drake the Dragon. He moves about pretty quickly making it hard to hit him with conventional weaponry. Use your magic spells to whittle away his 2,000 hit points and set Scampy on full attack mode. When Timber Drake is defeated, exit east into Ebon Keeps' sewer network.



21 Once again it is back into the murky sewer maze for Pedro and Scampy. Take the route, east, south, west, south, east, south, west, south, west, north, finally east and through the exit into the castle's dungeons.

22 Open all the cells and kill the monsters, just like you did in Ivor Tower. The last cell you clear is the exit. Now before exploring the castle, go south into Ebon Keep town and go to the house that is in the equivalent position of the richest people in Ivor Tower. Behind the house is an Alchemy shop, buy as much as you can carry.





24 Now it's time to enter the castle for Pedros toughest test yet, the Verminator! He has 3,425 hit points and uses some very powerful spells, which include Explosion and Plague that can kill instantly unless you keep using Heal spells. The best way to beat him is by using High Power spells, Call Bead attacks and Full Power Spear attacks.





25 After beating the Verminator, Pedro's progress through the castle is halted by a guy called Tinker Tinderbox. He takes you to meet the real Queen who explains that she has been replaced by an impostor and that she too is from Podunk. Pedro agrees to return to Ivor Tower to destroy the impostor Queen.

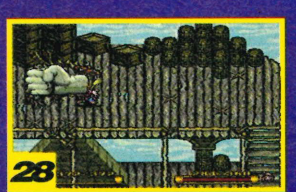
23 There is also a store and an inn in the virtually deserted Ebon Keep town. The owner is Cecil, the hero from the *Final Fantasy* series. Confirm that you have heard of his adventures and he'll give you the bazooka. Buy new armour from him and save your game.

26 Tinker's chamber is to the east of the Queen's throne room. Tinker lets Pedro take his Knight Basher Axe from a chest in the bottom left of the room. Next to it on the table is the Explosion spell and by the bookshelf is the Slow-burn spell. Buy some ingredients and save your game.





27 Find the smart ass kid called Naris, he's in the room to the left of the Banquet chamber. If you guess how many marbles he has in his hand, he'll give you the Super Heal spell. If you fail try again later as this is a vitally important spell to possess. Tinker tells you to find his brother Gomi by going through the sewers (using the Knight Basher to destroy any obstacles) and then heading north.



28 Once Pedro has reached the top of the scaffolding he is confronted by Sterling the Dragon. Clear the area below Sterling of Gargons because he'll attack by picking up his opponents and dropping them down onto the platforms below amongst the viscous Gargons, then he'll cast magic spells to finish his treble whammy attack!

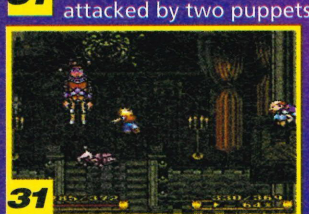


29 To beat Sterling, keep casting spells from a distance. The Double Drain and Crush spells are extremely effective against him. When Sterling starts taking too much of a beating, Gomi appears and apologises for Starlings' high spirits and heals Pedro and Scampy.

30 After a bit of a chat, Gomi gives Pedro the Lightning spell and then orders the miffed Sterling to give everyone a lift back to Ivor Castle. Pedro arrives back at the sewer cave entrance where Gomi saves your game. Go back inside the castle and enter the impostor Queen's chamber and then go through the door to the west.



31 On entering the chamber, Pedro and Scampy are attacked by two puppets. Beat them a couple of times (or they'll keep re-appearing) and eventually Mungola emerges. Concentrate on killing the Mephista puppet as she'll keep healing Mungola. Leave Old Nick alone otherwise Mephista re-appears. Full attack mode for Scampy and your most powerful magic will soon kill Mungola.





32 With Mungola dead, the Impostor Queen has one more trick up her sleeve. She'll lure Pedro under the balcony that she is standing on and then attempt to jump on him. Fortunately Pedro dodges out of the way and her royal heftiness does an enormous belly-flop and falls straight through the floor, rocking the building to its foundations!

33 Once the dust has settled, the King (who has been in a trance watching the puppet show all this time) thanks Pedro and rewards him with 10,000 gold pieces. Suddenly the whole building starts to shake. Queen Bloaters spectacular demise has left the castle unstable so it's time for the trio to split.





34 Upon leaving the castle, Pedro discovers that everyone has gone back to Ebon Keep, well nearly everyone. If Pedro goes to the Ivor Keep market, he discovers that he can spend his new found wealth on some ammunition for his lovely new bazooka. Now it's time to go to Ebon Keep again, this time go via the chessboard.



35 When Pedro arrives at the castle, he should receive thanks from the real Queen in her chamber. Find Tinker on a balcony to the east of his room, he's landing a contraption called the Windwalker.

36 Tinker explains to Pedro that he can send him into space, where he can land on Professor Ruffleburg's space station. He is short of three vital parts for his rocket: a gauge, a wheel and the Diamond eyes. Pedro agrees to get the parts and heads off to his first port of call, the Vipers Volcano.



37 You can collect the missing components in any order you choose, but I have found this way the easiest. Go back to the top of Vipers Volcano, the same way you did earlier in the game (by standing on the geysers), but this time, instead of being projected to the top you will be launched to the other side of the Volcano.



38 Pedro lands next to this container which rather conveniently has the gauge in it. Now go into the cave and you will come out at the bottom of the Volcano again. Now return to the Windwalker and head off to Nobilia. Go to the palace where Pedro will find Horace, he'll give him the rather funky Barrier spell.



39 After leaving Nobilia, Pedro and Scampy should take the Windwalker to Fire Eyes' village. Fire Eyes tells Pedro that after the Volcano exploded a lot of the debris fell onto Bugmuck and that it would be a good place to look for the wheel. Fire Eyes reveals further clues about who the mystery villain might be.





40 Don't forget to visit your old mate Strong Heart as he'll give you a new spell – the Miracle cure. Now buy all the ingredients you can and save your game. In fact, the Windwalker offers you a great opportunity to travel around and buy all the goods and ingredients you can carry, this is also an ideal time to visit Blimp and your other alchemist buddies.

41 Pedro should now go to Bugmuck and re-visit where he first fought Thraxx. Thraxx's big sister Coleoptera is waiting for him and she is not happy! She has ten times more hit points than her little brother and her Acid Rain spell is deadly. Of course, by this stage, Pedro's also ten times more powerful than when he first met her little brother.





42 Coleoptera should be tackled in exactly the same way as Thraxx, i.e. concentrate all your attacks on her heart and when she blows up, all that remains is a cocoon containing the wheel. Two down one to go! Leave the cave by the back door and head back to the Windwalker.

43 Pedro should now strap on his flying goggles and head for Crustacia. This is the landing area that you should be looking for. Upon landing Ped and his mutt should go west through Crustacia and to the west bank of the river. Visit the alchemist in the cave and equip the Levitate spell then save your game.



44 Go to Horace's old camp and walk south along the dried up river bed then round the pyramid and into the cave. Kill the Oglins inside and step onto the warp tile. On arrival, Pedro finds himself facing three gates. To get the all important middle gate open, levitate the rock onto one of the pads then place Scampy on another and Pedro on the final one.





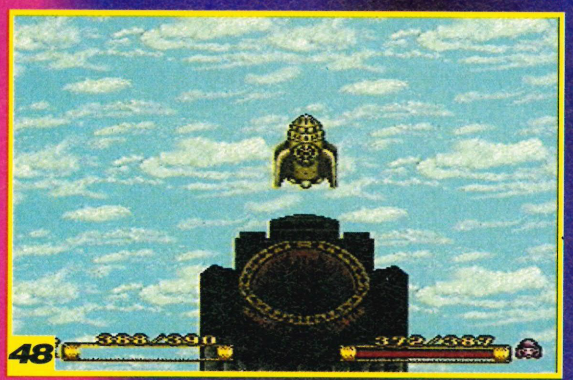
45 The trick to getting to that bonehead Tiny, in the middle room is simple – once you know how! Step onto the first warp tile and then when you have warped, step back onto the same tile and eventually you'll end up in the same room as Tiny. Meanwhile be sure to collect all of the lovely goodies on the way.

46 As it turns out, Tiny is all mouth and no loincloth! He doesn't want to fight Pedro and hands over the Diamond Eyes with a whimper. Now use the warp tile in the centre of the room to make your exit. Return the same way you came, then head back to Ebon Keep to see Tinker.



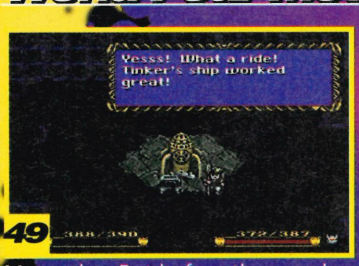
47 Back at Ebon Keep, Pedro gives the final components to the obviously deranged Tinker Tinderbox, who then busies himself with finishing his new rocket. It appears that the key to getting Pedro and Scampy back to Podunk lies in the space station with Professor Ruffleburg.





48 The almost trusting Pedro and Scampy get into Tinkers dodgy looking rocket and then it's all systems go. Pedro and Scampy are blasted out of the land of Gothica and into the new world of Metroplex!

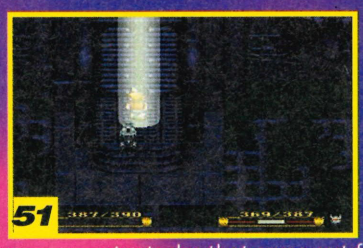
World Four Metroplex



49 Tinker's rocket actually worked! Pedro and Scampy arrive safely on the Space Station in Metroplex. But before they can leave the rocket, an overzealous cleaning droid knocks them down into the junk area. They climb from the rocket and Pedro is not in the least fazed to find that Scampy has now transformed into a robot dog with a toaster slot in his back!

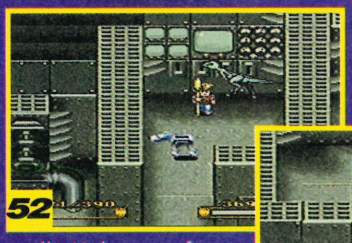
50 Walk north-east from the rocket and Pedro comes across a security droid. The droid explains that another security droid who was supposed to relieve him of his duties is stuck in a cell upstairs and he can't leave his post to release him. Pedro agrees to help him and should set off to the north-west in search of a transporter.



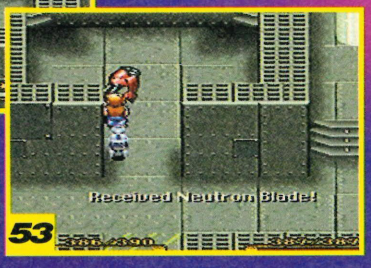


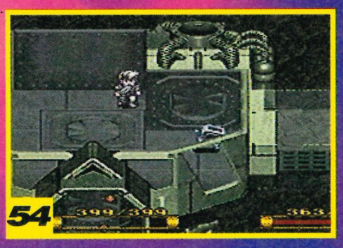
51 En route, Pedro and Scampy come across swiping tentacles that come out from beneath the drains. Scampy should have no problems disposing of these because he now has a laser gun that fires from his tail, and it's hugely powerful when powered up. When you come to this transporter beam, walk into it to activate it.

52 When you reach the detention cell area, walk east until you get to a room with four switches. Flick the two on the left to an up position, this releases the trapped security droid. If you flip the other two switches, you'll release the occupants of the other cells. Unless you fancy a major ruck don't bother, they're well hard!

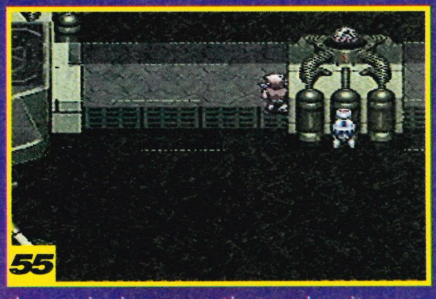


53 The newly-freed security droid gratefully gives Pedro the Neutron Blade before rushing off to his post, now go east and walk into the transporter beam. This brings you out to area A1 in the main area of the space station. You can identify which area you are in by looking for the markings on the front of the room you are in.





