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TOTAL!

SUPER MARIO 64 Exclusive Review!

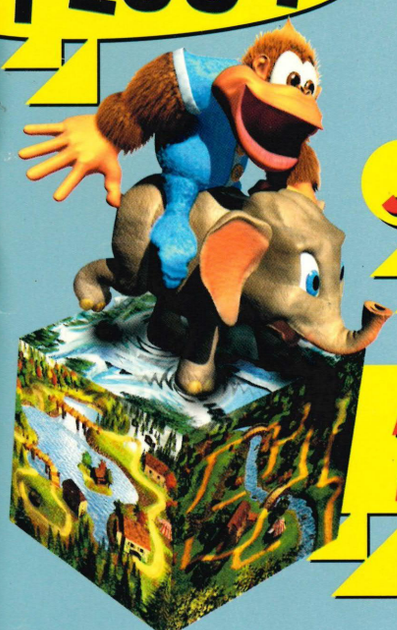
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Mortal Kombat Trilogy PilotWings 64 Street Fighter Alpha 2 Mission: Impossible

14 **Donkey Kong Country 3**

The sequel to the sequel to the fastest selling SNES game of all time gets the TOTAL! treatment in our six-page In Production report.

44 **Super Mario 64**

History has been made as *Super Mario 64* becomes the first game ever to receive that magical 100%. And it's a massive 20-pages long!!

20 **Turok: Dinosaur Hunter**

TOTAL! silence the *Turok* critics with stunning exclusive screenshots and information on Acclaim's potential *Doom*-beater. Unmissable!

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COVER STORY

Super Ma

Super Mario 64

You may have already realised that *Super Mario 64* is a glorious piece of software. We gave you an idea on the front cover that this is the greatest game in the history of man and on Page 44 we're going to explain to you exactly why. So, use your hands – and specifically your fingers – and go quickly to the







NOW FOR SO

In Productio



As we reported last month, *DKC3* is very much

In Productio



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rio 64

aforementioned page. You'll find yourself with a complete guide to everything *Mario 64*. We've spent most of the month playing the game to bring you info on all Mario's moves, his friends and enemies, the worlds in which he inhabits and his peculiar eating habits. But enough! Page 44 awaits you...



REVIEWS

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METHING COMPLETELY DIFFERENT...

n: Donkey Kong Country 3



in the pipeline. So, this month, we contacted our good mates at Rare and asked them for a spot of info on this year's biggest SNES release. And on Page 14 it all begins...

14

n: Turok: Dinosaur Hunter



Okay, so a couple of months back this looked about as healthy as Atko on Sunday mornings, but now *Turok* has very much arrived with a bang. We paid a visit to Acclaim's New York office to check out how their potential *Doom* beater is coming along. And very impressed we were to...

20

Preview: PilotWings



And next month we'll be reviewing this little blighter.

If in-depth previews are your liking then you're going to love us to bits this month. Just turn to Page 36 to see what we mean.

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News

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What a mad about the face month this has been! I've been playing the best game ever all month – Mario 64, Chris has been pretending to be ill at home – which strangely started when his copy of PilotWings 64 turned up and Tim's been on holiday – first he went to Venice, then he went to France and then he saw someone's underpants! What in the wide, wide world of sports is going on?

Ready F

It has suddenly become patently clear that Nintendo are on the verge of ruling the videogames world once and for all. Not only have they, this month, released possibly the greatest game in the history of man but, by Christmas, they will have redefined SNES gaming as well with the release of brilliant *Street Fighter Alpha 2*.

The internet has already gone crazy at the sight of the first screenshots with some Nintendo 64 pages – which, naturally, tends not to detail new SNES games – raving about the sight of the game that, according to our sources in Japan, equals both the Saturn and PlayStation versions with surprising ease.

The game will feature a total of 18 characters including all the old favourites – Ryu, Ken, Bison, Sagat, Chun Li, Zangief and Dhalsim – a batch of new ones – Sakura, Rolent, Birdie, Akuma, Dan, Gen, Charlie, Rose and Adon – and Sodom and Guy from the *Final Fight* series.





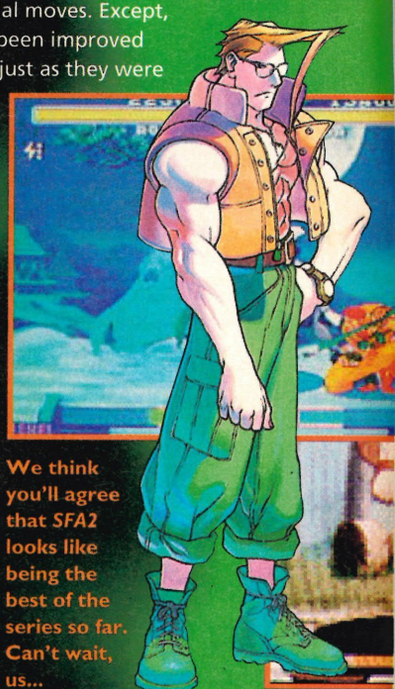


Another thing to look out for are the spectacular backgrounds. So gorgeous are they that it's hard to believe that this version of *Alpha* is actually 16-bit. Also worth mentioning is the toilet stage where two chosen characters get to fight it out in a latrine. Top stuff!



And, of course, each character comes with a range of special moves. Except, now, they've been improved upon tenfold just as they were for the Next Gen versions. The combos are particularly special although the game seems to lack the blood that has now become customary in side-on beat-'em ups such as *Mortal Kombat*.

Expect a preview version as soon as humanly possible...



We think you'll agree that *SFA2* looks like being the best of the series so far. Can't wait, us...

Pages 8-9 – We report on the confusion surrounding Kemco's first N64 game, *Blade & Barrel*. We've also got exclusive shots from Virgin's upcoming *Freak Boy 64* as well as exclusive news on the top secret *Donkey Kong 64*. Also, Microsoft and Nintendo get together, part two of our *Mario RPG* campaign unfolds and the N64's architecture lurking in some coin-ops – shocker! It's news-mongous!

Page 10 – *Doom 64* in delay shocker, *Super Mario 64 II* confirmed as in development, N64 worldwide standard surprise and the TOTAL! Most Wanted list, created by you, our faithful readers. Tuck in!

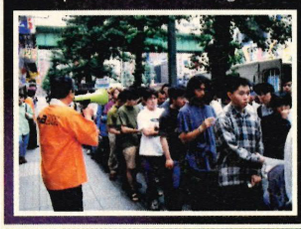
Page 12 – Win an brand spanking new Nintendo 64 in our exclusive reader survey competition as well as *Outer Limits* videos and the rundown of the month's Nintendo charts. What more do you need?

N64 Storms Japan!



Sunday June 23rd saw Japan go into a frenzy of excitement as the N64 finally arrived. 300,000 units were reported to have been sold in the first day with 250,000 of those being snapped up in the first hour. *Mario 64* was, unsurprisingly, the best performer, selling at a rate of 1:1 with the machine. *PilotWings* was only slightly behind selling at a 2:1 ratio with the 64-bit wonder.





Two millions units will be in Japan before the US launch in September meaning that, should they sell out, the N64 will only be slightly behind the sales figures of the PlayStation and Saturn which have both topped the three million mark in the past few months.

It seems that Nintendo's delay in releasing the machines only succeeded in heightening the feeling of anticipation as the queues in Tokyo on the Sunday proved. At one store the queue was reported to be over a mile long.



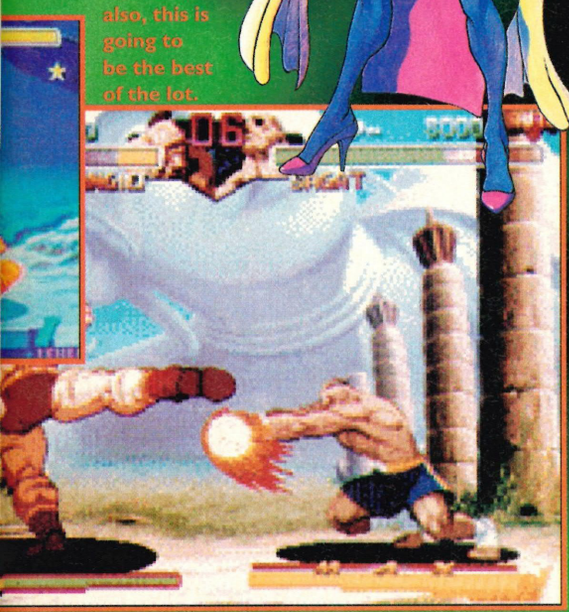


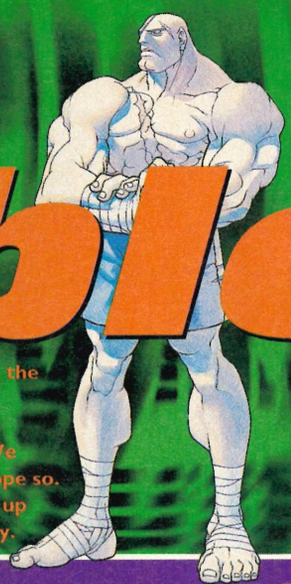
Now, the only thing standing in Nintendo's way in their plan for total dominance of the market is its machine's September US launch. And even that now seems like it could spell certain success...

To Rumble

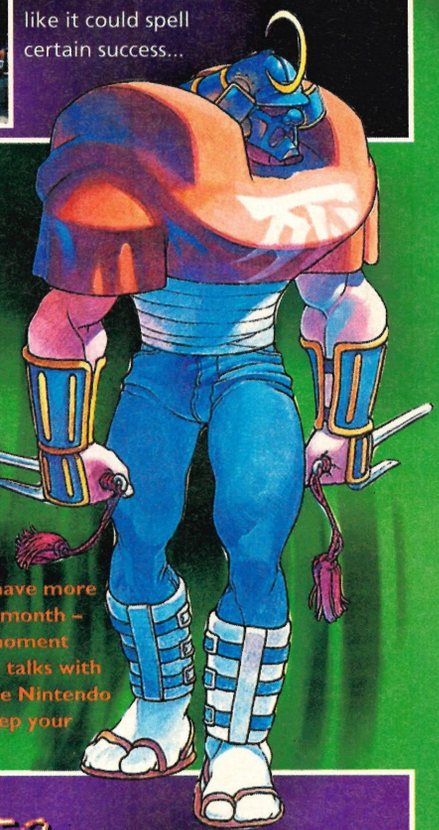


It's great to see all the old characters are returning alongside some new names and that, also, this is going to be the best of the lot.





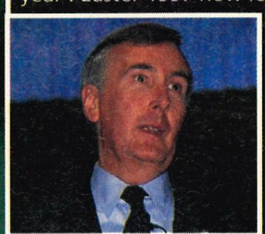
Better than the Saturn and PlayStation versions? We certainly hope so. It's shaping up well, anyway.



We hope to have more on *SFA2* next month – at this very moment we're deep in talks with big bods in the Nintendo world – so keep your eyes peeled...

1997 For European N64?

This month's most devastating news came in the form of a leaked inter-office memo from Nintendo of Japan. In a meeting with analysts, President Mr Yamauchi reportedly said that, 'Nintendo would not be able to introduce N64 into Europe this year'. Easter 1997 now looks like a more probable date.



The news comes as somewhat of a surprise after what was said, to the contrary, at E3 by many of Nintendo's employees and then Howard Lincoln himself who confidently proclaimed that it was still very much on for Christmas.

Strangely, THE Games (Nintendo UK) didn't even know of this decision. Indeed, TOTAL! actually broke the news to them. An emergency meeting was promptly called and nothing has been confirmed or denied since, although rumours are now understandably rife.

We will, of course, have more on this ludicrously important story as it breaks...



Can this leaked report be true? We'll have final conformation from NOA next month.

Blade Runner

Kemco, this month, released all new screenshots of their first N64 outing, *Blade And Barrel*, a helicopter simulation in the same vain as *Desert Strike*.





The game is being developed by Software Creations (whose other N64 title is the eagerly awaited *Creator*) and will feature a multi-player option for up to four players as well as a series of missions akin to those found in the hugely popular PC/PlayStation title, *Descent*. The storyline about time travel and aliens also bears some likeness to that of the upcoming *Body Harvest*.



After some initial confusion in both America and Japan it would seem that the game will appear in the States as *Ultra Combat* and everywhere else as *Blade and Barrel*. The reasoning behind this isn't clear but providing the game delivers the potential it is undoubtedly showing, whatever title it finally appears in won't matter. Expect the game around Christmas and an In Production report in a couple of issues time.

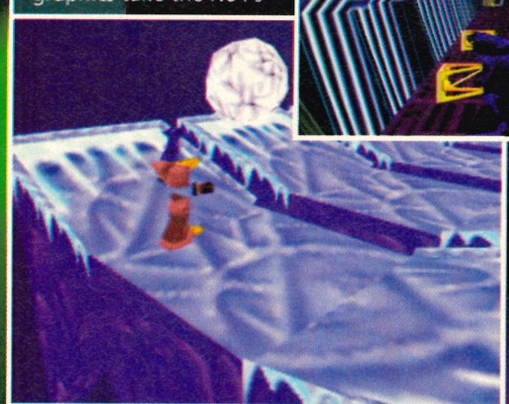


Freakin' Hell

TOTAL! bring you exclusive screenshots (sorry rival mags) from the much anticipated *Freak Boy*. The 3D platformer is being developed by Virgin's in-house Burst team and will feature "unique play mechanics" according to Chris Yates of Burst. "*Freak Boy*'s out-of-this-world graphics take the N64's capabilities to the limits", he enthusiastically told TOTAL!.

The game will feature 25 worlds and a strange main character that has the ability to metamorphosize into thousands upon thousands of shapes depending upon what he collects during his journey. The storyline isn't much to write home about – aliens invade and capture everyone but *Freak Boy* who proceeds to do the superhero bit – but an incomparable choice of perspectives will certainly set it apart from this month's *Mario* and forthcoming titles such as *DKC 64*. Very promising.





Looks good does it not? It's going to have to compete with *Mario* though and that's a tough task. But with a little bit of heart and a lot of luck it might just do it.



Hazel Says



This month's *Mario 64* is the most brilliant piece of software I've ever seen. The outstanding technical ability of the N64 has allowed the game to include a quite stunning 3D environment. I mean, when Nintendo talked of total freedom within the game, I thought they meant within reason. I didn't realise they meant you could go absolutely anywhere you wanted. Oh, by the way, have you seen my bottle of Ajax?

Caught On The Net

Microsoft has joined forces with Nintendo to put into practice a brand new internet address that will provide the most up to date information on Nintendo available anywhere in the world. The venture is costing a cool $9 million to set up and will be transmitted via a Japanese satellite. There has been no dates set for its actual opening as yet.

Microsoft

Arcade Perfect

Seta, the team behind *Shogi*, the N64's chess game, are to team up with Nintendo to bring their arcade products onto the home machine. The transition should be a fairly painless one due to the fact that the N64's technology is now so close to that used in the arcade.

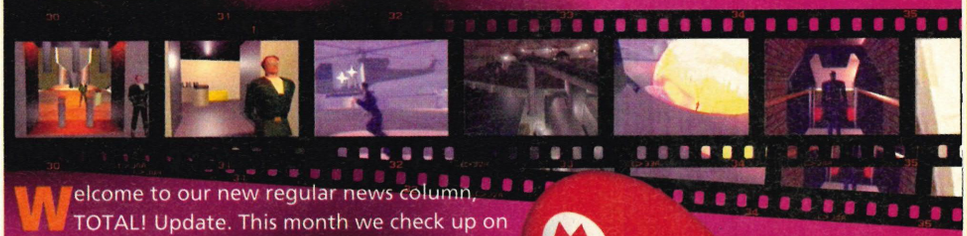
It is thought that Nintendo are using the relationship with Seta to rival that of Sony and Namco who have completed a number of successful conversions already. Rumours about Nintendo teaming up with Williams in a similar capacity have also been rife on the 'net this month. Nintendo are certainly busy at the moment, and about bloody time too. A golden age is approaching and TOTAL! will be right there with you.

Lets Go Ape!

After predicting last issue that we would soon see confirmation of a Donkey Kong Igame for the N64, TOTAL! was once again proved right with the news this month that Rare are to develop a game that encompasses all the characters from *DKC*, *DKC2* and the forthcoming *DKC3*.

The game will be similar in style to Mario 64 and use a full 3D environment that moves in real-time. According to Nintendo, it will also look ten times better than *Mario 64* (although quite how that is possible we'll have to wait and see). *DKC 64* may well be the surprise launch title in the UK. More soon.

TOTAL! UPDATE



Welcome to our new regular news column, TOTAL! Update. This month we check up on how *Mission: Impossible* for the N64 is shaping up. We know nothing more about it, but we thought you'd enjoy these exclusive shots. Til next month...

Join The Mario Rpg Campaign, er, Again!





Okay, troops. Plan 'A' went pretty damn well. Dick Francis was, apparently, "none too pleased" with the fact that we called him a nincompoop but admitted that we had a fair point. Ha! You're goddam right we had a fair point, Dickie. It's a ruddy disgrace, man.

So, this month, we're going for the jugular.



Plan 'B' is the big one. No more messing about with Nintendo UK. This time we're going to direct our comments where there's power. Where decisions are made. And, luckily, we know just the place: Nintendo of America and Howard Lincoln himself.

Oh yes, if there's one person who can do us a bit of a favour then it's El Howie. So, get a pen and fill out the coupon below. Now, stick it in an envelope, put an international stamp on it and send it to: 'Listen, Howie Lincoln, Do Us A Bit Of A Favour, Mate', 4820 150th Avenue N.E., PO Box 957, Redmond, Washington, U.S.A. Send two if necessary, but make sure you send something. It's important!

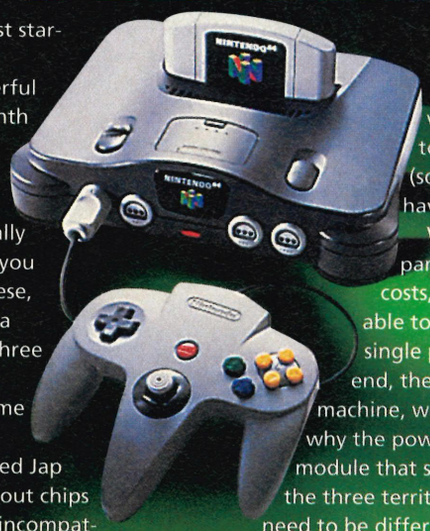


RELEASE SUPER MARIO RPG IN THE UK WOULD YOU, BUDDY?

We're being nice about it. No swearing, no being unreasonable. God knows, we've got reason to be annoyed. You haven't been great to us British, have you? First, you deny us *Mario RPG* then you do the business on the N64 and delay it until next goddam year. Still, we're willing to compromise. If you release the aforementioned game over here we'll forget about the N64 (at least until next month). Consider it mate, eh?

***Signed*.....**

Harmonious Hardware



The most startlingly wonderful news this month is that, in all likelihood, the Nintendo 64 console will be universally compatible, that it to say, you should be able play Japanese, US and European carts on a machine from any of the three regions.

When the SNES first came out the US machine has special tabs which prevented Jap carts being used, and lock out chips meant that UK carts were incompatible with Jap and American machines and vice versa. So why the decision to safeguard the territories (something that Nintendo have always done)?

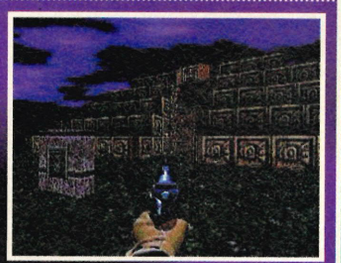
Well, the reason is that partly due to manufacturing costs, Nintendo wanted to be able to produce the machine on a single production line. To this end, they're producing a single machine, with a single name. This is why the power pack is a separate module that slots in the back. Between the three territories, the only thing that'll need to be different is this power pack.

Now, while we can't guarantee that all the machines will be compatible, it's looking pretty likely. Another reason to maybe consider buying an import machine.

Doom Goes Foom!

Tragedy has struck *Doom* fans everywhere. The Nintendo 64 version of the game has been PUT BACK BY SIX MONTHS. It was originally due for release in September, but the developers ID Software aren't at all happy with some of the level designs so they're going to have a bit more of a fiddle with them. So the upshot is that it won't now be appearing until April 1997. Still, with luck it will come straight to Europe on its release so we should be able to get hold of it shortly after the N64 itself is released officially.





TOTAL!'s Most Wanted

We've been deluged by letters of interest about the N64 from our dear readers (amongst other things), so here, is our top ten items that you folk out there can't wait to get your grubby mitt on.



1. *Super Mario 64*
2. *Pilotwings 64*
3. *Super Mario Kart R*
4. *Turok Dinosaur Hunter*
5. *Shadows Of The Empire*
6. *Wave Race*
7. *Kirby's Air Ride*
8. *Killer Instinct 64*
9. *Zelda*
10. *Doom64*





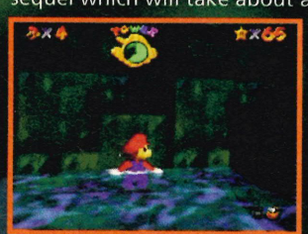
A bit of a shocker *Doom* being way down there at number ten. Still, if you have a list of stuff you're gagging for, be it N64, SNES or anything else for that matter, send it in to TOTAL!'s Most Wanted, 30 Monmouth Street, Bath BA1 2DL

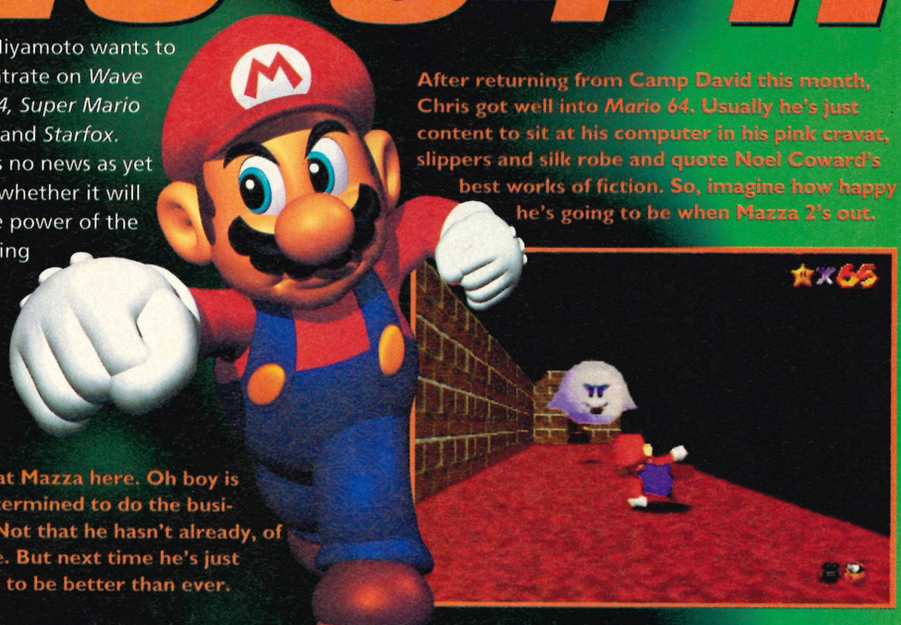
MARIO 64 II



News has exclusively been revealed to TOTAL! that, even though the N64 has only just hit the shelves in Japan, work is already under way on a sequel to *Mario 64*. At the recent E3 show Shigeru Miyamoto himself commented "I couldn't put everything in *Super Mario 64* that I really wanted, so we've decided to continue working towards a sequel which will take about a year and a half." That would mean it would be ready in time for Christmas '97. However, in the meantime Miyamoto wants to concentrate on *Wave Race 64, Super Mario Kart R* and *Starfox*. There's no news as yet about whether it will use the power of the upcoming 64DD optical drive.

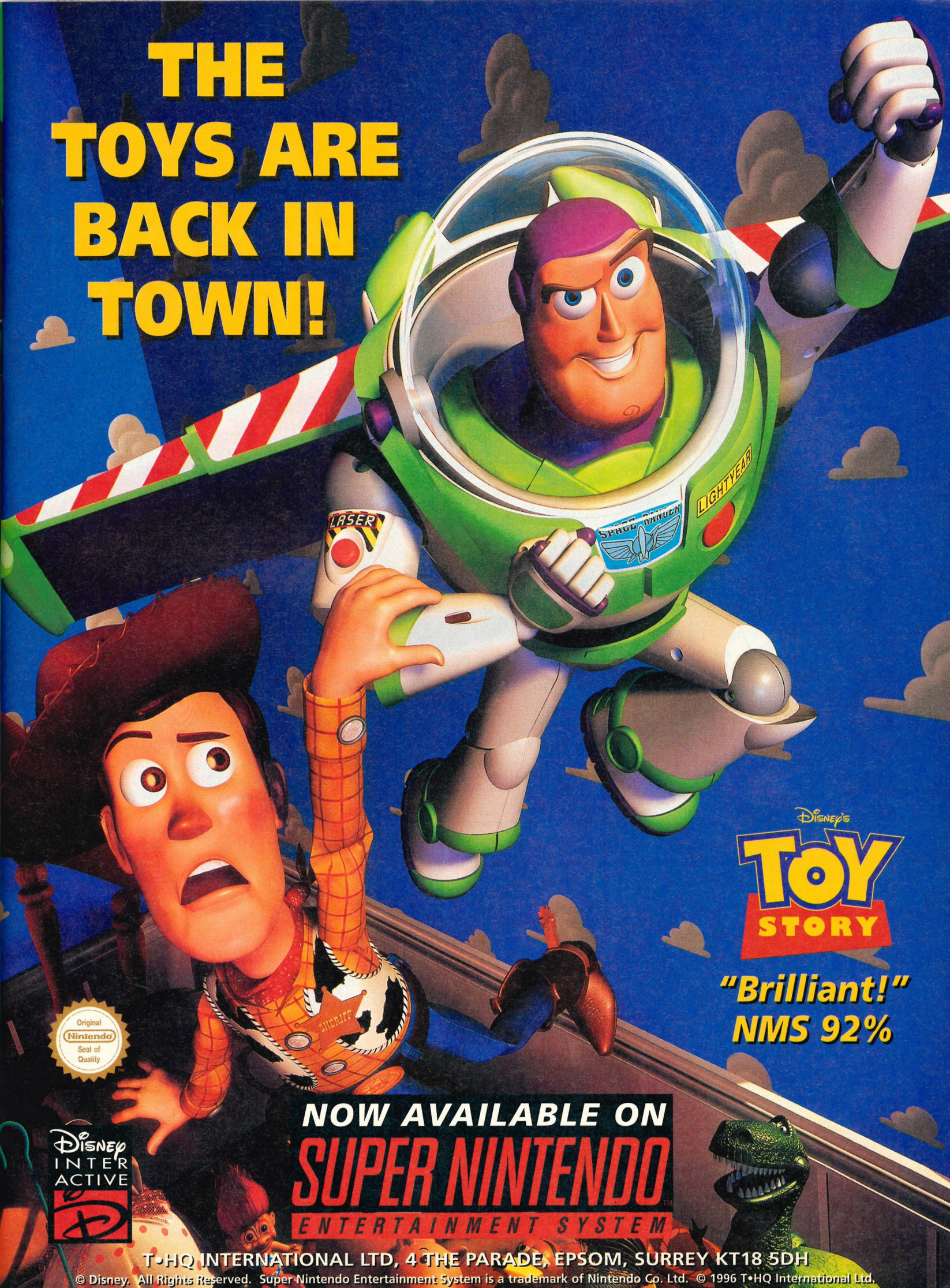






After returning from Camp David this month, Chris got well into *Mario 64*. Usually he's just content to sit at his computer in his pink cravat, slippers and silk robe and quote Noel Coward's best works of fiction. So, imagine how happy he's going to be when Mazza 2's out.

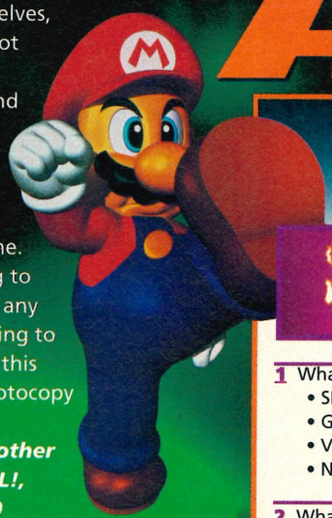
Look at Mazza here. Oh boy is he determined to do the business. Not that he hasn't already, of course. But next time he's just bound to be better than ever.


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Win An N64



Due to the fact that a) we're generous and b) the N64 is too good a machine to keep to ourselves, we have, this month, got together with Next Generation Consoles and arranged for one lucky winner to receive an N64 package of their own. The catch? Well, strangely, there isn't one. In fact, we're not going to even make you answer any questions. All we're going to ask you to do is fill out this survey, cut it out or photocopy it and send it to the following address: ***'Another Ruddy Survey', TOTAL!, Future Publishing, 30 Monmouth Street, Bath, BA1 2DL.***





Survey

1 What Nintendo machines do you own?
- SNES ☐
- Game Boy ☐
- Virtual Boy ☐
- Nintendo 64 ☐

2 What do you like/dislike about this issue of TOTAL!?

.....

.....

.....

3 What do you like/dislike about TOTAL! in general?

.....

.....

.....

4 What has been your favourite issue of TOTAL! in the last twelve months and why?

.....

.....

.....

5 What is your favourite bit in TOTAL!? (Give a mark out of ten)
- News ☐
- In Production ☐
- Features ☐
- Previews ☐
- Reviews ☐
- Letters ☐
- That Was The Month That Was ☐
- Tips ☐
- TOTAL! Tactix ☐
- Crossword ☐

6 Would you like to see more free gifts given away? If so, please state what sort of thing.

.....

.....

7 What is your favourite type of game?
- RPGs ☐
- Beat-'em ups ☐
- Shoot-'em ups ☐
- Platformers ☐
- Sports Sims ☐
- Puzzle Games ☐
- Others (please specify) ☐

8 Do you read any other videogames magazines? If so, please state which ones and how they compare with TOTAL!?

.....

.....

.....

9 Do you read any non-videogames magazines? If so, please state which ones.

.....

