

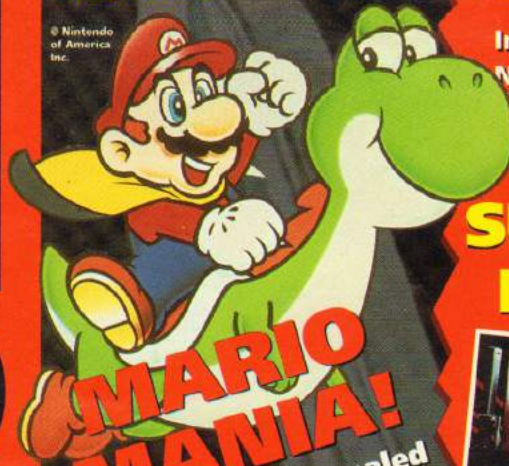
TOTAL!

May 1993

Issue 17

£2.25

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MARIO MANIA!

Mario's secrets revealed plus GB Mario 2 guide!

Independent Nintendo mag from Future Publishing

SUPER NES!



Terminator Plus more than 100 SNES reviews!

NES!



James Bond Jr. And another 140 NES reviews!

GAME BOY!



The Empire Strikes Back Plus another 160 Game Boy reviews!

100% FOR PLAYERS OF NINTENDO

- Super NES
- Game Boy
- NES

GAME FOR OLAF!

Free!

If you can read this message, it means your super (and totally free) Mario something has gone missing! Don't hang about - go and tell the newsagent right now!

The Lost Vikings go Super NES berserk!

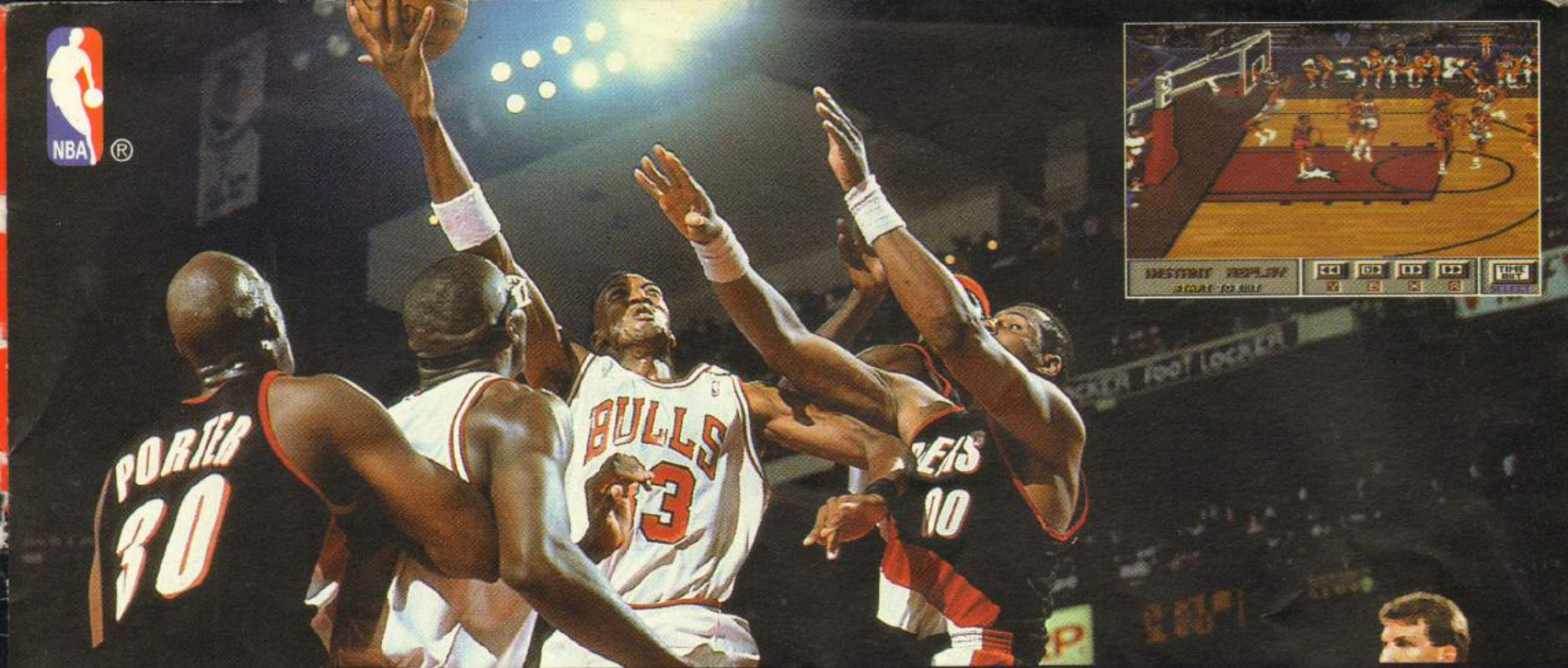
WIN the game - PLUS a SNES and a £1,100 TV to play it on!



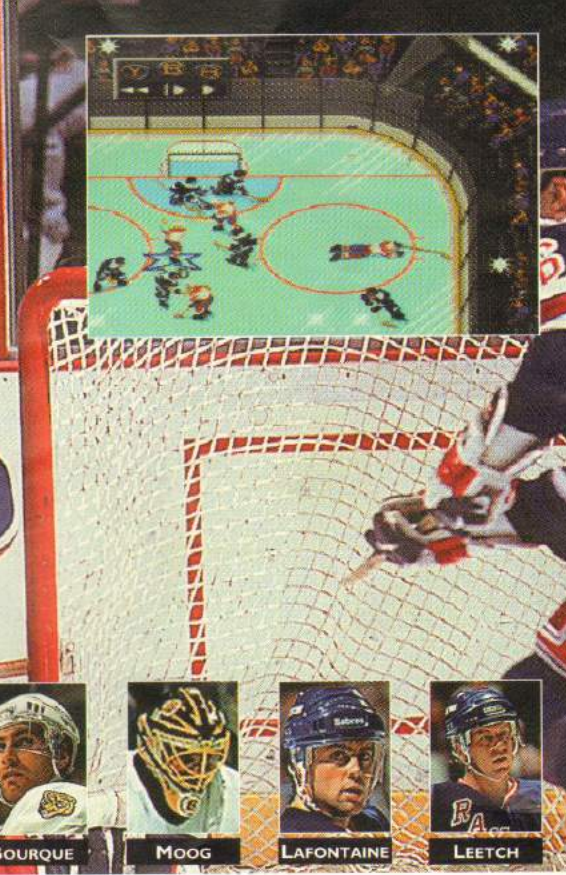
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Exposed! Nintendo's Super NES CD-ROM system!

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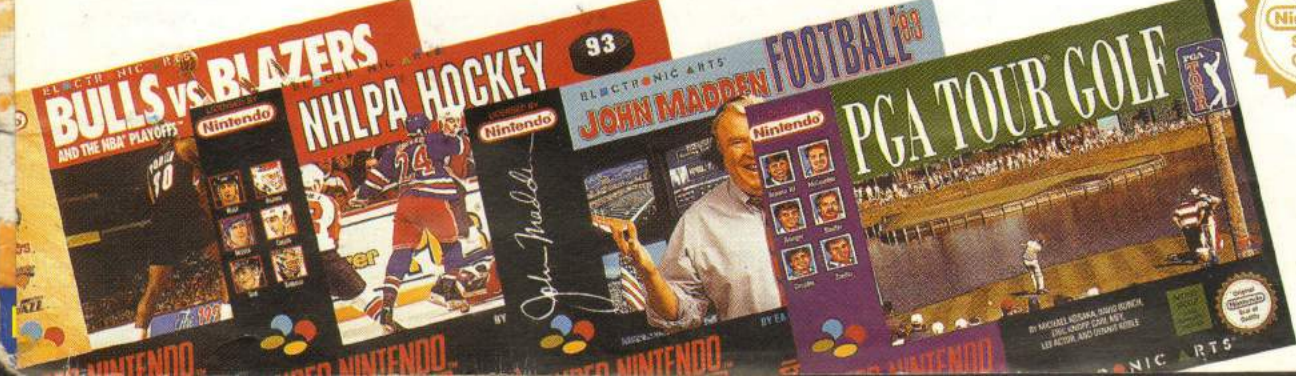


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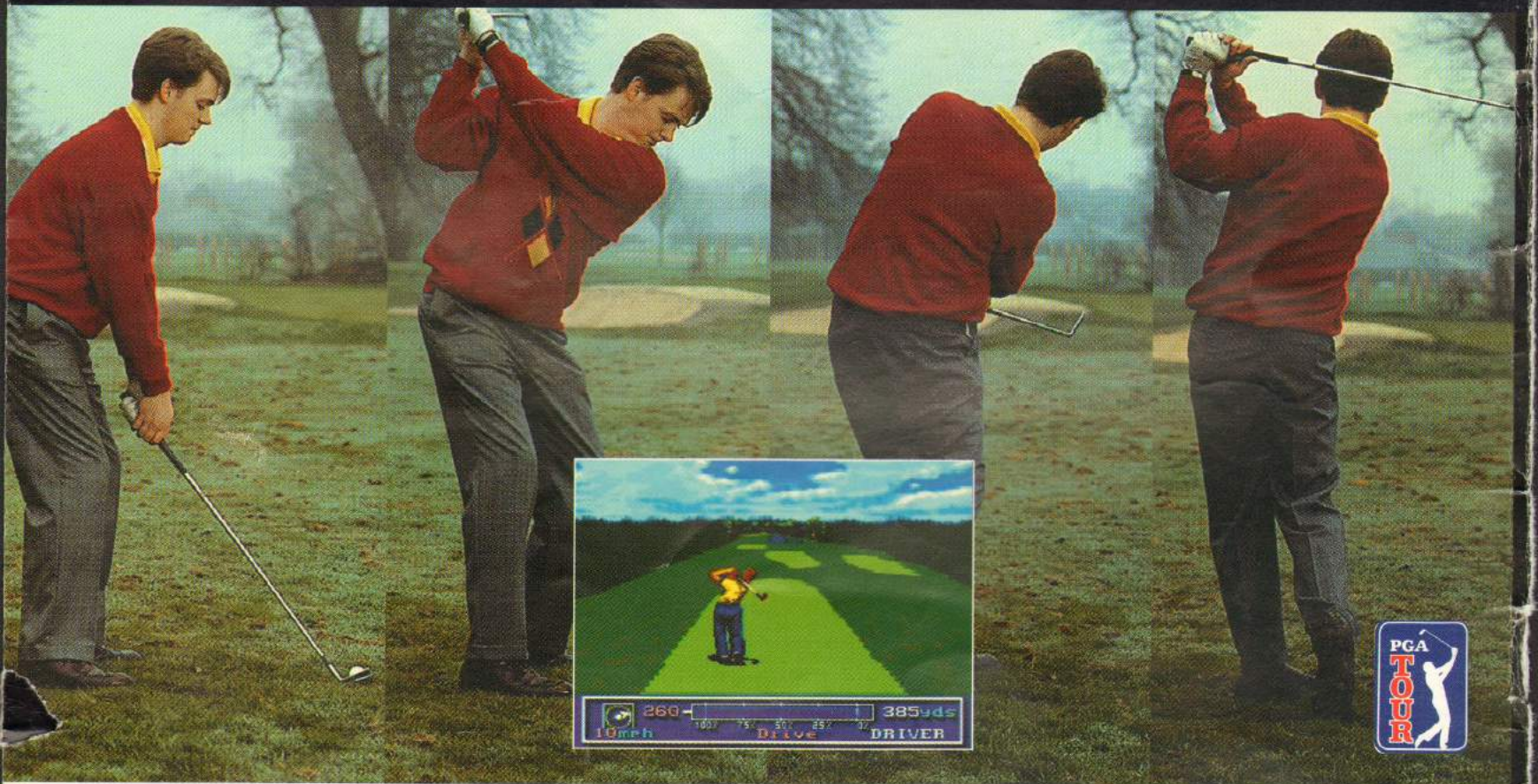
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ALL THE ACTION...

TOTAL!

100% FOR PLAYERS OF NINTENDO

- Super NES
- Game Boy
- NES

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Issue 17

May 1993

TOTAL is Britain's biggest-selling mag for Nintendo gamers. ABC June - Dec 1992

FACT: Number of people who buy TOTAL each month:

81,313

6 News

HOT STUFF! Final specs on the Nintendo CD-ROM and details of games in development for it. Plus, books that lend a helping hand. And

shocker of the month: StarFox not to be released in Europe!



9 Charts

What's top, what's not, and what's a load of plop. Turn to page 9 for our concise but informative listings.

CHARTS

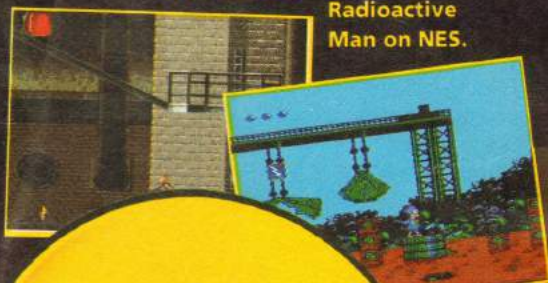
12 Letters

The chance for you to read what you've written. Er, and what we wrote in reply. (Sorry!)

16 Previews

Nintendo wannabes this month include: Alien 3 on the SNES and NES, Dr Franken 2 on Game Boy, and Bartman Vs

Radioactive Man on NES.

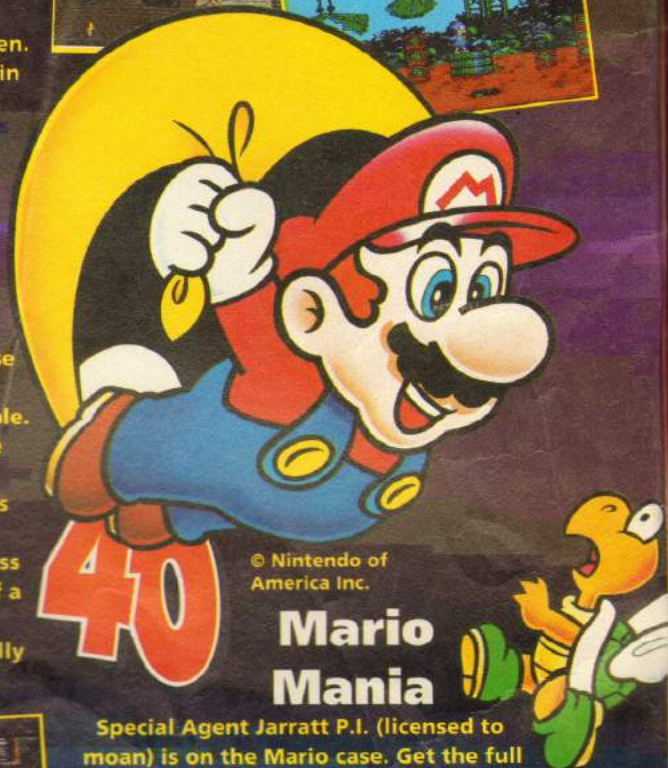


22 The Lost Vikings

They're big, they're bad, and they're bearded... Well, they have got beards, but otherwise Interplay's Lost Vikings are actually rather cute and lovable. This SNES game unleashes a whole new style of gameplay which leaves a lot of arcade puzzlers in the Dark Ages, as our three Vikings venture across space and time in search of a way home. Their journey starts on page 22 and is really going to go down in history!



WIN!
A Sony TV, a SNES with Lost Vikings, and Lost Vikings T-shirts



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Mario Mania

Special Agent Jarratt P.I. (licensed to moan) is on the Mario case. Get the full story on the man with the moustache: what games he's been in, how he began life, why his face is appearing on sandwich boxes, and all the dirt on the Mario underwear scandal.



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66

TOTAL Tactix

At last! The final part of our complete Zelda 3 player's guide, as well as complete solutions to Super Mario Land 2 on the Game Boy and Faxanadu on the NES. Plus oodles of tips, cheats, and codes.



It's an oldie, but a toughie. If you haven't completed Faxanadu, now's your chance to blow it away.



Our Super Mario Land 2 solution's got ALL the secret levels and a map of the evil Wario's castle.



Our three-part Zelda III solution reaches it's, er, fourth and final part. Sorry we couldn't fit it all in last month, but this really is the end.

More than
400
games reviewed
and rated in
Total Recall!
Page 88

Fast find!

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NES,
Super NES
and Game Boy
Reviews
start on page
24. Don't
miss 'em!

Top carts - get the best for your Nintendo!

If you're gonna get a game for your Nintendo this month, you won't go far wrong with one of these.



LOST VIKINGS

Are you looking for something a bit out of the ordinary? Well, this game's weirder than a Scandinavian joke book!

- King Arthur** Page 28
- Terminator** Page 30
- Super James Pond** Page 32
- Tom And Jerry** Page 34
- SNES Round-up** Page 36



ALFRED CHICKEN

This game's no turkey, but it's finger-lickin' good!

- Crash Dummies** Page 44
- Empire Strikes Back** Page 47
- Alien³** Page 48
- Little Mermaid** Page 50
- The Flash** Page 51



JAMES BOND JR.

Like father, like son. Jimmy Junior is on the case.

- RC Pro-Am 2** Page 56
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- Stealth ATF** Page 61
- Super Sports Chall.** Page 62
- Double Dribble** Page 64

TOTAL TALK

For the inside info, read TOTAL Talk – the Nintendo news pages that get to the parts other magazines can't reach.

Nintendo's CD-ROM Secrets

COMING SOON?



With design details finalised, it's a good bet that the Nintendo CD-ROM unit will be the spitting image of this nifty artist's impression.

