World's Greatest Independent Nintendo Magazine

DK 64! Old brown eyes is back!

TOTAL!

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SUPER MARIO 64

Exclusive Preview!

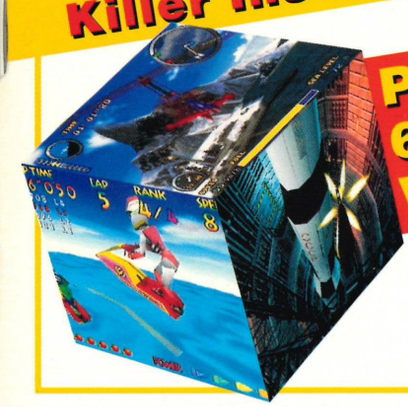
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Killer Instinct 64



Pilotwings 64
Wave Race 64
GoldenEye 007

AND MORE!!



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Pocket Game Boy Ken Griffey Jr Marvel Super Heroes Donkey Kong Land 2



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Super Mario 64

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Cruis'n USA



Put your foot to the pedal in our exclusive preview.

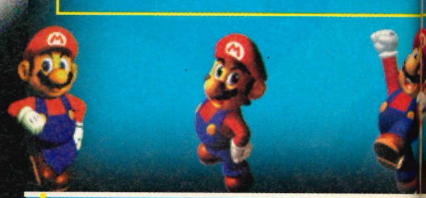
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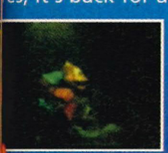
METHING COMPLETELY DIFFERENT...

g Country 3: Dixie's Double Trouble

6



es, it's back for a spot of three-quel type stuff and it's looks **The second sequel could be the best yet.**



better than ever. Move to page six, move directly to page six, do not pass Go, do not collect £200, do not do anything. Don't



even breath. Oh alright, you can breath, but that's it. Go away – stop reading this!



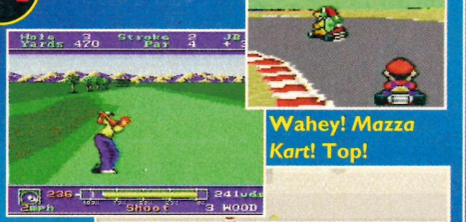
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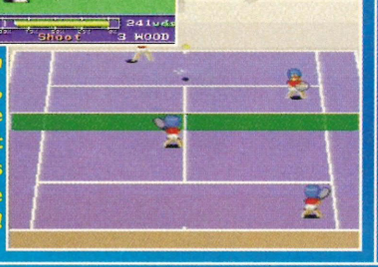


What every SNES gamer should be playing over the course of these next few sun-drenched months...





Wahey! *Mazza Kart*! Top!



***Smash Tennis*, the best tennis game ever!**

Magical Drop

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Well, what did you expect? Last month we told you how great it was in its preview version and now we're going to tell you again. So listen! Okay?

The best puzzler of the year?



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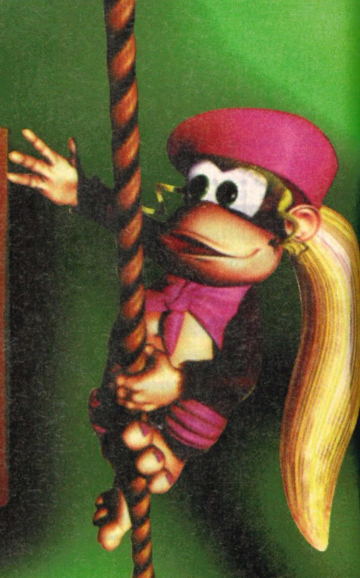


Pages 8-9 – The all-new Pocket Game Boy is revealed to the world in all its chrome glory as well as *Ken Griffey Jnr's Winning Run* for SNES, Capcom's *Marvel Super Heroes In The War For The Gems*, *Bound High* and *Dragon Hopper* for that strange contraption known as the Virtual Boy and more info per square inch than any other Nintendo mag in the world. Oh, and Hazel pops up as well.

Page 10 – Check out what may become Nintendo's last ever FX powered SNES game, *Winter Gold*. As usual, we've got hold of exclusive pics and info. We really do spoil you lot sometimes. If not always.

Page 12 – Read page 12 'cause the charts are here, the charts to entertain you! PLUS! You want compos we've got the lot. Win enough videos to construct a small fort, or fill an average shelf at least.



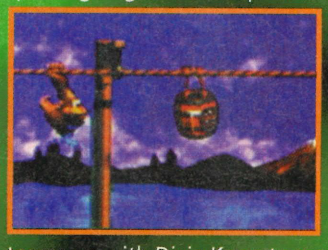


That's right – Atko's back! And this time he's the editor! What fools put old pineapple head in charge? A couple of escaped mental patients posing as publishers – that's who! Expect TOTAL! to be more bonkers than ever, even madder in the face and packed with world beating exclusives, the likes of which will make you want to subscribe TWICE! Strap in as we take you on a mind-blowing tour of everything new in the world of Nintendo...

Donke Co

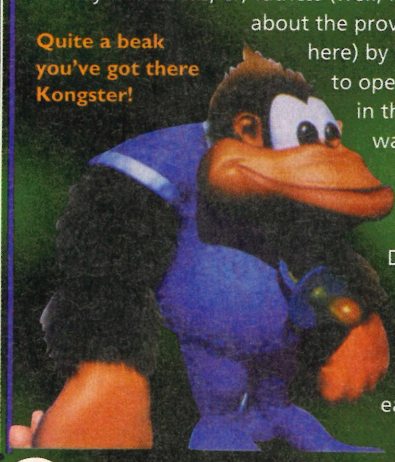


After the wonderful original and its gorgeous follow up, you could be forgiven for expecting a great deal from the third in the *Donkey Kong* series. And you aren't likely to be disappointed as Rare - fresh from the resounding victory that was *Killer Instinct 2* - promise fans that the three-quel is going to boast a plethora of new features.



Introduced for the new game will be Kiddy Kong - described as 'a portly, young chimp' by Nintendo - who teams up with Dixie Kong to rescue Diddy and Donkey from the unfathomable force of evil that is Kaos, the new Kremling leader.

Kiddy utilises his, er, fatness (well, let's not beat about the proverbial bush, here) by being able to open up cracks in the floor and walls with his enormous weight so that he and Dixie can progress. They are also able to complement each other's skills. For example, Kiddy can be thrown against the wall and turned into a rolling barrel which allows Dixie to jump onto him and make rapid work of the levels.



Quite a beak you've got there Kongster!

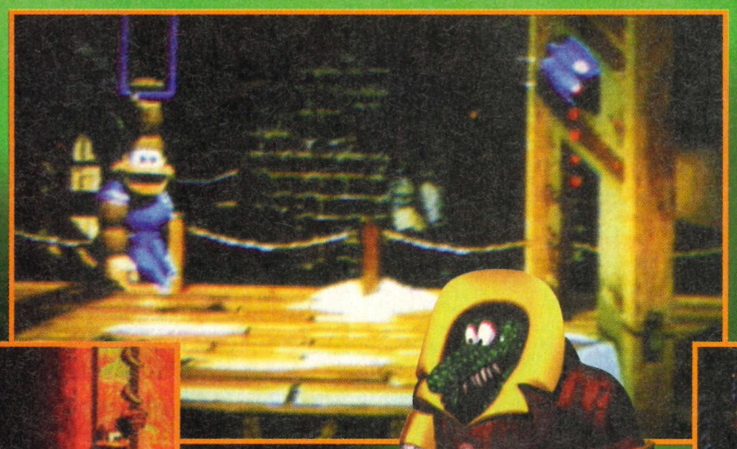
The game's new features received a warm reaction at E3 (the Electronic Entertainment Expo – see page 15) with the game boasting over 100 hours of play and a more comprehensive version of the revolutionary ACM (Advanced Computer Modelling) that so brought the original to the forefront of videogaming. ACM allows for more detail in locations and characters and it is hoped that the new areas of Donkey Kong Island – the interior of a tree, snow world and an under water stage are three of them – showcased in *DKC3* will reap the benefits.

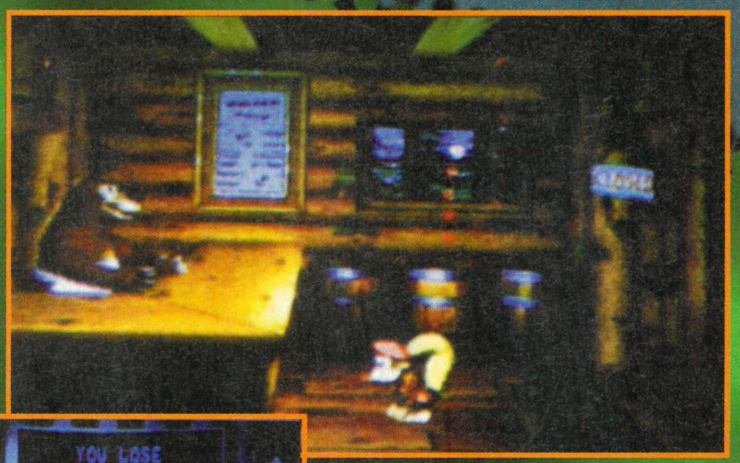
There will be also be hidden areas, a percentage meter to track the



Skip to secret levels by climbing up the *inside* of trees.

Donkey Kong displays his funky new hair style which could well be covering up lobotomy scars – judging by the expression on his face







Could do with a new tailor. Very nice cuff-links.



Above: "Did you come here for a frontal lobotomy?" "No, I was hoping for a bottle in front of me."

Nintendo are hoping that *DKC3* will be enough to keep us SNES punters happy 'til the N64 launch in December. What about *Super Mario RPG*?

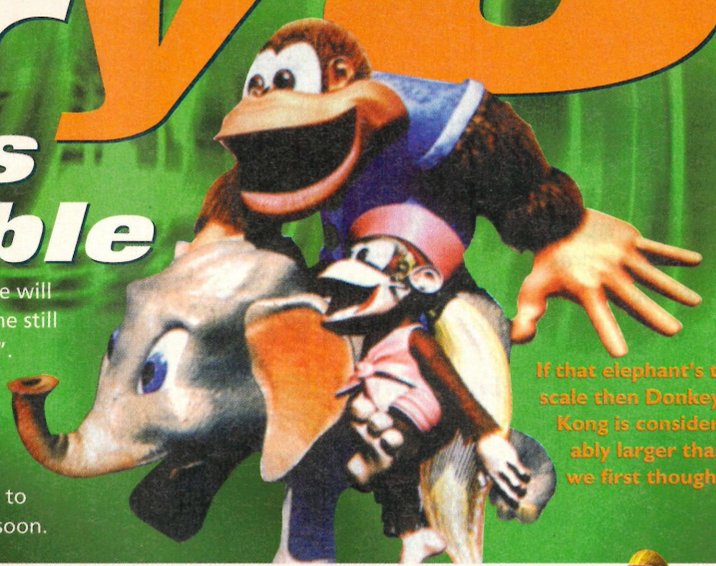
y Kong ountry 3

Dixie Kong's Double Trouble

player's progress, special items, coins, special attacking moves and new ways to travel.

Of course, Nintendo are hoping that *DKC3* will supersede the successes of the two previous efforts (the second of which is still top of the SNES charts, seven months after its initial release). Peter Main of Nintendo America told TOTAL!, "with the release of the third title in this incredible series, we're demonstrating that we will continue to support the still strong 16-bit industry".

The game is reportedly almost complete and should see the light of day on the shop shelves just prior to Christmas. More very soon.



If that elephant's to scale then Donkey Kong is considerably larger than we first thought.

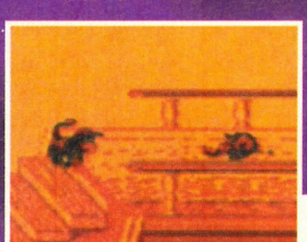
Donkey Kong Land 2



Diddy and Dixie on a dream date.

Or *Donkey Kong Land 2: Diddy's Kong Quest* to give it its full name continues the adventures of Diddy Kong and Dixie Kong against the evil King K. Rool and the Kremlings. The object of the game is to rescue Donkey Kong who has been kidnapped by the aforementioned minions of mayhem.

This version is a direct port from the SNES and includes most of the levels that graced the hugely successful sequel. Initial reaction to its unveiling at E3 was very positive with many people surprised at the quality of the graphics and animation which gives the whole product a genuinely 3D feel.



The game will be the first on the Game Boy to use Rare's ACM technology and will also have new villains such as King Zing Sting, Kreepy Krow, Kudgel and Kleever and sees the return of Rambi, Squitter, Enguarde, Squawks and Rattly as well as the same spankingly good gameplay that so gave the original *DKL* its sparkle.

Nintendo state that the game should be released worldwide at about the same time as *DKC3*. Expect a full preview as soon as we smell its scent.



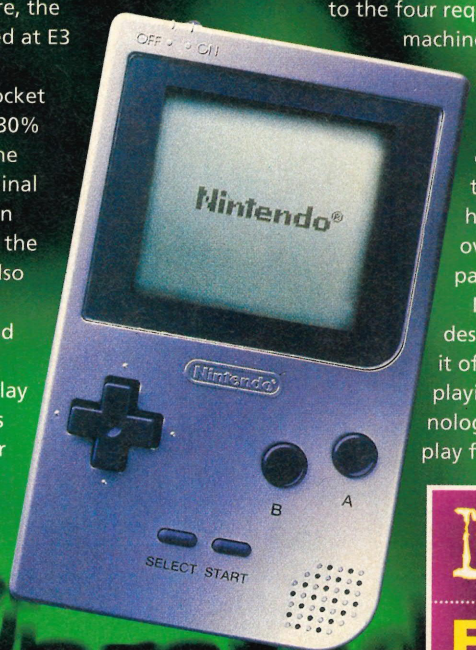


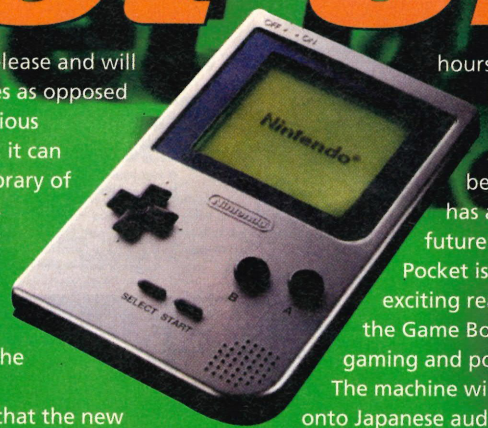
New Game Pocket Unv

After selling 48 million units worldwide and playing host to 218 million pieces of software, the Game Boy emerged at E3 with a new look.

The new silver Pocket Game Boy is now 30% smaller and half the weight of the original and should fit in an average pocket of the breast variety. It also boasts a much improved black and white screen with Liquid Crystal Display (LCD) which makes the picture sharper and reduces the level of motion-blur considerably.

It will be contained within a transparent jewel case on its release and will be powered by only two batteries as opposed to the four required for the previous machine. And, best of all, it can play the entire library of Game Boy games which means that owners can revisit the 436 titles that have appeared over the course of the past six years.





Nintendo believe that the new design will benefit gamesplayers as it offers a much more comfortable playing position and the new technology allows for the machine to play for approximately ten solid hours. Certainly, Peter Main of Nintendo America believes that it has an exciting future: "Game Boy Pocket is another exciting reason to get into the Game Boy's great gaming and portable fun."

The machine will be launched onto Japanese audiences on July 21st and will be available in the US around September time. A European version is expected to follow very closely after. A price has not yet been designated although sources believe it could cost as little as £35.

Separated At Birth!

During his recent trip to the E³ show in America, Atko was astonished to notice a bizarre similarity between this lovely young filly from *Pilotwings 64* who we shall for the moment refer to as Brenda, and the hugely talented and quirkily cute singer Bjork. The difference is that while Brenda gets her kicks by thrusting herself hundreds of feet into the air, Bjork stays on terra firma singing in a most bizarre fashion and acting like she's completely raving mad. Odd lass.





Brenda the jetpacker from *Pilotwings 64* and Bjork the singer from *Iceland 64*.

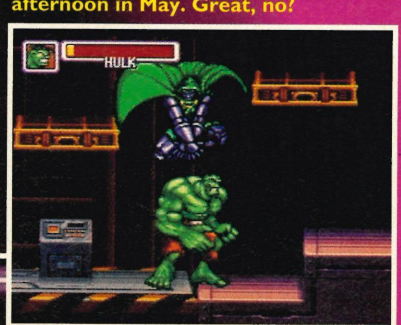
Marvel-lous!

For anyone remotely knowledgeable in the field of Nintendo games, the sight of Marvel super heroes strutting their stuff in a side scrolling beat-'em up is enough to warrant a desperate search for some form of noose. They haven't, you guessed it, been very good.

But Capcom are hoping to change all that with the release, in the Autumn, of *Marvel Super Heroes In War Of The Gems*. Its E3 debut impressed critics considerably and the game looks like it might finally deliver all the promise that a super hero game undoubtedly has.

The object of the game will be to recover six magic gems that can save the universe. You are given the opportunity to play as Spiderman, Hulk, Captain America, Iron Man and Wolverine and will have to face an evil force including Dr Doom, Thanos, Blackheart and the Brood. Oh, and all the heroes will have their own special moves. See ya!

Dr Doom got his name after gaining a Doctorate in completing *Doom* on the SNES on a particularly sunny Tuesday afternoon in May. Great, no?





The Silver Surfer, there. Strange man. Was traumatised as a kid when Billy 'Tubby' Johnson stole his silver watch and sold it off via an internet page. So, old Silv, as his mates know him, decided to combat internet crimes such as these by painting himself silver and buying a Power Mac. True story, that.

Boy veiled!

Little Boyy

The Pocket Game Boy is proof, if proof were needed, that Nintendo have enforced a new get tough policy. Reportedly, they grabbed the Game Boy by the scruff of the neck and told him to lose some freakin' weight and get a shiny new coat whilst he was at it. Four weeks on the Cambridge Diet and our little grey friend was looking the picture of health. As you can probably see for yourself. He now feels more confident in himself and finds that he has more energy.



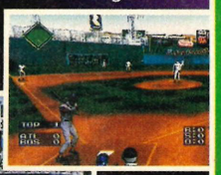
Baseball:: The Return



No sooner had we rid the world of the tedious crud that was *Frank Thomas' Big Hurt Baseball* (GB) than his old mate (or not as the case maybe) Ken Griffey appears with his attempts at transforming us football/cricket/rugby loving funsters here in the UK into baseball addicts. Well, Mr Grifter, it ain't going to happen. Comprende? But, having said that, we've got to admit that *Ken Griffey Jr.'s Winning Run* actually looks quite fun.

And, anyway, we'd better get used to his baseball orientated antics as he's making an appearance on the N64 later in the year. In the mean time, however, here's what you can expect from the SNES version.

The game is (surprisingly) being developed by Rare and will include a comprehensive database of players, teams and statistics, a moving camera (utilising Rare's now world famous ACM technology) which allows the player to check fielders and base runners, player ratings and four modes of play: League, Challenge, World Series and All Star. There will also be a multi-player option where up to eight players can compete at any one time. Expect a preview as soon as it hits European shores.





The Second Coming



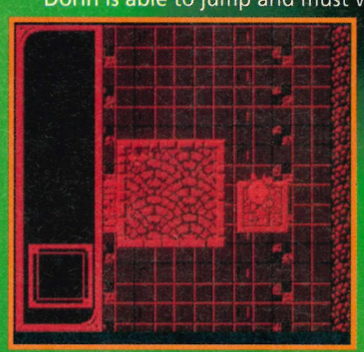
Nintendo finally unveiled their new plans for the Virtual Boy at the E3 although the vast choice of games that they initially promised seemed sadly lacking.

Two major titles were given the debut treatment – *Dragon Hopper* and *Bound High* – and both, audiences were assured by Nintendo, would make use of the Boy's full 3D motion.



Dragon Hopper involves the player taking control of Prince Dorin, whose family have been kidnapped by a power hungry Prime Minister. You must seek out the help of the fairies to find the King, Queen and his love Diana. Hmm.

Dorin is able to jump and must work his way through multi-level stages, exploring levels, interacting with creatures and battling foes in order to discover the existence of the four fairies. The perspective is overhead – perhaps a strange choice for a multi-level platformer – and the game also includes an option called 'Element of Discovery' which allows Dorin to wander through each level in search of a star to take him to the next.



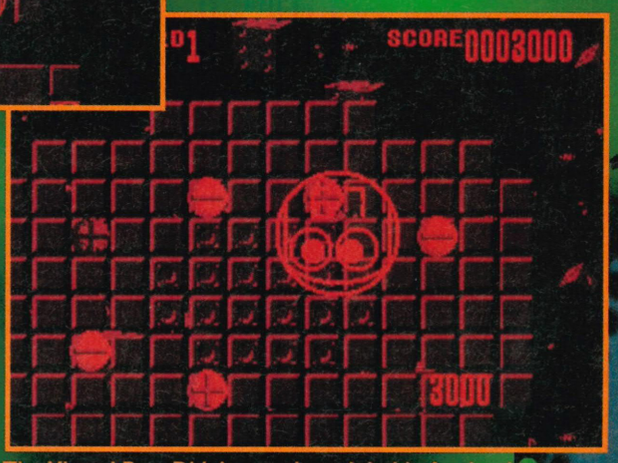
Bound High also includes a main character of the jumping variety. Chalvo, is a robot and his quest is to travel through space in pursuit of alien invaders that threaten the peace of Earth.

The game is once again viewed from overhead and Chalvo is required to land on enemies whilst avoiding hazards such as 'deep crevices, sharp spikes and electric 'shockers' that cause Chalvo's demise'. Hmm, interesting.

The game also includes four modes of play: Score Attack, Adventure, Random and, most strangely of all, Pocket and Cushion which involves Chalvo taking part in some pool based shenanigans. Quite what relevance that has to saving the universe, we don't know, but still.

Both games are being released on August 26 in America and Japan. European versions will not follow, contrary to what Tim would have you believe.





The Virtual Boy. Didn't exactly grab hold of us by the nuts, shake us about a bit and shout, "I'm great, I am!" Did it?

Winter Gold



We may be languishing in the balmy heat of early summer, but THE Games have their sights well and truly set on colder climes. Just as we were going to press, they told us of their new project, *Winter Gold*, and we simply had to squeeze it in. It's scheduled for an August/September release and TOTAL! have the exclusive first pictures, and very lovely looking things they are too.

Utilising the power of the woefully under-exploited Super FX chip, *Winter Gold* rights this wrong with six gorgeous-looking winter sporting events. There's snowboarding, ski jumping, bobsledding (if that's the correct term to use, which it probably isn't), luge, downhill and aerials. Eight players can take part taking it in turns to try the events. The gameplay varies according to the events. For example the snowboard and aerial events are skill-based and require you to perform elaborate stunts and combos to get points. There are also a number of records included for you to beat.



This begoggled blokey's rather smart. However, smart though the game is, it's not quite able to produce images like this. No, this is just a fancy rendered image that will probably appear on the box or something. Still, it was so nice we figured we'd show it anyway.

The developers have made full use of the FX chip. Kicking dance soundtrack aside, the visuals move smoothly and at a cracking pace. There are also two dancing polygonal women on the options screen (not bad eh?).

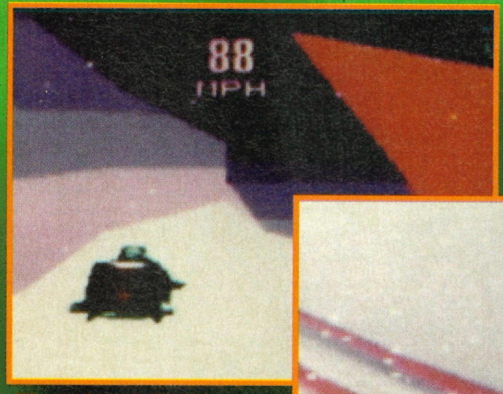
Choose the full tournament and you get to play through three full circuits before moving onto a final secret location. It's still a few months away but already it's 99% complete and looking very smart. Be sure to read next month's TOTAL! if you want to catch the work in progress we're going to do for you. Don't mention it. It's our job.



The ski jump event. You can do really crap jumps on purpose and pretend to be Eddie 'The Eagle' Edwards. Then everyone will think you're great. What a strange world we live in.



The aerials. It's a funny old event in which you get awarded points for airborne stunts. It's a bit like *Unirally* on snow. Yellow snow it seems.



The bobsled. Or is it bobsleigh? Who knows?



This, one would presume, is the downhill. It's the really fast one you always see on the telly when participants go backside over breast and take about half an hour to come to a standstill. A right rivetting spectacle we reckon.



Hazel Says



To be honest, the early promise of the Argonaut-developed Super FX chip has never really been realised. Sure *Star Fox* and *Stunt Race FX* were fine, but later games like *Dirt Racer* really did the nifty processor a disservice. More FX development will lead to a better understanding of the processor's inner workings and lead to much better FX games. It's a thought, isn't it? Has anyone seen my Vileda Supermop?

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Win An N64 Box Of Goodies!

What with Atko moving in and taking up all our goddamn office space, we've been forced into having a bit of a clear out, which means that we must bid a fond farewell to all the games-related gumpf that occupies our vast array of cupboards. But, of course, we're going to need something to put all the stuff in before we send it out to one lucky winner and what better container than the first N64 box in the country! So, if you fancy winning yourself an N64 box - even before the actual machine has reached British shores! - full to the brim with goodies including games, videos, games, T-Shirts, games, jackets, games, radio controlled submarines (no, really) and games then merely write in with a preposterous gag of immense hilarity and depending on how funny we think it is, you may win yourself the aforementioned box of delights. Show off your Russ Abbott-like skills at the following address, if you would: 'I'm Funny, Me', TOTAL!, Future Publishing, 30, Monmouth Street, Bath, BA1 2DL. There'll also be a bunch of runners up prizes – including copies of this month's reviewed games – for all of you who make it onto the stage but end up with tomatoes being lobbed at you.





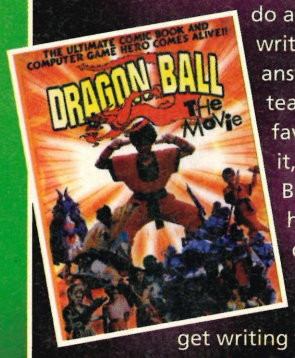
Look, we should point out that you're not actually going to win a Nintendo 64, just the box. But that's still quite a novelty. After all, no-one else will have one for months.

Chinese Dragon

Yep, in a state of video craziness we're also giving you the chance to win one of ten copies of *Dragonball: The Movie*, based on the mangas and computer games of the same name. The story is far too long and bizarre to start talking about here but believe us when we say this video is, what's technically referred to as, top notch.

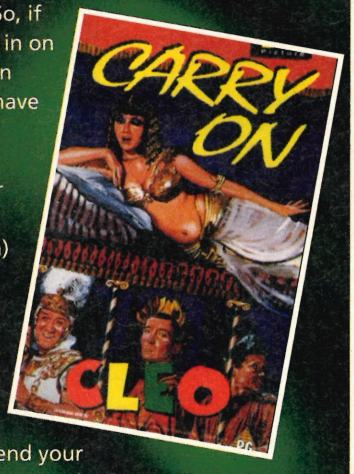
There's a bit of sci-fi in there, a stack load of martial arts, some magic and a liberal dosage of guns.

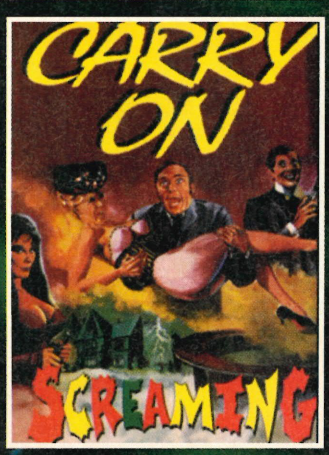
So, if you fancy your chances, you could do a lot worse than write in with the answer to this little teaser. Which is Tim's favourite comic? Is it, a) Les Dennis, b) Batman or c) Atko's home made comic drawn with biro? If you think you know the answer, get writing to, 'Well, it ain't Les Dennis, that's for sure and Atko can't draw...', TOTAL!, Future Publishing, 30, Monmouth Street, Bath, BA1 2DL.



What a Carry On!

Ah, those were the days. When a spot of innuendo never hurt anybody. Nowadays, if you told someone to give you 'one of those long things', they'd probably punch you in the mouth. Still, this month we're taking a step back to those heady days of Babs Windsor's kit dropping off at the merest hint of wind and giving away five copies each of *Carry on Screaming* and *Carry on Cleo*. So, if you want to be in on a bit of Carry On action, all you have to do is tell us which of the following never appeared in a Carry On film: a) Sid James, b) Bernard Bresslaw, c) Kenneth Williams or d) Jean Claude Van Damme? Send your attempts at using your brains to, 'Carry On Cliche', TOTAL!, Future Publishing, 30, Monmouth Street, Bath, BA1 2DL. And don't forget, if you don't get it in quick we won't be able to give you one. Ooh, saucy.





We pretend to be in a Carry On film in the office. During Carry On TOTAL! sessions Sean does his trademark dirty laugh, Tim gets pursued by a fat matron and Debs' bra flies off. It's all good clean fun.

Charts

SNES

1	1	Donkey Kong Country 2
2	2	Killer Instinct
3	3	Yoshi's Island
4	6	Donkey Kong Country
5	4	FIFA Soccer '96
6	5	Super Metroid
7	10	ISS Deluxe
8	9	PGA Tour Golf '96
9	7	Primal Rage
10	8	Super Punch Out

Game Boy

1	1	Donkey Kong Land
2	2	Super Mario Land
3	3	Super Mario Land 3
4	4	Dr Mario
5	7	Mario and Yoshi
6	5	Tetris
7	6	Race Days
8	12	Super Mario Land 2
9	9	Worms
10	13	Alleyway

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Compiled By:
ChartTrack

WIN! The Ultimate Gaming Rig!!

OVER £12,000.00 IN PRIZES!

PANDEMONIUM
INCORPORATED



You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast computer with Pentium 200 Mhz processor, 16 meg. ram, 1.2 Gig. hard drive, CD-ROM, 17" monitor, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation; Sega Saturn; Virtual Boy; 3DO; and Atari Jaguar. Get all five or trade the ones you don't want for CASH! Bonus options include: 33 inch monitor, £1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, and all components shown. Win Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at £2.00 each and one tie-breaker at £1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H				
		E			
P	I	N	C	H	W
	R				
S					

MYSTERY WORD

WORD LIST and LETTER CODE chart

PINCH .....W	PRESS .....K	BLAST .....A	WRECK .....D
BREAK .....Z	PUNCH .....S	SPRAY C	TURBO V
STOMP .....T	STAND .....R	PRESS .....E	DREAM .....O
CRUSH I	SCORE .....H	SLANT L	CHASE .....P

MYSTERY WORD CLUE:
WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes! **ENTER ME TODAY, HERE'S MY ENTRY FEE:**

- ☐ (£2.00) Computer Contest
- ☐ (£2.00) Video Game Contest
- ☐ (£2.00) Media Rig Contest
- ☐ (£3.00) SPECIAL! Enter them all (SAVE £3.00)

CLIP AND MAIL

Name _____

Address _____

Town _____ **Post Code** _____

SEND CASH, M.O., COIN, OR CHECK TO:
PANDEMONIUM, P.O. BOX 10452
LONDON, NW3 4WE

VOID WHERE PROHIBITED • ENTRY DEADLINE: POSTMARKED BY AUG. 17TH, 1996 • ENTRY FEE MUST BE INCLUDED
Only one entry per person. Employees of Pandemonium, Inc. and its suppliers are ineligible. Judges decisions are final. Where judges are in error the sponsor's liability is limited to the amount of entry fees paid. Not responsible for lost, delayed or stolen mail. Open to residents of the UK. You can request Winners List and Official Rules by writing Pandemonium, Inc. Merchandise names and models are trademarks of their respective companies who, along with this magazine have no affiliation with this contest. © 1995 Pandemonium, Inc.

Special Feature

Thrill to the sight of over 400 never-before-seen shots of the Nintendo 64's new titles. We've got a six-page spectacular on *Mario 64*, a chocka four-page look at the astounding *Pilotwings 64*, and masses of new information (and pictures) on *Doom 64*, *Cruis'n USA*, *Wave Race 64*, *Shadows Of The Empire*, *Blast Corps*, *Goldeneye*, *Kirby's Air Ride*, *Killer Instinct 64*, *Wayne Gretsky*, *Mission: Impossible*, *Robotech*, *Turok: Dinosaur Hunter*, *Star Fox 64*, *FIFA '97*, *Body Harvest*, *Tetrisphear*, *Buggy Boogie*, *Ken Griffey*, *Freak Boy*, *Monster Dunk*, *Mortal Kombat Trilogy*, *NBA Hang Time*, *Robotron X*, *War Gods*, *Silicon Valley*, *Ultra Combat* and *Ultra Descent*. Plus, should you buy an N64 on import? We tell you everything you need to know about getting Mario'd right up, right now!



Nintendo

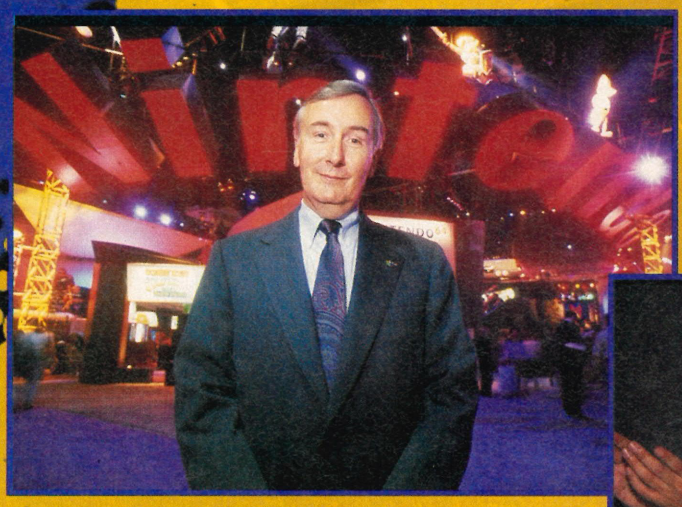
40 Shockingly Packed Pages O

n 64...

Exclusive Nintendo News And Previews!

Earlier this month TOTAL! took a cheeky little trip to LA to attend THE BIGGEST VIDEOGAMES SHOW IN HISTORY! Well, not all of TOTAL!, just Atko if truth be known, but we made him pay for it by ensuring that he write the following 40-page feature while he was out there instead of partying in Beverly Hills every night. He did both and now he's the editor. A lesson in life for you all.

The show in question was E³ (Electronic Entertainment Expo) and it marked the debut of the N64 in the Western World. The crowd went nuts, the American media still haven't stopped wibbling on about the machine and Atko came back foaming at the mouth. This is his story...



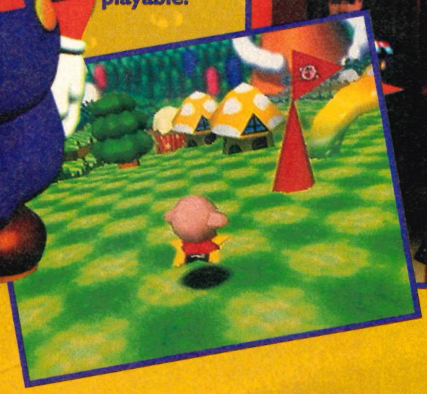
Howard Lincoln, Chairman of Nintendo Of America and the man who rightly believes the N64 is "Top!"

Below: Shigeru Miyamoto is the programmer who invented Mario. He knows what he's on about. He also has a firm belief that the N64 is "Top!" That's what he's saying in this picture. Honest, it is.





Mission: Impossible is looking very strong, even at the early stages of development. *Kirby's Air Ride* is much more finished and looks like being massively playable.



Ninten

Take Th



May 16th. 9.00am. I'm standing outside the Los Angeles Convention Centre gagging for one of the overweight security guards to open the blasted doors. Do they not realise that hundreds of N64s are inside ripe for the plucking? Well, ripe for the playing at least.



9.13am. The doors are opening and I'm running – I'm *running*! I no longer have control over my legs. My brain and its quest for superior gaming has taken over. Must locate the Nintendo stand, must locate the Nintendo stand – oh, there it is.

The Nintendo stand is a vast construction, completely dominating the colossal hall. Above the stand is the biggest Nintendo lozenge you could possibly imagine. And on top of that stand larger than life models of Mario, Bowser, Donkey Kong and Link – amongst others. Look at all those machines! No time to write – must play games.

8.30pm. In my hotel room, relaxing in front of my PowerBook writing up the results of a hard day's game-playing. Once at the stand I first had to visit those lovely ladies on the Nintendo desk who gently pressed an N64 sticker on my press pass which allowed me access to the main Nintendo hall (but not their hotel rooms, sadly). From there I was led up a smoke-filled ramp to the upper level of the stand. Suddenly a Stormtrooper leapt out from gap in the wall, frightened the pants off me, pointed to a monitor showing *Shadows Of The Empire* and shuffled back into his gap again. Cheers mate. The upper level overlooked

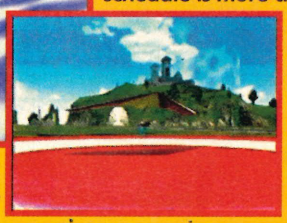


Games! What? Where? When?

Yes, we all know what games are in development for the most eagerly awaited videogames system in history, but exactly how complete are the wretched things and when on earth are they going to see the light of day?

The Japanese release schedule is more than a little bit sketchy at this moment in time, especially now that it has been confirmed that Capcom, Konami, Enix Namco and Hudson Soft are on board as developers – it's a mystery! What is known though – and what should turn out to be more relevant to us here in the UK – is Nintendo's plan of attack in the US.





The games are shaping up. But when are they out?





Nintendo Of America confirmed to TOTAL! that their launch titles (September 30th) will be: *Super Mario 64, PilotWings 64, Wave Race*





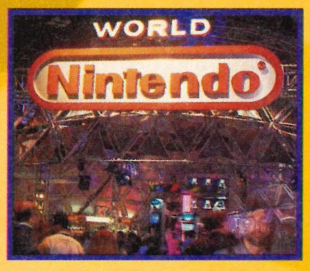


do

e States By Storm



Shiggsy explains the intimate and beatiful relationship between Nintendo's revolutionary new control stick and the action on screen. Cheers.