.....

.....

10 Do you use the internet?
- Yes ☐
- No ☐

11 If so, where do you use it?
- School/College/University ☐
- Home ☐
- Work ☐

12 How old are you?
And your sex?
And what in tarnations is your name and address?

.....

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.....

.....

13 Is there anything else that you wish to add?

.....

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Charts

SNES

1	1	Donkey Kong Country 2
2	9	Toy Story
3	8	Super International Cricket
4	4	FIFA Soccer '96
5	2	Killer Instinct
6	3	Yoshi's Island
7	5	Donkey Kong Country
8	7	ISS Deluxe
9	12	Super Mario Kart
10	-	Olympic Summer Games

Game Boy

1	1	Donkey Kong Land
2	5	Mario and Yoshi
3	3	Super Mario Land 3
4	8	Super Mario Land 2
5	7	Donkey Kong
6	6	Tetris
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In Production

What with all things Nintendo looking very bright for the future, we've decided to dedicate a whole new section just to games in production. This month, *DKC3*, *Turok* and *MK Trilogy*. Great, no?



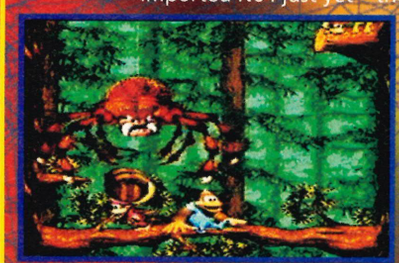
This vicious looking fella is Buzzz, the replacement for the Zingers in *DKC2*. Watch it – he's nasty.



New boy! New boy! Here's Kiddy Kong, *DKC3*'s new star, climbing the inside of a tree using half a barrel as a sheild to protect him from the unpleasant slug spit. Well, you would.

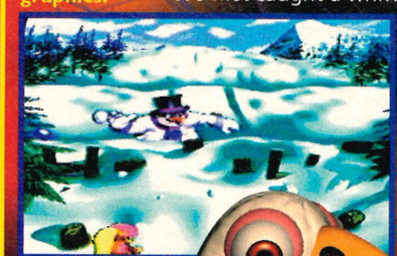
In the first of a new series we snuggle up close to an unfinished game, whisper softly in its ear and persuade it to expose itself to you. Ahem.

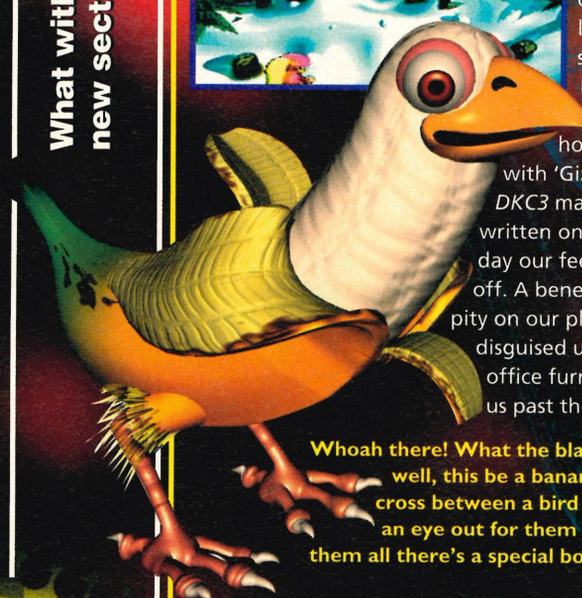
HOLD IT RIGHT THERE! Don't pawn your trusty SNES in a vain attempt to raise enough cash to buy yourself an imported N64 just yet – there's plenty of life still left in the old beauty yet. Rare, who proved that the SNES still had a few tricks up its sleeves when they produced the fabulous *Donkey Kong Country* and *Killer Instinct* with their SGI rendered Advanced Computer Modelling (ACM) graphics, are preparing to unleash the third instalment of the Donkey Kong saga. Yup, it's *Donkey Kong Country 3* and it's ruddy excellent!



The bosses look better than ever thanks to DKC3's enhanced graphics.

We first caught a whiff of this soon-to-be-classic in the states whilst sunning our selves at the E³ show in Los Angeles and let slip some choice info on it last month. Well, since then we've been encamped on Rare's doorstep holding a placard with 'Giz a go on your *DKC3* mate? Aw, go on.' written on it and the other day our feeble efforts paid off. A benevolent suit took pity on our plight, quickly disguised us as some futuristic office furniture and slipped us past the grunts on the door for a top-secret test run. Yippee!





Whoah there! What the blazes is this? Ah well, this be a banana bird, a strange cross between a bird and a 'nana. Keep an eye out for them 'cos if you can find them all there's a special bonus in it for you.

Before we began however we needed to know why we were about to undertake such a mammoth and danger-fraught task. We needed some plot related motivation, damn it! Good job that like the previous DK games *Dixie*







Doesn't that Rekoil know that nothing can stop Kiddy from colleting his bananas. Doh!

Ah, the obligatory 'ice level'. Well, it gives Rare a chance to show off their new snow effects doesn't it?



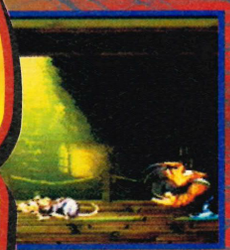
Kiddy Kong has found a mysterious mouse-powered mill on his travels. Set the poor chap free by flinging that barrel at him – then jump on him to finish him off.

DONKEY KONG COUNTRY 3

KONG'S Trouble!









Here's the new star of ths show. Don't let that dummy fool you. Kiddy Kong can look after himself, ok?

Kong's Double Trouble has as much plot as you could wished for.

Apparently, at the end of *DKC2* Diddy, Dixie and Donkey needed a well earned break (didn't we all!) and went to chill out in the jungle. All was fine, the three Kongs were having a great time, until one morning Dixie awoke to find that Donkey and Diddy had disappeared. They had left a note behind saying that they had gone to explore and would be back the following day so Dixie wasn't too worried. However, the next day came and went with still no sign of Donkey and Diddy. Typical eh? So our adventure starts with Dixie setting off to find them, stopping to ask Funky Kong for help. Funky, nice guy that he is, introduces her to Kiddy Kong who possesses many skills which she will find useful in her quest. And so the pair set off into the surrounding jungle only to find that it is packed full of a new race of Kremlings, controlled by a new super-powerful boss, KAOS. Seems Dixie and Kiddy must find KAOS' secret laboratory to discover what has happened to Diddy and Donkey who, Rare told us, have NOT been kidnapped. So where are they eh? We can't wait until the game's release at Christmas! Oooh, tell us now, tell us! Go on!



Each of the bears have their own unique personality. Some are friendly - some aren't. Just like real life really.

The version we saw was still very much work-in-progress but many of the levels were in place and lots of Rare's claimed improvements and gameplay tweakings were very much in evidence. *DKC3* uses enhanced ACM graphics and on the snowy Razor Ridge levels with its driving snow those enhancements certainly showed. It's quite lovely. Other levels

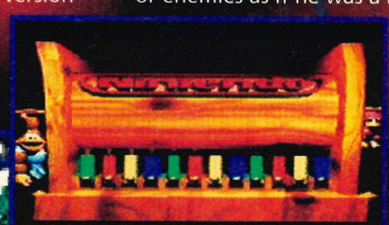


featured more background animation and there's an all round improved 'crispness' to the graphics. The most obvious gameplay alteration is the addition of Kiddy Kong, the new character we get to control, who despite his childish name is the size of a house with strength to match. He joins Dixie, who returns after her debut in *DKC2*, to help her locate the missing Diddy and Donkey. Seems that big ape just can't help getting into trouble. You can play as either of the two main Kong characters but this time more emphasis is placed on using the abilities of both characters to team up to get the better of particularly tough enemies or problems, rather than just whizzing through each level as your favourite. For instance if Kiddy throws Dixie, thanks to his super-strength, she can reach items that are way out of reach of either of the Kongs alone. Its a more powerful version of the team up throw in *DKC2*. However, if Dixie throws Kiddy, because of his vast bulk and her weedy girly physique, he doesn't travel anything like as far but lands with a much greater thud, meaning that it is possible for Dixie to throw Kiddy through fragile looking parts of walls or floors, enabling both Kongs to reach new secret areas. Also, if Diddy throws Kiddy against a wall he will bounce off and roll for a while, during which she can jump on him and ride across dangerous drops or enemies as if he was a barrel. Sounds painful.



Kiddy leaps the screen in a single bound. Go for it m'boy!





Quite how Dixie got onto the roof of that house we'll never know, but one thing's for certain, that purple chap isn't there to help her down again.



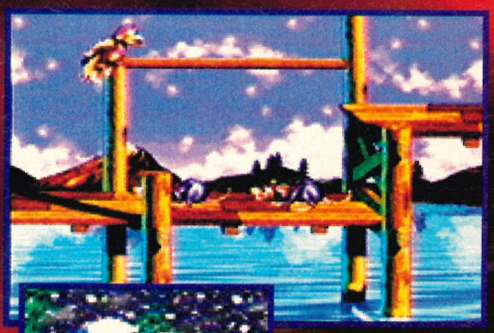
You're going to have to use every trick in the book to complete all eight game worlds which range from Lake Orangatanga, a delightfully picturesque lake surrounded by a luscious forest, to Krematoa, the volcano-based, red-hot secret world that can only be accessed once you've proved yourself worthy. In fact, this time around there are all sorts of extra treats up for grabs for the expert player. For example, hidden in some levels are the banana birds. Once found they fly to Wrinkly Kong, who lives in the save cave



Kiddy Crashes In

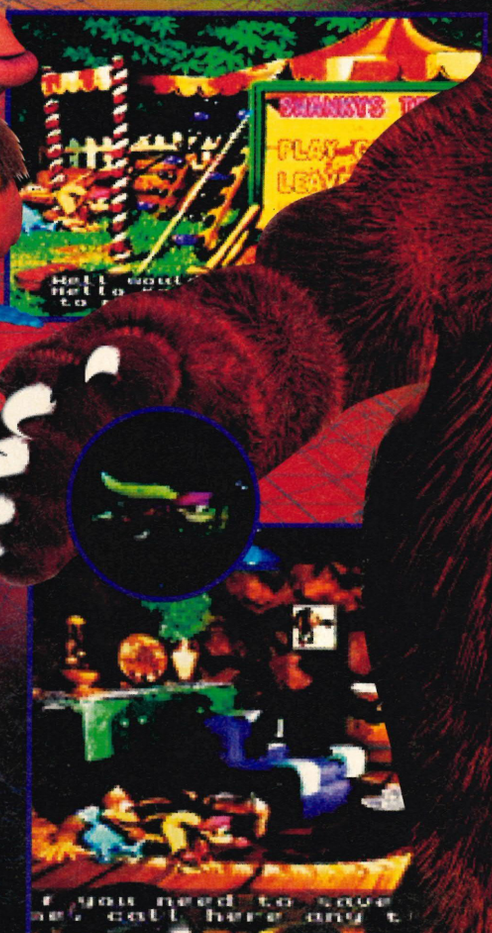
Meet Kiddy Kong, the new ape on the *DKC* scene. He's Diddy Kong's replacement, and has been sent by Funky Kong to help Dixie find Donkey and Diddy. This boisterous youngster is only three years old (aww) and gets in to all kinds of trouble whenever he strays from Dixie's watchful eye, who must keep him on the right track AND take care of the Krems too. But this is no one-sided relationship because what Kiddy lacks in years he makes up for in brute strength and super agility. With a little help from Dixie he can crash through the scenery opening up new areas for the Kongs to explore. The muscular chap likes bananas (naturally), rattles, playing with his romper suit and dislikes custard, loud noises and scary monsters. Oh dear, looks like he's come to the wrong place then, eh?

He's going to have to overcome his fear of monsters pretty sharpish!





Yes! You've done it! At the end of each level the Kongs get to hoist a flag which can be seen from the map screen. So, at a glance you can see those levels you've completed. Clever eh?



You can save your game in the save caves. Good oh.

Bear Necessities

Dotted throughout the eight worlds you'll find the cabins of the Brothers Bear. Each cabin is inhabited by a different bear and each bear imparts a different piece of advice or can supply the Kongs with those much needed power-ups.

Amongst many others there's Bazaar bear, whose shop is always full of goodies, Blunder bear, who just can't stop himself from letting slip those gameplay secrets, Benny and Bjorn, the twins who look after the ski-lift in the icy Razor Ridge level and finally there's Boomer, who holds the secret to finding the Lost World – but you're going to have to find him first!



The bears' shacks are scattered throughout the game and replace the Kong Kolleges from *DKC2* as being the place to buy advice on how to beat the next boss. Power-ups are up for grabs too, if you ask nicely.

Is this a friendly bear or a nasty one? We can't tell, but we don't like the look of those claws!

Dixie hasn't lost any of her barrel chucking skills.

where you can save your game. If you find all the banana birds a special reward awaits you at the end of the game. Also, as before, there's the DK coins to collect, but this time they're protected by Koin, a cunning Kremling who uses the coin as a shield meaning that you can't attack him head on. Instead you must pick up a barrel and throw it so that it bounces of the scenery and hits him in the back. Yesss! Collect all the DK coins and Funky Kong will award you with a 'mystery vehicle' which you can use to access a new part of the map. You see, rather than simply being there to link the various levels together, negotiating the map screen is a game in itself. Funky Kong supplies the Kongs with a variety of different vehicles as rewards for outstanding play, from motor boat to jet boat, and you can use them to travel around the game world looking for secret areas and yet to be

Our fave bad guy has to be Koin, who won't surrender that vital DK coin without a fight. Gercha tinhead!

completed levels. Hmm, wonder what that mystery vehicle is? Our money's on it being a plane. Hope so.

This map screen also keeps you informed of your progress through the game since at the end of each level you hoist a flag aloft which is plainly visible on the map screen. Fail to collect all the bonuses and it hangs limp, get them all and it flies proudly outwards, being joined by a special pennant if you beat Koin and get the DK coin as well.



When it's finished *DKC3* will be far bigger than either of its predecessors containing an estimated 100 hours of gameplay. Think about it – 100 hours is very, VERY long (even the mighty *Super Mario 64*, reviewed elsewhere in this issue, only contains 50 hours of play). Looks like we're going to have to stock up on matches to keep our eyelids propped open when we give it a thorough review in the coming months.

Even though the previous games were massively successful we wondered if it might be a bit tired to do a third. But from what we've seen, Rare have put a massive amount of effort into making this installment as fresh and interesting as the others. We can't wait!

All New Kreepy Krems. Koinks!

Of course, you're going to have to do battle with a whole new team of Kremlings before you reach the game's conclusion. Or should that be kongclusion? Amongst the new guys are Buzz, a new nastier replacement for the Zingers, Klasp, a rope-scaling barrel-dwelling bad guy, Rekoil, whose legs don't reach the ground and so must bounce along on his springy tail and Koin, the shield-toting DK coin guardian who must be defeated to win each and every coin.

BUZZ

KLASP

COIN GUARDIAN

REKOIL

Here's Swanky!

Swanky the suit-wearing, super-shmoozing, gameshow host returns with a whole new range of bonus games to have a crack at. Although they're all different and different skills are required in each they can be separated in to two distinct types; the throwing games and the jumping games. What's more each can be played in one of three different ways; head to head, endurance and race to twenty five. In a two-player game you play against each other, one as Kiddy, one as Dixie, while in one-player mode you've the extreme honour of playing against Cranky Kong for the chance of taking home some very special bonuses.





As you would expect for a Donkey Kong game, those enemies come thick and fast. Make that, extra 'thick'! Don't they know who they're messing with? Kiddy Kong can pound them into the ground with his eyes shut!



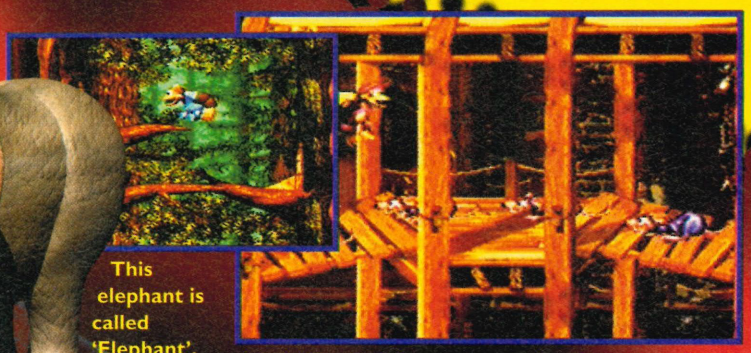


See that pic over there to the right? Yes? That's the new title screen. Not bad eh?

More Animal Antics

Remember Enguarde, Squawks and Squitter from *DKC2*? Well they were such a big hit that they return for more of the same in *DKC3*. And joining this time are two new animal friends who also want help the Kongs. Firstly there's Elephant (the, um, elephant) who can shoot water from his trunk at passing Kremlings whilst Dixie or Kiddie rides safely on his back. Though quite how he manages to carry Kiddy, who is quite obviously much larger than him we have no idea.

Also joining the animal posse is the curiously named Parallel bird. Unlike the other animals this feathered friend cannot be ridden. Instead, once found, he flies above the Kongs, mirroring their jumps and collecting those out of reach goodies. A useful chap really, but a bit on the strange side.



This elephant is called 'Elephant'. Fair enough.

Urgh! Rats! Dixie overcomes her fear of small scampering things and travels further into the creepy mill. Donkey and Diddy depend on you!

Beat The Brand New Bosses

One of *DKC3*'s new features are it's 3D bosses. At present only the spider boss and snowman boss are in place but you can expect the same kind of 3D boss goings-on at the end of all eight levels in the finished game.

The snowman level features perhaps the best example of the new 3D. He ducks behind two snow drifts and throws snowballs out of the screen towards our two heroes. Kiddy and Dixie can give as good as they get of course and pelt the icy blighter as soon as he rears his frosty head. Another new development is the enemies' awareness of the position of the Kongs. Take the spider for example. As the Kongs move around the screen the spiders eyes follow them. Creepy.

Hey! There's Koin he uses the DK koin as a shield. Beat him in barrel-bowling battle and it's yours. Good luck!

There's the usual complement of puzzles and traps to figure out. Like above, how does Dixie open the door? By pulling on the swith. Or left, how will Dixie get to that Bonus Barrel? Easy, err, um, maybe not...

In Production

TUROK

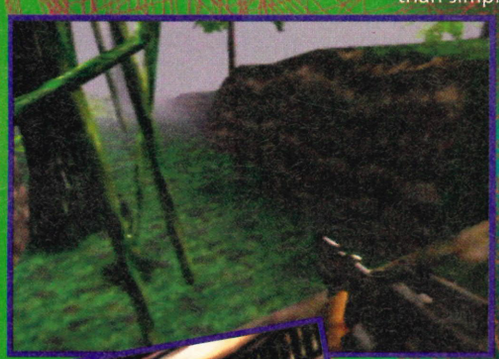
DINOSAUR HUNTER

TOTAL! took a trip to New York to chat exclusively to the developers of what is shaping up to be one of the most exciting upcoming N64 releases – *Turok*.

Turok – Dinosaur Hunter could be the BIG one, the killer app that makes the N64 the box to buy, the game that shifts units alone once all the excitement over *Super Mario 64* begins to fade later in the year. Alright, maybe that's going a bit far, but one thing is for certain – this is much, much more than simply the sloppy *Doom*-clone that much of the gaming press were claiming a few months ago. First shots were misleading and in retrospect it was probably a mistake for Acclaim to release such early footage. Now that it's 70% complete, many in the industry are going to have to eat their premature, *Turok*-knocking words. Oh yes!



What The Campaigner doesn't know is that Chronosceptor will instead destroy the space/time continuum, i.e. the whole world and everything that goes with it. Basically you've got three



Okay, so despite what we were saying last month, this does look and play like *Doom*. Still, that's no bad thing.

Turok – Dinosaur Hunter follows the exploits of a Native American (Turok) who has strangely found himself in a dinosaur-laden dimension called The Lost Valley. As if that weren't inconvenient enough, a beast known as The Campaigner has also recently arrived, bringing with him his most powerful creation, Chronosceptor – a device designed to master time travel.





Turok successfully brings that famed sense of not knowing what to expect. The mist that surrounds the playing arenas allows for some much needed atmosphere.





The monsters in *Turok* vary widely from bright green elephant look-a-likes to these beautifully animated robot type villains. Which, of course, means that you need to practice your sharp shooting.





Some of you may have read the *Turok – Dinosaur Hunter* comic. It's been going for ages and had one of the best selling first issues of all time. Something to be proud of, that.

You see Indian bloke just below left, here? Well, that's Turok. If you're interested his parents live in a small semi-detached just this side of Worcester. Nice bloke.





chapters – each with three levels – to make it through if you're to keep time ticking. Top!

Now you've heard of the interactive backgrounds, the first-person views, the weapons and all that... (see TOTAL! 56). So let's get down and dirty with the guy who's been living with this game – Project Manager for Iguana Entertainment (the developers), David Dienstbier. He's also the lead designer for *Turok* and admits that the team didn't know what to expect from the N64 at first, "We discovered that the raw processing power of the machine is very impressive", he begins. "We are throwing around a ton of geometry on screen in *Turok*. We have many areas in the game with as many as six or eight enemies on screen running 30 fps (frames per second). The N64 does some really fantastic stuff with transparency, allowing us to create stunning particle and pyrotechnic effects. Our weapons and fire effects are some of the best I have ever seen in a console, or an arcade game."

Displaying key frame animation is one of the things the N64 does best, and David notes that the N64 is fantastic with floating point numbers – extremely important for 3D games – and performs real time anti-aliasing, Z buffering, and true perspective texture-mapping. Additionally, there's trilinear mip-mapped interpolation (TLMMI), which



Left: Great section, this. Full of gloriously moody tunnels and huge great monsters just waiting to pull your head from your neck.





provides textures that do not get 'chunky' as objects get bigger on screen. Wahey!

"*Turok* incorporates Acclaim's state-of-the-art Motion Capture technology, as well as perhaps the best key-framed animation ever seen in a video game. The game is currently running consistently at 20 or 30 fps and we have more than 400 animations for the game at this point. All of the human characters in *Turok* were motion-captured using professional stuntmen. The creatures were animated by a team of five animators here at Iguana. These guys are just fantastic!"



Left: Some nice gardens. Designed by Geoff Cook from 'Gardener's World' on BBC2.

He points out that the cart format isn't as limiting as it might at first seem. While conceding that CD has the advantage from the standpoint of pure bulk storage. David adds, "What good is 100 megabytes of FMV (full motion video), if it's crap? Most people push the button to skip that stuff and get on to the game. The glaring weakness with CD technology is the access time required during gameplay. From a development standpoint, carts are great because they supply us with megabytes of data that can be accessed almost instantly. No load time, no interruptions. With *Turok* (planned as a 64 megabit title), we are

Turok should be out around Christmas time (or, perhaps, just after). We're damn well looking forward to it, I can tell you.





This is proof, if it were indeed needed, that the misty levels only make up a small part of the game proper.





We think you'll like this. Maybe quite a lot. It is after all fairly violent and we know how much you all like a spot of blood letting.



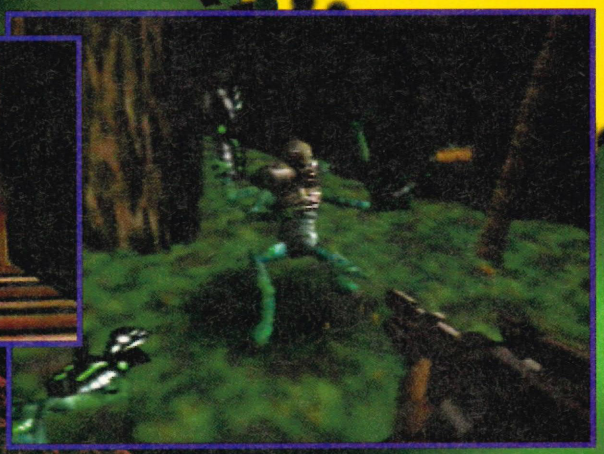
Right: Judith Chalmers is presenting 'Wish You Were Here?' from this place next week. Be sure to tune in won't you?



Left: Turok's humble abode. Cold in the winter but well air conditioned.







Well, this should well and truly do for Nintendo's image of being videogaming's answer to John Inman. This has blood all over the shop.

Turok In 40 Year Old SHOCKER!

Who created *Turok*? According to Jon Hartz – Senior VP of Acclaim Comics who redeveloped and modernised the Turok character in 1993 with former editor in chief Bob Layton – Turok first appeared in Gold Key Comics in the 1950s. But over its 14 year run, many different writers and artists were used, so the actual creator is shrouded in mystery. Acclaim Comics and Iguana worked together to create a viable storyline – primarily taking the first 30 comics in order to assemble the cast of characters. This two year process has resulted not only in new characters being added to the game mix, but also they're now finding their way into the comic book as well. What does Acclaim think of this game? According to Harz, The characters look good, the dinosaurs wonderful and it's got great animation. This will be one terrific game that will visually blow you away.



This is the comic, then. Tim occasionally reads it, but as his reading prowess only stretches as far as Noddy, it's a struggle.

constantly loading new textures, animations and models from the cart with absolutely no negative impact to the gaming experience... I do not pretend to act as if I know all the answers, but I have a feeling that when the public gets their hands on this thing, no one is going to miss the CDs. The bottom line is the GAME, not the storage medium." Try telling Sega that!

And part of that bottom line is the GUT experience – how gamers will feel when they finally get their hands on *Turok– Dinosaur Hunter*. What about that, David? "All I can say is that we have created one of the most realistic games that I have seen (if you can swallow the whole 'dinosaurs and aliens trying to kill you and take over the world



Below: There are plenty of weapons to choose from in *Turok – Dinosaur Hunter*.



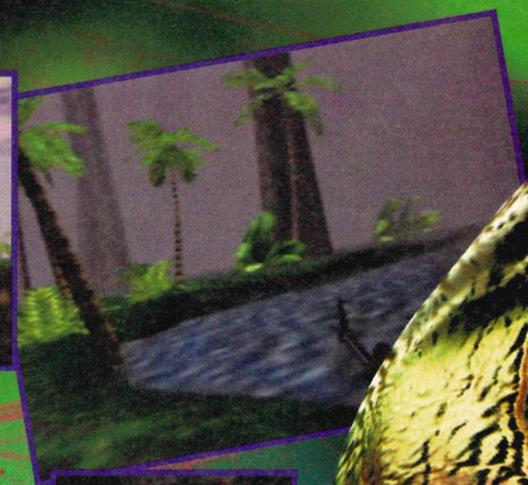
Watch out for a guest appearance by a fully rendered Mario. You get to maim him horribly and then feed him to the dinosaurs. Nah, not really. But wouldn't that be a far more interesting scenario!







There's enough shrubbery in Turok to sustain oxygen levels in a small South American country. Which is handy, you know.



thing!). The quality of the character animation, and the attention to detail that has gone into creating each of the environments is really something. When you hit one of our guys with a grenade, you WILL feel his pain! The use of fogging effects in the game creates a really damp and convincing feel in the rain forest levels of the game. Ruins loom out of the mist, and the shapes of creatures scurrying in the distance is really quite striking. We really do feel that we have created one of the most convincing 3D environments ever. I am hoping that we can take the first person game to the level that *'Virtua Fighter'* has done with one-on-one fighting games in terms of realism and believ-ability."



Sounds good to us.

Turok is due to be released in the US in time for Christmas. UK gamers should be able to enjoy the lush jungles and crumbling cities, take on the might of the





Here we are. At the centre of the latest tete-a-tete. Better get shooting pretty damn soon.



Some more nice scenery. Turok's land certainly is blessed with the right amounts of rain and sun to improve vegetation.



That platform in the middle there is actually a teleporter. Ever so useful, if so required.



But Is It A Doom Beater?

What with *Doom 64* allegedly being put back to next year because of quality problems and now due for release around the same time as *Quake 64*, it would seem likely that *Turok* will sell better than old *Doomster*. Whether it's a better game remains to be seen, but our money's on it selling more. So yes, in a sense it is a *Doom* beater.

Hunting through the undergrowth for any sign of jurrasic life might sound like a sleep-inducing premise for a game but *Turok* promises to be just a tiny bit special.





Stick a couple of 500 bullets in your enemy and experience a gun to blood ratio of 1/10. Or something like that.







Below: At night he has to wear a removable brace. His teeth are slowly improving.



Above: Another bloody landscape – quite literally.





Acclaim have certainly come a long way from the disappointing first screenshots of *Turok*.



Well, we've always said, if you're going to use a gun you might as well use it properly.





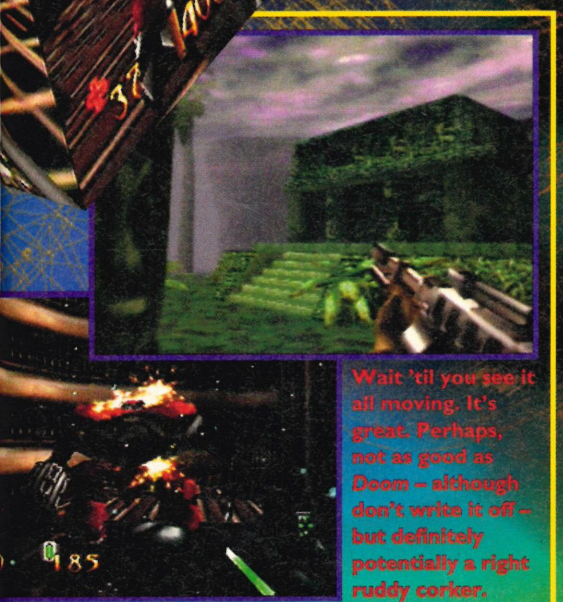
savage, bionically enhanced dinosaurs and marvel at the chillingly violent 360° interactive world upon the machine's UK release – whenever that is (see page 7).

The big question now is what are Acclaim and Iguana Entertainment working on next for the N64? The official response is, "No comment until *Turok* is completed". Yes, very interesting, we'll have a follow up interview which will reveal all in TOTAL! 59. There you go then, the end of another exclusive for another month. Yet again we carry more N64 than any other mag! Those poor rivals.