54 From A1 you'll need to get to A2. To do this you are going to have to clear the path first. Switch control to Scampy and use the space door to get outside, (press B to make it open). Destroy the sphere like object that is above the door, this opens the door below. Now return Scampy by positioning him above the space door and pressing B.



55 Once Scampy has returned, switch control back to Pedro and go east to A2. In your path is one of these spinning gems, they pack quite a punch so attack them from a distance with magic and projectiles. Killing them will also earn Pedro 1,000 credits. When you are in A2, position Pedro on the trap door and then press B to activate it.

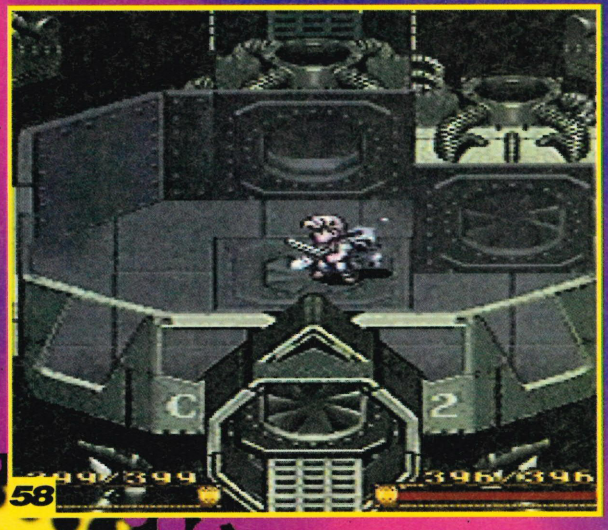


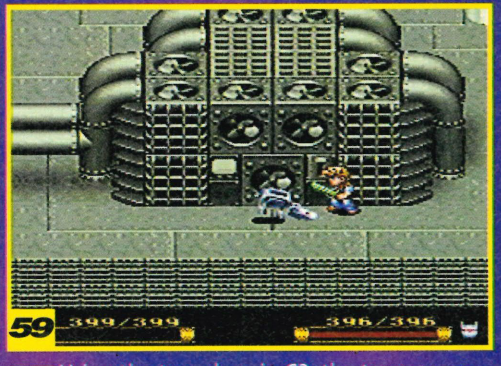
56 The room below A2 is a heaven-sent store. Change your money, buy as many ingredients as you can carry – loads of bazooka shells, but don't buy any armour except Spot's Collar for Scampy. Pedro will be able to pick up all this armour for free very soon, so save your money for later.

57 In the room south of the store is a futuristic inn. If you need to have a rest, then save your game. Speak to the cleaning droids, not for any reason apart from the fact that they're funny! Once fully replenished and brimming with health, head west into the transporter beam.

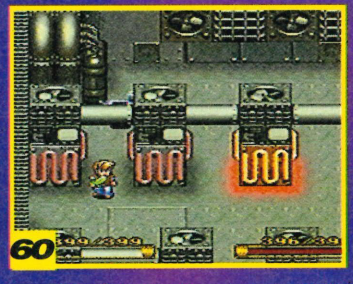


58 Pedro is now in area B2. Once again take control of Scampy and clear the path south to C2. You will notice that by now Scampy is in fact your best weapon, so it is best to leave him on his full attack mode. With the path clear, return Scampy to B2 and then switch to Pedro and go to C2.

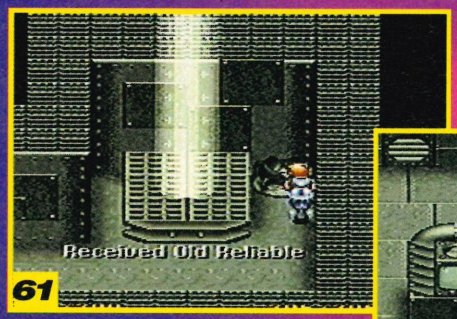




59 Using the trap door in C2, the team come across a large machine with a switch on it. Flick the switch – the purpose of this is not immediately obvious. What it actually does is start the cooling system for the station's reactor core in the room next door, making it passable. From the machine, go back to the beam and up to C2.



60 Use Scampy to open up area C1, then walk west and use the trap door to gain access to the reactor room. Some of the energy bars should now be cool enough to pass by unhurt. Pick your way south through the 'safe' bars and then head east.

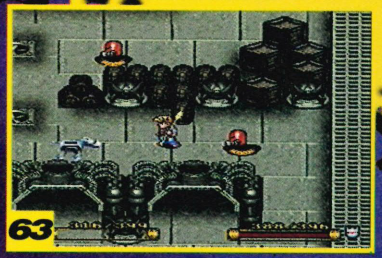


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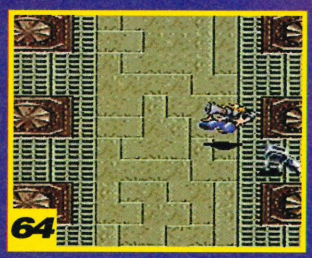
61 Pedro and Scampy should arrive at this transporter beam. Before transporting, open the pod on the right to find the mega powerful Old Reliable Helmet. From here Pedro finds himself in area D1. Using Scampy, open the doors in the usual fashion all the way to D3.


62

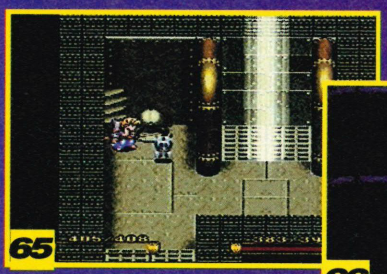
62 Use the trapdoor in D3 and Pedro will find himself in the space station's control room. Put the storeroom lighting on, now don't touch anything and make you exit the way you came in. Once back in D3, make your way to D4 and use the trap door.


63

63 Goodies galore to collect in here! 30 bazooka Particle Shells, 5 Meteorites, 30 Thunder Balls and best of all the Protector Ring. With all of this equipment in Pedro's possession, give the fans and the other enemy droids the old 'did you spill my pint?' routine, then head to the beam and back up to D4 then head north to C4.


64

64 Drop through the trap door in C4 then head along several corridors to the north. Pedro comes across a large room where a force field is activated, stopping Pedders from leaving. Eight Guardbot droids attack the boys. Using bazookas and Scampy's weaponry, they will soon be history.


65

65 With the Guardbots defeated, the formerly closed entrance to the north opens enabling Pedro access to a pod with the Titanium Vest in it, and the transporter beam to B3. Before going west to B2 and entering the greenhouse, you must go back to the control room and turn the Greenhouse Lighting off, (the middle switch).


66

66 The greenhouse is populated with deadly killer plants, similar to the ones found in Evermore's jungle except infinitely more powerful. One blow from these and it's game over. With the lights switched off, they'll sleep posing no threat. Make for the north and collect the 30 Cryo Projectiles and then use the transport beam.



67

67 At long last Pedro meets Professor Ruffleburg. The good professor explains how he had created the land of Evermore as a paradise for his friends and himself but his robotic butler had revolted and had taken over, forcing the professor to make evil clones of all his friends from Podunk.



68

68 Power up a transporter in the junkyard and teleport Pedro into his hide out. The only way to do this is for Pedro and Scampy to go back to the Ebon Keep Chessboard and retrieve the energy core.



69

69 By remote control, the prof opens a new entrance on the Chessboard that leads to the area where the energy core can be found. The Professor gives Pedro the Call Up spell that enables him to create Call Beads. Create as many as you can straight away as the ingredients are scarce for this spell and it is not worth keeping it equipped.

70 To return back to Evermore, the professor enables Pedro to use the shuttle which is controlled in exactly the same way as the Windwalker. Before boarding the shuttle, look in the pod to the right, Pedro should find the Laser Lance in it. When powered up the Laser Lance is the most powerful weapon in the game.



70

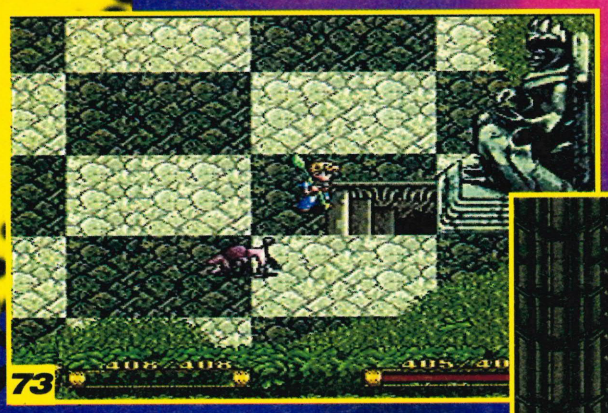

71

71 The shuttle can only land at the same sites as the Windwalker where there are fire pits. The closest site to the Chessboard is on Tinker Tinderbox's balcony at Ebon – originally shown the Windwalker. Make this your first port of call.



72

72 Go and speak to Tinker. Buy lots of ingredients and then look in the chest in the south of the room, Pedro finds the Atom Smasher Axe and a Nitro spell in the book on the table.



73 Give the Bone buzzards a good hiding (use your new Nitro spell and watch them get roasted!) then go all the way to the middle of the maze and find this new entrance that the good professor so kindly opened for you earlier.

74 I must admit, I was expecting a major battle before being allowed to collect the energy core, but no! Pedro and Scampy can just stroll down the stairs and pop the energy core in Pedder's bulging ruck sack totally unmolested. Now they can leave the same way.



75 Before you leave the area, travel a little further up the stairs to the landing where you'll meet an Alchemist. Providing you were wise enough to purchase the Oracle Bone charm earlier, he'll give you two spells, the Force Field spell, which protects you from the next blow and the Stop spell, that stops enemies attacks for a short time.





76 Return to the shuttle. Now you have a choice, you can either go straight back to the space station or go anywhere you like in Evermore. Now think about it, by now you know where to get all the best stuff and if you wanted you could spend some time powering your weapons and spells up to the max. It's your call.



77 Save your game with Tinker before you leave Evermore, just in case it turns out that your crew aren't strong enough to win the final battle. This way you can always return to power your team up and try again. Upon your return, talk to the prof and he'll give you the most useful spell in the game, the Energize spell.

78 The Professor advises you that you must take the energy core to the computer that powers the teleporter into Carlton's hideout. He wishes you luck as he cheerfully sends you to your certain doom.



79 From the Professor's lab, head all the way back to the area A1 then down to the detention cell area and from there down to the junkyard section. All the time you should be taking the opportunity to power up your weapons and spells on any baddies you come across.



80 Here is the computer console you should be looking for, it is to be found in the south-west corner of the junkyard. Before entering into the final showdown, make sure you save your game here. Unless you are extremely well prepared, you are going to be using it real soon!



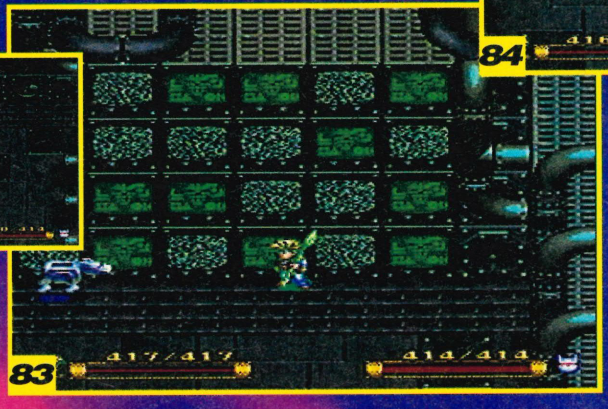
81 This is it! What Pedro and Scampy are both about to face is basically six boss sections back to back. Before dropping down the trap door, cast a Barrier spell for Scampy and Pedro to give them some protection then an Energize spell for Scampy. Having done this, it's clobbering time!