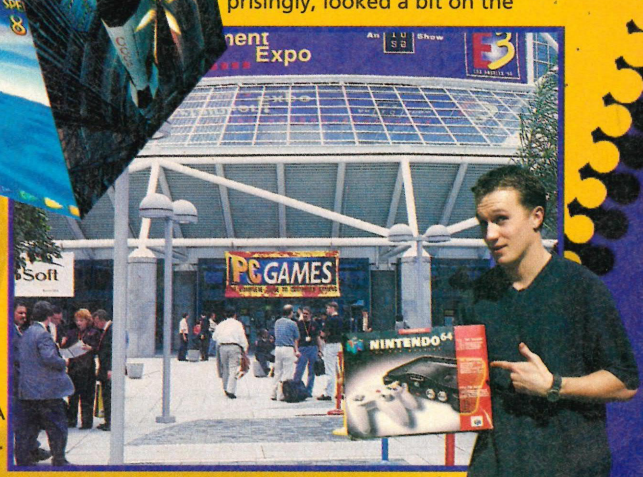
the gaming area (which must have contained more than 50 N64s) and had a massive balcony facing a video screen. *Super Mario 64* was playing on the screen live with commentary from one of Nintendo's gametesters who sat, somewhat uncomfortably, below a hanging 20 foot joypad. Once the demo was over I was led down to the gaming area where I was free to play: *Mario 64*, *PilotWings 64*, *Wave Race 64*, *Cruis'n USA* (which was actually spelt *Cruisin' USA* on the label above each monitor – doh!), *Blast Corps*, *Killer Instinct 64*, *Wayne Gretsky's Hockey* and *Shadows Of The Empire*. And play them all I did. In fact I got thrown off each machine by one of the aforementioned lovely ladies. Hoorah!

Mario shouts, "I'm bloody great me!".

The first thing you notice about the actual machine is the size. It's SO small! After only seeing massive shots in magazines (including this superior publication) – usually entirely out of perspective – you imagine it to be stupendous. But no. The N64 is no larger than a PlayStation and the joypad ports are tiny. Make no mistake, this is one very cute bit of kit. Strangely, there's no eject button on the N64. You just turn the machine off and yank the carts out. A bit Mega Drive-esque, but what the heck.

None of the game's on show even had a D-pad option so I had no choice but to get used to the analogue thumb-stick. And it works brilliantly! Admittedly you look a bit of a spong when you first have a go because we are conditioned to pushing our directional controls full-on to the right or left and that often results in death on a lot of these games – I had a terrible time on *Cruis'n USA* until I realised that a gentle press would steer the car effectively and that a giant shove would simply send it off the road. It's hard to explain, but the controller just somehow feels correct – hence Sega announcing their own analogue controller which, unsurprisingly, looked a bit on the







***64*, *Star Wars: Shadows Of The Empire*, *Body Harvest*, *TetrisPhear* and *Cruis'n USA*. Additional titles will, of course, be launched between October and December including: *Buggy Boogie*, *Ken Griffey Jr*, *Blast Corps*, *GoldenEye 007*, *Super Mario Kart R*, *Killer Instinct 64* and "a couple of surprises," (*Donkey Kong 64* anyone?). So, expect all the aforementioned games to be available upon the machine's release in the UK. Okay?**



It may not be a revolutionary title like *Mario 64* but *Wayne Gretsky* looks superb and outplays the best current hockey games.

The proof of the pudding is in the playing, and as far as we could see, the punters couldn't get enough of Nintendo's machine.

Below: Mario wonders whether to end it all. Then realises he's great.



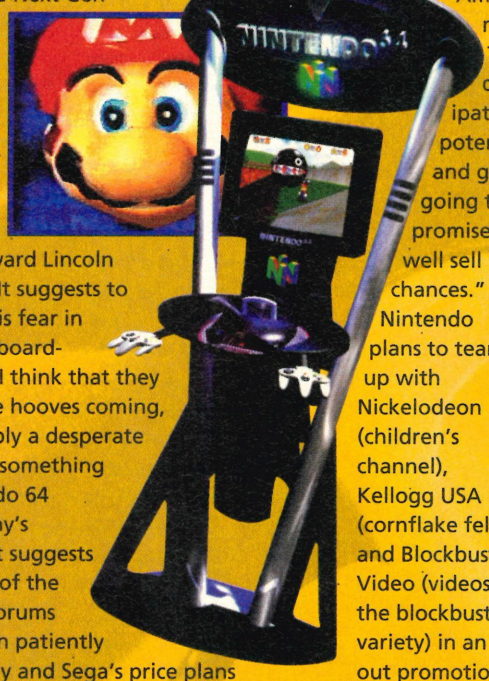


pump side if you ask me.

Everyone's opinion of the machine was the same, "It's the best thing ever!" Especially *Mario 64*, which you'll discover in the pages to come. First day over, five hours of 64-bit gaming in the bag and what a day it was! In retrospect the show was all Nintendo's, but Sony and Sega weren't about to let the big N completely dominate the headlines.

Next Gen Price Wars

In an attempt to steal the show's thunder away from the Nintendo 64, Sony announced a price drop of their PlayStation from £250 to £200. The following day Sega followed suit leaving the Nintendo 64 as the most expensive Next Gen console at $250 (packed with one grey controller and no game). In an interview with Next Generation magazine Howard Lincoln commented, "It suggests to me that there is fear in the corporate board-room at Sony. I think that they have heard the hooves coming, and this is simply a desperate attempt to do something before Nintendo 64 launches... Sony's announcement suggests panic." In one of the show's many forums Howard Lincoln patiently listened to Sony and Sega's price plans before calmly retorting, "I would remind everyone that ultimately the success of our business is based upon the entertainment value that we provide to consumers... we prefer not to be bunched in with the 32-bit systems." Good on ya Howie!



The Big Sell

Nintendo aren't resting on their laurels though, they recently announced a $54 million marketing campaign for the US launch of the machine. Nintendo of America's Vice President of sales and marketing, Peter Main told TOTAL!, "This is a marketer's dream – a product that is so anticipated and has such megahit potential. The Nintendo 64 system and games are of such high quality, it's going to live up to everything we've promised it would... Nintendo 64 may well sell itself, but we're not taking any chances." Nintendo plans to team up with Nickelodeon (children's channel), Kellogg USA (cornflake fellas) and Blockbuster Video (videos of the blockbuster variety) in an all-out promotional effort designed to make sure that every member of the American public knows exactly what the N64 is and that it's available. A similar strategy will surely be implemented in the UK.

As a result of this massive spending spree, Nintendo project that they will capture 42% of the US videogames market within six months of launch. That equates to about one million systems and three million games or $445 million in retail sales. Blimey! If this startlingly confident projection rings true they will be instant market leaders again – and deservedly so.

So, my TOTAL! reading chums, we are about to have all our years of patience rewarded. And to coincide with all this excitement – welcome to a new Atko-led TOTAL! which arrives just in time for a whole new era in videogaming. Ladies and Gentlemen, I give you – the Nintendo 64...









Please Release Me...

Here it is, the big question on everyone's lips (especially that lovely-lipped girl in stationary, here at Future) answered. Sort of.

TOTAL! asked Howard Lincoln when exactly the N64 will be released in the UK. His reply? "It is still very much scheduled for late fall." Well that simply wasn't good enough for us so, over the three days we were at the show, we asked Nintendo employees from all over the world when they thought it would arrive on these shores. The answer? Almost all of those questioned stated that the N64 would be on sale in the UK in the first week of December. So there you are, the first week in December it is. Erm, hopefully.

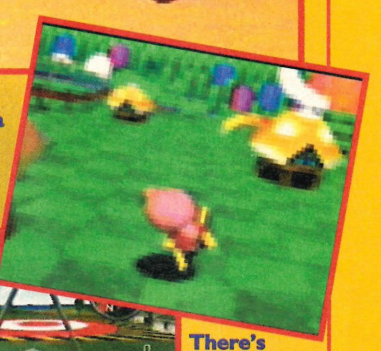
In Developement

PREVIEW SPECIAL

More than 50 titles are currently in development for the N64. Here're the ones that we know about for sure:

Game	From	Category
Baseball Game King	Imagineer	Baseball
Blade And Barrel	Kemco	Shooty driver
Blast Corps	Rare	Action
Body Harvest	DMA	Action
Buggie Boogie	Angel Studios	Racer
Creator	Software Creations	Dino sim
Cruis'n USA	Williams	Racer
Donkey Kong 64	Rare	3D platformer
Doom 64	Williams	Blaster
Dragon Quest VII	Enix	RPG
Dynamite Soccer	Imagineer	Footy sim
FIFA '97	EA	Footy sim
Freak Boy	Virgin	3D platformer
GoldenEye 007	Rare	Blaster
Hexen 64	id Software	Blaster
Jikenbo	Hudson Soft	RPG
Ken Griffey 64	Angel Studios	Baseball sim
Killer Instinct 64	Rare	Beat-'em-up
Kirby's Air Ride	HAL	Racer
Mission: Impossible	Ocean	Action
MK Trilogy	Williams	Beat-'em-up
Monster Dunk	Mindscape	Basketball
NBA Hangtime	Williams	Basketball
PilotWings 64	Paradigm	Flight sim
Quake	id Software	Blaster
Rave Racer	Namco	Racer
Red Baron	Sierra Online	Flight sim
Robotech	Gametek	Space blaster
Robotron X	Williams	Blaster
Shadows Of The Empire	LucasArts	3D blaster
Shogi	Seta	Chess
Silicon Valley	BMG Interactive	Dunno
Star Fox 64	Nintendo	Flight blaster
Super Mario 64	Nintendo	3D platformer
Super Mario Kart R	Nintendo	Racer
Super Mario RPG 2	Nintendo	RPG
Tales Of Phantasia 2	Namco	RPG
TetrisPhear	H20	Puzzler
Top Gear Rally	Kemco	Racer
Top Gun: A New Adventure	Microprose	Flight blaster
Turok: Dinosaur Hunter	Acclaim	Blaster
Ultra Combat	GT Interactive	Beat-'em-up
Ultra Descent	Interplay	Blaster
War Gods 64	Williams	Beat-'em-up
Wave Race 64	Nintendo	Racer
Wayne Gretsky's 3D Hockey	Williams	Hockey sim
Zelda 64	Nintendo	RPG



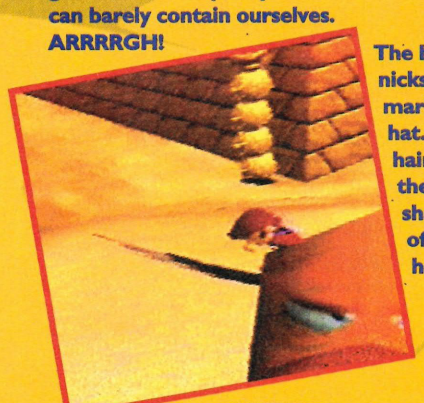


Mario runs away from a big spikey sand worm thingy.



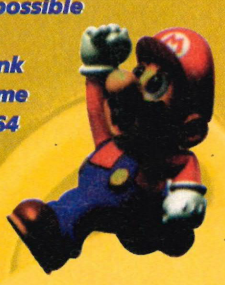
There's that Kirbster again. Nice board.

Everything about the N64's games reeks of quality. We can barely contain ourselves. ARRRRGH!



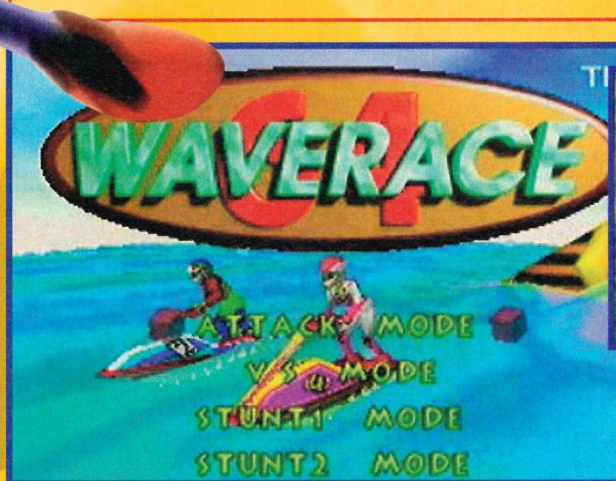
The bird nicks mario's hat. His hair's the shape of his hat!

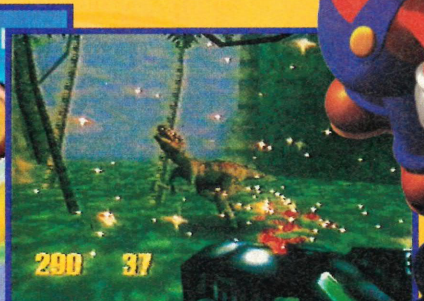














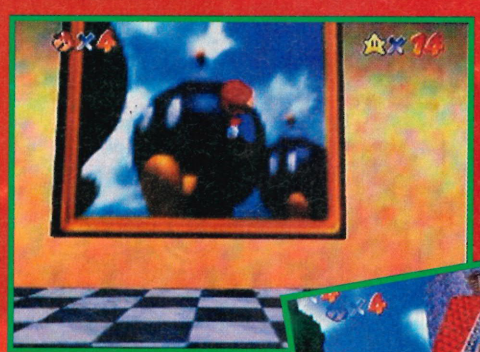
Wave Race 64, we reckon, could be one of the most playable racers ever. *Turok*, on the other hand, will simply be the best 'killing things' game ever.



If you think that the 3D playing arena is impressive on these...

... screenshots then wait until you get a load of it in full motion. OHMYGOD!

SUPER MARIO 64



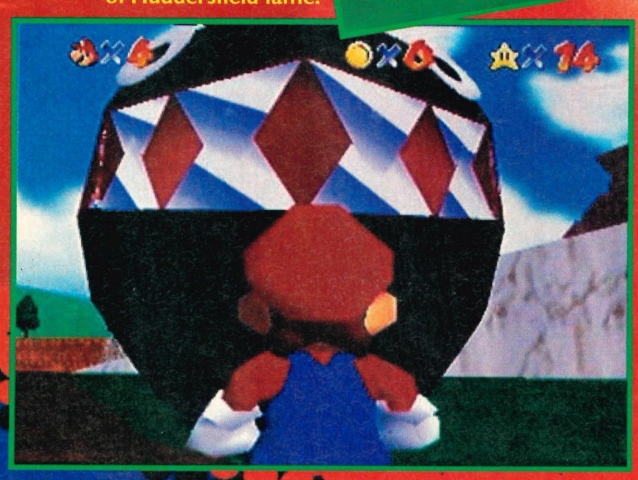
Graphical treats for the whole family. And some sound-related presents too.

Right: Mario is one of the seven richest plumbers in the world. And that's OFFICIAL! Number one is Mike Dogturd of Huddersfield fame.

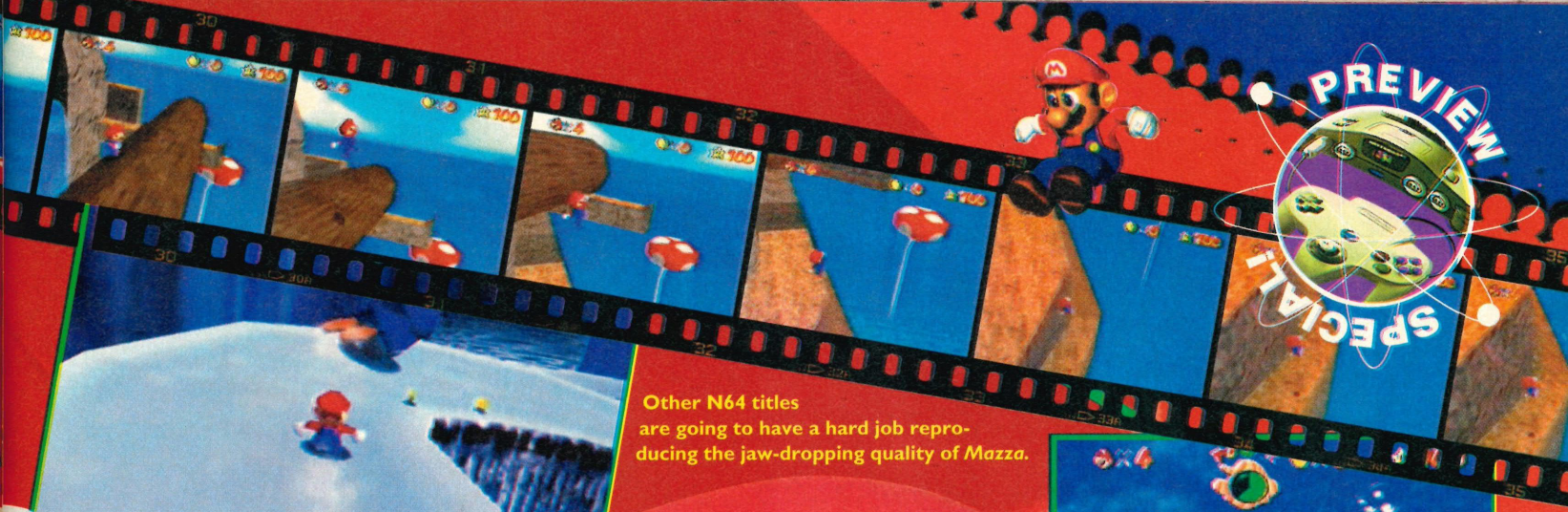
When *Super Mario 64* was first unveiled to the world at last year's Shoshinkai show in Japan, it seemed that videogame rules had been rewritten forever. 'Seemed' being the operative word because, although the game was on display, it was nowhere near complete and the complexities of the gameplay could in no way be assessed.

Well, after its playable appearance at E³ (I spent an hour and a half on it before being kicked off by Nintendo officials) we're a step closer to being able to confirm that not only does it redefine platformers as a genre – it redefines games full stop.

Before we go into details, let's get what little storyline there is out of the way. As with all Mario games the plot is largely irrelevant, still, for all you purists out there, it goes a little like this: Erm, you start off outside of the Princess' castle. Spookily, it's pretty much empty, but you have to explore the grounds, every room, ever picture hanging from the walls of every room, EVERYWHERE! Why? Because for one reason or another you have to collect 100 Power Stars before Mario can face his arch-rival Bowser and free the Princess. Not much of a plot description, I know, but it was all in Japanese for goodness' sakes.



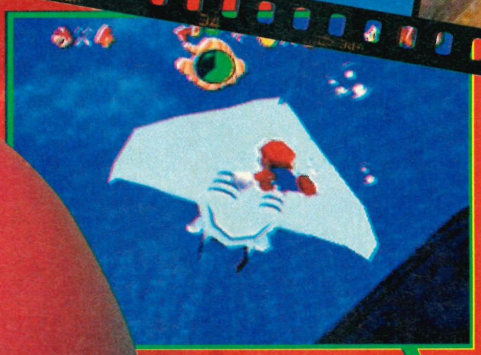




Other N64 titles are going to have a hard job reproducing the jaw-dropping quality of *Mazza*.



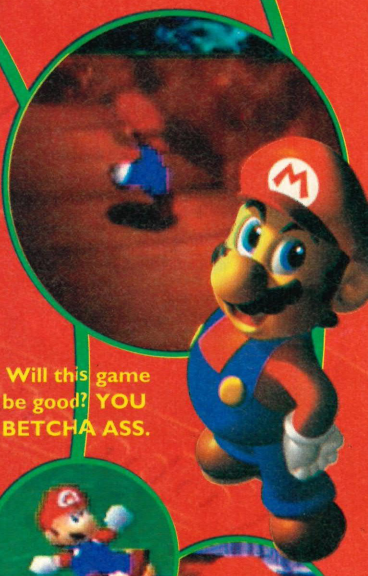
Below: An astounding part of the game where Mario has to balance on a revolving logger (of the wood variety).



Above: Mario doing, er, well he's going for a, um, he's, erm, what is he doing?

Mazza's cousin, Bazza, will be showing up later.





Will this game be good? YOU BETCHA ASS.



Lots 'n' lots of Mazza-related japes.



SUPER MARIO 64

Left: A bit of a logo-related scenario. All the games have got their own logos! Strange, don't you think? Or just revolutionary?

The best game of all time? Find out next month.

Okay, onto the actual game. Please remember that this is still a preview so all of the stupidly enthusiastic opinions expressed below may well change when we get the game in for an extended-play review next month. Yeah, right!

When you first turn the machine on, you're faced with a seductively rendered Mario head (you may well remember this bit from issue 50) which you can stretch from any point, in any direction, in a thoroughly childish manner. Yes, it does sound like a tacky little idea on paper, but I found myself yanking Mazza's nose, ears, hat and chin for a good five minutes – and so did the American journalist playing next to me – so there! It's just so damned chucklesome! True story.

I – me, Sean 'Atko' Atkins – played this level at E³. And very good it is too. Very brown and green.

The game-proper begins outside of the Princess' castle in a fairly clear area which was obviously left clear to allow first time players a chance to become familiar with the control system. Which is just what I did. The analogue thumb-stick is truly remarkable. Give it a slight push and Mario tip toes forward in a sweetly tentative manner, give it a gert big shove and he zips along like he's out for revenge.

Combine this basic controllability with the blue and green action buttons and you'll find your self somersaulting, performing boost-jumps, skidding, punching climbing trees, creeping along walls, hanging from rafters, waving your arms, running, walking, swimming, sliding, floating, jump and yelling "Yippee, Wahoo!" at regular intervals (both you and Mario!). Also, the yellow buttons on the right of the controller allow you to view the action from almost any angle. Not in a *Stunt Race FX* choice-of-perspective type of way, but in a free-form 360° fashion. It's not a gimmick, after a short

Left: I'm afraid that this section is the most stunning piece of in-game animation I have ever seen in my life. BLOODY HELL!

We don't condone massive import prices, but if there's one game that almost makes up for it, it's this little blighter.

Penguin boy here is related to Chris. FACT.

Above: Mazza takes part in some skydiving antics and dies...

... nah, not really. But what would happen if he did? Kick the bucket, that is. In a pizza-related incident. Oooooh deary me.

Mario 64 can be described with words such as...

... 'unbelievably', 'bloody' and 'good'. Also, try 'better', 'than', 'anything', 'Sega', 'could', 'possibly' and 'do'. Get me jist, like?

time you find that this camera freedom enhances the gameplay dramatically. In one sequence I was trying to negotiate running along a ledge while leaping over boulders that were periodically tumbling towards me. When I got to the corner of the ledge, I intuitively hit the far right yellow button which gave me an invaluable view of the action just around the corner, allowing me to time my run to perfection. How many other games allow the player this much freedom? None. Nintendo state that this is the most controllable Mario ever. What? This is the most controllable *anything* ever! I could rant on about gameplay examples for the rest of the mag so I'll try to keep them short in readiness for next month's world exclusive 20-page review.

"This is the most controllable thing ever"

Of course one big issue is the difficulty of the game. This ground breaking playability is no good without a decent challenge. Well, it's no walk in the park, let me tell you that. The initial few levels are a doddle, but are clearly designed to get the player accustomed to this radical new experience. As you gain access to more and more stages via either the paintings on the walls (which gain you keys to other parts of the castle) or by unlocking locked doors things begin to get tough. I was particularly pathetic on the first snow level where a sub-game sees you in a race with a penguin down a spiralling track with no walls. That fourth

SUPER MARIO 64



"I'm so excited and I just can't hide it. Dur, dur, dur, dur, dur, dur...

... and I think I like it..."





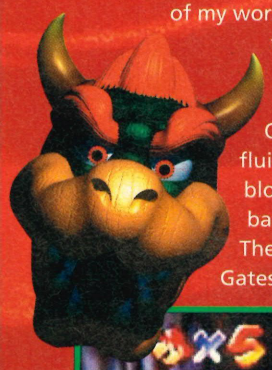
What Mario game would be complete without one of those green tunnel things.

corner is a swine – I'll crack it next month, though. However, you're almost always given several chances as a newly installed power-meter contains eight levels of strength which can be filled by finding power-ups in the most unexpected places – take our word for it. Overall, the jury's still out on lastability. We'll let you know next month.

On to the look of the game then. Zoiks! It's going to take all of my wordsmith abilities to convey even a fraction of their supreme lushness. Gulp. Okay, the animation is as fluid as a lolly beneath a blow-torch and as slick as a bar of soap on an ice-rink The graphics are as rich as Bill Gates, as... oh, it's no good, this metaphor overdose isn't working at all. Okay, let me give you an example: Using the closest perspective possible, Mario fills the screen with 1,500 polygons of pure Mazza magic. And none of it is the slightest bit pixelated. None of the game is. Probably the first game ever!

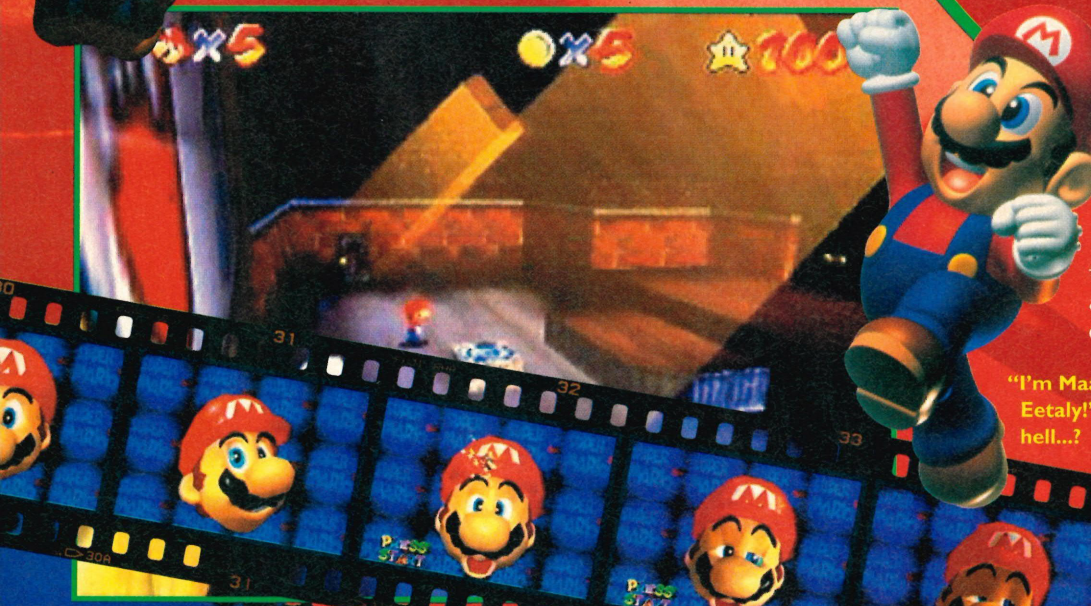
Not convinced? Good grief. Look, the attention to detail is simply astonishing – even after all the hype! In one of the early swimming sections you're required to dive down deep while avoiding a beautifully animated moray eel and several gorgeous giant clams – if this were real life you'd be coughing and spluttering at the sight of such beauty. But it's not real life – it's better. As if that weren't enough, when you resurface you're surround by perfect round bubbles that ascend at just the right rate to make you want to dive again only to resurface AND SHOW THE WHOLE WORLD the effect. Brilliant.

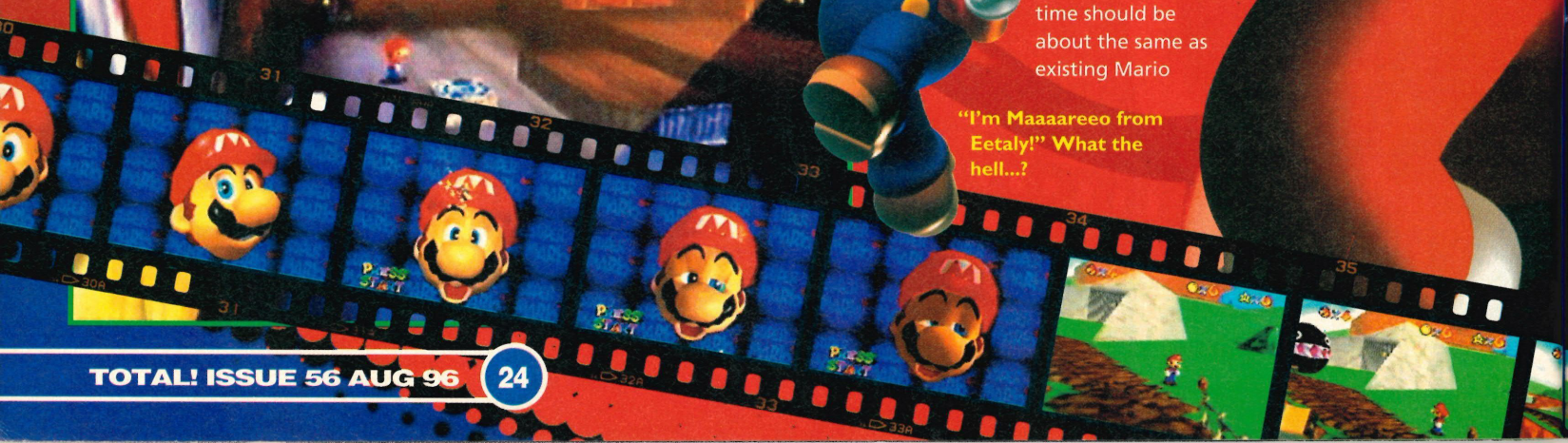
"Mario fills the screen with 1,500 polygons"



The game contains 15 worlds as well as more than ten bonus worlds. And these worlds are massive! According to Shigeru Miyamoto (Mario's legendary creator), "The length of play time should be about the same as existing Mario

"I'm Maaaareeo from Eetaly!" What the hell...?



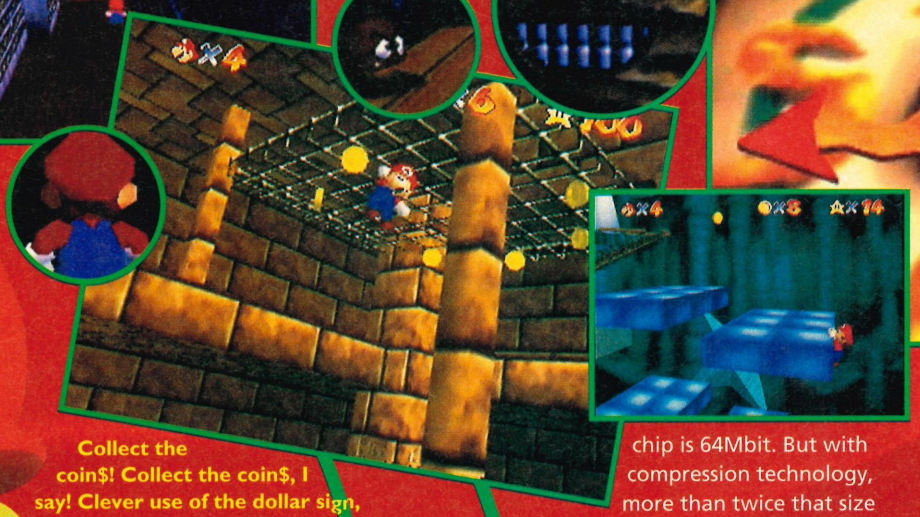




Left: Mario gets a fine for not returning his library books on time. Silly boy.



The worst thing about writing captions is that you think of something good to write – you know, something really good – and then you run out of goddamn spa



Collect the coin$! Collect the coin$, I say! Clever use of the dollar sign, no? I'm half American, you know.





games. If you're an ordinary player it should take 30-50 hours. But if you're aiming to speed play, you could probably do it in about five hours. But not your first time playing it." Not bad, roll on next month's review. But surely even Nintendo haven't managed to cram 50 hours of play onto a 64Mbit cart, have they? "The physical size of the memory chip is 64Mbit. But with compression technology, more than twice that size can be stored for Mario 64."

"50 hours of play on one 64Mbit cart"

While we had Shigger's attention we asked him about in-game secrets and whether there's any truth in the rumour that Yoshi can be found lurking in the game, "yes, he should be in there somewhere, but if you play like an average player, you will not find him. Keep playing hard and you might find him." We've also heard from an insider that Maaza's old mate Luigi may be tucked away in a very special secret level.

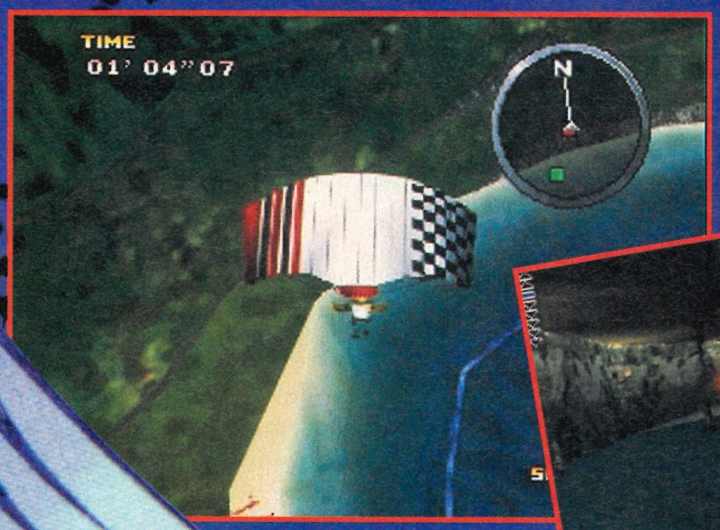
Make no mistake, this is the most technically advanced game in history. Even Time magazine, the well-respected US current affairs publication, are excited about Mario. In an article entitled, 'Nintendo's Gamble On A 64-Bit Videogame Player Just May Pay Off,' David Jackson, A Time correspondent said, "Playing *Mario 64* is like jumping inside the movie *Toy Story*... for once, the movement on the screen feels real." Unless, the whole world is wrong, *Super Mario 64* is the killer app to end all killer apps. No one who has witnessed this game can think of one negative thing to say about it. It really does justify buying a Nintendo 64 even if you aren't planning on getting further games for a very long time indeed. Nintendo of America's Vice President of marketing, Peter Main, summed it up best when he told TOTAL! "With just one look at *Super Mario 64*, you see the future... if there's a way to describe it, it's magical and irresistible!" Until next month...



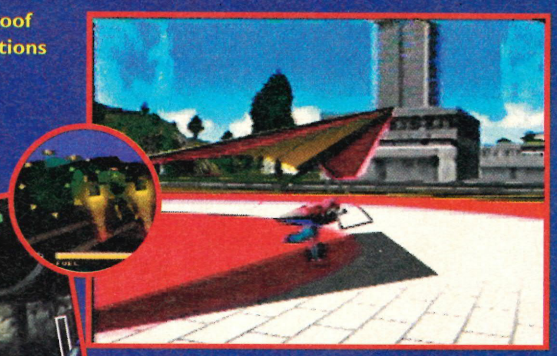








Left: Here's some proof that those bonus sections exist. This is a paragliding section. Below: The jet pack comes as standard.



After landing you get a smart action replay of your attempts. Right on target.

PILOTWINGS 64

When TOTAL! first got hold of a copy of the original *Pilotwings* over four years ago, we were gobsmacked. In fact, looking back we thought the amazing Mode 7 worlds were the most realistic thing ever. Looking at it now, especially when compared to *Pilotwings 64*, the visuals are a tad ropy, but the gameplay still does the business, even after all this time. It was with some trepidation that we approached the 64 version at the E³ show. Certainly it looked the part, but the original had such a unique 'feel' we wondered whether it could be reproduced. Well, Nintendo may mess us around with their release dates, but as far as games go, the word 'duff' just isn't in their vocabulary. Thankfully, the new game is as weird and, yes, wonderful as the original.



There's that Bjork lookalike in her pack.





Let's get straight down to the basics. What's it got to offer? Firstly there are three modes of flight: jetpack, hang glider, gyrocopter. But before you get all hot and bothered about the fact that that's one less than the original, there are also five bonus flying craft to be discovered (*Pilotwings* only had four vehicles and one bonus helicopter). And if that's not quite enough there's also the novelty of being able to use one of eight different characters in the game. There are bonus sections in there, but at the moment the developers are keeping quiet about them in order not to spoil the fun.

"There are also five bonus craft to be discovered"

There are over 20 levels to get through over a number of huge play areas and a further three bonus levels. Unlike the original game though, which featured small flat islands and no real option to go off and explore, *Pilotwings 64's* environments are massive and offer total freedom of movement around



Above: Mount Rushmore. Only one of the faces is different. Can you spot it?
Left: We wonder if you can go underneath that bridge?



As you play, the times of day change. Here you can see that night has fallen.

You've probably seen this shot before. But isn't that mountain the most gorgeous thing ever?



A jetpacker with flippers? Odd.





That church tower looks great, and it's just as detailed up close.





Another bonus bit. This time it's an Icarus-type character. He was in the original.



them. For example, one area encompasses a huge space shuttle launch site beyond which lies the coastline featuring beaches, lapping waves and so on. Circle back towards land and a series of low-lying hills eventually gives way to a steep waterfall. Go up above the lip of this cliff area and you come to a mountain range featuring Mount Rushmore complete with Mario's head. It's very unlikely that you'll be able to actually enter any buildings, but the complexity of the scenery (in particular the cityscape) gives more than enough scope for exploration.