That's what Debs used to look like in the mornings and when we told her that it was her round. Still, after the initial shock we all managed to accept her for what she was. Sort of.

Left: Clever ripple effect on that cube, no? Chris did that. Isn't he clever? Sometimes he surprises even us.



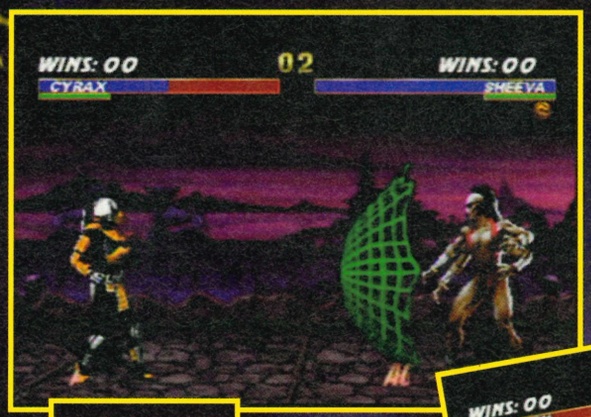


It would be great if you could kill Yoshi. Oh, sometimes he's cute but most of the time he's just a bit of a wet weekend.





Wait 'til you see it all moving. It's great. Perhaps, not as good as Doom – although don't write it off – but definitely potentially a right ruddy corker.





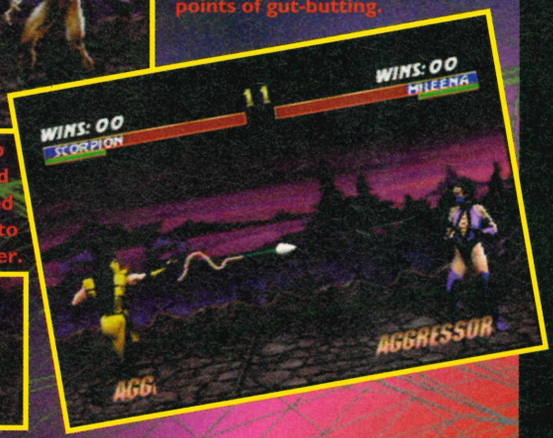
Raiden shows Kitana the finer points of gut-butting.



Mr Motivator was doing this on GMTV this morning. Not that we watch GMTV, mind. Supermarket Sweep is more to our taste.



Scorpion's still up to his old harpoon-related japes. He used to work on a whaler.



It's not going to use the 64's 3D capabilities much, but by god, *Mortal Kombat Trilogy* is going to be a corker.

Look at those arms. Jax must spend a fortune on Brasso.

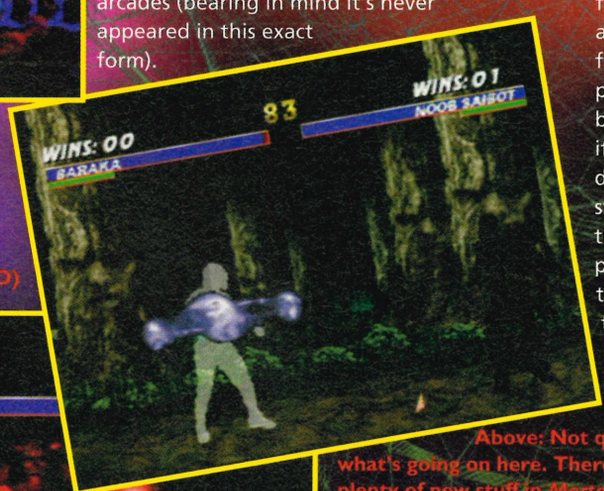


Ooof! That's gotta hurt. Special moves are great.

FIGHT! But not just any fight, this is *Mortal Kombat 64* – and that means the ultimate battle on Nintendo's new super-console. Forget about so-so versions that look sorta, kinda, almost like the arcade – this is IT! Combining ALL the characters, ALL the backgrounds and ALL the moves from *MK1*, *2* & *3*, Williams Entertainment pulled out all the stops to give N64 fighters what they want; Action, and plenty of it. Smooth moves, fast morphing and speedy animation. What looks different about this version is that NOTHING looks different – it's a direct translation of what you've seen before in the arcades (bearing in mind it's never appeared in this exact form).



All they ever do is fight in *MK* games. (That's because it's a beat-'em-up you idiot - ED)



Take a character from *MK1* and another from *MK3* and put them down in a background from *MK2* if you want. Sounds fun, doesn't it? And that's just the start. The Aggressor Mode turns on for the person attacking the most. Once that player's bonus letters are full, it's a lot harder to beat him. The scenes look great, the animation moves fast and furiously, and even the N64 controller makes sense for



Above: Not quite sure what's going on here. There will be plenty of new stuff in *Mortal Kombat* on the N64. And quite right too.





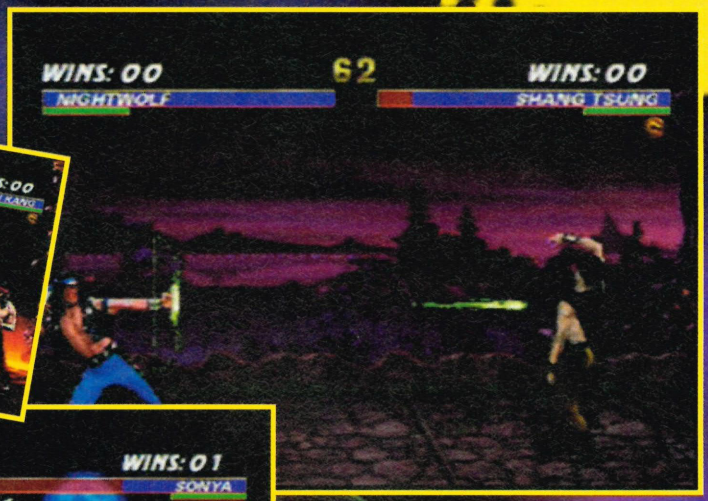


"No kidding," says Baraka, "it was this big." His opponent seems quite unimpressed.

KOMBAT LOGY



Reptile has lots of new attacks, including this, the hawk-some-projectile-snot-at-your-enemy move. Urk!





Eeee, I remember t' days when all this were fields and you only had eight combatants to choose from. Things seemed so much simpler in my day.

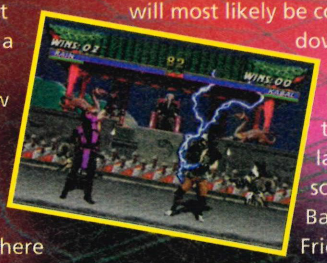




Noob Saibot's dumb hat has fallen down over his eyes. And he hasn't realised that his opponent went home hours ago. Now that's very stupid.

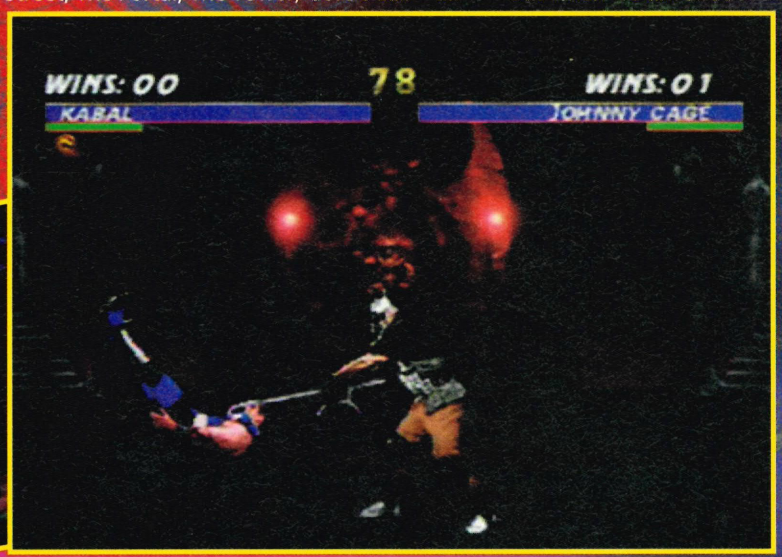
with more hidden stuff, more codes and more characters to discover. Ed and John, the boys who created *MK* supervised the programming to ensure quality control and they just love to tease by not revealing too much.

So how big is this cart going to be? According to Andrew Hoolan, Williams Entertainment Product Manager, "It's 128 Megs that will most likely be coded down to 64 or so – with a battery backup built in. Also there's no slowdown or lag time in morphing scenes or when those Babalities, Fatalities and Friendship modes start to take over". Pooh to CDs, hurrah for N64 carts.



this one. Want to get a real feel for just how fast the N64 can move? Check out Sub-Zero when he starts zapping ice shards. The effect is astounding. There are 28 characters and 26 backgrounds: The Street, The Portal, The Tower, Goro's Lair – all

But when we ask about Johnny Cage, Hoolan takes the party line and says he isn't appearing in the game. This is curious considering that we can clearly see Cage's name replacing that of one of the fighters in a match we finished while playing the game. So maybe there are some secrets about *MK64* that even Williams don't know about. Regardless, this looks set of plop on every other *MK* game from a great height.





There's a lot of ludicrous posturing goes on in *Mortal Kombat* games. As if Shang Tsung's spooky finger waggling is going to actually scare anyone. And as for Baraka, he appears to be playing stand up air piano. Still, what do you expect from someone with a vest like that?

Features

Fu



"They have heard the hooves coming..." – Howard Lincoln, Chairman of Nintendo America on Sony and Sega's decision to drop the price of their Next Gen machines.

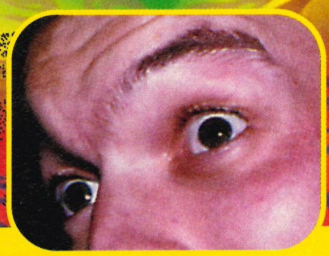




Fan

ture







And Sony and Sega tried. Oh, how they tried their best to steal Nintendo's thunder. To take the impetus away from what Nintendo had produced. But it didn't work and this month has proved, beyond any reasonable doubt, that they had great cause to worry. You see, the Nintendo 64 has arrived and videogaming will never be the same again...





tastic

Men B Gl

The Lads



Atko

After serving time for sporting a series of illegal haircuts, Atko – combining cleverly his extreme wit, perseverance and sonic-blast laugh – managed to land the highly disrespected position of Staff Writer on TOTAL!. Of course now he's the top dog on Europe's leading Nintendo mag and when commenting on his successes, he is naturally modest to the point of being down on himself: "The fact of the matter is I was always destined for greatness. In a couple of months I'm going to be the most sought after Editor in Future. If I'm not that already, of course. Which I probably am. Such is my talent. My plans for the future? Well, I'm going to rule the universe in about six months if everything goes to plan."

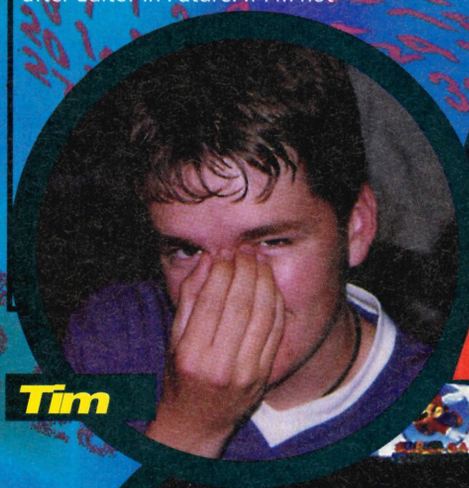
Tim

Following a partially successful A-Level course and six months pretending he understood phrases like 'steel gas anode' and 'construction of transportation' at British Gas, Tim managed to pass into Future unnoticed as a Staff Writer on everybody's favourite Nintendo mag. Now, of course, he's well and truly settled into the daily routine of fast cars (a Metro City X), women (Hazel the cleaner), power lunches (a McDonald's) and twelve hour days (9.30 to 6 and then down the pub). So, what does the young whipper-snapper think of his new Editor? "It's like getting up on Monday mornings. It's a pain in the arse but it's just something you really have to do".



Thicky

Although he isn't strictly speaking part of the TOTAL! team anymore, he's still regarded as one of the boys and is often invited into the office to cheer the team up with his amusing collection of farts and facial gags. Perhaps sometimes unfairly labelled as having the brain capacity of a water biscuit, Thicky says of the newly formed TOTAL! team: "They're nice blokes. John's a great Editor and Rob and Dennis are super writers". Shame really, just as we start to question whether he actually is as spacial in the brain department as people make out, he goes and says something like that.



Tim



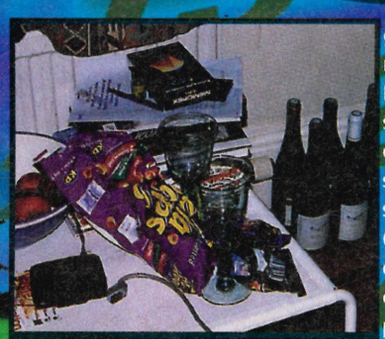


Atko



Thicky

The Food



Atko's extensive flat (it's amazing what 75 grand a year can do for you, is it not?) was chocka full of top grub but, in the end, we all decided to visit the supermarket and this is what we ended up with: Assorted Hula Hoops, Twiglets, Peanuts (roasted and salted), a selection of dips (blue cheese, garlic and herbs, cucumber and carrot), a cheese and ham pizza, burgers, some Linda McCartney stuff that Atko insisted he had some sort of affinity for and three tubes of Pringles (Lightly Salted, Cheese and Barbecue flavours). On the drinking side of things, Atko sent his servant to the office to get hold of some sparkley stuff which we proceeded to drink with rather disturbing speed.

The Cart



After the bricks that were the SNES carts, it comes as somewhat of a surprise to find that the N64 carts are only 11 centimetres across. Another strange (and not to say controversial) feature comes when wanting to remove the cart from the machine. In a system rather akin to that of the Mega Drive, you no longer have to press an Eject button, but merely just pull the cart out. Though it doesn't save a great deal of time, it does prevent unecessary breakages like those on the SNES where you accidentally pull the cart out without pressing the eject button. Very nice!

The Machine

Okay, so in the past we've had some things to say about Nintendo and the way they've delayed the release of the N64 but, now, we take it all back. The N64 is, without a shadow of the doubt, the most exceptional thing to have ever happened to videogaming.

Its technical capabilities allow it to produce some absolutely stunning graphics that better some of the games currently on show in your local arcade and sound-wise it more than equals the PlayStation with the capacity for ludicrously real sound effects and pumping tunes.

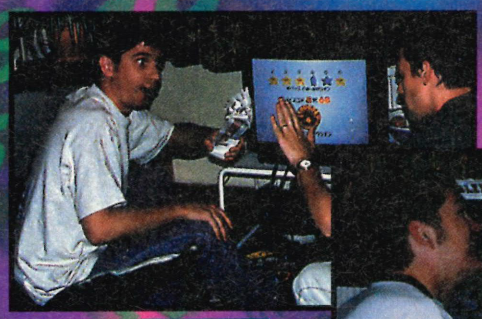
And it's just so small. Which is an achievement in itself considering the power it contains. It's no bigger than the PlayStation, but looks far better than the aforementioned 32-bit machine. It's a lovely collection of sleek curves and because of the fact that it's black, rather usefully, dirt tends not to show up.

Frankly, it doesn't get much better than this...





Tim shows that he's to games what Pavarotti Pegley is to indoor hang-gliding.







Behaving Badly

Take the most powerful games machine in the world, possibly the greatest piece of software ever developed, three certified experts in the field of Nintendo, copious amounts of food and drink and you end up with this...

The Joystick

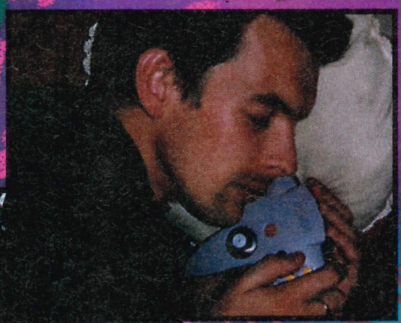
Following in the tradition of the machine itself, the pad is surprisingly small but, nonetheless, undoubtedly revolutionary. The joystick, at first, seems too small and looks rather frail. But upon playing it you soon come to realise that it's brilliantly thought out. No surprise there.

It does genuinely give a feeling of absolute realism. Push it a little to the left and your character will move a little to the left. Push it right across to the left and your character will respond accordingly. It's quite superb.

The control pad seems not to be of any use but, presumably, in future, other games will make use of it. As for the yellow buttons, well, they allow you to change the camera angle at will which heightens your playing experience further and with just two action buttons there's now much less complication at which of the A, B, X and Y buttons need pressing. It's just a case of A and B. Inspired.



Such is the utter believability of *Mario 64* that poor old Atko and Thicky thought *they* were racing the penguin through the snow level. Soon after Atko kept repeating, "It's me Mario!" and poor old Thicky painted on a moustache. Tsk.







The beauty of *Mario 64* is that it's such a feel good game that you don't mind if your mate comes over and asks to have a go. Of course, if that mate happens to be Thicky Dyer then it's a different matter. The last thing you want is his elastic face bearing down on you, dribbling saliva and mouthing stuff like, "This looks like an ace lark! Give us a go!"

The Evening

So, with all this in mind, we hit Atko's gaff. Setting up home in the servants quarters and laying out the food before us in a sort of crop rotation system (except, obviously, the crops were Pringles and Pizza as opposed to Wheat and Rye), we plugged in the N64, stuck in a copy of *Super Mario 64* and began an evening of fun.

The crop (food) rotation system was the first to see any form of success. Each of us were able to sample the varied food types within the first ten minutes by taking a handful of one then rotating it round to the next person. He, in turn, does the same and – viola! – you end up with the sort of food/videogames situation that often results in some vomiting/toilet based shenanigans. Great! Give it a go!

Mario 64 itself plays like an absolute dream. We were all well aware that it looked stupendously good from the screenshots made available, but were slightly concerned that some gameplay might be lost. How wrong we were. It's like the Mario games of old except with graphics and sound to die for. And in 3D!

And even after the third Pringles tube – and a couple of near misses in the toilet seat area of the flat – it remained the best laugh we'd had since Atko turned up in the office and asked for constructive comments on his new haircut.

Mario is the greatest thing to have ever. And here's the reason why...

Being Mario

Firstly, the game will make you want to emulate Mario. You want nothing more than to be totally immersed in the game. Cue some rather juvenile larking about on the landing at Atko's mansion...

1 Banister Sliding

Not wholly necessary to your advancement through the game but, nonetheless, amusing if you want to speed up your progress. The main castle has a fair few staircases most of whose banisters can be traversed.

2 Jumping and Hanging

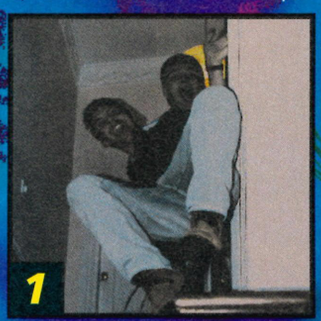
When the gaps between platforms are just a little too far to make in one leap, Mario will hang from the ledge and then pull himself up. The animation involved in this is quite stunning. Unlike Thicky's attempts, here.

3 Taking Corners

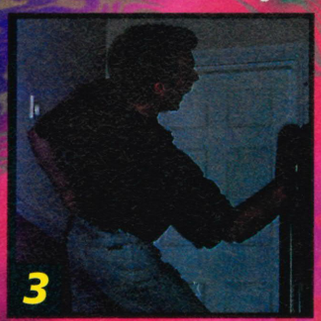
Mario's run alone is lovely – the way his little arms go in time with his steps is a brilliant touch – but when he takes corners he redefines the word 'realism'. Sadly, here, Thicky only manages to redefine the word 'cretin'.

4 Fighting As Mario

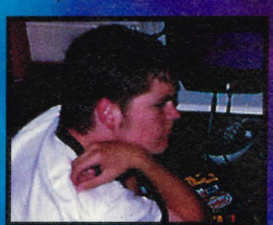
Mario has a variety of different fighting moves including punching, leaping and, also, a good old fashioned kicking manoeuvre as demonstrated with frightening realism here by the young scamp Weaver. Atko and Thicky weren't seriously injured, though. Just an exploded spleen and a couple of broken ribs. Don't try this at home – go 'round to Atko's gaff and trash that instead.











Sadly for the lad Weaver it was all a bit too much. The whole idea of a 64-bit machine producing the most glorious software ever only managed to confuse him further. "64 fits? Who had a fit?" he would reply when faced with the various technicalities. "No one has", would be Atko's reply, "but I'm going to have a fit on you in a minute, you cretin!"





RIGHT: Thicky finds the joystick a serious test of his extensive brain capacity. "So, if I push it to the left Mario goes in which direction?"
TOP LEFT: Thicker thinks he can play Mario by using only his hand and extensive vocabulary.
BOTTOM LEFT: Atko has a table leg shoved up his butt in a freak kitchen utensils accident.
Below: Tim shows that, actually, he can't fly.



The analogue joystick really is an absolute joy. In the real world it obviously isn't as good as living with Liz Hurley or accidentally being given £1 million and a small house in Barbados but we love it to bits. As we do Mario and the machine itself. Exciting

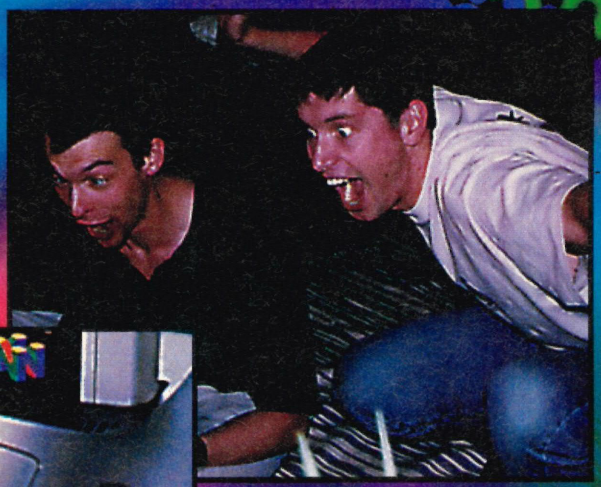


Why No Chris?

Take a good look at this picture. See that face. Frankly, that would have been bad enough on its own. But if you look closely at what's written on that mug you'll see exactly why we didn't take him with us. He's an absolute disgrace, he really is...



"Oh, this is such fun, Atko. I wish I could play it for the rest of my sad little life". "Thicky, you can. Because in two minutes I'm going to rolling pin your head. Make the most of *Mario* now, won't you?"





In 1903, the year Atko was born, he accidentally had a lemonade bottle shoved in his mouth by his mum thus explaining his uncanny ability to open his mouth to Channel Tunnel proportions.

See that block of white on the machine there? Well, blame that on Thicky. He had the good idea to write 'TOTAL!' on it in Tippex. Unfortunately, he can't write and only succeeded in scrawling, 'Fluxxybott' in the style of a one year old.



Reinventing The Next Generation

Secondly, because of its jaw dropping technical capabilities, we had no choice but to settle down and talk of what the N64 might be up against...

3DO



This 32-bit atrocity claimed, prior to its release three years ago, that it would be 50 times more powerful than anything else on the market. On its release, it became immediately apparent that that figure was, what's technically known as, crap. Its software may have looked graphically pretty healthy but gameplay-wise the 3DO dropped some horrible clangers.

Sega Saturn



Daytona might have been quite good fun (wretch) but it lacked the necessary smoothness to elevate it to essential status. And *Virtua Fighter* showed promise (in a 24-bit blocky kind of way). However, there's no getting away from the fact that the Saturn is massively over-hyped. Its latest 'big' release, *Nights*, was supposed to rival *Mario 64* with a 'gorgeous' 3D environments. Um, yes. All it managed to prove is that Sega have been and always will be miles behind Nintendo in the videogaming stakes.

PlayStation

Perhaps the only machine that could ever hope to really rival the N64 and, for a while, its wide array of, frankly, very competent titles – *Ridge Racer*, *Resident Evil* and *Doom*, for example – gave a false impression that its 32-bit technology may well be up for a bit of a battle. But, now, after seeing *Mario* and *PilotWings* it has become crystal clear that it won't ever rival anything the N64 will do.



And so...

Conclusive proof then that the Nintendo 64 really does wipe the floor with its competitors. And also proof that even after three tubes of Pringles, a cheese and ham pizza, some Linda McCartney pies, a batch of stale Twiglets, a couple of cans of ale and several or ten visits to the old latrine, we were all still able to construct decent arguments as to why the Nintendo 64 reigns supreme. Providing, of course, that you even needed to be convinced in the first place.



The Step Down Transformer

This piece of fairly unattractive machinery may look duller than Chris on a particularly dull day in dull old March, but it's absolutely essential that you have one if you're to use the N64 here in Britain.



In simple terms, due to the fact that our electrical system runs at 240 volts – unlike the Japanese set-up which runs at 120 volts – the transformer is necessary to convert 'down' so as to allow the Japanese N64 and its technical requirements to run smoothly on our British system. If you're thinking that you could probably get away with not having one, think again. Unless you're planning on seeing your newly acquired N64 blow up before your eyes you'd be well advised to splash out the required amount of readies.

Price: £35 (Approx)

The AV Composite Lead

Fairly simple, really. Without the lead you don't get a picture on your television screen. So, actually rather vital if wanting to partake in a spot of *Mario 64*-ing. **Price:** £10 (Approx)

Dynamic Consoles (0121 628 5715)

Price: £630

Deal: This price includes both games – the perfect *Mario* and the wonderfully fun *PilotWings* – the control pad and the machine itself. However, the step down transformers and AV composite lead weren't included, but Dynamic do stock the first of these two rather important pieces of equipment at an unfeasibly reasonable £15 (approx), which is damn good stuff considering the beggars normally retail for 35 smackers.



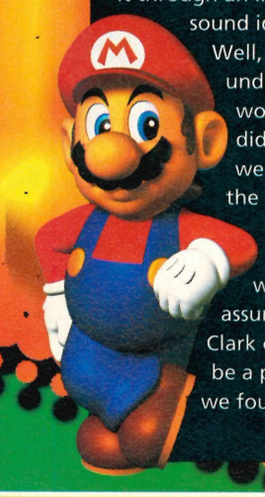
Value For Money: £645 for the package and the step down transformer is excellent value. Call them now! ****

Sale Of The Century

It would seem that, in the scramble to shower the Japanese and American public with their newest, most eagerly-awaited products, Nintendo sometimes forget Britain and Europe. In recent months, the delights of *Star Kirby*, *Civilization* and *Super Mario RPG* in particular have, sadly, remained a mystery to the 1000s upon 1000s of gamesplayers here in beautiful Blighty. Which is, naturally, a shame.

However, all is not lost if you're willing to order through an importer. You will, unfortunately, be paying around £65 for a piece of software – which is obviously a little pricey – but when you consider the dross that has seeped onto the British market over the past few months – *Power Piggs*, *Cut-Throat Island* and *Tetris Blast* all spring to mind – forking out an extra 15 or 20 quid on exceptional products like those mentioned above does seem a small price to pay.

The point is, of course, that importers are now dealing in the N64. And with the European release date for the machine being, unsurprisingly, put back until sometime next year, ordering it through an importer would seem like a pretty sound idea, would it not?



Well, yes, it would. So, in a piece of undercover work that Bond himself would be suitably proud of, TOTAL! did a spot of snooping around. First we found out the names of four of the best importers in the country – all of whom are companies that we have dealt with in the past – then we put on a shaky Northern accent, assumed the fake persona of Roland Clark of Manchester and pretended to be a potential buyer. And this is what we found...

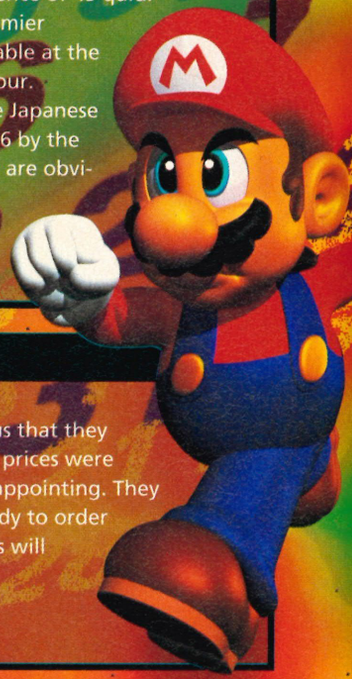
Next Generation Consoles (01132 306007)

Price: £699

Deal: The package includes both games, the controller, the machine (obviously) as well as an AV composite lead and, more importantly, a step down transformer. Okay, so let's do some maths. Dynamic were offering the same thing minus the composite lead and transformer. However, they were selling the transformer separately for £15 which then totals £645. A composite lead shouldn't cost you more £10 which gives us a grand total of £655 compared to Next Gen's £699 (which, for the sake of argument, is 700 notes). A difference of 45 quid.

In Next Gen's defence, however, they are one of the premier importers in Great Britain and had more machines available at the time of going to press than any other of the other big four. Indeed, they had 96 units only a couple of days after the Japanese launch of the N64 and were already down to their last 16 by the time we contacted them a week later, proving that they are obviously highly thought of.

Value For Money: Not as good as Dynamic Consoles but their reputation is second to none and, therefore, should just about be enough to justify an extra £45. ***



Mega Bits (01132 556969)

Price: N/A

Deal: Erm, well, there wasn't one. Mega Bits informed us that they were not going to import any machines until the asking prices were dropped. Understandable perhaps but, nonetheless, disappointing. They did, however, tell us that they would have machines ready to order in the first few weeks of July as, they claimed, 'the prices will have dropped by then'.

Value For Money: N/A

High Resolution Gamezone (0171 792 1323)

Price: £580

Deal: HRG are offering *Mario 64*, the machine and the controller for the above price. This package, therefore, is missing *PilotWings 64*, a step down transformer and an AV composite lead. So, for the £645 you spend at Dynamics you get everything bar the composite lead whilst Next Gen's £699 includes every damn thing under the sun. Okay, so what about the transformer and composite lead and *PilotWings 64*? Well, it seems that they do stock *PilotWings*, but separately and for (get this) £110. The step down transformer they don't have 'out the back' and they advised us to look in a local hardware store for a composite lead. Now, if the lead costs a tenner, the transformer, say, £15 and *PilotWings 64* around £110, what does that give us? Sadly, when all's said and done, a rather disappointing £715. Ouch! That hurt you ridiculous fools!