Get this! Here's the news everyone's been waiting for – the final specifications of Nintendo's Super NES CD-ROM, the Nintendo Disk Drive. It will be a 32-bit machine (both SNES and Mega Drive are 16-bit), with 8 Megs' worth of memory (RAM) built in, and will be roughly the same size as the Super NES. The games themselves will be XA compatible – a CD game standard used by the Philips CD-I machine – and unlike conventional music CDs



The PC CD-ROM's visually stunning *Seventh Guest* is tipped to be an early SNES CD release.

they'll be fed into the unit inside a special plastic case.

The Nintendo Disk Drive will come with a custom system cartridge that plugs into the top of the Super NES and contains most of the info that the SNES needs to run the CD-ROM. The system cartridge also has a custom chip called HANDS – the Hyper Advanced Nintendo Data transfer System. HANDS is basically an extra processor that just reads the CD-ROM's RAM and lets the main processor get on with whatever it's

The SNES CD-ROM will be a 32-bit add-on disk drive

doing, thus avoiding slow-down when the SNES has loads of graphics to handle at once.

Now, all this techy stuff is pretty impressive, but what we really want to know is what the games are gonna be like. As ever, Nintendo themselves are going to be the programmers to watch, and their first releases should reveal the CD-ROM's true potential. Trouble

is, Nintendo are so tight lipped about their software development that no one's going to know what their games are like until they're out – although it's likely that there will be a live-action Mario game. So what about other programmers? Well, most of the games that have come out for the CD systems currently available on other machines have been a bit



The Mega CD's cartoon-style driving game, *Road Blaster FX*, has great animation and looks like a manga epic, but it has the same gameplay as the ancient *Dragon's Lair* game – none at all!



Mega CD Night Trap – full-motion video in a game where you trap criminals in a mansion

of a disappointment – nice graphics and sound but naff all gameplay to go with 'em.

Sega's Mega CD has a few games out but the big problem it has is that it's stuck with the Mega Drive's graphics. So far the games have had lots of impressive animation but the graphics have looked like poorly digitised cartoons or videos (which they have been). The PC series of computers has had CD-ROM for a while now and the 256-colour PCs give a good idea of what the SNES CD's graphics will look like. Some of the PC games have stunning graphics and sound but they're still lacking the all-important gameplay.

Take a gander at these screenshots from various CD games and see what could be in store for you when the Nintendo Disc Drive appears in early 1994.

SUPER NES CD-ROM TEK-SPEX

Main memory 8 Megabit D-RAM, 1 Megabit PS-RAM
Additional Memory 4 Megabit D-RAM, 2 Megabit System ROM
Co-Processor 32-Bit RISC with a 21,477 MHz clock speed
CD-ROM drive Standard access time 0.7 seconds

NO STARFOX FOR UK!

A aargh, it's enormous personal disaster time – you won't be able to buy StarFox in the UK! One of the fabbest games ever, it scored 96% in last month's TOTAL but sadly no one in this country will be able to play it.

Why not? Well, for some unknown reason Nintendo aren't allowed to use the name StarFox – it could be because there was an old Commodore 64 game called Starfox back in 1986. So instead of being called StarFox, here in the UK Nintendo's game will be known as StarWing. Don't worry, though – the game's just the same and just as brill as the American and Japanese StarFoxes. Phew – what a relief!

There's good news for die-hard gamers who want the import StarFox – you can buy an adaptor to let you play it on a UK machine. It works the same as other universal adaptors but has been designed to cope with StarFox's Super FX chip. You can get the adaptor from Jive Consoles in

Leicester on 0509 211335.

And here's another StarFox snippet. We've heard that some people are so

desperate to get their mitts on Nintendo's new wonder-

cart that copies have been shifting for up to £120! It's Street Fighter II all over again.



Asterix on Nintendo

Having already starred in loads of comic books and films, Asterix is now about to make his bid for Nintendo glory, with French software house Infogrames due to release Asterix games on all three Nintendo machines.

Game Boy Asterix will be out in June and is set over four different worlds, each with three levels – we'll have a full review very soon. The SNES version, not due out until

September, along with the NES one, will have 40 levels set over 5 worlds. All the games will be arcade platformers and promise to be full of the usual Asterix goodies – wild boars, Romans, pirates and hordes of Gauls stuffed to the gills with Getafix's magic potion.



Watch me shoot!

Oh no, not another SNES joystick? Nope, it's actually the Hudson Soft Shooting Watch, the latest loony gadget toy from Japan. It's basically a digital watch that looks a bit like a SNES pad and comes with a very silly game built in. You have to press the buttons as fast as possible in order to register as many presses as you can in 10 seconds. Sounds

naff, but everyone at TOTAL's got sore fingers from playing it (except Steve, who cheated and used a pen). It's already been a big hit in Japan, where tons of Shooting Watches have been sold at 800 yen (around £5) a shot but it's doubtful you'll be able to get one here. Shame!



STATESIDE SNIPPETS!

Catch up on all the latest Nintendo news from the USA

RAGE AGAINST THE MACHINES

Now this is weird. Over on the East Coast of the US a watchdog group called Parents Against Video Game Violence (PAVV) has been set up by parents who think that some games are too violent for kids to play. They even publish lists of what they consider to be the most violent titles and suggest that people boycott these games or watch out for the violence in them. Well, in our opinion people should be much more concerned with all the real violence in the world instead of getting all steamed up about the cartoon violence in video games.

NINTENDO VERSUS SEGA

The battle between the console giants goes on. Nintendo reckon there are 8.7 million Super NES systems in American homes and Sega claim to have

7.5 million Mega Drives out there, with both of them saying they are in first place. However, Sega's new Menacer gun won't have a new

game for six months and the Mega CD still hasn't

got a decent game, so video games pundits in the States are saying

that unless Sega

gets its act together it will lose out to the SNES the same way that

the Master System lost out to the NES.



STREET FIGHTER II ON NES!

No, straight up, it is coming. Honest. Since SFII hit the SNES last summer every gamer's wanted it but nobody thought it would make it onto the NES. Capcom, who make the game, have apparently decided to release it on the NES, but not for some time yet. (There's actually already been an SFII game on the NES, but it was a highly illegal version written in the Far East without any official licence and as soon as it appeared all copies were seized.)



BATTLETOADS AND DOUBLE DRAGON

Two of the biggest stars of NES games are to unite in an all-new adventure. Not surprisingly, the Double Dragon/Battletoads game will be a scrolling beat 'em up, mixing the styles of the two games and featuring Zitz, Rash, Pimple, Billy and Jimmy trying to rescue some mutual chums and at the same time seeing which team's the best. It'll be out in the US in May.



AT THE MOVIES

Check out these forthcoming attractions on the Super NES... Big movie licences coming soon to a Super NES screen near you include Toys (a decid-

edly weird and whacky film about a toy factory, starring Robin Williams), T2: Judgement Day, Last Action Hero (the new film starring Arnold Schwarzenegger), The Empire Strikes Back, The Untouchables and Cliffhanger (Sylvester Stallone's new flick about mountaineering).



Read all about it!

True Nintendo nutters can check out the masses of books covering NES, Game Boy and Super NES games. Here are the latest releases which you can get hold of from large bookshops and video games stores.



Awesome Super Nintendo Secrets £10
Excellent guides to 21 SNES games, including very good solutions to Zelda III, Super Mario World and Street Fighter II and lots of helpful pictures too. Best of the SNES books we saw.



Cornish's Console Games Guide £10
An A-to-Z of tips, codes and cheats for all the Nintendo machines, all Segas, the Lynx, Neo Geo and PC Engine. There's 300 pages of good stuff but it's not worth it if you've only got one or two of the machines.



Conquering Zelda Adventures £12
Hints, techniques, maps and step-by-step solutions to Zelda I & II on the NES and Zelda III on the SNES. The guides are excellent and all Zelda fans should find them useful.



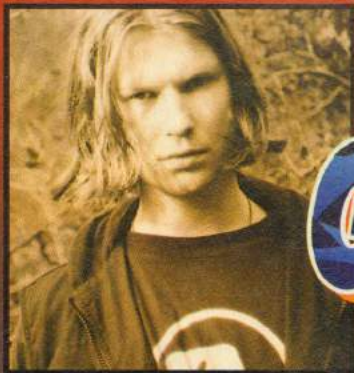
Gameplayer's Encyclopedia of Nintendo Games, Volume 6 £14
Strange, this. It's more like a 200-page mag than a book but it only comes out every quarter. So most of its reviews are out of date, and the tips aren't very good either. Can't think who'd want it at that price.

Barcode Battler for SNES

Remember the Barcode Battler we told you about a while back? It's a strange games machine from Japan which reads barcodes to give you points and power-ups in specially written games – get a better barcode and you stand a better chance of winning. It all seems hopelessly random to us, but anyway, pretty soon there'll be a Barcode Battler available for the SNES so you too can experience all the 'fun' of barcode battling.



GAMER ★ STAR GAMER ★ STAR G



STAR GAMERS

Famous Nintendo Gamer Number 15 The Aphex Twin

Who? Well, Mr Twin is the techno electro music blokey who's going to be the next big thing on the dance floors. (Probably.) Aphex

(real name Richard James) loves to play his Game Boy, especially Tetris, when he's not working at the studio. Richard says: 'I used to write my own sequencing programs on the Spectrum, believe it or not.' and he's recently done remixes for indie band St Etienne. Look out for him in the charts soon.

Stick it out!

There are plenty of new Nintendo joysticks out there. Here are just a few of 'em.

The **Megastar** is for the NES, costs £30 and is a meaty affair. It's designed for table-top use, but both the stick and the buttons are just too 'ard to use and need a lot of pressure to get any response on screen. It's a shame, as it looks quite smart.

The **Handy Boy** is the most excessive Game Boy add-on yet. It's got a stereo amplifier, a joypad, a screen light and a magnifier. And sadly, it's all a bit much. The joypad makes the 'Boy difficult to use, and the magnified and lit screen doesn't look too great. And at £30 the Handy Boy is

just too much in every sense of the word.

The **ProPad** is a replacement pad for the SNES and jolly spanky it is too. The buttons are a little more clicky than the standard pad but it's got autofire and is a good buy if you've worn out your original pad.

The **Topfighter** is a massive SNES stick designed with Street Fighter II in mind. With a great stick and really sturdy buttons it's the closest to an arcade stick we've seen. If you fancy getting a Topfighter, check out TOTAL's Mail Order section on page 84.



Compo Winners!



We had tons of entries to our Jimmy Connors compo, but most were wrong. The winners were M. Daly, Prodsham; B. McCarvel, Glasgow; R. Beckett, York; I. Bevan; Halesowen; C. McComish, Belfast; R. Fyffe, Carnoustie; N. Streeter, Crawley; D. Shirlaw, Langside; A. Evans, Swindon; Ben Hill de Vries, Hyde.

'Ello, 'ello, 'ello

Pirated Nintendo games aren't much of a problem in the UK, but over in the Far East it seems that every Tom, Dick and Harry is knocking off counterfeit copies of the latest games. Nintendo recently worked with Hong Kong customs agents to raid 40 shops and three factories, and nearly three million quid's worth of illegal carts was confiscated.

OOPS!
Last month we said Harley's Humongous Adventure was from Namco when it's actually from Hi Tech Expressions. Sorry!

THE CHARTS



▲ Goin' up ▼ Goin' down
● Goin' nowhere ★ New Entry

NES

- 1 ★ **Micro Machines**
Small cars, big fun. A worthy chart-topper.
TOTAL rating: 92%
- 2 ▲ **Kickle Cubicle**
Cracking puzzler with a cheap price tag.
TOTAL rating: 62%
- 3 ▼ **Dizzy**
Neat adventure – worth *shelling* out for!
TOTAL rating: 90%
- 4 ▲ **Lemmings**
Brill NES version of this life-saving puzzler.
TOTAL rating: 85%
- 5 ▼ **Super Mario Bros 2**
Doki Doki Pen? See p40 where all's revealed.
TOTAL rating: 79%
- 6 ★ **TMH Turtles**
The green team are still doing the rounds.
TOTAL rating: Not reviewed
- 7 ▼ **WWF Steel Cage Challenge**
Naffo wrestling sim, but you lot love it.
TOTAL rating: 40%
- 8 ★ **Bayou Billy**
Pathetic Zapper game. *STOP BUYING IT!*
TOTAL rating: 22%
- 9 ★ **Bugs Bunny Blowout**
Don't blow cash on this pooey platformer.
TOTAL rating: 31%
- 10 ★ **Home Alone 2**
More average antics from Macawful Culkin.
TOTAL rating: 61%

GAME BOY

- 1 ● **Super Mario Land 2**
You've all got it, so turn to page 72, *now!*
TOTAL rating: 70%
- 2 ★ **Lemmings**
For gamers with NO suicidal tendencies.
TOTAL rating: 90%
- 3 ★ **Crash Dummies**
Slick 'n' Spin make something of a hit on GB.
TOTAL rating: 70%
- 4 ▼ **Star Wars**
Luke Warmwater and chums get spaced out.
TOTAL rating: 80%
- 5 ● **Alien³**
Ribcage-crackingly good fun. (*Uuurghhh...*)
TOTAL rating: 83%
- 6 ● **WWF Superstars 2**
Oh gawd, not this crowd of jokers again.
TOTAL rating: 44%
- 7 ★ **Bart Vs. The Juggernauts**
We've got no truck with this crappy game.
TOTAL rating: 45%
- 8 ★ **T2 - The Arcade Game**
Fast and furious shooty conversion. Smart!
TOTAL rating: 71%
- 9 ★ **Tennis**
Good to see this brilliant tennis game back.
TOTAL rating: 95%
- 10 ▼ **Home Alone 2**
Here's sulkin' Culkin bringing up the rear.
TOTAL rating: 57%

SNES

- 1 ● **Super Mario Kart**
Terrific two-player split-screen racing.
TOTAL rating: 82%
- 2 ▲ **Spider-Man And The X-Men**
Not very heroic, and not very super either.
TOTAL rating: 67%
- 3 ● **Bart's Nightmare**
It certainly doesn't play like a dream.
TOTAL rating: 53%
- 4 ★ **Prince Of Persia**
Huh, *ponce* of Persia more like.
TOTAL rating: 84%
- 5 ▼ **Pilotwings**
Go on, Nintendo, give us a sequel!
TOTAL rating: 91%
- 6 ▲ **Super Ghouls And Ghosts**
Tough platformer with a high spook factor.
TOTAL rating: 87%
- 7 ● **Super Soccer**
Clever Mode 7 footy sim (with no rules!).
TOTAL rating: 80%
- 8 ▼ **Super Mario World**
Bestest Mario platform game ever. Nearly.
TOTAL rating: 98%
- 9 ▲ **Super WWF**
The *only* game for WWF fans to have.
TOTAL rating: 88%
- 10 ★ **Exhaust Heat**
As interesting as Nigel Mansell's moustache.
TOTAL rating: 59%

Charts produced by Gallup in association with Penguin. © 1993 ELSPA.

THE INDE CHARTS

Game Boy

- 1 **Super Mario Land 2**
TOTAL rating: 70%
- 2 **Alien³**
Total rating: 83%
- 3 **Lemmings**
TOTAL rating: 90%
- 4 **Crash Dummies**
TOTAL rating: 70%
- 5 **T2 - The Arcade Game**
TOTAL rating: 71%
- 6 **Hunt For Red October**
TOTAL rating: 40%
- 7 **Universal Soldier**
Not reviewed
- 8 **Star Wars**
TOTAL rating: 80%
- 9 **Tiny Toons**
TOTAL rating: 89%
- 10 **Krusty's Fun House**
TOTAL rating: 84%

Super NES

- 1 **Mickey Mouse**
TOTAL rating: 81%
- 2 **Axelay**
TOTAL rating: 81%
- 3 **Lemmings**
TOTAL rating: 81%
- 4 **Red October**
Not reviewed
- 5 **Prince Of Persia**
TOTAL rating: 84%
- 6 **Harley's Adventure**
TOTAL rating: 45%
- 7 **Jimmy Connors**
TOTAL rating: 93%
- 8 **Out Of This World**
TOTAL rating: 74%
- 9 **Lethal Weapon**
TOTAL rating: 69%
- 10 **NCAA Basketball**
Not reviewed



Top of the imports:
SNES Mickey Mouse.



Mario is still kickin'
butt on import!

Chart Talk

What's happenin' and what's not!

Codemasters are doing well on NES, with some of the old, cheaper games making an appearance. Odd to see SMB2 but not 3 – could it be that you missed it first time around?

Top Tip: Anything cheap.

The Game Boy charts are just shuffled round from last month. The only newbies are Crash Dummies (no surprise there) and Tennis (which is three years old!).

Top Tip: Super Mario Land 2 rules. SNES owners are still going for the big licences – it's going to be a right scrap when the UK versions of Mickey Mouse, Alien³, Star Wars and StarFox (to be known as StarWing) come out!

Top Tip: StarFox will win in the end.

You can get a weekly update of the Official Gallup Nintendo Chart on Digitiser, Teletext, page 470.

New. For your **SUPER NINTENDO** New. For your **SUPER NINTENDO** New. For yo



Get into your flame proof combat suit, strap into the cockpit of the AXELAY stratafighter and stand by to launch into six sanity crushing worlds, all occupied by the Armada of Annihilation. Your mission - to seize the Axelay's secret weapons stolen by the evil enemy - but be warned, they're not going to give up easily and the fight of your life is just about to begin.



3 classic games



The Great Octopus has threatened to destroy Earth. You must help Parodius and his friends in their quest to find and destroy the villainous, scheming squid so that Earth may enjoy life in peace once more.