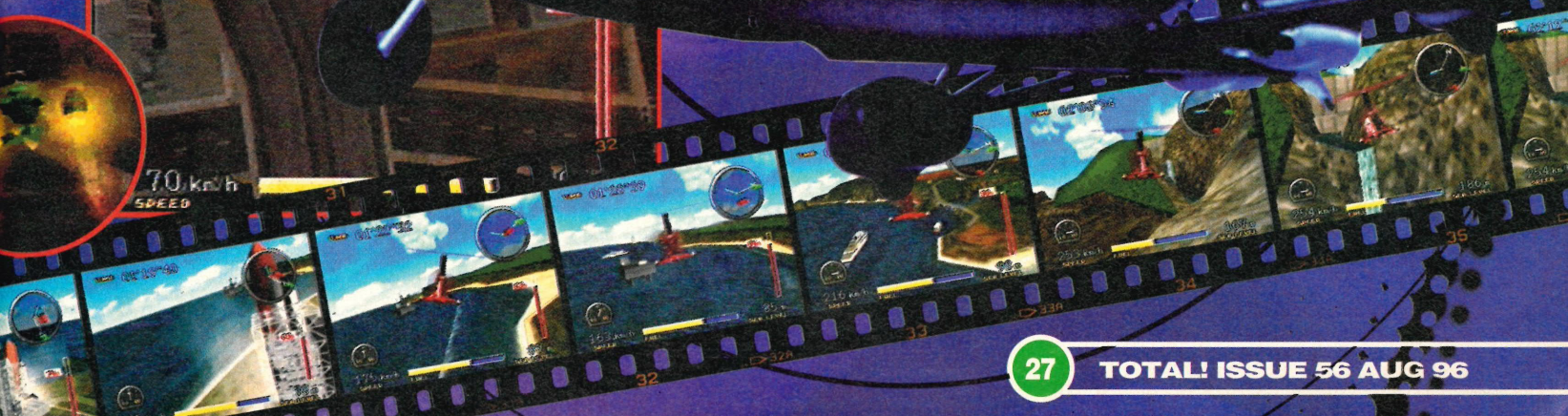
But it's not size that counts, not for everything anyway. Visual quality also counts for a lot, and *Pilotwings 64* is a superb showpiece for the new machine's capabilities. The scenery is at all times gorgeous and on occasion completely awe-inspiring. Anyone who's had the occasional brush with

"Pilotwings 64 is a superb showpiece for the N64"

32-bit consoles and PCs will have seen flight games featuring fairly tasty undulating landscapes and moderately detailed ground features. With *Pilotwings 64*, rather than simple hillocks and bunker-like buildings you get entire cities of hugely detailed tower blocks, raised freeways and road systems or massive geological formations

Get a load of that gyrocopter. Makes you feel like James Bond.





PILOTWINGS 64

As you can see, throughout this amazing feature we've provided you with these rather natty film strips of the games in action.



(like mountains) rivers, waterfalls, convincing clouds and accurate lighting effects which change according to the changing time of day.

As for the all-important gameplay, *Pilotwings 64* delivers it in spades. And we should know, we lost half a day playing it. The game takes full advantage of the new control stick, allowing for minute adjustments in direction, a vital requirement when you're wanging around the skies in an unfamiliar machine. The four yellow buttons on the joypad allow you to select various viewpoints (in either first-person or third-person perspective). You can also move the camera to any point around your character. The other two buttons are assigned to action duties (firing weapons on the special combat section for example). The overall handling of the aircraft also benefits from the smoothness of the movement. The graphics run at about 20 frames per second (pretty darn smooth considering the amount of detail) and this slickness lends a huge amount of realism to the flight dynamics.

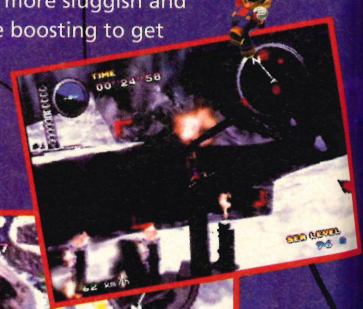
"You can move the camera to any point around you"

Another interesting (if slightly anorakey) feature is the ability to take snapshots of any interesting landmarks you spot while you're flying around. A bit sad, but if nothing else it's another sign of the effort that's been put into keeping things interesting.

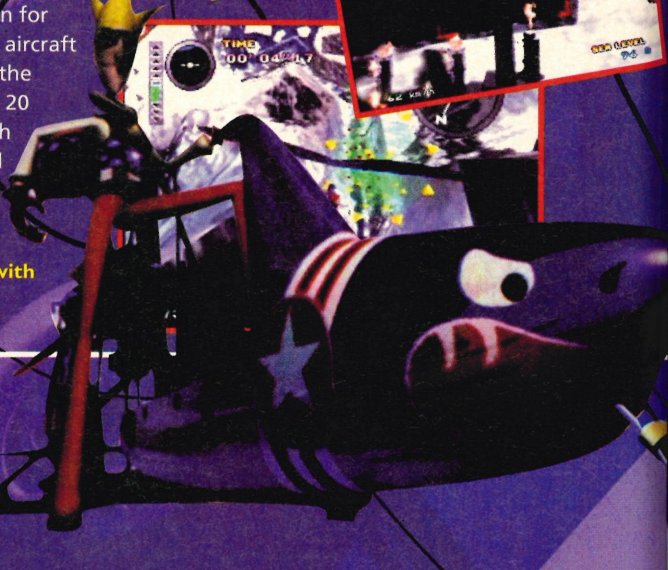
One last thing, even the characters you can choose affect the gameplay. Because of their varying sizes and skills different characters cause the aircraft to handle differently. For example a fatter character will make the jetpack much more sluggish and required far more boosting to get around. Smart.



Is it me or is this young lass airborne with no visible means of support? This is stranger than the jetpacking frogman.



We're so excited we could pump. No, really. It *is* that good.



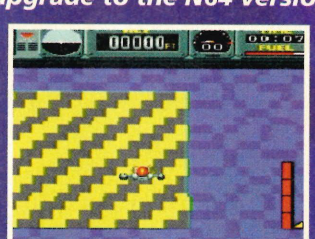
Out with the old...

We still play Pilotwings in the office, it's that good. But that'll soon change. Here are some of the reasons we're gagging to upgrade to the N64 version.

Graphics

Pilotwings

Good though it was at the time, the Mode 7 visuals in the original game look blocky and slightly jerky these days. Clever programming made it move fairly realistically, but it always had its limitations.



Pilotwings 64

Anti aliasing, gouraud shading, bi-linear mip-mapped interpolation. What does it all mean? Dunno, but what it achieves is super smooth, detailed scenery that is the closest thing to a real environment as we've ever encountered.

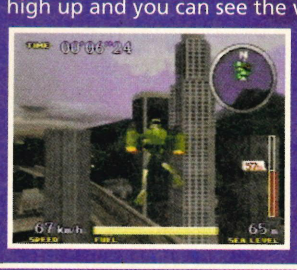


Landscapes

Pilotwings

Pancakesville. Everthing in *Pilotwings* is as flat as a pancake. The play areas are small. Fly high up and you can see the whole area quite easily. And because of the limitations of Mode 7, there's no undulation, no hills, no 3D features, nowt.





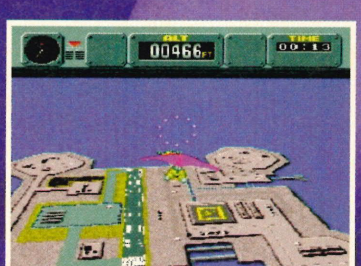
Pilotwings 64

OH MY GOOOOD! Look at it. It's like real life. Masses of ground features, hills, bigger hills, bloody mountains, huuge skyscrapers. And the play areas are enormous. You can fly around for ages without seeing the same bits twice. Incredible.

Control

Pilotwings

Simple but effective controls made this game supremely playable. The movement also made the aircraft handle convincingly. But the control was at times a



Paradigm Simulations Inc.



Although Shigeru Miyamoto was involved in creating *Pilotwings 64*, the actual development was carried out by a company called Paradigm Simulations Inc. You probably won't have heard of them, but they're a monstrously talented group who have been involved in creating some of the most sophisticated military and commercial flight simulators in the world. This surely made them by far the best qualified company to work on *Pilotwings 64* and their expertise really shows. TOTAL! was lucky enough to catch up with one of their spokesmen while covering the E³ show.

He was most keen to stress the realism of the flight dynamics of the aircraft you get to fly. "On the hang-glider section, the flight models have been improved since the early stages of development. With the added realism comes an added challenge level. The flight models are as accurate as possible while still making the game fun to play." So, we wonder, with this more challenging game, does this mean we're going to get a lot more angry encounters with the temperamental flight instructors? Sadly not. As Paradigm points out "There are no flight instructors in this sequel, but the levels do increase in difficulty as you progress. You can select where you want to fly in cross country mode... which makes possible continuous flight to all the locations in the world." And what of hazards? Any tips for success? "Watch out for turbulence. Be careful while going through clouds with the hang glider. You have to locate thermals to keep your altitude, just like a real hang glider." Apparently there's adverse weather and sidewinds to contend with. Sadly at this point the ultra busy Paradigm people had to scarper. As a parting shot we asked what the best improvements over the original game are. "The special effects are outstanding. For example there are waterfalls, waves breaking, thermal fire, smoke, missiles, changing times of day and weather, like snow."

OK, See ya!

Sorry, it's all too much. We've lost the power of speech.

Look at his pack. No, his jet pack you vile people.





Stuff

Pilotwings

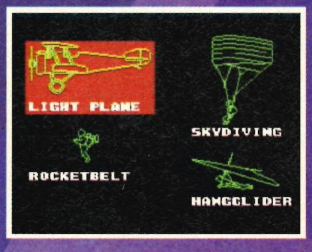
Actually the original game scores very highly here. Planes, parachutes, hang gliders and jetpacks. Plus a helicopter and eight bonus bits like the diving penguin and bouncing Icarus type bloke.



little crude. There were only two switchable views, above and behind.

Pilotwings 64

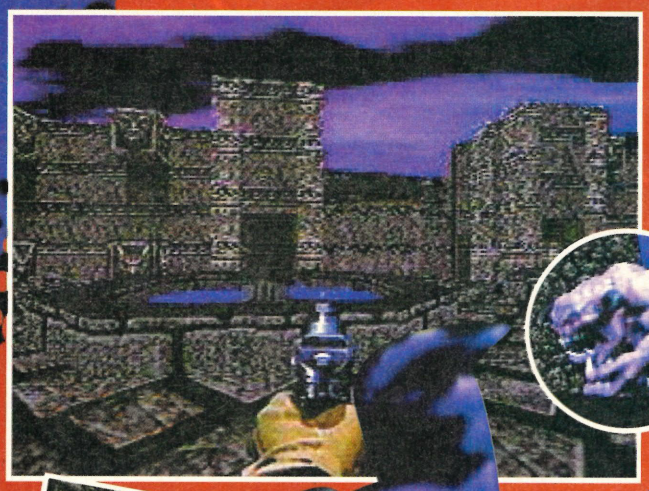
Precise analogue joystick control, accurate flight models on the aircraft, more speed, four switchable main views and the ability to move the camera around to view the action from any angle. Top!



Pilotwings 64

A gyrocopter, hang glider and jet pack. As for the rest, we just don't know yet. But apparently there's a stack of secret stuff to play around with. We've already seen the bird man and a paraglider. This bodes well, and besides, Nintendo wouldn't let us down on this one, would they?





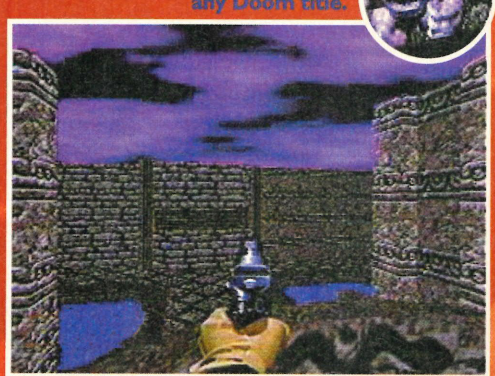
Not only are the levels all new and the weapons improved, but the analogue control system makes it play like a new game altogether!



The soundtrack and sound effects boast CD quality stereo and even test those found in the PlayStation version!

Right: The monsters will be the most aggressive and intelligent of any Doom title.





Unfortunately all of the screenshots on these pages were taken from the same level. It's all a bit purple – like Prince's wardrobe presumably.



Left: It's difficult to tell from the blurred nature of this shot, but believe us when we tell you that the monsters do not pixelate – even up close! Nothing does! Shove that in your disk drives PC owners!



Touted by 'those in the know' (i.e. Nintendo Of America's in-house appraisal team) as the most promising-looking third-party game in production for the Nintendo 64, *Doom 64* is set to be one of the biggest releases this year on any format. And our very own Atko was one of only three journalists to witness the demo video at E3 this month.

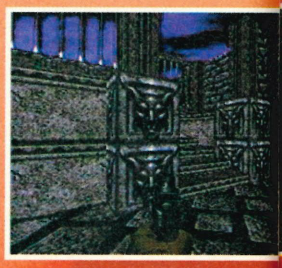
Despite reputedly being 80% complete, the game didn't get an official unveiling at E3. Some industry watchers have claimed that it was simply not up to scratch, and that Nintendo didn't want a mediocre game to mar the grand unveiling of their great 64-bit hope. They were wrong! The truth is that it's shaping up to be such a killer title that the Big 'N' didn't want a game of such jaw-and-floor-interfacing quality to overshadow their own whopper games, *SM64* and *PW64*. Fair enough.

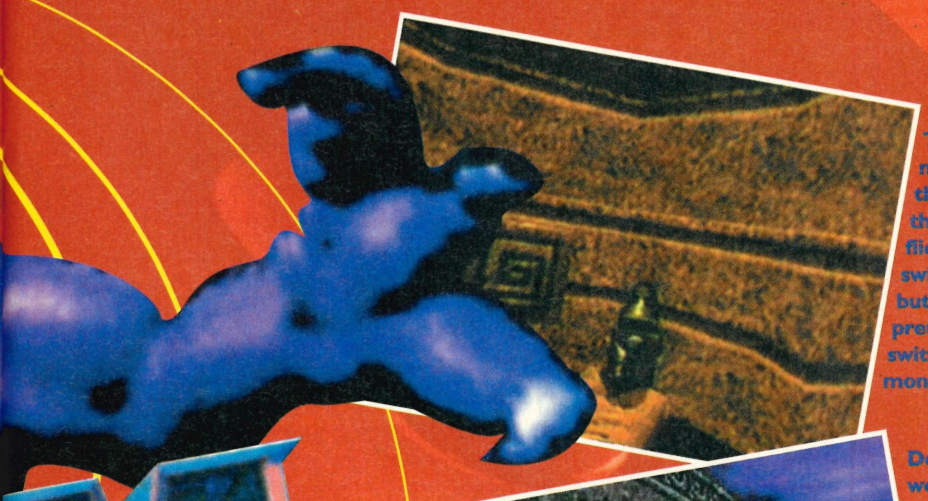
However it turns out, *Doom 64* certainly has the potential to be one of the system's strongest titles. As perhaps the most acclaimed 3D game of the '90s (and some would surely say of all time), *Doom* has given Williams the opportunity to deliver one of the fastest-paced and exciting videogames to have seen the light of day – the raw power of the N64 coupled with the game's theme of explicit violence in a truly hellish underworld is a formula that can only mean an explosive end product.

"Explicit violence in a truly hellish underworld"

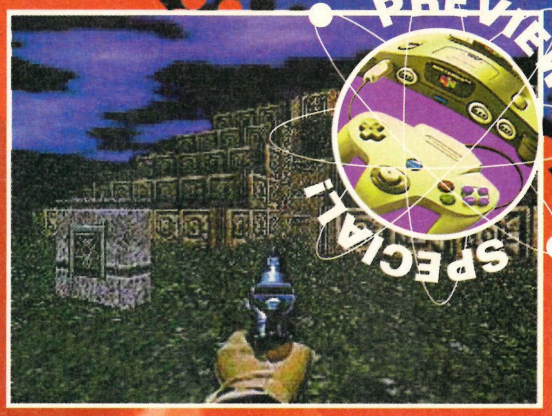
Perhaps the most significant improvement *Doom 64* offers over previous incarnations is the way it controls: the N64's analogue joystick gives players the opportunity to tiptoe around corners like a ballerina with a shotgun as well as hammer down corridors like a man possessed.

Williams claim that your foes will be given improved artificial intelligence in this 64-bit





There's more to this game than just flicking switches, but it's still pretty switch-mongous.



Doom 64 is said to be "totally stacked" with tons of new passwords and secret cheat codes which, as always, we'll be the first to bring you later in the year.







installment. Baddies will behave as though they're completely aware of their surroundings, and will spookily be ready for sneak attacks from behind and suchlike. A Williams spokesman told TOTAL!, "We've optimized the capabilities of Nintendo 64 to the maximum with *Doom 64* and have created the wickedest, most lethal version of *Doom* ever!"

"The wickedest, most lethal version of Doom"

The *Doom* concept is famed chiefly for its emphasis on action, and the N64 version is primed to deliver exactly this... only more so: *Doom 64* is being built with grey-matter taxation in mind as well as testing your ability to pump a trigger like your life depended on it. Along with the simple push-a-switch-to-open-new-areas elements, there will be sections that require a great deal more gumption.

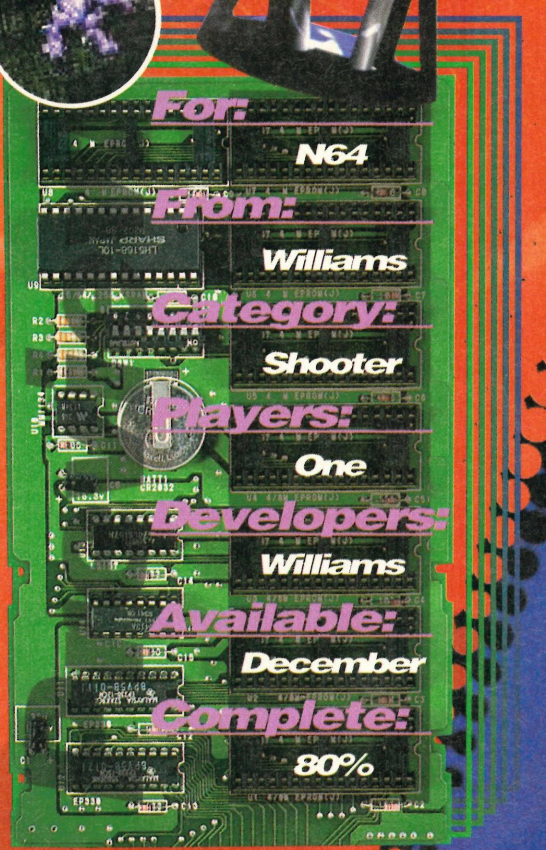
Although *Doom 64* is set to have only between 20 and 30 levels, each one will be completely new and will hold even more secrets than Atko's love life. With the prospect of the most spine-tingling sound effects ever and graphics to make all other similarly styled games pack up and go home, Williams' first N64 game looks likely to set a standard by which all other full-on 3D action games will be judged.

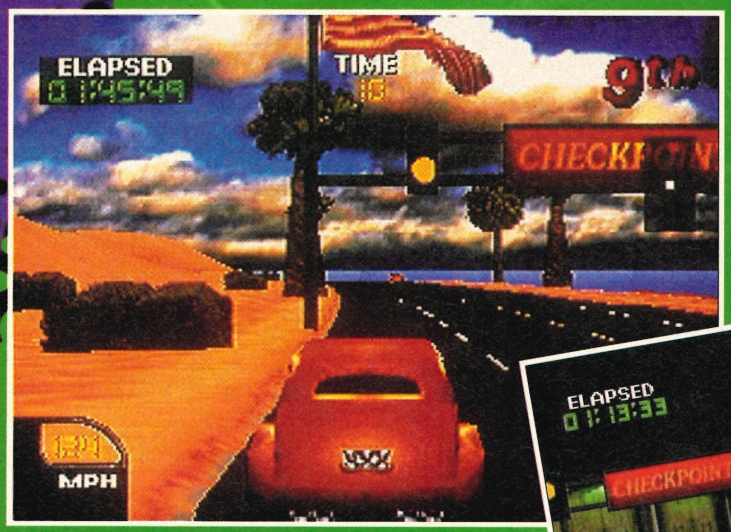




He's gonna need more than just a hand-gun to defeat that lot. Especially when you consider that new newly installed artificial intelligence probably means that he's about to be attacked from behind.

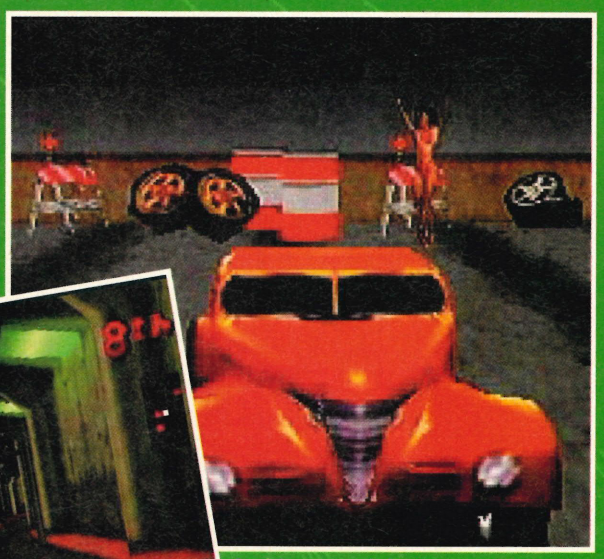






Even in split-screen mode, *Cruis'n USA* does not suffer from slow-down – one bit!

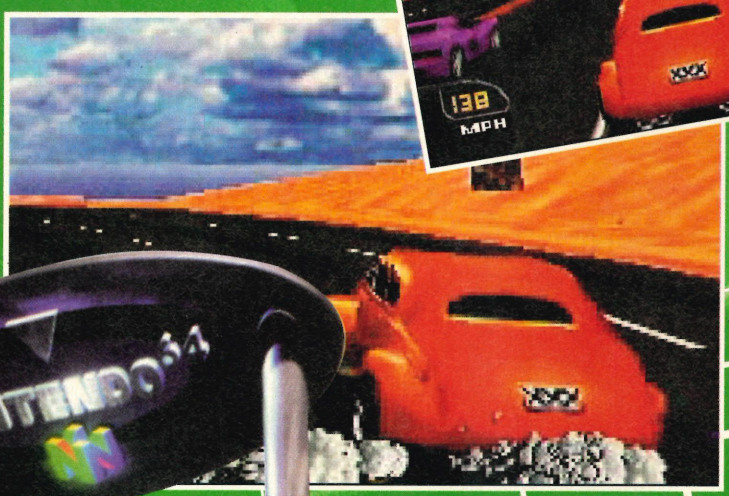
It's good to see that those large-chested babes are still well and truly in place. We're boys and we like them – so there!





Just how much better can Namco's *Rave Racer 64* possibly be?

Like most racing games these days, you can choose from three perspectives – or is it four? We can't remember.





Don't you wish you were Japanese just to get this machine now?

The big question is, would you rather own a copy of *Cruis'n USA* or *Super Mario Kart R*? Write in and let us know, but make it quick so as to contribute to next month's N64 Most Wanted column.

Along with *Daytona* and *Ridge Racer*, *Cruis'n USA* revitalised arcade racing sims on its arcade release last year. The sheer beauty of the animation and movement of the vehicles, the smooth-as-silk scrolling and the choice of vehicles/tracks brought players in their droves.

"Looks and plays better than the original"

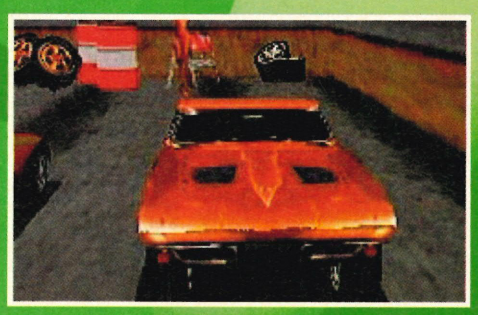
So it came as little surprise when Williams and Nintendo announced that they would be jointly developing the game for the N64 (after all, the original N64 logo was on the coin-op). And already the game is on the verge of delivering something quite special. "This could be one of those rare situations in which the cartridge game looks and plays better than the original coin-op," Nintendo revealed at E3.

The N64 version will certainly be taking several of the coin-op's features a stage further. The two-player option that the arcade version sadly lacked will be seeing the light of day on the N64 and, reportedly, extra vehicles will be made available, although a cheat mode may be the only way to access them. The player will also be able to remove all other racers and street traffic from the races which is an option that didn't appear in the coin-op.

There will be ten short courses to choose from – ranging in difficulty from Easy to Expert – as well as a 14-stage course that runs the length of the United States. Four vehicles, just as in the coin-op, can be chosen: the Devastator V1, Italia P69, La Bomba and '63 Muscle Car. The locations from the coin-op have also been reproduced in the same texture-mapping with the Golden Gate Bridge, Mount Rushmore and the Appalachians all included.

"A 14-stage course runs the length of the US"

"*Cruis'n* has different challenges on every





That'll be the Golden Gate Bridge in San Francisco then. Face right to see Alcatraz, turn left for Los Angeles. Okay?

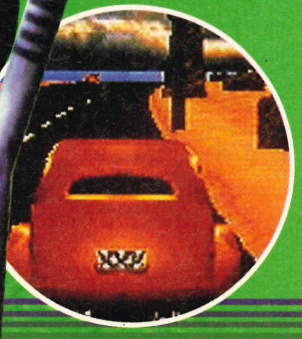




Left: Before selecting as car, the camera pans around the garage for no other reason than to show off. Still, why on Earth not? Eh?



Above: A nice simplistic display. Good to see – boring to read.



The analogue controller is a nightmare at first, but after a few minutes play the control system is more natural than in any racer – ever.

track. No matter which course you're on, even if it is fairly straight and easy, other cars always get in there and dice it up with you," Nintendo told TOTAL! recently. Proud they should be as the game responds wonderfully to the technical capabilities of the new machine.

"The play control is awesome with the control stick"

The vehicles are controlled via the control stick. "The play control is awesome with the control stick... it's just plain rocks!" reckon Nintendo of America. Hmm. Certainly, the stick gives the game a fabulous feel. At first it is hard to get used to. Whereas with a standard control pad you are required to press left and right to move in the relevant direction, with the control stick it has to be used as a real steering wheel. Only when turning sharp corners do you have to pull the joystick to either side. Rumours that the pad was to have motion control aren't true, but *Cruis'n USA* manages to come as close as possible to the overall sensation.

This version will also include the three different perspectives utilised in the coin-op. Which means that you will be able to play from above, behind or inside the car.

The slightly less exciting news, however, is that *Cruis'n USA* has only just reached the 40% complete mark and the version showcased at the E3 expo crashed far too often. Though, having said that, no one would dare argue the fact that the game looks like it could be something very, very special. More soon.

"Could be something very, very special"

Wahey! You can rocket into the air!





The competing cars have artificial intelligence to make things even tougher for you rookies.

For: N64

From: Nintendo

Category: Racer

Players: Two

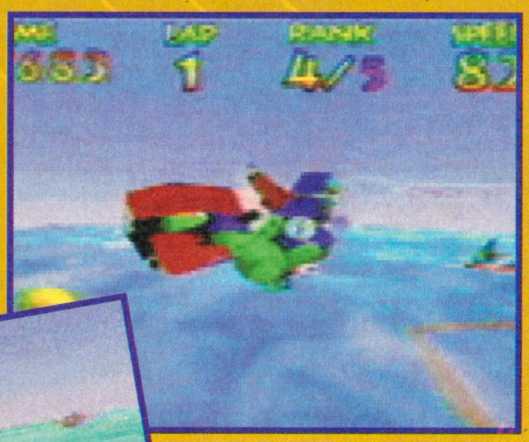
Developers: Williams

Available: October

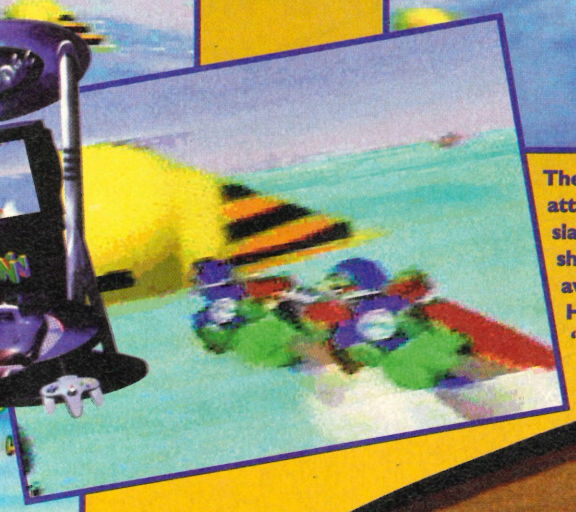
Complete: 55%



The jumps look a right laugh. And according to Atko, they bloody well are.



The bloke with the green buns gets in some serious hang time after a particularly steep ramp. It's just SO much fun!.



There are four play modes. Time attack, Vs, VR Stunt and this, the slalom event. Get your thumb in shape for some frantic obstacle avoidance. As our friend Eva Herzigova might say, "Hello buoys!"

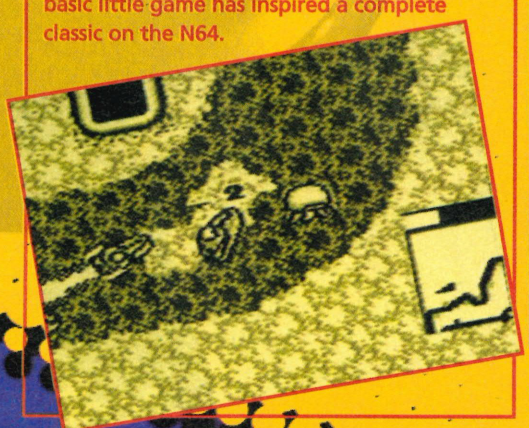


These screenshots really don't do the game any justice. You have to see this in motion.



My Haven't you changed?

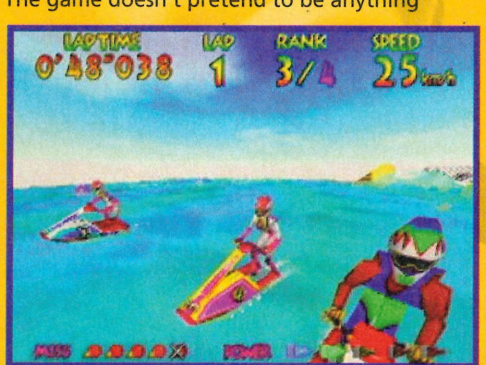
Believe it or not this is not the first time *Wave Race* has appeared on a Nintendo machine. No, we reviewed the Game Boy version way back in issue 16 and gave it 70%. As you can see from the screenshot the graphics weren't quite up to the standard of the N64 version and the gameplay wasn't too hot either. In fact it was pretty much like playing just the boat section out of *Micro Machines*. Still, from little acorns and all that. It may have been pump, but it looks like this basic little game has inspired a complete classic on the N64.



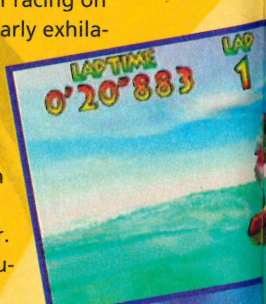
When we TOTAL! boys first copped a look at *Wave Race 64* we had the same reaction that you're probably experiencing now. "Uh, is that it?" But don't be fooled by those rather angular looking riders on their equally angular jet bikes. Or by that rather barren looking expanse of water. Because when you see the game moving, it fair knocks your knackers off.

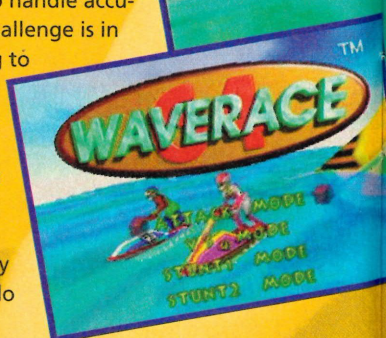
The game has changed somewhat since the early stages of its development, so if you want to know the ins and outs of the cat's litter tray on that score take a look at the "Out with the boats, in with the bikes" boxout over there. The game doesn't pretend to be anything other than pure racing, but the emphasis has been placed on the physics of racing on moving water and the peculiarly exhilarating experience that this can produce. There are several courses to race on each made up of an expanse of accurately modelled water. The jet bikes also handle accurately and the challenge is in skillfully learning to control the tricky beasts using, unsurprisingly, Nintendo's clever control stick. The water makes things very tricky. Not only do

"The jet bikes handle accurately"

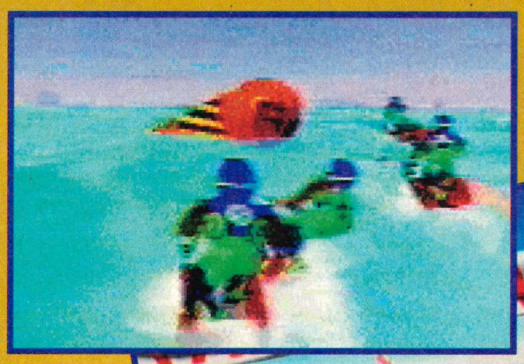


That bloke on the right seems to be veering off somewhere. Perhaps it's time for his tea.

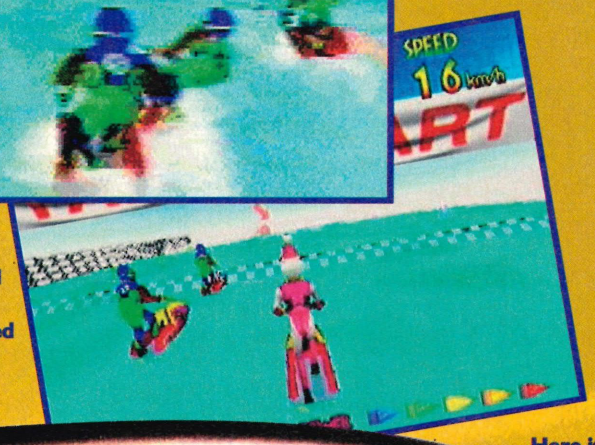




Okay, it's only a title screen, but what a lovely example of finely crafted titlery it is.



There a bit of a tussle going on here. Show no mercy, get 'im.



This bloke looks a bit thin. Should give him a bit of a speed advantage.



Here it is, the two-player split-screen Vs mode. You can race a human or the computer. It doesn't matter really because the artificial intelligence is superb. There's also no discernible slow-down. A stunning feat.

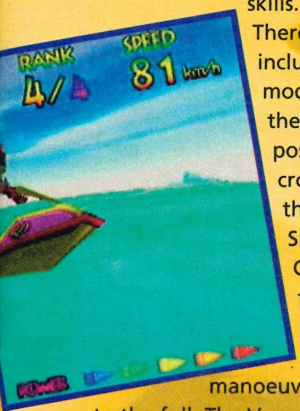
PREVIEW SPECIAL!

RACE

Out with the boats, in with the bikes

When *Wave Race 64* was first shown at the Shoshinkai event in Japan last November it looked considerably different. It took place in canal-like courses and the vehicles were hi tech catamaran. Now the old boats have gone, as have the canals, and instead the races take place in open water, on jet skis. According to Mr Miyamoto (who often pops into TOTAL! for a cuppa) jet skis were chosen over boats because they convey a better sense of motion. Human riders give a more realistic feel of moving over water. Simple as that.

currents and wind pose a problem, but get stuck behind another racer and his or her wake can make the ride very bumpy and requires a whole new range of skills.



There are four play modes included. A Time Attack mode sees you attempting the courses as quickly as possible and hopefully crossing the line ahead of the other jet bikers. A Slalom Challenge throws up a load of buoys testing your manoeuvring abilities to the full. The Vs mode splits the screen horizontally for a battle between you and a mate or the computer and finally there's a VR Stunt mode in which you are awarded points for particularly dramatic airborne antics. There's also a number of different riders you can choose and a range of bikes available with varying performances. If you do particularly well you can save your best times onto a memory cart.

"You can save your best time on a memory cart"

We will of course be taking a closer look at the game over the coming months, but having played the game at the E³ show already, we're confident that it's going to be good. We also think that the dynamics of the water and the peculiarity of racing realistically modelled jet bikes could make *Wave Race 64* one of the most unique and enthralling racing experiences yet.





These bikers look distinctly feminine. I bet they get all sweaty in those tight-fitting wet suits.



For: N64
From: Nintendo
Category: Racer
Players: Two
Developers: Nintendo
Available: September
Complete: 80%

STAR WARS SHADOWS OF THE EMPIRE

This is not just a fancy piece of art – it's a cutout from an in-game sequence! Wahey!

In the US, the second most eagerly awaited N64 title after *Super Mario 64* is LucasArts' *Shadows Of The Empire*. No question about it. The *Star Wars* saga is still HUGE in the States – bigger than a No 9 bus, with new stories in the form of novels, comics and computer games appearing since 1991. The simultaneous launch of *Shadows Of The Empire* across all these formats is undoubtedly the biggest of recent *Star Wars* events, and the N64 game is the one thing everyone is eager to get their paws on. And get our paws on it we did, just the other day at the E3 show in LA. The version up and running was 60% complete, with three different stages selectable (there are set to be five or so more in the finished version). Once complete, *Shadows* will feature four types of gameplay available in two different modes – Campaign and Arcade.

"SOTE will feature four types of Gameplay"

Strangely, there were some people claiming it wasn't as impressive as they'd hoped. Now this is particularly strange, seeing as

"The most important Star Wars game ever"

Why did they make this guy the hero? Surely Luke Skywalker or Han Solo would have created more interest in the game.

Shadows is essentially only half complete. Admittedly we found it tricky to get to grips with the Hoth snowspeeder stage (we kept crashing), but complete freedom of movement takes a bit of getting used to you know. Although this stage boasts a two-mile playing area, there are currently invisible 'walls' to push you back on course. The *Doom*/*Dark Forces*-style sections include



Left: See that bloke with his back to the screen? That's you that is. Well Dash Rendar (the character you play) at least.

My Dad likes low ceilings. It's something to do with heating bills. Odd.

Right: The sound effects in this level are just SO good!

Look At Me!

So has the Nintendo 64 buzz captured the imagination of the American public that CNN, on their Showbiz Today programme during E3, took the impressive step of running brief bursts of game footage. And spank our necks if *Shadows* didn't kick it all off. Shots of the infamous Snowspeeder level, the jet-pack *Dark Forces* level and the Millennium Falcon-style space battle sequence were all beamed into homes and brains around the world.