Value For Money: A little bit over the odds, perhaps, and £70 cheaper at Dynamic. However, the bloke at HRG was very friendly so, you know, that was nice... **









Conclusions!

If anything, the prices we were quoted were slightly less than we had imagined. Don't be mistaken into thinking that we're advising you to go out and spend around £700 on the machine but, after some initial sniffing around last month where estimates between £800 and £1000 were banded around, £645 is really quite a pleasant surprise.

If you are seriously considering ordering through an importer, our advice would be to make sure the package on offer includes BOTH games – £110 for each game seemed a common price tag amongst the ten importers we contacted and, as far as we can see, that's horribly expensive – a step down transformer (vitally important) and an AV composite lead.

We strongly suspect that the prices quoted by importers will have come down in a couple of months – perhaps to around the £550 to £600 mark – as, at the moment, companies are tending to set their prices high because they realise that there will be enough interest in the machine to justify a slightly higher price tag.

That's not to say that the N64 isn't worth spending money on because it is. You won't see anything like it for a good while and, if we're all being honest here at TOTAL!, we believe that *Super Mario 64* is well worth the price tag on its own. You only have to look at our review on Page 44 to see exactly what we mean. It truly is the best thing ever! PlayStation? Saturn? Pile of old pants mate. However, if you're planning to enter the Next Gen the choice, as they say, is yours...



Previews

This month experience the delights of what could next month possibly become the second best game of all time – *PilotWings 64* for the N64. Don't worry though, we haven't forgotten all you SNES-heads out there, we've also got tip-top previews of *Whizz* and the sequel to one of the platform greats – *Prince Of Persia 2*. Tuck in!

PilotWings 64's locations are rich and diverse. On the one hand you can be freezing your 'nads off hang-gliding over icy landscapes (right), while on the other you can be soaring over beaches laid out with parasols (below).





PILOT

You'll know by now that *Super Mario 64* is the greatest game ever created in the history of all things ever ever ever (unless, that is, you're some kind of weirdo who doesn't look at magazine covers before delving inside them), but what about The Other N64 Game, *PilotWings 64*?



As we've been saying elsewhere, the detail in the game is staggering. The ferris wheel (above) actually begins to move when you approach it.



Four birdman levels take place at different times of day. In the one above, we're catching the action as the sun has gone down.



Well, because we've dedicated 20 pages to Mazza this issue, a full review has had to be pushed over until next month, but we thought you'd appreciate at least another four-page spesh on the flying game that looks set to kick every other flying game right up the jacksie – big time!

Let's start by reiterating just how drop-dead gorgeous the game looks: it has more graphical extravagance, detail and sheen in just one of its many levels than you could find in ten PlayStation or Saturn titles. Reaching the quality of a £10,000+ coin-op in places, *PilotWings 64*'s graphics will surely break the hearts of every Sony and Sega fan, who'll be blubbing into their CD drives for months. With a distinctly different style than *Super Mario 64* – graphical features tend to err on the side of realism rather than cartoonism – *PilotWings 64* manages to look at least as impressive. What's especially noteworthy is the subtle way Paradigm Simulations and Ninty have implemented many of the game's finer touches. While there are some very obvious graph-





Rocket-packing over a rather angular waterfall (left) and landing (above).

WINGS 64



The Nintendo 64 gets a right old work out in this game. Water effects, such as this fountain (right), are the kind of effects you can only get with the SGI chippage lurking under its bonnet.





The N64's tri-linear mip-mapping ensures that the textures on buildings look silky smooth (left).





Sadly, you can't peak through the windows in this rather lovely building (above) – not even *PilotWings 64* has *that* much detail. The later rocket-pack levels require you to find balls which have to be burst (below).







Landing safely is obviously a key factor of the game. You should be aiming to avoid this sort of scene (below).



ical landmarks – the Statue of Liberty, Mount Rushmore, the Golden Gate bridge, etc. – the amount of little things going on around you that you don't notice at first is quite incredible. On the second level you can spend ages zipping around taking in sights such as speed boats hammering across bays, whales spouting water, and even details as fine as waves breaking as they shimmer in to the shore. During our time with the game, it's occasionally even been difficult to keep our minds on the tasks in hand, such is the overwhelmingly comprehensive nature of the artificial worlds living inside the cart.

The six characters – Lark, Kiwi, Goose, Ibis, Hawk, and the, er, somewhat appropriately named Hooter (you'll see why when you see her in the game) – don't look quite as charming as those of *Super Mario 64* somehow, but their inclusion will give the game an added layer of depth to extend its longevity. Lovely.

Since last ish, we've discovered exactly which bonus games have made it into the game: birdman, cannonball, skydiving and jumble hopper. The first is covered in the box over there, the second a human cannonball-style affair, the third a self-explanatory leap followed by a spot of parachuting, the final option a quite bonkers one where your character wears spring-heeled boots, letting him or her bound around levels like

PILOTWINGS 64

that bloke in the naff National Lottery advert. The latter has the potential to be the biggest larf, while the skydiving section is surely set to be the most taxing, using similar controls to the equivalent bit in the SNES original – which was far from a pushover.

We've still got a few hundred more flying hours to do on it, but by next month we'll be delivering the definitive verdict on *PilotWings 64*. Can it too scale the heights that Mario has ascended? See you next month...





The six characters in all their quirky glory. Each has his/her own nuances, although it'll take a while before their strengths and weaknesses become apparent.

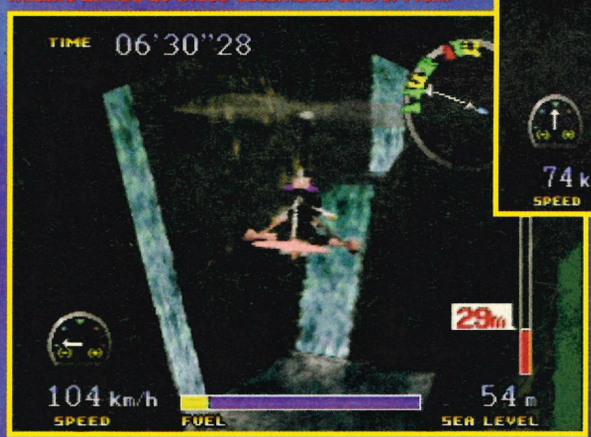




If you look closely you can just about see a missile aimed at those catamataraners. Heh!







Yes, we just couldn't resist a challenge like this one (above). We're so brave.



Just wait 'til you see what else is in the game! It's amaaaaaaziiing!

Above: Have you ever seen a more realistic waterfall than this one? We're certainly haven't. It was a hot day when Thicky Dyer saw it, and he put his mouth on the screen to try to drink some.



A Right Tasty Bird

While the three main methods of flying have various restrictions (you're restricted by limited fuel with both the rocket-pack and gryocopter, and by, well, gravity with the hang-glider), the birdman bonus levels allow you complete freedom to fly as long as you like – or at least as long as you keeping flapping your wings to stay aloft anyway.



Hence this mode is topper fun, letting you explore each and every section of a level at any pace you wish – you can even land anywhere you like – just for fun!





Packet Of Three

If you've been following TOTAL!'s coverage of *PilotWings 64* in recent months you'll know there are three standard modes of air transport available: hang-glider, rocket-pack and gyrocopter. We've had the opportunity to spend a bit more time with the game now, though, and can reveal a bit more about their controls and behaviour...

Hang-glider

The peaceful, calming joys of hang-gliding are represented beautifully. Control is simple: use the analogue stick to alter the roll and pitch of your 'glider and the A or B button to slow down. The biggest problem you'll face is the elements – realistic wind will blow you off course, and you'll face a constant battle to manoeuvre your craft, which requires the finest of touches to avoid careering all over the show and making painful nose/mountain interfaces.Tricky blighter..





Rocket-pack

Definitely the one for beginners, the rocket-pack is simply ace. Two jets, whose direction is controlled with the stick, flank your character, and pressing B fires them. The momentum and feel of this section is tremendously implemented, and it's all too easy to overdo it on the power and find yourself losing control. Fortunately, a quick flick of the joypad's Z button brings you to a halt.



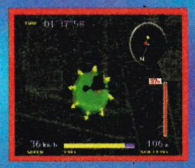




Gyrocopter

The most plane-like of the three, the gyrocopter can prove to be a bit of a tough cookie. Controlling acceleration and deceleration is simple enough, but the craft's turning circle is wide, making it difficult to approach some of the targets set out before you. It's one of the most fun to use, though, chiefly because of the missiles which come packed on-board as standard. Atko's been buzzing around trying to take out all manner of things – whales, speed boats, catamarans, even parasols dotted on a beachy stretch in front of a hotel. Bless him and his easily-carried-away ways.





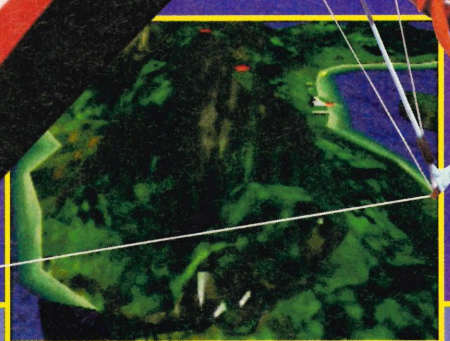


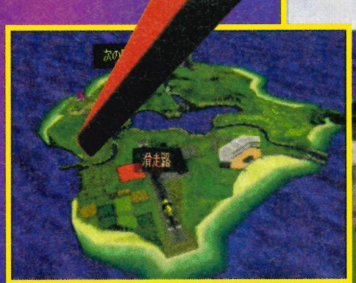






A big blue ball! Tim reckons it reminds him of an ex-girlfriend. Strange feller, he is.







The map sections (above) are beeeeeyooooootiful!

For: N64

From: Nintendo

Category: Flight Sim

Players: 1

Developer: Paradigm

Available: Now (Import)

Complete: 100%

PRINCE OF PERS
THE SHADOW AND THE FL





The Shadow And The Flame, eh? What a pretentious load of old pump. Still, the game looks like it could be alright.

For those of you who are too young or too new a Nintendo owner to remember the excellent *Prince of Persia* then the second installment is going to come as a bit of a God send. Not only does it bear an uncanny resemblance to its predecessor in looks, but in storyline it's virtually a rewrite. Sadly, just as the story in the first game was nothing to write home about, neither is this.



The Prince once again finds the Grand Fizeer a particular pain. After banishing him from the kingdom of Persia in the first encounter, the Prince gets ready to shack up with the Princess when, on paying a visit to her boudoir the very next day he watches as the Fizeer treats her to a spot of kidnapping. Oh, yawn.

Whereas the first game broke new ground with its delightful blend of Rotoscope animation and challenging, puzzle solving elements the follow up nestles oh-so-nicely in amongst the considerable piles of standard platform fare now available.

However, aside from the fact that it is, quite obviously, not going to win any originality prizes, *POP2* looks gorgeous and plays very nicely indeed. The backgrounds are stupidly good and if the first level seems directionless and a tad unimpressive then its more than made up for by the fact that the later levels compete with the

WHIZZ

Don't collect the blue mushrooms because they can kill you. The red ones, however, can't so you can, er, collect them. Oh, alright, we'll save all this sort of thing until next month. So, cheers!

This game, however, is something totally different. An original concept expertly done. Indeed, to say that we are waiting for *Whizz* with baited breath would be to say that Atko has a pineapple head. In short, this could be Titus' best game to date.

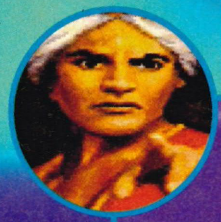
Not only are we dealing with an isometric platformer – a rarity in itself, we can tell you – but also a rabbit in a top hat and tails, some wonderfully thought out and beautifully drawn levels and a difficulty setting that is just shy of being tricky.





Takes a bit of getting used to, this. But great once you do.

IA 2
AME

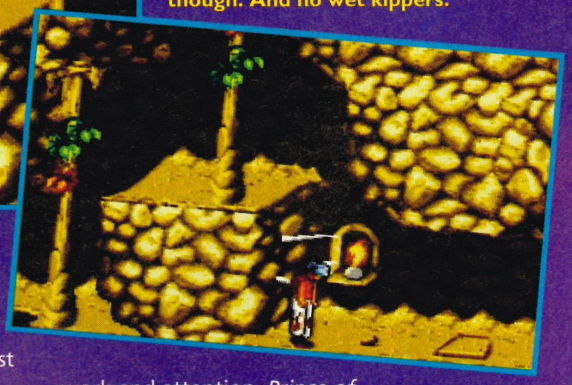








There's plenty of fighting in *POP2*. Lots of swords and that. No guns though. And no wet kippers.



Looks a bit like the original? Of course it does 'cause if it ain't broken then you don't want to go about fixing it do you? Oh no.

best from the first game and, indeed, the best platformers around at the moment.

Its great to see Titus' continued commitment to the SNES and with a little bit more work and attention, *Prince of Persia 2* could be a great little game. Expect a full review next month.



Z





If you remember, we previewed this about a year ago. See you next year then.

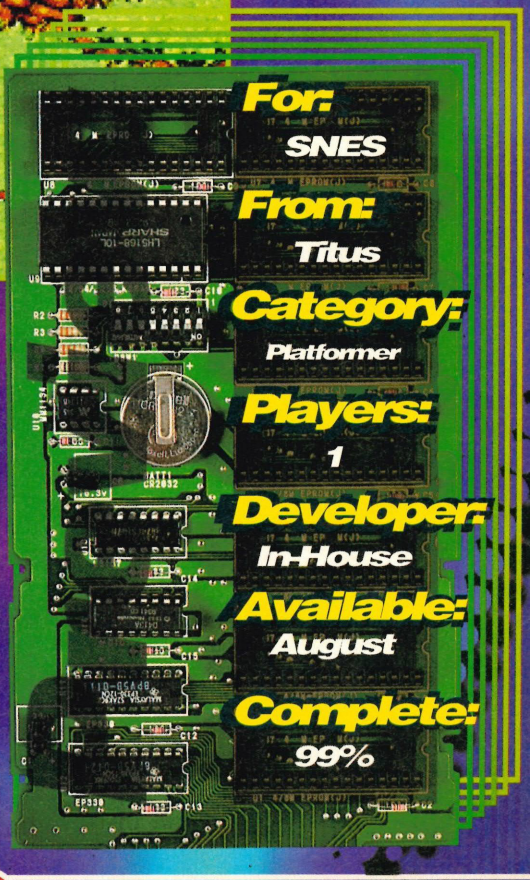
The isometric viewpoint immediately differentiates *Whizz* from the hundreds upon hundreds of pretenders to *Yoshi*'s throne and, although at first it takes time to get used to the testing control system, you soon come to realise that the decision to develop the playing environments in this fashion was nothing short of inspired.

There are 11 worlds contained within the game, all varying in style, yet all managing to equal one another as far as difficulty is concerned. The player has to complete each stage within a specified time limit (all of which are purposely short) but can extenD the playing time by collecting tiny egg timers.

Expect a review in thirty days time. See ya!



Next month, when we come to review it we might – and I repeat, might – have a box entitled, 'Sorted For Easy *Whizz*'. Clever, isn't it? Sounds a bit like that Pulp song but obviously isn't. Problem is, of course, that *Whizz* isn't particularly easy. So that's a problem.





GamesMaster

ISSUE 45

Britain's Best-Selling All-Format Games Magazine!

TIPS FRENZY!

MK3, Brian Lara '96, Guardian Heroes, Panzer Dragoon 2 ...





QUAKE

First PC Review! Find out what we think of the Doom-em-up that's heading for N64!





DIE HARD TRILOGY



THE WORLD'S FIRST EVER REVIEW! Three thrilling games in one or a right royal rip-off? Find out in GM's exclusive review...

MARIO-SONIC-CRASH!!!

As game stars go 3D all over the bleedin' gaff, GamesMaster takes a look at how Nintendo are gearing up the little plumbing fella for his stunning new adventures.



VIRTUAL REALITY

Arcade games have never been so real!



VIRTUA FIGHTER KIDS





It plays better than *VF2*, it's packed with new features, and it's the kind of beat-em-up your gran will kill for!

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DONKEY KONG COUNTRY 3



Oh Oo-Oo-Oo, he's back! King of the swingers DK is coming home to a SNES near you. Top new pics!

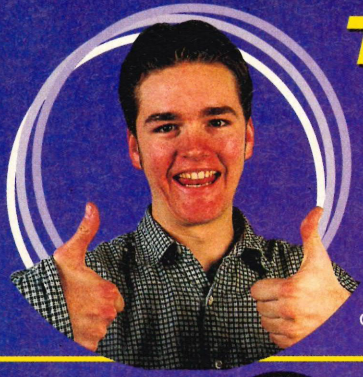


On sale NOW!



Atko says

This month, due to the fact that *Mario 64* arrived half way through the month, has been surprisingly productive. Tim's done loads of work and so has Chris. Oh, and I've done some too but obviously because I'm Editor, not that much...



Tim says

It was quite an experience going round to Atko's mansion this month. If you're familiar with Longleat House then you'll understand what I mean. I felt sorry for his servants. The amount of work he makes them do is quite disturbing. Still, get a load of this...

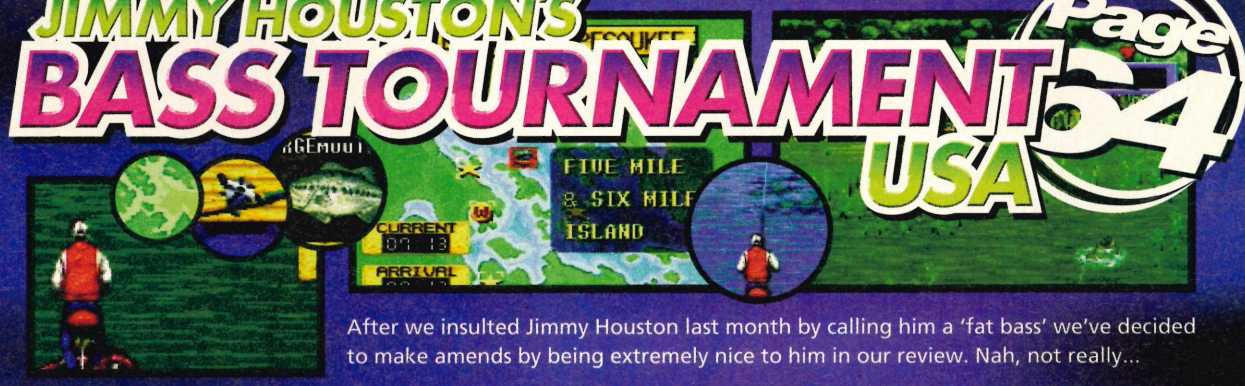
Reviews

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*!



Page 44

No words are needed. The best game of all time speaks for itself. Turn to Page 44 for a 20-page review unlike anything we've ever done before...



Page 54

After we insulted Jimmy Houston last month by calling him a 'fat bass' we've decided to make amends by being extremely nice to him in our review. Nah, not really...



Page 66

We tried to be positive about it last month in our preview but, I'm afraid, Izzy isn't going to be much of a threat to Yoshi. You see, it smells of pants...



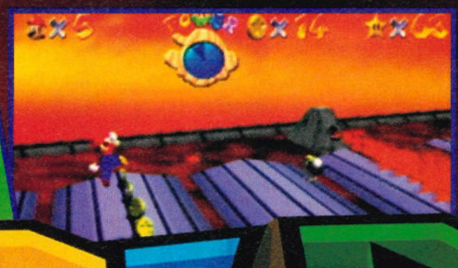
Page 68

Game Boy beat-'em ups are noted for their outstanding technical abilities but *Toshinden* may well change that...



PLAYERS: 1
DEVELOPER: Nintendo
PRICE: £100 (ISH)
RELEASE: OUT NOW (JAP IMP)







This is a new guy. Don't let him pick you up or you'll get thrown off a cliff or something.

SUPER MARI

スーパーマリ



Press the switch to make the stairs appear.



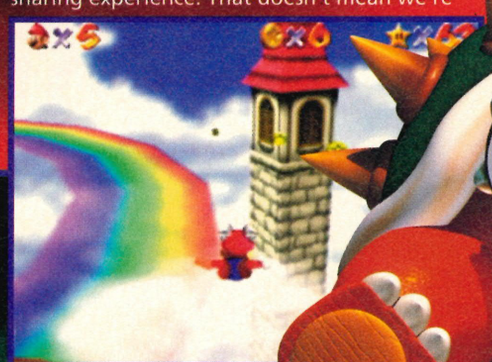
The flying bits are fabulous. Land on a platform and you can take off again by simply doing three jumps. Not at all tricky (unlike the flying itself which is a nightmare).

The words don't exist that can adequately describe *Mario 64*. But clearly it would be a bit disappointing if we didn't at least try. It's also difficult to know where to start with a game this, uh, damn. There you see, the words just don't exist. Anyway, the best way we can think of to attack the subject is to involve you all in a sharing experience. That doesn't mean we're going to lug the N64 'round to all your houses individually, but it does mean that we're going to tell you about the game as we play it.

The plain fact is that *Mario 64* is the finest game ever created. Not just better because it's the latest, or simply because the graphics are so sweet. No, it's by far the most amazing gaming experience







This is your second encounter with Bowzer. On this one he leaps high in the air and when he crashes down the whole arena tips up sending you towards him. Bloody scary!





This tube can be found after a particularly hard section. If you drop through it, you'll end up at the second Bowser fight shown over there on the left.

Oh bugger! He got me. My only option now is to quickly lose energy, thus dying and escaping his grasp. I know, I know, but it's the only plan I have available.





ever because everything has been put together perfectly. The stunning graphics actually give rise to some entirely new gameplay aspects and the level designs have been precisely assembled to make the very most of the added third dimension. We've given it 100%, we've stated it's the best thing ever, and again we stress words fail us. So, we'll now simply take you through the thing as we experienced it.

That's the castle where it all takes place.



You start the game outside Princess Daisy's castle. We assume it's hers because there's a bloody great picture of her on the front. Anyway, despite it all being in Japanese, it's perfectly plain that Bowzer has somehow infiltrated Daisy's gaff (stop giggling) and imprisoned her somewhere round about the very top. It doesn't take a great deal of intelligence to figure out that that's where you ultimately want to end up.

You enter the castle to be confronted by a beautiful entrance hall

SUPER MARIO 64
スーパーマリオ



This huge Chomp is a terrifying beast. He's tied to the post but getting around him is still a bit worrying. However, the worst part is...

... that you have to stomp his post in order to get a red coin and a star.





with several doors leading off it. Only one is unlocked to start with. This leads to course one. The first course enables you to become accustomed to the new control system, which, to be honest, is silky smooth and a dream to use right from the outset. Even though the analogue control stick is an entirely new experience, the control system has been designed so well, that it takes literally seconds to be able to play with some dexterity. More surprising is the amount of moves that the new 3D Mazza is capable of. For details of these take a look at the box over the page.

However, this first level is not simply a training level. It is



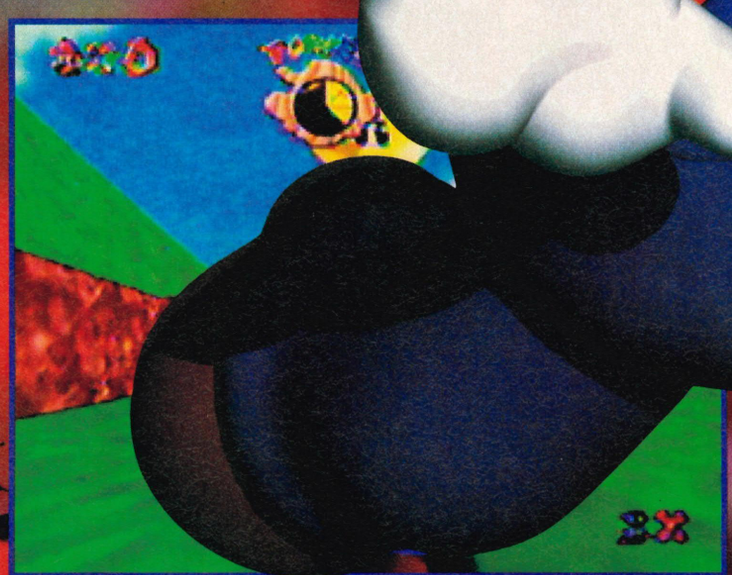


You'll find cannons all over the place, and very useful they are too (as well as being a right laugh).





This is a tower at the top of the second course. It's not unlike that old Nebulous game. Actually it is unlike it. This is far better.



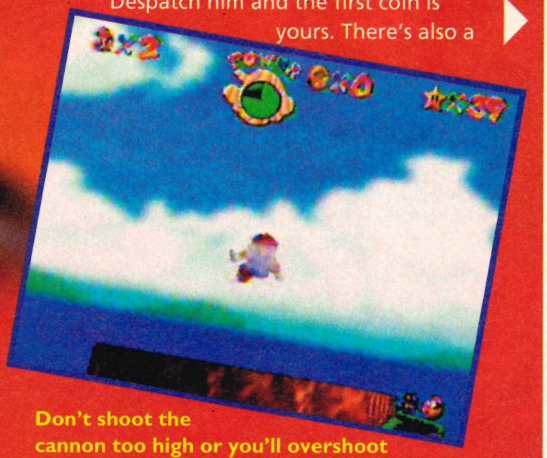


This platform rotates. Go to the end so that you get pushed into the coins.





easier than the other levels, but is in itself a fully fledged world with the full complement of seven stars to collect. The main part of this first level is a huge natural tower (a bit like Devil's Tower from *Close Encounters Of The Third Kind*). At the the top of this tower sits the first of the Bosses. Despatch him and the first coin is yours. There's also a



Don't shoot the cannon too high or you'll overshoot and most probably twot your head.





Butt the red box to get a flying hat. Then you can float, free as a bird. Wheeee...



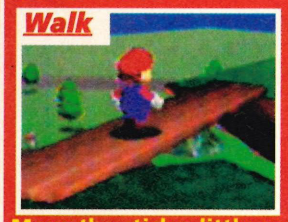
Beware the rolling balls, for they have squashing abilities that will make you innards squelch out through your ears.



Another puzzle solved and another star gained. Soon I'll be well on the way to the final showdown with that Bowser chap.

Moves

Walk



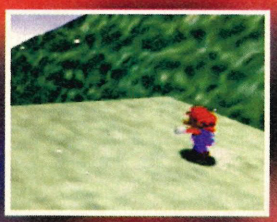




Move the stick a little and Mario walks slowly. Useful for getting safely across narrow walkways and the like.

Run

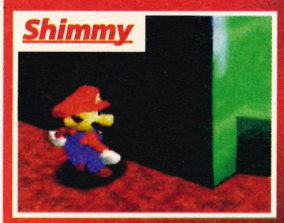






Push the stick hard and Mario moves at a cracking pace. This is the best way to move through the levels quickly.

Shimmy







Some thin walkways are edged by a cliff face. You can walk it, but it's a bit precarious. Instead push against the wall and you'll shimmy along it safely.

Crouch

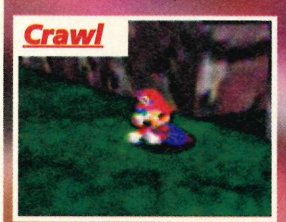






In all the time I was playing the game I didn't really find a use for the crouch. But knowing the canniness of Mr Miyamoto, it will have its uses somewhere.

Crawl





Not only is this fun to watch, you'll need to crawl through tight little spaces on later worlds. Also useful on the pub-filled levels – that was a joke actually.

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Open the chests by all means. But don't blame us if you get electrocuted.



floating platform hanging tantalisingly in the air. But that's to be explored a bit later when you have the means to get there.

Having got the first star you then go back to the entrance hall and use the star to unlock the second door. The second course takes place around an almighty tower, this time man made. This level is a good example of how the game evolves and constantly changes as you progress. The first time you scale the tower, the top is a flat arena upon which stands a huge boss who looks a bit like a huge breeze block. Once you defeated him by

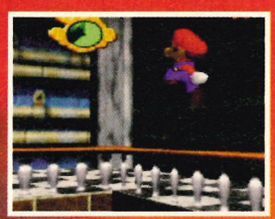


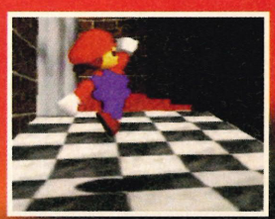


Moves cont.

Jump



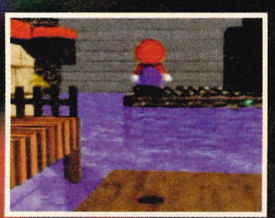


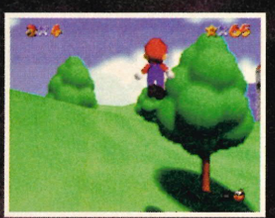


Tempting though it is to use large leaps all over the place, on tricky sections you'll need to master the art of deftly tapping the jump button to perform accurate little hops between precarious platforms.

Big Jump

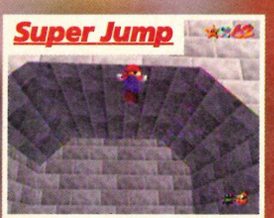


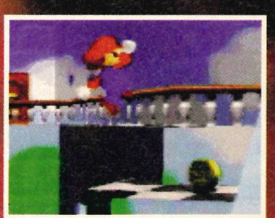




Jump once, then jump again and Mazza does a big leap to get across big gaps.

Super Jump







Press jump a third time and Mario does an almighty great jump. Again there are specific points which require such a move.

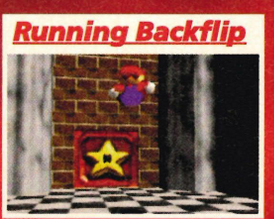
Punch Attack





By far the easiest way to despatch most of the enemies in the game.