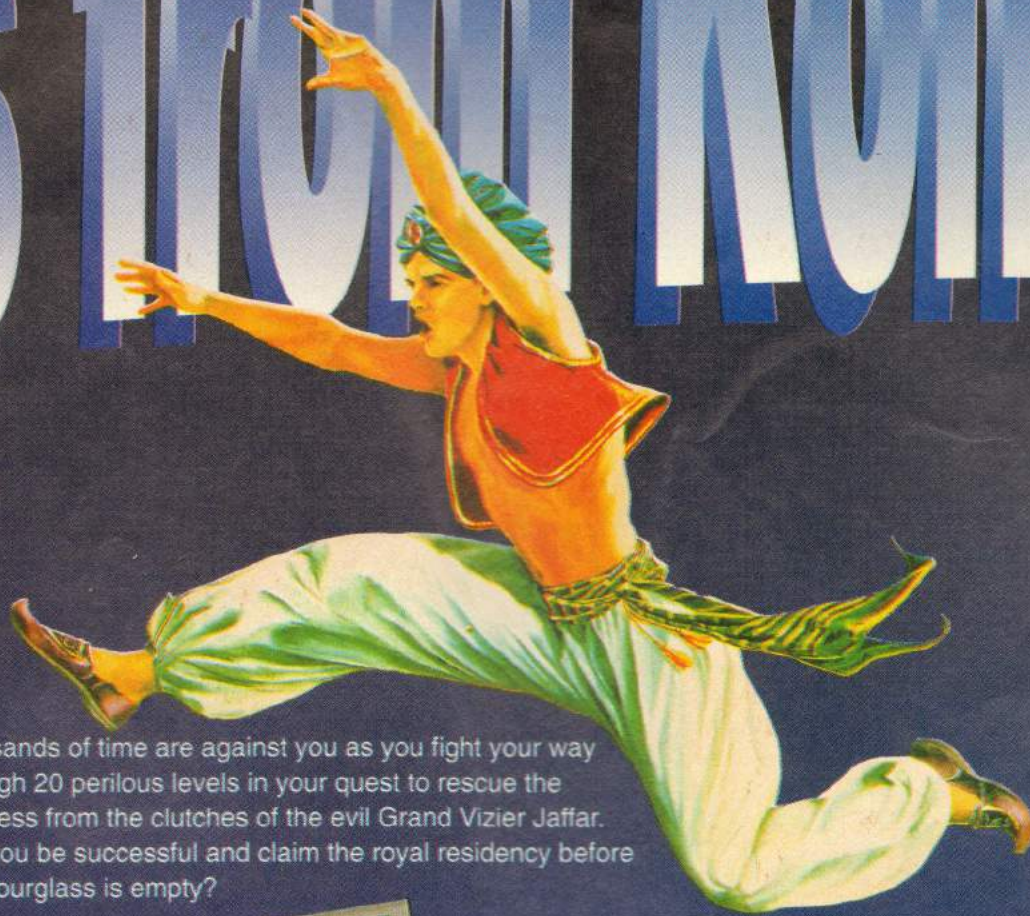
our **SUPER NINTENDO**
ENTERTAINMENT SYSTEM

New. For your

SUPER NINTENDO
ENTERTAINMENT SYSTEM

New. For your

Games from Konami!



The sands of time are against you as you fight your way through 20 perilous levels in your quest to rescue the Princess from the clutches of the evil Grand Vizier Jaffar. Will you be successful and claim the royal residency before the hourglass is empty?



KONAMI



SUPER NINTENDO
ENTERTAINMENT SYSTEM



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LETTERS!

Stevie's Shorts Keep 'em to the point and you could win a prize!

Dear TOTAL,
When I saw your review of the Pro Action Replay I rushed out and bought it, but when I opened the box it didn't have an extra port on the back so I couldn't use it as an adaptor. Also, instead of having cards with all the codes on, it had a booklet with all the codes on. Have I got a pirate version (it does the same job as the one you reviewed)?

**Adrian Waltho (11),
Norfolk**

Woolworths decided to sell the Action Replay, but they didn't want to upset Nintendo so they asked Dattel to take the adaptor port off the back. If you want to use it as an adaptor, send it back to: Dattel Electronics, Govan Road, Fenton Industrial Estate, Fenton, Stoke-On-Trent ST4 2RS. Include a cheque for £10 to cover the full price of the cart, and they'll send you an Action Replay with universal adaptability.

Dear TOTAL,
Your TOTAL Special was very good but I was somewhat disappointed with the tips for Low G Man and Super Tennis. The cheat did not work and neither did the passwords for Super Tennis, and there are no vowels in the password screen for Low G Man so passwords like ELLE and ISAC did not work. So could you consider a 'cock-up corner' for cheats that do not work?

Owen Lyons (13), Liverpool
Er... yes. Sorry about that. The person responsible has been sautéed in vinegar. The correct codes for Low G man are M1CH (level 1); FLLF (level 2); SCRd (level 4); and MP45 (level 5). Try

If you want to see your name in the mag, just send us a witty, original letter full of incisive questions and intelligent comments. (Alternatively, you could simply send us loads of dosh.)

Beating the system

Dear TOTAL,
I am writing to you on an extremely boring half-term Wednesday to ask a few questions.

1 In the mid '80s there were about three major computers to choose from, those being the Sinclair Spectrum, the Commodore 64 and the various Amstrad CPCs. With the introduction of the Amiga and ST the

games-playing public were expected to pay out hundreds of pounds for the new systems, as many people did. For a while this state of affairs was quite acceptable, but then came the advent of the consoles. I own a Super Nintendo, as do

around 800,000 people in the UK. But I am concerned that as more new systems are released and old ones get either shoved under beds or sold to sad people that there will be many people who get fed up with always having to buy the latest equipment and

this will lead to the demise of console gaming. No sooner had the Super NES been released than the Super-CD was announced. This is one example of ludicrous marketing by the console companies. What are the team's thoughts on the matter?

2 I subscribe to Super Play and regularly buy both TOTAL and GamesMaster magazines. I think that the small competitions and comments down the side of the pages in GamesMaster mag are a great idea. Can we expect any such touches of brilliance in the pages of your magazine?

3 After the excellent Super Mario Kart, will there be a second game released on the



WIN! WIN! WIN! WIN!

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MOVING SOUND

Write to TOTAL and win some Philips 'Moving Sound' goodies!

Our chums at Philips have kindly stumped up some brilliant prizes for all the

letters we print each month. The sender of our star letter gets a superb Philips personal stereo, a Moving Sound T-shirt, duffel bag and personal stereo holder! All the other letters which get printed in full receive a T-shirt, duffel bag and personal stereo holder. So what are you waiting for - get writing!

WIN! WIN! WIN! WIN!

Giving credit where credit's due...

Dear TOTAL crew,

I have supported your mag from issue one and in the past have found it useful, entertaining and informative. Occasionally I sent in tactics for you to use, and although my hints were published my name was never mentioned. At first I thought someone in the TOTAL office had discovered the tip before me, but it became too regular to be a coincidence. A friend of mine had his full map of Dr Franken published, but was also not credited. If it were a case of a number of people sending in the same tips, would it not be

courteous to list all of their names? We shall both continue to buy TOTAL but will have reservations about sending in tips from now on.

Mr R. Bull, Romford

Dear R.,

We get zillions of tips sent in to us every day so there's bound to

be duplication, and most tips are identical, no matter who sent them in. We got the map of Dr Franken's castle direct from Elite (who coded the game) so it's no wonder your friend wasn't credited. It's often difficult to list everyone's name (we're bound to miss someone out), and since only one person gets the prize, we just credit the person whose tips we use in the mag. In the case of

maps and complete solutions, we credit the person whose stuff was clearest and easiest to follow. STEVE

**NES
TACTIC**

**TOTAL!
TACTIX**

**GB
TACTIC**

Super-CD with maybe more courses and better music? Congratulations on a well-produced mag!

James Templeman, Reading

Dear Jam,

1 That's progress, I'm afraid. But don't blame the console manufacturers: it's all down to people. If people didn't always want new, bigger, louder, more colourful, more intricate games, then everyone would be happy with their machine and no one would bother producing new consoles. But I'm

afraid people are never satisfied.

Also, it takes a long time to develop a new console or computer and so they're out of date the second they hit the market – especially when competing console manufacturers are just waiting for a machine to appear so they can launch their new, better one. It's a vicious circle, with us in the middle.

2 I think TOTAL already has its fair share of brilliance without resorting to copying the far inferior and decidedly shabby

GamesMaster mag (er, only kidding, Jim, me old mate!).

3 Well, I'm happy to tell you that after many discreet phone calls and some intense, in-depth investigative journalism, I don't have a flippin' clue. Let's wait until the CD unit is on sale, eh?

STEVE

A matter of Mattel

Dear TOTAL

Yo, my name's Az and I thought I'd write in for some reason. Anyway, can you answer these questions.

1 On a few NES games it says 'NES version' and on others 'Mattel version'. What's the difference between them?

these Super Tennis codes: CM7U3BT NS1RS57, RUH5QT3 DT994D9, F9QGJST K8XD3HR, FTLWMT1 ZJP, and K8XD3HR FTLWJPC, 2GNYBQ1 4065C6P, DJSTK8X D3HRFTL, WJPKVMW 1JJ.



Cracking the codes: Tennis & Low G Man.



Dear Steve,

Why do you insist on trying to be so funny when doing the reviews? All I want to know is what you have to do on Road Runner, not a display of what your ****ing computer can do by shrinking sprites etc. Every month it's the same 'loads of funny captions under the screenshots' – ha, ha, ha, ha, ha, ha – loads of funny pictures relating to the screenshots – ha, ha, ha, ha, ha, ha – there's so much crap on the page it's a ****ing chore to read it. Cheers.

Mark (the Kiss fan)

Well, oddly enough, Mark, we try to be funny so that the magazine is entertaining. Mind you, as you're a Kiss fan I suppose that would be an alien concept to you.

Dear TOTAL,

Is it possible to link my NES up to speakers to play soundtracks from my games? If so, how? Are the extra plug holes on the side of my NES for linking up to speakers? Finally, is it possible to link my NES up to a video so that I can record my gameplaying?

Tom Hodgson, Chester-Le-Street

The two sockets on the side of the NES output video and audio signals. So, with a simple cable and phono plugs you can feed the sound into your hi-fi (it'll only be in mono, though) and feed the video into your VCR (as long as it's a new machine with a 'video in' socket). You can try using the RF lead, but I don't think the results will be too good.

Dear TOTAL,

I am disappointed in you! In the March issue you printed an advert for the GamesMaster magazine, which featured a review, by you, for the Mega Drive game Rolo To The Rescue. You say that Mega Drives are sad and that their games are drivel (with the exception of Desert Strike) yet you give this game 84%! You should say what you really think in TOTAL (ace mag) and not be a TOTAL hypocrite.

Daniel Pearson, Workington



Weird Places I've Played My Game Boy

(Number 14)



NAME Lucy Walton
AGE 14 years
FROM Newcastle-upon-Tyne
FAVE GAMES Q*Bert, Gremlins 2, Mario and Tiny Toons.

That daft Lucy Walton is a bit of a mixed up kid. I don't know what she's cement to be doing, but she'd better be careful or she might give herself a nasty turn. Anyway, you just stay there and play your Game Boy, Lucy, while we phone for the men in white coats from the Department Of Weirdness to come and collect you.

Oi! We know you weirdos are out there! Send all those pix of Game Boy-playing antics to: Weird Places I've Played My Game Boy, TOTAL!, 30 Monmouth Street, Bath, Avon BA1 2BW. We'll print any really unusual ones and send you a spanking new game for your hand-held.

Win a
GAME BOY
cart!

It's all Greek to me!

Dear TOTAL,

For starters I'll say your mag is ace. I think you balance out your SNES, NES and Game Boy coverage and all the people who complain about your mag are nuts! Please could you answer these questions for me?

- 1** I'm thinking of subscribing to TOTAL. In issue 14 you talked about a letter you had written exclusively to subscribers. Will you continue to do this?
- 2** I'm going on holiday to Greece this summer. Do you know if they will sell any Game Boy games and if they'll be any cheaper?
- 3** When will Tiny Toons 2 be out on the Game Boy?
- 4** I have got King Of The Zoo for my Game Boy. When I was in town today I saw a picture of a game with exactly the same labels on, only this one was called Penguin Wars. Do you know why?
- 5** Why are some games for the Game Boy 'original' game paks and others 'official' game paks? What's

the difference?

I think you lot are ace (especially Jimbo!)
Lucy 'Buster' Barnham, Knaresborough

Dear 'Buster',

- 1** Yes indeed. Every issue, subscribers get a whole page full of drivel from me, with exclusive news and compos (sort of).
- 2** I think Game Boy carts in Greece will be rare and expensive (like Jimbo's girlfriends).
- 3** Konami have no plans to release Tiny Toons 2 before September, so you'll have to hold your breath.
- 4** It's possible Penguin Wars is the US version of King Of The Zoo. If it says 'For sale and use in USA, Canada and Mexico only' on the box, it's a grey import. I'd never noticed this, but I checked our vast stock of
- 5** Game Boy boxes and the ones marked 'official' are US imports and the ones with 'original' on are UK games. Weird, huh? **STEVE**

2 Why did you stop TOTAL Teasers?

3 Last ish (issue 15) you reviewed Death Valley Rally and you gave it 75%, but in NMS they gave it 37%. I really want to get the game; who should I believe?

4 I've seen the SNES Angler joyypad in shops and it looks great, but one of my friends says that it's crap. Do you reckon it's worth buying?

TOTAL is an excellent mag. Keep the good work up, boys!

Az Saleem, Altrincham

3 We thought NMS were a bit hard on Death Valley Rally. It's not brilliant, but it's funny and pretty playable (and M. J. Storey of Leicestershire reckons it's very, very good. So there).

4 The Angler gets a split decision from the TOTAL team: the pad and fire buttons are okay, but your fingers tend to miss the R and L buttons. (Basically, I don't think it's a patch on the standard pads you get when you buy your Super NES.) **STEVE**

think about all those games from the early 1980s which had crap graphics but had gameplay that was beyond belief? So please, software companies, make some astounding games for the future!
Nils Johnson, Bucknell

Dear Nils,

Don't forget that there was an awful lot of dross around in the 1980s as well. Still, it's fair comment, but on the whole I think the software companies are getting it about right - and in my opinion most of the really smart games are on the Game Boy, which isn't exactly noted for its graphics capabilities! **STEVE**

Worried about the future

Dear TOTAL,

I am worried about the future of video games because all these software houses are trying to put too many fancy graphics into the games and are not bothering about the playability. I mean, what good is a game that has really flash graphics but zero playability? Just

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Sorry, but we can only answer letters in print and can't reply to anyone personally, even if you send an sae - we've got a magazine to produce, you know!

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I'm not a hypocrite: I still don't think very much of the Mega Drive, but the game Rolo To The Rescue was worth 84%, compared to other Mega Drive games. The best Mega Drive game still isn't anywhere near as good as the best SNES game, though.

Dear TOTAL,

Where, oh where has the picture page disappeared to? There are so many good artists out there and most people like to look at and enjoy the pictures they draw. Surely you can spare a page or two for this?

Robert Smith, Nottingham

Sorry, but no. With so much Nintendo stuff to look at, a page of amateur drawings seems a bit of a waste. And, lets be brutally honest, we weren't getting very good ones anyway.

Dear TOTAL,

There was a rumour that Caverica were going to make NES games on tape. You could play these games via a special NES-type interface, which would make the price of games drop. Is this true? Also, I thought Caverica were going to bring out a portable NES called the Express. And lastly, what the hell is this thing (see picture)?

Gordon Hutton (13), Strathaven

I reckon a tape-based device would be completely crap. I remember waiting several minutes for 64K to load - just think how long you'd have to wait to load a 500K NES game.

Likewise, a portable NES is pretty pointless - I mean, look at the size of the carts. It's not exactly going to be hand-held, is it, by the time you've got 6 AA batteries in it plus a decent-sized colour screen.

The thing in the picture is the DAC Nintendo-compatible console. Basically, it's a machine which runs NES carts from Japan, America, Asia and the United Kingdom (which is a bit clever, really). They were first advertised a few years back but they obviously didn't catch on at all. **STEVE**

Dear TOTAL,

I heard that the NES is going to have Street Fighter 2 for it, so will they do a version for the Game Boy? And if so, will they go the whole hog and make a colour Game Boy with 'L' and 'R' buttons on top. Oh, and two other fire buttons. And will it be CD-ROM compatible? When will this be on sale? Also, will you stop doing ordinary Game Boy reviews because the new colour Game Boy has come along? Do you think I should buy a new colour Game Boy or keep my old one. Of course, then again, they might make it compatible with the ordinary Game Boy, in which case I'd better sell my Game Boy now. Thanks for listening.

A. Berk, Berkhamstead

Kids, do us a favour. If your letter sounds anything like the one above, send it to NMS, will you? Cheers.

THE TOTAL TEAM.

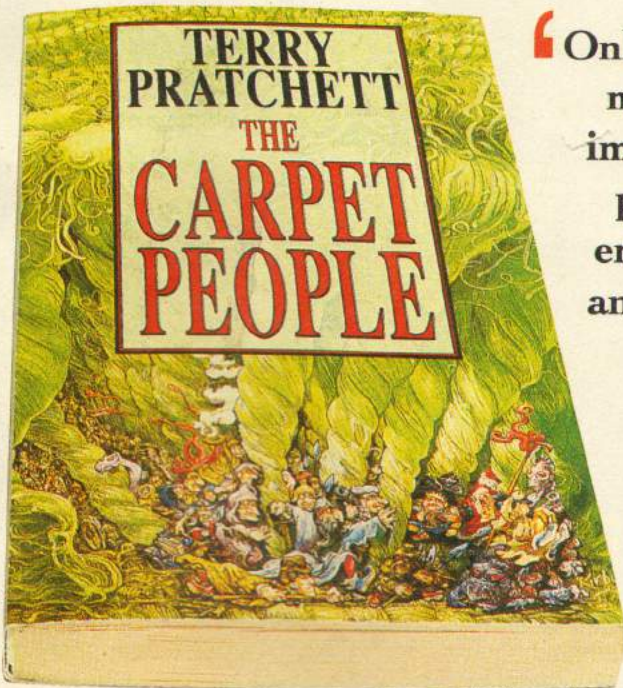
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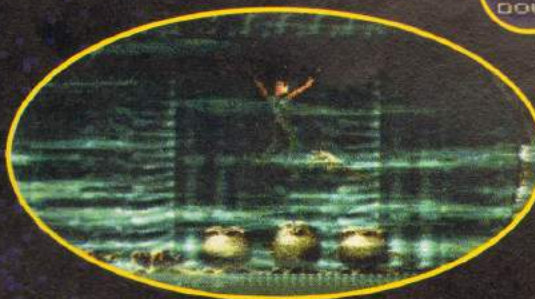
(DETAILS FROM ALL GOOD BOOK SHOPS)

Take a sneak peek at some of the games coming out for your Nintendo in the near future. And look out for full reviews in TOTAL as soon as they're released.