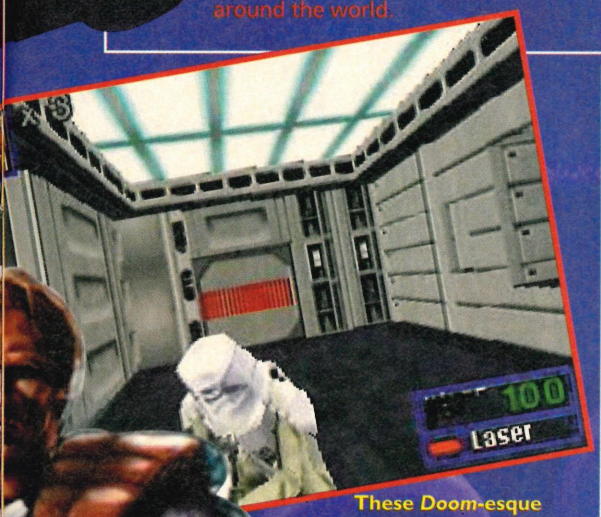


When CNN begin harping on about a new game system, it's got to be something...





... pretty special. Incidentally, we can't recall the PlayStation or Saturn receiving any coverage whatsoever.



These *Doom*-esque levels are the most impressive of their kind EVER!

Roll Em!

The story plays an important part in making Shadows faithful to the Star Wars series. 'You' are Dash Rendar, protector of Luke Skywalker, fighting your own battle in the shadows of the 'filmed' one (well, in the time between The Empire Strikes Back and Return Of The Jedi). The graphics recapture the visuals of the original film trilogy – all the machinery (including Scout Walkers and AT-ATs) behave exactly as we know they do, the soundtrack has all the explosive quality of the original, and you'll meet all the regular favourites – including Darth Vader, Boba Fett, Jabba The Hut and the Emperor. The one thing you'd expect from Shadows – that you feel you're in a Star Wars film – seems to be shaping up nicely, cheers very much.



sticky traps and stormtroopers who have fiendish Artificial Intelligence, formulating attack strategies and openly hunting you down. This fearsome AI also extends to the TIE Fighters during the space battle sequences, where you get to control the gun turrets of a Millennium Falcon-style ship in a fully 360° environment. It's certainly edge-of-your-sofa stuff!

Star Wars starved? Only a couple of months to wait until we bring you the full review of this, the most important *Star Wars* game ever. Hold on to your cacks 'til then. Go on – hold 'em!

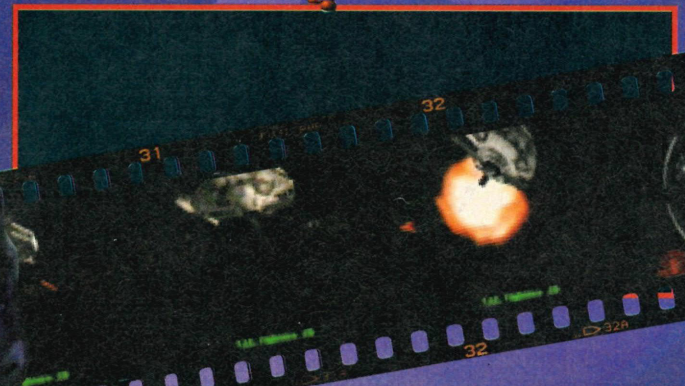




Shadows Of The Empire will be one of the launch games for the N64's US launch.

How on Earth does he breath in that get-up? Eh?



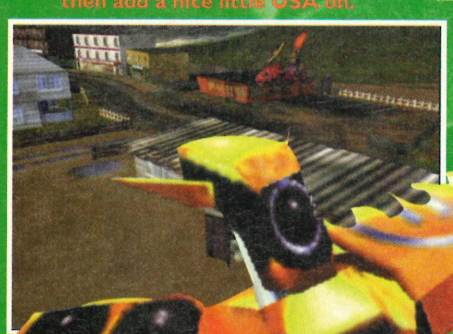




The idea behind *Blast Corps* is to bash absolutely anything that moves (or doesn't for that matter). Great idea! Yes!

Above: Dozerville, USA! Remember that phrase? Insert a word before 'ville' and then add a nice little USA on.

Expect this some time later on in the year. Perhaps in time for the Euro launch.



I'd like to be sensible for a moment. Bla...

BL... FO...

Playable at the E³ expo, *Blast Corps* - formerly known as *Blast Dozer* - is the closest to completion of the three titles that Rare have in development. It is also one of the strangest. The premise of the game is fairly simple: taking control of a vehicle, the player must clear a path for a missile carrier. "If you make a game in which you knock things down, it will be fun", Chris Stamper of Rare reportedly once commented. Quite.



The justification, however, is a little more complicated. The missile carrier is out of control and must carry the weapons to an underground bunker. The problem is that the warheads are leaking and will detonate if the carrier collides with anything. Your job, then, is to clear a path so that the carrier can run smoothly along the railway tracks.

"The game looks absolutely gorgeous"

The game already looks absolutely gorgeous. The rendered locations are unbelievably detailed and free from any visible pixelation. The vehicles also boast considerable attention to detail, especially the missile carrier which moves wonderfully through each screen.



Initially, *Blast Corps* takes a little getting used to. Its strange mix of bashing and smashing is quite unlike anything ever seen on any system and sometimes the camera looks a little like it's too close to



The N64 video that we all got a gander at contained a *Blast Corps* section. Interesting, eh?







This geezer on the right here is the ultimate dozer. Even though he isn't. Tsk.

The Blast Corps are a top secret organisation that work for the government. How exciting.



PREVIEW SPECIAL

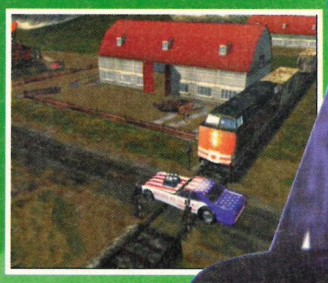
$250000

BLAST CORPS.

Skyfall buggie (which is fully armoured) and the Thunderfist (which looks more like a robot than a vehicle but is the ultimate road clearing machine).

The game contains over 60 different stages (including bonus levels) and these may eventually include sections where you are required to construct buildings as opposed to knock them down. How these will fit in with the components of the game is unclear at this fairly early stage although Rare and Nintendo did reveal a rolling demo that showed a bridge being built across a gaping canyon.

The graphics contained herein are really quite special. Luverly backgrounds and smooth-as-silk scrolling.



Rare commented that *Blast Corps* contains "the ultimate Tonka trucks" and, after watching the superb explosions we're inclined to agree with them when they say, "What could be better than that?" The game is expected to see a release before Christmas – perhaps as early as November – and will be, if the early versions are anything to go by, extremely exciting.

"Contains the ultimate Tonka trucks"

the action. However, after a bit of practice the control system becomes second nature.

The player is given a choice of a number of dozers and these can be improved upon by rescuing scientists who are dotted about the levels as you progress. These become particularly necessary later on in the game when you must knock Radiation Dispersal Units on to the tracks to prevent the escaping radiation from contaminating the countryside.

The available vehicles are the Ramdozer (the very basic transporter), the Backlash (which has extra armoured plating), the



For: N64

From: Nintendo

Category: Action

Players: One

Developers: Rare

Available: November

Complete: 60%



At last, the over-milked *Doom* genre is finally getting some original treatment. Top stuff Rare.

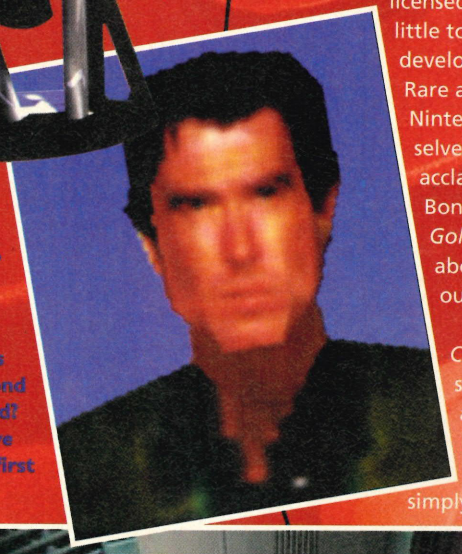




Ocean have got their work cut out with *Mission: Impossible* in the battle of the N64 licenses judging by the quality of *GoldenEye*.



See that machine on the left? Good. Keep your eyes peeled in a few months for the chance to win the self-same set up in TOTAL!'s biggest compo ever!



Rare, if you're reading this, how about following up this game with licenses to classic Bond movies of old? We want *Live And Let Die* first by the way.

GoldenEye wasn't playable at the show, but a looped demo video had crowds flocking around the Nintendo merchandising stand to witness this *Virtua Cop*-ruiner in all its speedy glory.

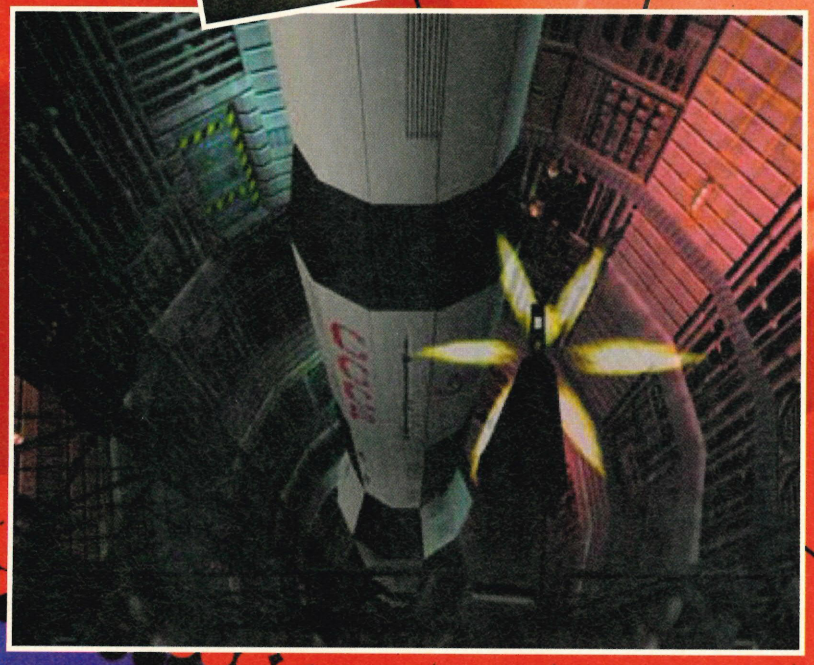
If *GoldenEye 007* is starting to whiff of licensed tat a little too much, developers Rare and Nintendo themselves can console themselves with two facts: As an internationally acclaimed spy/killer/pulling machine James Bond's been going for over 30 years and *GoldenEye* the game looks like it'll be about as state-of-the-art as you can get – outside of Q's lab.

"You look like Pierce Brosnan, which is nice"

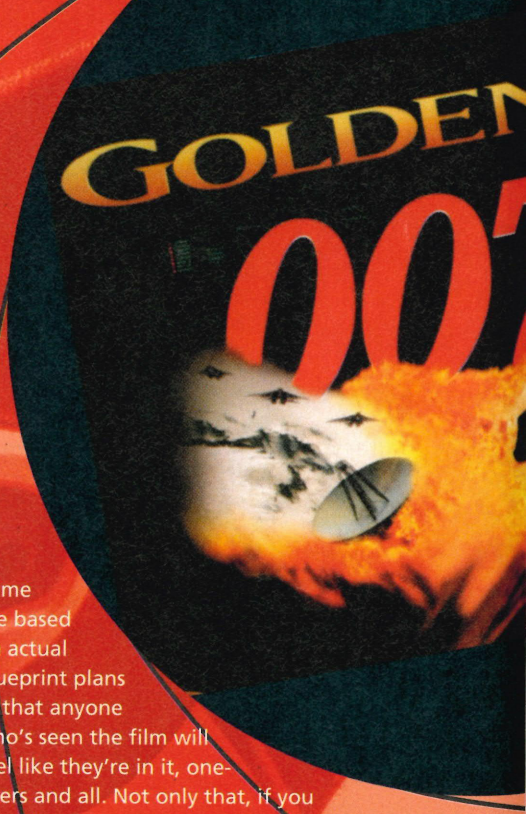
On the surface this is a *Doom*/*Virtua Cop*-clone (yes, that does sound strange), but everything we know about it so far suggests that this will be much, *much* more than that. For a start there's that license. Rare weren't simply content to use the film's plot, brand the graphics occasionally and slap it onto a game they would have made anyway. Oh no. The programmers made frequent trips to the studio lot and some of the stages of the game are based on actual blueprint plans so that anyone who's seen the film will feel like they're in it, one-liners and all. Not only that, if you stumble across a mirror in the course of a hard days espionage you'll see that, thanks to some nifty texture mapping, you look like Pierce Brosnan (which is nice). Other characters from the film have also been scanned straight into the game and we think you'll agree that shooting a photo-realistic head can only be a good thing. Especially if it belongs to one of the vintage baddies that are hidden throughout the game. Odd-job can have a hole in the head, for starters, although we've always had a soft spot for Jaws and his cute metal teeth.

"About as state-of-the-art as you can get"

This being the slimmed down, modern Bond, realism rears its boring, ugly head in the game. You won't be able to carry a whole

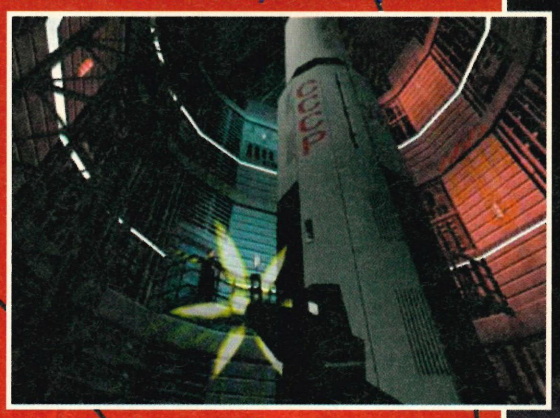


Could GoldenEye be the first ever movie license that's actually really good? Reckon so!





This sequence was shown on the rolling video demo at E3 and absolutely stunned a packed...



... crowd of showgoers. The player has absolute freedom to look up and down. And just as well because the balconies above are absolutely fraught with danger. What a stunner!





You're gonna need cat-like reflexes to rid rooms of baddies as they're both quick and fiercely intelligent.

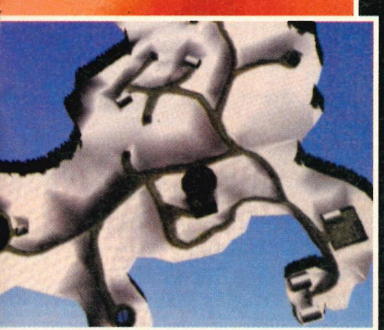


truckload of guns around with you for starters. Bond is limited to a choice of about two guns at any one time. And there'll be no handy medi-kits either. As young James' health deteriorates, so does his armour.

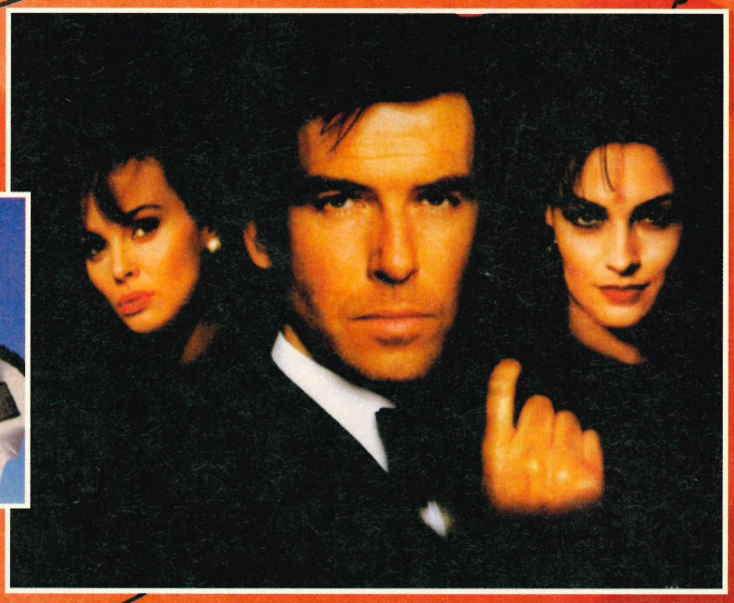
The game mechanics have taken a big leap as well. The single most exciting thing about any first-person game on the N64 is the control. Thanks to the analogue wonder you'll be holding very soon you'll be able to move at the precise speed you want in the exact direction that takes your fancy. And if we're a bit excited about that, then we're wetting ourselves about the way Rare have wedged it into the game. Depending on the speed you move, your foot steps alter in volume, so pacing slowly past doorways might get you past guards while pegging your way around the levels like a rabid dog will let every baddy within earshot know where you are.

As if that wasn't enough for you, the N64's phenomenal power has also seen fit to provide you with the ability to crouch, jump and look and shoot up and down. If all these fancy ideas come together properly we can all look forward to a large dose of top quality Bondage later in the year. Missus.

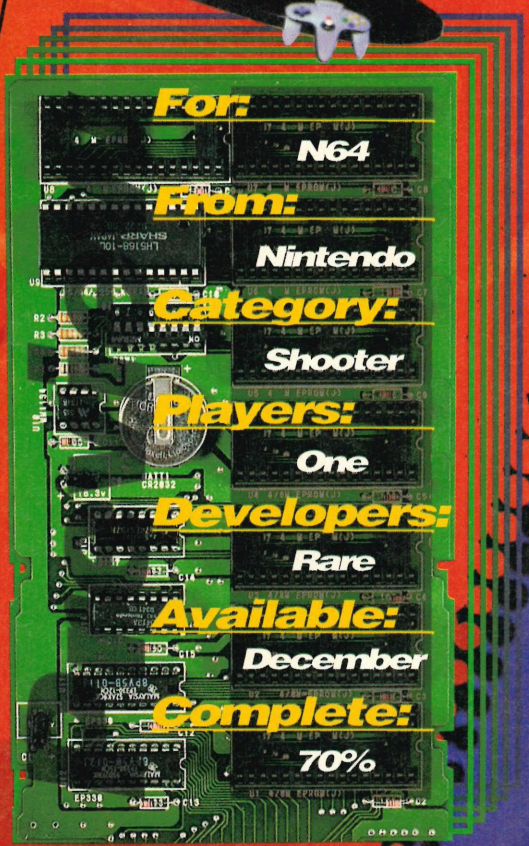
"A large dose of top quality Bondage"



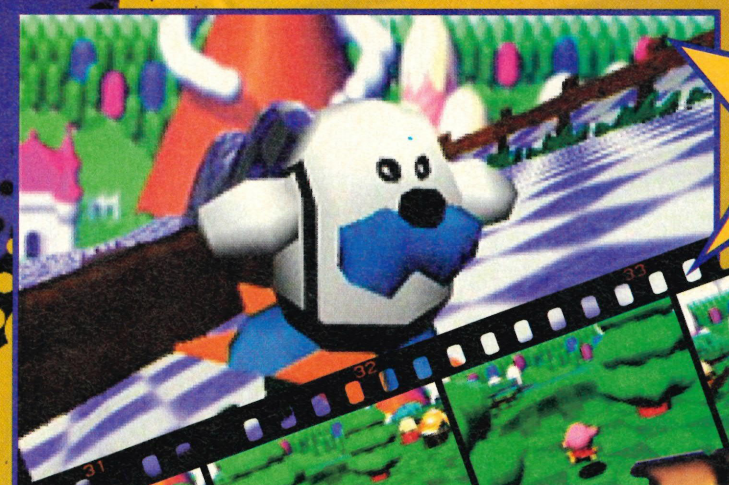
Map screen or pre-production plan? We're not entirely sure.



A sequence shown at last year's Shoshinkai.



KIRBY'S AIR RI

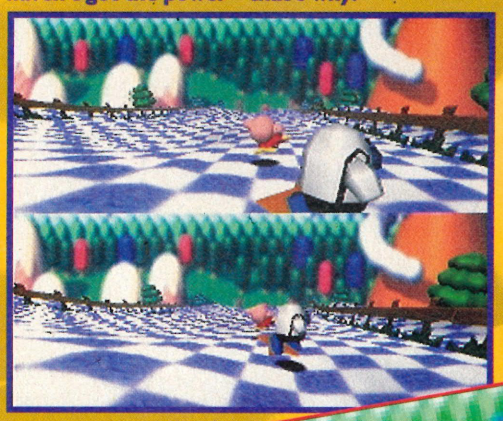




Previously known as *Kirby Bowl 64*, the graphics may seem bland but Kirby games are always brilliant fun.

The big question is: When will Nintendo create some new characters? Eh? Answer that!

Why have none of the 32-bit consoles attempted a similar game? Because they haven't got the power – that's why.



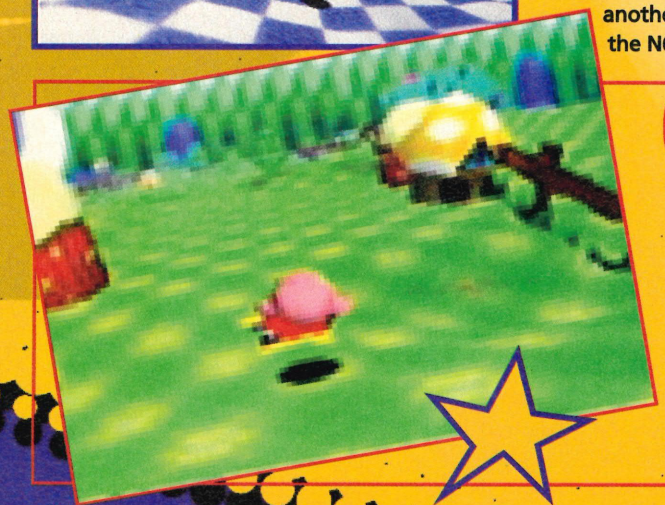
Though previously demonstrated as a roll-aroundy *Marble Madness*-type thing (see TOTAL! issue 50), Nintendo's Kirby-starrer will in fact take the form of a hovery, surfy experience where the pink blobby one must race over umpteen levels of undulating terrain, negotiating steep hills, sheer drops and stomach-churning moguls.

Perched aboard a star, Kirby manoeuvres over the game's landscape as if he was on a sort of aerial snowboard – imagine *Unirally* in 3D with four players. It's another game that makes full use of the N64's analogue joystick, allowing precise control as you scoot around, performing tricks with a dainty thumb-flick.

"Imagine Unirally in 3D with four players"

The finished game will include four modes of play: Championship (the full section where you take on other characters from Kirby's world such as the sinister, bird-like Dedede), Time Trial (where your aim is simply to get to the end of the course as quick as poss – your records



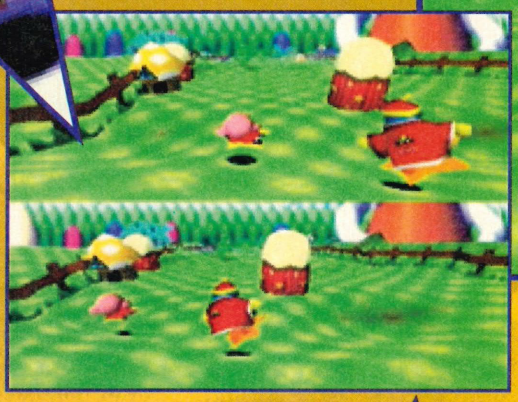


Oh, Mr Level Maker...

... make a *Kirby's Air Ride* level fuuuooor me!

One of the potentially great things about the N64's first Kirby title is its ability to generate a new course every time you play it on certain modes, meaning that – potentially, at least – no two games will be the same.

The randomness of the way levels are generated isn't likely to be incredibly wide-ranging, though, and the factors that change will probably be simple things like where humps and recesses appear. But it's another first for the N64, and gives the game added longevity. What *we* want to see, though, is the opportunity to design your own levels and save them to memory card. So how 'bout it, Nintendo, huh? Huh? At least on the 64DD? Please?

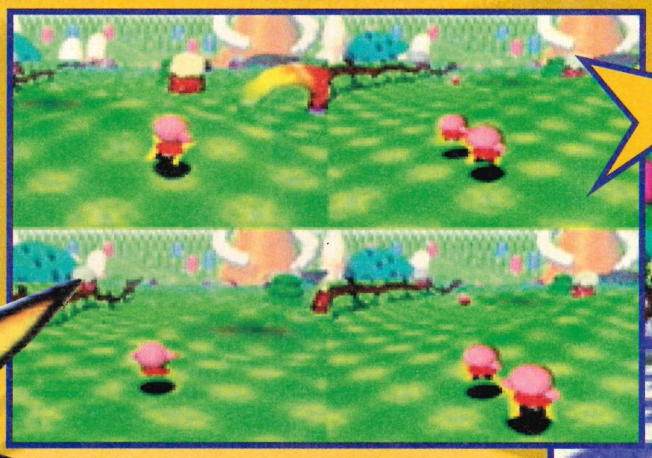


Apparently, the character colours will correspond to the colour of your joypad. Groovy!



Kirby's Air Ride wasn't playable at E3, but the demo video showed a great improvement from its debut at the Shoshinkai show last November. This could be a sleeper hit.

According to insiders at Nintendo, the type of gameplay in *Kirby's Air Ride* is only possible with the precision analogue control of the joystick. A bit vague, but very intriguing.





From the demo video it appeared that it doesn't suffer from slowdown even in four-play mode.

can then be saved to an N64 memory card), Practice (a fairly obvious mode methinks), and Freestyle (which asks you to perform tricks and stunts and awards points for outlandish moves).

"Get to the end of the course as quick as poss"

As the first Nintendo 64 game to make use of the machine's built-in multi-player capacity, *Kirby's Air Ride* will explore the same avenues as the legendary *Super Bomberman* series on the SNES. Selecting their own fave Kirby characters, four participants will be able to compete simultaneously, bumping each other off course and maybe even using special attacks to get their necks out in front.



Despite being one of the least shouty-screamy of the N64 games presented at E3, TOTAL! are looking forward to *Kirby's Air Ride* with no small amount of anticipation. Kirby himself is an especially appealing liddle feller, and Nintendo's novel approach to such a well-worn game theme (it is, after all, a racing game) is as refreshing as emptying an ice bucket down your pants on a baking-hot summer afternoon. Oh, and Mario's old man, Shigeru Miyamoto, has promised to break some sweat over the game's development in the coming months, which should be proof enough of its potential for anyone.



Who needs *Wipeout* when you can have Kirby?



For: N64

From: Nintendo

Category: Racer

Players: Four

Developers: Nintendo

Available: November

Complete: 40%





It'll be interesting to see how much of the original intro animation they can squeeze in.



Holy Swooping Cameras!

The single most impressive element of *KI64* that's sure to have all Sony PlayStation and Sega Saturn freaks selling their kit off in readiness, is the way the camera movements draw you into the centre of the action. Sure, this may sound rather superficial, but it's certainly something for the developers behind *Tekken* and *Virtua Fighter* to think about. The camera swoops all around the gaff, zooming in or taking up an unusual angle to emphasise all the special moves and combos. Imagine your view being placed on the ground looking up as Fulgore Mk 2 rolls into a Laser Storm and Eye Spark pyrotechnic-filled frenzy, or getting an extreme close-up on a dizzied Combo as he gets a mouthful of elephant (backs) hide during Maya's Death Move.





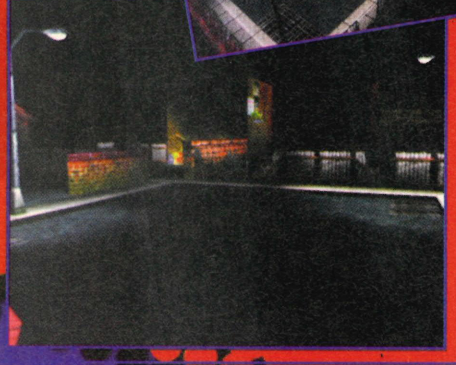








Those 3D arenas on a quiet day.



Along with Williams' street racer *Cruis'n USA*, *Killer Instinct* was one of the first titles confirmed for the Nintendo 64. And it's only now, at the E3 show, that we get the first sneak peek at how the conversion's coming along. And the TOTAL! verdict is pretty piggin' well. Oh yes!

"Most of the characters from KI2 will return"

Admittedly, we spent most of our time playing the show-stopping *Super Mario 64*, but the slippery slick sight of *KI64* fair blew our socks off. It takes the best elements of the original arcade game and its predecessor and stuffs it like a plump Christmas goose with new features. This is certain to be the ultimate version. Many people are already murmuring that *KI64* is even better than either arcade version.

Most of the characters from *KI2* will return in the finished version, and as in the transition from the original game to the sequel, Rare will be relying on feedback from arcade players themselves to decide which characters will be unceremoniously dumped. There will also be two or three new fighters introduced in the Nintendo 64 version.





This cart is a massive 96Mbits. The sound is idenentical to the coin-op as far as we could tell – and we're the experts.







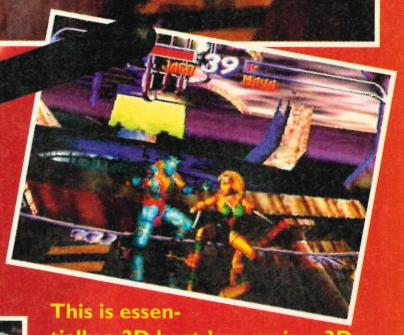
PREVIEW SPECIAL!





This is one lady who knows how to take care of herself. By the way, my name is Max...

Kim-Wu



This is essentially a 2D beat-'em-up in a 3D environment. Fine by us.





Orchid



Tusk



Glacius

Maya

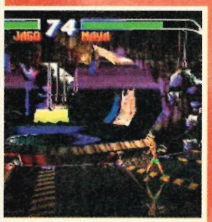
Rare aren't confirming who they are yet, but we reckon they'll be more beastly in appearance (there are far too many human fellas and lasses in there at the moment).

Even at this early stage the game looks stunning. Rare are going with the *KI2* engine, which allows for those linking combos, Super Moves, rolls, throws and blocks. There will also be new Pressure Breakers and Rock, Paper, Scissors moves and handicaps. They're sticking with 2D characters on 3D polygonal backgrounds, and the whole shebang moves at a very healthy 60 frames per second (N64 games are generally moving at around 30 fps). What this means is that you get the speed and playability of the original without any motion blur or sluggish play. And the pace is enhanced even more by a stereo soundtrack, with vocals, samples and effects set to bleed from your TV speakers.

"KI64 is shaping up to be one of the greatest..."

Make no mistake, *KI64* is shaping up to be one of the greatest beat-'em-ups to hit the home. We're already getting loads of phone calls and letters about it, but don't worry – TOTAL! will keep you updated of its progress. We are EXCITED, you see...





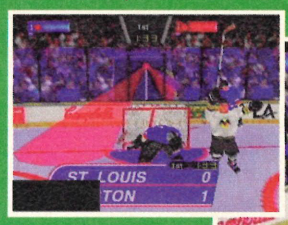


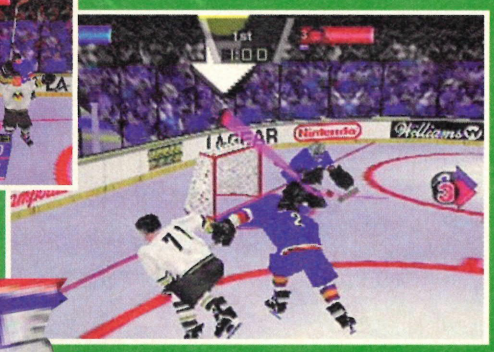






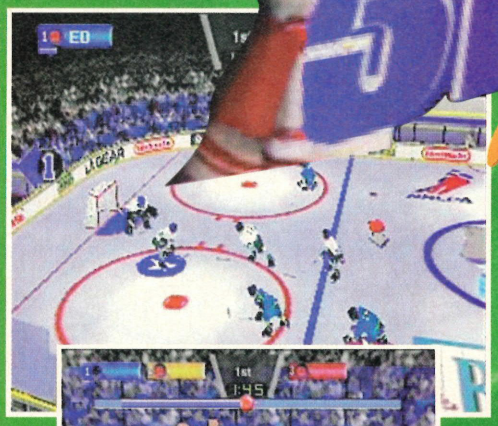
The first title on Nintendo's newly installed 'Nintendo Sports' label.





WAYNE GRETZKY'S 3D HOCKEY

The whole game moves at a lightening pace and shows off the 3D capabilities of the machine.





Never heard of Wayne Gretzky? Fear not, neither have we. Made up name?

Although ice hockey doesn't hold the same level of fanaticism, here in sun-drenched Blighty, that it does in America, the aforementioned sport has, actually, been given ample opportunity to impress itself upon us Britons. Over the past eighteen months there have been more ice hockey games on the Nintendo formats than there have been football titles so, perhaps, it should come as little surprise to see this addition to the sporting side of the N64 family.

"The game looks very impressive indeed"

The game was showing in a playable format at E3 although it is only about half way to completion. And it was generally very well received although some people expressed reservations about the 3-on-3 system.

Look out for the sequel, Wayne Gretzky's 3D Hokey-Cokey, sometime late next year.

Below: There are no cutaway scenes to spoil the action. The camera simply zooms in and out in a silky-smooth fashion.





Basically, *Wayne Gretzky's Hockey* cuts down on the amount of players in the arena to allow for a more open, flowing game. Williams and Time Warner are said to have made this choice to prevent cluttering the playing area, but some critics at E3 thought this decision detracted from the overall feeling of proper ice hockey.

Aside from that, the rest of the game looks very impressive indeed. The sprites and backgrounds are exceptionally detailed and remain so during the course of the game and the camera is used very well, zooming in on the action when necessary and taking a more distant view when the play is zipping from one end to the other. Every player from the NHL is available to choose from and there is also a superb four player option which makes full use of the N64's extra technical capabilities.

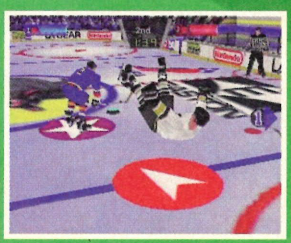
Overall, judgment couldn't be made on the game as it was only 50% complete. However, if popularity equals excellence then Wayne Gretzky will definitely be one to wait for as the queue to play it at E3 was longer than Atko's hotel room bar bill. More on this one in a couple of months.





A very popular machine at E3.

Will there be a fight option?

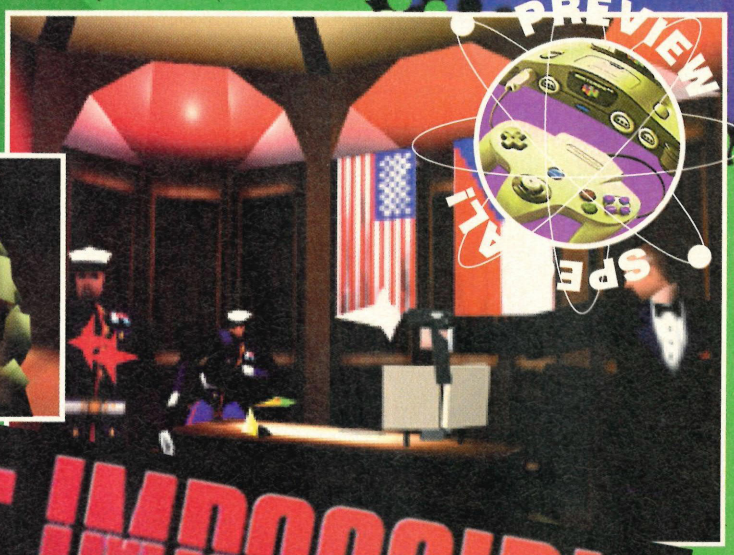


For: N64
From: Williams/Time Warner
Category: Sports Sim
Players: Four
Developers: In-House
Available: January
Complete: 50%

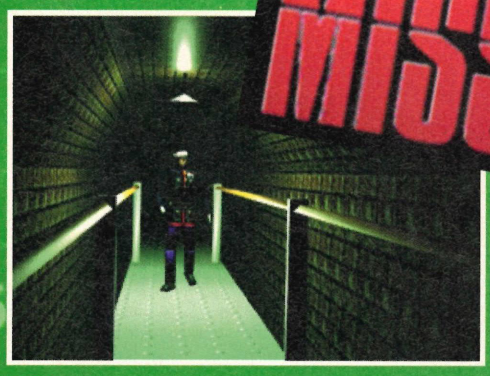




Right: Look at the quality of that gun-blast. Only on the N64. That was a joke.



The style of the game is still unclear.



MISSION: IMPOSSIBLE

With the film on the verge of raking in more money than Noel Gallagher has swear words much is, understandably, expected of *Mission: Impossible*, the game.

Sadly, the game was in a non-playable format at E3 and therefore concrete judgements couldn't really be made. However, Howard Lincoln, Nintendo America's Big Cheese, had no qualms about its quality: '*Mission: Impossible* will deliver the type of gameplay available only on the Nintendo 64'.

"MI will deliver gameplay available only on N64"

The game, as TOTAL! revealed last month, will be a combination of puzzle solving and arcade action set against the top secret world of the CIA. The environments developed for the game look absolutely gorgeous and are considerably enhanced by a 'unique' floating camera that allows 360° mobility.

'Ocean's renowned video game development talent and the strength of such an exciting Paramount property is the absolute right mix to create a blockbuster title for our new 64-bit system. We want players to experience the best', continued the man with the gold-lined pockets.

"We want players to experience the best"

According to rumours circling at E3, the game requires the player to go through a rigorous CIA training schedule before taking part in the game proper which, naturally, consists of a series of missions. Unfortunately, however, you can't enlist the help of Barney – ask your Dad – or Jim Phelps – ask your Dad – although you will be able to see the latter of these two if you catch the film this summer.

The game, though, has been pencilled in for that, now fairly common American phrase, 'late fall'. Expect it around Christmas.