Running Backflip

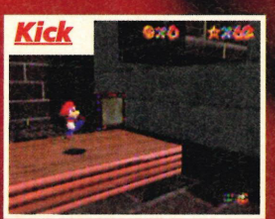






Some platforms are to high too reach with a normal jump and too cramped to do a super jump. In this case, run away from the platform then push the stick back and hit jump to do a backflip.

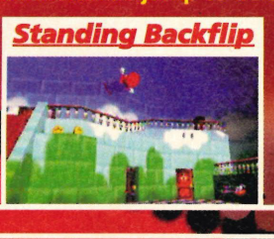
Kick





Hit the punch button three times and Mario does the more powerful kick attack.

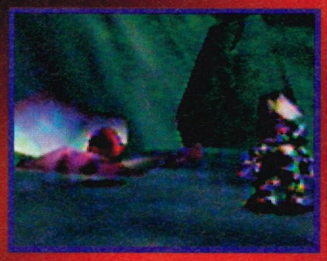
Standing Backflip





For even more cramped conditions you can do a backflip from a standing start. But you don't flip as high as when performing a running backflip.





This is Mazza in his metallic form . You can find out more about this elsewhere in the review. Go on then, off you scuttle.



This is a Thwomp. He's a bit like Chomp. Only Chomp, chomps and this bloke, er, thwomps. Yes, well...

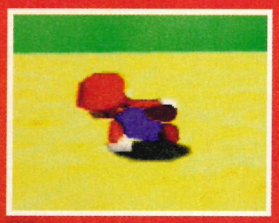


making him fall over and stamping on his back, you get a star and exit the level. When you go back in the tower has grown a huge appendage with a series of moving and stationary platforms snaking up to the balcony at the top. There's another star up there also. Beyond that, there's also more star collecting to be had on floating platforms out in the middle of nowhere which have now become accessible thanks to the appearance of the new tower section. Brilliant. And this is just a basic example of the way in which the game changes. Throughout there are many intricately interwoven features which have an effect on other sections in the game. When you find the "!" switches for example, all the transparent blocks of the same colour get filled in. When this happens you'll find that you can go back into almost all the levels, and





Breakdancing







This is just bizarre. It's a sort of sweeping kick. But it's like breakdancing and far too odd for us to dwell on.

Running Leap

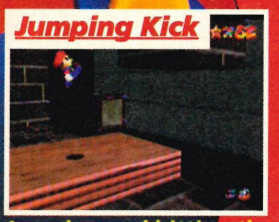






This performs a hugely long leap accompanied by a "wahooo!' sample. It's good for clearing big gaps, but also can be used repeatedly in open spaces to simply get around quicker.

Jumping Kick





Jumping and hitting the punch button performs a kick. This can be useful for knocking things over.

Dive Attack

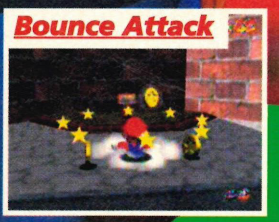






If you don't fancy going face to face with the enemy simply run at them and then dive them into oblivion.

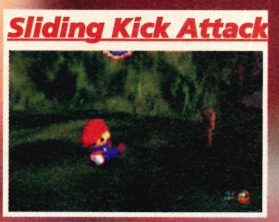
Bounce Attack





This can be used for all manner of things. Breaking blocks, killing enemies, smashing through floors, it's great.

Sliding Kick Attack







Exactly as it says – you slide and then kick. Not overly useful, but it's another string to Mazza's bow.

The back of Mazza's head. Why is it here? We really couldn't say. Trade secret.

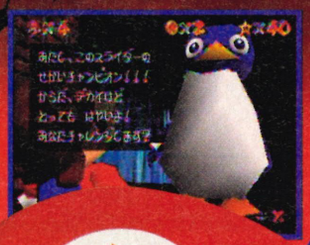


Slide Mario. But don't fall off the edge 'cos that would be bad. Very, very, very bad indeed.



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find that the relevant block power-up has opened up whole new areas of the level to you. If that's a bit confusing, then basically what happens is that the red switch activates the red blocks on all the levels. The red blocks give you flying hats, and the hats enable you to reach high points that were unavailable before.



The camera angles can, of course, be changed at will. You may find this one just a tad close.



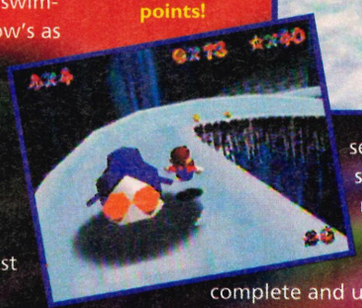


The snow levels are very interesting after the relative safety of the first few levels. If you're not careful you can loose your footing and slide for miles.

Course three gives us the first glimpse of one of the more unusual game styles, namely swimming. Now's as good a time to mention the graphics, especially since the visuals on the water levels are among the very best in the whole game. It's not so much the look of the graphics that surprises you, after all we've all seen plenty of screenshots over the past few months, but it's the smoothness with which they move and the complete and utter lack of any pixels, jagged edges or loss of detail even up close. It's shockingly good. What appears on the screen looks

Below: A great section, this. Earn yourself extra points!







Coins

If there's one thing that there's no shortage of in *Mario 64* it's coins. They're all over the gaff. If I had a coin for every time I found a coin I'd, uh, oh... I'd have twice as many coins wouldn't I? Anyway, the point is there are loads of coins, and this is what they're for.

Red coins

These give you two extra units of energy. Also, there are eight, and only eight of them on each level. If you can find and collect all eight you get yet another bonus star.



Yellow coins

These restore one unit of energy and if you collect 100 of them on any one level, you get a bonus star. Not bad, eh?





Blue coins

These are usually revealed when you stomp a special blue coin switch. Collect them for five units of energy and to add five to your coin total. You'll get to 100 in no time.

Cold place to live, that. The animation of the penguin is something just a little bit special. Super, eh?

like it should be coming from a top of the range graphics workstation, not from a tiny box no bigger than the SNES. Because the graphics are so good, the game has a unique appearance. The N64's visual capabilities aren't just better than anything else out

Got to be a brave, here. Make the jump Mazza!

Above: Mario jumps on a ski-lift to take him to the clouds. There are a number of sections like this to allow further exploration.
Right: Proof that if you're not careful you can come a bit of a cropper.

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there, they're streets ahead. Play *Mazza* for an hour, then go back to a PlayStation or Saturn game, and you can hardly bear to look at it.



After spending far too long floating around on course three, we then moved on to the shockingly slippery course four. It's snowing in this level giving rise to some cunning and not-very-easy level designs. For a start you get one of the bonus racing sections on this level. Then you have the precipitous and steep ski slopes which run around and down the level. Take it too fast and you go skeetering off into oblivion. Again, on this course the superb control stick really comes into its own. Because the course is entirely covered with ice, if you travel at any speed you'll start to slide. You can counter this by jumping,



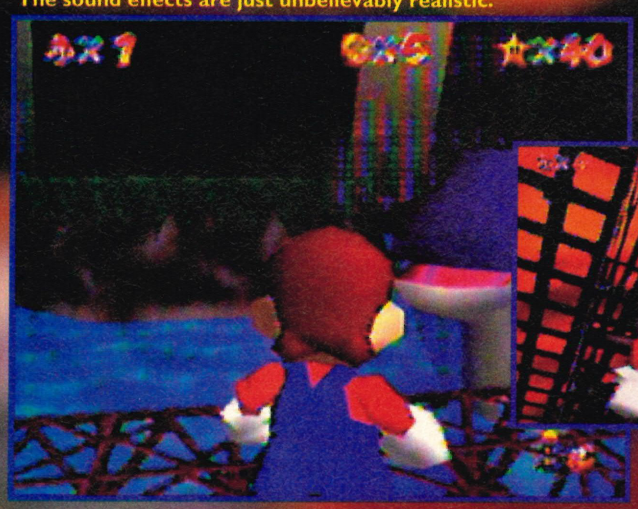




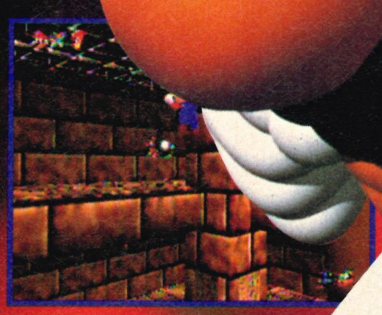
The water sections are absolutely fantastic. The sound effects are just unbelievably realistic.



The volcano levels will do for you if you touch the lava.







Mario, as you can see on the right here, has a new mean streak about him. No more prannying about. Oh no.

Familiar Face

Toad

He's transparent until you talk to him. When you do, he'll either give you gameplaying advice or, on rare occasions, he'll give you a bonus star.

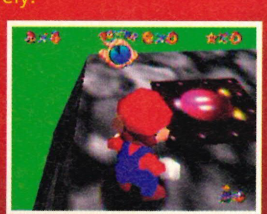


Cannons

The cannons play a key role if you're determined to complete the game 100%. Here's how to use them effectively.

Step 1

These covers prevent you using the cannons at first. The clue to opening them is in the picture. You have to find the pink Bob-omb (it's often right next to the cannon cover) and talk to it. The covers of all the cannons on the level will open and stay open for the rest of the game.



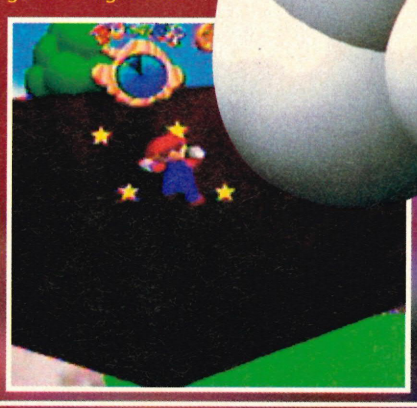
Step 2

Next you hop into the hole and the cannon rises out of the ground. When you aim, you have to remember that you're going to fly in an arc. The secret is to always aim high.



Step 3

Chances are you'll screw up a few times before you get it right. The good thing is that you can use the cannon as much as you like and you don't sustain any damage when you land.



Bob-omb

Get too close and his fuse starts to sizzle. You need to run away because he'll explode in about five seconds. After explosion he should leave behind a yellow coin.



Pink Bob-omb

These are friendly and are connected with the cannon covers you'll see on the floor. Talk to this guy and all the cannon doors will open for you.



Goomba

If you get in his line of sight the Goomba will try to approach you. However, he's slow so it's easy to either punch him out or stomp on him.



Koopa

Stamp on the Koopa and you can then jump on his shell and surf around the levels at high speed. You can also jump while surfing.



Chomp

You'll find a huge Chomp, on the first level. He's tethered to a post in the ground but still tries to go for you if you get close. Take a wide arc around the massive fella.



Shy Guy

This creepy looking geezer floats around looking spooky. He homes in on you and chucks flames all over the gaff. He can be quite destructive if you don't stay alert.





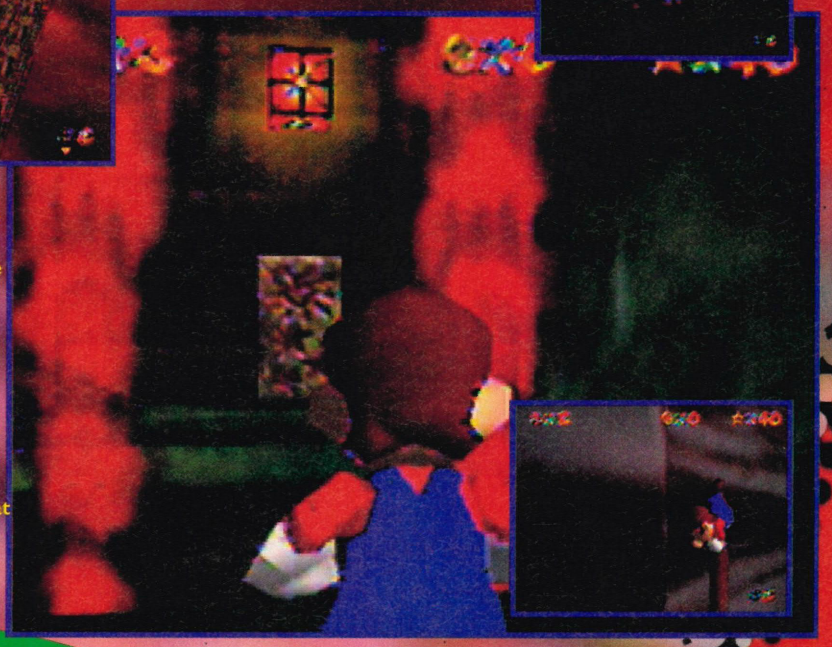
Above: This platform takes you to a jaw dropping face off with Bowser. It's just so good...

but the best thing to do is just tease the stick gently and Mario will tip-toe around particularly tough parts.

Time is getting tight now though so we'd better move onto course five, the Ghost House. And it's also the perfect opportunity to mention the sound. The spooky nature of the ghost house has enabled the developers to go to town on the sound effects. In the courtyard of the house (which is more of a castle) there's a barn. Travel through its meandering corridors and you'll become aware of some, frankly upsettingly odd, fairground music. Then suddenly, as you walk through a door, you find yourself in a huge circular room with a rotating wooden floor, and it's here that the spooky







One of the greatest things about Mario is that he is free to go absolutely anywhere he wants. You haven't any restrictions on you at all. It's almost unimaginable to think of an infinite play area but that is exactly what we have.

Familiar Face cont.

Thwomp



As always Thwomp just stays in one place rising up in the air and crashing down to squash whatever's in the way. Try jumping on top of Thwomp to reach high coins.

Boo Buddies



These little Noos are also fairly easy to kill. They'll often have a blue coin inside them so they're useful for getting your 100-coin bonus star.

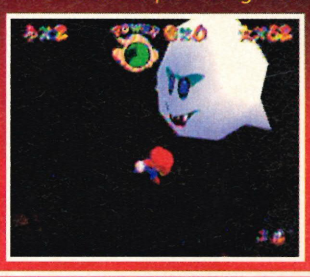
Piranha Plant

These things are gits. You can kill them as metal Mario but it's best just to avoid them. Some of them blow little flames which chase you for a while.



Boo

This big old spook lives at the top of the ghost house. He looks a bit worrying but he's actually a doddle to kill with three well-placed punches.

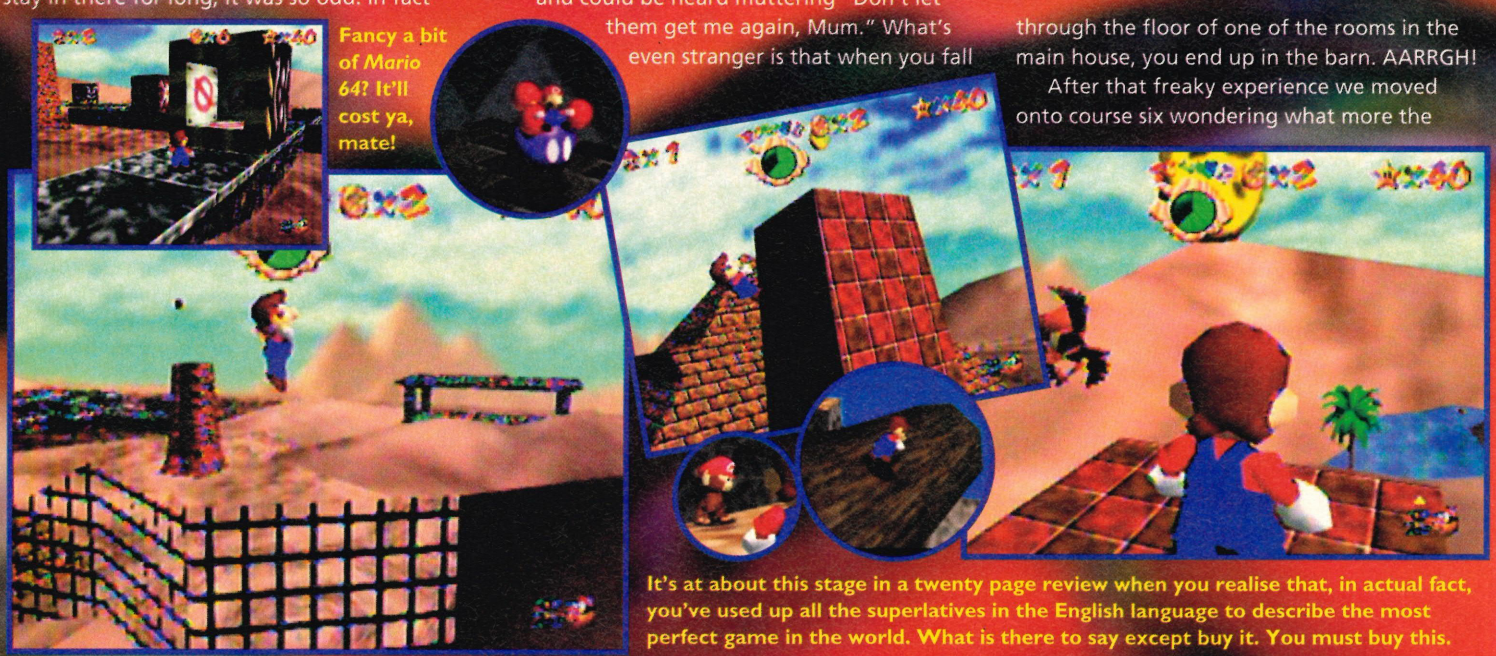


Monty Mole

He looks cute, but Monty Mole can be troublesome. He pops out of the ground and throws rocks at you. Don't bother stamping on him because he just pops back up again.



music becomes very loud indeed. We couldn't stay in there for long, it was so odd. In fact Atko curled up on the floor, sucked his thumb and could be heard muttering "Don't let them get me again, Mum." What's even stranger is that when you fall through the floor of one of the rooms in the main house, you end up in the barn. AARRGH! After that freaky experience we moved onto course six wondering what more the



Fancy a bit of *Mario 64*? It'll cost ya, mate!

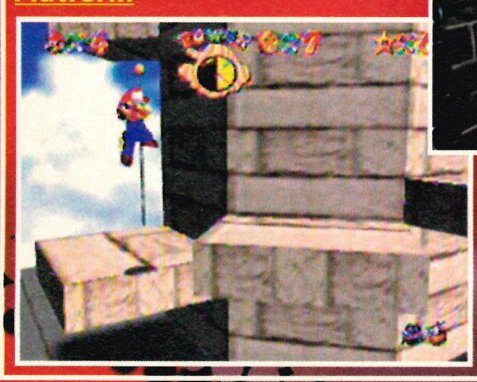
It's at about this stage in a twenty page review when you realise that, in actual fact, you've used up all the superlatives in the English language to describe the most perfect game in the world. What is there to say except buy it. You must buy this.

Game Styles

To simply call *Mazz 64* a platformer would be like describing Disneyland as a park. No, it's more than that. It's an experience and part of the reason for its gloriousness is the variety of game style that appear in the game.

Platform





All right, essentially it's a platformer. But what a platformer. Get a load of this. Blimey! Corks! Zoinks! And other such childish exclamations.





Racing

On several occasions you'll be called upon to negotiate these excruciating race courses. Some are simply a test of your steering abilities. The penguin level though requires a proper understanding of the racing line.

Flying

We've just seen *Nights* running on the Saturn (giggle). How satisfying that the bonus flight sections in *Mario 64* are far better than the whole of Sega's supposedly revolutionary new title.



The environments in *Mario 64* are brilliantly diverse meaning that each location offers something completely different from the last one. Like the desert level, here.





See what we mean about the Bowser sprite. It's quite simply one of the most beautiful things ever created.







Atko called *Mario 64*, "an adventure beyond compare. Like a beam of light in a dark, dark room..."

game could possibly do to surprise us. Plenty was the answer. The level's all green and dark and moody and it's full of huge frameworks of scaffold. The main room is massive with loads of



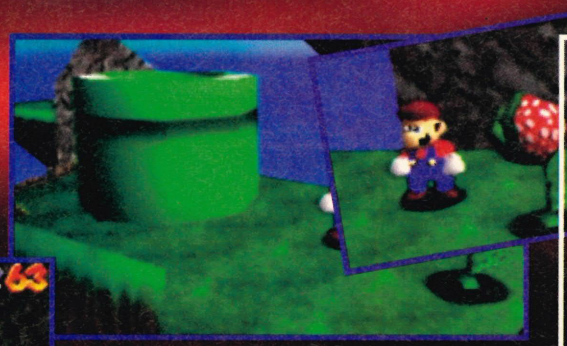


Woah! Yikes! Watch out! Gosh! Oh no, no, no! Mario dies...





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Stars

These are the key to completing the whole game. Whenever you collect a star you get to save the game. Certain doors throughout the game are locked. It's only when you collect the required amount of stars that you can pass through. For example, in order to get through to the final showdown with Bowzer, you need to collect 70 stars. There are seven stars to collect on each level which you obtain in several ways.

After finishing *Mario 64* Mazza booked himself into a health farm at Cirencester.







Mario is going to be tasting the good life before long, is he not?

Oh no! Mario has fallen from the lofty heights! Oh well, never mind.





Below: Just look at that fish. Look at it! It gets even better when you go for a spot of diving.

Spooky fish! Aaarrrgggh!



unreachable platforms visible high up in the ceiling and a huge conical pit in the floor. A corridor leads off it and impressively huge stone balls (like the one in *Raiders Of The Lost Ark*) roll down the corridor and plunge into the pit. As well as this room there's a poison gas section leading to yet more rooms which in turn are connected to the waterfall outside the castle. Sorry to ramble on, but this level gives a very good idea of how massive the game is and how well interwoven all the levels are. This, remember, is

Terminator Mario

You'll probably have seen pictures of metallic Mario over the past months. You can, in fact, become the Terminator Mario at many points in the game. Here's one of the better uses for him.

Damn my buoyancy

Arrrrgh! I need to press that switch, but because my cute little dungarees are all full of air (must have been that curry) I can't exert enough force on it to activate the thing.



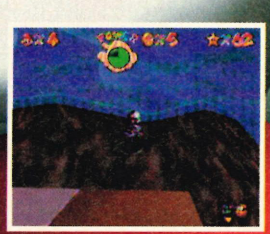
Ah, the block

Just outside the room is a green block. This contains the Terminator Mario hat. Put it on and you are metallic, and very heavy.



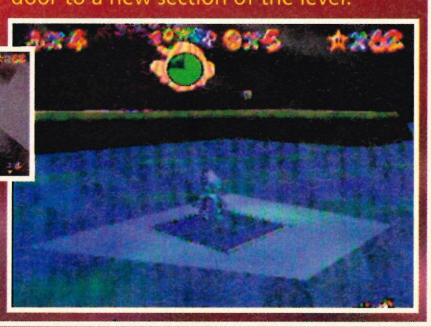
Sinking feeling

Now that you're metal you can walk along the sea bed as if you were on dry land. This is also useful for standing on vents that would otherwise send you floating up through the water at high speed. In this instance it gets you where you want to go quickly.

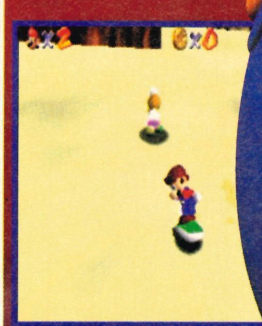


Done it.

Voila! My metallic form and added density allows me to simply stroll onto the switch and activate it. This opens a door to a new section of the level.



No wonder he looks happy. He's just been the star of the first game to ever receive 100%. Don't write in and tell us we're wrong either. We are very right indeed.



Jump on to the back of a Koopa and do the surfing business to the best of your ability. It really is quite therapeutic scaling the land like that.

Defeat a Boss



Collect eight red coins



Swim through rings



Collect 100 coins



Win a bonus stage



Fly through hoops



Just try stuff!

just one of the 15 courses. And essentially, it contains... (quickly adds up in his head) ... about seven distinct sections of particular interest. In turn, several of these sections link up with other sections of the castle. And unlike a 2D game which might, for example, contain links that aren't necessarily accurate, the whole Mario game world is accurately mapped. Each section is graphically distinct, every corridor and room exists in its correct proportions, and all the links, uh, link up properly. All this adds up to a unique feeling of realism. These aren't just fictional little game locations that you might forget about after you've stopped playing. The locations feel like real places. Even after you've long finished playing you can remember the places vividly and remember their relationship to each other. So much so that you could easily give another player directions from memory in much the same way you could tell a tourist the way around a town that's familiar to you. Every area is so full of detail and so individual, the sense of this being a realistic 3D world is incredible.

Level seven, the fire level, provides a good





In that waterfall there is a star, Sadly, it's a little more difficult to get to than it at first seems. But it can be done.



Above: Mario snuffs it. His eyes cross upon tasting the foul stench of death. Kook, eh?



Watch out for the potatoes!



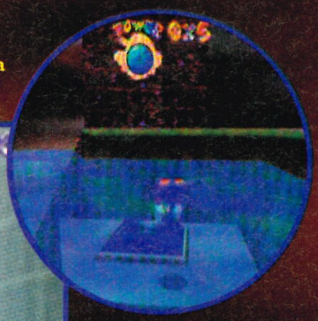
Mazza can make the jump onto the mushroom but to get a star it takes a little bit of ingenuity. Thicky got stuck.

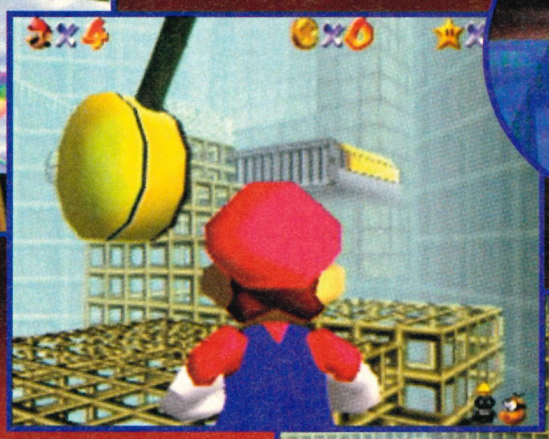


SUPER MARIO 64
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Go inside the clock face inside the castle and you'll find yourself with a tricky section like the one below.





The underwater sections are great!



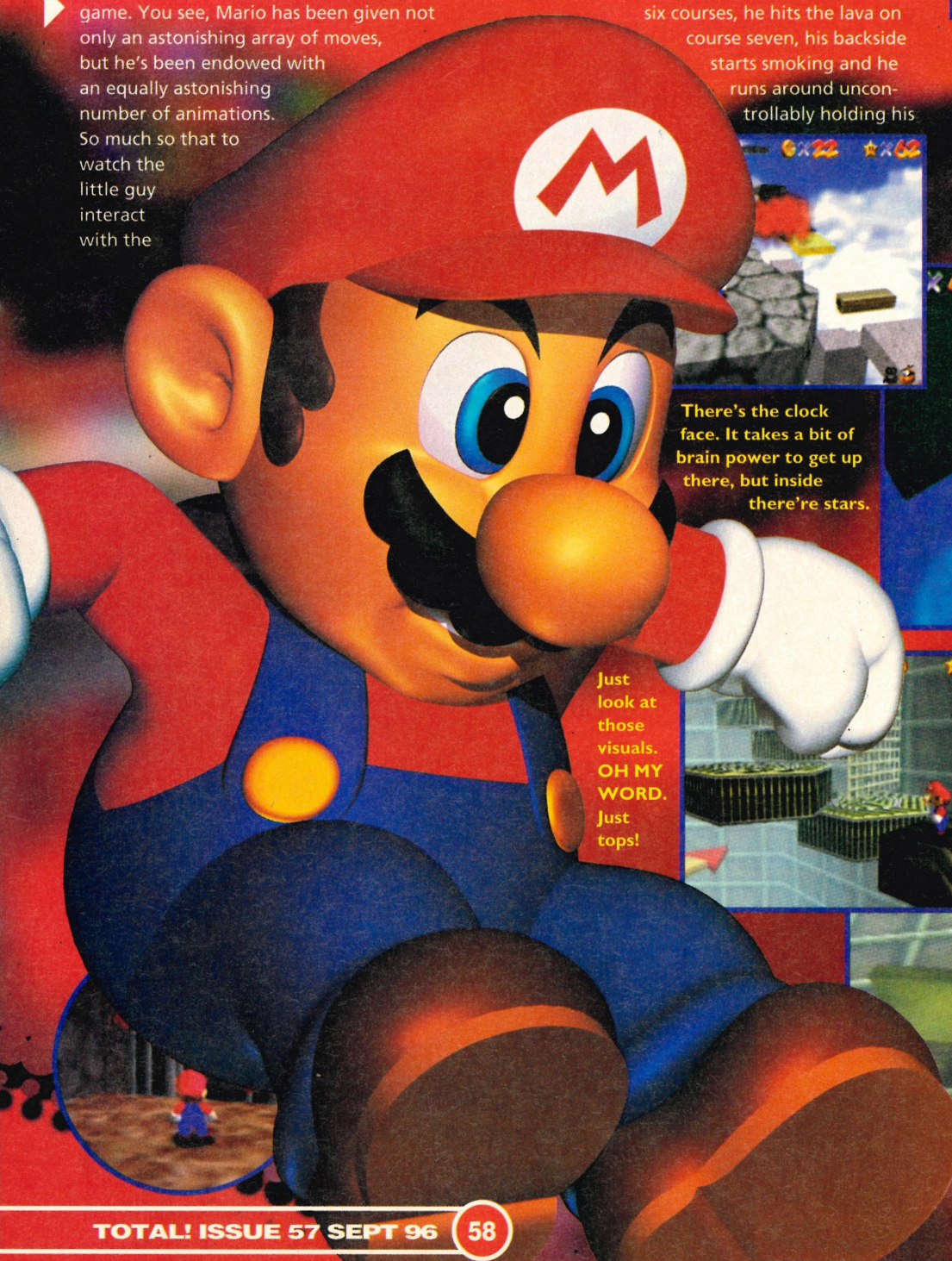
The gorgeous section above is one of the sky sections. Mazza gets a chance to fly!