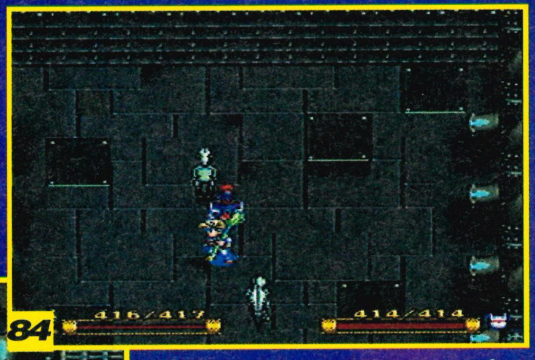
82 The first encounter is with a wall of fans and a set of side-pipes which fire out bombs at you. When the fans start up, both of the Podunkers will be blown to the back of the room with the bombs. Only the bazooka and Scampy's tail laser is effective against the fans. Keep plugging away and use the Barrier and heal spells as necessary.



83 Once all the fans and speakers have been destroyed, they'll reveal a set of switches. Flick all the switches but before you flick the last one, heal both of your characters and cast barrier spells for both of them then an Energize spell. A huge video wall appears and then two Metal Raptors attack. Keep Pedro using the bazooka and Scampy fully energised.



84 When you have defeated the first two, another pair appear (4,000 hit points each). Dispose of these as you did the first two. Between rounds, cleaning droids clear up. Don't kill these. If you do a Spider appears for each one you kill and these beasts have 6,000 hit points, so leave the droids alone and use this time for spell-casting.





85 Next up are three Eyes of Rimsala, each packing a massive 6,000 hit points. Once again it's the bazooka for Pedro and a fully energised Scampy for the most effective results. Try to save your offensive magic spells for later but use the defensive ones with abandon. Keep Scampy alive at all costs, you won't have a prayer without him.



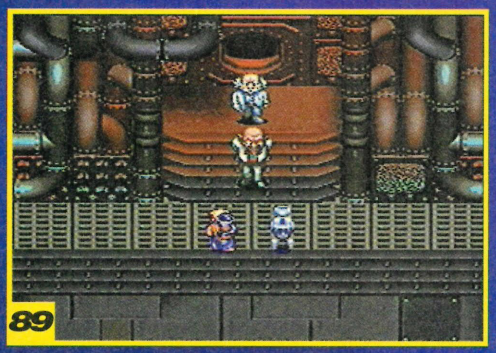
86 Now it is your evil twins who'll attack you, they've 10,000 hit points each. Evil Pedro isn't too much of a problem as he attacks with a sword, limiting his range, so pick him off from a distance. Evil Scampy is too quick to pin down with the bazooka, so use your most powerful magic. Remember Heal, Barrier and Energise between battles.



87 Metal Magmar is the penultimate boss. He looks and attacks like the Megataur except he has a whopping 25,000 hit points! Keep Scampy's attack energised and attack with the bazooka, saving your magic spells for the final boss. Keep topping up your health, never let it drop below 200 points. Remember to keep casting that Barrier spell.



88 Here is the final boss! Carlton's Robot has 30,000 hit points, so you have got to hit him with everything you've got. Hammer him with a constant barrage of your best spells, bazooka shots, fully energised Scampy attacks, Call Bead attacks, rotten tomatoes, everything! Keep your health above 300 points at least to ensure survival.

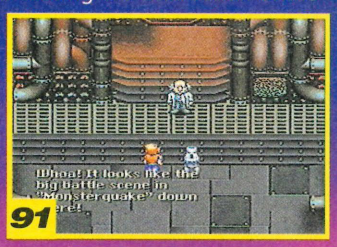


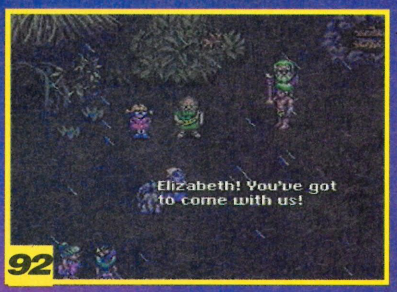
89 At last, Carlton's Robot explodes! Carlton himself appears. He's furious and just as he's about to start on Pedro, the Professor appears and disconnects Carlton's power supply saving the day.



90 The Professor and Pedro suddenly realise that Carlton's demise is having a profound effect on the world of Evermore below them. Pedro and Scampy embark on a 'virtual' visit to the surface, via one of the professors inventions. All of Evermore is being torn apart by freak weather storms and earthquakes.

91 Professor Ruffleburg concludes that it is the presence of the outsiders from Podunk that is causing the destruction of the planet below. He persuades Pedro to go on one last dangerous mission, to round up all the outsiders and get them to the teleporter and back to Podunk.





92 First Pedro goes back to the jungle to collect Fire Eyes. He finds her in the village in the midst of a monsoon. He quickly explains the situation to her and she agrees to join them. She appoints Strong Heart as the new leader of the tribe and bids them farewell.

93 Horace is less enthusiastic than Fire Eyes about leaving and wants to stay to help his friends through the storm, but Madronius reassures him that he'll look after everyone when the storm is over. So with a few parting words to his good friend he joins the others in the pod.



94 Pedro's final stop is Ebon Keep and Queen Bluegarden. He warns of the danger and tells her that they must act quickly before it is too late. She bids a tearful goodbye to her beloved King and Tinker and then joins the rest of the party.





95 Pedro and Scampy are the last ones to get to the teleporter and get inside it just in time. Pedro lands back in Podunk with a bump that knocks him out. When he wakes, he suddenly starts wondering if perhaps the whole thing had been a dream. As he walks past the Bijou cinema a new film is playing entitled *The Secret Of Evermore*.

96 Pedro thinks that he has his answer. What he doesn't know is that back in the Ruffleburg mansion, Professor Ruffleburg, Horace Highwater, Elizabeth and Camelia Bluegarden, are all trying to come to terms with the fact that they are now back in Podunk, but 30 years in the future. They all wonder what became of Evermore. Anyone for a sequel?



letters

There are so many ways to contact us at TOTAL!: letter, postcard, e-mail, telegram. You name it, we're gagging for it. A message in a bottle is the only format frowned upon as we're miles from any water. Carrier pigeons are more than acceptable, although we cannot guarantee their safe return. Unless they're homing pigeons as well.

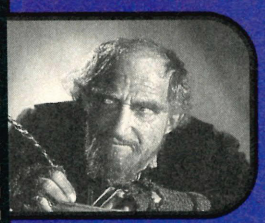
Send your letters, drawings and photos to:
TOTAL! Letters, 30 Monmouth Street, Bath, Avon BA1 2BW

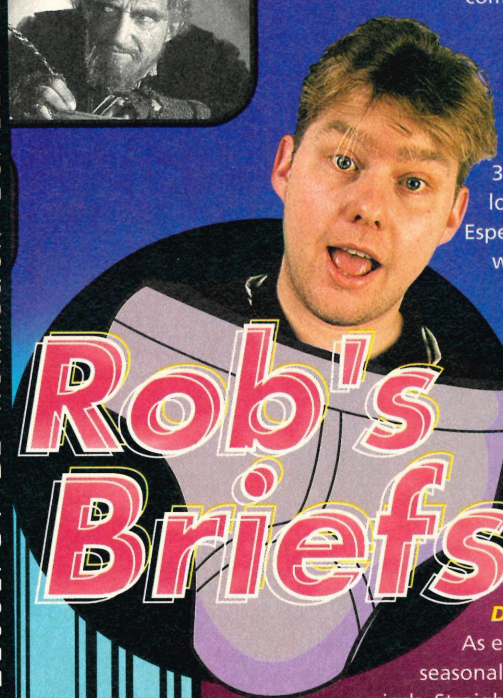
FAMOUS TOTAL! READERS



When he's not asking 12 million a movie for his rubber-faced antics, Jim Carrey's nipping down the shops to pick up the latest copy of TOTAL! Indeed, the American funny man loves TOTAL! so much he buys five copies a month and has to have a brown paper bag to bring them all home in. 'Alrighty then', he told us after we asked him to sum up TOTAL!, 'somebody stop me!' The problem was, his agent stopped him and told us that we'd have to pay five grand for every word he said. So, our bill already totalled £25,000. We decided to terminate the interview there. Carrey told us we were, 'Loo-ooh-zers'. Thirty grand for a two minute interview. Not bad even by his standards.







Rob's Briefs

Dear TOTAL!,

Just a few questions:

1. Am I right in thinking that *DKC3* will be coming out on the N64?
2. You went through a spell of giving away lots of freebies with the mag. Will you be doing this again in the future? If so, how about another tips book?
3. Why was it that none of you actually looked anything like your caricatures? Especially Tim. His hairstyle was a bit dodgy, wasn't it?

Gareth Fullarton, Glasgow

Dear Rob,

How come you only reviewed four games in Issue 53? A couple of months ago you were reviewing ten or twelve.

Russell Bryant, Stoke

Dear Russell,

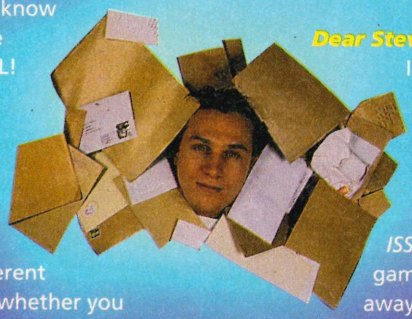
As ever with SNES games it tends to be a seasonal thing and there are always certain quiet periods. Straight after Christmas is by far the quietest of these and we just didn't have the games to review. Fear not, however, things are starting to pick up for Summer and will be positively booming by Christmas.

Rob

Dear Rob,

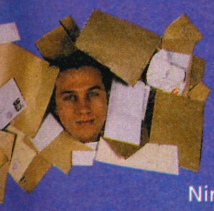
I am currently writing a Nintendo Fanzine and was wondering whether, if I sent it in, you could review it and perhaps give me a few tips on how I'd go about making it better. Perhaps, if there are

Dear Gareth,
There is no word as to whether *DKC3* will be released on the N64, but it would be a major surprise if it didn't appear. Nintendo will be keen to get all the old favourites up and running on the N64, with Mario already raring to go it should only be a matter of time before *Donkey Kong* follows suit. As for freebies, we're always up for suggestions. If you want to write in and let us know what you'd really like to be stuck on the front of TOTAL! then let us know.



As for the caricatures, I couldn't agree more. As you can see from the pictures I'm actually far better looking than my cartoon and Tim looks different as well. Couldn't work out whether you meant Tim's hairstyle looks dodgy on the cartoon or in real life. I'll keep my thoughts on that to myself.
Rob

Dear TOTAL!,
I totally agree with you that people should bide their time before selling off their SNES'. Too many people are getting far too excited about the Nintendo 64. It hasn't even been released yet and won't be until October but people are going on as if it's coming out tomorrow. I believe people should enjoy the SNES whilst it is still alive and kicking. For all we know it could be dead by Christmas.



And as for Nintendo themselves, I think Michael Cole hit the nail on the head last month when he said that people would start to get annoyed with Nintendo constantly putting their Next Gen console back. They seem to be spending an absolute packet on advertising it and working their audiences up into a lather, then disappointing them by delaying its release further.