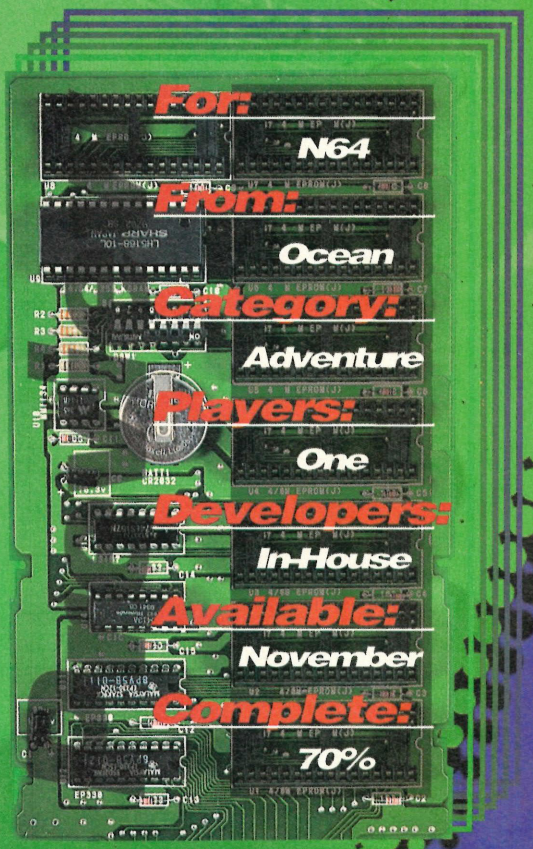
The game should be complete just in time to ride on some of the hype created by the film's release on video.



Your Mission Jim...

In all probability, by the time the game makes an appearance in the winter, the film will have made tens of millions of pounds in the UK. Tom Cruise as star, Brian De Palma as director and copious amounts of state-of-the-art special effects should surely be enough to see to that.

But, if certain rumours are to be believed, the film will bare almost no resemblance to the television series. Oh dear. Well, at least Jim Phelps will be making an appearance and maybe, just maybe, we might get a couple of the old classics like, "Your mission Jim, should you decide to take it..." and "this device will self destruct in five seconds..."



ROBOTECH

CRYSTAL DREAMS

Robotech may not be a name that people this side of the Atlantic can admit to being familiar with. Yet, in the States, the name has achieved nothing less than cult status. *Robotech*, you see, positively revolutionised animation in America well over a decade ago with its blend of sparkling animation and complex storylines and is now on the verge of a very timely console appearance. So, why the Nintendo 64? "The Nintendo 64 has the most powerful graphics engine ever designed for a home game system", revealed GameTek at the E³ expo. "Now, at last, the state of videogame technology has advanced to the point where a *Robotech* game worthy of the name can be created."

The game was only showing in a quarter complete state when we saw it at the show and, therefore, didn't wow audiences in the same way that some of the other N64 titles did. But, if GameTek can deliver all of the promises they were talking of in sunny Los Angeles then the finished product could well emerge as one of the most exciting N64 games of the year.

GameTek have used a sophisticated new gameplay feature entitled MBCSA, which allows the player to determine the storyline as he progresses through the game. He is also given total freedom in what the company have labelled as 'an actual 3D environment'. The sprites are also 3D models and not flat sprites with 3D seeming textures layered over the top of them which further enhances the feeling of total immersion.

"N64 has the most powerful graphics engine"

Alternate Realities Technology (ART) is also used and enables GameTek to vary the controls on each different ship meaning that, when playing, it feels exactly like taking hold of a completely new craft. Transformation scenes, where ships change from one state to another, have also been constructed using this process meaning very fluid and glitch-free movement.

Some things, however, remain a mystery. At E³, one jaded old hack asked GameTek about the rumoured 'shower scene' featured in *Robotech*. 'We can't comment on that right now', came the company's cagey reply. *Basic Instinct* in space? Could be rather interesting couldn't it?

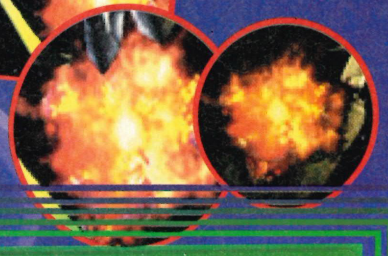




The version at E³ wasn't mysteriously lacking in these...



... whacking great sprites. Hmm. Strange but true.



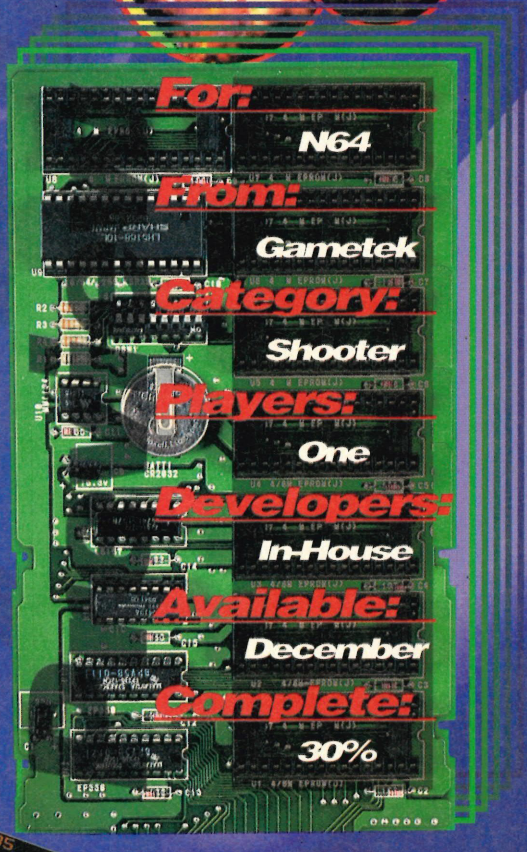


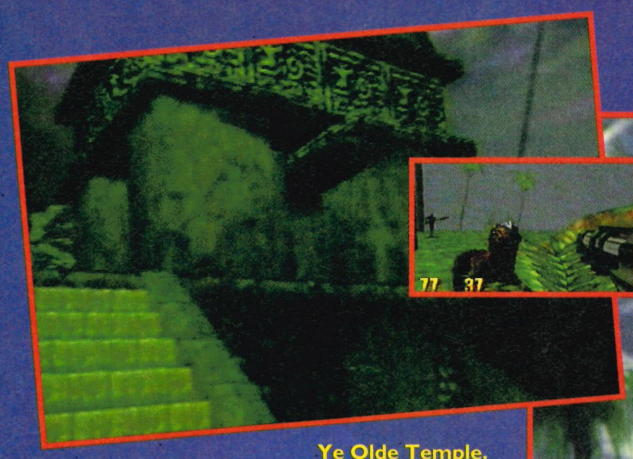
Right: The sound effects in this level are just SO good!



Looking forward to this little scamp, we are. QUICKLY!







Ye Olde Temple.
Lair of the White Worm or something.



Above: Some pretty impressive screenshots, we think you'll agree. Can't wait, us.

TUROK

DINOSAUR HUNTER



Above: Turok and Dinosaur
Left: Dinosaur
Below: Another Caption.

This is NOT *Doom*. People – in this very office – keep calling it a *Doom* clone. It's a game in its own right!!



For those uninitiated in the field of comic books, let us explain. Before Acclaim were having to stand up in front of the Nintendo suits and explain themselves whilst facing the prospect of an after work detention (see last issue), they were very much into drawings and speech bubbles. *Turok: Dinosaur Hunter* was one of their ventures into Beano territory and proved unbelievably successful. Over 1.8 million copies of the first issue were sold worldwide, placing it among the top ten best-selling titles of all time. Understandably then, much is expected of this N64 license.

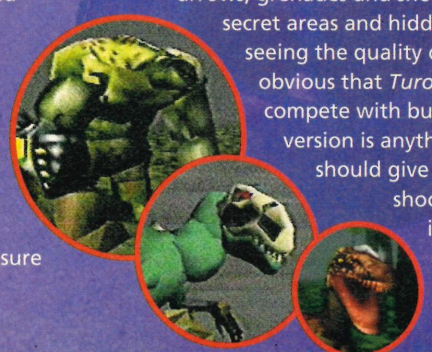
"Turok is one of the most popular characters from Acclaim Comics with an extensive history and compelling storyline that translates perfectly into a first-person, action adventure title", said Sam Goldberg of Acclaim America at E³. The game, showing in a 60% finished version at the show, received a very warm welcome from critics after the disasters of the previous months.

"Translates perfectly into an action title"

The player takes on the role of Turok and is required to stop The Campaigner – a madman, naturally – and his army of Bionosaurs from gaining control of the Chronosceptor, a device that could destroy the universe if activated.

The 360° environments are expertly constructed but the jungle level on show at E³ divided people on its effectiveness. The mist surrounding the edges of the play area was, some critics argued, laziness on the designers' part and merely a measure to prevent detailed backgrounds from having to be added. However, the other school of thought – which includes us here at TOTAL! – believe that it enhances the game tenfold. The dinosaurs presence is heightened by the fact that you can't see them 'til they've sprung out of the mist. The sound effects are also worth mentioning as they are, quite possibly, among the finest to be heard at the show.

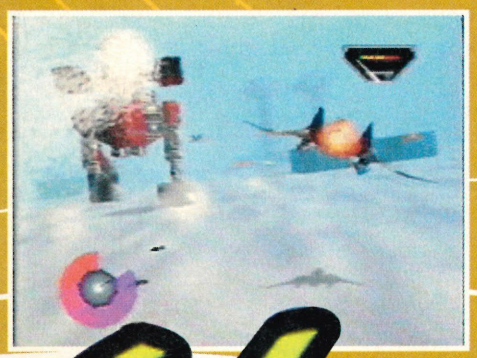
The player will be able to choose from a variety of weapons including bows and arrows, grenades and shotguns, and access secret areas and hidden power-ups. After seeing the quality of *Doom 64* it is obvious that *Turok* has a lot to compete with but, if this early version is anything to go by, it should give the aforementioned shooter a run for its money.



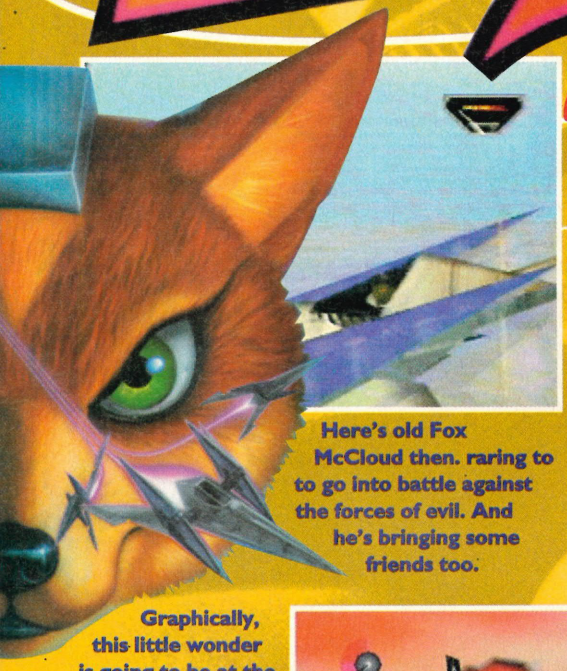








STARFOX 64



Here's old Fox McCloud then. raring to to go into battle against the forces of evil. And he's bringing some friends too.

Graphically, this little wonder is going to be at the top of the N64 tree. Well, there or thereabouts. I expect. Oh, it'll be somewhere, okay?



Upon its original release it was said that 16-bit graphics would never be the same again. A cliche it may have been, but true nonetheless. *StarFox*, complete with Super FX chip, revolutionised home entertainment and proved, if proof were needed, that Nintendo would never be content with second best. Ever, do you hear?

"The playing arenas are beautifully laid out"

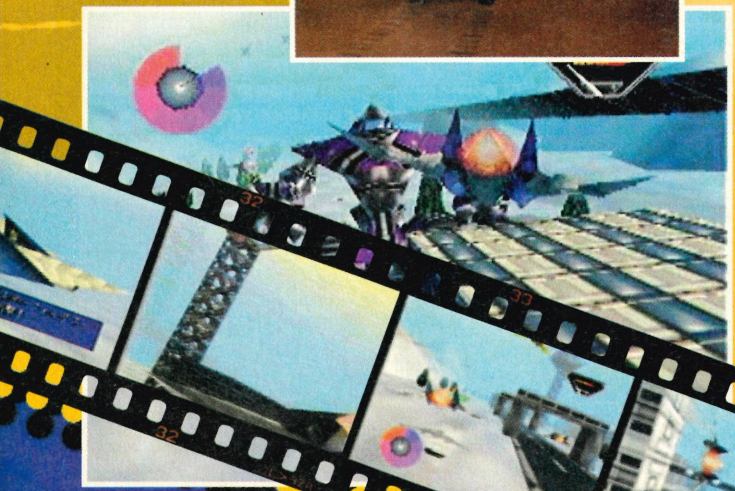
Three years on – even taking into consideration the huge technological advances that have come and gone – the game still doesn't fail to impress. So, imagine the reaction to *StarFox 64* at E3. Admittedly, the gameplay is vastly different from the original and the objectives haven't really been changed, but graphically it excels.

Once again the player takes control of Fox McCloud and his team of animal fighters - Slippy Toad, Peppy Hare and Falco Lombardi – and must battle his supreme evilness Star Wolf. An excuse for a truck load of laser related shenanigans? Of course it is. But who cares when they look as good as *StarFox 64* does?

The playing arenas are beautifully laid out. Texture-mapped – with full-scale 3D lighting effects – the *StarFox* 64 universe is 360 degrees which signals complete freedom for the player. And because of the N64's expansive technical malarky the fighters are allowed more speed and more power.

The feeling of actually being in control of a fighter is heightened by the new controller which, rather like *Cruis'n USA*, allows for exact motion control. Because of the sensitivity of the joystick, it takes on the feeling of actually being in control of a throbbing metal beast (Steady on, there – Ed).

Nintendo haven't given any real idea of how complete *Starfox 64* is but because of the fact it was shown in its foetal stage at Shoshinkai in November and now in a more grown up version at E3, it must be fairly near completion. Details, as ever, will follow as we get them but, in the meantime, marvel at the beauty of these shots.







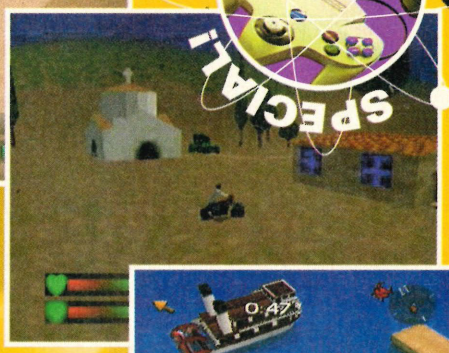
HARVEST



It's good how we've used all the proper titles isn't it? Oh, aren't we efficient?



Body Harvest? What a title, eh? Everyone knows you can't harvest bodies. Only wheat.





Strange little game this. But good.

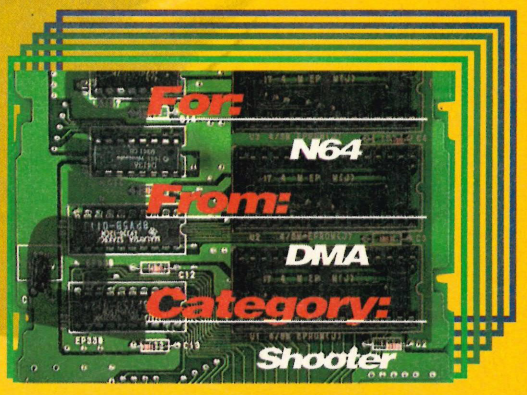
British based DMA are doing the business on *Body Harvest*, an unusual mixture of action and adventure. The player takes on the role of Adam Drake who has to travel in time to various points in history and prevent aliens from 'harvesting' humans on Earth in preparation for an invasion.

The game is more akin to something like *Blast Corps* than *Doom* or *Turok* as the aliens can only be defeated with specially designed vehicles such as hovercraft, aircraft, trucks and tanks. Screenshots weren't exactly flowing freely around E3 but more is expected over the course of the next few months.

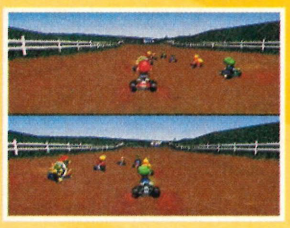
"The game is more akin to Blast Corps"





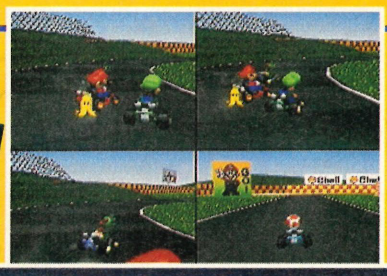


Well, we couldn't go without mentioning this potential beauty. The original sparkled with playability and excitement and this version – complete with stonkingly good four-player mode – promises to be something rather better.



The player can choose from eight characters – including the lovely Princess, the little seen Luigi and the ever green Yoshi – and must work his way through some gorgeous-looking 3D environments. The camera, although seemingly hyperactive in the preview versions we saw, spins and twirls its way around the arena giving a wonderful sense of racing freedom.

SUPER MARIO KART R

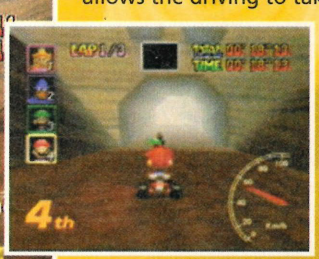




The unmatched repsonsiveness of the control stick is also worth mentioning as it allows the driving to take on a more realistic feel. *Super Mario Kart R* should arrive just after the American launch. Which is nice. Very nice in fact. Maybe even lovely.

A great laugh look. Plenty of frills and spills and drills and kills. We can't wait. Oh no.



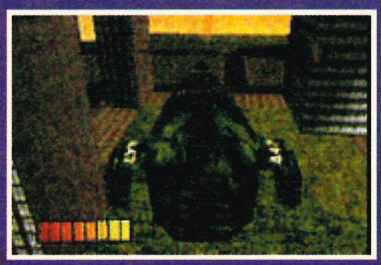


Fourth place. You've gotta be proud.



Blade And Barrel

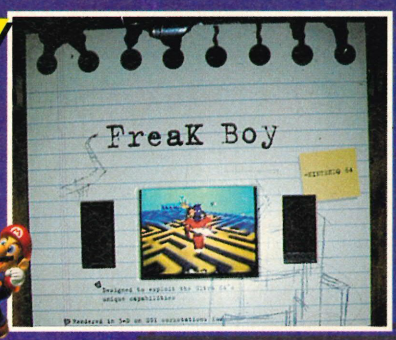
A future-set adventure game that, according to our Japanese source, includes a four-player combat game. Aside from this, however, Kemco confirmed to Atko at E3 that they are also developing *Top Gear Rally* for the N64. They had an advertisement for it on their stand for about an hour, before Nintendo threatened legal action. Gumph!



From: Kemco
Category: Action
Complete: 15%

Freak Boy

Potentially a very exciting title, *Freak Boy* will be the Nintendo 64's second scheduled 3D platformer. Virgin are already calling it "an unique visual experience" and, frankly, we wouldn't like to argue with them. More where this came from next month? Too right!



We'll have more exclusive shots of Virgin's *Freak Boy* in the very next action-packed issue of TOTAL! Should be a goodie if you ask us.

From: Virgin
Category: Platformer
Complete: 45%

FIFA '97

Oh yes. Tim was unbelievably happy when this little number was announced (and nearly burst when a certain *ISSD64* rumour started doing the rounds but that, as they say, is another story). *Fifa '97* will be an N64 specific version which will include never before seen characters as well as every single international team. Hoorah!

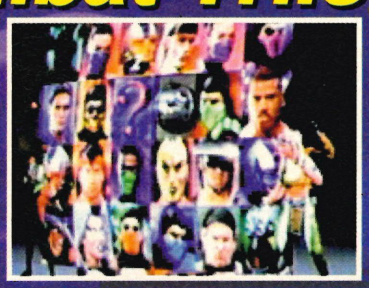


The PSX version.

From: EA
Category: Sports Sim
Complete: 30%

Mortal Kombat Trilogy

Well, here we are then. Proof that the *Mortal Kombat* series will be coming to the N64 and it's going to be the excellent *Trilogy* series. Though we have to admit this game is a bit of a no detail type scenario, it will feature characters and settings from all previous *MK* efforts.



Could this be the most gory *Mortal Kombat* outing ever? According to our source in America it will indeed.

From: Williams
Category: Beat-'em-up
Complete: 80%

Game King

Being developed by Japanese company, Imagineer, *Baseball Game King* is still in the very earliest stages of development. We got these shots courtesy of the Japanese gaming Bible, Famicom Tsushin. Cheers FT, but what's it all about? How bonkers will it be? Help!



From: Imagineer
Category: Baseball
Complete: 30%

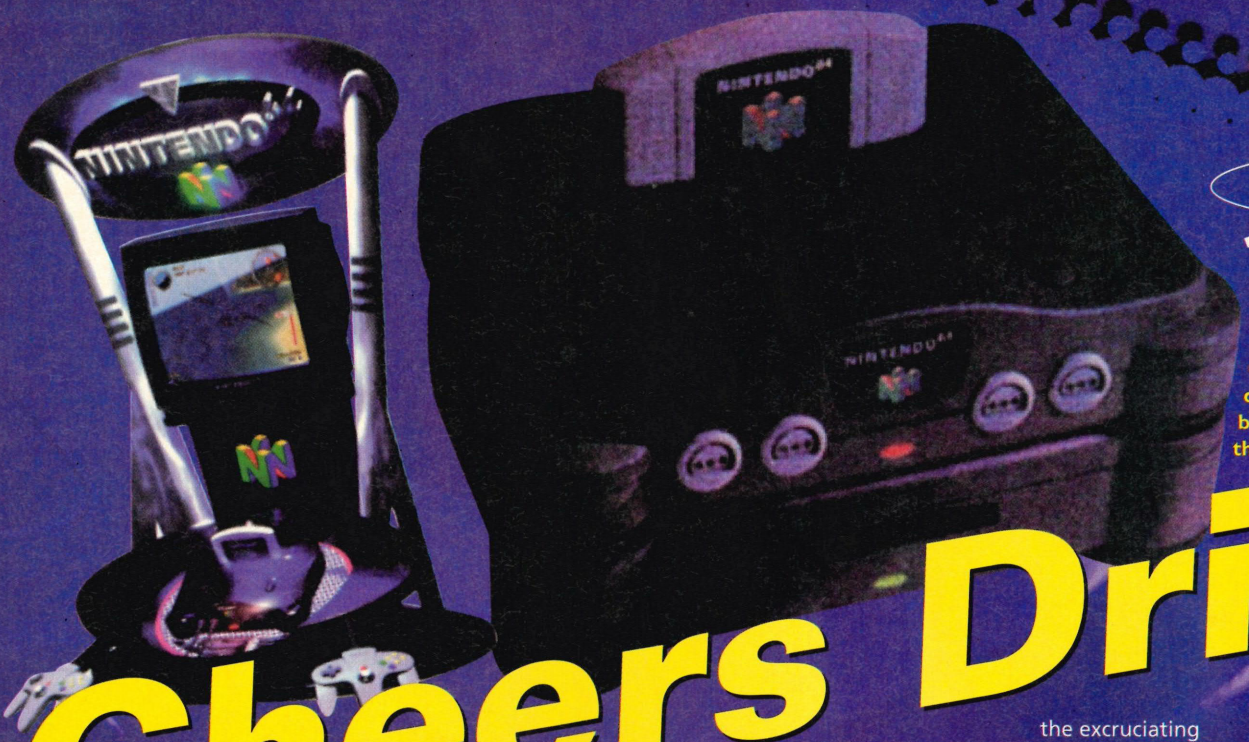
NBA Hangtime

Double dunks, fade-always, alley-oops and jump shots, a create-a-player option where you can develop your own superstar and the biggest roster of players ever seen in a game. Promising, indeed.



NBA Hangtime is going to be a smashing game. The fluidity of the action, the speed of the game and the movement of the players is second to none. Baited breath is really very relevant.

From: Mindscape
Category: Sport Sim
Complete: 25%



PREVIEW SPECIAL

Oh how tempting it is to crack one in a series of bra jokes in relation to the 64DD.

Cheers Drive

There have been plenty of vague mumblings about Nintendo's 64DD add-on of late, but TOTAL! stages yet another scoop with these, the first pictures, of the fabulous device and the slot-in disk for it.

To recap, the 64DD will be released some six to eight months after the console and will provide gamers with high speed access to a massive amount of storage. What that means is greater scope for a variety of different game styles, more graphics and bigger games. It's Nintendo's answer to CD which they still see as an inferior format for videogame storage.

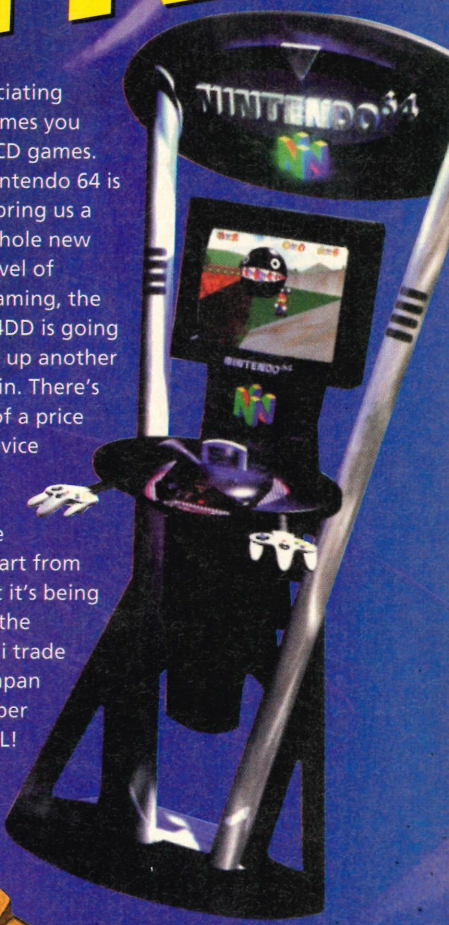
"High speed access to massive storage"

Each disk carries 64Mb of data which is 16 times that found on current cartridges. And with data compression techniques yet more storage will be available. Excitingly, players will also be able to write to the disks in a limited capacity allowing them to save characters and games and even customise them (imagine a *PilotWings* map designer that you could design worlds on then save them, you never know).

"The upshot is that it is stupidly good"

Even more enthrallingly is the fact that it will be able to transfer data at 1Mb a second, that's over six times faster than a standard CD drive, almost double that of the now popular quad speed CD drives and only a little under the transfer of the new 8X CD drives that are ludicrously expensive. Techy it may be, but the upshot is that it's stupidly good. There will also be a RAM pack available. It sounds a bit dull but it means that the games won't suffer from the excruciating loading times you get with CD games.

The Nintendo 64 is going to bring us a whole new level of gaming, the 64DD is going to take us up another stage again. There's no news of a price for the device yet, and game details are scarce (apart from *Zelda*) but it's being shown at the Shoshinkai trade show in Japan in November and TOTAL! will be there.





This is apparently what the 64DD disks will look like. It's not unlike the disks we use in our Macintosh Zip Drive right here in the TOTAL! office.

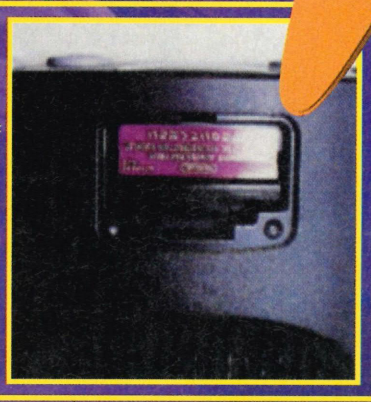


Erm, a green and a yellow joypad.

Vot Eez Zis?

This curious little port on the top of the N64 has been the subject of much speculation ever since the the first pictures of the machine were exclusively unveiled to the world in these very pages way back in issue 43.

Well, we can now reveal that it is nothing more than a terminal for the N64's expansion engine. Eh? Well, in Mickey Mouse terms, the card inside the slot tells the console not to bother looking for any external devices. When the 64DD is added to the machine the dummy card will be removed and replaced by a RAM expansion card. Alright?



Reserve your copy of TOTAL!

Dear newsagent, I'm mad for Mario and can't wait for next month's exclusive 20 page Super Mario 64 review. I must ask you to please reserve/deliver* my copy of TOTAL! 57. In fact, reserve/deliver* it for me every month. Cheers Newsie!

Name: .....

Address: .....

.....

*Delete as appropriate.

Previews

This month experience the delights of *Jimmy Houston's Bass Tournament USA*, a classic in the making and no mistake. Also, continuing the outdoors feeling is Izzy and his Olympic quest. Not exactly an original title we know, but potentially a cart full of fun. Next month be sure to tune in for a spot of N64 related jappery. Maybe a spot of *Doom 64*. And only in TOTAL! Greeat!

IZZY'S QUEST FOR THE OLYMPIC RINGS



Izzy can jump. Izzy can climb. Izzy can climb a bit more. Izzy's great.

Let's not beat about the bush, the story to *Izzy's Quest* isn't much kop. It's not going to make you sit up and gawp because it was thought up in about three minutes by some employee of US Gold desperate just to get the game into production. And we're not being unnecessarily harsh because we're only telling you now what we're going to tell you again in next month's review.

The actual game, however, looks fairly promising. Oh sure, it's a pretty standard platform affair – platforms (naturally), baddies, coins, ropes, springboards, things to discover, power-ups, etc, etc – but the whole thing's been done very slickly indeed.

The levels – there are four of the beggars in

JIMMY HOUSTON'S BASS TOURN



After a hard day's fishing the excitement of "weighing" your Bass might be too much.

Jimmy Houston. Now he must be an interesting bloke. Two time winner of the B.A.S.S. Tournament Angler of the Year Award and 14 time National Tournament Champion. You can just imagine sitting down to dinner with him. 'What does sir require for his main course?'

'Fish, please'.

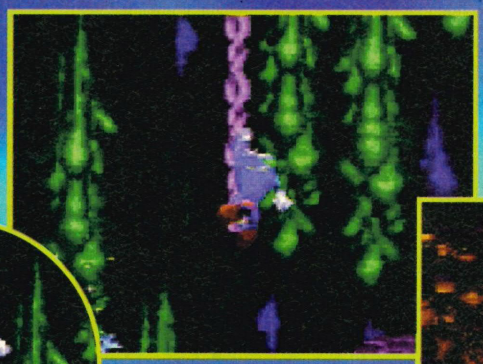
'What kind of fish is that, sir?'

'Well, it depends on the quality of the fish. What kind of rod did you use to get it? A Shimano with 7 inch reel or a Goodmans 6.92 inch? And what Lure Ranging is the fish? 1/8 oz or 1/2 oz? And Line capacity? I mean, are we talking 8/165 with a gear ratio of 5.8:1 or 8/230 with a gear ratio of 5.0:1? I'd appreciate knowing before I order.'



That's one hell of a dinghy you have there Jimmy. Phew!

Well, it seems not to have bothered the Americans that fishing is the most boring sport since Latin American Claypole Dancing because over there there's a new game being released every month based around the antics of the aforementioned sport thus explaining this month's follow up to *Jimmy Houston's Bass* (a hugely successful game in the States,



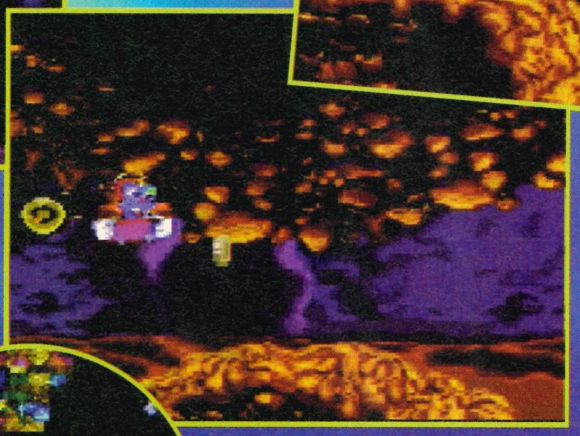
Izzy's good at climbing vines. And he can leap in two distinct ways. An amazing talent, yes?



"What's a Greek urn?" "About 100 drachma a week!" Ho, ho and ho!



This is Izzy skateboarding through the lava level. Is skateboarding really an Olympic event? We think not.





Left: Izzy also gets to turn into a rocket in one of the bonus levels.

all, split into three sub-levels – have been well thought out and offer a substantial challenge and there's ample opportunity for lengthy exploration, which is always good news as platformers often fall well short of providing a good challenge.

The main character, Izzy (the actual Olympic mascot) absolutely sizzles with personality and has a range of special moves including the Spin Jump Attack and Hurdle Jump and is also given the chance to hang glide through the Greek Village (the first world) and toss javelins in the Lava Dome (world two). On top of this, he can also do a spot of transforming (or morphing), taking on the guise of a rocket, a baseball player, an archer and a skateboarder, among others.

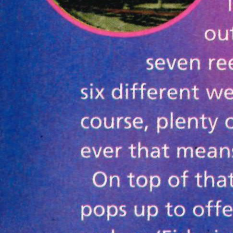
Izzy's Quest For TheOlympicRings will be appearing next month so expect a full and suitably sporty review in thirty days time.



NAMENT USA









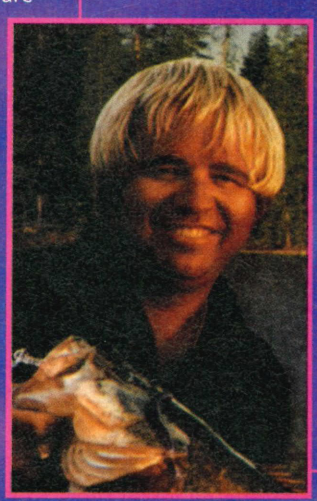
Go on, put your back into it. There's nothing like hoying your tackle into the drink is there boys.

one might add). So, in amongst the exciting speed boat racing and Mike Flowers haircuts, we've got all the usual fishing speak. There are 33 fishing rods to choose from, four real American lakes to take your boat out onto then fall asleep on, seven reels (Shimano, naturally), six different weather conditions and, of course, plenty of bass to be had (whatever that means).

On top of that, the great man himself pops up to offer vital pieces of advice such as 'Fish right on the break of drops and everywhere there is a drop' so that you, too, can improve your fishing tenfold. Frankly, we just can't wait for next month. You see, we've all had a REEL problem sleeping...

You Fat Bass

This is Jimmy Houston. Great, isn't he? No, really, isn't he great? Just look at that haircut. Any minute you expect him to launch into an easy listening version of *'Wonderwall'*. Oh well, we'll be hearing more from the man himself when we review *Bass Tournament* next month.



Jimmy Houston. A fine fisherman, but an idiot otherwise.



INDEPENDENT SNES AND NINTENDO64 MAGAZINE

SUPER PLAY

ON SALE NOW

FIGHTING GAMES



The mighty battle of the beat-'em-ups... Discover the best on the SNES.

INSIDE!



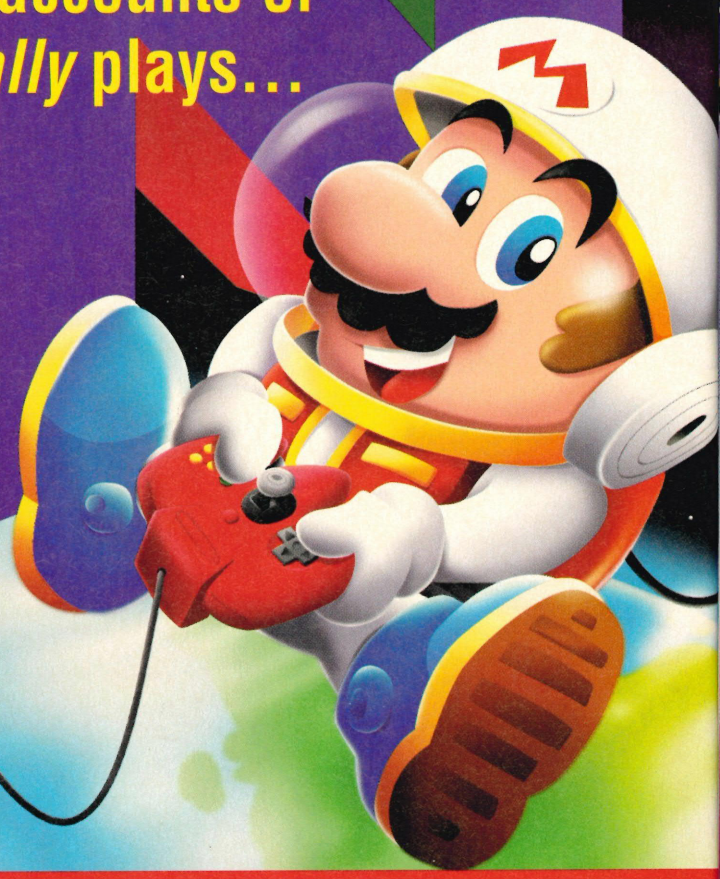
IT'S HERE!

Read first-hand accounts of how the N64 *really* plays...

MINI MAG

Our collectable guide to everything you need to know about the N64, the games and the TRUE story behind the UK release!



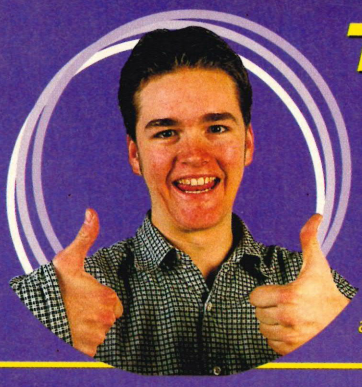


YOUR CHANCE TO WIN the first Nintendo 64 in the country!!



Atko says

Not only have I managed to be an all round great guy and squeeze exactly 4,719,012 N64-related words into a concise 40 pages but I've also chosen to include some great games for review. Tsk. I surprise even myself sometimes...