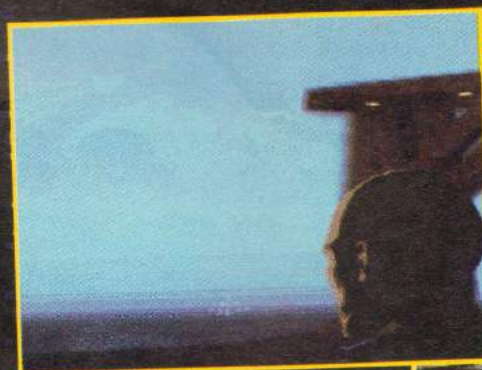
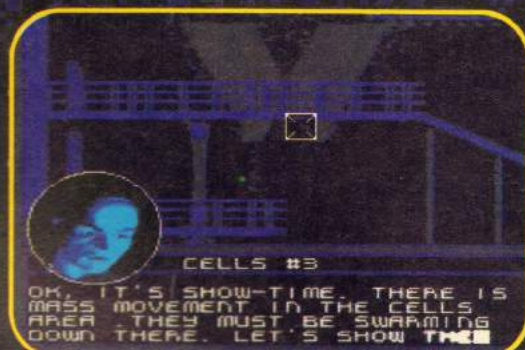
ALIEN³

For SNES From Acclaim
When Dunno yet

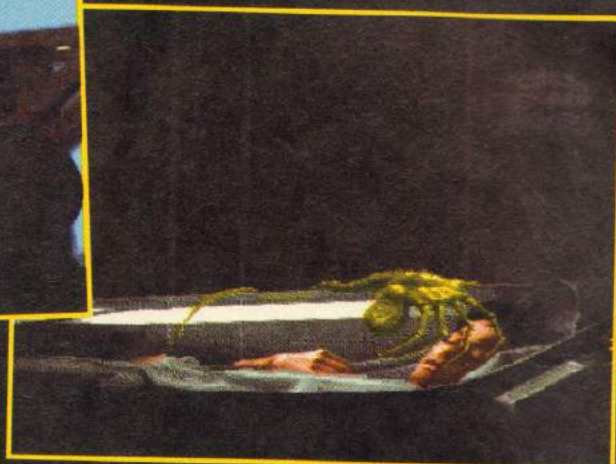
Access a terminal and you can call up blueprints for every location. And you can change missions too.



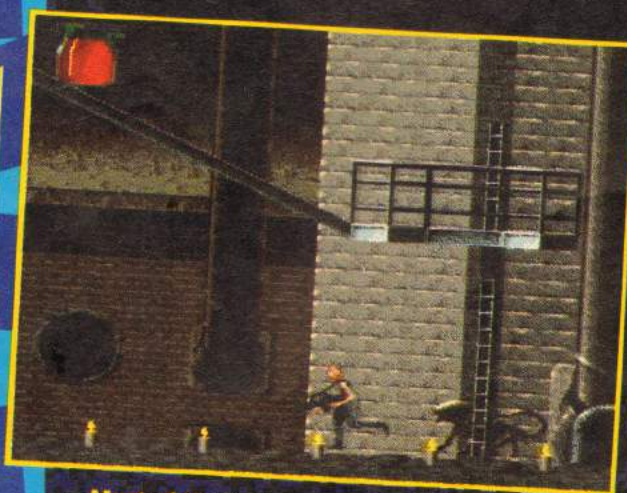
If too many Aliens appear you'll have to go into one of their lairs and burn a few eggs.



Ripley's escape pod from the last movie lands in a big lake on planet Fury. Dunno who this bald bloke is (but from this angle he looks a bit like Steve).



Okay, Ripley, once was bad luck, twice was co-incidence, but three times looks rather like carelessness.



Most of the Aliens you'll meet are facehuggers or immature specimens. But if you're really, really, unlucky you'll run into one of the full-grown, tail-whipping jobbies. Aargh!



It's worth hunting out the prison's medical centre, as you'll need all the extra energy you can get to make it through the missions in Alien³. You'll have to fight past lots of eggs and young Aliens to get to these medipacks, though.

Enter this door and you'll have to climb up this scaffolding to reach the next door. (Keep your flame-thrower handy.)

This dingy level's full of shower cubicles, for some reason. Oh, and lots of puke Alien eggs too.

In the ventilation ducts you'll have to crawl along and stay on the lookout for facehuggers.

Hey, Sigourney, just pass that towel over, will you, luv

Go out through this door and you'll be on the planet Fury. I'd stay inside if I was you, cos it's chucking it down and there's loads of lava all over the place.

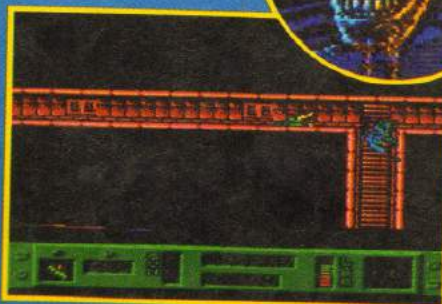
They say that when you're about to die your whole life flashes before you. I'm looking forward to seeing Saturday, 16 February 1985 again, I can tell you.

what we've played of the game, it's very tough but old Ripper has got a lot of toys to help her out. There are motion scanners, flame-throwers, grenade-launchers, automatic rifles and hand-bombs. We'll give you the full lowdown on Alien³ soon.

ALIEN³

**For NES From Acclaim
When Dunno yet**

Alien³ on the NES is also a platform blaster, but it's not a copy of the SNES one - it's a whole new game and jolly impressive it looks too. Take a peek...



If you've not read the SNES Alien³ preview you won't know the plot of this game, will you? Well, here you go: ship crashes, Siggy survives, finds herself in a prison full of thugs, fights Aliens, gets in the family way, tops herself. Saved you hiring the video out, hasn't it? All you have to do now is wait for the game to come out.

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DR. FRANKEN II

For Game Boy

When June/July

From Elite

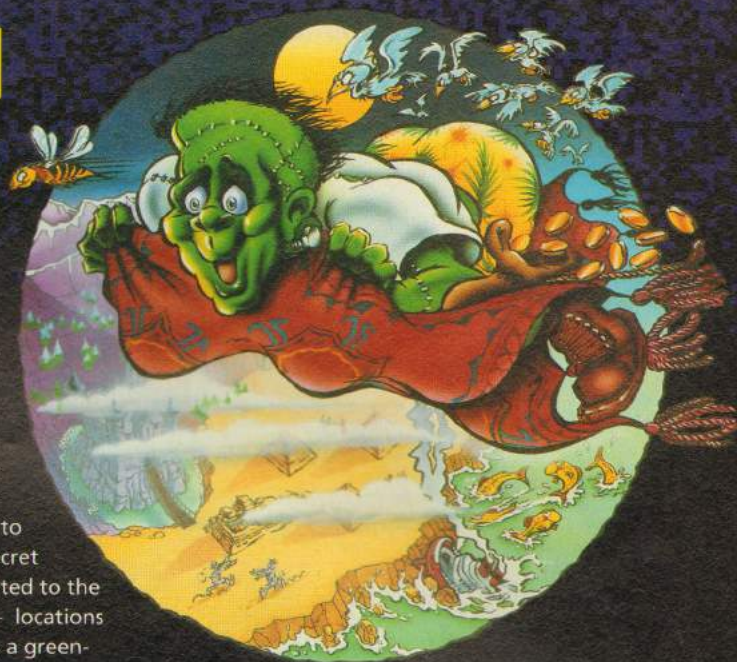


Franky is underwater, being chased by a giant turtle. We're not too sure what that wobbly berry is at the top, though.

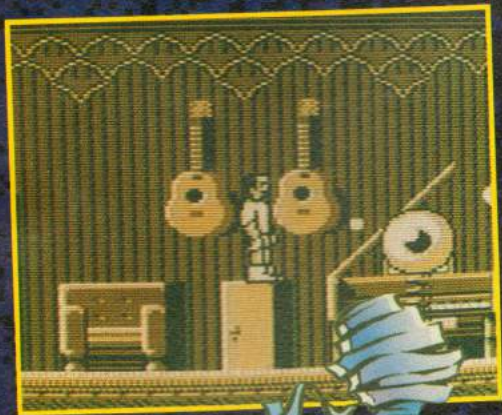
When we ran our All Time Greats feature back in issues 12 and 13, the original Dr Franken game came out tops on the Game Boy. A big, friendly adventure with lovely graphics and bags of playability, it's absolutely superb. Now the programmers, Elite, are making Dr Franken II and it looks jolly smart.

The plot of the new game is a bit convoluted, but here goes. The castle where Franky lives has run up some massive electricity bills, so Franky has to find his creator, Dr. Frankenstone's secret stash of cash. The action isn't just limited to the castle, like in the first game, though – locations include a forest, a haunted outhouse, a greenhouse full of mutant plants, a submerged shipwreck, and even Egypt!

There are 140 rooms in all, set in 12 different locations, with six large arcade-style scrolling sections as well. Dr Franken II is going to be on a



HUGE 2 Megabit cart and as you can see from the screenshots the graphics are definitely up to the standard of the original Dr Franken game. We look forward to reviewing it.



This must be the music room. Sing it Frank: 'These little town blues. Are melting away...'



Aah, this'll be the sunken ship then. And it looks as if Franky's got a SCUBA mask. Dunno why he needs it – he's dead anyway.



Inside the Haunted House, Franky's having a spot of bother with a couple of spooks. Quick, jump towards that exit!

JAMES POND

For NES From Ocean When Summer



Having been trumpeted as a Mega Drive wonder, James Pond was a bit of a disappointment on the SNES, with pretty graphics but boring levels. The NES version has the same nice graphics but it looks to have the same shortage of gameplay.



TRODDLERS

For SNES When July/August From The Sales Curve



You have to guide lots of Troddlers to safety on a load of puzzley levels. It's heavily inspired by Lemmings but looks to have enough extra bits to be worth a play.

STRIKER

For SNES When Summer From Elite

The Super Nintendo's still waiting for a great football game – Super Soccer was fun but the Mode 7 pitch was confusing, and Super Kick Off was a poor conversion of a difficult-to-play Amiga game. Striker looks set to change all that.

The pitch has some of the most eye-popping Mode 7 we've seen. The view taken of the action is an aerial one – like Super Soccer, only higher – with the screen zooming about the place to give a clear view of the turf.

Striker has both one- and two-player options. For one player there's a cup competition, a World League, friendlies and an indoor six-a-side game to keep you going. There are 64 international sides to choose from, each of which is based upon the strengths and weaknesses of the real-life teams (although we've yet to see any video game that has accurately simulated the whingeing and fouling of the Italian national squad).

There are options to change the weather, pitch conditions, formations and strategies. Masochists can choose to have manual goalkeepers instead of computer-controlled ones, and for extra realism you can play under the new FIFA rules which stop the goalie handling the ball when you pass back to him and also make professional fouls send-offable.

Striker looks mightily impressive and TOTAL's resident sports game fan has already kicked up a hell of a fuss to make sure he gets to review it.



The Germans line up for a free kick, with the plan being to power the ball over the wall and beyond the reach of the goalie.



The list of tweakable options in Striker includes match length, pitch surface, wind strength and curliness of perm. (Perhaps.)



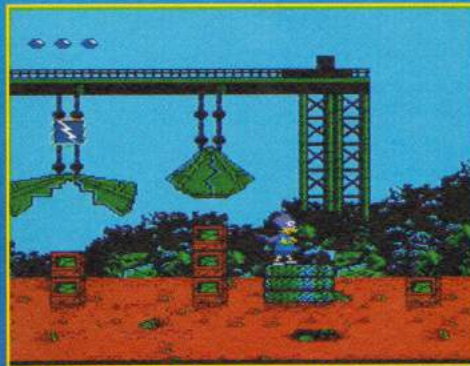
As you can see, you can change the personal details of your squad until you've got just the right number of gaudy colours.

BARTMAN

For NES From Acclaim When May/June



This is Bart's umpteenth appearance on Nintendo, but now he's about as hip as the Turtles (who?). Still, old Bart is back and this time he's turned into his superhero alter-ego, Bartman. Bartman's own hero, Radioactive Man, has been kidnapped...



... And Bart's got to rescue him. The game has the same platform style as Bart Vs The Space Mutants and Bart's as fiddly to control here as he was in that. As in the other Simpsons games, this has lovely cartoon graphics and comic book screens.



Here's the indoor pitch where you play six-a-side. Looks as if the Spanish are giving the Japanese a right old thrashing here.

PREVIEWS

Cor, was that enough newbies to whet your appetite, or what? Whaddaya mean, NO? Ooh, some people are never satisfied. You'll just have to hold your breath till next month's previews, then.

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Question: Finish this name - Sonic the

Answer:

- A) Hamster
- B) Horse
- C) Hedgehog

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Answer: A) America B) Japan C) Australia

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Question: How many games come in this Sega Game Gear?

Answer: A) 40 B) 4 C) 15

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...tition time! Hey you, it's competition time! Hey you, it's comp...



THE LOST VIKINGS

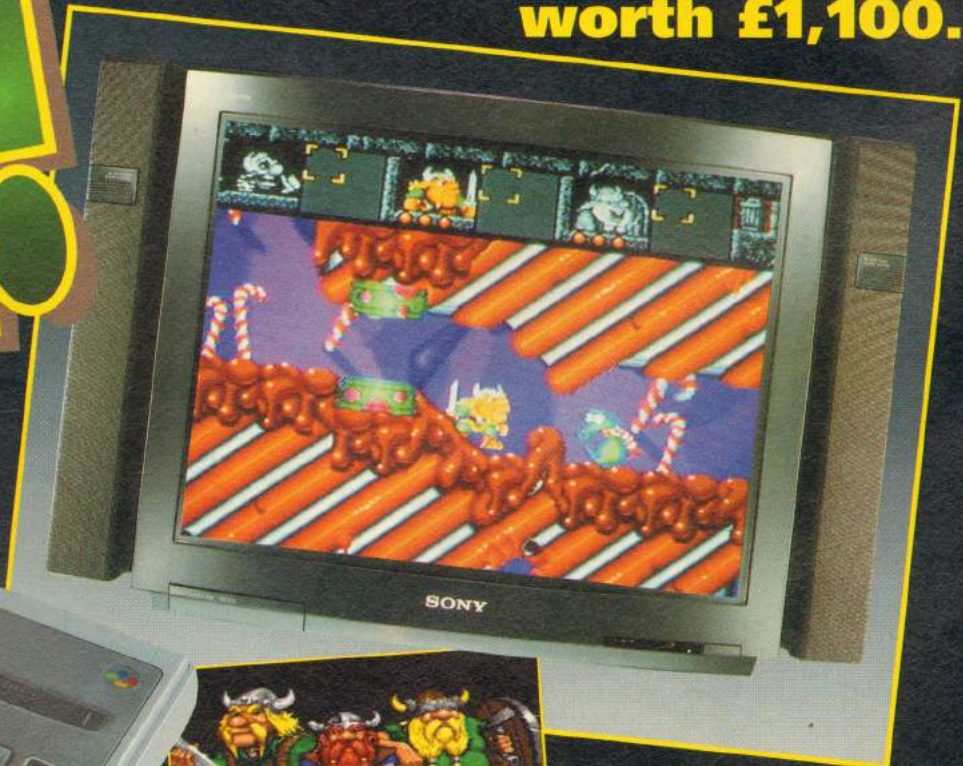
WIN!

A superb Sony 29" stereo TV worth £1,100...

Thanks to

Interplay

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... and a copy of the game!

Here's what you have to do. The screenshot below shows Erik, Olaf and Baleog (the eponymous Lost Vikings) in a 'humorous' situation. All you have to do is put words into their mouths: fill the speech bubbles with some horribly contrived and awful witticisms, then complete the coupon and send it to us. Suffice it to say, the funniest entries cop the booty.

Rules and Regulations

No members of Future Publishing or Interplay can enter. And no-one from Sony, either cos you probably get your tellies on the cheap. No-one from Norway called Olaf, Erik or Baleog can enter. The Ed's decision is final. Bribes, as ever, are warmly received.

PLUS!
50 second prizes of The Lost Vikings T-shirts (only available in 'ruddy great Norseman' size. Sorry).



Send this form to us at: Lost Vikings compo, TOTAL!, 30 Monmouth Street, Bath BA1 2BW.



WARNING!

Make sure you read the review on the next page before you cut this out!

THE LOST VIKINGS

NAME

AGE

ADDRESS

TEL

You know what they always say...

To make any progress at all, you're gonna have to teach these old sea dogs a few new tricks!



1 The first thing you should master is using Olaf's shield as an, erm, shield...



... With fatty Olaf as a barrier, you can bring up Baleog to fire arrows at the baddies.



2 Look out for switches. For example, float Olaf down here to flick the switch...



... Causing the supports to appear. Then get Baleog to fire at the red switch on the right...