Don't get me wrong, I'm looking forward to the release of the N64 as much as you are, but I think everyone should just calm down a bit and enjoy the likes of *ISSD* and *DKC* while they whilst they still can. Keep up the good work.
Steven Gallagher, Gloucester

Dear Steven,
I couldn't agree more. The N64 will undoubtedly be superb when it arrives, but there is no reason to sell your SNES yet and spend months in limbo waiting. *ISSD* and *DKC* have such superb gameplay that they still blow away everything else on the Saturn and PlayStation so why ditch them for the sake of it? Stick with your SNES until the N64 is actually available and indeed I'd keep it well into the first year of the N64 so that you still have old favourites to rely on alongside the exciting new games slowly coming out.
Rob

Dear TOTAL!,
I'm a little confused. Now, admittedly, this isn't unusual, but this time I think you might understand why. It regards the 'Dream Team' who are developing projects for the Nintendo 64. What is meant by a 'Dream Team'? Only those select few companies are allowed to bring projects to the Nintendo 64? If this is the case then surely there will be only a small selection of software for the machine. Put me out of my misery. Please.
Daniel Marsh, Weston-Super-Mare

Dear Daniel,
The 'Dream Team' is a phrase that the media have given to the group of software companies Nintendo have



star Letter

Dear TOTAL!,
And I thought the Virtual Boy was dead. According to your feature in Issue 53, it's very much alive and on the brink of great things. The thing is though, how many people are going to buy a Virtual Boy as an upgrade from a SNES? I would guess at none. Who wants to go from 16-bit colour to a loads of red and black blocks? Not me, that's for certain. And surely, it was a bit naive of Nintendo to re-release the machine when, in a couple of months time, the Nintendo 64 is going to arrive?
Peter Williamson, Stockport

Dear Peter,
The Virtual Boy is a strange one to call. It is a machine very much in its own right and its appeal is selective. I don't think it is an alternative for any machine in particular but is well worth owning in addition if you can afford one. There are certain effects that you can get on the Virtual Boy that are not achievable on any other machine. Having said that, the Virtual Boy would indeed be last on my list of Nintendo products.
Rob

other readers out there who are involved in the processes of making their own fanzines, you could devote a little section in your magazine each month to them. Just a thought.
Paul Savage, Doncaster

Dear Paul,
That's a smart idea Paul. I'd be happy to give my comments to you on your fanzine and if other people want to send theirs in maybe we could start a regular section. Get sending.
Rob

Dear Rob,
Re: Famous TOTAL! Readers
It must be nice to have those well known enemies, Damon from Blur and Liam from Oasis, united under the banner of TOTAL!
Darren Hayweer, Sunderland

Dear Darren,
We feel that our achievements in uniting the warring Britpop factions is a great achievement. We next hope to create a united Ireland, end the war in the Middle East and raise the profile of Royalty once more.
Rob

Dear Rob,
How can you say all those harsh things about Thicky winning Most Attractive Member of Staff in your TOTAL! Awards. Everyone knows he deserved it. He's so lush.
Celine Smith (aged 12), Totnes

Dear Celine,
We actually only pick on Andy because we're jealous of his good looks. Unfortunately – as is so often the case, his beauty is inversely proportional to his brains. He's not a clever chap.
Rob



There we are then. A pair of pants for everyday of the week. Except Sunday, when Rob wears his reinforced boxer shorts. Vital for those post-Saturday night bowels.

provided with development tools to work on N64 games. It is very much an American phrase however and applies predominantly to companies outside of Japan, who are working closely with Nintendo on N64 titles. There are still likely to be a number of third parties working on titles in Japan that we won't know about until Nintendo release them. The idea of the 'Dream Team' is simply to ensure that original quality products are the ones to emerge first on the Nintendo 64 and we give that a big thumbs up.

Rob



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

Hazel says:

Nothing's been confirmed yet – so don't get yours hopes up too much – but I've got a sneaking suspicion we might see *KI2* on the SNES yet. It would seem the next logical step to me and would go a long way to reaffirming interest in the SNES. Anyone seen my Fairy Liquid?

Dear Debs...



This month the all new, all-knowing Debs answers any questions you may have on absolutely any subject you choose such is her prowess in the brain department. In fact, we're so sure that she can deal with anything you care to throw at her that if you do happen to catch her out – and believe us when we say you don't stand a Pegley's chance in a health food shop – we'll send you a prize for your troubles. So, Debs, over to you.

Dear Debs,

Who won the FA Cup Final in 1979 and what was the score?

Nathan Tomkinson, Grimsby

Debs Says:

Is that the best you can do? Shame on you Nathan. The two sides in the 1979 Cup Final were Arsenal and Manchester United. The score was 3-2 and the winning goal was scored by Alan Sunderland – he of the Scousers haircut – in the 89th minute. Would you like me to name the two sides now?

Dear Debs,

Who was the writer/director of *Citizen Kane* and in which year was it made?

Simon Trenton, Millwall

Debs Says:

Orson Welles wrote and directed it and the film – a quite wonderful piece of cinema, I'll think you'll agree Simon – first appeared in 1941. Yawn.

Dear Debs,

In which country is Guayaquil?

Harry Wainwright, Selley

Debs Says:

Guayaquil is in Ecuador. Sorry but these are far too easy.

Dear Debs,

What is the name of my hamster and where do I live?

Terry Patcher, ????????

Debs Says:

No, you are not allowed questions like this. General knowledge questions, do you hear? Not what is the name of my hamster. Still, since you asked your hamster is called Goldie and you live in Coventry.

Dear Debs,

Do you know what the chemical symbol for gold is. I'm a little bit stuck on my chemistry coursework.

Paul Adams, Bath

Debs Says:

Paul, Paul, Paul, Paul, Paul. It's basic Chemistry really isn't it? Still, the answer you're looking for is 'Au'.

Win a Game Boy Cart

Weird Places I've Played My Game Boy

No. 52



Name: Nice Guy Eddie

From: Reservoir Dogs

Shell suits might have gone out with Spandau Ballet but most people don't have the guts to tell Nice Guy Eddie for fear of having a gun stuck down their throat. So when he wrote in demanding that we show this picture of him playing his Game Boy, we listened. 'This is my highest ever score on *Tetris.* After that we went off and robbed a jeweller's store and a couple of people got shot. Oh well, accidents happen'.

Next Month



Debs presides over your pathetic attempts to catch her out. Go on, have a go if you think you're hard enough. You won't catch her out, we absolutely guarantee it. However, in the unlikely event that the Goddess of Knowledge doesn't know what the hell you're rambling on about you'll win yourself a brand spanking new game for your Nintendo machine. So, write down a question, kiss it good luck and send it to 'Dear Debs...', TOTAL!, Future Publishing, 30, Monmouth Street, Bath, Somerset (yes, that's right, we're all in Somerset now), BA1 2BW. Do it, DO it, DO IT! If you want to.

Chris' Crayon COURT



Hi kids, it's that bloke with the toilet rolls stuck to his head here again, ready to rip into your pathetic scribbles. Here's this month's sad offering.

Johnny McGuffie, age 13 from Forres. Whereever that is! Great Earthworm Jim, although he looks a bitpale. A course of iron tablets should put that right.

Bomberman and Wario on the same illustration, GGRREEAAATTT! Thanks John Heijm from York.

Mark Armitage, aged 11 from Berkshire says 'it took me along time'. Want a job on TOTAL!? With talk like that you'd work well with Tim!

Great Mega Man Gearoid Malloy but, unfortunately for you, not good enough to win a prize. Oh well, never mind. Once you're as good as me people will be chuckingprizes at you right, left and centre.

Top Tips

Debs' Tip

Don't ever make tea in the cup. Always brew it in a teapot before you pour. The processes involved in teapot-based tea-making allow the flavour to work its way thoroughly through the water. Whereas, in mug-based teamaking, there isn't enough time for the teabag to release its flavour because it is dropped in, swirled around then taken out.

Rob's Tip

If you've got a Jeep that releases more smoke in two seconds of starting up than is produced in the entire series of London's Burning, then worry no more. Merely stick a banana up the exhaust pipe. At first it might not seem that healthy to the vehicle but it sure as hell benefits the environment.

Christian's Tip

When you want to take a day's holiday, always ring up the morning you want to take it and leave a message with one of your fellow employees. That way, when he/she tells the boss, he/she gets the blame whilst you relax at home with a vitamin-packed soft drink.

Tim's Tip

When shopping for flapjacks, always make sure they are moist. Consistency is of the utmost importance. You'll be able to tell if they're the right consistency by the amount of shine on them. If they shine, they're moist. If they're speckled and dented, they're what's known in the flapjack trade as 'bricks'.



That Was The Month That Was...

This Month... Rob's Birthday

It hit. Like a law suit. Or one of Chris' 'Why did the Chicken...?' gags. There was no getting away from it. No running. Not this time. There was, as they say, nowhere to hide. Rob's birthday was here and that meant we had to buy a birthday card for him. Or worse, even a present.

What were the alternatives? 1. Pretend we hadn't realised? Feasible. He hadn't mentioned it for two hours. Certainly enough time for the information to misplace itself in our over-worked brains. 2. Tell him we thought it was next week? Again, a viable option. In the fast-paced world of videogames journalism, the weeks just seem to merge together in one, indistinguishable mess. 3. Tell him we did buy him a present but left it at our collective homes? Possible. But unlikely. 4. Inform him – in a roundabout way – that we thought Christmas was the time for giving and that birthdays were a random date in the annual calendar and only existed to make you feel older? That wouldn't work. Even in a roundabout way.

Nope, the fact of the matter was we didn't have an excuse to forget his birthday. It was plainly marked on his calendar in thick, black marker pen – 'IT'S MY BIRTHDAY, IT IS!' – and he'd been dropping hints like, 'I'm sure there's something important happening this week' and 'Did you all know I'm an Aries?' at every possible interval. So, begrudgingly, we all bought him a birthday card. 'Oh, thanks', he said, 'How did you know it was my birthday?'

Rob's birthday bash was interesting to say the least. It seemed in the short time it took to travel from work to the local drinking emporium, Rob had turned from an Editor into Seigmund Freud. Not only did he start going on about comedy phrases that had made the transition into everyday life (?) and how uncomfortable brand-new Doc Martens can be (yawn) but he also managed to get everyone else fully involved in the topics. Ollie from *Super Play* just couldn't help himself once he got going. 'Yeah, I know what you mean about comedy phrases', he said. 'It's like the word 'city' isn't it? I mean, these days people are always saying 'Disco City!' and 'Brilliant City!' aren't they?' After concluding that Rob had poisoned the minds of even the most straight-thinking of people with his meandering philosophical drivel, we began to realise it was probably time to go home.

And then it happened. Rob went missing. Now, normally we would worry about him but Rob's unannounced AWOL sessions are well documented within the circles of Future Publishing. And, anyway, eventually he does find his way home in the end. It's just sometimes it takes longer than others.

Generally, there are three ways of telling how long it took him to get home. The first is if he comes in the next morning talking of the joys of summer. This means he got a taxi straight home and had an uninterrupted night's sleep. The second, is if, as soon as he gets into the office, he keeps repeating the phrase: 'I'm feeling great this morning!' This means he's feeling dreadful and struggled to find a taxi rank the night before. And the third, is if he emerges looking like an extra from *The Night Of The Living Dead*. This means he tried to walk it and forgot where his house was.

It was definitely a case of the latter on this particular morning after.



Left: Two young ladies look on as Rob starts a striptease.

Right: Nice hair boy and his two friends, Ronnie and Reggie, get into the groove.



Rob might have made a complete and utter arse of himself but the night wasn't a bad one. In future, however, we will give him his injection before he comes out.



Amanda. Some woman that Rob tried to chat up. Sadly, she told us that she would rather talk to a Chimpanzee than the boy Pegley. Oh dear.

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Go on then, what do I have to do?

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Here's a few we made earlier

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

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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.
TOT51: Best ever characters' cover.
TOT52: Best cover yet, best issue ever.
TOT53: *Killer Instinct* review, *Toy Story* tips.
TOT54: *Super Mario RPG* review, *Secret Of Evermore* tips.

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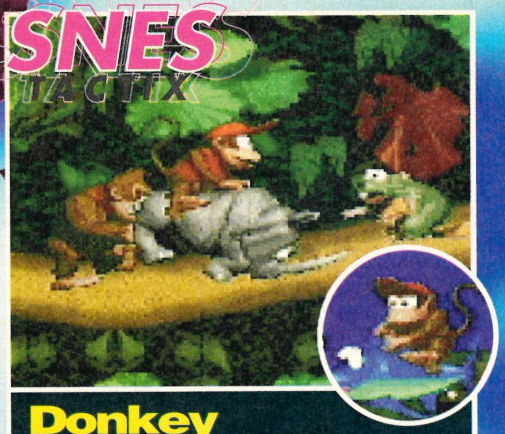


TOTAL! TACTIX

Here comes the sun, little darling, here comes the sun. And I say, it's alright. Yep, summer's here and what better way to prevent yourselves from getting sunburnt than by staying inside and using TT to access those hard to reach areas.