Tim says

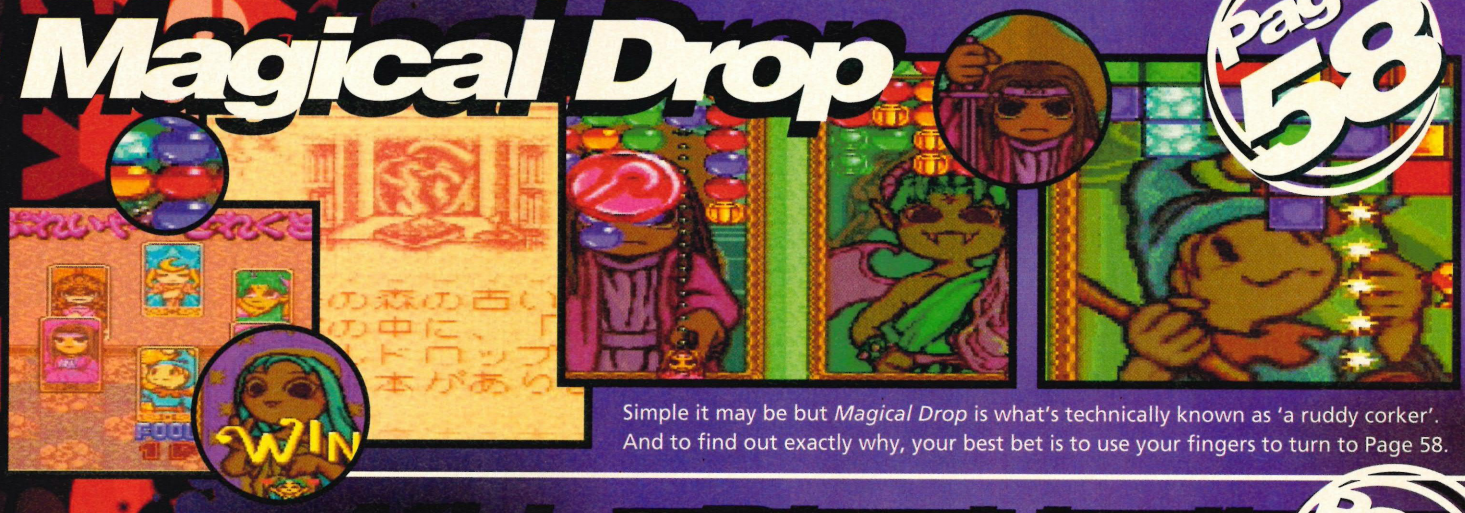
The power has gone to Atko's head. He's started sporting a square moustache and shouting 'We have ways of making you work', and 'Achtung! I want your copy in three minutes!'. Enough about Herr Atkins, here are the games...

Reviews

As always, TOTAL! gives you the finest dissection of the month's releases. Next month there's a massive 20-page review of Mario 64!

Magical Drop

Page 58



Simple it may be but *Magical Drop* is what's technically known as 'a ruddy corker'. And to find out exactly why, your best bet is to use your fingers to turn to Page 58.

Kirby Blockball

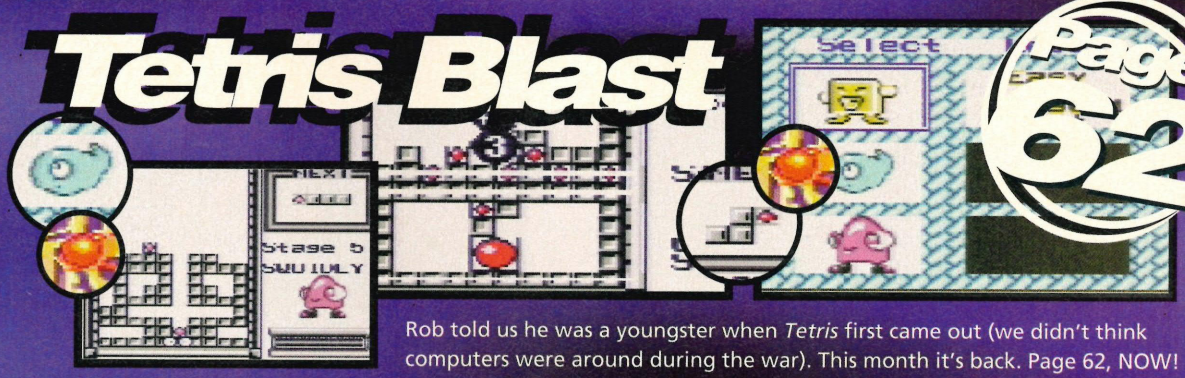
Page 60



Kirby fancies his chances of being 'the best'. Last month he graced the SNES in a smashing game and this month he's back with another timely dosage of excellence.

Tetris Blast

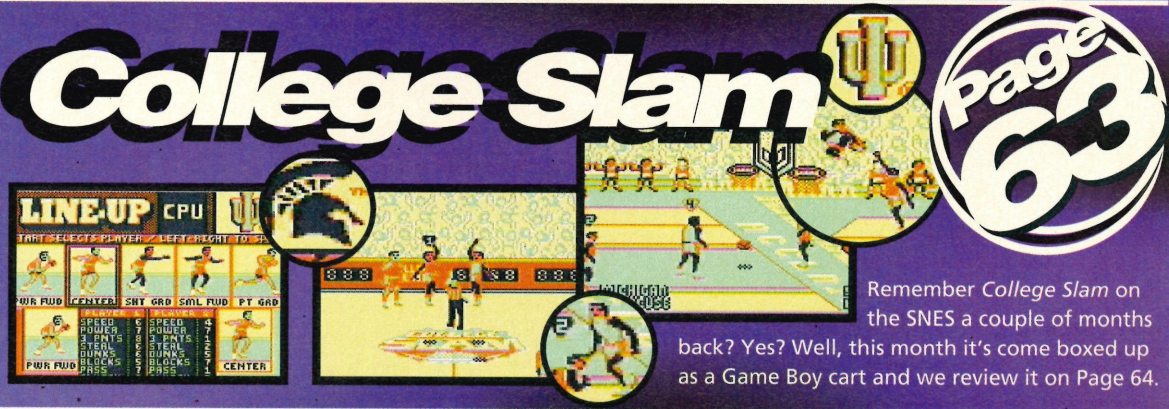
Page 62



Rob told us he was a youngster when *Tetris* first came out (we didn't think computers were around during the war). This month it's back. Page 62, NOW!

College Slam

Page 63



Remember *College Slam* on the SNES a couple of months back? Yes? Well, this month it's come boxed up as a Game Boy cart and we review it on Page 64.



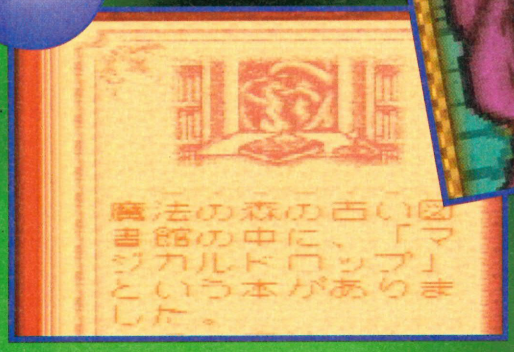
I've always maintained through thick and thin that there's nothing better than a spot of reading.

Right: I've pulled off a 'special' which will rid...

... the screen of all red balls. Aw, shucks, I'm so damn talented.









PLAYERS: 1-2
DEVELOPER: RUSS/
PRICE: CHECK WITH
RELEASE: OUT NOW

Magic

There have been loads and loads of puzzle games in the past. In fact the Game Boy itself owes an awful lot of its success and appeal to a cheeky little puzzle game that came bundled with the machine called *Tetris* – you may have heard of it.

This SNES puzzler is something special though. It started life as a Data East coin-op before arriving on the SNES and is just incredibly addictive. You've got to like puzzle games, sure, but if you do then you can't really go wrong with this one.

The actual essence of *Magical Drop* owes something to *Tetris* too in that the basic idea of the game is to stop your side of the screen filling up. But that's pretty much where the similarities end, because there are no falling shapes to manipulate here. Oh no. *Magical Drop* is all about collecting balls (although they don't have to be balls because you can select to change the object shape into things like squares, stars and very fat jelly babies) of a similar colour and throwing them together to make them disappear.



The character screen where you, er, choose your character.

Your little character at the bottom of the screen moves left-right, gathering up balls from above, and then throwing them back up the screen to land on other balls of the same colour. These then disappear and, if you've been a clever bunny, take out any other similar coloured balls immediately adjacent. This can lead to gaps in the rows of balls which kind of fall up the screen in an anti-gravity kinda way - often resulting in chain-reaction effects and more balls disappearing. And that's all there is to it.

DROPS
Immensely addictive gameplay

Magical Drop grows on you because after a short while of playing you can actually









A joke about using your balls would be better here than one about puppies and vomit.

I've accessed another 'special'. Only this time all my blue balls are about to disappear. Ah, the joys of summer and that.

I'm telling you that this game is ruddy good! Buy it now!



Above: Not so long ago, our very own Debs had hair like that. Although it was considerably greasier.

Captions, eh? You just can't beat them!

ATA EAST IMPORTER (JAP IMP)

al Drop

Super NES

start to see the potential chain-reactions and work for 'em. It's even better in two-player mode, of course, because when you've been particularly clever and got rid of loads of balls from your screen, they all come flooding onto your mate's screen. Hoorah!

And even if you're a Norman No Mates and have to the play the game solo for the rest of your life you'll find there's plenty to enjoy 'cause the game boasts two single-player modes.

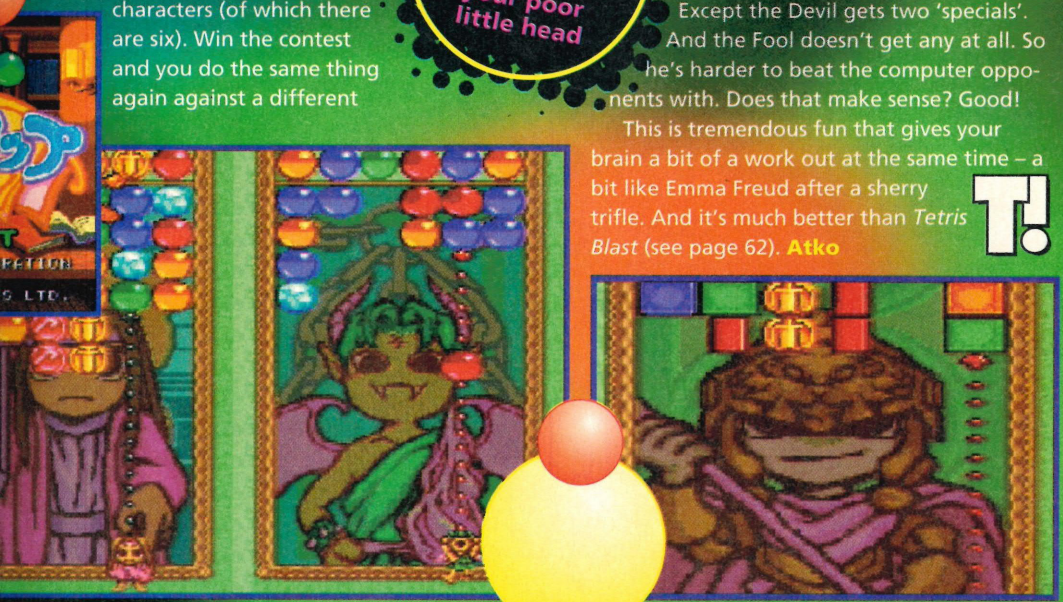
The first one is basically the same as the two-player option except you're challenging one of the computer characters (of which there are six). Win the contest and you do the same thing again against a different computer opponent. Until you've beaten all of them and the game's over.

The other single-player mode is just you versus the high score. You simply keep on going until you "cain't go n'more." Top fun!

But before I finish, I must point out one crucial gameplay feature. Every now and again you'll find 'specials' appearing in the rows of balls that come from the top of the screen. Get three or more of these 'specials' together and all the balls of the same colour as the specials disappear from the screen. The colour of the 'specials' merely depends on which character you're controlling. Except the Devil gets two 'specials'. And the Fool doesn't get any at all. So he's harder to beat the computer opponents with. Does that make sense? Good!

This is tremendous fun that gives your brain a bit of a work out at the same time – a bit like Emma Freud after a sherry trifle. And it's much better than *Tetris Blast* (see page 62). **Atko**

DRIPS
Hard work for your poor little head



GRAPHICS
Nothing tremendous, but nice background pictures and all that gubbins. **7**

SOUNDS
Manic Japanese shouting – which is great! One girl keeps shouting 'Mind the door!" **7**

GAMEPLAY
Hard to fault the game in this department. Seconds to learn, months to master. **9**

LIFESPAN
Even if you've got no mates the single-player mode will keep you at it for yonks. **9**

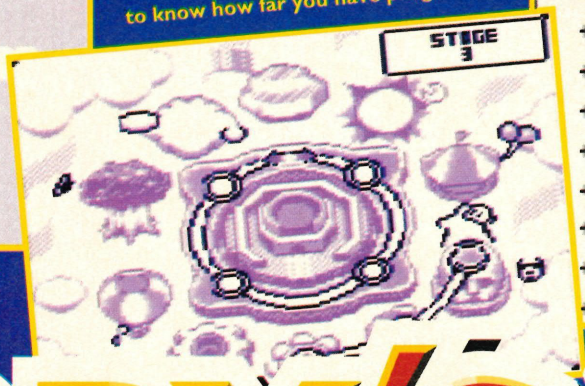
TOTAL! JUDGEMENT
"Massively satisfying. One of the few puzzle games to capture the compulsiveness of *Tetris*. Get hold of a copy now, you fools!"

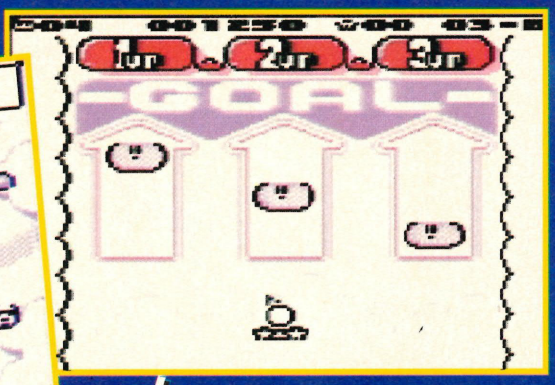
TOTAL! SCORE 90



There he is, then. Kirby. Or the Kirbster. Or Kirbs. Or K. Or, perhaps, even Dennis.

The world map. Handy when wanting to know how far you have progressed.



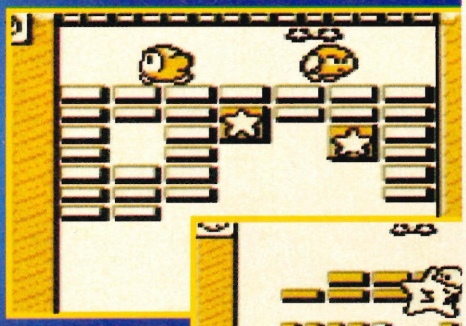


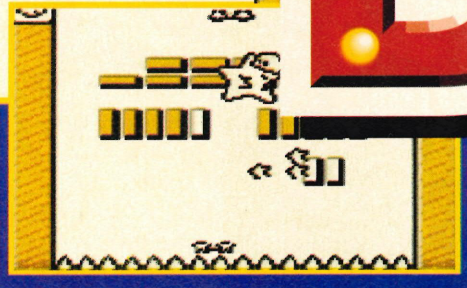
KIRBY'S BLOCK

Gameboy

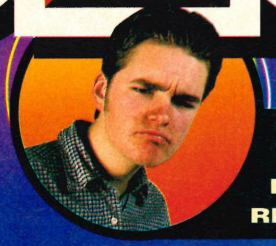


This is one of the many bonus games. Use Kirby to earn extra lives. Use him I say!



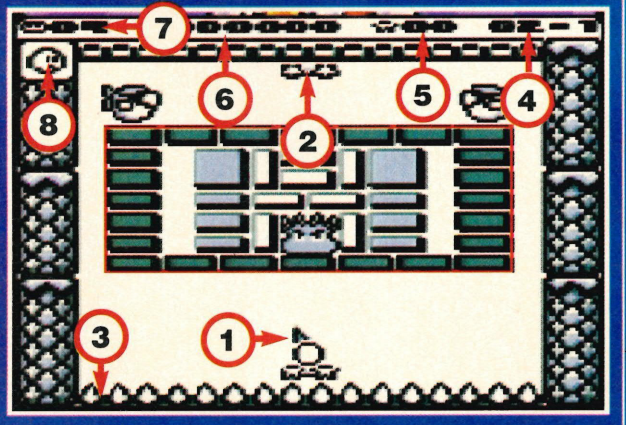


One of the first levels and already Kirby's got himself a bonus game.



PLAYERS: 1
DEVELOPER: NINTENDO
PRICE: £25 (ISH)
RELEASE: OUT NOW (US IMP)

Screen Test



1 Arrow – this selects the direction at which you choose to fire the ball.

2 Paddle – important if you aren't planning to kill off the portly shape of young Kirby.

3 Spikes – kill off the pinksome one if you don't use your paddle correctly and sensibly.

4 Stage – the current, er, stage you are on. Believe it or not.

5 Star Blocks – only relevant on the last level of each world as these determine how many star blocks cover spikes in the bosses arena. Once a Star Block is hit it disappears.

6 Score – Um, well, it's the score, innit? If you get one of the four highest scores it will automatically save onto the high score table.

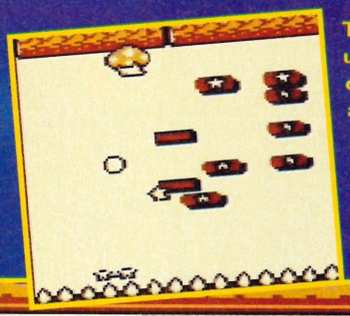
7 No. Of Balls – will decrease depending on how many balls you lose in the spikes. Balls can be gained in the bonus stages, however.

8 Current Ability – Includes Normal, Spark, Burn, Needle and Stone. Kirby can change into any of these – depending on the icon he has collected – and rid the screen of blocks at a quicker rate.

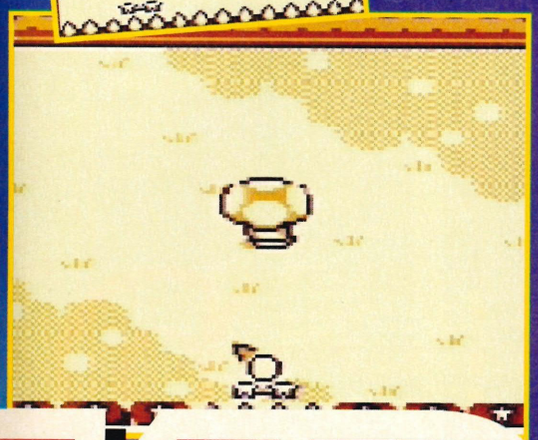
If you remember luminous green socks, grey-flecked trousers and Spandau Ballet then the chances are you can probably remember the *Breakout* coin-op. Its premise could surely have been no more simple: knock a ball about a screen, trying to destroy rows of blocks using a 'paddle' at the bottom, which you move across and back accordingly. And that was, as they say, that. But, often, it is the simplest of concepts that prove to be the best games (you only have to look



Another bonus game, though this one is considerably trickier. Match up four cards!

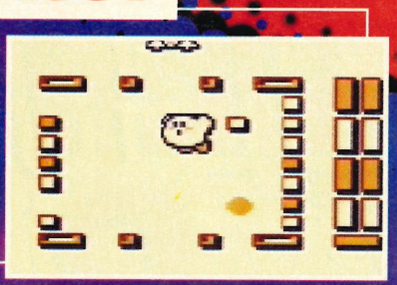


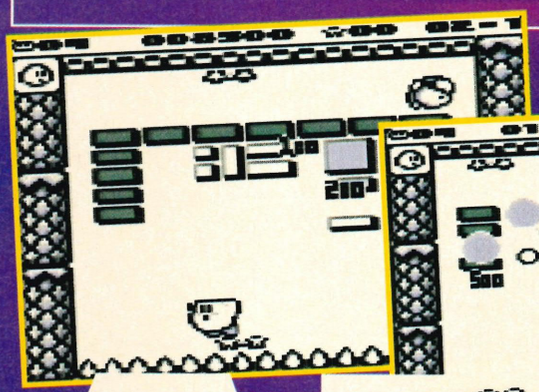
That mushroom up the top there can earn you any amount of points. So make sure you utilise the little round fella properly now.



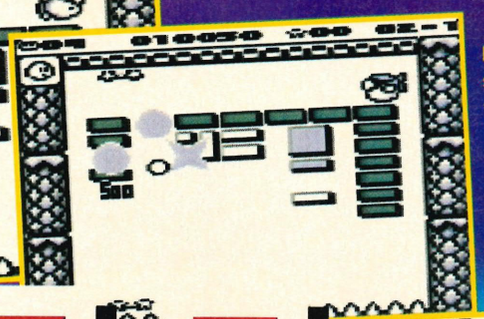
Who Ate All The Pies?

By tapping the A button twice, Kirby can inflate to Rob Pegley proportions and knock blocks out of the way like nobody's business. The amount of times he is able to do this is limitless but, when you're concentrating on keeping your ball from falling into the spikes, you often forget this is one of the options available to you.

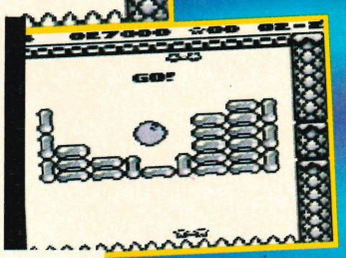




Above: 'You fat, er, little guy!' (repeat)



Ridding the screen of all foreseeable blocks is top fun. Especially if there are explosions!



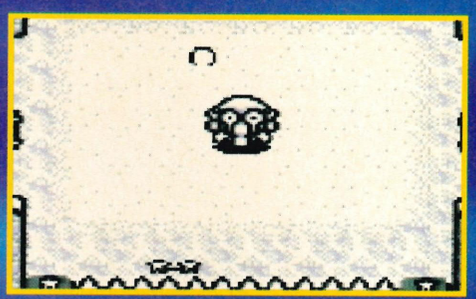
KBALL

BLOCKS Supremely playable puzzling caper

at this month's *Magical Drop* to realise that) and so, with this in mind, Nintendo and their little pink friend (Kirby, that is) reproduce a *Breakout* for the nineties. And very good it is too.

Kirby's Blockball has ten worlds in all and these are laid out in map form. Progress can only be achieved by destroying all the blocks on each individual level. Of course, this proves harder than it sounds. Some blocks take more bashing than others and so to prevent unexpected rebounds and hours of toiling away trying to get to the next row, Kirby can transform from his usual small circular state into a huge mass of marshmallow, taking out anything that dares stand in his way. Power-ups are also made readily available and enable Kirbs to do such things as turn into a stone and a fireball. Nice, no?

The spikes at the bottom of the screen must be avoided at all costs as they will signal the end of the little pink scamp. Which means that the power-ups become a necessary addition to your inventory as opposed to an optional one, due to the fact that in his powered-up state he can survive should he drop onto the dreaded pointy ones.



An end-of-level baddie-type scenario, this.

As with any game involving Kirby, there are stacks of bonus games to be found. These can be accessed by hitting special icons during a normal game. Often they are hidden behind rows of blocks, but they are worth trying for as they give you extra lives.

As the levels progress, paddles appear on two and then all four walls. This helps the player to redirect the ball into the more difficult nooks and crannies. Gumph!

Kirby's Blockball is a pleasant surprise. It's not as good as its predecessor, *Kirby's Pinball Land* but, nonetheless, it's excellent fun. Admittedly, you won't be playing it constantly for the next six months, but if you're looking for a game which isn't too testing on the old brain and fits in nicely between home and work then get it.

CROCKS Seen it all before, ain't we?

GRAPHICS
Hardly revolutionary, indeed the words 'plain' and 'bland' spring to mind.
6

SOUNDS
A lovely little ditty as the main tune, but the sound FX are fairly standard.
7

GAMEPLAY
Tried and tested gameplay means this quickly becomes essential playing.
9

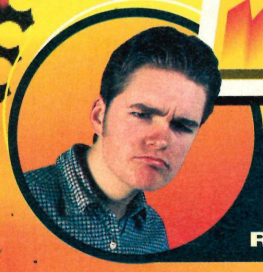
LIFESPAN
Perhaps a tad easy, but more than enough to keep you coming back for more.
8

TOTAL! JUDGEMENT
"Seen it all before we may have, but Kirby's latest is an absolute treat. A simple concept expertly done"

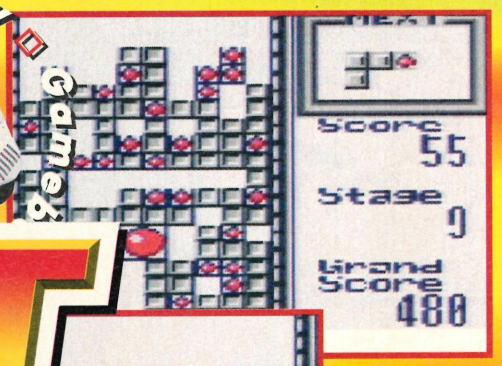
TOTAL! SCORE **85**

TETRIS BLAST

Gameboy



PLAYERS: 1-2
DEVELOPER: NINTENDO
PRICE: £24.99
RELEASE: OUT NOW

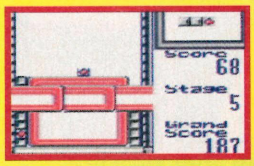




Link up with the over-sized red blob to cause an even bigger explosion. Cor, the excitement!

I want to hate this game, I really do. After the technical wonders of *Killer Instinct*, *Micro Machines 2*, *MK3* and *Prehistorik Man* in recent months, *Tetris Blast* is taking a considerable step back. Right back to the beginning of the Game Boy, in fact. For it was, if you remember, the original *Tetris* that launched our little grey friend all those years ago.

But, sadly, I can't hate it. Such is the wonderful simplicity of *Tetris* that, before you know it, your dislike of the bland visuals and dated sound FX are forgotten and replaced by a desperate urge to work your way through the increasingly difficult levels. You may just grow to love it.



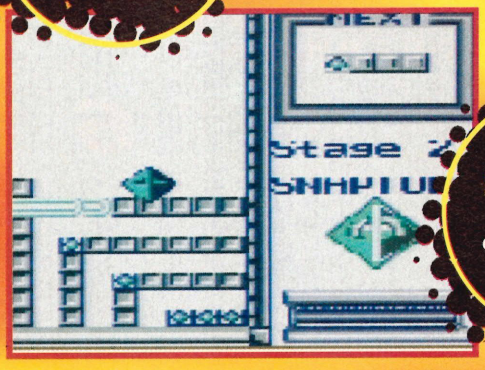
Initially pump, but it grows on you like hair that grows for a bit and then stops forever.

BLASTERS
As strangely addictive as ever

And as with all the other *Tetris* incarnations, *Tetris Blast* includes a feature that sets it apart from its competitors. This time instead of having to make lines, you are now required to make lines of bombs, therefore creating explosions that rid your screen of blocks.

The gameplay is as ludicrously addictive as ever and the diversion away from blocks and lines is a pleasant one. However, does it warrant spending 25 quid on? Well, it depends on whether you have ever played *Tetris* before. If you have and if you find it more exciting than a weekend in the Playboy photo studio then perhaps there's enough here. If, however, you've seen it all before then it may be one to consider carefully first. **TIM.**

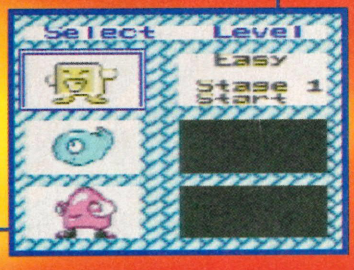
BLISTERS
It's all been done before



Have you ever seen graphics of this quality before? Move over N64.

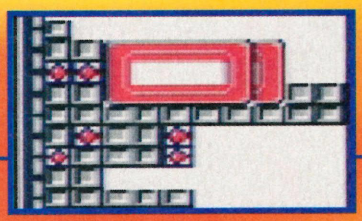
Fight

Your task is to amalgamate the blocks as usual except you've got the added problem of trying to prevent Mr Personality here from getting in your way. Nice idea but, sadly, lacking in variety and lifespan.



Contest

This allows you to play *Tetris* as it was meant to be played. Fix together the blocks and lines and try to activate the bombs. Good fun, but not the sort of thing you'd spend a spare afternoon on.



Training

Just as it says: a training mode where you learn the basics of this *Tetris* lark. Probably the only option that you won't ever look at. Unless, of course, you haven't played *Tetris*. Yeah, RIGHT.



GRAPHICS — 5
Not the most revolutionary visuals of all time and the explosions are, erm, pump.

SOUNDS — 5
Pretty abysmal, it has to be said. The usual wavey mix of beeps and blasts.

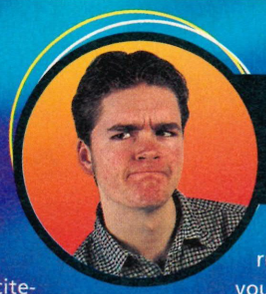
GAMEPLAY — 9
Can get very addictive and the idea of the bombs is a nice little touch.

LIFESPAN — 7
Well, it was on the Game Boy three years ago, wasn't it? Still good fun though.

TOTAL! JUDGEMENT

"It's like Christmas repeats. You sit down and watch them even though you know you've seen them before."

TOTAL! SCORE 74



PLAYERS: 1
DEVELOPER: TORUS GAMES
PRICE: £25 (ISH)
RELEASE: OUT NOW (IMP)

So hot on the heels of its SNES big bruvver that it can probably smell its ankles, the Game Boy version of *College Slam*, thankfully, seems to capture all the excitement and intensity of the 16-bit original. And that's a pretty mean achievement, mark my words – with Marky Mark's Magic Marker.

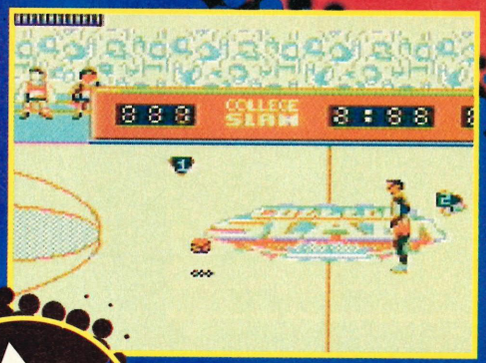
The game – as you'd expect from Acclaim – isn't a million miles short of their classic *NBA Jam TE*. It's a two-on-two basketball battle-'em-up, complete with its own fair share of ker-aze-ee power-ups to liven things up a bit. Regular basketball can be rather dull in videogame form you see – a constant running to and fro up the court, defending your own basket more often than attacking the opposition's. So the ability to, say, turn invisible, zap the other team's hoop with lightning or set yourself on fire certainly makes things that bit more interesting.

One of the great features of *College Slam* is the degree to which you can customise all the playing elements. You can edit the statistics of the team, but not to the ludicrous state of awarding each the highest points for every characteristic – raise one and another drops. You can also toggle CPU Assist on or off – the computer constantly adjusts the intelligence of the players to keep the game a closely fought thing, switch hot spots on (you get bonus points shooting from these spots) and opt for randomly placed power-up icons to appear on the court – a great feature.

There's also the chance to take part in a head-to-head match, go through a 16-team tournament, put yourself through a 20-team full season, or simply plump for semi-final mode, where you get all the tension of playing in the semis and final, without having to go through reams of other teams.

But where the heck's the two-player option, eh? Come on Acclaim, we pointed out that fault way back in issue 35 with *NBA Jam*. Sort yourselves out fellas! Tsk.

T!



The invisible option allows you to become... oh, take a wild guess for goodness' sakes.

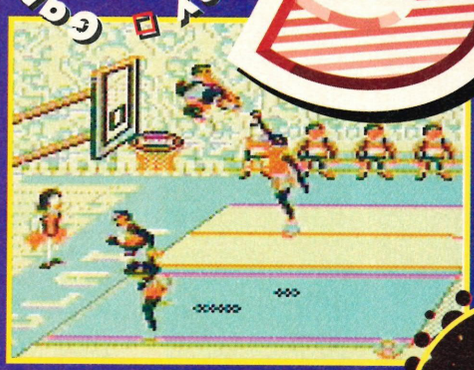
HOOPS
Tends to be criminally addictive



COLLEGE SLAM

Gameboy





Those 'Boomshakalaka' moves are in place. Good old Acclaim.

POOPS
Disorientating on a fast speed setting



More stats than a very static night dress.



Strangely for a sports sim, there's a tournament mode.

GRAPHICS
They do the job, and you don't lose sight of the ball. Can suffer from motion-blur. **7**

SOUNDS
Clearly the worst element of *College Slam*. The music's grating and the FX dire. **3**

GAMEPLAY
Easy to pick up and play. The controls are intuitive – as you'd expect really **8**

LIFESPAN
The option-tweakage mode'll keep you well entertained. But no link-up? Doh! **8**

TOTAL! JUDGEMENT

"It's not going to win any originality contests, but it's playable, entertaining stuff. So there!"

TOTAL! SCORE 82

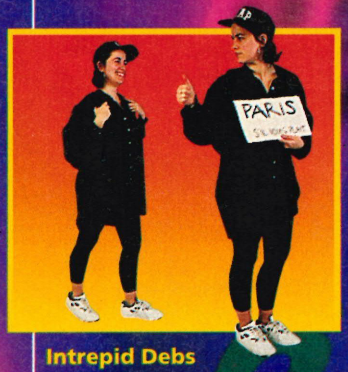
See ya, losers!

Here we are, all set for the finest summer of videogaming ever, and two of the team decide to leave for pastures poncier. Idiots.

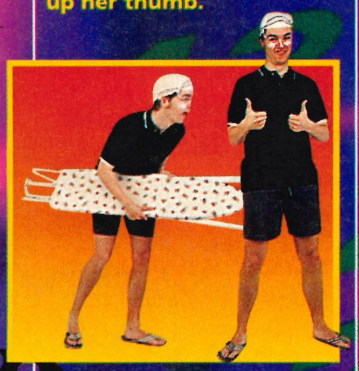
Portly Peggers has gone off on his hols before starting on a new mag and Debs has, well, Debs has simply flown the coop in order to "find" herself. Pah!



Rob cuts a dash in his summer slacks and natty straw trilby. Bog off!



Intrepid Debs straps her meagre possessions to her back and hoys up her thumb.



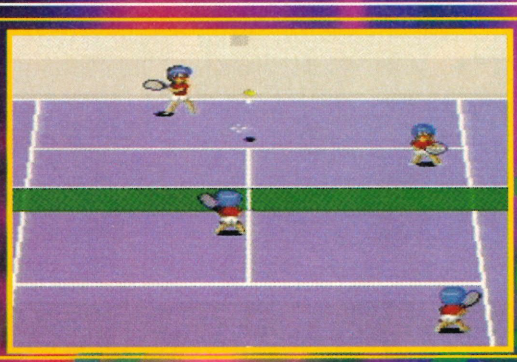
And where the hell does Tim think he's going? "Oi! Get back here you git!"

June

24 .....Wimbledon starts

30 .....European Championships Final, Wembley

30 .....French Grand Prix, Magny Cours



Quite possibly the best sport game ever, *Smash Tennis* is the best thing for June.

ENDLE

July

4-9 ..... 3rd Cornhill Test, England Vs India, Lords

6 ..... Wimbledon Women's Singles Final

7 .....Wimbledon Men's Singles Final

10-13 ..PGA Scottish Open, Carnoustie

13 .....Benson and Hedges Cricket Cup Final, Lords

14 .....British Grand Prix, Silverstone

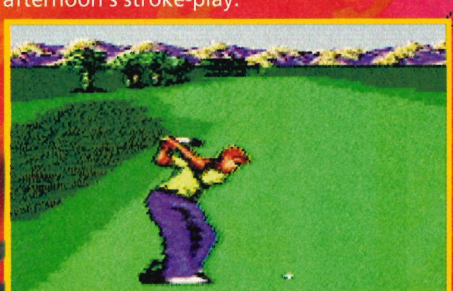
21 .....Tour De France, Final Stage, Palaiseau to Paris, C-Elysee

25-29 ..1st Cornhill Test, England Vs Pakistan, Lords

28 .....German Grand Prix, Hockenheim

PGA Scottish Open

Golf goes back to its roots (it was invented in Scotland you know) and there's really only one golf game you need to look at. *PGA Tour '96* surpasses all of its already rather superior forebears. Eight PGA courses, ten featured golfers with digitised swings, lovely looks and all the intricate gameplay features a good club-'em-up needs make this the best golf game yet. Ideal for a long, lazy afternoon's stroke-play.



Smaert digitized players are just one aspect of *PGA '96* that makes it the finest golf game out there.

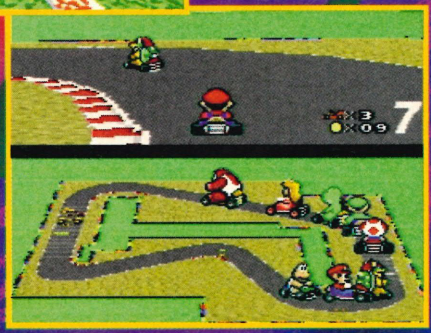
Formula One

It's always disappointed us that the faster F1 gets the more boring it becomes. There's very little overtaking and most races seem to be decided in the pits. So it's no real surprise that *F1 Pole Position*, which firmly emphasises realism, is so boring and that the Super F1 series (*Hero*, *Grand Prix* and *Grand Prix 2*) failed to excite in any way. Stuff that, we say, you want *Stunt Race FX*, *Street Racer*, *Rock 'n' Roll Racing* or *Mario Kart*. Definitely.



Above: This is boring. Below: This is not.

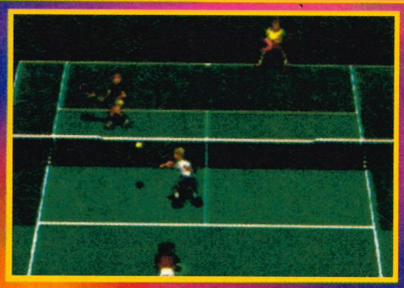




Left: Rock 'n' Roll racers use weapons.

Wimbledon

Tennis games have always been far more popular than the real thing around here and the standard of releases is generally very high. It all started with *Pong* and the process goes on. These games offer some of the most intuitive gameplay around. The best one out? We have to plump for *Smash Tennis*, a deceptively cute but very flexible game. This is the game that dethroned our previous favourite *Super Tennis*. Of course, there are big name tie-ins, the best of which, even after all this time, is *Jimmy Connors Pro Tennis Tour*.