THE LOST

For **SNES (1-2 players)**

From **Interplay**

Price **£45**

Vikings were a well hard bunch of Scandinavians. I mean, not only did they zip around most of 10th century Europe, taking over, settling in and otherwise discovering countries, but they also had the coolest boats ever.

Of course they're best known for wearing prongy helmets, being called Sven and supposedly discovering America 500 years before Columbus bumped into it. Now those hardy brutes have got another claim to fame: they're the latest in a long line of legendary tribes from times past to be immortalised in a game. Step forward and bow please, The Lost Vikings.

You control the three Lost Vikings: Erik The Swift, Baleog The Berserker and Olaf The Stout. These home-loving dudes get beamed up into a passing spaceship by a rotten alien who's collecting specimens for his own private intergalactic museum. The Vikings aren't terribly impressed by this and decide to get back to their families. Your job is to get them off the spaceship and back to their home town.

OLAFS
Brill graphics and animation combined with unblemished arcade puzzle gameplay

This is essentially a platform puzzle game.

1 Send Baleog down to shoot the nasty greenies below.

2 Then collect the apple - this gives you extra energy if you get hit.

3 Send Baleog and Olaf over to the elevator platform.

4 Erik has to jump over to the left and climb down the ladder.

5 Take a big running jump over this spiky roller.

6 Set the elevator going up, then jump off and switch off the force field.

Twelve ways to leave

Here's a guided tour of one tiny bit of just one level!



... Two's company, three's a crowd...



... And the platform appears. Without the supports, Erik would plummet to his doom!



3 Occasionally, the Vikings will have to get to grips with machinery, like this crane...



... Enabling you to control the magnet. Now you can pick up that massive metal block...



... And drop it onto the plunger. The block fills the gap and releases the gate on the right!

VIKINGS

Thankfully, each of them has a particular skill which can be used to overcome the obstacles placed between the spaceship and home. Erik is a fleet-footed chap (and the only one who can jump), Baleog is the only one capable of fighting (with either a sword or a bow) and Olaf has a shield which can stop any attack and which also doubles as a hang-glider. In order to successfully complete a level, you have to control the Vikings as a team, using



their different skills in harmony.

The game's difficulty curve is extremely well weighted. The first four levels, set within the spaceship, have been designed as a kind of tutorial in controlling the three Vikings. This teaches you the different tricks each is capable of, as well as equipping them with food (which replenishes energy) and bombs (which, er, blow things up). This bit of the game is fun (even if the graphics in the spaceship are a bit bland), but it's after

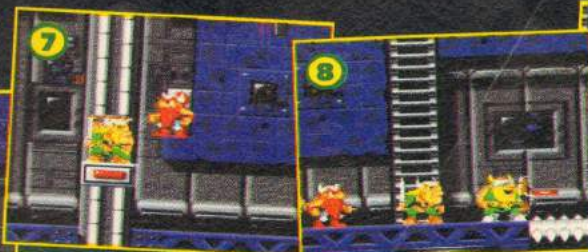
TOTAL! TEK-SPEX

Game	The Lost Vikings
Levels	36
Difficulty	Hard
Continues	Infinite
Release date	Out now



And this is the baddie that got our Viking chums into all this trouble. (No, not the lizard in the jar – the big green blokey with the double-barrelled blaster. Berk.)

your level...



7 Put Olaf and Baleog on the elevator and send 'em down.



8 Set Olaf standing sentry duty to stop the lads from getting zapped.



9 Quickly get Erik to jump over the spikes, pick up the key and jump back.



10 Send Baleog up the ladder to shoot the last greenie.



11 Get all the gang together and activate the slidey door.



12 And finally send the fearsome threesome through the teleporter. Next stage!

... And these three are a right old crowd!



4 With Erik, you can jump a gap and drop a bomb at the same time...

... Which falls and destroys this generator, halting a Viking-unfriendly machine elsewhere.

5 Watch out for things like this air-pump. Plug one of the Vikings into it...

... And you get an inflated Olaf who floats up to otherwise inaccessible platforms above!

you make planetfall that things really start to get fun.

The earth-bound game is ace. There are killer snails, rolling gonks, hard blue dogs, lava pits, water traps and big falls all conspiring to keep the Vikings at bay. The graphics are sumptuous, particularly the waterfalls and snow-capped moun-

tains. Lovely stuff. What's more, the whole thing is topped off with a rocking funky soundtrack with some great samples.

If your joypad is looking a bit down in the select button after a few months' abuse at the hands

NO-LAUGHS
There's a long wait between goes. Later levels are well hard, with no restarts in sight

(and feet) of Street Fighter II, then why not rest your thumbs for a bit and take your brain for a walk instead? The Lost Vikings is hard-core cerebral action with a very natty line in helmets. It's dead smart.

STEVE **TOTAL!**

Three Norsemen of the apocalypse

These spikey-hatted chaps have to go through trials of Biblical proportions...

BALEOG

Baleog is team killer, with a sword and bow. He's good for dispatching baddies and hitting switches.

ERIK

Erik is the runner of the gang. He can jump over gaps with a single bound and headbutt walls to bits.

OLAF

Baleog protects his chums from enemies, and can use his shield as a handy platform or as a parachute!



Good looking, innovative and slick. But enough about me... The Lost Vikings is a *bjorn* winner: there's *Norway* you should miss this game!

Final rating
87
Percent

Books [Progress bar]

Superb detail, great animation, lovely colours and super-smooth parallax. Yum!

Sounds [Progress bar]

■ Freak out! Crazy western music, ja? Dig that disco beat, baby! Er... quite good

Gameplay [Progress bar]

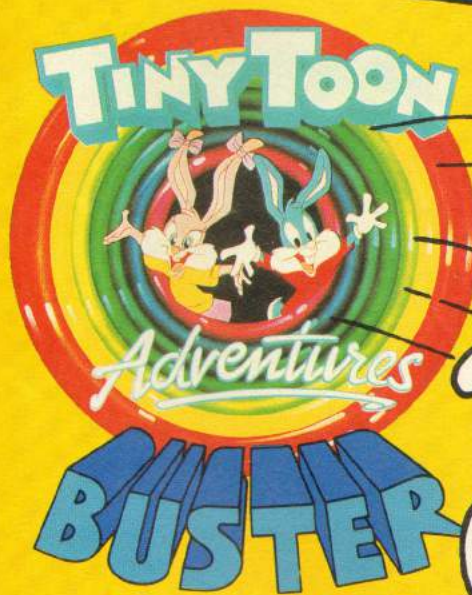
■ Very clever, very slick, very tough. Like a cross between Lemmings and Mario World

Life span [Progress bar]

■ Hell of a challenge. Your brain will probably burst before you finish all the levels

THE LOST VIKINGS

WARNING! Accept the role of Buster Bunny in this latest Tiny Toon Adventure and you'll find yourself in all kinds of bizarre adventures. Six new wacky levels with five extra sub-games between each level!



BUSTS

You'll need your lucky Rabbit Foot, along with Buster's brand new Spin Kick and Mad Dash, if you're to make it all the way through to the last level, where you must rescue Princess Babs Bunny (no relation), who has been kidnapped by the hideous Milky Way Imperial Army.

LOOSE!



Distributed by Konami - 269 Field End Road, Eastcote, Ruislip, Middlesex, HA4 9LS.

KING ARTHUR



For SNES (1 player)

From Jaleco

Price £45

SNES MOUSE COMPATIBLE

History irritates me. Sure, there's lots of good stuff about battles and witches and stuff, but all the good bits take ages and ages to happen. I mean, by the time explosives get invented, there aren't any witches left to blow up...

Jaleco, however, have found a cunning way around the problem - they just ignore it. In King Arthur's Castle, instead of being true to the Arthur Legend, they let him borrow all the best militiamen from throughout history: Roman foot soldiers, medieval knights and



Not only does the Ogre have diabolical table manners, but whole sheep makes him burp fire. Bring on the holy mouthwash!

DAZE
Characters move slowly. Later levels involve too much boring walking. The monsters are too random

Forget messy hand-to-hand fighting and just hit 'em with your catapult.

archers, and wizards from the Dark Age. Add a few explosives experts and a group of engineers who can build everything from bridges to catapults and old Arfur's ready to kick serious bottom.

Which is a good job, because the bad guys play even dirtier than Wimbledon - a sort of 200-400-400 formation with dark knights up front, trolls with flame-throwers in midfield and zombies in defence - and they've covered the 12-yard box with acid-filled pits and spiked trap doors.

'Ere, Arthur's getting a bit friendly...



Yeah, a few pints of cheap mead and he's anybody's

You control Arthur and his men in their battle against evil over 27 big, big levels. By using the different skills of each character in the right place, you can slay the monsters, defuse the traps and bust into the castle so Arthur can wander in and kill the boss on each level.

At first, the game looks a lot like Lemmings: you control small groups of characters whose skills are at your command, and as in Lemmings there's lots of problem-solving and trap-crossing. And if you mess up, the little guys die with lots of screaming and exploding body parts.

But there's a lot that's different. You can actually control the movement of King



End of level

KNIGHTS
Good-looking game that combines action, adventure and puzzling in one neat package. Huge levels. Excellent sound

The end-of-level bad guy. He's no so tough - the challenge is getting to him in one piece

Traps, traps and more traps. Bring up the engineers before treading on that spike!

Dynamite the door and the bridge burns. Perhaps there's a better way of getting in...

AS WORLD



The final world is up in the air. No, I don't know why either.

In the army now!

Atten-shun! It's time to meet the rest of the gang, you 'orrible little man...



King Arthur - The gaffer!

Engineer - Builds bridges, ladders, catapults etc.



Barrelman - the explosives expert.



Archer - Lets you attack a target from a safe distance.



Knight - The best fighter.



Soldier - Does all the dirty work.



White and Black Wizards - these cast spells on your behalf.



Underground in World Two - Arthur takes the lift, leaving his men to get on with it.

Arthur and his men, making them go left, right, up, down and stop, as well as fire, build and block. You can only have three groups out of the base tent at a time - say, two groups of knights and a party of engineers - and once you've used them you can swap them for a different group. It sounds

complex but it's easy to get into, thanks to the tutorial levels which let you practise without facing the might of Vinny Jones' Underworld First XI.

The whole thing is gorgeously packaged, with detailed graphics, parallax scrolling, a great sense of humour and the best soundtrack this side of Saturday Night Fever. But sadly, it doesn't quite make it to star status. Its main fault is that it's too slow, and on the later levels there's loads of tedious walking from your base to the action. The monsters are incredibly frustrating: you clear an area of enemies, start to walk your engineers through, and up pops a monster and kills 'em all. When you've taken an hour and a half to get that far you feel like smashing the cartridge to bits. And even with the long levels, it's a bit short.

However, King Arthur's World is still a spanking game, with so many good puzzles, clever tricks and whacky bits that you'll keep coming back. **ANDY**



KING ARTHUR'S WORLD

Looks

■ The characters may be small but the backdrops are smooth and detailed

Sounds

■ Groovy tunes and cartoon-style battle sounds keep the game bouncing along

Gameplay

■ A good mixture of traps, tricks and tussling will keep you on your toes

Life span

■ A weekend's playing took us to Level 21, but the later levels are really tough



A solid, well-presented strategy game that Lemmings and Krusty fans will love. Many gamers will find it a bit slow, though

Final rating
78
Percent

TOTAL! TEK-SPEX

Game	King Arthur's World
Levels	27
Difficulty	Average
Continues	Passwords
Release date	Out now




When the area's secure, send your engineers to build a new base at the flag.

Watch out for enemies hiding in the houses. Burn them down just to be sure.

Start here! Send out a few knights and post a sentry at the door of your tent.

THE TERMINATOR



Here we see the second level in all its mediocrity. Jump around, shooting the present-day thugs with your shotgun.



This chap's decision to go for a trip off a 12-storey block of flats had nothing at all to do with the shotgun in his back. Oh no.



This nasty police helicopter will try and kill you - just like everything else in the game. Throw a Molotov at it and run.

For SNES (1 player) From Mindscape Price Dunno yet

Everyone must have heard of the Terminator films by now so I won't bother explaining what they're all about. I'll also refrain from making lots of jokes about Arnie's dodgy Mittel-European accent and the fact that he's a bit lacking in the old grey matter. Suffice it to say that Terminators 1 and 2 are among the best sci-fi films ever made, with special FX to make your peepers pop out.

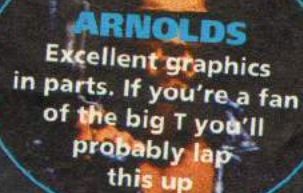
As you may have guessed, this is a Super NES conversion of the first Terminator film. What you probably don't know yet is that it's also a pile of dross. The Terminator licence was

possibly one of the biggest ones of 1993 but it has produced one of the worst games of the year.


The game has just six levels, and they're all rather plain and boring. The first level sees you, as Kyle Reece (the film's main good guy), fighting the Terminators in the year 2029. Now, in the film,

Terminators were killing machines that were programmed to keep coming after you until you were history. Well, we must have the wrong Terminators here, cos these ones just stop in front of you and shoot their little pop-guns until you've blasted them to bits. Some are hidden behind walls but most of them just sit there, waiting to be picked off.

You also have to deal with strange Terminator worm thingies, which slide along the ground and explode when they come into contact with you. You can collect extra weapons, like grenades and



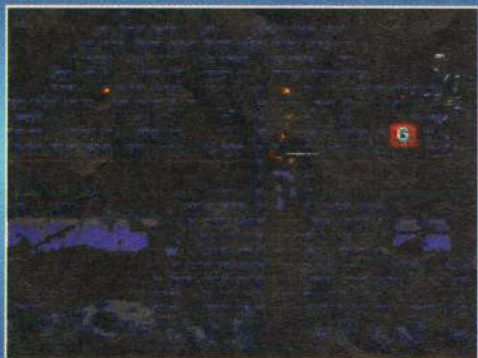
ARNOLDS
Excellent graphics in parts. If you're a fan of the big T you'll probably lap this up



Hello. Would you like to buy some double glazing?

Tooling up to take out the Terminators

Any blasting game worth its salt has to have power-ups. This is The Terminator's selection of flashy extras.



That little red box with a 'G' in it contains grenades. These are useful for killing Terminators and the crawly worm things.



These 'R's stand for 'rapid', and they let your gun fire at a terrific speed. (Very handy for killing the big Ts in a hurry.)



Here we have the medical pack and the rocket launcher. Rockets are most useful for getting rid of the aerial nasties.

WATOR

rocket-launchers, to use against these.

The backgrounds on the first level are great: dark and moody with orange streaks of laser fire whizzing past your head. (Unfortunately, the darkness makes it a bit hard to spot the power-ups.) In between each level there's a nice still from the film, each showing Arnie in a different pose.

In the second level, which has Reece running

over the roofs of Los Angeles, pumping shotgun lead into a horde of fat blokes, the game starts to really go downhill. The gameplay is just as bad as in the first level, but now there are no nice graphics to make up for it. Because each level is virtually the same all the way through, the game soon gets incredibly boring – it's just a case of tramping through and blasting everything in sight. There is a big mid-level guardian to do in, but when he's beaten it's back to the monotony.

This could have been a well impressive film conversion, but it fails miserably. It's not quite as bad as *The Rocketeer*, that other movie-to-SNES turkey, but it comes pretty close.

TOTAL!
JAMES

ADRIANS
Repetitive, there's nowt to do except blast baddies. None of the tension or drama of the film

TOTAL! TEK-SPEX

Game	The Terminator
Levels	6
Difficulty	Medium
Continues	None
Release date	May



Um, excuse me, Mr Taxi Driver, but there's a rather mean-looking Terminator HK on our tail. A little more speed may be in order.



Now's about the time to use those rockets that you picked up earlier on. It's only a suggestion, but if you don't, you'll die.



Instead of using your plasma rifles to take out this aerial menace, let rip with one of your rockets. That should do the trick.



More hunter-killer fun as the remaining human survivors hide beneath the rubble. With a bit of luck you'll be among them.

TERMINATOR

Looks [Progress bar]

■ The first level is very atmospheric (if a bit too dark) but then it all goes downhill

Sounds [Progress bar]

■ Generally weak. A silly jump sound and rather pathetic plasma rifle FX

Gameplay [Progress bar]

■ Okay, it can be hard at times, but that doesn't make up for the tediousness

Life span [Progress bar]

■ it won't take you long to get bored, and you'll kick yourself for buying it

A great waste of the film licence. This is just an ordinary platform shooter, with gameplay that is well below par. Very disappointing



Final rating
55
Percent

SUPER JAMES

James Pond, you stand accused of being a Mega Drive game which has ventured into the realm of Nintendo without the relevant qualifications of gameplay and life span. How do you plead?



Yikes! You'll never take me alive... I mean, not guilty, M'Lud



Reach for the sky, Pond. Oil! Where are you going? Yeah, very funny, you can stop now.

Ladies and gentlemen of the jury, the evidence I shall put before...

... you will prove conclusively that this, this... fish, has intruded upon a standard. A standard that we all hold sacred, a standard that has defined video gaming as we know it. And what did he have to offer? Well,

For SNES (1 player)

ladies and gentlemen, the defendant allegedly looked pretty. Pretty, ladies and gentlemen. What do you have to say for yourself, Mr Pond? **JAMES POND:** Hey, they all seemed to like it on the Mega Drive (bubble, bubble!).

PROSECUTOR: That, sir, explains a lot. Firstly, let's look at the appearance of the offending game. Indeed, there are many colours, and the backgrounds are truly splendid. But I can see here that slow-down occurs, even when you are alone. Is this true?

JP: Ah, yer see, all those pretty backgrounds – I just wanted to have a good look at them, and that seemed to slow the whole game down, somehow – even when there were no other sprites on screen.