SNES TACTIX



Donkey Kong Country

After being recently overshadowed by its Cindy Crawford-like sequel, DKC seems to be going through a bit of a renaissance. Not only did the entire population of Liverpool send in cheats for it this month but also Tom Dickinson of the near-to-Liverpool town of Chester.

He seems to think that by going to the Saved game option and selecting Erase game you'll be half way along the road to 50 lives. Now all you have to do is press B, A, RIGHT, RIGHT, A, LEFT (BARREL) and when you start the game you'll be able to use up more lives than a hospital.



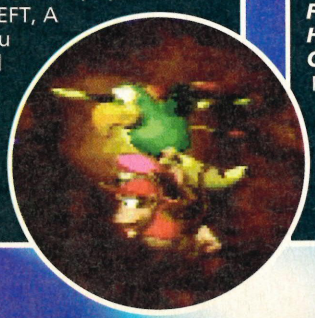
SNES TACTIX



Donkey Kong Country 2

You may remember the cheat from Steve 'Stonking' Swede a couple of months ago for *DKC2*. He told us that if you get yourself to the one- two- player screen and move the cursor to the two player option, you can access a Music Test option by pressing DOWN five times. Well, he's written back with some more of the same.

Apparently, once you've done this you can press DOWN a further five times and a Cheat Mode option appears. Now if you enter Y, A, SELECT, A, DOWN, LEFT, A and DOWN, once you start the game you'll have 50 lives to play with. You will know if you've done this correctly as a Monkey noise will sound.



GB TACTIX



Killer Instinct

All credit to the boy Tim Cope of Stockport. He's worked his arse off on a *Killer Instinct* players' guide for the excellent Game Boy conversion and all he wanted in return was his name in print. Well, we're quite happy to oblige: TIM COPE. There we go. And now on with the guide.

Key: T- Towards, A – Away, D – Down, U – Up, P – Punch, K – Kick, D&T – Diagonally down towards opponent, D&A – Diagonally down away from opponent.



Jago

Endokuken: D, D&T, T, P
Tiger Fury: T, D, D&T, T, P
Wind Kick: D&T, D, D&A, K
Laser Blade: D&T, D, D&A, P
Combo Opener: Wind Kick, K
Combo Breaker: Tiger Fury
Ultra Combo: Wind Kick, K, Wind Kick
Samurai Fatality: A, A, T, T&P
Humiliation: T, D&T, D, D&A, A&K



Glacius

Shockwave: D, D&T, T, P
Ice Lance: D&T, D, D&A, P
Cold Shoulder: Hold A for 2 secs then T&P
Liquidize: D, D&T, T, hold Kick (in front) OR D, D&T, T, tap Kick (behind)
Combo Opener: Cold shoulder, K
Combo Breaker: Ice Lance
Ultra Combo: Cold shoulder, K, Cold shoulder
Freeze Fatality: A, D&A, D, D&T, T, P
Humiliation: T, T, A, K



Orchid

Lasaken: D, D&T, T, P
Ichi (Ni-San): D&T, D, D&A, tap P
Niguu Giri: D&T, D, D&A, hold P
Flik-Flak: hold A for 2 secs, T&K
Fire Cat: hold A for 2 secs, T&P
Combo opener: Fire Cat, K
Combo breaker: Flik-Flak
Ultra Combo: Firecat, K, Firecat
Frog Fatality: D, D&T, T, A, D&A, D, D&T, T, K
Humiliation: T, D&T, D, D&A, A, P

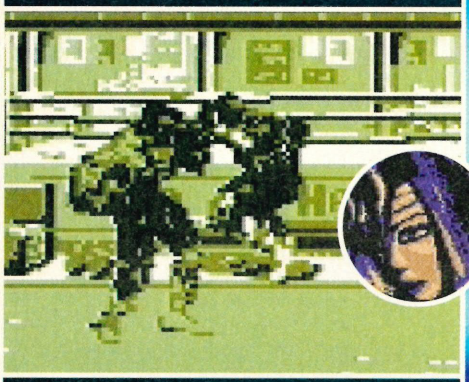


Sabrewulf

Sabrecut: hold A for 2 secs, T&P
Sabrepounce: hold A for 2 secs, T&K
Sabrespin: T, A, P
Sabreroll:, T, A, K
Firebat: D, D&A, A, P
Howl:, D&T, D, D&A, K
Combo opener: Sabreroll, Punch
Combo breaker: Sabrecut
Ultra Combo: Sabreroll, P, *Sabreroll*
Claw Fatality: A, A, A, K
Humiliation: T, T, T, P



Spinal
Boneshaker: T, T, P
Soulsword: hold A for 2 secs, T&P
Skeleport: D, D, P (in front) OR D, D, K (behind)
Power Devour: hold A&K to absorb an opponents special move (a star should appear next to your energy bar)
Searing Skull: after absorbing a special move, D, D&T, T, P
Sliding Kick: D&A, D, D&T, K



Combo Opener: Boneshaker, K
Combo Breaker: Boneshaker
Ultra Combo: Boneshaker, Kick, Searing Skull
Melt Away Fatality: A, A, A, K
Humiliation: T, D&T, D, D&A, A, K

TJ Combo
Powerline: hold A for 2 secs, T&P (hold Punch)
Rollercoaster: hold A for 2 secs, T&P (tap Punch)
Run-Stop: D&P (during run)
Knee K.O.: hold A for 2 secs, T&K
Turn Punch: T, A, P
Cyclone: hold P for 3 secs, release, P
Combo Opener: Rollercoaster, K
Combo Breaker: Knee K.O.
Ultra Combo: Rollercoaster, K, turn P
Neck-breaker Fatality: A, A, T, T&P
Humiliation: D, D&T, T, A, D&A, D, D&T, T, P

Chief Thunder
Triplax: hold A for 2 secs, T&P
Sammamish: T, T&D, D, D&B, B, P
Phoenix: D, D&T, T, K
Tomahawk: D, D&B, B, P (in air)
Combo Opener: Triplax, K
Combo Breaker: Sammamish
Ultra Combo: Triplax, K, Triplax
Axe Fatality: hold A for 2 secs, A, D&A, D, D&T, T, P
Humiliation: D, D&T, T, A, D&A, D, D&T, T, K

Fulgore
Laser Storm: D, D&T, T, P
Double Laser Storm: A, A, D, D&T, T, P
Triple Laser Storm: T, A, A, D, D&T, T, P
Plasmaslice: T, D, D&T, P
Plasmaport: A, D, D&A, P (in front) OR A, D, D&A (behind)
Reflect: D, D&A, A, P
Cyberdash: hold A for 2 secs, T&K
Eyelaser: D&T, D, D&A, K
Combo Opener: Cyberdash, K
Combo Breaker: Plasmaslice
Ultra Combo: Cyberdash, K, Plasmaslice
Gun Fatality: hold A for 2 secs then A, D&A, D, D&T, T, K
Humiliation: A, D&A, D, D&T, T, P







Remember: You must still be on your first energy bar to pull off a Humiliation and you can only do an Ultra Combo when your opponent's second energy bar is flashing.

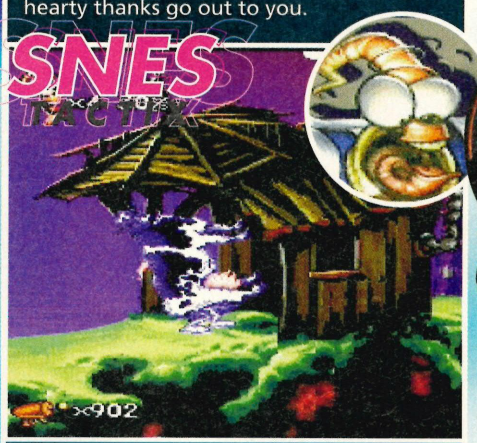
Tim, being the top bloke that he is, has also managed to find a couple of nifty cheats. On the Versus Screen, hold these different combinations of buttons to fight with different backgrounds:
Up and Punch = Sabrewulf's Stage
Down and Punch = Jago's Stage
Up and Kick = Glacius' Stage
Down and Kick = Orchid's Stage
Up and Start = Spinal's Stage
Down and Start = Fulgore's Stage
Up and Select = Chief Thunder's Stage
Down and Select = Combo's Stage

And if all that wasn't enough, you may remember that Alan Reckie admitted he didn't know how to pull off Eyedol's special moves a couple of issues ago. Well, fret no more Alan because Tim has worked them out for you.

Eyedol
Club Swing: A, T, P
Head Charge: A, T, K
Fireball: D, D&T, T, P
Footstomp: hold A&P. Do the Fireball or Head Charge during this and it will Super Charge the special moves.
Combo Opener: Head Charge
Combo Breaker: Club Swing

Truly smashing stuff, Tim. Our hearty thanks go out to you.

SNES TACTIX



Earthworm Jim 2

We've had absolutely loads of *EJ2* cheats this month, so if you're struggling on this, frankly, easy-ish platformer, this should just about solve your problems. Just pause the game at any time and enter these codes.

For Full Energy: X, SELECT, X, B, X, SELECT, X, A
For Plasma Gun: X, X, X, X, A, A, A, SELECT
For Bubble Gun: X, X, X, X, A, B, A, SELECT
For Money Worms (once): A, A, B, A, A, Y, B, Y
For Level 2b, Puppy 2: DOWN, RIGHT, A, B, X, LEFT, RIGHT, A
For Level 5a, Carnival: UP, DOWN, X, A, B, Y, LEFT, RIGHT
For Level 9: A, B, X, LEFT, LEFT, RIGHT, LEFT, RIGHT
For One Ups: LEFT, SELECT, RIGHT, SELECT, LEFT, SELECT, RIGHT, SELECT
For Ammo: SELECT, X, X, X, X, X, X, SELECT
For 3-shot Gun: X, X, X, X, A, A, X, SELECT
For Teleport Bomb: X, X, X, X, B, B, B, B
For A Continue: A, SELECT, A, B, X, Y, X, Y
To Skip to Level 3: A, B, X, L, R, L, A, B
To Skip to Level 7: A, X, L, R, X, L, R, L
To Skip Levels: SELECT, B, X, A, A, X, B, SELECT



Bundles of thanks must go out to David Leworth of Aston and Kevin Connolly of sunny Tunbridge Wells. Your hard work is much appreciated.

ARCADE TACTIX

Killer Instinct 2

Now, if you're local arcade is anything like ours then you'll have already found out how popular *KI2* is. If it isn't the queues then it's the fact that the grumpy old git behind the counter has run out of 10p coins because everyone just has to have a go.



So, when you get your chance you want to grasp it. You want to make the most out of your opportunity. But, most of all, you want to impress your friends. And what better way than by memorizing these top grade moves that we've got hold of.