Left: Tricky, this. You have to time you're jumps to perfection as the blocks turn.



scenery never becomes repetitive. For example, having seen him leap, hang, climb and bound his way through the previous six courses, he hits the lava on course seven, his backside starts smoking and he runs around uncontrollably holding his bottom and whooping in pain. On another level his hat get stolen by a monkey. When he leaves the level he can be seen to look around himself and pat his dungarees in a failed attempt to locate his hat. He then shrugs and gives up the search. The fact is, the game is as watchable as it is playable with many parts of it so entertaining to watch as to make many a pre-rendered CD sequence on other consoles

example of the attention to detail in the game. You see, Mario has been given not only an astonishing array of moves, but he's been endowed with an equally astonishing number of animations. So much so that to watch the little guy interact with the



There's the clock face. It takes a bit of brain power to get up there, but inside there're stars.



Just look at those visuals. OH MY WORD. Just tops!

The boxes, of course, obtain you a variety of different things. One of the more pleasant surprises is when you're granted an extra life or a blue coin. They can also be of some help.



Secret Stuff

Mario 64 is chocka with secret bits. It's so stuffed with surprises that if it was a sausage it would be a gargantuan tube of minced pork that would stretch three times around the globe and still be unable to contain all its meaty secrets without bursting. Here are three of the cunningly hidden discoveries awaiting your, uh, discoverment.

The Penguin Race



When you take part in the penguin race on level three, about halfway down you'll see this line of coins pointing intriguingly towards the wall. Head for the wall.

Wahay, it's a secret tunnel leading all the way to the finish line. There are extra lives dotted all the way down, and it's a quick and safe route to the finish line ensuring your victory over the speedy penguin opponent.



The Wobbly Wall





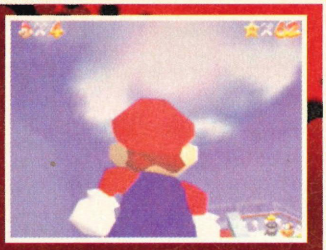
On level seven you'll find this wall. But it's no ordinary wall, for it wobbles. Don't be afraid of it though, just leap through to discover what lies behind.

It's another bonus race level. This time there's no opponent, but there is a tortuously twisting course which will test your skills to the limit. It's worth persevering with it though because there's a star at the end.



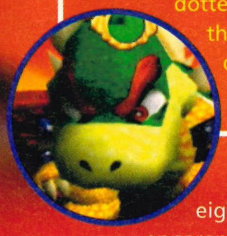
Ooh, strange ceiling

After you've completed a decent amount of levels, stand in the main hall on the pretty floor pattern. Then zoom in and stare up at the ceiling. The light will blind you, and when your vision returns...



... you'll be in a beautiful flying section in which you can collect 100 coins and eight red coins to give you an additional two stars. Wonderful.

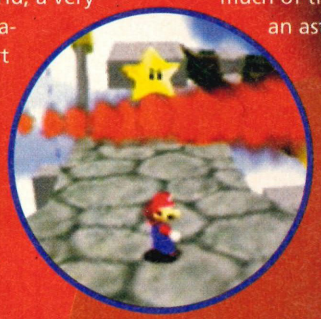




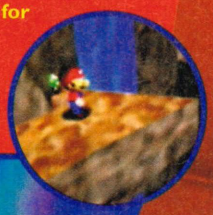
to shame.

When moving onto course eight, two more factors become apparent. It's a desert world, a very familiar desert world featuring pyramids and many familiar faces. Apart from the fact it's 3D it's strikingly similar to the desert world in SMB3. In fact throughout the game, *Mario64*'s connections with its past are reassuringly apparent.

The control, while revolutionary, still feels distinctly like a Mario game. The graphics, while incredible still retain the style of the previous Mario titles, as do many of the challenges and much of the sound. All in all, it's an astonishing blend of the







Mario holds on for dear life at the top of the pole. Drop and he'll die a horrific death.



SUPER MARIO 64
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almost perfect, classic Mario gameplay and stunning examples of the incredible opportunities opened up by the use of 3D.

Finally, before we forget, we should mention the camera angles. The genius (yes, genius) with which these have been implemented is apparent on every level. While taking a few minutes to get used to initially, your view of Mario is flawless. Despite a constantly shifting camera as it follows Mazza through twisting tunnels, wide open spaces, vast stretches of water and tight little sections of close-knit platforms, you very rarely lose sight of the little plumber.

More impressive is that not only do you not lose sight of him, but the camera always seems to choose the very best angle at which to view the action. On the very few occasions when it is awkward to see things properly, or even if you want to change the view as a matter of taste, you can do so. Two yellow buttons allow you to rotate the camera sideways (if you want to, say, view Mazza side on). Another zooms in, another zooms out, and a



You have to get your balancing right on this section.





This magic carpet at first seems tricky but is in actual fact rather simple if you use your old noggin. Merely alternate between the carpet and the central platform. The carpet just follows the rainbow round so you can easily get back on should you jump off. Clever.





Left: Looks difficult but can easily be got round by a cunning use of timing and plastecine.





Right: Mario gets violent. And it's not nice!





Mario 2 is in the pipeline. Surely it couldn't better this.

Those grey platforms are constantly moving and so – like a lot of the sections in Mario – requires a spot of good timing.



double press on the zoom button takes you right behind Mazza's head and from here you can have a good look around to see in detail what lies ahead above or below. Is this the best thing ever, or what?

Now, however, our review has reached its natural



Think Big

Occasionally you'll turn a corner in the game and be confronted by something that, frankly, is shockingly large. This is nothing unusual to Atko's girlfriend, but videogamers are in for a big surprise.

Bowser's Sub



There you are having a nice swim through some tunnels and suddenly you emerge into a large room to find a massive submarine. It belongs to Bowser and has a star on deck. Defeat Bowser in one of the other levels and curiously, the sub disappears.

Nessie



A room full of water, a small island and an unreachable door. Oh, and a bloody great big dinosaur. This dinosaur is your friend. Climb on her back, run up to the top of her head and you'll find that whichever way you face, that's the way Nessie will swim. Now you can get onto the island and reach that inaccessible door.



Manta

This beautiful fish swims 'round and 'round. But it serves a very useful purpose. You'll notice shimmering rings appearing from its backside. Swim through five of them consecutively and you'll be rewarded with a star.

Sunken Wreck

This sunken ship is well spooky. At the start of the game it's on the sea bed. Once you



work out how to get inside you need to open the treasure chests in the correct order. The ship then rises to the surface. But what do you do next?

The Art Of Flying

When playing the flying sections or simply flying around the regular levels you'll be put into a dream-like state as the memory of childhood dreams of flight come flooding back in all their vibrant and surreal colour. All right, maybe not, but they're pretty bloody good.

Once you've pressed the red switch to fill in the red blocks, go to almost any level and locate a block.



After butting it collect the hat. You can then commence flight by jumping three times. Alternatively, for flying really high, grab a hat then fire yourself out of a cannon.

When in flight it's best to stay fairly level. If you climb too much you'll end up diving dramatically and falling to earth with a thud.

If you hit something head on like this you'll get hurt. However, if you just land on a flat surface, at whatever speed, you don't lose any energy, so feel free to fly about and crash down as much as you like. Hurrah!







If these flying sections are this good, how good is *PilotWings 64* gonna be?



Nintendo will dominate again.



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conclusion. Just bear in mind that although we've covered all aspects of the game, we've only been able to tell you about eight of the main courses in detail (there are 15 in all plus another ten secret ones). Don't worry though, because across this 20-page review we've been able to give you grabs of all the ones mentioned AND all the rest. Right well, just to labour the point even further *MARIO 64* IS THE BEST VIDEOGAME EVER CREATED! It's not just better, it's streets ahead of anything else out there. Shigeru Miyamoto is a genius. No, actually that's an insult. Mr Miyamoto is God. The Speilberg of videogames has once again proven himself the greatest.

T!

Teleports

If you see a small and suspicious looking nook or cranny, go and stand in it. You may find you get teleported somewhere.







It will now be interesting to see how Nintendo follow up an effort like this. *PilotWings 64* will be given a going over...

... next month and although a truly excellent game probably won't come up to the dizzy heights of *Mario 64*. And then what next? Better get working, those software developers.







This path might look like a cosy little option – what with the coins and everything – but come the end you'll realise that it's actually a bit of a hard 'un (as Farmer Day, the Art Editor might say). You see, you're just about to meet Bowser again.

Transparent Blocks

There are four types of transparent block; orange, blue, green and red. You'll need to find the switches which fill them in, but when you do, a whole new series of opportunities will open up on all the levels. Here's what they do.

Yellow Block

This contains coins. Dull? Not really, because by collecting 100 coins on each level, you get a bonus star. These blocks really help those coins add up.



Red block

This provides you with a flying hat. For more information on this take a look at the box on page 54.



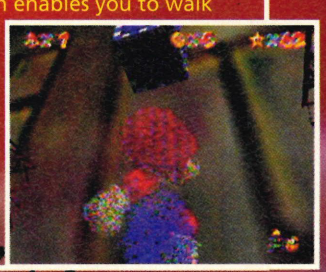
Green Block

This turns you into Terminator-style metallic Mario. If you want to know all about this interesting feature, see the box back on page 56.



Blue block

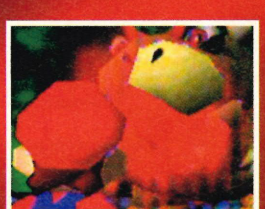
This one's weird. It makes you partially invisible, but this in turn enables you to walk through the paintings in the ghost house and also get through the scaffolding which appears in various other levels.



Map

Bosses

Mario 64 is a bit different in that there's no real pattern for encounters with Bosses. There certainly isn't a boss on every level. But you do often encounter big guys who could be termed "bosses".Here're some...



King Of The Bob-ombs

On the first level you meet this guy. He's slow and a bit crap. All you have to do is run around the back, pick him up then chuck him. Even if he catches you he just throws you a few feet and doesn't inflict any damage. Defeating him will give you a star.



Rock Monster

This huge breeze block tries to dive on you when you walk in his path. The trick is to stand in front of him. When he begins to topple, run out of the way. Once he's flat out jump on his back and stomp him. Repeat three times and you're the proud owner of yet another gorgeous star.





Take A Dip

The swimming sections, while slower than the others, are arguably the most beautiful in the game. Here's what they're all about.



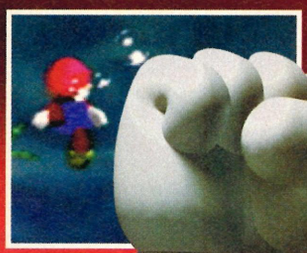
Strokes

There are three methods of swimming. Holding the button down makes Mario simply peddle his way along using only his legs. It's a relaxing way to cover long distances but it's a bit slow. Pressing the button rhythmically makes Mario perform a satisfying and very speedy form of breast stroke. Finally, you can press the attack button and Mario does a sort of crap doggy paddle which kind of takes you nowhere. Ah well, I'm sure we'll find a use for it.



Can't breath

If you're running out of air and you have a long way back to the surface, just find a few coins. They not only restore your energy on land, they also give you air when swimming. Not logical, but bloody useful.



Open up

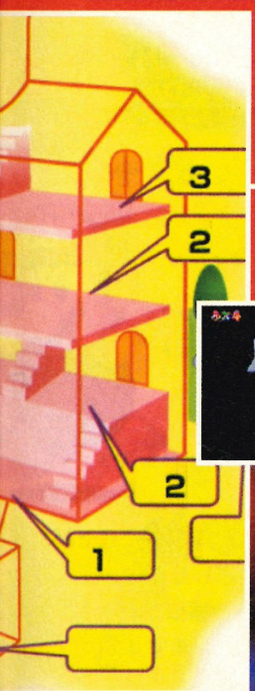
Always approach the clams. When you do they'll open up to reveal bonuses. Take care though, if you touch the shell itself you'll sustain damage.

Chesty Morgan

Some underwater puzzles involve opening chests in the correct order. When you do, you'll be rewarded with a bubble which replenishes ALL your oxygen.







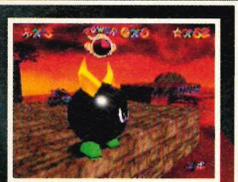
Great Boo Is Up



Boo the ghost is easy to defeat, but there's a sting in the tail. You'll find him on the top of the ghost house on a precarious little ledge. Attack him three times and he buggers off. However, the star you get floats right up to the top of the roof leaving you with a horrifyingly difficult series of jumps to perform. Doh!

Horny Ball Thing

On the fire world you'll find this character. Not strictly a boss but it does take several hits to defeat and you do get a coin at the end of it. You defeat the thing by carefully timing your punches so that the beastie topples into the molten lava.



Bowzer!!!



You'll meet Bowzer three times during the game. Each time his attack patterns get more ferocious. As for killing him though, you have to manage to get around the back of him, grab his tail, then start spinning him by rotating the control stick. When he's up to speed you have to accurately throw him so that he hits one of the explosive bombs surrounding the arena. It takes a fair bit of skill to pull it off.

GRAPHICS 10

Never have we been so consistently stunned by anything. It's a work of art and just as collectable.

SOUNDS 10

PlayStation has better sounds? PAH! Beautiful, atmospheric, spooky, jolly, groovy. Far too good.

GAMEPLAY 10

Revolutionary. The gaming experience has never felt so realistic. Intuitive, varied and oh so imaginative.

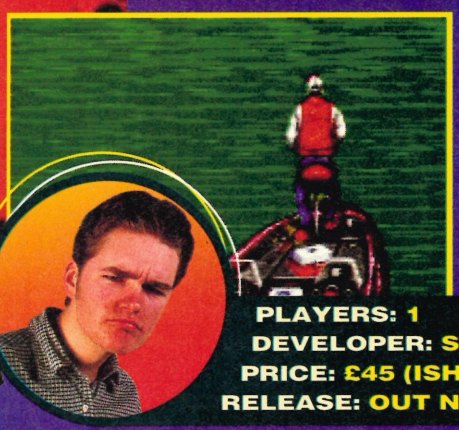
LIFESPAN 10

It took us a week to get near one of the endings, but that was solid play. One month later and we're still hooked.

TOTAL! JUDGEMENT

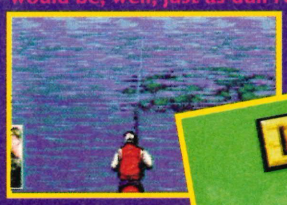
"Thoroughly deserving of this historic 100%. *Super Mario 64* is an adventure beyond compare"

TOTAL! SCORE 100

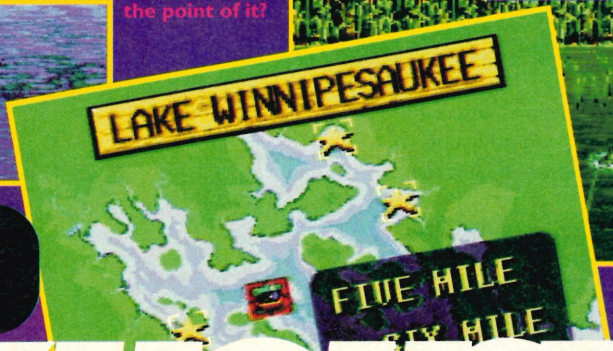


PLAYERS: 1
DEVELOPER: Sammy
PRICE: £45 (ISH)
RELEASE: OUT NOW (US IMP)

Now if this was a Game Boy game and you took it with you when you went fishing, it would be, well, just as dull really. What is the point of it?

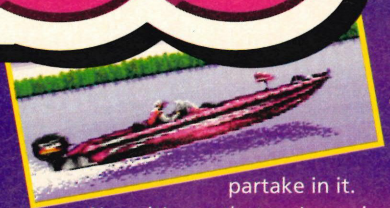






JIMMY HOUSTON BASS TOU

If there was ever a bad advert for angling it's Jimmy Houston with his ludicrous blond not-quite-a-bob haircut and his pathetically jovial expressions and inane words of advice. If this game was an advert for angling the catchphrase would be something like, "Take up angling, and you too can be an arse!" And people would still partake in it.



Now, it's not that we're saying that any game based on fishing is going to be a complete waste of time, although you have to admit the idea of recreating the excitement of sitting still for long periods of time in a videogame is a little odd. But as well as having to cope with the very fact that fishing doesn't translate well to the videogame screen *Houston's Bass Tournament* also has the handicap that it's a lifeless piece of old dross punctuated by one of the most irritating men ever to endorse a videogame.

But much as I'd like to take the mickey out of the game's pudgy star for the rest of the review I suppose I ought to get down a few of the tedious facts about the gameplay. At the start of the game you get to enter a practice mode. This is the same as the rest of the game but doesn't have the pressures of having to catch any decent sized fish. When you enter the tournament (there are four in all) you choose a

Forget about weighing fish – let's weigh Jimmy Houston!

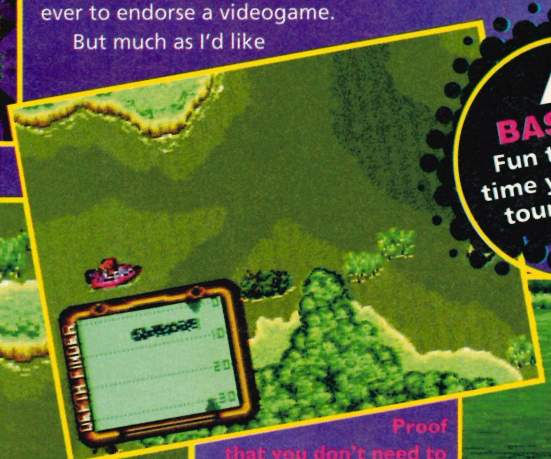


For all you stat men – bababa dee dap dap da dat dat. Dat dat da dat dat...



You've got to be a special kind of tedious to get excited about this.





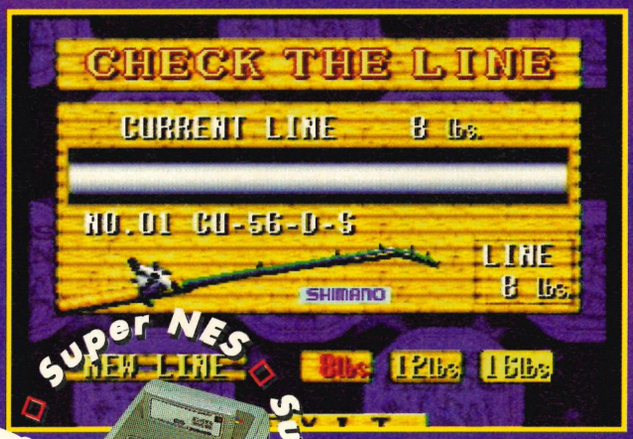
BASSES
Fun the first time you win a tournament

Proof that you don't need to resemble Chubby Checker to fish.



Look at the quality of that overhead view! *Super Mario 64* should be ashamed of itself!





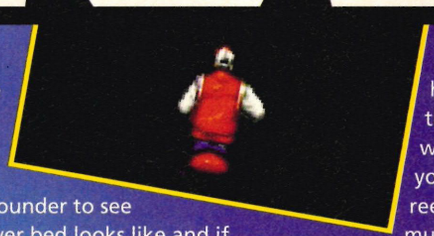
Apparently, this type of game will do massive business in America. Can anyone tell us what's going on?





Right: Just who is this Hamilton bloke and why should we wait for the like of him. Bog off mate!

TOURNAMENT USA



fishing site, then pootle around in your boat and watch your echo sounder to see what the river bed looks like and if there are any fish down there. Once you've chosen a spot you get a nice behind the angler view. Then all you have to do is cast your line and wait for a nibble. When you get one you snap back the rod and start reeling in. If the line gets too tight and might break, you ease off and waggle the rod about a bit until the tension meter drops back to a safe level. Repeat this procedure until the fish is in. You have to eventually weigh your five best fish so you pick and choose the best ones as you go along. And that is essentially it. If you want more detail; about tackle options and so on, buy the game – we're not interested!.

ASSES
Presented by a fool

The biggest problem with the game (apart from the presence of El Fatso of course) is that it's attempting to recreate fishing accurately, the whole lot, lock stock and barrel. Instead of focusing on the excitement of the catch, you also have to sit there, and sit there, and sit there a bit more waiting for a bite. And when you finally get one the actual reeling in is handled in such a mundane way it hardly warrants all the patience you've shown. Fishing is not an adrenaline sport, so if you want to make an exciting game of it, you have to embellish it a bit. The developers of this game seem to have missed this point. Maybe the N64 will add enough realism to a fishing game to actually make it worth a shot, but the SNES, great though it is, is not the machine to offer fishing related thrills, or provide enough graphical loveliness to make it worth staring at a small stretch of badly drawn river for hours on end. Maybe it'll appear on the N64 sometime next year. Yeah right!





GRAPHICS 6
Neat and tidy, and there are some nice pictures of fish, but it's all very unenthralling to look at.

SOUNDS 3
Some of the music is pathetic. I could have creating more moving sounds on my old Bontempi organ.

GAMEPLAY 4
It's put together well enough, but lacks sparkle and is crippled by the fact that fishing is not actually much fun.

LIFESPAN 7
There are four tournaments to get through which should take a decent amount of time.

TOTAL! JUDGEMENT
"Much like Jimmy himself this looks terrible, isn't much fun to play with and is dull in so many ways!"

TOTAL! SCORE 45



Behold Izzy – the most punchable character in the history of gaming.

Oosh! Izzy gives it a bit of Ken Griffeyage. Go on my son!



Any ideas as to what Izzy actually is? Answers on a postcard...



Super NES

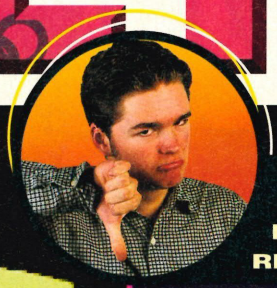


IZZY'S QUEST FOR THE OLYM



Yes, you can even turn into a rocket. Does the excitement hold no bounds?





PLAYERS: 1
DEVELOPER: US Gold
PRICE: £45
RELEASE: OUT NOW

SHAPE-O CHANGE-O!





Atko reckons this is Izzy's ironing-board skit, but I'm not convinced.

Um, 'En guarde!' and suchlike.







So many different actions, so little... well, fun, actually.





Er, dunno what he's doing here.

Heaven knows what sort of creature Izzy's supposed to be, but whatever he is, he's certainly up for a bit of sport-related action. By touching certain points dotted about the levels he changes into one of many different guises, presumably in an effort to tie the game in with the Olympic theme.

And does their inclusion make the game a whole lot better? Don't be silly.



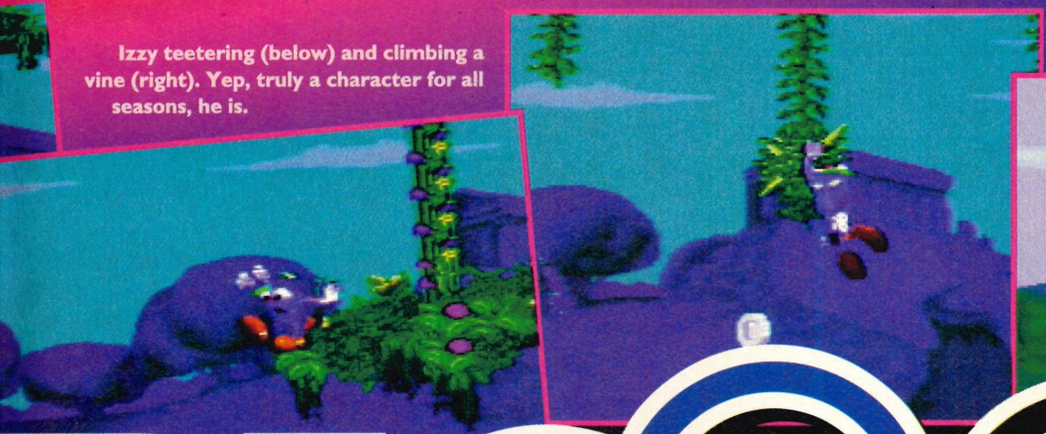
RINGS
Well, the cart makes a good coaster

Why do the organisers of big sporting events insist on inventing naff mascots to promote the occasions? Over the years we've seen all manner of cute, cuddly animals with stupid names, bulging eyes and big cheesy smiles, all of whom having one thing in common – being cack, with about as much personality as an old sock. Now, though, it appears that the people behind these things have run out of animals to turn into characters, so to accompany the 1996 Olympics in Atlanta we're getting Izzy, a little blue... thing. Yes, one of the biggest sporting events in history is being promoted by a nondescript blob. Someone should give the organisers a medal for that one.

The oh-so-inevitable SNES title he stars in represents, rather predictably, platform gaming by numbers – the guys who designed it have simply looked at all the examples over the years and ripped off whichever little bits and pieces they fancied. A spin attack? Check. Teetering when you reach the edge of a platform, to the accompaniment of a 'comedy' sound effect? Check. Bonus levels where you merely get to collect the same sort of things you do in it the main bits? Check.



Izzy teetering (below) and climbing a vine (right). Yep, truly a character for all seasons, he is.



Isn't it funny, you spend hours and hours playing and all the pics come out the same.



PICO RINGS

But even with such an established template to work with, they get it wrong. Izzy's fudgy movements – he bumbles around sloppily, like a bag of spuds – make him a bitch to control, with none of the precision needed to negotiate the perilous levels. Roaming these you'll encounter the game's most annoying flaws: leaps of faith; enemies that pop without warning from behind scenery to sap your energy; confusing layouts (sometimes finding you reappearing after dying to find it horribly unclear as to which way you should be heading); and slowdown, which occurs when there are only a handful of baddies on-screen and makes it feel like you're wading through honey. Could the gameplay possibly be worse?

They couldn't even get something as straightforward as sound effects right – on the sections where Izzy turns into a rocket, *Izzy's* programmers somehow manage to make the SNES fart out noises that would embarrass an Atari VCS with a cold.

Sorry, perhaps we've been spoiled by *Super Mario 64*, which shows how platform games can – and should – be done, with tight control, a host of original touches, and appealing characters. Playing *IQFTOR* after a session with *Mario* is like dining on old toenail clippings after having feasted on a seven-course banquet, like trundling around in a clapped-out Reliant Robin after driving a Ferrari Testarossa, like playing tonsil tennis with Bella Emberg after snogging Cindy Crawford. There are few things worse than a platform game with a license attached to it, and there are few platform games with licenses attached to them poorer than this. Oh dear.





Izzy leaves an egg-like hummer behind him. Pheee-eeeeewwww.

STINGS
The gameplay is plain insulting

GRAPHICS
Animation is perfunctory, backdrops are neat(ish), everything is forgettable. **5**

SOUNDS
The very worst kind of plink-plonk muzak meets pump sound effects to dire effect. **3**

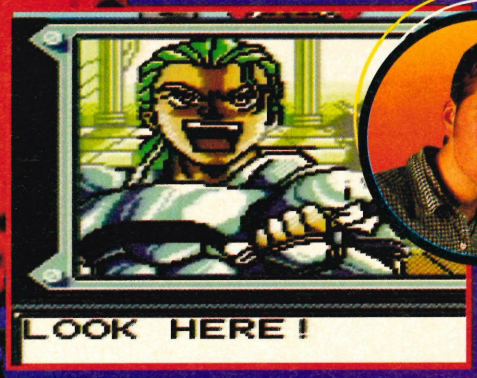
GAMEPLAY
Disobeying all the rules about platform games, it's as annoying as Jimmy Tarbuck. **3**

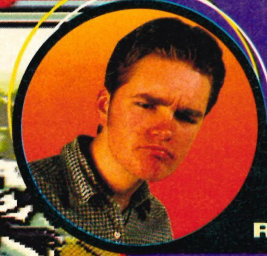
LIFESPAN
45 quid's worth of chocolate, sweets and fizzy pop has more longevity than this. **4**

TOTAL! JUDGEMENT
"A platformer that you don't so much play as get annoyed by, this is one of the low points on the SNES' C.V."

TOTAL! SCORE **36**

BATTLE





PLAYERS: 1-2
DEVELOPER: Marubeni
PRICE: £25
RELEASE: OUT NOW

Yeah, I'm looking. Well, what? Everyone can talk, mate. It's not some kind of new discovery. Unless you're Chris, of course.

It's not the most obvious conversion really is it? It takes a very brave (or stupid) employee of a development company to stand up at a meeting and suggest that they take their Next Generation, state-of-the-art 3D polygon beat-'em-up complete with super-smart texture-mapping and do a Game Boy version. But someone did and, well, to be honest it's worked.

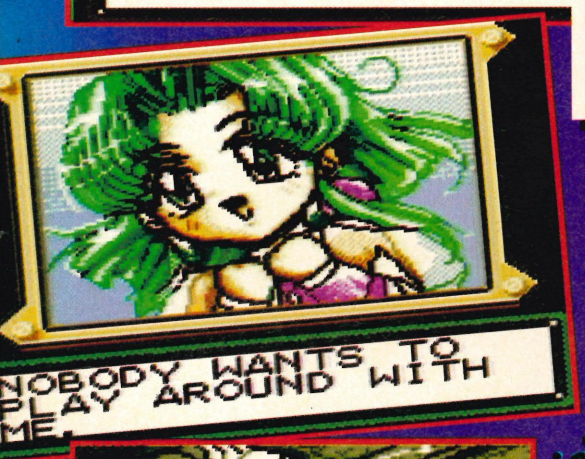
Game Boy *Toshinden* is an utterly different game from its PlayStation namesake. It had to be really. But rather than being a disappointing game which is cynically using the *Toshinden* name to cash in on, it is in fact a neat little product which is enhanced by the already familiar and popular *Toshinden* themes and characters.





Toshinden has a look rather like a Japanese beat-'em up called *Dragonball X*. Although this is considerably better.







If Grandpa thinks he's going to get the required amount of ruffage from that piece of bread, he's wrong.

TOSH
Lots of moves, clever controls, link-up option

It's a two dimensional affair, viewed side-on like most traditional combat titles. But apart from the lack of a third dimension, they've managed to squeeze in a lot of the features of the more whizzy 3D beat-'em-ups. At the start of the game there's a choice of eight characters: Duke, Eiji, Ellis, Fo, Kayin, Mondo, Rungo and Sofia are an interesting bunch, each with their own special moves (a surprisingly high amount considering it's a GB cart) and weapons. There's also a smattering of projectile attacks to add another layer of fun. When you finish the game with a character, you get a special bonus in the form of a cheat. After completing it with Ellis for example, it tells you how to access the Boss characters Sho and Gaia. You can then choose from a pool of ten players.Not bad at all.