PROS: When no other sprites were on screen, eh? Interesting. And am I to believe that this is a regular occurrence, there being nothing on screen, that is?

Exhibit A



It's not possible to describe this level's gameplay without swearing a lot.

Exhibit B



Aaargghh! The mutant compact disc player. Does it hurt you? No, but you can stand on it.

Exhibit C



What's the score here? (Please note that these jokes are better than the game.)

Planes, baths and automobiles...

The transportation options in this otherwise dull game are many and varied.



Oh yes, very good. We jump in the bath and fly around the screen. Brilliant.



Great, a plane! Now you're talking. Hang on, though – it doesn't do an awful lot.



Out for a Sunday drive in what looks like a customised Morris Minor – on a cloud?



Each level is accessed through a door in the castle wall, like this one here. Behind each door you'll find either three or four levels or a big bad boss – erm... like this one.

Ahhhh, ain't he cute?



POND

From Ocean Price £45

JP: Erm... well, that's not entirely true. There is the odd bonus to pick up, with a few sparkly stars and a quick flash of how many points you've picked up. But otherwise, yes.

PROS: So what exactly do you do when – how can I put this – nothing is going on?

JP: Well, I run about a bit (although it looks more of an amble), I do this funny little wobble now and again that always seems to amuse Sega owners, and most importantly, I stretch myself up to a ridiculous height so I can grab and swing along the bottom of platforms. Nifty, huh?

PROS: And this is supposed to impress us, is it? Your gameplay consists merely of lots of running, wobbling and stretching antics, and you expect us to find this remotely interesting?

JP: Look, I didn't think that anyone would be too bothered about it, okay?

PONDS
Um... well, the graphics and sound are quite humorous and imaginative – it's a shame the gameplay isn't

PANTS
Where do you start? Loads of slow-down, no real challenge until the end of the game, not enough nasties anywhere



It's the moves that made him famous. But even these aren't gonna help him here.

PROS: In your own defence, can you enlighten the court as to where – and indeed, if – there is any challenging gameplay in the game?

JP: When you get to the last boss.

PROS: Where?

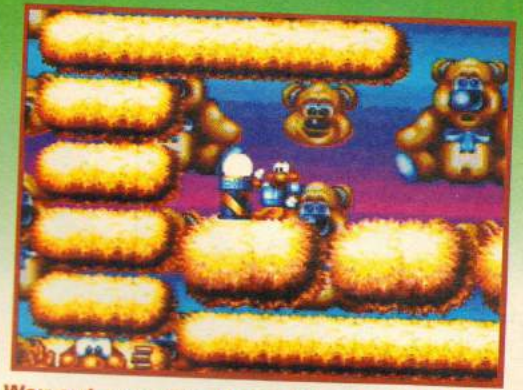
JP: The last boss.

PROS: And how long does it take to get to this last boss, would you say? A rough approximation would suffice.

JP: Well, with infinite continues it takes most people about a day and a half.

PROS: Your Honour, this fish has effectively convicted himself through his own mouth. He has proved without a shadow of a doubt that he is guilty of sub-standard gameplay. His defence, that he looked pretty and that shreds of interesting gameplay were apparent at the general location of the last boss, just doesn't hold water. The prosecution rests its case. **JAMES**

TOTAL!



Way out, man. No, I mean it's the way out, man, not 'way out' way out... Look, it's the exit, okay? This is where you egress.



This looks confusing, and it is (at first, anyway). Just remember to watch the Pond on the left and ignore the one on the right.



Roofless cheat

Here's an early cheat for invincibility.



Get these things here in order to spell CHEAT.

To be invincible for about 10 minutes, pick up the items on the roof in the order of their first letter to spell 'cheat'. i.e. Cake – C, etc.

TOTAL! TEK-SPEX

Game	Super James Pond
Levels	14 + sub-levels
Difficulty	Easy
Continues	Infinite
Release date	May

Chill out, Boss!

Here's how to beat the last guardian.



Wait until the snowman throws his head at you, then use the head to bounce up and hit the headless body.

SUPER JAMES POND

Looks

■ Easily the most colourful SNES game about, but the slow-down is horrendous

Sounds

■ Nice bouncy tunes keep a smile on your face when you're leaping platforms

Gameplay

■ Too easy, not enough bad guys, and the slow-down makes it uncontrollable

Life span

■ Infinite continues + very little challenge + slow-down = not very long

The James Pond character has been completely wasted. This game turns out to be less playable than the Sega version – shame on you, Ocean!



Final rating
55
Percent

I'm off like a dirty shirt!



TOM & JERRY

For SNES (1 player) From Hi-Tech Expressions Price £45

Back in 1939, Fred Quimby, head of the animated shorts department at MGM Studios, asked animators William Hanna and Joe Barbera to come up with a new idea for a cartoon series to compete with Disney's Mickey Mouse and Warner Brother's Loony Tunes.

Released in 1940, Puss Gets The Boot featured the debut of Jasper the cat and his anonymous mouse opponent. Rave reviews and an Oscar nomination secured a second outing for the duo and,

one name-change later, Tom and Jerry were born.

Brilliantly choreographed chase sequences and exquisite artwork secured them a huge audience and seven Oscars in nine years. To date, over 150 Tom And Jerry shorts have been made, and their careers seem set to peak again with video releases plus a new Tom And Jerry movie due this summer.

So, after all that, it's a crime that Hi-Tech Expressions have been allowed to produce such a poorly designed, lamely executed, lifeless, cripplingly unimaginative game as this.

Instead of a manic high-speed chase game, or a Spy Vs Spy-style battle of wits, we end up with a platform collect 'n' shoot 'em up - boy, I bet that really made the designers' brains ache.

Tom only makes an appearance in end-of-level shoot-outs, leaving Jerry to negotiate long levels full of bugs, rats and inanimate objects come to life. What a waste of a great double act. **STEVE**

TOTAL!

NICE MICE
Later levels are a tough challenge and the graphics also improve with time. Um...



Fall in the fish tank and Jerry gets a chance to show off his water-breathing talents.

BAD-CATS
Looks like an NES game. Truly terrible sound. The ending isn't worth the effort



Of course, they could be any proprietary building blocks - not necessarily 'Lego' ones.

TOTAL! TEK-SPEX

Game	Tom And Jerry
Levels	4 (16 stages)
Difficulty	Tough
Continues	None
Release date	Summer

To complete the final level, Jerry has to climb up through the dusty attic, duff Tom up three times, collect the keys he drops, and unlock three parts of a small spaceship. Back at the bottom, Tom grabs the ship and gets launched into orbit.

TOM & JERRY

Looks [Progress bar: 10/10 green, 0/10 red]

- Big, colourful, parallax - seen it all before. Ironically poor animation

Sounds [Progress bar: 10/10 green, 0/10 red]

- It's hard to believe the SNES has such a powerful sound chip when you hear this

Gameplay [Progress bar: 10/10 green, 0/10 red]

- Despite the licence, it's just an average platform game, with some major flaws

Life span [Progress bar: 10/10 green, 0/10 red]

- With no continues or passcodes, this is unlikely to last you longer than a week

Unbelievable waste of the licence, and a lame little cart in its own right. It's back to the drawing board for Tom And Jerry, I'm afraid...

Final rating
49
Percent

TIRED OF TETANUS?

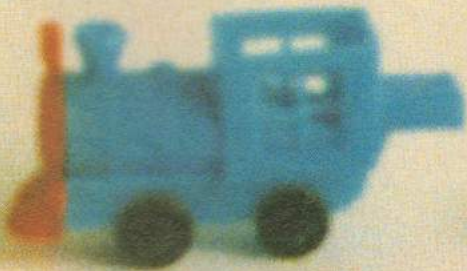
MAD AT MINIS?

BORED WITH BINGO?

Double Your Bucky Power!

with

THE FRANK AND WALTERS



trains, boats and planes

the latest release from

the most characters in pop

featuring

FASHION CRISIS HITS NEW YORK · AFTER ALL

HAPPY BUSMAN · THIS IS NOT A SONG

Plug it in now!

Available from 26th April on CD, MC and Gatefold LP



SNES ROUND-UP

Not every game can be a Mario or a Street Fighter. Er, and these ones ain't.

MONOPOLY For SNES From Sculptured Software Price £45

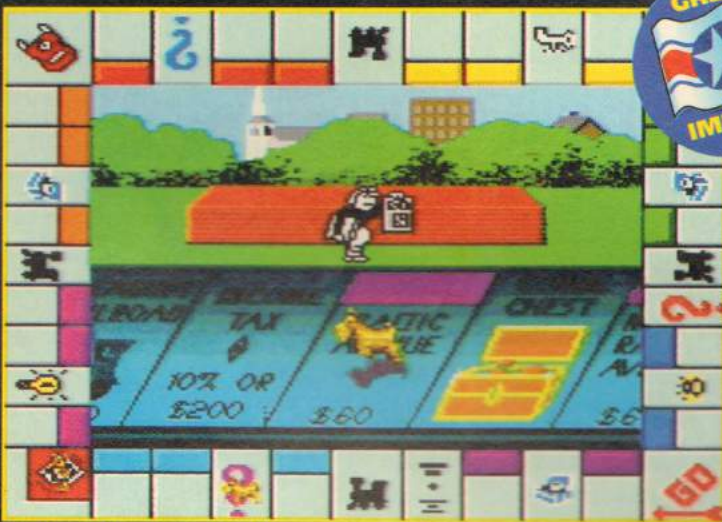
Would you pay £45 for a game of Noughts & Crosses or Snakes & Ladders? Nope, me neither. So

why would anyone want to buy a computer version of Monopoly when it costs more than the real thing?

All right, let's assume you're a massive Monopoly fan. And no one will play you cos you're so darn good at it. Surely a computer opponent would be a good idea?

No, not really. For a start, the game is too slow. You also have to keep flipping screens to check your property cards. And because your computerised opponent decides

what number is on the dice, you can't help feeling that the odds are against you. Buy the board game – it's £35 cheaper! **JAMES**



'And then I ate his liver with some beans and a nice chianti.'

I'm 'board' with this! (Jim, you are bankrupt of humour – Steve.)

MONOPOLY

- Looks**
- Well, there's a board, pieces, and a hand that rolls the dice. Nice and simple
- Sounds**
- Couldn't be described as adventurous, but they do the job well enough
- Gameplay**
- Video yourself playing Monopoly then watch it on slow-mo for the same effect
- Life span**
- You can't cheat, so it ain't even gonna come out of its box at Christmas

Final rating
41
Percent

KIKIKAIKAI NINJA For SNES From Natsume Price £45

This game's a simplistic shoot 'em up – a mixture of Mystical Ninja and Gauntlet. The two heroes, a little boy and a fluffy bear, wander around, blasting away at baddies and collecting the odd power-up.

The graphics are in that cutesy cartoon style that the Japanese love so much – big doe-like eyes and huge heads. Bigger

(and even cuter) baddies lurk at the end of the levels, and some are dotted about in the middle of later ones.

Kikikaikai Ninja is quite fun, but despite

all the lovely graphics and special effects the game's nothing more than an average little blaster. It's very well done and quite good fun, but it's not big enough to keep you going. Once you've

mastered the gameplay and seen all the levels a few times you'll have had enough. There's not much here for your dosh. **CHRIS**



When it starts raining Kiki gets attacked by little brollies.



Cute, fast, playable but nothing exciting. That's Kikikaikai Ninja.

KIKIKAIKAI NINJA

- Looks**
- Lovely cartoon graphics and some special FX for shadows, rain, etc.
- Sounds**
- Perky oriental tunes and the zaps and bangs are quite jaunty too
- Gameplay**
- A simple but fun shooter, with simultaneous two-player option
- Life span**
- Not many levels and the gameplay isn't very absorbing in the long term

Final rating
76
Percent

JAKI CRUSH

For SNES From Naxat Price £45



The pin table in all its glory.



Hey, groovy, freak-out, lots of crazy wobbling flames! (Er, another pretty sub-screen.)

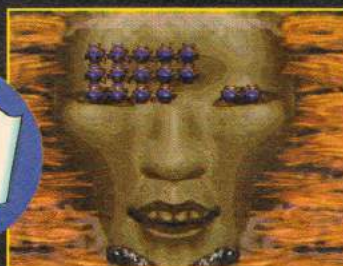
Does pinball work on a console? Well, if this game is anything to go by, no it doesn't.

The main table (there's only one) is about four screens high, with six flippers and creatures, doors, bumpers and targets which you have to hit. Sub-games, where you play on a single screen and flip the ball at targets, are accessed by hitting the ball into one of the mouths on the main table.



However, it's not enough. This game just doesn't quite make it either as a pinball game (it's too slow and obviously lacks the feel of a proper pinball table) or as a computer game (there's very little variety) so it's difficult to see who it would appeal to. Movement is too unrealistic and the ball makes unnatural bounces and rolls.

Jaki Crush isn't quite a one-play wonder but it's too monotonous and frustrating to play for long. Still, that can be the case with the real thing as well, I suppose. **CHRIS**



If you can flip the ball at all the invaders on this sub-screen, the face changes.



Here you have to hit the targets and stop the ball going down the hole. Wow.

JAKI CRUSH

- Looks**
- Average fantasy/alien table. The face sub-game looks good, though
- Sounds**
- An annoying tune and some unremarkable effects
- Gameplay**
- It's pinball, but without the physical fun and with a slow, unrealistic ball
- Life span**
- Very samey. All you can really do is chase high scores

Final rating
61
Percent

CALIFORNIA GAMES II

For SNES From DTMC Price £50



Bodyboarding – more like body boring. The clouds look rather nice, though.



Next up is snowboarding – more like snow boring. Those clouds look familiar...



This is jet-skiing – more like jet, erm, boring. And there are those clouds again...



Skateboarding – more like, etc. No prizes for spotting the recurring cloud motif, either.

California Games is a multi-event sports sim – think Track And Field with surfboards and you've got the general idea. There are five events – hang gliding, snowboarding, jetskiing, bodyboarding (surfing lying down) and skateboarding. And they're all crap. By crap I mean 'really abysmal, can't understand why you paid £50 for this, where's the programmer? I wish to inflict lasting pain upon him' crap.

There's virtually no gameplay here – in every event you just have to twiddle the controls a bit



Haven't you got it yet? It's hang-gliding, it's crap and it's full of naffo clouds. Aargh!

to make your character perform a silly move. The more moves you make, the more points you get when you finish the event. Each

event has only one course, and as all you're doing is repeating a few moves it gets very boring in no time. The graphics are appalling – they look more like something from a ten-year-old computer than your hi-tech Super NES.

California Games is a truly awful cart. If you buy it you deserve to be strapped in front of your telly and forced to watch old episodes of The Word with all the good bits (i.e. the cute American girl) taken out. **CHRIS**



CALIFORNIA GAMES II

- Looks**
- Not much better than a NES and half the screen's full of clouds. Lazy!
- Sounds**
- No Beach Boys, just a few jingles and some poor effects
- Gameplay**
- Unbelievably basic effort at a sport sim. All the events are very repetitive.
- Life span**
- No fun + no variety = no reason to play whatsoever

Final rating
31
Percent

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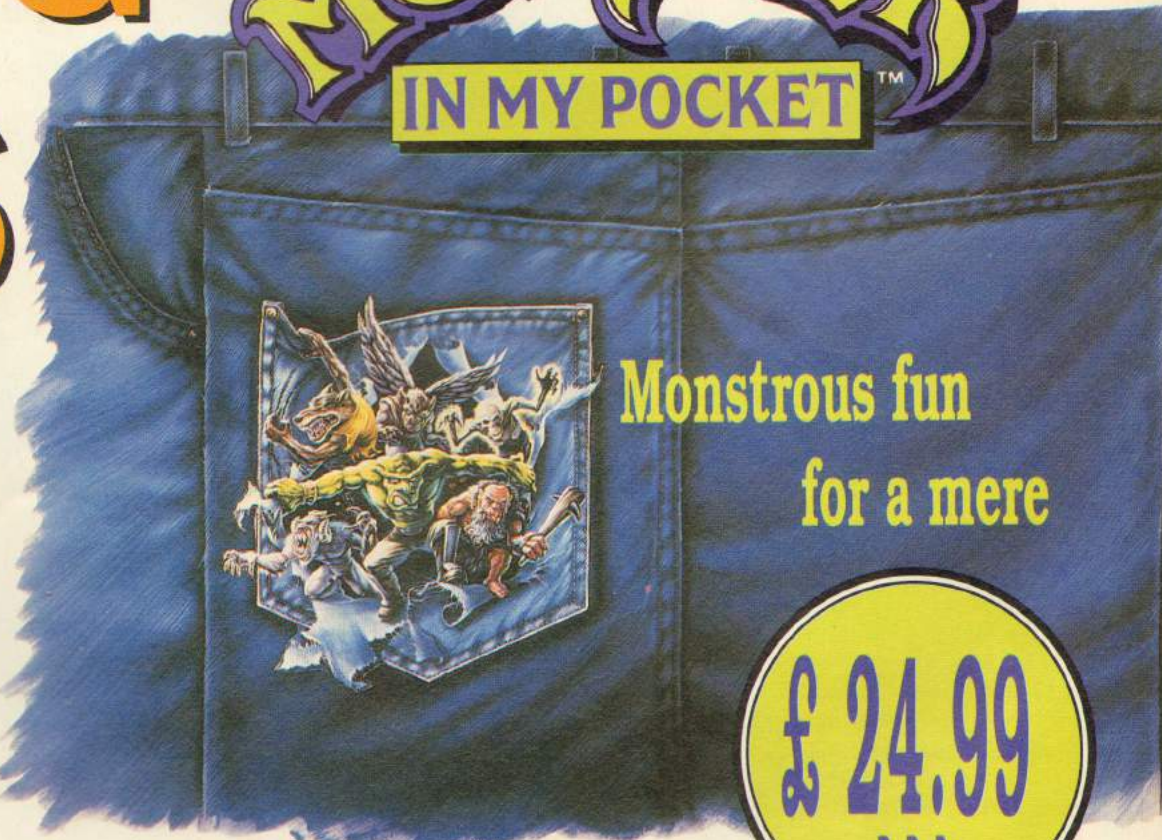
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MARIO



The man, the myth, the moustache

He's more recognised than Mickey Mouse, has more fans than Michael Jackson, and has made more money than E.T. But who's the man behind the moustache? Where is he from, and why does he wear dungarees? All (well, an awful lot) is revealed...