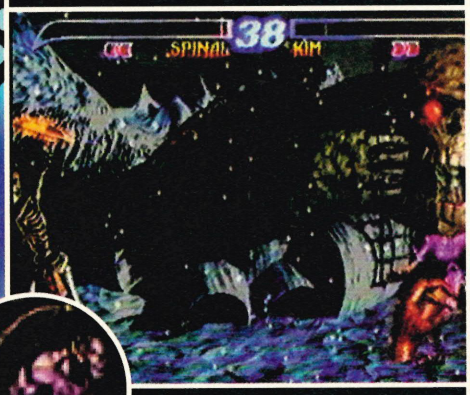
Key
K = Kick
P = Punch
QP = Quick Punch (Button 1)
QK = Quick Kick (Button 4)
MP = Medium Punch (Button 2)
MK = Medium Kick (Button 5)
FP = Fierce Punch (Button 3)
FK = Fierce Kick (Button 6)
R = Right on D-Pad
R/D = Diagonally on the D-Pad, between RIGHT and DOWN
D = Down on the D-Pad
L/D = Diagonally on the D-Pad, between DOWN and LEFT





L = Left on the D-Pad
L/U = Diagonally on the D-Pad, between LEFT and UP
U = Up on the D-Pad
R/U = Diagonally on the D-Pad, between UP and RIGHT

TJ Combo
Roller Coaster – L, R, FP





Spin Fist – L, R, QP
Air Shocker – R, R/D, D, L/D, L, MK (in air)
Cyclone – hold FP, release, FP
Fake Dizzy – D, R/D, R, QK
Skull Crusher – L, R, FK
Powerline – L, R, FP
TJ Tremor – L, R, MK
Triple Rollercoaster – L, L/D, D, R/D, R, MP
Combo Breaker – L, R, P or K
Finishers
L, R, FK
R, L, FP



Tusk
Skull Splitter – L/D, D, R/D, K
Back Stab – R, R/D, D, L/D, L, QP
Boot Kick – R/D, D, L/D, K
The Conqueror – R, D, R/D, P
Web of Death – R/D, D, L/D, FP
Combo Breaker – R, D, R/D, P or K
Destroyer – D, L/D, L, L/D, D, R/D, R, FP





Finishers
L, L/D, D, R/D, R, MP
R, R/D, D, L/D, L, MP
R, D, R/D, MK
L, L/D, D, R, L, L/D, D, R/D, R, MP

Kim Wu
Split Kick – L/D, D, R/D, K
Fireflower – D, R/D, R, QP
Firecracker – R/D, D, L/D, MP or FP

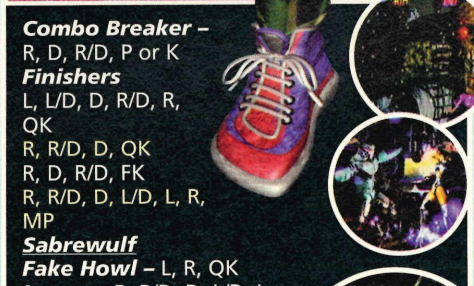


Tornado Kick – R/D, D, L/D, K
Air Flame – D, R/D, R, MP or FP
Air Flame Down – D, R/D, R, P
Combo Breaker – D, R/D, R, P or K
Finishers
D, L/D, L, QK
D, R/D, R, QK
R, L, L/D, D, R/D, R, MK
L, L/D, L, R/D, R, L, QK



Jago
Endouken – D, R/D, R, P
FakeEndouken – D, R/D, R, FP
Fireball Spray – R, R/D, D, L/D, QP
Multi-Slide Kick – L, L/D, D, R/D, R, L, FK
Multi-Wind Kick – R, R/D, D, L/D, L, R, MK
Laser Blade – L/D, D, R/D, FP
Ninja Slide – L/D, D, R/D, K
Red Endouken – hold FP, L, L/D, D, R/D, R, release FP
Rush
Roundhouse – R, FK
Throw – R, FP
Uppercut – D, L/D, L, L/D, D, R/D, R, FP
Windkick – R/D, D, L/D, K
Tiger Fury – R, D, R/D, P

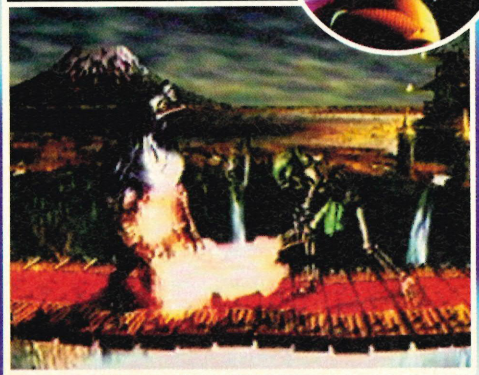




Combo Breaker – R, D, R/D, P or K
Finishers
L, L/D, D, R/D, R, QK
R, R/D, D, QK
R, D, R/D, FK
R, R/D, D, L/D, L, R, MP

Sabrewulf
Fake Howl – L, R, QK
Loopy – R, R/D, D, L/D, L, R, FK
Ground Spark – R, R/D, D, L/D, L, FP
Sabreflip – L, R, FK
Sabrehowl – L, R, QK





Sabrepounce – L, R, FP
Sabrespin – L, R, MP
Triple Fire-Claw – R, R/D, D, L/D, L, R, FP





Combo Breaker – L, R, F or P
Finishers
R, L, QK
L, R, QK
hold QP for 3 seconds, release QP

Glacius
Artic Blast – D, L/D, L, P
Beat Down – L, L/D, D, R/D, R, L, MP
Cold Shoulder – D, R/D, R, MP
Energy Gain – D, R/D, R, hold QK
Ice Lance – D, L/D, R, FP
Ice Uppercut – D, R/D, R, MK or FK
Icy Grip – D, R/D, R, QP
Liquidize – D, R/D, FK
Super Fireball – R, R/D, D, L/D, R, L, FP
Combo Breaker – D, R/D, R, P or K
Finishers
R, R/D, D, L/D, L, QK
L/D, D, R/D, R, QK
L, R, R/D, D, L/D, L, QK
D, L/D, L, R, MK

Maya
Flip Flop – R, R/D, D, L/D, L, R, MK
Cobra Bite – L, R, P
Flip Kick – L, R, MK
Jungle Lear – L, R, FK
Jungle Strike – R/D, D, L/D, FP
Mantis – L, R, FP
Savage Blades – L, R, MP
Slice 'n' Dice – R, R/D, D, L/D, L, R, FP
Tree Cutter – R, R/D, D, R, R/D, D, L/D, L, R, FP
Combo Breaker – L, R, P or K
Finishers
R, L, FP
R, L, FK
R/D, D, L/D, L, R, QK
L, L/D, D, R/D, R, L, QP

Fulgore
Chest Sparks – R, R/D, D, L/D, L, R, QK
Cyber Dash – L, L/D, D, R/D, R, K
Eye Laser – R/D, D, L/D, MP or MK
Fireballs – L/D, D, R/D, QK or D, R/D, R, QP
Invisibility – R/D, D, L/D, FK
Laser Storm – D, R/D, R, P
Plasma Shield – R, D, R/D, P
Plasma Slice – R, D, R/D, P
Super Charge – R/D, D, L/D, MK
Teleport – D, L/D, L, K
Twist Uppercut – D, L/D, L, L/D, D, R/D, R, FP
Combo Breaker – R, D, R/D, P or K
Finishers
R, D, R/D, QP
R, D, R/D, QK
R, L, L/D, D, R/D, R, MK
L, L/D, D, R/D, R, L, MP

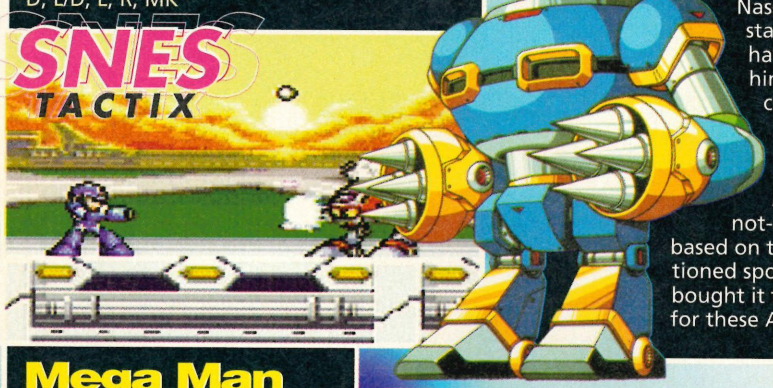
Spinal
Dart Kick – D, FK
Flame Blade – D, R/D, R, FP
Grim Reaper – D, L/D, L, L/D, D, R/D, R, FP



Power Devour – L, P
Shield Catch – L, QP
Skele Skewer – R/D, D, L/D, K
Skeleport – D, L/D, L, K
Skull Replenisher – D, L/D, L, MP or FP
Skull Scrape – L/D, D, R/D, FK
Soul Drain – D, R/D, R, P
Combo Breaker – D, R/D, R, P or K
D, R/D, R, FP
R, R/D, D, L/D, L, FP
D, L/D, D, R/D, R, L, L/D, D, R/D, R, QP

Orchid
Air Buster – R, D, R/D, K
Baton Dash – D, L/D, L, MP
Flik Flak – R/D, D, L/D, K
Helicopter Kick – D, L/D, L, L/D, D, R/D, R, FK
San – R/D, D, L/D, FP
Tiger Charge – R, R/D, D, L/D, L, R, MK
Tona Fire – D, R/D, R, P
Tonfa Rush – L, L/R, D, R/D, R, FP
Combo Breaker – R, D, R/D

Finishers
R, R/D, D, L/D, L, QK
L/D, D, R/D, R, QK
L, R, R/D, D, L/D, L, QK
D, L/D, L, R, MK





Super Punch Out!!

Boxing, eh? One day it's about as popular as Chris' American impression and then the next it's a multi-million pound industry. I mean, what would we do without Prince Naseem? Well, for starters we wouldn't have to put up with him releasing completely rubbish songs. Oh well. At least boxing has brought us *Super Punch Out!!* – a not-at-all-bad sim based on the aforementioned sport. And if you bought it then you'll love us for these Action Replay codes.





7E089C1B – ***Super Punch***
7E089F50 – ***Infinite Energy***
7E0B2D05

Mega Man X3

No sooner had we reviewed it than some young beggar from Farnborough wrote in with some level codes, promising us that, 'more will follow'. Well, whatever. I just hope that next time you remember to include your name you playful young tyke.

2277
5163
6122
7837
4423

Thanks, Mystery Man.





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

Alfred Chicken	GB	19-23
Alien 3	GB	18
Bart Vs The Space Mutants	NES	12
Batman	NES	6
Battle Of Olympus	NES	9
Battle Of Olympus	GB	22
Cannon Fodder	SNES	39
Castlevania II	NES	10
Cybernator	SNES	22
Defender Of The Crown	NES	4
Digger T Rock	NES	6&7
Dizzy	NES	19&22
Donkey Kong Country	SNES	38
Donkey Kong Country 2	SNES	51-52
Doom	SNES	47-49
Dragon's Lair	NES	10
Dr Franken	GB	15
Earthworm Jim	SNES	37
Earthworm Jim 2	SNES	51-52
Faxanadu	NES	17
Flashback	SNES	27-28
Fortified Zone	GB	5
Gargoyle's Quest	GB	13-14
Hebereke's Popoon	SNES	39
International Cricket	SNES	44
Judge Dredd	SNES	44
Jungle Strike	GB	69
Maniac Mansion	NES	4&7
Mega Man III	NES	22
Mickey Mania	SNES	37-8
Mortal Kombat	SNES	21
Mystic Quest	GB	30-31
NBA Jam TE	SNES	41
Prince Of Persia	GB	10-12
Probotector	GB	16
Probotector	NES	16
Probotector II	NES	20
Putty Squad	SNES	42-43
Rescue Of Princes Blobette	GB	4
Robocop	NES	3
R-Type	GB	54-55
Secret Of Evermore	SNES	4
Shadowgate	NES	4
Skyblazer	SNES	29
Smash Tennis	SNES	34
Solstice	NES	3
Star Wing	SNES	19
Street Fighter II Turbo	SNES	21
Street Racer	SNES	37
Stunt Race FX	SNES	35
Super Mario Bros	NES	23
Super Mario Bros	SNES	23
Super Mario Bros 3	SNES	25
Super Mario:The Lost Levels	SNES	26
Super Mario Land	GB	1-2
Super Mario Land 2	GB	17
Super Mario World	SNES	7-12
Super Metroid	SNES	31-3
Super Smash TV	SNES	13
Super Probotector	SNES	16
Super Punch Out!!	SNES	39-40
Super Star Wars	SNES	20
Super Street Fighter II	SNES	34
Super Turrican	SNES	45
Syndicate	SNES	42-43
Theme Park	SNES	43
Unirally	SNES	40-41
Yoshi's Island	SNES	51-52
Zelda	SNES	14-17
Zelda IV	GB	24-29

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

TOTAL! Recall

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

Game Boy

Colour Coding

- Recommended games
- New entries

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

NAVY SEALS (79%) Iss 2
Run-along-and-shoot-'em-up with good blasting gameplay.