Jimmy Connors' very own tennis game.



Show off Aggassi's dodgy effort.

ESS SUMMER

The summer may be here and people may be emerging from their dark rooms to once again enjoy life, but there's absolutely no need for you to join in. All you need for a good sporting summer is some stout curtains, one feverish imagination, one TV, one SNES and our calendar of events...

August

3-10 ....Cowes Week, Cowes (Yachting)
4 .....Olympic Games Closing Ceremony
8-10 ....1996. 1996 B.A.S.S. Masters Classic on Lay Lake Alabama
8-12 ....2nd Cornhill Test, England Vs Pakistan, Headingley
11 .....Charity Shield, Wembley
11 .....Hungarian Grand Prix, Budapest
22-26 ..3rd Cornhill Test, England Vs Pakistan, The Oval
25 .....Belgian Grand Prix, Spa-Francorchamps
26 .....US Tennis Open
29 .....Texaco trophy One Day International, England Vs Pakistan, Manchester
31 .....Texaco trophy One Day International, England Vs Pakistan, Birmingham

The Olympic Games.

Ok, so there's no real need to get excited about the Olympics, but aside from all the figure skating and synchronised swimming buffoonery, we do quite well. We win the odd medal, then. The choice of athletic games isn't exactly sparkling, even now, but there's one obvious contender for your SNES's attention throughout the games. Why, it's *Olympic Summer Games*! Apart from that you might want to dig out copies of button-basher *Track and Field* or terribly aged *Track Meet*. Alternatively...

Better than the real thing

Why should games ape the Olympics? After all, videogames are obviously better. Instead of competing on the field we should be competing on consoles, we'd do even better then. Here's our choice of events.



Bust-A-Move

No tournament could be complete without this test of nerve, hand-eye co-ordination and pad-releasing abilities. You try it. This game alone could take up your whole summer. And see you through the winter.

Bust-A-Move will bust your brain. Promise.



More fun than throwing poles and jumping.

Super Bomberman 3

For a truly international event we need just two things. A multi-tap and some foreigners. Imagine a four-way Olympic Final between Russia, China, the US and the UK.

Star Kirby Super Deluxe

It might not look intimidating, cute as Kirby's world always is, but the eight completely different events here provide a superb test of your overall gaming abilities. This could be the Decathlon, with two less events, if you like.

ENDLESS SUMMER

August cont.

96/97 Football Season

The great thing about footy is that it never seems to stop these days. No sooner has everyone recovered from the European Championships, than the season kicks off all over again. With the number of footy games available, there's no need for you to stop either. In an increasingly desperate boxout we ask, what if the leading premiership contenders were games?

Liverpool – International Superstar Soccer Deluxe.
A personal favouritel, *ISSD*'s mix of experience, workrate, finesse and, um, good looks should see it make good on the promise it showed last year. Ok, we're biased.



Left: Another Italian misses.



You recognise this one, of course – *FIFA*



Above: *Fever Pitch* lets you foul.



Sensible Soccer is the purist's choice.

Wimbledon – Fever Pitch
Lacking in flair certainly. And ability, according to most, but never short on 'commitment.' A few well-placed challenges and sheer pace should see them power their way to safety yet again. These are cliches, but good ones.

Newcastle – Sensible Soccer
The purist's choice. A controlled, but pacy manner complimented by an ability to use space and break quickly. Will score some stunning goals.

Man Utd – FIFA series
Endlessly successful and universally resented for their success. Tournament after tournament, chart after chart, *FIFA* and Man Utd continue their continual seamless transition with some typically effective marketing and will always do well, but we hate them.

Cornhill Series



Yes, you, fetch the ball quickly, little man.

That's right, cricket, a game that's been sadly neglected, videogame-wise. Still there is one game out there for you. Settle back, turn off the real cricket (it gets pretty depressing) and play *Super International Cricket*. It's the best there is, although, frankly, cricket doesn't work on a computer. Not surprising really.

Notts Forest – Kick Off 3
Some cultured scrolling and a bright passing game, but lacking in power in front of goal. Not a pineapple in sight though, because they're selling him.

Aston Villa – International Superstar Soccer
One of the best teams around, who nearly got there a few seasons ago before being superceded by shinier, newer entrants. Currently undergoing a resurgence.

Arsenal – Striker
Many people's dark horses, Arsenal and *Striker* both offer plenty in the way of entertainment (no, really), an ability to play in many different styles and a confident outlook. Possibly.

Spurs – Mega Man Soccer
Here's what we said about *Mega Man Soccer* back in issue 31; "Could have been very good, but too slow and too much effort". It's uncanny!

We shoved all this hard scientific fact into TOTAL!'s supercomputer/kettle and guess what? Man Utd's season never really gets going, Arsenal struggle in mid-table, Tottenham get relegated, Wimbledon continue to bloody the noses of pundits and opponents by finishing in the top-half, nobody noitices Nottingham Forest, and Aston Villa, Liverpool and Newcastle race right to the line for the title. That's what it says down here.



They're all looking at you. So are we, actually.

The Bass Masters Classic

Look, we know it's hard to believe, but these fishing games are actually good fun. Draw the curtains, get some sarnies on the go and you'll soon be absorbed. *Bassin's Black Bass* came as a real shock when it arrived back in Total! 43 and we'd thoroughly recommend it, along with *Bass Masters Classic* and *Pro Edition*.



Ah, this is the life. You, a boat, some fishies and a sonar radar. No contest.



Which of these lures will you be rippping the fishies mouths open with then?

GamesMaster Issue 44

The only magazine where you can do all this...

✓ **GET TO HEAR** all the 16 and 32 bit Sega news from the biggest videogame show ever – E3!

✓ **DISCOVER HOW** high Saturn and Mega Drive games come in the all-time top 100 games!

✓ **GET TO SEE** even more pics from Sega's 3D stunners – NiGHTS and Sonic X-Treme!

✓ **LEARN HOW TO BEAT** DarkStalkers 2 on the Saturn, Alien Trilogy on the PlayStation (essential guidance for when the Saturn version arrives) in our massive, stuffed tips section!

✓ **BE THE FIRST** to see all the new Nintendo 64 shots, including... Super Mario 64, Doom 64, Pilotwings 64, Killer Instinct 64, Mission Impossible and Battle Corps! Do Saturn owners need to worry when they've got NiGHTS?

✓ **GET THE CHANCE** to win your very own Revolution-X arcade machine!



AND... Find out what the GamesMaster reviewers think of **SHINING WISDOM**, **GHEN WAR**, **SHOCKWAVE ASSAULT** and **THE NEED FOR SPEED** on the Saturn, amongst others, in our huge reviews section!

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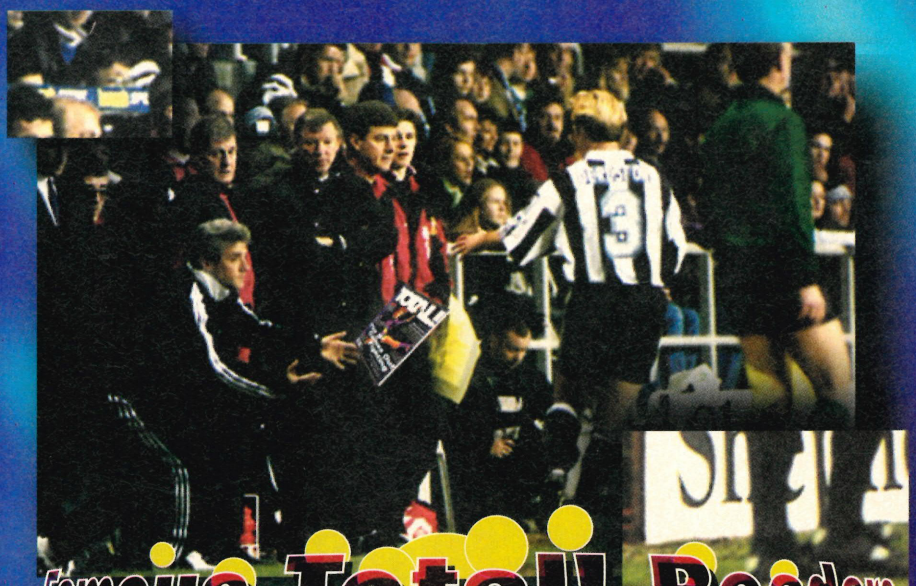
Want to know more, huh?
Internet: http://www.futurenet.co.uk E-Mail: gmaster@futurenet.co.uk

Letters

Letters are rather like microwaves. You put something in, you go away, you come back and then you get something out. And the thing that has come out is significantly better than the thing that had gone in. Understand? No? Well, let us explain. You write a letter. You put it 'in' to our letters page - the microwave, if you like. You go away, whilst all the time we, the microwave, decide whether to heat it up (or, for the purposes of this letters page) include it in our letters page (microwave). Once we've done that, you come back and get your letter out of the microwave. Sometimes it's nice and warm (i.e. it's made it onto the letters page) and sometimes the potatoes have dried up (i.e. it hasn't). But, one thing's for sure, if you do make it, you stand a chance of winning a prize. Comprende? No? Well, don't worry then. Just send us your letters. To the normal address. Thanks.



Some legs. Some legs with some socks on, infact. Oh, and some grass. And some football boots as well. A bit of gold, too. And Frankinscence. And Myrr.



Famous Total! Readers

'Bezzer! Read this! It'll give you some inspiration!' shouted Kevin Keegan (lovely man) during the Newcastle/Man Utd encounter at St James' Park. Unfortunately, he'd left it far too late. By that time his side were 1-0 down and diving head first towards the Runners-Up position. Still, when he did decide to recite from TOTAL!, his players performed wonders. Victories against Leeds and Southampton proved this. Then the silly sod forgot to do the same at the Notts Forest and Tottenham games. Tsk. We all know that reading TOTAL! could have saved you the Championship Kevin (you lovely man)!

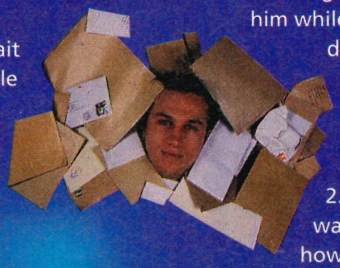
Romeo

Dear TOTAL!,

I have a few questions to ask you, which require your knowledge, wisdom and power.

1. How come I have to wait four days, after the on-sale date of your magazine, before I can buy a copy of TOTAL!
2. What happened to the Q&A section next to the Total! Tactix?
3. Is Debs married?
4. If she's not, will she go out with me?
5. Can I have her 'phone number, a photo or a mailing address?

James C, Bromsgrove



Dear James,

1. You shouldn't really be experiencing problems such as these so my advice to you would be to either place a monthly order with your local newsagent (and have a stern word with him while you're at it) so he orders it direct or subscribe, whereby you're guaranteed to receive a brand, spanking new copy of TOTAL! every month before it has even come out in the shops.
2. It disappeared because there wasn't enough reader interest. If, however, you would like to see its return, write in and tell us and we'll do something about it.
3. No.
4. No.
5. No. No. No.

ATKO

Star Letter

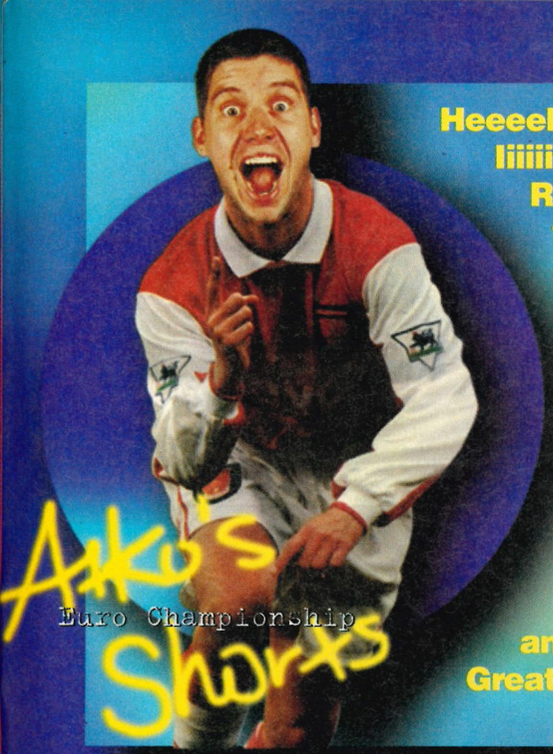
Dear TOTAL!,

I know that you take the mickey out of the PlayStation but, seriously, how do you think the Nintendo machine will compare to Sony's? It's not going to be that easy to call because It's going to be a close run thing, as far as I can see.

Alexander Stevens, Derby

Dear Alexander,

Quite honestly, the N64 promises to be far superior to the PlayStation. The PlayStation is currently top of the console tree because it has no competition. The Saturn isn't much to shout about and the SNES is, after all, only a 16-bit machine. The technical capabilities of the N64 will wipe the floor with the PlayStation. Indeed, the only thing that the PlayStation will have going for it when the N64 arrives will be its sound. The PlayStation should, strictly speaking, be more impressive. But if Nintendo are involved, we could yet be proved wrong. ***ATKO***



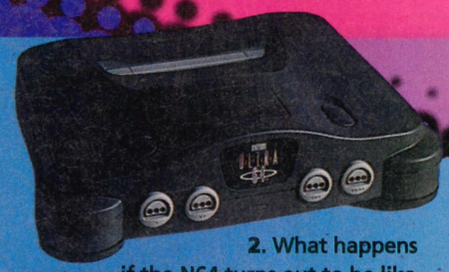
Atko's Shorts

Heeeellllooo. Iiiiiit's me! Right, after that excessive use of vowels, it's time to have a gander at your basic attempts at reading and writing. Great, am I not?

Dear Atko,
1. When is *Worms* coming out on the SNES?
2. What do you give prizes away for?
3. Why do men have nipples?
Geroid Molloy, Co Dublin.

Dear Geroid,
1. Next month. I hope.
2. Anything we care to. From now on we're going to go prize crazy! Do something good and we'll reward it.
3. Because they do.
ATKO

Dear Atko,
1. In Issue 42, there was a list of confirmed games for the N64. One of them was *MK3*. Will Nintendo be scrapping this and bringing out the most excellent *Ultimate MK3*?

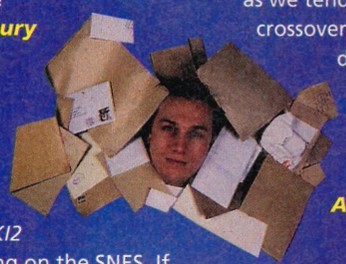


2. What happens if the N64 turns out to be like Atari's Jaguar?
3. By the way, great mag. Keep it up. Thanks for your time.
Glenn Danzig, South Shields

Dear Glenn,
1. Nah. One thing's for sure, Nintendo always go one better than Sega so expect the brand new *MK4*.
2. I can absolutely, categorically assure you, the N64 will NOT turn out like the Jaguar. It'll be better than the PlayStation. FACT.

Live Forever

Dear TOTAL!,
What will happen to TOTAL! after the release of the N64 because, surely, companies aren't going to be developing for the SNES and Game Boy machines when they can deal with a more powerful medium. Will TOTAL! become an N64 magazine?
Damien Griffiths, Salisbury



Dear Damien,
You're talking as if the machines are disappearing tomorrow. They aren't. Far from it, in fact. Rumour has it that at E3, *KI2* and *MK4* will be showcasing on the SNES. If this rumour turns out to be true - and, certainly, there's nothing to suggest it won't - then it will be proof, if proof were needed in the first place, that the SNES can still be an attractive proposition as far as developers are concerned. This will also prove good news for Game Boy owners as conversions will probably follow onto the 8-bit machine as well.
As for TOTAL!, have no fear, we'll be around for a good while yet. As long as companies are developing for the SNES and Game Boy, we'll be raring to review their products. Make no mistake, we've got no plans to go away and neither should you.
ATKO

Quelle Le Difference?

Dear TOTAL!,
I am new to the Nintendo scene (and am hoping to purchase an N64 when the machine finally arrives) and am also a recent convert to your magazine. I have noticed that there is also another Nintendo magazine by Future called Super Play. What is the difference between you and them?
Julian Brooks, Dartmouth

Dear Julian,
Whereas we deal in mostly European SNES releases and the Game Boy, Super Play generally encompass the import scene on just the Super Nintendo. This, basically, means they review games on their Japanese or American release instead of when they arrive in Europe as we tend to do. However, sometimes, they crossover into the European field just as we do the same for Japanese/American games. Apart from that the differences are that we're funnier, more informative and generally better. Obviously.
ATKO

Itchy Chin

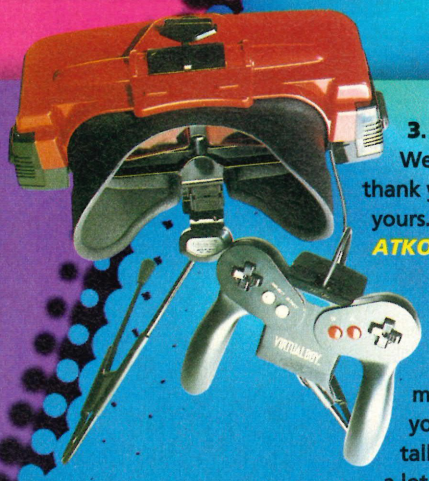
Dear TOTAL!,
I have just purchased your 54th Issue and would like to pick up on a few points. Firstly, your TOTAL! Crossword is getting worse every month. It's always got mistakes in it like the question, 'RPG, finally released last month' (6, 2, 8), where the answer is obviously *Secret Of Evermore* but you've only allowed us eight spaces to answer it in.
Secondly, 'Weird Places...' in your letters page is a total waste of space. It is deteriorating every month. What is the point of putting it in if it is done by one of your silly assistants? It's just not funny. Finally, 'Rob's Brief's' is getting worse. It's just another waste of space including that letter from that silly young girl about Take That.
Sinclair Surgeon, East Lothian

Dear Sinclair,
People like you amaze me. If you hate the magazine that much, why bother buying it? Why not just sit at home, on your own, and depress yourself. It would cost less money and you'd

Weird Places I've Played My Game Boy

Name: Barry Whyte
From: Glasgow
When he's not sharing his name with a dodgy, overweight soul singer, Barry loves nothing more than to dive head first into the mountains of snow they get up in Jockoland, build himself an igloo and play on his Game Boy. It might look harmless but imagine if that thing collapsed. Oof.
Prize: *Prehistorik Man* for his Game Boy.





3. Thanks. We will. No, thank you for yours.
ATKO

Dear Atko,
In recent months you've talked quite a lot about the colour Game Boy but I don't see the point in it. Like the VB. As soon as the N64 is released, every Nintendo owner will be after one of them and not just the same machine they've already got with a colour screen? SNES owners, surely, won't downgrade...
Bernard Underhill, South Shields

Dear Bernard,
I'll be the first to admit that the VB was a mistake. The software isn't great and it's not really portable despite Nintendo's claims to the contrary. However, the colour GB can offer the gamesplayer a great deal. It will be truly portable and although the graphics and sound won't be up to SNES standards it will certainly better the Game Gear and Lynx. No, people aren't going to downgrade but, if Nintendo put it out with a reasonable price tag, I can see it doing very well indeedy.
ATKO

Dear Atko,
Just how many units has the Virtual Boy sold? As a Nintendo lover it pains me sometimes to admit to my Sega owning mates that it was, well, less than a success.
Eric Beaumont, Cambridge

Dear Eric,
Nintendo have been pretty quiet about their Virtual Boy sales figures. Even after its relaunch (where it came complete with some interesting little games) it didn't appear to have much of an impact. So, it's difficult to tell at this stage though I'd eat my pants if they were anywhere close to what Nintendo had originally hoped.

As for your Sega-owning mates taking the mick out of you. Ha! You want to take the mick out of them, mate! The Game Gear? The Mega CD? And what about that incredible flop of a machine the 32-X? How long did that last? A fortnight? And did Sega ever manage to get more than about four games published on it? The Megadrive is the only machine that will ever come close to the sales figures of Nintendo's SNES and Game Boy.
ATKO

achieve (arrive at?) the same conclusion.

Your first point is a little unfair don't you think? That is the first mistake in the crossword for as long as the TOTAL! team can remember. We apologise for this but, as with any publication working to strict deadlines, the occasional error is going to creep in. Most of your fellow readers had the common sense to realise it was a mistake and answer the question accordingly.

'Weird Places...' depends heavily on how much reader interaction we have. And because we haven't been receiving photos from the readers we've had to fill the slot ourselves. This month you will see that we have an entry and he's won himself a Game Boy cart. And, anyway, it's only supposed to be a lighthearted feature. Perhaps, dare I say it, a tad humourous.

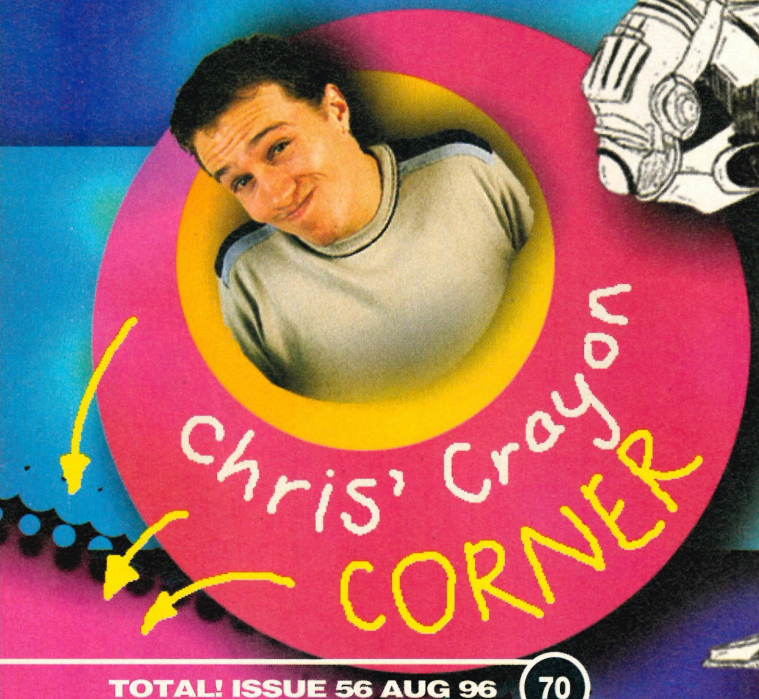
As for your comments on 'Rob's Briefs', well, if you chose to open your eyes you'd see that every question in Issue 54 bar Mary Thompkins' (who, I'm sure, returns the compliments of the season to you) is about the Nintendo. TOTAL! writers, like other members of other magazines, have social lives and other loves besides Nintendo and, occasionally, we like to talk to our readers about them. It's part of making the reader feel at home with the mag. Mary Thompkins' letter also contained sections on the N64 that were covered elsewhere in the letters page. We just thought it might make a pleasant diversion and, anyway, it only took up a measly eight lines. It's not like we've turned the letters page into a Take That Memorial Feature. Thankfully, we don't often get letters like yours and when we do, they usually have their arguments structured and backed up with some sort of evidence. You are pedantic, and dull. Go away, will you and stop wasting my time.
ATKO

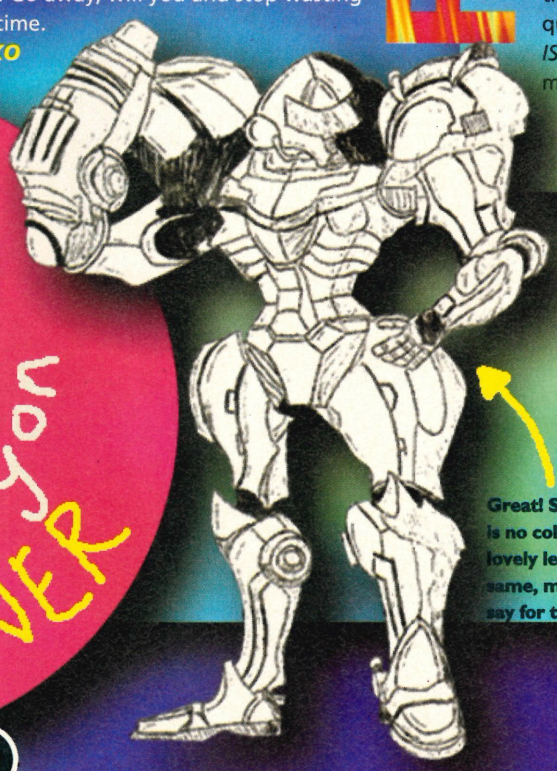
Love Raves

The Nintendo scene could surely be no more exciting. The N64 has arrived, new *Killer Instinct* and *Mortal Kombat* games have been pencilled in for the SNES, and the Game Boy is about to launch into all colour mode. And the games are just piling up in our cupboards. So, new for this month, the TOTAL! team tell of what gaming delights they've experienced these past 30 days...

Atko I've been revisiting the delights of *Smash Tennis*. Available on Japanese import, it's an absolute must for anyone who has aspirations to become the next Jeremy Bates. Or not, as the case maybe. Unbelievably playable and with a completely ace multi-player mode.

Weaver *Sensible Soccer*. Chances are you've already got it, so you'll know how great it is, but if you don't then get down to your local retailer, now!. I must admit that although I go on quite a bit about *ISSD*, this has to be my favourite.





Great! Shame there is no colour, but lovely legs all the same, more than I can say for the rest of you!!!



Tim sa
Dreddf
it's fabu
colour,

Kab
look
Atko
his g
out



Dear Debs...

Future Publishing,
30 Monmouth
Street Bath,
Somerset BA1 2DL

This is a sad day for TOTAL! Debs, the lady who invented problem pages and perfected loveliness, is off to do the business on a PC mag and, therefore, will no longer grace these pages. Sniff. Still, she's going to pop back every month and do her 'Dear Debs...' column. So, come on, roll up if you think you're hard enough. Ask our new all-knowing Debs anything and if you can catch her out, we'll send you a great software prize!

Dear Debs,
In *Batman*, what line does Jack Nicholson's Joker say after one hour, two minutes and forty-two seconds?
Samuel Preston, High Wycombe

Dear Samuel,
Far too easy. 'Love that Joker!' is the line you're looking for. And don't you forget it.
Debs

Dear Debs,
What is the chord sequence to 'Don't Look Back In Anger' by Oasis?
Will Anderton, West Hartlepool

Dear Will,
Unlucky enough for you, I'm an expert on the guitar so this question is easily overcome. The verses go like this: C, G, Am, E, F, G x 2 and then followed by: F, Fm6, C x 3 then G, Ab, Am, F, G. Then the chorus is a bit of this: C, G, Am, E, F, G x 2. That's all I'm doing this month. No software prizes for any of you. I want them harder! I don't just hand out expensive SNES carts to whimps who can't even make me break out in a sweat! Work me! Run me ragged!

Hazel Says



I'm afraid I was very disappointed after Dick Francis, head of THE Games, announced that *Super Mario RPG* won't be released in Europe. In fact, I think its disgusting. What's he playing at? Does he think he can get away with this? Write to him! NOW! Where's my dustpan and brush then? Any cups?

Next month

Come on! Harder, please! Next month, we'll be giving away two massive SNES or GB carts to the winner! Questions. NOW!



Top Tips



Atko's Tip

When taking over the Editorship of a magazine, always come in a couple of days before deadline, do stack loads of work, make it look like you're a responsible and caring leader of men, then bugger off - on a cushy little number - to Los Angeles.



PG's (Tim) Tip

When round Danny Wallace's house, never let him make you pizza. His oven doesn't work and he just puts it carelessly into the microwave. When it comes out the topping is cooked but the base is soggy and it flops all over the place.



Chris' Tip

When on the telephone to someone, when it comes to the time to put down the phone, say 'goodbye' three times but gradually get quieter as you get closer to putting the receiver back on its hook. It then sounds like you really care!



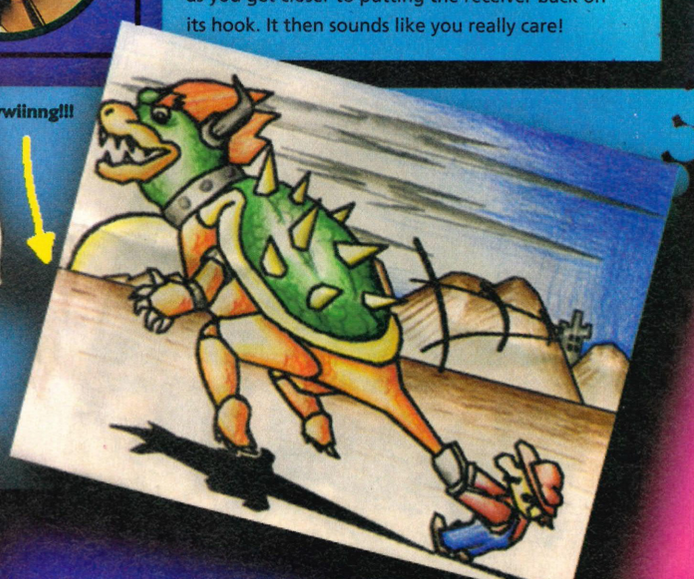
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ore like
one of
nights



Yet again, lacking in colour but hey it's not short of emotion and passion - the things that really make a piece of art come to life. Hhmmm really!

Shhwwiinng!!!



That Was The Month That Was...

This Month... Atko's Perfect Day



Friday morning

It started off like any other day for the young man Atkins. The weather wasn't great but that didn't matter to him. Indeed, the slight patter of rain against the window was a really rather pleasant sound. He bade his colleagues a good morning (plainly it wasn't, but such was the personality of the man that everyday was good - and everyone was good!). He then sat down at his desk. Right, work. What had he set himself to do today?

Well, first, a spot of writing. He had some N64 news to plan out. Opening up the Net, he popped downstairs to the coffee machine. Black, one sugar. The whirr of the machine was followed by the hollow clang of the cup falling from the shoot. The cup began to fill.

The door to the building opened. Atkins bent down and fished out his cup from inside the coffee machine. The steam spilled out from over the rim and he took a sip before standing up straight. In front of him stood The Publisher. 'Oh, hello', said the slightly startled Atkins.

'Hello, Sean', said The Publisher, smiling inanely. 'I'd like to see you later. In my office. I'd like you to sit on a seat in my office whilst I sit on a seat opposite you and talk to you'.

'Right, okay. Nothing serious, I hope?'

'Yes. It is serious. Walk to my office, using your legs, at three o'clock', grinned The Publisher, standing so straight that you'd think he had a part- time job as a scarecrow.

'I'll be there', replied Atkins.

Friday lunchtime

'Hello, PlayStation mag', said a jolly Portsmouth voice.

'Yes, Rob, it's Sean'.

'Oh, hello'. Suddenly the tone of the man on the other end of the line became subdued. Almost as if the man who smells of sea salt couldn't bring himself to talk to Atkins.

'What's going on with The Publisher then?'

'I have absolutely no idea what you are talking about', replied Rob in a spookily accurate Dalek voice.

'Rob, are you all right mate?'

'I have absolutely no idea what you are talking about', he repeated.

'Oh, right. Okay. Well, bye then'.

'I have absolutely no idea what you are ta...' Atkins put the receiver down. Questions were popping up quicker than Jim Carrey's bank account.

And gradually, it was nearing three o'clock. Then the telephone rang. Atkins picked it up. 'Hello?' He enquired.

'I saw The Publisher pick up a resignation form and...'

'Who is this?' Atkins said forcefully.

'Names are not important. I saw him pick up a resignation form just a minute ago. The word on the street is that something big is going to happen to you this afternoon. At three o'clock you're going to be hit with some bad news. Even worse news than the day Terry Fenwick announced he was going to manage Portsmouth... oops...'

Friday afternoon

It was a few minutes to three. Atkins tried to divert his thinking away from the imminent meeting by going to the celebrity nude page on the Internet. But all he could see on the screen were the words 'You are going to get the sack'. Or was that Demi Moore's tattoo?

The clock on his computer flicked to three. The time had come. This was it. This was the end. The end of the road. A small sign at the end of a long, dust ridden stretch of road, reading 'You have reached the end of the road'.

Atkins stood and walked slowly through the office. People looked over the tops of their computers at him, then looked away.

He made his way down to the ground floor and pushed open the door. At the back of the room was The Publisher's office and inside The Publisher just sat, staring at him. Atkins looked to his left and saw Rob reading a book of poetry by William Shakespeare.

'Rob, you hate Shakespeare, mate', said Atkins. Rob brought the book up to cover his face.

Atkins walked towards The Publishers office and inside Future's very own Joseph Stalin was beckoning him in. 'Sit on the seat provided'. Atkins did so.

'Right, Sean', began The Publisher. 'I don't know whether you know why you've been summoned to appear before me. Do you?'

'No, your honour', replied Atkins.

'No, well, I shall tell you then. You may or may not realise that we have been watching and evaluating your contributions to this fine company of ours. And, in recent months, we've seen a difference in your work. A big difference'.

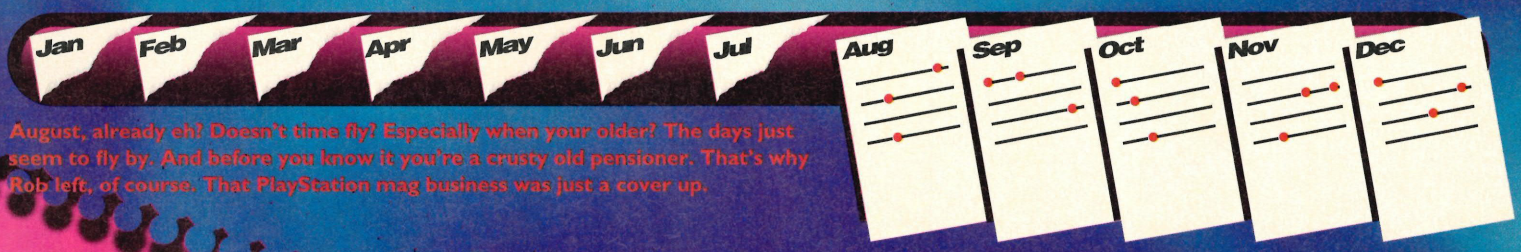
Atkins looked across to Rob, who was now reciting aloud Shakespeare passages and barking, at random intervals, 'Shakespeare is great! I love him!'

'And because of this difference in work...' continued The Publisher. This was it. Atkins was going to get the sack. 'We'd like you to have a go at editing Total!. Would you like that?' Atkins was now aware that he was gawping.

'I'd love to...' he mumbled.

'Great. And what we'd also like to do is send you off on a cushy little number to Los Angeles. Is that all right as well?'

Atkins could only nod before he tumbled off the side of his chair and collapsed into a heap on the floor. Ah, the joys of Summer.



August, already eh? Doesn't time fly? Especially when your older? The days just seem to fly by. And before you know it you're a crusty old pensioner. That's why Rob left, of course. That PlayStation mag business was just a cover up.

Look At TOTAL! This Way



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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.

TOT1 – TOT29: SOLD OUT
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.
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.
TOT55: N64 exclusives, *Star Kirby: Super Deluxe* reviewed.

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Total! Tactix

At this precise moment, the sun is shining, Atko is in Los Angeles at the E3 conference, Chris is on holiday, Debs is sorting out TOTAL! Recall and listening to some typically cultured music and Tim is hanging out the window pretending to be a monkey. Life could surely be no better.

Star Tactix

New for this month, the best two Tactix will win a much sought after 'Hazel Says...' T-Shirt. Yes, TOTAL!'s second lady (after Debs, naturally) has become a bit of a household name lately. Indeed, as soon as our fellow Future employees got wind of our Limited Edition giveaways, they were all scrounging at the door like despicable, er, scroungers. Anyway, work hard at those games and ye shall be rewarded.

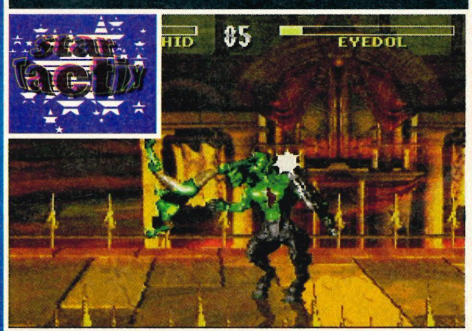
SNES Tactix



Donkey Kong Country 2 (90%, Issue 49)

Steve Williamson reckons he comes from Tattoine. Now, unless I'm very much mistaken (which I'm not), Tattoine is a planet in the Star Wars movies. And, somehow, I doubt very much that he comes from there. Still, due to the fact that we never like to put down our readers - if they believe they come from a fictional planet in a space-based movie, then fine - we'll just nod in agreement and let the young man tell us a little more about his *DKC2* cheat.

'Whilst struggling away at *DKC2*, I decided to enter the code Y, A, Select, A, Down, Left, A, Down and - lo and behold - I had irresponsibly entitled myself to a 50 lives start at the game's outset. Oh well. Never mind'. Never mind, indeed young Williamson. The force is obviously strong in you.



Killer Instinct (92%, Issue 46)

Killer Instinct cheats are ten a penny. So, normally, we're a little bit careful when including them. But this one from David Reid of Falkirk is an absolute corker. Following on from Rob and Tim's exploits in Issue 53, where the pair discovered a secret playing arena, David tells us that what we actually found was a Stage Select Code.

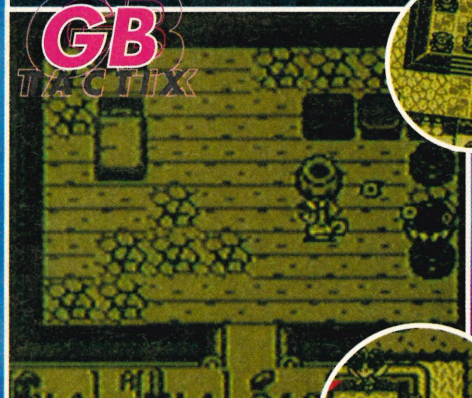
You can access further stages by selecting a character (whilst in two-player mode) and holding Up or Down and the corresponding stage code on the player one pad.