The man behind Mario!

Shigeru Miyamoto started working at Nintendo in Kyoto in 1977, where he designed artwork for their arcade games. In 1980 he art directed Donkey Kong and produced the first images of what would become the most famous



game character of all time. While stories of Mario's Brooklyn heritage may be true, Shigeru points out that Mario's design was limited by the gameplay and hardware:

Mr. Mario himself!

"We had to work under technical constraints, including the number of pixels and number of colours the Famicom can display. There are many reasons why we drew him the way we did. We gave him a moustache rather than a mouth because that showed up better. We gave him a hat rather than hair because that looked better too. Mario wears overalls because that shows the movement of his arms, and he's wearing white gloves because the white contrasts better with the coloured backgrounds.

"We wanted him to be a character that works very hard. Also, we wanted him to be shorter than enemy characters and the princesses he rescues." So now you know!

Rumour has it that when designer Shigeru Miyamoto was looking for a star for the very first platform game, he based his character upon the Italian landlord-cum-caretaker of Nintendo's American headquarters in Brooklyn, New York.

The Donkey Kong coin-op appeared in 1981 and introduced the world to Jumpman (at this stage, the hammer-wielding Mario lookalike is a construction worker). The blue-dungareed hero battles through a building site in order to save Pauline (also known as Paulina) from the evil Donkey Kong (and no, this isn't a mis-

spelling as some mags have reported: 'Donkey Kong' is a literal translation from the Japanese title meaning 'Stupid Monkey').

The idea of the game was for Jumpman to rescue his sweet-heart, who has been kidnapped by the giant ape and taken to the top of a building site.

Across just four single screens, Jumpman had to contend with rolling barrels, flaming fireballs, moving conveyor belts and deadly bouncing beams as he struggled to reach the top of each section of scaffolding – only to have his girl snatched away again and carried further up the building.

Finally, on the fourth screen, Jumpman gets to knock away the beams supporting the massive



Mario Cartography

So how many Mario games can you remember? Bet you don't get all these!

1981



First stars as Jumpman in Donkey Kong coin-op.

1982



Changes his name to Mario and turns bad in Donkey Kong Jr. coin-op.

1983



Teams up with Luigi in the platform-headbutting Mario Bros. coin-op.

1984



Cameo appearance as a referee in the Punch-Out! coin-op.

The changing face of Mario!

Over the years, Mario's had more faces than Michael Jackson. Here's a quick trip up his evolutionary ladder...

Donkey Kong
Jumpman the carpenter makes his hammer-wielding debut.



Donkey Kong Jr.
Changes his name to Mario and has his moustache trimmed.

Mario Bros.
Mario gains some shiny buttons and lets his moustache grow again.



Super Mario Bros.
Mazza gains a split personality as little Mario and big Super Mario.

Super Mario Bros 3.
We see another side of Mario – as he dresses up in animal suits!

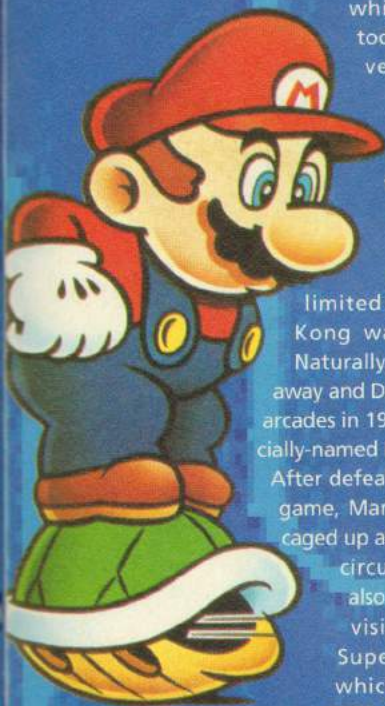


Doctor Mario
Career change as Maz drops the dungarees for a white coat!

beast and send him tumbling to the ground. Our hero is reunited with his beloved until the game starts all over again on screen one, but this time harder and faster.

Donkey Kong was the first coin-op to introduce the idea of platforms and ladders, and so spawned the game style which we see more of today than any other. A version for the NES appeared in 1986 but didn't have the fourth pie-factory scene due to memory restrictions.

Despite the repetitive and limited gameplay, Donkey Kong was hugely popular. Naturally, a sequel wasn't far away and Donkey Kong Jr. hit the arcades in 1982 with the now officially-named Mario as the bad guy! After defeating Kong in the first game, Mario has the great ape caged up as part of a performing circus (this scenario was also used for the CBS television series, Saturday Supercade. The show, which ran from 1983 to 1985 in the US, starred



Donkey Kong and son, who continually plagued circus animal trainer Mario).

The game format was basically the same as the original, but with the four screens full of vines and chains in place of the scaffolding platforms and ladders. This time the player controlled Donkey Kong Jr., and the final scene saw Mario plummeting to his doom while Donkey Kong senior is safely caught and rescued by his plucky offspring.

While arguably a better game, Donkey Kong Jr. wasn't as successful as its parent. The most interesting feature of the coin-op was the bug which allowed clever players to get infinite lives and play the game all day for 10p!

Donkey Kong went on to star in the sequel Donkey Kong III, where he battled against Stanley The Bugman (not Mario as you might expect), and while a Donkey Kong IV was planned, it never made general release. The big ape's gaming career ended in an educational US NES cart called Donkey Kong Jr. Math, where he tried to teach his son the basics of mathematics (oh dear).

Mario, however, went on to hit the big time, with a starring role in the 1983 coin-op, Mario Bros. Mario finally came out of the water closet to announce his plumbing tendencies and joined up with his brother Luigi in a factory plagued by various beasties.

Mario went on to hit the big time

The near-identical brothers had to dispose of Fighterflies, Sidesteppers and Shellcreepers (forerunners of the dreaded Koopas) by the unusual method of headbutting the floor beneath the bad guys, then jumping up and kicking them off the platform while they lay there stunned.

Super Mario was converted to the NES in 1986 and also made a guest appearance as a sub-game in Super Mario Bros. 3, where players try to steal power-ups from each other. Although addictive and fun, the coin-op was hardly state of the art – which makes it all the more surprising when the Mario Brothers sequel turned out to be the biggest video game phenomenon of all time...

In 1985 the Nintendo Entertainment System hit America and brought the adventures of Super Mario Bros. into the homes of US gamers. Indeed, it's probably true to say that the entire success of the NES console (over 33 million units sold to date) is due in very large part to the fact that it came bundled with Super Mario Bros. And that – because Nintendo wised up over licensing – the NES was the only machine on which you could play Super Mario Bros. in your own home.



Mario takes a seat on the sidelines as umpire in Tennis on the NES.

1985 Bonus level guest star in Pinball – an American NES game.



You plan the shot, Mario tees off in Golf on the NES.



Mario is one of the Wrecking Crew for the American NES.

1985 NES (and coin-op) Super Mario Bros. takes the whole planet by storm!



Repeat performance as the ref in the Punch Out conversion for the NES.



1988 The alternative SMB game: Mario and chums star in Super Mario Bros. 2 on NES.



Small but perfectly formed: Super Mario Land on the Game Boy.



Super Mario Bros. was also the last dedicated Mario game to appear in amusement arcades (apart from Super Mario 3 and Super Mario World which have made guest appearances in those rip-off Play Choice machines).

1988 heralded the release of Super Mario Bros. 2 for the NES. But where the Japanese version of SMB2 carries on from level 8 of SMB1, the US and European version was originally developed in Japan as a game called Doki Doki Panic. Instead of an Arabian hero with turban and baggy trousers, we have a choice of Mario, Luigi, Princess Toadstool and Toad. This explains the Middle Eastern flavour – the flying carpets and snake-filled vases.

With the advent of the Game Boy, it was only a question of time before Mario became portable. And sure enough, Super Mario Land introduced a whole new world for Mario to explore. Gameplay returned to the simple scrolling action of Super Mario but also introduced shoot 'em up sections where Mario boards the Sky Pop plane and Marine Pop submarine for

aerial and underwater bouts of baddie blasting. Mario wouldn't climb into a vehicle again until 1992...

However, his TV career took another upturn with the Super Mario Super Show, an afternoon kids' programme which mixed animated adventures with live-action segments. 'Captain' Lou Albano of WWF fame

starred as Mario, with Danny Wells (some American actor) taking the role of Luigi.

And so to 1990 – a new decade and a brand new game: Super Mario Bros. 3 – the biggest selling NES game pak of all time! Extra chips inside the cart allowed Mario's adventure to be bigger, brighter and better-sounding than ever before. Mario gained new powers such as the ability to fly, thanks to the raccoon tail and Tanooki suit ('tanooki' actually means 'raccoon' in Japanese) and the route to Bowser's castle is littered with all manner of new hazards and baddies.

Super Mario Bros. 3 has been lauded as the best video game of all time; true or not, it went straight to the top of the charts and has sold well ever since.

In fact, the game was so successful that NBC aired the Super Mario Bros. 3 animated show in the States, starring the Mario Gang. That was a great success too, going straight in at no. 1 in the ratings for its time slot.

This was also the same year that Mario donned a white coat and stethoscope for some puzzle fun in Dr. Mario on NES and Game Boy. Instead of stomping out Koopas, the doc prescribes vitamins to wipe out viruses. To be honest, Mario's role in the game is really only to sell what is otherwise an average Tetris/Columns clone.

This was to be rectified in 1991 by the release of Mario's biggest adventure yet: Super Mario World – the flagship game of Nintendo's new Super NES system. Taking elements from previous Super Mario games, Super Mario World (or SMB4 for sequel fans) took the scrolling platform game to new heights. It introduced a whole world full of new creatures and hazards, plus a new chum for Mario – Yoshi. This small, green dinosaur with a taste for apples acts as steed for our mustachioed hero through much of Super Mario World. (Yoshi would also go on to star in two puzzle games of his own – Mario

Mario Merchandising

Mario's mush first graced T-shirts back in 1988. Now, five years later, you name it, he's on it: clocks, telephones, pyjamas... there are almost no products free from Mario's mug-shot.

In the US, he's even got his own food, like Nintendo Cereal System – a twin pack of Super Mario 'fruity' cereal and Zelda 'berry' breakfast flakes. Er... yum.

Oh, and if you've got the full set of McDonalds' Super Mario jumping toys, hold on to 'em: they're already collector's items, would you believe!



Narly! Tubular! Erm, slammin'. Pull some Gs with a Mario skateboard.

& Yoshi and Yoshi's Cookies – and had a supporting role in the 91-92 season of the Super Mario Bros. 3 cartoon on television.)

With 74 levels (not 96 as Nintendo would have you believe) and a battery back-up to save games, Super Mario World is a huge challenge and a stunning game, challenged for the 'best platform game' award only by Super Mario Bros. 3.

GB fans had a long wait but 1992 saw the release of Super Mario Land 2: 6 Golden Coins.

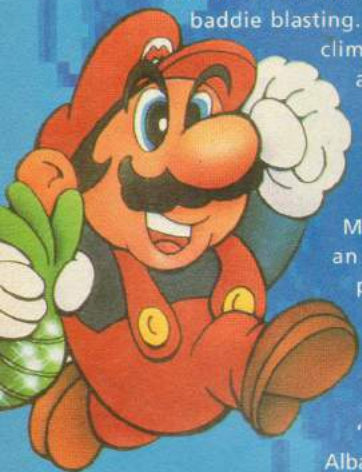
This expansive cart borrowed its map-based structure from Super Mario World and while technically impressive, with a huge Mario character and even huger levels, it suffered from being far too easy. (Anyone still struggling to beat Wario should check out the full player's guide on page 72.)

Also last year, SNES gamers were treated to the two latest Mario products. Super Mario Kart made the most of the SNES's Mode 7 (plus on-board DSP chip) for a thrilling go-kart race around twisting tracks. The opposition

SMB3 – biggest selling game of all time



Mario Land 2 is just far too easy



Mario Cartography cont...

1989



Mario introduces the Breakout action in Game Boy Alleyway.

1989



Mario reprises his supporting role as umpire in GB Tennis.

1989



Play Mario versus Luigi in two-player Tetris on the Game Boy.

1990



1990



Mazza pops some pills in Dr. Mario on the NES and Game Boy.

The big one: Super Mario Bros. 3 on NES. Biggest NES game ever!

1990



Mario takes to the links again for Golf on the Game Boy.

1991



Er, the other big one! Super Mario World storms onto the SNES.

1991



Win at F-1 Race on the Game Boy and Mario waves the chequered flag.



Sleep easy at night with Mario on top of you. Er... sort of.



Well, what can we say? They're socks with Mario leering out of them. Put 'em on your feet.



Build yourself a super Mario world (ho-ho) with this lot.



You don't need a raccoon tail for Mario to take to the skies. Here's some wind-operated kite-type apparatus.



Why not let Mario protect your valuables with these oh-so-stylish undergarments?



You'll be keen to leave the plate clean with this natty set of Super Mario Bros. dinnerware.



You'll need a trendy Mario wallet or purse to keep all those coins you collect.



What better to keep a record of your high scores than a Mario notebook and pen set?



... All this and more can be obtained from Squared Circle Ltd. For a free catalogue, write to them at 18 Vincent Avenue, Crownhill, Milton Keynes MK8 0AW. Include your name and address and they'll send you their catalogue full of Mario merchandise. Or why not phone them on 0908 262366? And don't forget to mention TOTAL when you do!



are all stars, heroes and villains from previous games, including Bowser, Princess Toadstool, Luigi and Yoshi.

Mario Paint marked a drastic change of direction for Mario: it's an art package rather than a game; it uses the new SNES mouse rather than a joystick; and it's really rather naff. As an art, music and animation tool it uses only a fraction of the SNES hardware and is more of a kiddies' novelty than a serious piece of kit.

So what of 1993 and the future? Well, we know for definite that you'll all be watching Super Mario Bros. - The Movie, when Bob Hoskins hams it

up later this year. The plot follows Mario and Luigi from Brooklyn into the Magic Mushroom Kingdom where Bowser (Dennis Hopper, of all people) and his Koopa klan are up to no good. Shy Luigi (John Leguizamo) has fallen in love with Dianna (don't ask) so Mario has to lead them through magic and mayhem to save the day. Er, hurrah!

The film is slated for a US premiere in May, but gawd only knows when we'll finally see it - could be summer, could be 1994.

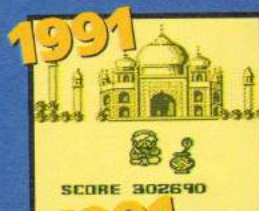
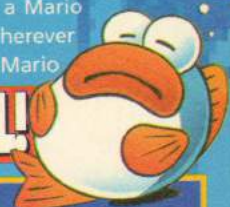
For the first time ever, Mario is currently starring in non-Nintendo programs. Interplay and Mindscape have both paid handsomely for the licence to use Mario in their educational packages on the IBM PC: Mario Teaches Typing and Mario Is Missing. Obviously Mario Teaches Typing won't be appearing on

the consoles (although SNES owners could conceivably type words containing the letters A, B, X, Y, L and R), but NES and SNES versions of Mario Is Missing will appear later this year. This 'edutainment' package takes youngsters on a journey of exploration around the globe, hunting down the world's treasures and trying to rescue Mario. And in a similar vein, the sequel, Mario: Time Machine, will appear in 1994.

The big M's next appearance will be as a guest in Yoshi's Cookies on the SNES and Game Boy, which we'll review soon. Philips are designing an educational version of Super Mario World for their CD-I system, with real life video footage, and we've also heard rumours of a Mario meets Pilotwings game. But wherever he pops up, you can be sure Mario won't let that spiky blue rodent take all the glory!

Mario Teaches Typing won't be appearing on consoles

TOTAL!



1991

Look out for a turbaned Mario when you gain a high score on Game Boy Qix.



1992

Mazza pops up in Yoshi - an average puzzler on the NES and Game Boy.

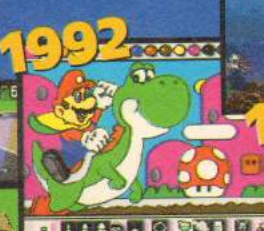


1992

Mario meets Wario in Super Mario Land 2: 6 Golden Coins on Game Boy.

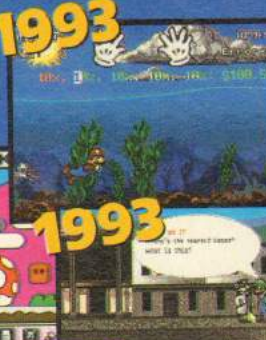


Mode 7 Mario in the stunning Mario Kart on the SNES.



1992

Mouse and Mario with the novelty SNES art package, Mario Paint.



1993

Luigi goes globe-trotting when Mario Is Missing! on the PC.



1993

Another cameo appearance for Mario in Yoshi's Cookies on the SNES and Game Boy.

Jump, you dummy!

No one in their right mind would jump off a building without something to break their fall, hence these canopies.

Pull down on the joypad and go ballistic. You can hurt yourself a lot more this way!

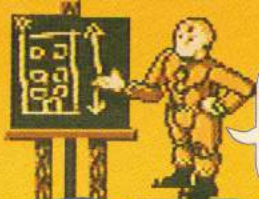
Oo, you don't want to hit that, mate. Fire hurts you. (Hmm. But balconies don't?)