NBA BASKETBALL (35%) Iss 20
Nobby basketball sim that's unlikely to thrill even hardened fans.

NBA JAM (89%) Iss 35
This has to be the best Game Boy sports game yet – after the fun we have with the SNES version we pretty much expected it to be. Thorougly playable and addictive, *NBA Jam* is on fire! But THERE'S NO TWO-PLAYER MODE.

NBA JAM TE (89%) Iss 45
It's a fine game on any format and this is better than the original, but where's the two-player option?

NEMESIS (92%) Iss 2
If you like classy blasters then add this one to your collection immediately. Go on, get it now!

NEMESIS 2 (93%) Iss 12
Just as brilliant as its predecessor. Tough, but intensely playable.

NFL QUATERBACK CLUB '96 (76%) Iss 51
Madden still reigns supreme but this should just about have enough in it to keep fans interested.

NIGEL MANSELL (73%) Iss 23
Some good graphics and gameplay, but too realistic to be any fun.

NINTENDO WORLD CUP (64%) Iss 1
More oddball than football. Looks interesting, but lacks excitement.

NHL HOCKEY (81%)Iss 45
If it had a two-player option it would be brilliant. An average sports sims and NHL fans should be reasonably pleased.

OBELIX (84%) Iss 45
Somehow better suited to the GB than the SNES, this is simple, effective and varied platform gameplay.

OTHELLO (92%) Iss 2
Wipes the dust off the ancient board game and brings it bang up to date.

OUT TO LUNCH (50%) Iss 25
Dodgy and badly repetitive platform collect-'em-up.

PAC ATTACK (77%) Iss 48
A top cart to take on a journey or to the doctors when having boils lanced.

PACMAN (51%) Iss 7
Basic gameplay and fiddly control. Things ain't what they used to be.

THE PAGEMASTER (62%) Iss 38
Another day, another platformer. We've seen it all before. You know which are the good ones; buy those and make a reviewer happy.

PANG (78%) Iss 24
Converted from the coin-op, this has 40 levels and a two-player option.

PAPERBOY (77%) Iss 3
This game gets a lot of fans. Dunno why though – it's as dull as the *Sunday Times*.

PAPERBOY 2 (50%) Iss 10
Virtually identical to the first game and just as lame.

PARASOL STARS (92)% Iss 11
Don't let the cutesy graphics fool you – this is tough and very, very playable indeed.

PARODIUS (83%) Iss 10
A standard shooter at heart, but it looks fab and is plenty of fun.

PGA EUROPEAN TOUR (80%) Iss 43
Golf is the perfect sport for the Game Boy and this is almost ass good a conversion as we could have hoped for.

PINBALL DELUXE (72%) Iss 46
Fun for a while but probably best if you're only going to play in short spaced-out bursts.

PINBALL FANTASIES (40%) Iss 37
And we thought they'd fluffed up the Super NES version. *Pinball Fantaisies* is to pinball what Atko is to Vidal Sassoon.

PINBALL DREAMS (32%) Iss 23
Oh dear. Lousy graphics, lame gameplay and only three tables. Very sad.

PIT FIGHTER (27%) Iss 10
This has a massive five opponents and a grand total of three fighters. Hmmm.

POPEYE 2 (82%) Iss 15
Honest little platformer with no frills, but fast graphics and good gameplay.

POPULOUS (70%) Iss 19
A good attempt, but too awkward and too complex for the Boy.

POP-UP (61%) Iss 14
Basic, five-minutes-at-a-time puzzle game, but jolly enough in its own little way.

POWERPAWS (34%) Iss 20
An unoriginal and easy puzzle game with lots of tedious block-shifting antics.

PREHISTORIK MAN (80%) Iss 54
Not as essential as the SNES version but still very good and well worth a look.

PRIMAL RAGE (67%) Iss 46
A genuinely good attempt at recreating one of the best beat-em-ups around considering, but a failed one none the less.

PRINCE OF PERSIA (83%) Iss 8
A bit superficial, but well-designed, nice-looking and great fun to play.

PRINCE VALIANT (71%) Iss 14
An absorbing and playable bash-'em-up. Best head-to-head available.

PROBOTECTOR (92%) Iss 8
Would-be Arnies won't find a better blaster on the Game Boy than this.

PROBOTECTOR II (90%) Iss 34
As big, tough and frantic as blaster you'll get on the Game Boy. With more hi-tech weaponry than you can shake a big stick grenade at, *Probotector II's* exactly what the psychos have been waiting for.

PROPHECY (51%) Iss 11
Big and varied platform game, but it's much too tough and the action's very patchy.

THE PUNISHER (49%) Iss 14
Similar to *Operation Wolf*, but too repetitive and too annoying.

Q*BERT (80%) Iss 7
Just another platform-puzzler, but the gameplay is timeless and addictive.

QIX (81%) Iss 3
Guide a ship around, filling the screen as you go. Weird, but it's worth a look.

QUARTERBACK CLUB (46%) Iss 27
Four very weak events combine in this basic *Track And Field* type game.

RAGING FIGHTER (52%) Iss 20
Beat-'em-up with big sprites, but dull action. There aren't enough moves, either.

RACE DRIVIN' (88%) Iss 19
Forget the dire SNES version – this is one of the best GB racers ever!

RADAR MISSION (53%) Iss 3
This is just like that old pen-and-paper war game, *Battleships*. Hmm.

RAGE DAYS (78%) Iss 34
Two rather different and playable games for the price of one can't be bad, especially as the *Four Wheel Drive* game looks and plays extremely well-even if it's not exactly exciting as such.

RAMPARTS (59%) Iss 22
Weird puzzler-cum-war game which gets impossible after a while.

THE REAL GHOSTBUSTERS (31%) Iss 31
Huge but unimaginative, repetitive outdated platform nonsense. Dull. Avoid it.

THE REN AND STIMPY SHOW (30%) Iss 19
You'd have to be really stupid to buy this. We're warning you!

THE RESCUE OF PRINCESS BLOBETTE (55%) Iss 2
As dull and aimless as the NES version. Don't bother.

REVENGE OF THE 'GATOR (85%) Iss 1
Pinball sim with fab arcade features. Get hold of it!

RIDDICK BOWE (32%) Iss 48
Boxing may be brutal, but it is a massively exciting sport. This captures none of that excitment.

ROAD RASH (29%) Iss 22
Basic race game with badly designed graphics and clumsy controls.

ROBOCOD (60%) Iss 19
Better than both the SNES and Game Boy versions, but still lacks content.

ROBOCOP (74%) Iss 1
Entertaining and challenging enough, but too slow to be brilliant.

ROBOCOP 2 (86%) Iss 10
Unoriginal, but it's got nice graphics, great tunes and nifty sub-games.

ROBOCOP VERSUS TERMINATOR (56%) Iss 39
This potential smash of a license turns out to be not only very average but a tragic wasre of a half decent idea.

ROBIN HOOD (74%) Iss 15
Great graphics and lots of slashy bits, but if you don't like RPGs, forget it.

RODLAND (90%) Iss 19
Simple design, but fun and engrossing platform gameplay.

R-TYPE (86%) Iss 1
A classic shoot-'em-up with great graphics and plenty of frantic blasting.

R-TYPE II (68%) Iss 14
Technically better then its predecessor, but it falls down because of its lifespan.

SENSIBLE SOCCER (70%) Iss 25
A tricky game to do on the Game Boy. A brave attempt, with a good two-player mode.

SIDE POCKET (59%) Iss 1
This pool game's okay with two players but its rather disappointing otherwise.

SKATE OR DIE (76%) Iss 2
Sufficiently different to the NES original to be rather good.

SNEAKY SNAKES (58%) Iss 4
The Game Boy version of NES' *Snake, Rattle 'N' Roll*, but it's only 2D and a bit dull.

SNOOPY'S MAGIC SHOW (71%) Iss 6
This is great on the move, but it's a bit too easy.

SOCCER (87%) Iss 35
Game Boy *Soccer* looks and plays very well. It took a while to get here but it was definetly worth the wait. Hurrah for footy!

SOCCER MANIA (13%) Iss 11
A very sad soccer sim, with appalling control and indistinguishable players.

SOLAR STRIKER (72%) Iss 1
A playable top-to-bottom shooter, but let down by crude visuals.

SOLITAIRE FUNPAK (65%) Iss 43
12 games for £22 seems like a good deal but a pack of cards only costs about 50p. This one's only for the card freak.

SOLOMON'S CLUB (93%) Iss 7
Stunning puzzle game which brainboxes and arcade fans alike will enjoy.

THE SMURFS (82%) Iss 34
Disappointingly short, but it's difficult enough, and frankly, the curiously rivetting gameplay makes up for any downsides. Whether you like the Smurfs or not, there's no denying this game's got that magic X-factors.

SPACE INVADERS (12%) Iss 37
Fun for five minutes. But then the novelty wears off and you feel a bit embarassed about wasting your time and money.

SPEEDBALL 2 (51%) Iss 16
A poor version of the classic game. It's slow and the targets are unclear.

SPEEDY GONZALES (72%) Iss 22
A decent game with lots of nice touches. It's not particularly challenging, though.

SPIDER-MAN II (69%) Iss 9
A playable little platformer, but not really a superhero among games.

SPIDER-MAN III (70%) Iss 19
Dull, unoriginal platform-blaster which plays like a bag of pebbles.

SPIDER-MAN X-MEN (48%) Iss 27
A masterpiece of annoying gameplay and irritating quirks.

SPLITZ (83%) Iss 20
Bored with *Tetris*? Then get this. It's the most addictive puzzler to come along for some time.

SPOT: THE COOL ADVENTURE (66%) Iss 18
Very average *McDonaldland*-style game.

STARGATE (85%) Iss 38
The Game boy needed another decent puzzler and *Stargate* fits the bill with ease. Expand your brain and solve the mystery of the pyramids.

STARHAWK (65%) Iss 19
The same blasting formula as *Nemesis*, but with nowhere near the same excitement.

STAR TREK (57%) Iss 10
This has loads of levels and nice graphics, but the gameplay's lame.

STAR WARS (80%) Iss 12
This is big and tough, just like the old NES shooter.

SUPER HUNCHBACK (90%) Iss 7
Brilliantly animated platformer with dreamy gameplay and loads of extras. It's brill.

SUPER KICK OFF (77%) Iss 6
Quite simply the best footy game available for the Game Boy.

SUPER MARIO LAND (94%) Iss 1
A cracking play, with all the class of its full-size counterparts.

SUPER MARIO LAND 2 (70%) Iss 12
This has all the usual *Mario* stuff, but it's not really up to scratch.

SUPER RC PRO-AM (87%) Iss 1
Great fun for four players but gets tiresome if you're on your own.

TAIL 'GATOR (86%) Iss 11
A brilliant little arcade platformer. The levels are varied and it looks ace.

TALE SPIN (63%) Iss 18
Shoot-'em-up featuring Baloo the bear. Fun for a while but gets boring.

TARZAN (57%) Iss 37
It's familiar, standard stuff, it makes you wonder whether someone's invented a DIY Platform kit.

TAZ-MANIA (55%) Iss 24
A load of old tat. It's virtually identical to Edd The Duck, but not as quite as good.

TECMO BOWL (62%) Iss 22
Good-looking American footy sim which is too haphazard to be fab.

TENNIS (90%) Iss 1
Superb control and perfect graphics. You'll never pick up a racquet again!

T2: THE ARCADE GAME (71%) Iss 13
If you can ignore the sameyness, you'll love the action-packed mayhem here.

TERMINATOR 2 (80%) Iss 3
A neat game with spiffy graphics and all the best bits from the film.