Here's the player select screen. Some players are, naturally, better than others. Naturally.

The combat is handled very well. Even though the Game Boy only has two buttons, cleverly thought out button and D-pad combos make accessing the moves very easy. It's especially impressive when you realise just how many different moves are available to the characters. Projectile attacks, like fireballs, are in there along with the





Never understood that. Some guys get swords whilst other have to fight with just their bare fists. Hardly fair, is it?

I don't think I'd be smiling if I had eyes like that. What if she starts crying?

The game isn't littered with special moves, but has enough all round action to satisfy even the most blood-thirsty of you. That's got to be good, hasn't it?

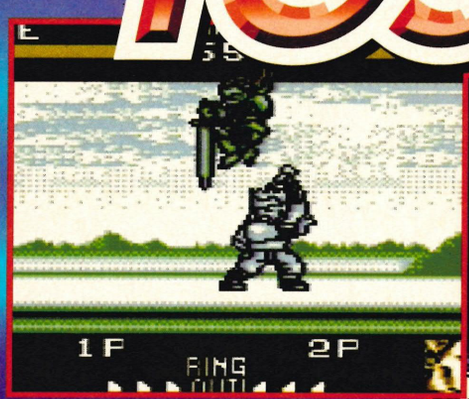
If you've got a Super Game Boy you can get a colour version.



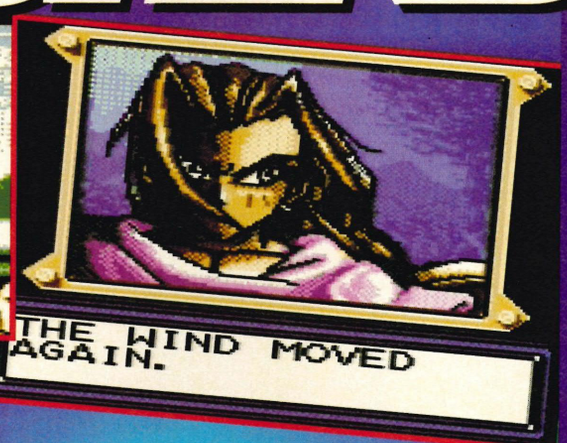
Left: And there the sword is put into action. How can you answer that sort of precise stabbing action? Oh well, it'll cut down on medical fees in the cranium areas.

ARENA TOSHINDEN

Gameboy



Doesn't look as smashing as Killer Instinct, does it? Too blocky by half.



usual assortment of kicks, punches, flying attacks, throws and a number of weapons-based moves. And while the pace isn't quite what we're used to, it still plays at a more than acceptable speed. The plot also adds to the fun, even if it is typically odd and clearly, badly translated from the Japanese. Another nice feature is the inclusion of ring-outs. If you choose, say, three ring-outs at the options screen, you can then be pushed out of the combat arena three times before you eventually fall off the edge and lose a bout.

Best of all is the two-player mode. It's pretty good in single player mode, but you do get the feeling the computer characters are a bit on the thick side. Link-up two Game Boys though and you can enjoy all the neat features of this great little game AND have the added challenge of playing someone who can put up an intelligent struggle. Superb.

Obviously *Toshinden* was never going to match up to any of the decent console fighting games that are around, the little handheld just isn't capable. But all the features listed above add up to a game which does in many ways feel like a full-sized beat-'em-up. Well done all involved.

BOSH
Just a pale shadow of full sized fighters

GRAPHICS
The Game Boy screens are excellent and the graphics are crisp and nicely drawn. **8**

SOUNDS
The usual Game Boy story as far as sound goes, but the beeps aren't too irritating. **7**

GAMEPLAY
The developers have done a superb job on this. Fast, exciting and rewarding. **8**

LIFESPAN
Plenty of challenge and plenty of little bonuses to keep you addicted. **8**

TOTAL! JUDGEMENT

"Not as good as *Killer Instinct* but still a superbly playable game that'll keep you coming back."

TOTAL! SCORE 88

Letters

Letters? Oh, we love them. Send us as many as you damn well like. New for this month, Tim has his very own column in which he replies to the idiots that write in with pointless comments and ludicrous questions. It doesn't get much better than this. NO!



Some old woman who's going out with Rod Stewart. Oh, and there's that Dennis kid. He's lucky I don't live in Belgium or else he'd be heading for a decking.



Famous TOTAL! Readers

After a recent concert – in which he was mistaken for a smelly, crusty-faced old tramp and arrested for walking on stage – Rod Stewart showed his friends that he's an avid TOTAL! reader by showing off his latest copy to all and sundry. Rod, who this month celebrates his 167th birthday with the release of a new song entitled 'Do You Think I'm Flexi(ble)?', admitted to our very own Atko – who was at the concert – that, 'TOTAL! is just unbelievable. Your N64 coverage is absolutely smashing and I've already reserved a machine. I just can't wait until *Super Mario 64* comes out. Keep up the good work!' Rod – whose real name is Gordon Tri-Linear Mip-Mapping Davis – has been a subscriber since Issue four and often writes in with letters. But as they're particularly rubbish we hardly ever include them. True story.

This issue of *TOTAL!* was brought to you by the letter N and the numbers 6 and 4!

You What?

Dear TOTAL!,

About a week ago I went to my nearest import shop and enquired as to how much an N64 would cost on import. To my astonishment they quoted me a price of £1500. I've got to admit that I'm now having doubts as to whether I should still consider buying a machine. Please set my mind at rest and tell me it's going to retail for around £200.

Chris Fowler, Feltham



Dear Chris,

A lot of prices have been bandied around but many dealers, if they're being brutally honest, wouldn't have known the exact price of an import N64 at the time your letter was written (the beginning of June). Through an investigation we conducted at that time, only one importer in the country could give us a definite price and that was around £450. 1500 notes does sound excessive. My advice to you would be to bide your time before ordering. In a month or so, dealers will be talking more realistic prices. Have no worries though, Chris. When the machine hits European shores in November/December it will definitely retail for around £200.

ATKO

Star Letter

Dear TOTAL!,

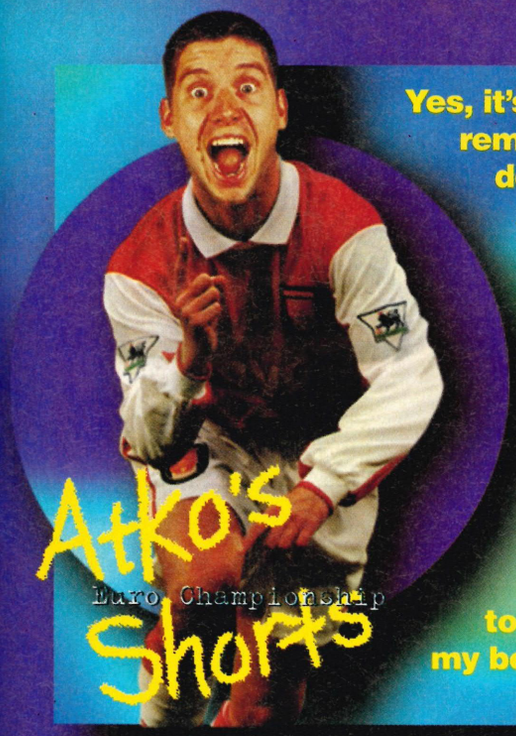
What's the situation with *Super Mario RPG*? First, its European release is cancelled and then, apparently, the import versions don't work on PAL machines, even with a converter. What's going on?

Rob Aintree, Cardiff

Dear Rob,

We've received a stack-load of letters about this subject and, frankly, as far as we're concerned, it's just been one complete cock-up from start to finish. As you could probably tell from the coupon we carried in Issue 55, we were more than a little annoyed at the fact that THE wouldn't be distributing the game in the UK. And then we go and find out that import versions won't work on PAL machines. To be honest, we're as baffled and mystified as you. Circumstances beyond their control, indeed. Oh well, with luck, someone, somewhere, will listen to all your pleas. In the meantime I hope this shiny copy of Olympics on the SNES will console you a little.

ATKO

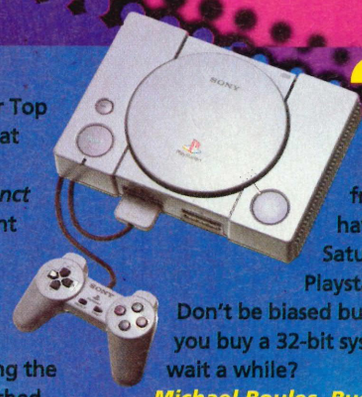


Yes, it's me. You remember me, don't you? Atko. Sean 'Atko' Atkins. Not Sean Atkinson as some people seem intent on calling me. Write to me and be my best friend!!

Dear Atko,
When will you be updating your Top 100 SNES games. Considering that in recent months we have had games such as *DKC 2*, *Killer Instinct* and *MK3*, it would seem the right time to add to it.
Daniel Mellor, Germany

Dear Daniel,
We were contemplating updating the list for the very reasons you touched on but may put it back for a couple of months as the autumn is almost certain to showcase a couple of absolute corkers.
ATKO

Dear Atko,
The release date of the N64 has been put back so many times that all my friends have bought Saturns and Playstations. Don't be biased but would you buy a 32-bit system or wait a while?
Michael Boules, Bucks.



???

Dear Glenn,
You've got to be joking, haven't you? Yes, we have had to wait a long time for the machine – we'll admit that much – but this machine is going to wipe the floor with all its competition, and that includes the Saturn and Playstation. We're talking a 64-

Sale of the Century

Dear TOTAL!,
On a recent visit to my local market I noticed there were several second hand computer game stalls. Prior to coming across these stalls, I was going to buy a new game from one of my local computer shops, which would have cost me £50. Instead I invested in *Super R-Type* (£5), *F-Zero* (£8) and *Super Metroid* (£10) which totalled £23, a saving of £27 on what I was planning to buy.

Also on the stalls was *Secret of Mana* at £12 and *Donkey Kong Country* at £15 plus many other games at bargain prices. I would wholeheartedly recommend second hand games to everyone because the only difference, as far as I can see, between them and the brand new titles is the price.
Ryan Metcalf, Doncaster



Dear Ryan,
Wise words, those. We've always maintained, here at TOTAL! that second hand games are well worth taking seriously. Unless you really have to have the very latest, top-notch title, second hand stuff can be the perfect way to build up a decent collection. A saving of £27 is nothing to be sniffed at these days is it? And *DKC* at 15 quid? That's got to go down as an essential purchase. And who knows? If everyone made the switch to second hand games, developers might think about dropping the prices of carts, and that would be a rather squelchy, warm and pleasantly soothing result wouldn't it now?
ATKO

We Love Sega

Dear TOTAL!,
I was deeply disturbed to see, in Issue 50's 'Day In The Life Of...' feature that you have a Mega Drive in your office. What, have you turned into Sega-loving traitors?
Richard McCarthy, Southampton

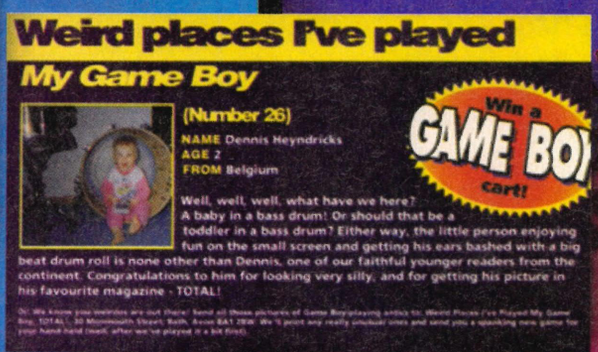
Dear Julian,
Listen buddy-o, let's get this debate sorted out once and for all. That Megadrive was in our office because before TOTAL! moved to their current swanky premises, we used to share office space with Gamesmaster who are, I'm sure you realise, multi-format.

Now, we can't help it if they're 'into' rubbish hardware and, God knows, we've tried to dissuade them from using such a primitive machine but the fact of the matter is they have to, however torturous, look into the latest Sega releases. Jeez, the amount of letters we've had about that. We don't have a Megadrive, we don't have a Saturn, we don't even know who Sonic is. We DON'T like Sega. Okay?
ATKO

Weird Places I've Played My Game Boy

From: Joi Wong, Cornwall
I'm just dropping you a line to tell you about something I found out the other day whilst looking through my TOTAL! collection. It seems that you have been swizzled! Take a good look at these cut outs from Issues 30 and 45. Notice anything strange about them?
TOTAL! Says: Hmm. Seems the young Belgian scamp has got the better of us. We're already plotting our revenge...





!!!



bit machine here, with the most powerful software ever designed. Let your friends buy inferior hardware if they want because in four month's time you'll be laughing your head off. The N64 is going to be huge. If it isn't then you can call me 'Pineapple head'. Oh, you already do, don't you?
ATKO

Dear Atko,
Re: Sinclair Surgeon's Letter in Issue 56. What is his problem? Why are people so unbelievably naive to think that mistakes aren't going to arise in magazines? It's been happening since the dawn of time (or, at least, from when magazines first started appearing). And, as you replied, I sometimes wonder why people read the magazine if all they can do is complain about it. Constructive criticism is fine but his points were just plain ridiculous.
John Pope, Cirencester.

Dear John,
I couldn't agree more. Constructive criticism we welcome. Indeed, we urge readers to write in with new ideas and responses to our features. The problem, however, with young Master Surgeon's letter was that it was a tangled mess of an argument and its points were, as they say, all over the shop.
ATKO.

Dear Atko,
I love you so bloody much, y'know.
Danny Wallace, Comedy Review

Dear Danny,
I know.
ATKO.

Dear Atko,
No, you don't understand. I really do love you. And bloody lots as well.
Danny Wallace, Comedy Review

Dear Danny,
No, you're the one that doesn't understand. I know. It's clear from your frequent scribblings that you love me with an intensity matched only by that of a Kangaroo's love for its as-yet-not-quite-developed Joey.
ATKO.

Tim's Temper Tantrum



Dear TIM,
I was disappointed to see, in your N64 coverage last month, that all the titles you used for the games were fuzzy. *Wayne Gretzky's 3D Hockey* was pushing its luck, don't you think? And *Kirby's Air Ride* looked like you'd drawn it on. Do something about it will you?
Sean Harrison, Banbury

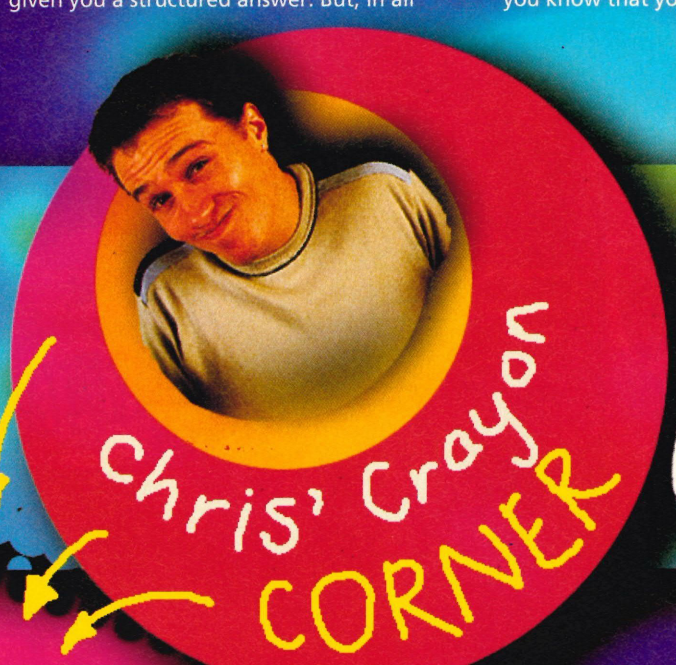
HARRISON!
No, we will not do something about it! Geddit? *Wayne Gretzky* was pushing his luck? You're pushing YOUR luck, Harrison. *Kirby's Air Ride* looked like it had been drawn on? You're lucky I don't live in Banbury or you'd be seeing the back of my hand pretty GODDAMN smartish! You want to take a few lessons in patience off of me you BLEEDIN' IMBASILE! If you'd said PLEASE I might have given you a structured answer. But, in all probability, I'd still tell you to BUGGER OFF! BUGGER OFF!
Tim

Dear TIM,
The other day I became so tired of waiting for the N64 that I went out and bought a PlayStation. Then, last month, I saw your coverage on the N64 and must admit to regretting my decision to buy a 32-bit machine. What can I do? Sell my PlayStation?
Alex Wilson, Bristol

WILSON!
Frankly, I don't give two flying... (*Language! - Ed*) what you do with your PlayStation. Stick it up your cat for all I care. Don't you realise that if we lived in Sumatra buying a PlayStation would be a hanging offence? What the HELL were you thinking of? Don't you know that you're going to be the laughing stock of Bristol? You're a GODDAMN disgrace. NOW, get your pitiful little requests the HELL out of my face!
Tim

Dear TIM,
What does SNES stand for?
Oliver Hodge, Glasgow

HODGE!
SOD OFF!
Tim









Dear Debs...

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

Last month, Debs didn't find herself too severely tested. But, this month, we were flooded with questions...

Dear Debs,
Just a few quick questions:
1) Which countries boarder Angola?
2) What is the capital of Western Sahara?
3) Is Japan under Monarchy, Communism or Republican?
4) How many NES games did Rob review?
5) Calculate x if 3x + 4 = 7x - 10?
Martin Pezet, Bromley

Dear Martin,
Fairly standard questions, I think you'll agree. Here are those answers in full:
1) Zaire to the North and North-East, Zambia to the East and Namibia to the South.
2) Laayoune.
3) Monarchy.
4) None.
5) 3.5.
Debs

Dear Debs,
1) Why does 'Q' consistently age yet James Bond doesn't?
2) Who is Keyser Soze?
Mario Dhingsa, Birmingham

Dear Mario (titter),
1) James Bond is immortal and, therefore, doesn't ever age. We know this because in GoldenEye, M refers to Bond as a 'mysoginist dinosaur'. Dinosaurs, as I'm sure you realise, were first around five billion years ago.
2) Keyser Soze is no one. Consider, if you will, the fact that we never see him within the context of the main narrative thrust of the film. Simple.
Debs

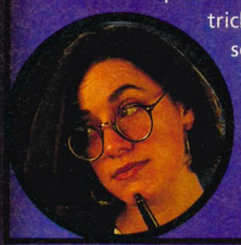


Hazel Says

I have a sneaking suspision that, before long, we will be hearing from Nintendo that *DKC 64* is in development. It would seem a logical step considering that the SNES original sold 7.5 million copies and the second is heading in the same direction. And with *DKC3* about to make its debut – and about time too! – it would seem ludicrous for Nintendo not to consider it. Certainly, it will be interesting to see what develops over the next few months. Now, where's my new Dustbuster got too? And who's had my Brasso?

Next month

Better. You're getting better. Mario's questions were particularly tricky. But, sadly, no software this month...





Top Tips



Atko's Tip

When in America make sure that you purchase as many 'Stussy' T-Shirts as humanly possible. You see, they retail for £35 over here and when you arrive back everyone'll think you're loaded. Great.



PG's(tm) Tip

Kill anyone that dares play Oasis! Do not put up with atrocities like 'She's got a sister/And on the palm of her hand is a blister'! Prevent Noel Gallagher from writing anything else, ever, by smashing his guitar up. DO IT NOW!!



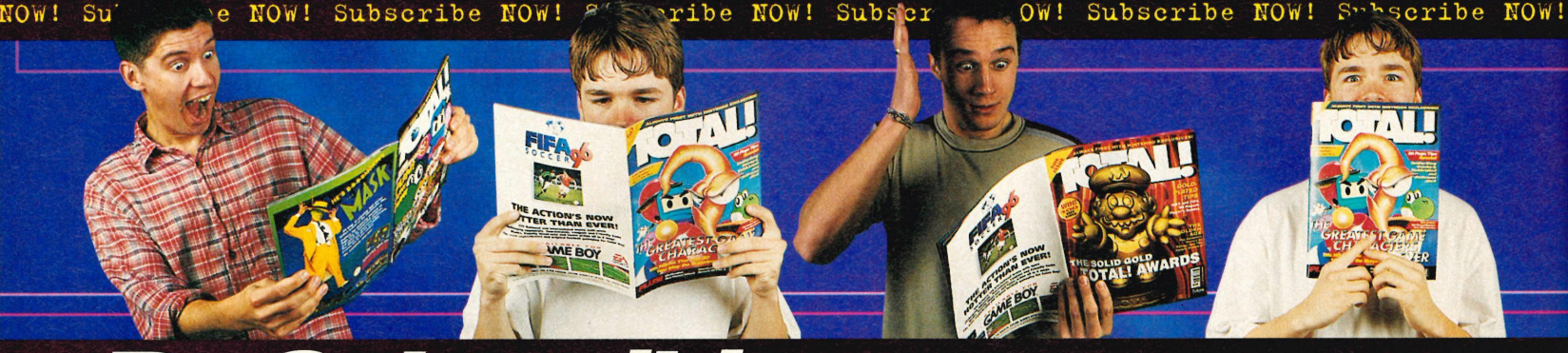
Chris's Tip

When it's warm, come into work in one of those vest things that Rambo wears so that at every available opportunity, people can comment on the size of your pecs. The girls love it, they do. God, I'm just so damn suave.

Look At TOTAL! This Way



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...to TOTAL! you could probably buy yourself a car with the money you save. You save on 13 trips to the newsagents (that's £366 saved on shoes this year). No need for clothes (that's another £725). You aren't tempted by confectionery (another saving of £542 per annum). No need to warm up in front of the fire when you get in (heating bills of approximately £41 per year). A grand total of £2,042 saved by subscribing to TOTAL! for just one year. Taking into account inflation that's a saving of approximately £12,950 spread over the 52 issues of TOTAL! so far – coincidentally the price of a brand new Alfa Romeo 145. I bet you feel sick now you know the facts, don't you? If only you'd shelled out the paltry sum of £32.50 (the price of a replacement lockable petrol cap for the Romeo). Well now you know, do something about it.

Go on then, what do I have to do?

1. Fill in the simple cut-out form below. We recommend scissors for ease of paper severage.
2. Enclose a cheque for £32.50 (nothing is it?) or let us have your Visa/Access details. Better still, let us have your Visa/Access card.
3. Put the form and cheque in an envelope (you don't even need a stamp as it's FREEPOST) and send it to: TOTAL! Subscriptions, Future Publishing, FREEPOST, Somerton TA11 7BR.
4. Your copy of TOTAL! will arrive wrapped in a silver bag accompanied by the latest newsletter from Atko. Can't say fairer than thagfdgd. See?

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

Here's a few we made earlier

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

TOT1 – TOT29: SOLD OUT
TOT30: – TOT43: Phone for availability
TOT44: Confused *Doom* cover but a packed issue.
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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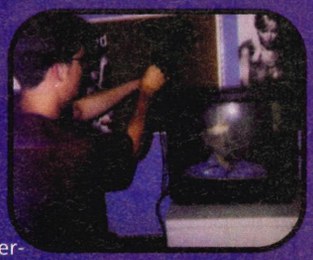
That Was The Month That Was...

England 4 - Holland 1

Pre-Match Build Up

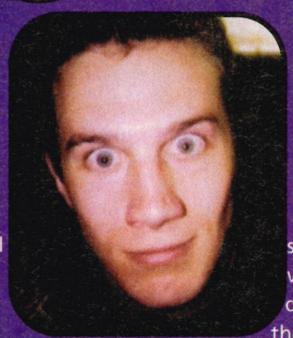
7.10

Atko twists the aerial. Bob Wilson appears from behind a wall of black and white. He looks across to Jack Charlton and asks, "Jack, what do you think Terry Venables will be telling his players?" But before the undoubtedly senile Charlton has a chance to reply, Atko knocks the aerial off. Everybody swears at him. "Ha! Your bad language will just make me more powerful," he replies. Everyone concludes it must have been the Cottage Pie from the corner shop. Odd.



7.15

The picture finally re-emerges in the middle of an interview with Tony Adams. Tim cheers at the sight of his Arsenal hero. Chris, however, is less positive. "Adams is crap," he concludes. "I'm a better defender than he is!" We examine his claims: Chris plays for Backwell United in the Great Mills Western League whilst Tony Adams captains Arsenal in the Premier League and England at international level. Chris is on £15 a game whilst Tony Adams earns fifteen grand a week. Conclusion: Chris will not be replacing Tony Adams in either the Arsenal or England teams.



The Match

7.56 (1-0)

"... and Ince goes through... oh, and a penalty to England!" Brian Moore's words reverberate around the office as Atko jumps to his feet, knocking his head on the desk lamp whilst Tim suddenly looks like he's auditioning for a part in Fame. Chris, however, doesn't seem to be aware of what is going on around him. He has pinned a photograph of Tony Adams to the wall and is throwing darts at it, laughing at random intervals. Atko exclaims: "I feel rather hot!" Tim points out that the bulb from the desk lamp has fallen into his lap. And then the penalty goes in! After the cheering dies down all that can be heard is the distant sound of laughing as Chris hits Tony Adams with another dart. "I must perish the evil of Adams from the England set-up." he repeats.



8.36 (2-0)

"Sheringham!" It's two! Tim claps whilst Atko prances about the office like he's got a ferret down his pants doing a series of pelvic thrusts and shouting, "Yes! Yes! Can you feel it? Look at me! Am I not clever?" The Publisher enters but, sadly, Atko fails to notice him and continues with his delightful repertoire of mime and dance. Then he realises who has just entered the room. "Oh..." says Atko. "I was just, er, I was... what was I doing Tim?" he flounders, looking for some help from his writer.

"Praying", replies Tim, smiling to himself.

"Yes. That's right. I was praying to the Ancient God of... Football..."

8.42 (3-0)

As Shearer makes it three, Atko – a casual football supporter, if truth be known – sees this as the perfect opportunity to piece together a football song from the various lines he has managed to pick up over the years. "3-0 to the England, 3-0 to the England, 3-0 and we're on our way to Wembley! Wembley! Oh, we're going to win the European Championships! Oh yes we are! We are, oh yes!"



8.47 (4-0)

A certain Rob Pegley arrives just in time to see Teddy Sheringham stick a fourth past the Dutchies. "4-0? Blimey! Who scored the others? No, don't tell me, it was a Fitzroy Simpson hat-trick, right?" Poor old Rob. He's never quite been able to grasp the fact that football is played elsewhere in the country besides Portsmouth. "I tell you what, that Fratton Park surface looks in good nick!" And when we try to explain that this game isn't being played at Fratton Park and that Fitzroy Simpson doesn't play for England, Rob just replies: "What? Not at Fratton Park? Well, where else could it possibly be played?" You've got to feel sorry for him, really.

9.02 (4-1)

Kluivert's goal signals an end to Atko's singing. For that we are truly grateful.

The After Match Celebrations

9.15

Atko starts singing again. It is a well known fact that Atko's singing makes Rob seem like Pavarotti (although Rob bears more than a passing resemblance to the aforementioned singer around the midriff these days). Tim can't take anymore and dials 999.



9.22

The police are surprisingly quick. "Right, sir", one of them says to Atko as they take an arm each. "I'm afraid I'm going to have to arrest you for crimes against humanity..."

"Ha! Do you think by arresting me you can prevent me from ruling the world?"

"You are not required to say anything..."

"There's no point in reading me my rights, officer. Don't you realise that people like me own the police?"

"... But anything you do say will be taken down in evidence..."

"Ha! Evidence, indeed. By doing this you are merely making me even more powerful... ha, ha! I will rule the universe!

Jan Feb Mar Apr May Jun Jul Aug Sep Oct Nov Dec

England's finest hour? Of course it was. Pity we got a good old fashioned beating by the Germans a week later. Poor old Gareth Southgate. You've got to feel sorry for him. Some you win, some you lose. Unfortunately for him he went and missed a penalty that meant we lost the Euro '96 semi-final. Buffoon.

Totaltactix

We're out of Euro '96, Terry Venables has sloped off to consult his lawyer and poor old Gareth Southgate is probably blubbing quietly in a corner somewhere. But the TOTAL! team never stops training. As always, we've been hard at it working on our Tactix.

After we ran all that Star Tactix malarky last month we received a phonecall from River Island asking us if they could be given permission to print 50,000 'Hazel Says...' T-Shirts for their customers. Of course we refused. These T-Shirts are special. Unique, you could say. And, anyway, River Island? That's where Rob used to shop. Ponce.



Breath of Fire 2 (86%, Issue 51)

Little did we realise – after carrying our *Breath of Fire 2* tips last month – that we'd receive, in response, more letters than the Chinese alphabet. It seems that you young RPG scoundrels out there found our carefully constructed use of vowels and consonants extremely useful. So – thankfully – we've delved further into the game and come up with a couple more hints that could be called, what's technically known as, 'corkers'.





Firstly, as far as we're concerned, there's nothing better than getting into a game, particularly an RPG, and finding that, by carefully following a set route, you can unearth the slender, and let's be honest, rather seductive shape of Chun Li (yes, that one). It can happen and this is how.

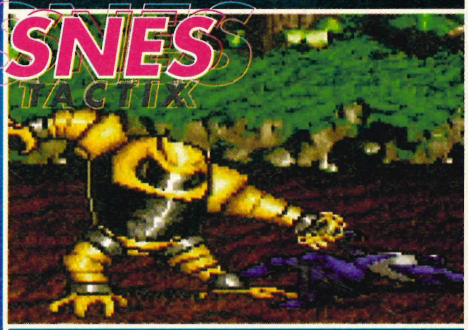




Go to Bleak at night and find a young lad who will ask to see the great magician at work. Reply with a positive to his requests and then lay your money on the table. The boy will ask you two further questions to which you should reply no and then yes to a third question. Then, as if by magic, the lovely Chun Li will appear. Strange, but true.

Secondly, if you would like to obtain the Emperor Sword and have, so far, struggled to do so you merely have to follow these instructions: before you get into the elevator and descend into the Tyr, search on the left side of the throne. You will find the sword, which is for the hero. The sword will come in particularly usefully during battle. Very powerful and that.