Key:
A = FK
B = MK
X = FP
Y = MP
L = QP
R = QK

Codes:
Ice Temple - Up + Quick Punch
Infinite Caves - Up + Medium Punch
Ice Sculpture - Up + Fierce Punch
Castle Rooftop - Up + Quick Kick
City Rooftop - Up + Medium Kick
Desert Rooftop - Up + Fierce Kick
Wooden Bridge - Down + Quick Punch
Bloodbath - Down + Medium Punch
Lava Bridge - Down + Fierce Punch
City Street - Down + Quick Kick
Castle - Down + Medium Kick
Factory - Down + Fierce Kick
Air Box (on both controllers) - Down + Medium Kick

Thanks very much to David who has obviously been hard at work. A prize will be winding its way to your house all the way up there in Jocko Land.

GB Tactix



Zelda IV (97%, Issue 23) Game Boy

Let's get something straight here, Adam Beazley from Chorley, Danny does not work here anymore. In fact, he hasn't worked here for six months now. And it's no good writing to TOTAL! and Danny because the young rascal isn't even in the same building as us, so we can't tell him you wrote. Okay?

Right. Well, this is your tip. 'When you get to the very edge of the

screen, press the Select button and you will go to the other side of the next screen'. Thanks, Adam.





Breath of Fire 2 (86%, Issue 52)

BOF2 was good. But hard. And if there's one thing you don't want, it's to end up getting stuck half way through the game because you can't find the damn Shamans. Well, thanks to the multi-faceted Paul Anderson of High Wycombe you need worry no more.

'The Fire Shaman (Sana) can be found when you first enter Captain. She is fairly easy to find. The next Shaman - Seso, the water Shaman - can be found after you finish the Witch Tower. When you have, go back to the fourth floor of the tower and you should find her there. The Wind Shaman (Spoo) can be tracked down in much the same fashion. Providing you have finished the Sky Tower, then you should be able to find her. And the Earth Shaman (Solo) should be pretty easy to find as it is you'.





Final Fight Tough (64%, Issue 53)

Heavens Knows, I'm Miserable Now, sang The Smiths and that's exactly what Tim was thinking after the disappointment of, what is essentially, *Final Fight 3*. Still, that didn't stop Terence Buernheart of Strathclyde from ordering a copy immediately and accessing a Test Mode.

'Turn on your SNES and wait for the Capcom label to appear. Now press Select and Start and you should find yourself in a Test Mode'.











Kirby's Avalanche (91%, Issue 43)

'While playing, take pad two and hold buttons A, B, X and Y simultaneously. Now, whilst still holding the buttons down, press Reset. On the Select a Mode screen, choose Option and go to Custom. You'll now find yourself with a special Customs Menu'. So says Christopher Flower of Doncaster and who are we to disbelieve him?





Revolution X (80%, Issue 51)

Aerosmith. Hmm. A suspect band if there ever was one. Still, the game in which they took centre stage (literally) wasn't three bad and thanks to John Lee of Milhaven it can become even better in an infinite CDs and Lives kind of way.

'Press and hold X, A and B at the title screen', the chirpy chappy tells us, 'and wait for the music to get louder. Once this has happened release the buttons and, viola, you'll have gained some extra gumpf. Great, eh?'











Spawn (71%, Issue 50)

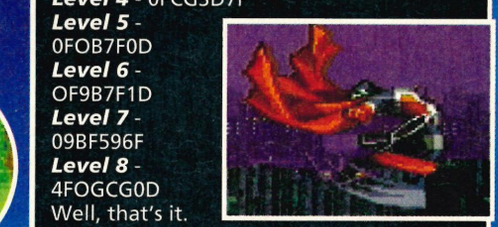
Todd McFarlane's *Spawn* was an interesting little game. Too hard but, nonetheless, interesting. And Jeremy Anthony - who resides in Stoke-on-Trent - would be inclined to agree. He's gone *Spawn* crazy this month and given us the Level codes to access those hard to reach areas.

'The first three levels are fairly easy, so I've left them out. But here are the rest:

Level 4 - 0FCG3D7F
Level 5 - 0FOB7F0D
Level 6 - OF9B7F1D
Level 7 - 09BF596F
Level 8 - 4FOGCG0D

Well, that's it. Am I good or am I good?'

Ah, now that is a question. You see, you are good but, perhaps, not as good as us here at TOTAL! who, in between the copious amounts of work we do, like to relax with a spot (i.e several days) of gamesplaying. And whilst performing in just that capacity a couple of days ago, we found the following Action Replay codes: 7E1F0327 will get you some power of the infinite variety and 7E1F0050 will access you a spot of infinite energy.









True Lies (78%, Issue 40)

When Big Arnie (so called because, a] no one can pronounce his name and b] he is big) flexed his, frankly, rather lightweight acting pecs in *True Lies*, little could he have known that around about the same time an above average blaster would appear answering to the same name.

'I've got some cheats, you know. And I'm not scared to show you them', says Rodger Russell of Bedford. 'The first lot are level passwords.

2 - ***BRMKNRD***
3 - ***CXGJMQC***



4 - ***FVJBKXF***
5 - ***HCHDXVH***
6 - ***FBJNDBN***
7 - ***HJBGBJC***
8 - ***JFFFZHB***



If this is too complicated for you, though, you can also try the Stage Select. Just type in MNCHT at the password screen then go to End and press any button. The word, 'Authorised', should appear if you have entered everything correctly.



'And on top of that lot', continues the obviously gifted Master Russell, 'here are some passwords which entitle you to a fistful of extra special stuff:

BGLVS - infinite lives
BGWPNS - all weapons
BGGRLY - invincibility'



Jungle Strike (91%, Issue 42)



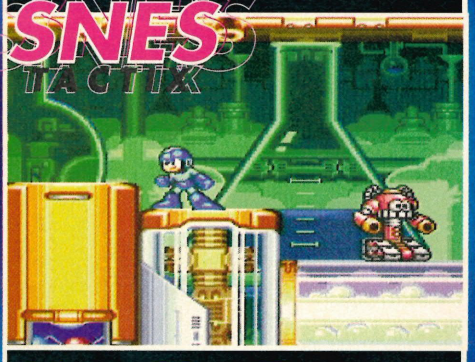
Frankie O'Donnell from Dublin didn't bother with the pleasantries. He just wrote in and launched straight into a bit of this: 'These passwords will allow you to start the campaigns below with 255 lives and the option to have Wild Bill as your co-pilot:



Campaign 1 - 8B45HP8TNMPT
Campaign 2 - 8B458P84NMPT
Campaign 3 - 8B45RP80NMPT
Campaign 4 - 8B45WP86NMPT
Campaign 5 - 8B45CP8XNMPT
Campaign 6 - 8B454P82NMPT

Good, aren't they?' Yes. They are.





Mega Man 7 (81%, Issue 48)

'There is a *Street Fighter* mode in *Mega Man 7*. Did you know that?' asks little Jack Horner (who doesn't actually live in a corner but in Rushden). We did actually Jack (because, after all, we are Nintendo experts, aren't we?). 'All you have to do to get to it is enter the following password:

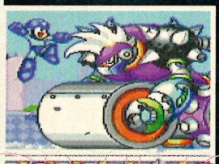


1415
5585
7823
6251

After you have done this, hold the Left and Right buttons on both controllers and press Start. You'll now be whisked off to an arena where you can fight Bass and use *Street Fighter* style moves. Also, this code allows you to do two other things. Once the passwords are entered, don't hold the Left and Right buttons down and merely press Start and you can begin the game with all the items. On top of this, the passwords can also take you to the end of the game should you want to'.









Earthworm Jim (95%, Issue 35)

Many of you wrote in this month (perhaps it's got something to do with the weather) and pleaded that we run a couple of *Earthworm Jim* cheats. Well, okay then. We're good to you, aren't we?

At any time during the game, press Start to pause. Now, simultaneously, try holding down Left and A. Release them quickly - about a second or two should do it - and then press B, X, A, A, B, X, A, and Start. This should then give you the following four options: a cheat mode, a stage select, a freeze option (which pauses the game without the screen going dark, although, frankly, there ain't a lot of point in this one) and a Map View, which comes in handy when you're lost, as it allows you to view the whole level.





Demon's Crest (82%, Issue 40)

If you're finding this nifty little adventure a tad on the hard side then you'd better sit up and listen to Johnathan Durton of Hellinsborough. 'Go to the password screen and enter the following codes:

RBNL
XHGB
VGBB
LYLD

These allow you to make your way through the levels without having to take on a single baddie as they all disappear. However, the end of level bosses remain'.

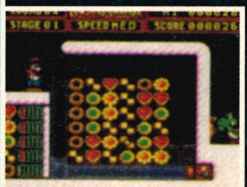




Yoshi's Cookie (73%, Issue 23)

Game Boy

It might be getting on a bit but there's obviously plenty of you out there who are still desperate for a quick play as Daniel Grifter (of the eternally beautiful Bradford) proves.



'To get to some Bonus Rounds, first get to the



Action Mode menu screen and set the round to 10. Also, set the speed to High and the music to Off. On controller two, simultaneously press the Left, Right, Select and Start buttons whilst on controller one, press down the Left or Right to select the stage you would wish to start on'.



Earthworm Jim 2 (90%, Issue 48)

Now, you may remember us carrying a couple of really rather useful *EJ2* cheats over the course of the last few months. Well, to finish off in style there's one more that we accidentally left out last month for you to enjoy. And it goes something like this.





Press Start to pause the game. Now press Left, Select, Right, Select, Left, Select, Right and Select. This has to be repeated a number of times but the end result of 10 lives is well worth it methinks. Enjoy!



The Chaos Engine (90%, Issue 29)

Go to the Options screen, choose a Player V Computer game and then fill the password screen full of T's. Now press END and you should be whisked away to World 3 and begin the game with 25 lives, £49, 114 and a spankingly good collection of goodies. Thanks go out to Dean Stockman of Greenwich.

SERIOUS MAIL

Hello. This is a serious matter. Well, kind of. Please, please, please don't send in SAEs with requests for us to write back with cheats for your favourite games. Due to the fact that we're so busy producing your favourite magazine, we just don't have the time to reply. If you need a hand with a game, phone the Nintendo Hotline on 01703 652222. That's what they're there for. And don't phone us for cheats either. We just don't have the time to pick up the phone. Thanks.

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
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Donkey Kong Country 2	SNES	51-52
Doom	SNES	47-49
Dragon's Lair	NES	10
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Zelda IV	GB	24-29

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

Total! Recall

Super NES

Here it is then. The most comprehensive guide to all things Snesticular (I think you'll find that that isn't a word, actually - Ed). If you want to know just exactly what Sammy Space Cadet and The Fifteen Monstrous Mutant Parrots got in Issue 15 then you merely have to move your eyeballs (which are in your eye sockets). Yep, we're kind of proud of this spankingly good section. It's informative, it's interesting and, if we're being honest, it's really rather funny as well. What more could you ask for?

Colour Coding

- New entries
- Recommended games

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

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

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

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

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

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

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

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

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

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

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

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

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

ALIEN^3 (90%) Iss 18
Amazing animation and tough gameplay. The best SNES film licence ever!

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

EARTHWORM JIM 2 (90%) Iss 48
Not significantly different from the first game, but the challenges are new. Deserves to be one of the top performers of the year.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

MOHAWK (75%) ISS 55
Tragically lacking in gameplay, Mowhawk may be soaked in potential but misses the mark by a way.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

OLYMPIC SUMMER GAMES (84%) ISS 55
Not faultless but, nonetheless, a varied, exciting licence that should appeal to any potential Linford Christie.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

POT 2 (43%) ISS 55
A dreadful piece of software in all senses of the word. a good idea tragically wasted.

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

POWER PIGGS (59%) ISS 55
A disappointing, naive, infuriating platformer that thinks it is clever but quite obviouly isn't.

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

PREHISTORIK MAN (92%) Iss 53
If ever there was a game that cried out to be bought, then this is it. An essential purchase.

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

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

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

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

QUARTERBACK CLUB (85%) Iss 49
This close competitor to *Madden* includes some good stuff on the management and training side. Not at all shabby, but overall is still second best.

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

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

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

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

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

SECRET OF EVERMORE (70%) Iss 49
A good game in many respects but not really an RPG as we've come to know them. Give it a go if you want a light weight quest to solve.

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

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

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

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

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

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

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

SIM CITY (94%) Iss 7
Possibly the best-value game ever! A simple concept, but a huge game.

SMASH TENNIS (94%) Iss 31
A stonking and understandably popular tennis sim. The only real alternative to *Smash Tennis*.

THE SMURFS (87%) Iss 34
Beautiful graphics combined with surprisingly intelligent gameplay and a certain je ne sais quoi make *The Smurfs* a must-buy for all you platform junkies.

SOCCER (88%) Iss 39
It's joining an over flowing footy gene pool but *ISS* deserves mid-table respectability at the very least-it's pushing towards the top of the table.

SOUL BLAZER (89%) Iss 12
Similar to *Zelda*, and almost as good. Huge, atmospheric and pretty.

SOS (81%) Iss 32
Topsy-turvy platform adventures on a sinking ship. Good stuff.

SPARKSTER (84%) Iss 35
Konami come up trumps again with this high-octane, blast-tastic, fun platformer that's only fawed by those pesky passwords.

SPECTRE (81%) Iss 30
A beautiful retro tanky shooty classic.

SPIDER-MAN AND THE X-MEN (67%) Iss 13
Very average Marvel action. The comics are more fun.

SPINDIZZY WORLDS (91%) Iss 14
A wonderful, puzzley arcade game with bags of variety.

STARGATE (78%) Iss 40
In six months the film and the game will be forgotten but this SNES offering will give you a few days of good solid blasting.

STAR KIRBY: SUPER DELUXE (83%) ISS 55
Mario may not have anything to worry about, but all the sub-standard platformers better start quaking.

STAR TREK: FUTURE'S PAST (72%) Iss 44
It has all the options you'd expect from a top-notch PC game but suffers from being slow and a bit tiresome.

STARWING (96%) Iss 16
Also called *Starfox*, this FX-chip game is the best shoot-'em-up ever!

STREET FIGHTER (94%) Iss 8
Sound, graphics and gameplay in perfect harmony!

STREET FIGHTER 2 (97%) Iss 32
One of, if not the most enjoyable games ever made. It is utterly stunning in every respect, and is a real improvement all round on *SFII* and *Street Fighter Turbo*.

STREET FIGHTER II TURBO (96%) Iss 21
This is unmissable. There'll never be a better beat-'em-up!

STRIKER (94%) Iss 20
Simply the best footy game available for the Super NES at the moment.

STUNT RACE FX (94%) Iss 32
Stupidly good driving game with great vehicles whose eyes bulge. Makes *Virtua Racing* look like a Sunday drivers' convention.

SUNSET RIDERS (78%) Iss 23
A simple blaster with some nice touches, but not enough variety.

SUPER ADVENTURE ISLAND 2 (80%) Iss 33
One of those games that is both simple and complicated, and it's payable and addictive into the bargain...I dare you not to enjoy it! Now there's a challenge.

SUPER ALESTE (85%) Iss 12
If it's vertically-scrolling shooters you're after, this is the business!

SUPER BATTLETANK 2 (70%) Iss 33
An entertaining variation on a classic theme-somehow lacks the simple gameplay appeal of *Battlezone*, and fails to create the atmosphere of, say, *Jungle Strike*.

SUPER BC KID (85%) Iss 38
It's simple and odd, but effective and wonderful fun too. The little BC Kid's got every right to be bigheaded. He's in a really reat game!

SUPER BOMBER MAN 2 (94%) Iss 35
An all-round slight improvement on an already brilliant game. Playable and addictive beyond belief. *Super Bomber Man 2* is, quite simply, it.

SUPER CONFLICT (69%) Iss 18
A strategy game which is simple and limited but still fairly compelling.

SUPER EMPIRE STRIKES BACK (79%) Iss 24
Re-run of *Star Wars*' platform action.

SUPER FAMILY TENNIS (75%) Iss 22
Competent sim, but too basic to compete with the big guys of tennis.

SUPER GHOULS 'N' GHOSTS (87%) Iss 11
A challenge to knock your socks off. Surprisingly good!

SUPER METROID (91%) Iss 30
Huge, complex and very playable futuristic adventure. Brilliant.

SUPER MARIO KART (82%) Iss 11
Original racing-collect-'em-up with split-screen tracks. Fun but not very varied.

SUPER MARIO WORLD (98%) Iss 4
This game's got it all – graphics, depth, challenge ,, it's absolutely wonderful!

SUPER NBA BASKETBALL (74%) Iss 18
This won't grab you if you're not a fan. And we're not!

SUPER PROBOTECTOR (88%) Iss 9
Unbelievable graphics and out-of-this-world gameplay.

SUPER PUNCH OUT!! (85%) Iss 37
What boxing games needed was a bit of variety in gameplay and a bit of excitement. This is it and top excitement it provides too

SUPER PUTTY (80%) Iss 23
Entertaining and varied platformer, but the controls are a bit awkward.

SUPER R-TYPE (71%) Iss 6
Stunning graphics, but let down by shallow gameplay.

SUPER SMASH TV (93%) Iss 8
Stupendously brutal, thrilling and rock-hard! An excellent blaster.

SUPER SOCCER (80%) Iss 6
Great visuals, a choice of teams and flexible controls, but it's unrealistic.

SUPER STAR WARS (87%) Iss 15
This isn't very original, but it's a great movie tie-in, with sumptuous graphics.

SUPER STREET FIGHTER II (97%) Iss 32
Utterly stunning in every respect. This beat-'em-up must be one of the most playable games ever made.

SUPER SWIV (83%) Iss 16
A classic , Super NES top-down blaster. Be warned – it's incredibly tough!

SUPER TENNIS (96%) Iss 5
One of the most playable and realistic tennis sims ever!

SUPER TROLL ISLAND (90%) Iss 29
Weird, huge, very playable and addictive platformer.

SUPER TURRICAN (75%) Iss 25
A good ol' fashioned slaughter fest, though sadly, a tad unoriginal.

SUPER TURRICAN 2 (91%) Iss 41
A superb, if slightly visually-dated, blaster which grips you from start to finish. The most potent shooter for some time.

SUPER WWF (81%) Iss 6
Even if you hate wrestling, this'll wow you. It looks and sounds great.

SYNDICATE (88%) Iss 37
Flawed but a fabulous idea for a game. Just watch what happens when you casually stroll in the middle of a crow of civilians and pull out sawn-off shotguns. Heh heh heh!

T2 THE ARCADE GAME (81%) Iss 25
A shoot-'em-up arcade game, which can use mouse or Scope.

TECMO SUPER BOWL (85%) Iss 26
Looks basic, but it's seriously playable. Loadsa fun!

THE MAGICAL QUEST STARRING MICKEY MOUSE (81%) Iss 13
Stunning game, but a bit easy.

THEME PARK 2 (93%) Iss 42
It's taken a while coming but the scaled-down simplicity and extra touches combine to make this the most satisfying version of *Theme Park*.

TIN STAR (82%) Iss 43
Tin Star feels like an gem of a game from the moment you plug it in but you can't help feeling short changed when it's nearly complete after one sitting.

TINTIN IN TIBET (79%) Iss 48
A sterling stab at bringing Tintin and his quiff into the '90s. Pity the gameplay remains lost in time...

TOP GEAR (93%) Iss 9
Fast, furious and fun racer – the best two-player racing game ever!

TOP GEAR 2 (87%) Iss 23
Same as its predecessor. If you've got that, it's pointless buying this.

TOTAL CARNAGE (74%) Iss 23
Ropey conversion of the excellent coin-op. The graphics are completely duff.

TRODDLERS (87%) Iss 20
Lemmings with a difference. Simple to pick up and a lot of fun to play.

TRUE GOLF CLASSICS (72%) Iss 11
If it's a realistic, rather than playable golf sim you're after, give this a whirl.

TRUE LIES (78%) Iss 40
True Lies is what you'd expect from an Arnie game. Fairly standard stuff with guns, blood and no real depth.

TURTLES TOURNAMENT FIGHTER (90%) Iss 25
The next best thing to *SFII Turbo*.

ULTIMA:THE FALSE PROPHET (66%) Iss 32
A good choice for experienced RPG enthusiasts,the rest of the world are in danger of nodding off.

ULTIMATE FOOTBALL (71%) Iss 22
Arcade-style US footy game which looks good, but is too haphazard.

UNIRALLY (90%) Iss 39
Original, gripping and addictive. This massive cart also happens to be amongst the fastest racers ever on the SNES. Top fun.

UN SQUADRON (92%) Iss 10
A brilliant blaster. One of the best horizontal-scrollers around.

URBAN STRIKE (88%) Iss 48
Although tainted by a few all-too-obvious gameplay flaws, *Urban Strike* remains a challenging cart.'

UTOPIA (71%) Iss 29
Sim City meets *Meta Marines*, except not as much fun as either.

VAMPIRE'S KISS (77%) Iss 46
Not for the beginner by any means, *Vampire's Kiss* is a true-blue platformer, designed specifically for the hardened gamesplayer.

VIRTUAL SOCCER (68%) Iss 24
Basic footy game which lacks finesse. Stick to *Sensible Soccer* or *Striker*.

VORTEX (85%) Iss 35
It takes a while to get into but your patience will be rewarded with a frenzied blaster. If you're investing this much dosh, you'll want to invest the time too.

WARIO'S WOODS (88%) Iss 45
It's an excellent puzzler which is very addictive. When it grips you, it'll have you glued to your screen for months.

WEAPON LORD (73%) Iss 46
A game with potential and an original angle, *Weapon Lord*, soon sinks into the vast cesspit of adequacy.

WILD GUNS (86%) Iss 40
The kind of game to reaffirm your faith in shoot-'em-ups. It's so packed full of gameplay that only the most ardent pacifist could fail to love it. Really.

WING COMMANDER (89%) Iss 14
Blasting flight sim with great graphics and thrilling combat.

WOLFENSTEIN (87%) Iss 26
Set in a first-person, 3D maze, this Nazi-bashing extravaganza is brill.

WORLD CUP STRIKER (92%) Iss 30
Quick, slick footy game without the dullness such games usually have.

WORLD CUP USA (88%) Iss 30
Solid, playable footy game with a licence and a silly mascot.

WORLD MASTERS GOLF (83%) Iss 44
A thoroughly entertaining golf sim.

WORLD HEROES 2 (80%) Iss 33
If you want a fight with a difference then this is the beat-'em-up for you.

WRESTLE MANIA (88%) Iss 48
The lack of character stops this being a must-buy.

WWF RAW (74%) Iss 37
Okay but unimpressive in one-player mode, it changes into a mad thing when you get some mates to join in.

WWF: ROYAL RUMBLE (83%) Iss 19
A better game than the original, with lots of good, old-fashioned violence.

YOSHI'S ISLAND (94%) Iss 47
A superb addition to the *Mario* family. More of the same but with more attention to detail. These people can't put a foot wrong.

YOUNG MERLIN (78%) Iss 25
Walk around a magical landscape collecting stuff... For a long time!

ZERO: THE KAMIKAZE SQUIRREL (81%) Iss 45
I miss games like this. This is platformer of high quality.

ZELDA III (93%) Iss 11
Fantastic adventure that's big, atmospheric and very tough. A real laster this one.

ZOMBIES (92%) Iss 22
Fab-looking blaster with plenty of addictive exploration and humour.

Reader Ads

Forget car boot sales! Forget 'doing' swapsies with your mates in the playground. Forget rining up your local games retailer using the companies phone bill. TOTAL! have made it easy for you. All you have to do now is write to us and tell us what you want to tell others and we'll slip it cunningly, yet secretly, into this beautifully designed section. Ingredients: Form, pen, sale.

Sales

● SNES games for sale: *Cannon Fodder, Pole Position, Bubsy, Battletoads, Joe 'n' Mac, T-Type, Mario World.* £15 each.
Tel: (01455) 614097

● Mega Drive for sale, two joypads and five games including *Golden Axe, Story Of Thor* and *Eternal Champions.* Worth £210 will sell for £100 ono.
Tel: (01803) 323245

● PlayStation with *Wipeout* and *Tekken* for sale £200 ono and free SCART cable and joypad.
Tel: (01553) 765712

● A mix of two mags: *Super Play* and TOTAL!, includes issues 1-3 of *Super Play*. Many free gifts and cheat books. £20 the lot.
Tel: (01203) 302043

● I have got NMS, *Super Play*, TOTAL! and *Sega Power* issues. Plus a few vieos. Phone Matthew.
Tel: (01977) 556250

● Bargain SNES with nine games including *DKC2, Clayfighter 2, NBA Jam TE, SFII Turbo, Pilotwings,* four controllers, Super Game Boy, four-player adaptor and 30 mags. £150 Top condition. Quick sale. Call after 5pm and ask for Joe.
Tel: (01423) 358753

● Super NES game for sale or swap. *Illusion Of Time* RPG – £25 ono. Brand new.
Tel: (01705) 462793

● SNES with 12 games and three pads (two turbo) £290. All boxed with instructions. All games over 90% excl *Judge Dredd* (86%). Will sell separately. Tel: (01283) 551430

● NES –two pads, gun, robot, games case – *SM3, Punchout, Kick Off, Bart Vs Space Mutts, Turtles, Duck Hunt, Zelda, Goonies* and three wrestling games. £65 with instructions.
Tel: (0181) 769 4742

● SNES with 20 games inc, *SSFII, Killer Instinct* and *FIFA '96*. Will sell for around £200.
Tel: (01295) 780760

● Ten SNES games for sale: £8 each or £75 for all. All games boxed with instructions. Phone weekends only.
Tel: (01745) 710663

Swaps

● I will swap my *International Superstar Soccer* for your *NBA Jam.* Will also swap my *Cool Spot* (GB) for *Road Rash* (GB). Call between 7-9pm.
Tel: (0181) 521 9313

● I will swap two for one: *Doom* and *Super Metroid* for *Super Return Of The Jedi.*
Tel: (01872) 71165

● I will swap *Yoshi's Island* for *Secret Of Evermore* or *Illusion Of Time*. Will also throw in *SFII.* Also one of: *SMK, Sim City, Jurassic Park* or *Super Swiv* for *Bassin's Black Bass* or two for the *Legend Of The Mystic Ninja.*
Tel: (01623) 871479

Wanted

● Wanted: *Sim City* (PAL version). Must have instructions. Call after 4pm. Tel: (0171) 387 6265

● Wanted: Issues 32 and 33 of TOTAL!. Will pay £3 each.
Tel: (0181) 698 5696

● Wanted *Mario All Stars* for between £10-15 depending on cond tion. Boxed if possible.
Tel: (01404) 367550

● I want the *Legends Of Lone Wolf* books (by Joe Dever), numbers 1-8. Will pay good prices.
Tel: (01203) 302043

● Wanted – *NBA Give 'n' Go* for the SNES. Urgent! Will pay up to £25. C on Saturdays, 8pm onwards.
Tel: (0161) 434 2911

● I really want TOTAL! issue 21-27. Will pay a reasonable price £1.50-£2 each ono. Ask for Christopher on weekdays after 4.30pm. Must be in very good condition.
Tel: (01247) 464727

Fanzines

● Only Joking: The best place for jokes. For your free catalogue, send your name and adress and a 20p coi (to cover the postage and packagin to: Only Joking, 23 Barley Hills, Bishopstortford, Herts CM23 4DS.

● Gamesplayer club for Nintendo and Sega owners. Games for sale an lots of newsletters, plus lots more. Contact: M Clark, 6 The Glebe Elm-don, Saffron Walden, Essex CB11 4L

Pen-pals

● Hi. I'm looking for a pen-pal aged 12-15 years old, female or male. Contact: Kay Cheung, 3 Arbory St, Castletown, Isle Of Man IM9 ILH.

Reader ads! Just £1 for a normal ad! £5 for a boxed ad Normal ads are free to TOTAL! subscribers

To place an ad, write what you want to say in BLOCK CAPITALS on the right of the coupon. Remember to include your telephone code, although there's no need to put your phone number in the text of the ad.

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The TOTAL! Crossword



Win A copy of Civilization on the SNES

Okay, lovely boys (and girls), put your best foot forward, grab a pen and do a bit of crosswording.

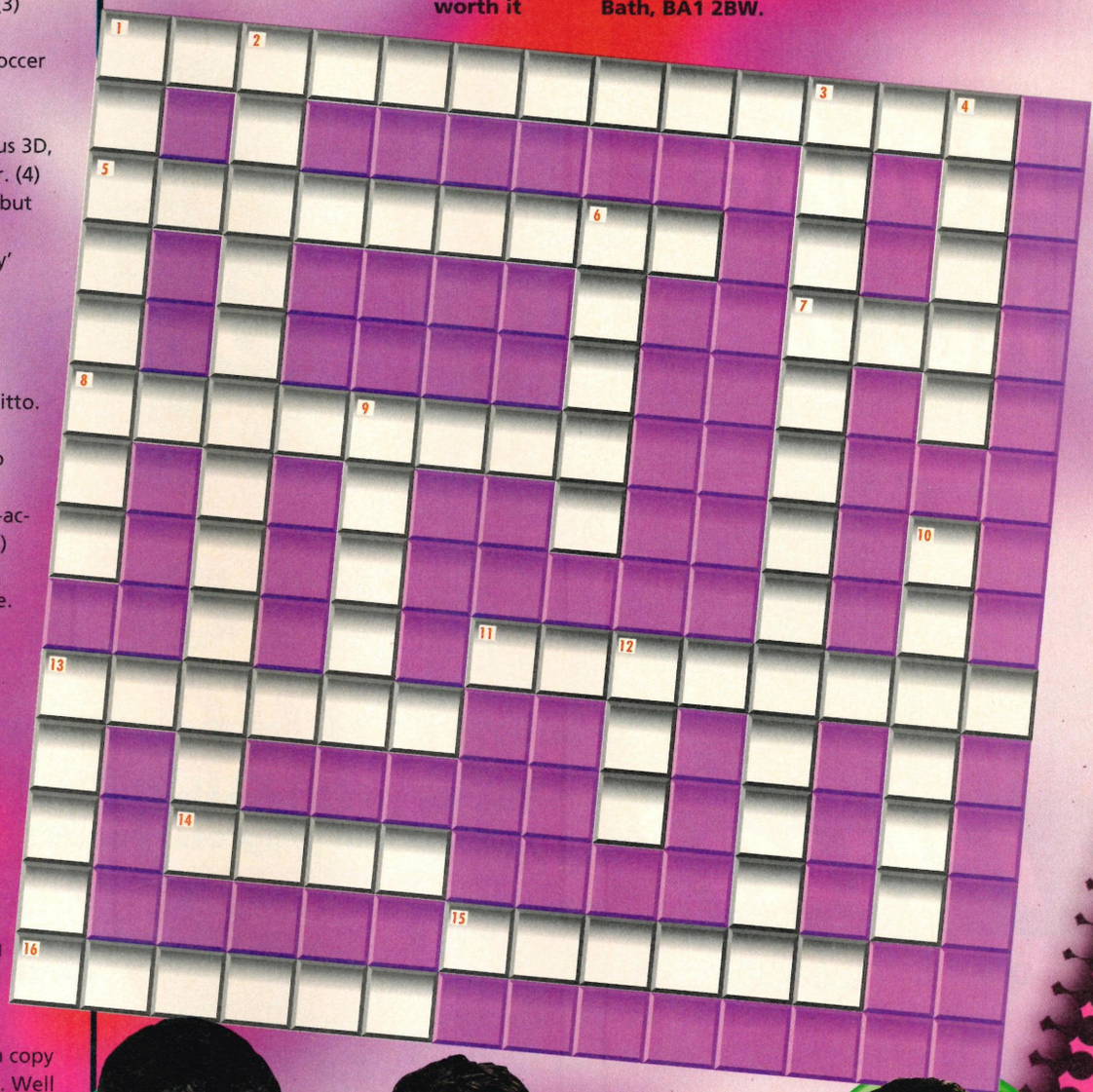
Doing a crossword is rather like riding a bike through the Himalayas. There's bound to be some ups and downs, hard bits and easy bits, tears of sadness, tears of joy, tears because you realise you've got biker's bum. But you don't mind the struggle if you know it's worth it and this month it will be. Do a bit good in the crossword and you'll win a very rare 'Hazel Says...' T-Shirt as well as a good-as-strawberry-milkshake cart. So, scrawl your efforts with your fingernails and send them to us at: TOTAL! Crossword, 30, Monmouth Street, Bath, BA1 2BW.

Across

1. Best mates with Mohawk. (9, 4)
5. Reviewed in Issue 41, this character sticks his nose in where it isn't welcome. (9)
7. Left Total! only last month and is now the whip weilder on a PlayStation mag. (3)
8. _____ ___ ____ Beholder. (3, 2, 3)
11. The first part of Tim's favourite soccer game. (8)
13. Donatello was one of these. (6)
14. About to grace the N64 in glorious 3D, this is the original first person blaster. (4)
15. Tried to be Lemmings in Issue 28 but could only manage 72%. (5)
16. Issue 42 saw this 'gut-wrenchingly' good game score 86%. (6)

Down

1. The star of both Popoon and Popoitto. (8)
2. The brilliantly animated prequel to Flashback. (12)
3. Had everyone going, 'boc-boc-boc-ac-boc' in Issue 25. No, really it did. (6, 7)
4. He's been trapped in an avalanche and last month he went Super Deluxe. (5)
6. The bitch was back for the third time in Issue 18. (5)
9. The FA Cup has one at its end and in Issue 53 it signalled the end of the fight. (5)
10. Issue 46 had plenty of instinct. (6)
12. The National Basketball Association. (3)



And The Winner Is...

Last month's brain crazy crossword doer was Andrew Jeremy Lowe from Cheswick and he earns himself a copy of Secret of Evermore for his troubles. Well done that man.



Next Month

SUPER MARIO 64 The Review

It's world exclusive! It's 20 pages long! But is it the best game of all time? Don't you dare miss it!



Donkey Kong Country 3

Return of the Kong – here he is!



Winter Gold

The joy of FX revealed in our work in progress report.



Plus!

Freak Boy
Monster Dunk
Worms
Izzy's Olympic Quest
Jimmy Houston's Bass
Toshinden GB
Prince Of Persia 2

And more Nintendo exclusives than any other mag!

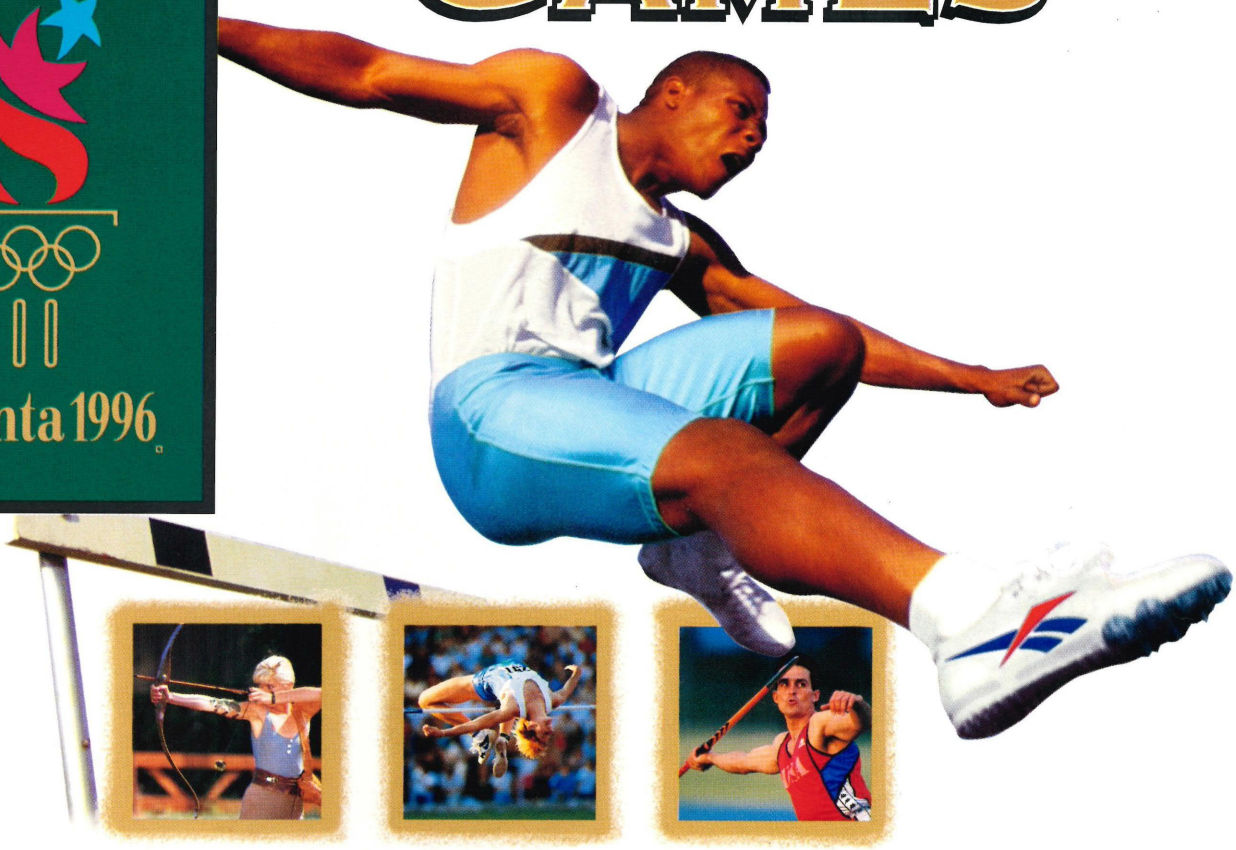
We report exclusively on the Japanese launch of the Nintendo 64.

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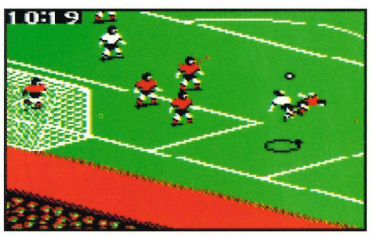
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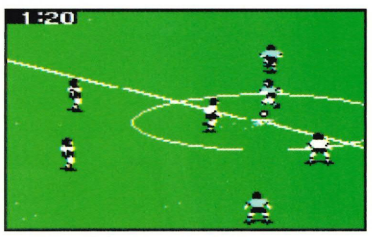
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