TESSERAE (80%) Iss 24
Fiendish *Othello*-style puzzler. Three levels and nine different boards.

TETRIS 2 (92%) Iss 30
The best version yet. Buy it!

TINY TOONS (89%) Iss 9
A very playable platformer with some of the cutest graphics ever.

TINY TOONS 2 (86%) Iss 26
The early stages are really naff, but the later ones more than make up for them.

TOM AND JERRY (65%) Iss 24
Tragic waste of a licence. Tom and Jerry actually co-operate!

TOP GUN (60%) Iss 15
Easy to learn, with loads of missions. Poor air combat, though.

TOP RANKING TENNIS (92%) Iss 21
Not as jolly as *Goy Boy Tennis*, but it has the edge in terms of gameplay.

TRACK AND FIELD (64%) Iss 20
Decent version of the classic athletics sim, but only for button-bashing fans.

TRACK MEET (64%) Iss 9
Well-designed athletics sim which has nothing new to offer, but is still quite fun.

TRUE LIES (79%) Iss 44
Good use of a film license but still not really special. A solid blast which is worth a look, especially for fans of the film and genre.

TUMBLEPOP (30%) Iss 20
Dull platformer with a dodgy storyline. Get *Rodland* instead.

TURN AND BURN (80%) Iss 15
A feature-packed, realistic flight sim with clean and detailed graphics.

TURRICAN (79%) Iss 5
Massive and very challenging blaster. Almost as slick as the NES version.

TURTLES: FALL OF THE FOOT CLAN (91%) Iss 1
Great beat-'em-up, especially if you're a Turtles fan.

TURTLES 2 (84%) Iss 6
A fine sequel to the first game, with more variety and a tougher mission.

TURTLES 3 (78%) Iss 25
Smart scrolling beat-'em-up. Big and bee-yoo-tiful.

ULTIMA (84%) Iss 12
It's a bit too easy to die, but this is a huge role-player which you'll want to finish.

WARIO BLAST (91%) Iss 39
A relatively good game on your own. With multiple players though, it's certainly the most explosively exciting Game Boy title available.

WARIO LAND (92%) Iss 28
Super Mario Land 3, just as good as the rest of the series. A smasher of a game.

WAVE RACE (70%) Iss 16
Not the best racer ever, but the addition of water makes it interesting.

WORDTRIS (44%) Iss 16
A wordy, but poor imitation of *Tetris*. A bit dull.

WORLD CIRCUIT SERIES (75%) Iss 9
A good, playable racing sim. The F1 tracks are fiendishly hard.

WORLD CUP STRIKER (87%) Iss 30
Exciting matches with plenty of goals, but it's a tad too fast.

WORMS (7%) Iss 52
Not a faultless conversion by any means. Possibly a little bit samey but fun and addictive nonetheless.

WWF RAW (54%) Iss 37
Average ,dull and bland. Not much better than previous Game Boy *WWF* games.

WWF SUPERSTARS (49%) Iss 4
Beautiful graphics and heaps of neat moves, but it's far too easy.

WWF SUPERSTARS II (44%) Iss 11
This has nothing new and is ridiculously uncontrollable.

XENON 2 (69%) Iss 13
A polished conversion of a classic shooter. It's looking a touch dated now, though.

YOGI BEAR (70%) Iss 33
Not bad at all, but not particularly exciting or original either. There's nothing outstanding here.

YOSHI'S COOKIE (73%) Iss 23
It's quite good fun to play for an hour or so, but it's just another puzzle game.

ZELDA IV (97%) Iss 23
If you don't own a Game Boy, this is the game to buy it for! Huge and as playable as the superb SNES version. This is a little bit of heaven.

ZOOL (60%) Iss 24
A lame Amiga-esque platformer which is simply not good enough for the Nintendo.

ZOOP (30%) Iss 49
Graphically atrocious with nightmarish gameplay.

Reader Ads

Buying? Selling? Swapping? Or just fancy seeing your name in print? Well, it's all happening here in Reader Ads...

Sales

● SNES games for sale: *Starwing* (£10) *Street Fighter* (£8), *Ultra Man* (£6), *Mario Kart* (£15), *Krusty's Fun House* (£8).
Tel: (016487) 61683

● Super NES games for sale: *Secret Of Mana* £18, *Starwing* £10, *Sim City* £10, *Zombies* £12. UK games all boxed with instructions. No swaps Phone Dom.
Tel: (01328) 863427

● Super NES and seven games including, *DKC, DKC 2* and *Lion King*. All boxed, worth £450. Also SN program joypad £300.
Tel: (01670) 824105

● TOTAL! mags for sale: Issues 25, 26, 30, 35, 37-43, 45-49. All in super condition. I will sell for highest offer.
Tel: (01224) 694181

● Game Gear for sale: 11 games inc *PGA Golf Tour, Sonic Chaos* and *Chuck Rock*. £150 ono.
Tel: (01578) 722748

● SNES games for sale: *NBA Jam Tournament Edition* and *Clayfighter*. Will sell separately. Sensible offers please.
Tel: Leeds 2259216

● TOTAL! issues 2-43 and *GamesMaster* issue 1. Sensible offers. Please call after 6pm.
Tel: (01226) 743802

● SNES games (UK): *Utopia* £10, *Home Alone* £15, *Alien 3* £20, *Mortal Kombat* £25, Nintendo Scope with six games – boxed with instructions.
Tel: (01638) 716177

● Ten SNES games: *Stunt Race, Batman, Prince Of Persia, Hunt For Red October, Alien 3, Terminator, UN Squadron, Mario Paint* and Scope with six games. Two pads, one with auto-fire. £200.
Tel: (01543) 674968

● SNES for sale: with norm and pro joypads, *Killer Instinct, Donkey Kong Country, NBA Jam TE, Starwing, Mario All Stars*. Ask for Raj and call between 4.40 – 6.40 for £165 or much less.
Tel: (0181) 991 2280

● SNES for sale with *Sim City, Mario Kart, Alien 3, Mortal Kombat 2, SFII Turbo, World Cup Striker, Star Wars*, two joypads £160 ono.

Swaps

Tel: (0121) 354 1063

● Swap *Street Fighter 2 Turbo* and instructions and *Super Star Wars* for *Mortal Kombat 2 or 3*.
Tel: (019502) 411516

● I will swap my *Super R-Type* for any of the following games (SNES – must be UK) *Doom, F-Zero, Side Pocket, Smash Tennis, Stunt Race FX, Wolfenstein 3D, World Masters Golf, Yoshi's Island, Zelda* or *Zombies*, or will sell for £12 ono. Ask for Ryan and phone after 4pm.
Tel: (01302) 371771

● My *Earthworm Jim 2* for your *Madden '96* or *Kirby's Avalanche* or *Yoshi's Island* and my *Alien 3* or *Unirally* for *Batman Returns*. All my games boxed with instructions.
Tel: (01579) 383419

● I will swap *Starwing* and *Zelda IV* for *Kevin Keegan's Player Manager* for SNES. Ask for Adrian.
Tel: (01226) 241128

● I will swap my boxed *F-Zero* (UK) for *Top Gear 1 or 2* (UK). Must be boxed with instructions.
Tel: (0181) 698 5696

● I will swap *Flashback* (UK) for *Dragon/WWF Raw/X-Men* or others. Games must be UK.
Tel: (01593) 741359

● Swap – *MK1* for Game Boy for any other with 90% rating or more. Phone after 4pm.
Tel: (01904) 470554

Messages

● George – thank you for the gift the weekend before my 18th birthday! Now if this doesn't show my appreciation, nothing will! Happy 3rd anniversary to Paula and Jason! Happy 28th anniversary to Mum and Dad! From Sir Wayne page.

Pen-pals

● Hi I'm James. I'd like pen-pal, M/F of any age. Must like SNES, Power Rangers and stamp collecting. Please send photo if possible.
Contact: James Collins, 49 West Downs, Delabole, Camelford, Cornwall PL32 9OA.

● Hi! I'm a 19-year-old male looking for female pen-pals. 15 plus. Photo if possible. I will reply to all.
Contact: Mark Rushford, 46 Corlakh Drive House, Glasgow G42 ODY.

● Hi! I'm Mike and I'm 15 and want a pen-pal, 13 plus. I like SNES, football and animals. Photo if poss.
Contact: Mike Cuttrell, 4 Imperial Ave, Liscurd, Walasey, Merseyside LG5 7ND.

Reader ads! Just £1 for a normal ad! £5 for a boxed ad Normal ads are free to TOTAL! subscribers

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The TOTAL! Crossword



You know a word? And you know a cross? Well, if you stick the two together you get a wordcross. Or, alternatively, a crossword. Handy, huh?

Win A copy of 1 across on the Game Boy

I've worked very hard on this crossword. I've toiled over it, you could even say. And now you can reap the benefits by reading the questions and answering them. But first, let's get something straight. You are not allowed to write wherever you damn well want. There's certain rules round here. And they state that you have to write in the white boxes. Geddit? Not like last month where a couple or fifty of you wrote in the black boxes. So, if you think that you understand the basic principle, write to: The TOTAL! Crossword, Future Publishing, 30, Monmouth Street, Bath, Avon BA1 2DL. Oh, and you're not allowed to make up answers either. Or pretend they're the Romanian translation of the word we're looking for.

Across

1. American football comes to the Game Boy in Issue 51. (3, 11)
5. Babylon Zoo's intergalactic anthem. (8)
7. This Jimmy said Audweidersen Pet. (4)
9. Before *Doom,* this 3D blaster reigned supreme. (11)
11. Achieved an average 59% in Issue 22. (7)
13. This classic shooter failed to impress in Issue 13. (5)
14. One of Tim's favourite bands last month. (4)
16. Mario's little green friend. (5)
17. Two games for the price of one in Issue 34. (4, 4)
18. Issue 39 saw Mario's enemy star in his very own game. (5, 5)

Down

1. Titus' attempt at rewriting the side scrolling beat-'em-up sadly failed last month. (5, 8)
2. _____ *Action Hero.* Need we say more? (4)
3. Always trying to catch Jerry. (3)
4. The sequel appeared in Issue 53. (6, 8)
6. There's Des O', Tom O' and Frank O'... (6)
8. A cat and an absolutely cack platform star according to Issue 25. (5)
10. Suicidal, they are. (8)
12. You'll want to be the ____ Gun if you're Maverick. (3)
15. The secret is out but not in Evermore. (4)



Next Month

Atko's Back!



Direct from the biggest videogames show in history, armed with a Nintendo 64 and a pineapple head, Atko returns to present a Nintendo 64 Special Issue!



EXPO E3 LOS ANGELES '96

Massive Show Report

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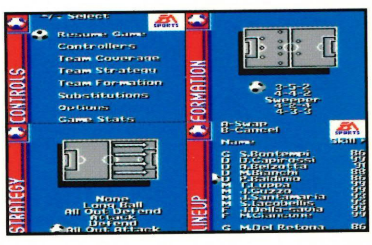
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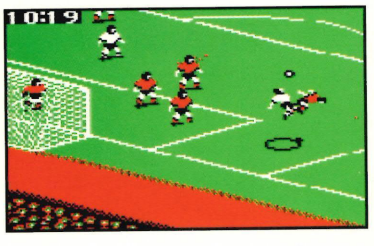
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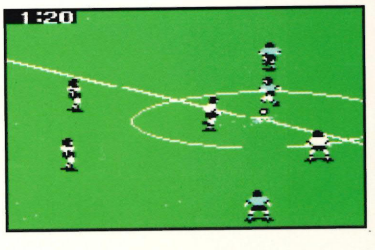
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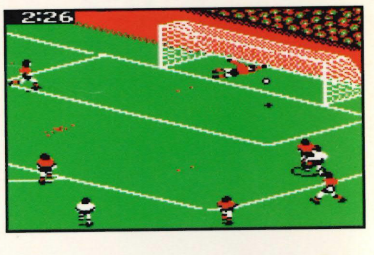
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