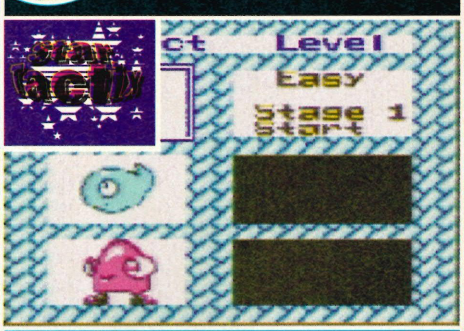


Seperation Anxiety (60%, Issue 50)



In the unlikely event that you find this testing piece of software a bit of a 'cinch' then this cheat – sent in by Alan Johnson from Manchester – should just about see to that. You see, it makes the game harder. Crazy, but true. Simply wait for the Title Screen to come up, move the cursor down to the Enter Password option and enter MRRYPN. According to Alan, it makes the game twice as hard. Kook, eh?



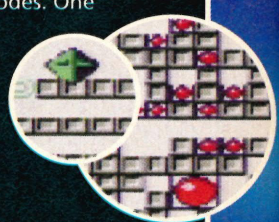


Tetris Blast (72%, Issue 56)

We liked this game a bit. You know, not excessively. We didn't play it till it was knackered but we played it for a while and found it moderately enjoyable. Hence its score of 72% last issue. Anyway, the point is, Stephen Williamson of Durham obviously loved it to freakin' bits because he's sent in all fifteen codes. One for every level, see?

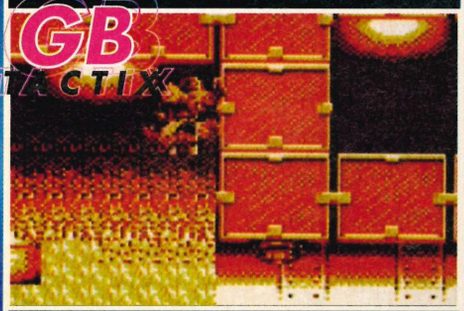
Stage 2 - ZFFFJJJF
Stage 3 - B/MMLLKB
Stage 4 - XSDDGGDM
Stage 5 - KCWGLLHK
Stage 6 - VG.LJJDM
Stage 7 - K.TDGGMF
Stage 8 - XZSCDDKK
Stage 9 - DFMYLLDD
Stage 10 - YGCPDDHL
Stage 11 - GVMYLLCJ
Stage 12 - WCPDDGD
Stage 13 - CJXTBBCF
Stage 14 - ILYLKKL
Stage 15 - LXWTBMMB
Stage 16 - VSRPDCCH

Also, while we're, you know, 'at'





it, to access a hidden Fight 2 mode press the B button five times and press Start at the player screen.



Judge Dredd (74%, Issue 44)

Judge Dredd? Judge Dreadful more like! Ha! Great gag, eh? Well, no, it's not that great I know. But, well, it's always useful to begin with something relevant isn't it?



And Judge Dredd was, erm, dreadful. So, it all fits together quite nicely really.

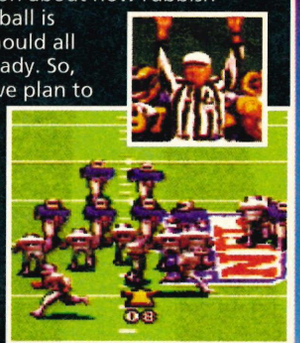
The game, though, wasn't too bad at all and so to sort of celebrate the fact that it wasn't that bad (Point? - Atko), Kevin Doyle of Bournemouth has been busy toiling away, trying to find a Stage Select. And, blow me down with some garlic-soaked breath if he hasn't found one.

All you need to do is press A, Left, Right, Left, Right and B on the title screen. Then press Start to access the stage select screen. You'll hear a faint sound if you have entered the code successfully. Now merely use the D-Pad to select a stage and press Start to begin the game.



NHL Quarterback Club (90%, Issue 39)

Okay, let's get this straight. We're not going to harp on about how rubbish American Football is because you should all know that already. So, what instead we plan to do is tell you about how you go about accessing all six 'special' teams on *Quarterback Club*. And if it comes in handy then you can just damn well thank Christian Dermont of Rotherham.



On the main menu press X, Left, X, Left, B, A, B, Y, Down and A. Now Select the NFL Play and Preseason options and you should be able to pick from all the standard and special teams, including the Panther and Jaguar expansion teams, Iguana squads, the All-Pro's and Acclaim sides.





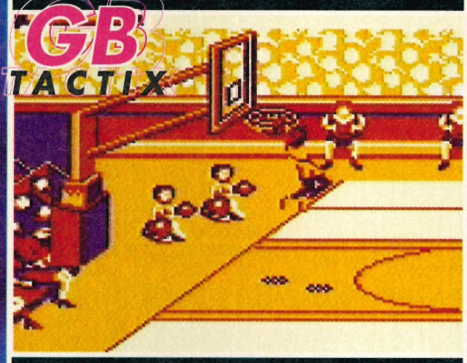
Nosferatu (70%, Issue 40)

Vampires, eh? Just ponce about biting people's necks and climbing up walls. Tsk. Whilst the rest of us struggle to make an honest living the only thing they seem to struggle at is choosing which woman they want to neck. It's hardly fair, is it?



Still, *Nosferatu* allowed the mere mortals among us to gain some satisfaction from all things vampiric by stabbing the sods to death with a a collection of sharpened implements. Of course, if you're finding it all a bit of a bind then you'll be wanting to know how to top up your energy meter as often as you like. And, fortunately, Rory Abbott from Castleford knows how.

Press Start to pause the game then press Up, X, Right, A, Down, B, Left and Y to refill the metre at any time. You can input this as many times as you like and it will top up your red crystal everytime. Which means, of course, that you can finally give those ruddy bloodsuckers a real run for their money.



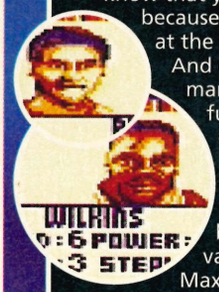
NBA Jam Tournament Edition (89%, Issue 45)



Eric Hall of Kylclyde in sunny Scotland enjoys practising Mongolian Flower Arranging and Romanian Chess in his spare time. He also likes playing basketball a bit thus explaining this very cosy little cheat he's pushed our way. And it heightens the speed of your players. Nice.



Go to the Tonight's Match-Up screen and press Left, Left, Left, Left, A and Right to give your players 'quick hands'. This will enable you to steal the ball from your opponents with a surprising amount of ease. Oh, and you'll know that you've entered it correctly because QUICK HND should flash at the bottom of the screen.



And on top of that we've also managed to delve a little further and find out five other potential corkers. All of them must be entered on the same screen as the quick hands cheat and all benefit your team in varying ways. Great stuff.

Maximum Power – Right, Right, Left, Right, B, B and Right. This increases your players' power stats. MAX PLYR will flash at the foot of the screen.

Better Offence – A, B, Up, A, B, Up and Down.

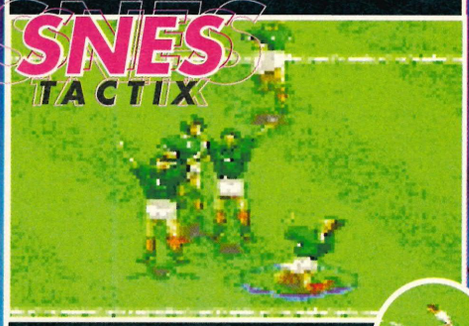


OFFENCE will appear. This will increase the offensive power of your team (in basketball terms offensive doesn't mean swearing at your opponent, of course).

Speed Up – Up, Up, Up, Up, Left, Left, Left, Left, B and A. There will be no confirmation that this cheat has been activated but you'll know if it's worked because the game will be ten times faster.

More Turbo – B, B, B, A, Down, Down, Up and Left will make TURBO appear at the bottom of the screen and allow the actual games added speed.

Better Push – Down, Right, A, B, A, Right and Down will give your players the ability to push the ball as powerfully as you require. The word PUSH will flash if you've been successful.



International Superstar Soccer (95%, Issue 47)



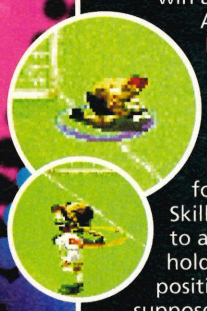


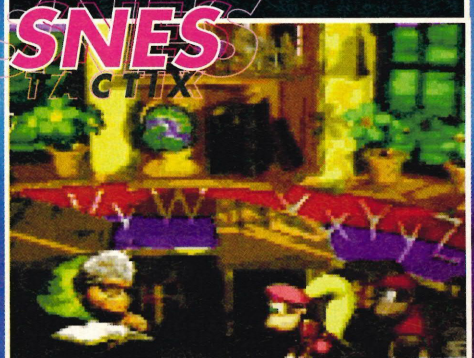
Football has a feel good factor of ten. Especially when England beat Holland 4-1 at Wembley with goals by Alan

Shearer and Teddy 'Edward' Sheringham. So imagine how happy we all are playing our little socks off on *ISSD* and emulating our favourite sporting occasions (well, the 4-1 win at Wembley, anyway).



And, unbelievably, Stuart Hodgkinson of Gwent has made us even happier by forwarding us a gold nugget of a cheat. Apparently, you can make up a team of secret strikers by merely doing the following: choose the Edit Player Skills option and move the cursor to any player bar the goalie. Now hold Select and press X to alter the position that the players are supposed to occupy. This makes them all act like fowards and will help enhance your performance on the pitch as every player can shoot like Shearer himself. At Wembley. Against Holland.





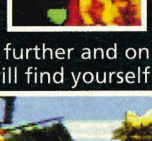
Donkey Kong Country 2 (90%, Issue 49)

Alright then. One last cheat. Possibly. Certainly, if this is to be the last of the *DKC2* cheats, Sandra Beaumont of Chippenham has hit on a bit of a cracker. At the start of the game, walk left to K. Rool's Cabin and then leave without snapping up the 1-Up.



Now go right, jump over the two bananas that should appear but then grab a banana bunch. Now enter the cabin once again. Collect the 1-Up this time, exit, and do the same thing over again. You should now have two bunches of bananas. Repeat this procedure once further and on entering the cabin you will find yourself standing





next to a Krem Coin which is actually worth 75. Can't beat it, we say.







Doom (93%, Issue 46)

Here's one for you. Darren Vivien of Fulham has been playing this little beauty to death and worked out how to get hold of a pretty damn useful BFG 9000. All you have to do is pick up a chainsaw and chain gun on Level 2 but avoid all contact with shotguns. Now, use up all the bullets in your pathetic pistol and a rocket launcher will suddenly make itself readily available. Now rid your life of two launcher shells and the BFG 9000 will appear. Of course, the problem is, you've only got one round of ammo and once that's used up you have to deal with the dispicable monsters with your bare hands but it's worth seeing them suffer via the power of the BFG 9000. Interesting little tip/cheat, this.









Super Mario Kart (82%, Issue 11)

Last issue's look at the potential cracker that is *Super Mario Kart R* obviously rekindled some long forgotten love affair in you all as we received a torrent of letters asking us for cheats and tips for the very first – and very special – Mario racer to grace the Nintendo systems.



Well, never ones to refuse such obviously pitiful demands, we've decided to dig deep and find the following good uns to keep you going until the release of the machine of the year at, uh, the end of the year.

First up, here's how to get some extra credits. You have to try and finish three races in exactly the same position and - viola - it shall be done. You will find yourself with an extra continue.





To shrink the size of your racers, merely go to the Player Select screen and highlight your driver. Now simultaneously press Y and A. Your drivers will now be considerably smaller providing you don't select to play in either Time Trials or Battle Mode. You can also change back to normal size by collecting a mushroom dropped by the Princess during the race.



To race the computer all you need do is, on Controller One, begin a one-player Time Trial. When you come to the driver select screen, press Start on Controller Two. Select a driver on pad two and then select a driver on pad one. Now begin the race by pressing Start on Controller One and you will end up facing a CPU player.

To enter the Special Cup Time Trials, enter the ordinary Time Trials and select a racer. Now push Left on your controller to move the cursor to 'Mushroom Cup'. Press Left, Right, Left, Right, Left, Left, Right, Right and A. You should now see Special Cup appear below Star Cup.

And, finally, to switch screen on a two-player game, hold Left and Right whilst you're choosing a one-player game in Grand Prix mode. Now select your class, driver and track. Begin your race and you will be at the bottom of the screen instead of the top. Phew.



Super Mario Land (94%, Issue 1)

And similar requests were weighing down our post bags this month as far as Mario platformers are concerned. So here they are in all their glory. First and foremost then, *Super Mario Land* – a classic of its day, indeed – which obviously held a very dear place in many of your hearts. Ahhh.



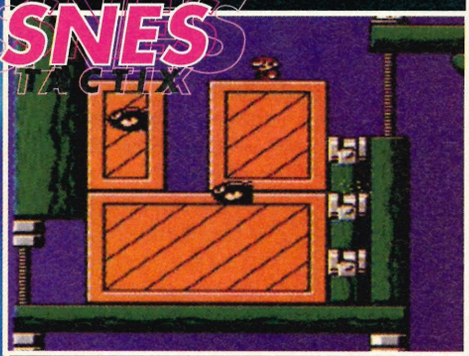
Finish the game twice in a row and you can activate a Stage Select by pressing the A button. The more often your press A, the higher the stage. Then just press Start to begin. It couldn't be simpler.



And if you're looking for Continues then you've come to the right place. Just remember that for every 100,000 points you earn, you'll be able to continue once after you have finished the game. So, if you end up collecting 400,000 points you'll be presented with four continues after completion. You can earn a maximum of nine continues.

And if you're finding it all very easy then here's how to make the game a damn sight harder. First you have to complete the game. Once that's over and done with press any button on the Title screen and the cursor will change from a mushroom to a Mario face. Now press Start to begin the expert level. The new version will have more enemies, harder enemies and nasties in different places than before. Very good, indeedy, wouldn't you agree?

SNES TACTIX



Super Mario Land 2 (70%, Issue 12)

On the title screen, press Start to enter the pipe room. Once in this room, press Select to get into Easy Mode and you can begin any saved file you wish. This will make the game a lot easier. Also, when the Title screen appears, hold Up, Select and B and continue to do this whilst the screen changes. A demo game will be activated but will crash the machine after sixty seconds. You will then have to reset the machine. Credit where credit' due, this little gem came from Thomas Kelvin of Cardiff.





A SERIOUS MATTER

Hello. A Serious Matter, here. Well, not too serious, actually. Not as serious as last month, say. But still noteworthy. Anyway, the matter involves the return of the Q&A section. Who would want to see its return? How do you think we could improve it? Suggestions? Digestions? Write to us and let us know as we're toying with the idea of bringing it back. Adios.

TOTAL! SOLUTIONS

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

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Turn to page 74 to order all the back issues you'll ever need!

Reader Ads

Forget car boot sales! Forget 'doing' swapsies with your mates in the playground. Forget ringing up your local games retailer using the company's 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

● GB games for sale. Mario 1, 2 and 3 (£15), Wario Blast (£15), Lemmings (£15), Nintendo World Cup (£10), Donkey Kong Land and Earthworm Jim (£20), F1-Race (£15), Tetris (£15). Call after 6.30pm and ask for Joel. Tel/fax: 0181 692 4169

● I'm selling a SNES with 13 games inc. SSF2, KI, and Doom with a control pad. Worth a whopping £370 but can be yours for only £275 ono. Tel: 01635 247 532

● SNES (UK) with 10 games – World Cup Striker, Starwing, T2 Arcade, Alladin, SF2, F-Zero, Pilotwings (No Instructions), Jimmy Connors Tennis, Mario World, Faceball 2000 (US, comes with adaptor), 1 ordinary controller, 1 SN Propad, 1 Joystick. All games UK (except Faceball), with instructions (except Pilotwings) and boxed as new. Also, Super Game Boy with SNES comes boxed as new. The whole lot for £300. Phone after 5pm and ask for michael.
Tel: 0181 641 2783

● Amiga 500+, 30+ games and monitor, two joysticks, mouse, all boxed v.g.c. £260 ono.
Tel: 01938 810 091

● UK SNES for sale with two pads inc. Digital Pro Pad and 17 Top Games, fully boxed as good as new. Worth £780, bargain £280 ono.
Tel: 0181 830 1707

● Magazines for sale. Games master 1 + 4, Edge 1 + 5 NMS 1 - 5, Superplay 1, 3 , 6, 7, 8, 10, 12, 13, 14, 16. Ring for prices.
Tel: 01203 302 043

● Gameboy for sale with six games including Wario Land. Will sell to highest bidder.
Tel: 01296 770 086

● UK SNES with Theme Park, Mario Kart, DKC (with CD), SF2 Turbo, Stunt Race FX, Tennis, SNES Scope and Super Game Boy. Two pads. All in VGC going at £180 ono. Ring Adam AFTER 4pm.
Tel: 0151 738 0371

● SNES for sale with 10 games for £150 or with one game for £50. Lemmings 2, Battle Tank 2, Kick Off 3, Sim City, Street Fighter 2, Mario Paint, Star Wing, Vortex, Cybernator, Total Carnage. Call Paul.
Tel: 01494 528430

> ● SNES for sale with 10 games including Killer Instinct. Worth £500, will sell for £200 ono. Tel: 01296 770 086

Swaps

● I will swap Zelda IV and World Cup Striker for Secret of Evermore and Super Punch Out. Call Ben after 6pm.
Tel: 01293 519 026

● I will swap Mickey Mania or Jurassic Park, for Lethal Enforcers (with Light Gun, box and booklet). DESPERATE!!! Phone after 4pm and ask for michael.
Tel: 01787 277 604

● Will swap Kick Off SNES (UK) for MK 1 or 2 SNES (UK) fully boxed or Wolfenstein 3D SNES (UK). Call and ask for David.
Tel: 01543 490805

Wanted

● Wanted, SNES, Alien 3, Addams Family and Road Runner with instructions.
Tel: 0181 556 5131

● Wanted, an NES with as many games as possible. I have £100 to spend. Call Jamie Mole.
Tel: 01273 601183

Pen-pals

● I'd like a Female Penpal between the ages of 11-13 who's interested in Nintendo, television and puzzles. Please write – photo isn't necessary – to: Russell John Marsh, 2, Wellsway, Westfield, Radstock, Bath, Somerset

● Hi, I'm James, I'd like a penpal M/F aged between 10-12. Must like football and SNES. Photo if possible. Contact: James Miko, 2 Edgarton Road, Canfordheath, Poole, Dorset, BH17 9AZ.

● Hi, I'm David. Looking for a boy penpal, 12 to 13 years. Interests: sport, computer games. Contact: David Herd, 4 Higham Road Podiham, Lancs, BB12 9AP.

● I want a Female Penpal aged between 13-15. Please send a Photo and I will reply to all letters. Contact: Matthew Bullman, 18 Queens Road, Airedale, Castleford, West Yorkshire, WF10 3EQ.

● Hi! I'm Mark and I am looking for a 13 year old female penpal. I like most things. Photo please! Contact: Mark Gladwell, 34 the Fremnells, Basildon, Essex, SS14 2QX

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The TOTAL! Crossword



Look how thrilled I am. There's nothing on earth more exciting than the TOTAL! Crossword. Yes, all right. Apart from a free N64...

Win A copy of DKC2 on the SNES

Last month we likened doing a crossword to riding a bicycle. However, we now think it's more like a girlfriend. It's all so fresh and easy at the beginning. You see countless opportunities please her. She's like an open book. Then you settle in as things get slightly tricky and you take time to figure out why she no longer seems to make sense. Eventually, of course, you get really narked off with her and either cheat or chuck it in.

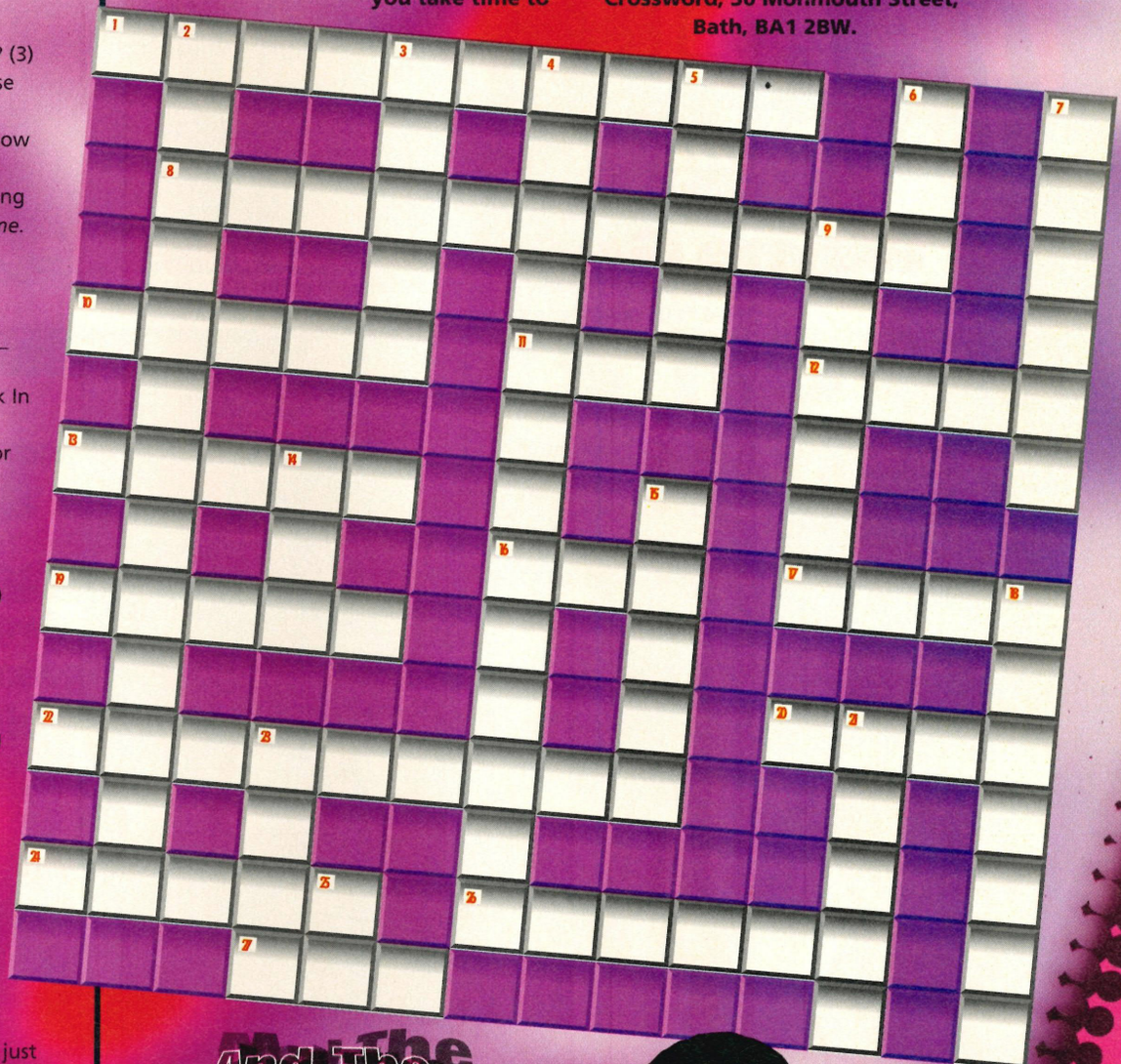
Still, if you have better luck with our crossword and you manage to go all the way, send the finished thing to: TOTAL! Crossword, 30 Monmouth Street, Bath, BA1 2BW.

Across

1. Nintendo's own ace-looking flying game coming soon to N64. (5,4)
8. Alexei Pajitnov's classic block-dropping puzzle game gets an up-date and new name for its N64 appearance. (11)
10. _____ & Field? (5)
11. What you'd like to do to an N64? (3)
12. You'll be able to race one of these across water in *Wave Race 64.* (4)
13. Top games developers who are now working on N64 *Rave Racer.* (5)
16. The body that licence slam-dunking games such as *Live*, *Jam* and *Hangtime.* (3)
17. What we call Nintendo's Super Famicom. (4)
19. Codemasters' tiny racers are _____ Machines. (5)
20. The Beatles were glad to be 'Back In The ____'. (4)
22. The football cup that is fought for between teams from the lower divisions of England and Italy. (9)
24. What to do in bed. (5)
26. Shadow Of The _____. (6)
27. TOTAL!'s footy-mad ex-editor. (3)

Down

2. FIFA _____ Soccer. (13)
3. _____: Dinosaur Hunter. (6)
4. What Baddiel, Skinner & Lightning Seeds reckon is happening to football. (3, 6, 4)
5. Depeche Mode's tattooed singer Dave _____ who recently survived a near-death experience. (5)
6. Playing ___Of The Beholder is better than a poke in one with a pointy stick. (3)
7. _____ Instinct is coming to N64 (6)
9. A terrible game that we somehow just can't forget: Rise Of The _____ (6)
14. "Baby you can drive my ___!" Sang The Beatles (3)
15. The main man, Mazza himself (5)
18. Ocean's decent SNES soccer series (7)
21. The most common word in SNES game names (5)
23. Secret of ____more (4)
25. Where to get the stamp to send your crossword off and win a game (2)



And The Winner Is...

Fraser Simpson from the lovely city of Glasgow. Have a brand spanking new copy of Olympics.



Next Month

パイロットウイングス

PILOTWINGS 64

The Review!

How will the Nintendo 64's second offering compare to the perfection that is Super Mario 64?

+ The Making Of...

TOTAL! take a trip to Paradigm Simulations, the home of *PilotWings 64* to ask, "How did you do that?"

Wayne Gretzky's 3D Hockey

The first title on the N64's new Nintendo Sports label is almost complete. TOTAL!'s US correspondant travels to New York for a closer look.



Scoop!

Kirby Frenzy

Kirby's Dream Course and Kirby's Ghost house are finally getting an official UK SNES release AND they're only £25 each! Read the TOTAL! verdict and win copies of each.

Back To School With N64

School's only just broken-up for the summer, but we take a class back in to school to play our N64. The ultimate verdict on the machine the whole world has been waiting for!



Plus!

Winter Gold
Prince Of Persia 2
Dragonheart (GB)
Worms
Whizz

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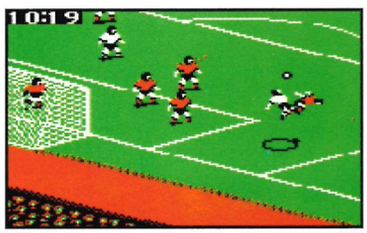
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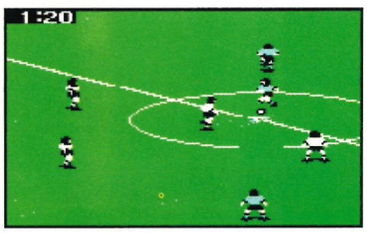
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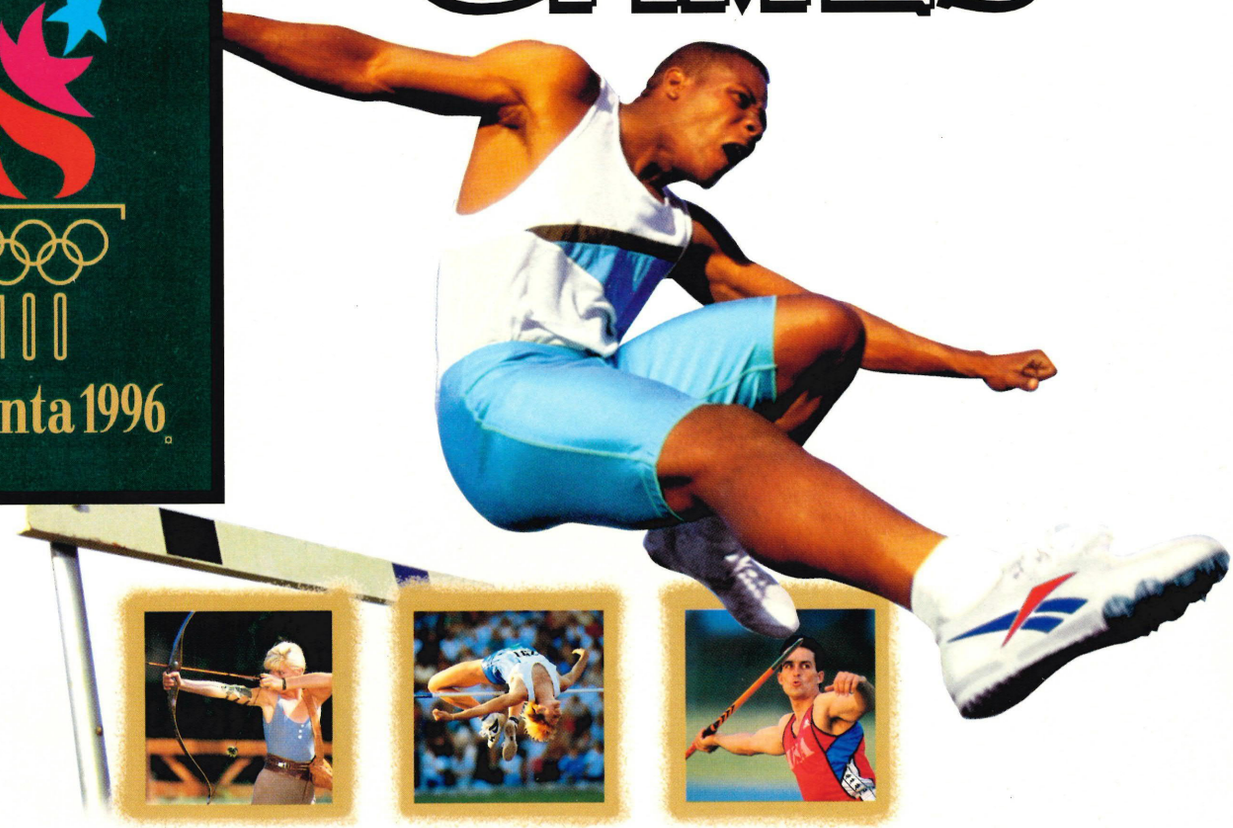


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