See that there flag-pole? You can swing on that. Um, but as you can see, we missed.

Once again, the extra points are skilfully missed as our dummy sails past the balcony.

Yes, I see the way this is going now. The Crash Dummy I've been lumbered with is a complete wimp!

Time to go ballistic again and aim for the cross on the floor for maximum damage.



Here's a drawing I did of my house. Good, eh?

CRASH DUMMIES

For Game Boy (1 player)

From Acclaim

Price £28

How often do you get the chance to throw caution to the wind, live dangerously, trash everything, and not end up spending the night in casualty? Well, now's your chance, cos Crash Dummies is one of the most masochistic games of all time, with the general idea being to mess yourself up - big time!

The stars of the game are the Crash

DUMMIES
A highly original and whacky game which is great fun to play. The graphics are nice and clear and the tunes are rather fab as well

Dummies themselves, a suicidal duo called Slick and Spin whose aim in each of the five different level scenarios is basically to do themselves a mischief. However, even Crash Dummies aren't as stupid as to pile-drive their heads into a 50/50 cement/gravel mixture for no good reason. Their reason is hard cash. The High Score of the past has been replaced by the amount of wad you can line your pocket with. The more stunts you do, the more you earn.

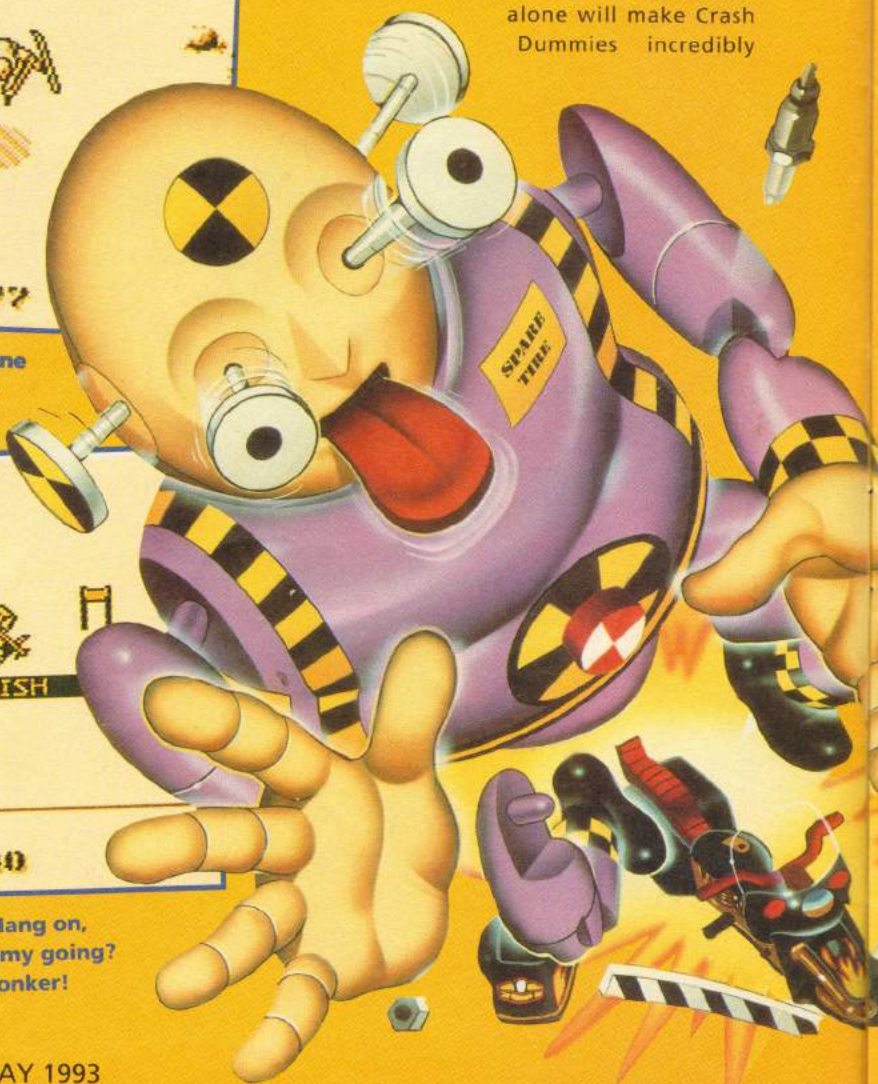
The novelty factor alone will make Crash Dummies incredibly



Aargh, this hurts! Rule one of skiing: never jump up without a good reason!



At last - the finish line. Hang on, where's that stupid dummy going? Oi! It's over here, you plonker!



CRASH DUMMIES



You have to exercise extreme caution in an explosives factory. Even the slightest noise could... Hey, what's that orange guy doing?



Waaah! I've got a nasty feeling this is going to hurt. No wonder my life insurance premiums are so high. Gaaannggwaaaay!

popular. However, it's got other things going for it as well. The animation is very good – scrolling has been taken right to the limit before it starts to blur, and the sprites bomb about the screen quite happily. It's also reassuring to know that the soundtrack won't have you reaching for the volume control or banging your head against a brick wall after 20 minutes.

My main objection to the game is the fact that it's only got five levels. They do get progressively

BUMMIES
There aren't enough levels. A two-player option of some kind would have been nice. Apart from that, it's all rather fun

TOTAL! TEK-SPEAK	
Game	Crash Dummies
Levels	5
Difficulty	Average
Continues	None
Release date	Out now

harder as they loop, but unless you're able to compare dosh scores with friends, it's all likely to get rather tedious. Playing the game for the first time is a real laugh, but once you've seen all there is to be seen, the comedy aspect leaves town on the next available train. The game really could have done with a two-player mode, either a Game Link option or a take-in-turn type of thing to give it a bit more life.

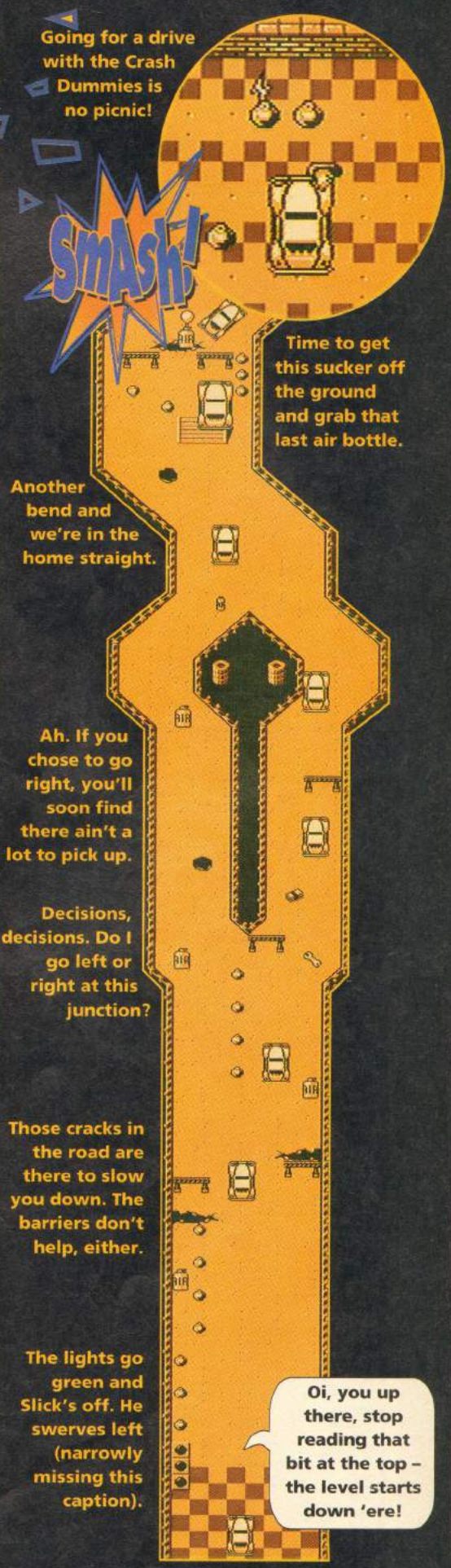
Despite that gripe, though, Crash Dummies is a highly original game which is a lot of fun to play. It's sure to pick up a lot of fans. **JAMES**

It's a weird 'un and no mistake, but none the worse for that. Despite the lack of variety it's still a lorra, lorra laffs – for a while, anyway

Final rating
70
Percent



You're driving me up the wall!



Going for a drive with the Crash Dummies is no picnic!

Smash!

Time to get this sucker off the ground and grab that last air bottle.

Another bend and we're in the home straight.

Ah. If you chose to go right, you'll soon find there ain't a lot to pick up.

Decisions, decisions. Do I go left or right at this junction?

Those cracks in the road are there to slow you down. The barriers don't help, either.

The lights go green and Slick's off. He swerves left (narrowly missing this caption).

Oi, you up there, stop reading that bit at the top – the level starts down 'ere!

CRASH DUMMIES

THE EMPIRE STRIKES BACK

For Game Boy (1 player)

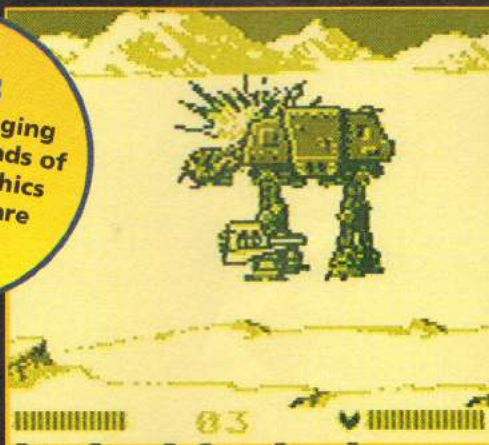
From Ubi Soft

Price £25

Ah yes, The Empire Strikes Back. The second film of the Star Wars trilogy that no one liked because the rebellion lost. However, the game did pretty well on the NES and the title has now been converted to the Game Boy.

And it's been converted very well. The Empire on the Game Boy is a stinkingly tough title, but the variety in gameplay and consistently challenging action keep you coming back time and again. The action in question is split up into ten wholesome levels representing (more or less) the movie's plot. Thus, once Luke's destroyed the Imperial Probe Droid in the ice caverns of Hoth (nah, never happened), he faces the AT-AT Walkers in his Snowspeeder (yup, that's accurate enough) and then has to help evacuate the rebel base from the Imperial assault

IT'S JEDIS
Vast, challenging levels with loads of variety. Graphics and sounds are both very groovy



IIINCOMMINGG! Luke uses an AT-AT Walker for a spot of target practice.

(er, sort of...). It's this continually changing scenario that keeps the game exciting.

No wind-up, this has to be one of the most challenging games ever on the Game Boy. Although once you've broken the back of the first level things do tend to get easier, this is definitely one title you won't be finishing on the day you buy it.

Take it from me, it's a blimmin' great.

CHRIS



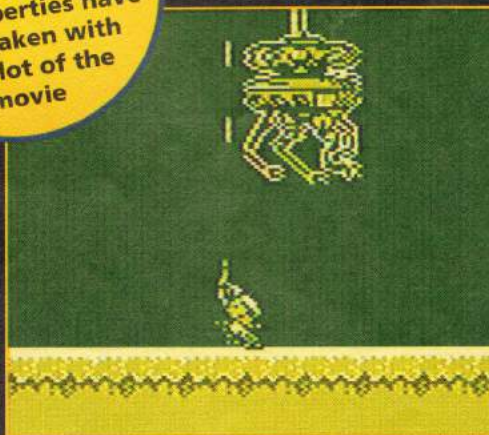
IT'S DARTHS
It could be said that it's too tough. A few liberties have been taken with the plot of the movie

TOTAL! TEK-SPEX

Game	Empire Strikes Back
Levels	10
Difficulty	Hard
Continues	6
Release date	Out now



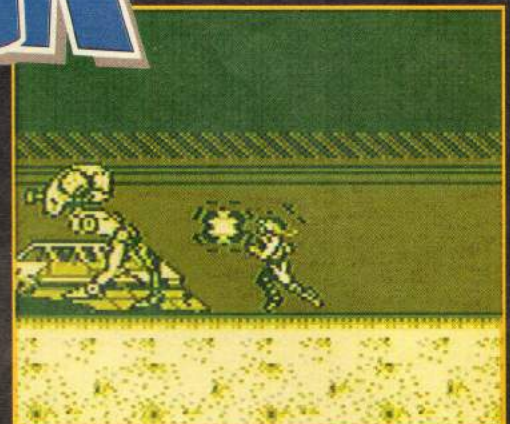
These laser-armed Imperial Death Probe Droids are a bit on the hard side, so keep blasting away at them.



Luke adopts the favoured stance when faced with a 70-ton flambée with legs. Gravity is low on Hoth, as you can see.



Wampas are about as threatening as soggy bog-roll. Slice 'em up.



This is a very stupid thing to do. Run away!

THE EMPIRE STRIKES BACK

Looks



Beautifully drawn beasts and Imperial machines, all lovingly animated

Sounds



Real Star Wars quality, from the stirring intro sequences to the in-game sonics

Gameplay



Maybe too hard, but the fight sequences and Force powers are funkyly programmed

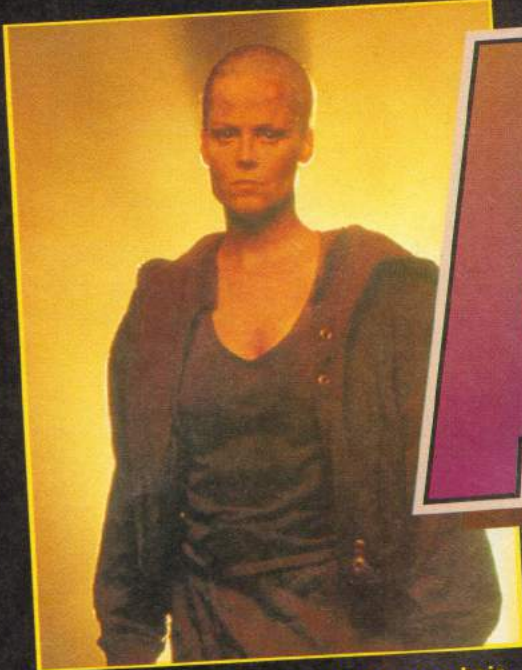
Life span



Completing it is plenty challenging, but when you have you won't come back to it

The Empire's got it all: tough levels, a constantly changing scenario, and hard-as-nails bosses. Just don't expect to finish it on day one

Final rating
80
Percent



ALIEN 3

For Game Boy (1 player)

From Acclaim

Price £25

Ripley sports the latest Vidal Sassoon hair fashion. In her spare time she enjoys jamming with The Shamen.

There's no two ways about it – Alien³ was a ghastly choice for a video game. Only one Alien, no guns, few heroics, and Ripley dies at the end. Hardly the ingredients for a banzai Nintendo title. Just as well, then, that Acclaim have ignored nearly every facet of the movie plot, introducing weapons, herds of foul beasties, and heroics by the dozen. The net result is that as a movie tie-in Alien³ fails miserably. But as a monster bash 'em up in the manner of Alien Breed it rolls along very pleasingly.

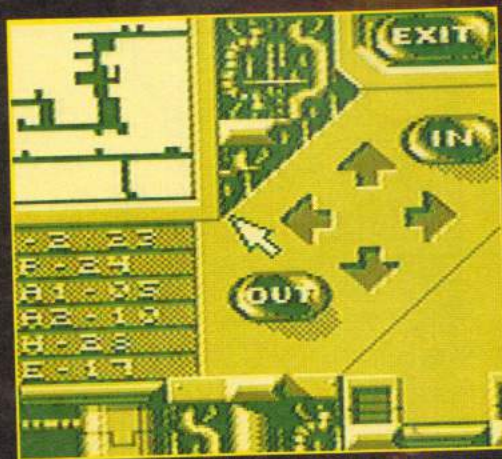
The game contains huge levels on which to die, each one leading into a number of sub-stages. The base-mapping device on the first level lets you see whole maze-like stages in one fell swoop, although



Oh dear – they look a bit nasty. I think I'll just stay here for several hours.

unfortunately it doesn't show where you are. Scattered around are door passes and various weapons, starting with a hand-held cattle prod, which you'll have to upgrade to a flame thrower to get anywhere.

The possibilities for a violent death are endless, with Alien drones slithering around all over the shop. However, they don't pursue Ripley and can be avoided without too



Okay, it doesn't compare with an Ordnance Survey, but this map is vital nonetheless.

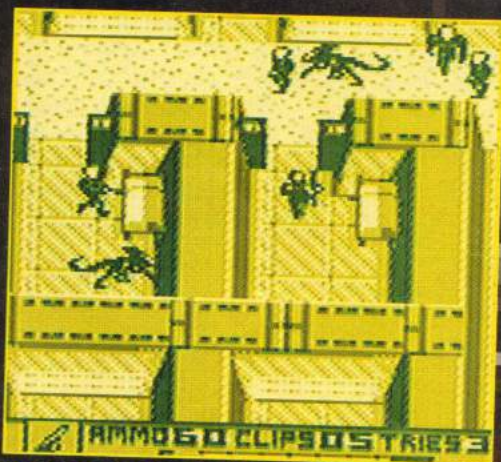
much trouble, as can the facehuggers. It's better to let them tuck into the vast number of aimless prisoners while you get on with the real business in hand – reaching the end of the level intact and destroying the mother Alien bosses and their eggs.

The game's main sin is that there's just too much to-

TOTAL! TEK-SPEX

Game	Alien ³
Levels	Several
Difficulty	Hard
Continues	3
Release date	Out now

👍 RIPLEYS 👍
A vast and atmospheric game with loads of challenge. Useful (at times) map screen. The Aliens actually look like Aliens



'So there I was, like, just woken up, right, and there's this screeching, slithering noise coming from outside. I said...' etc.

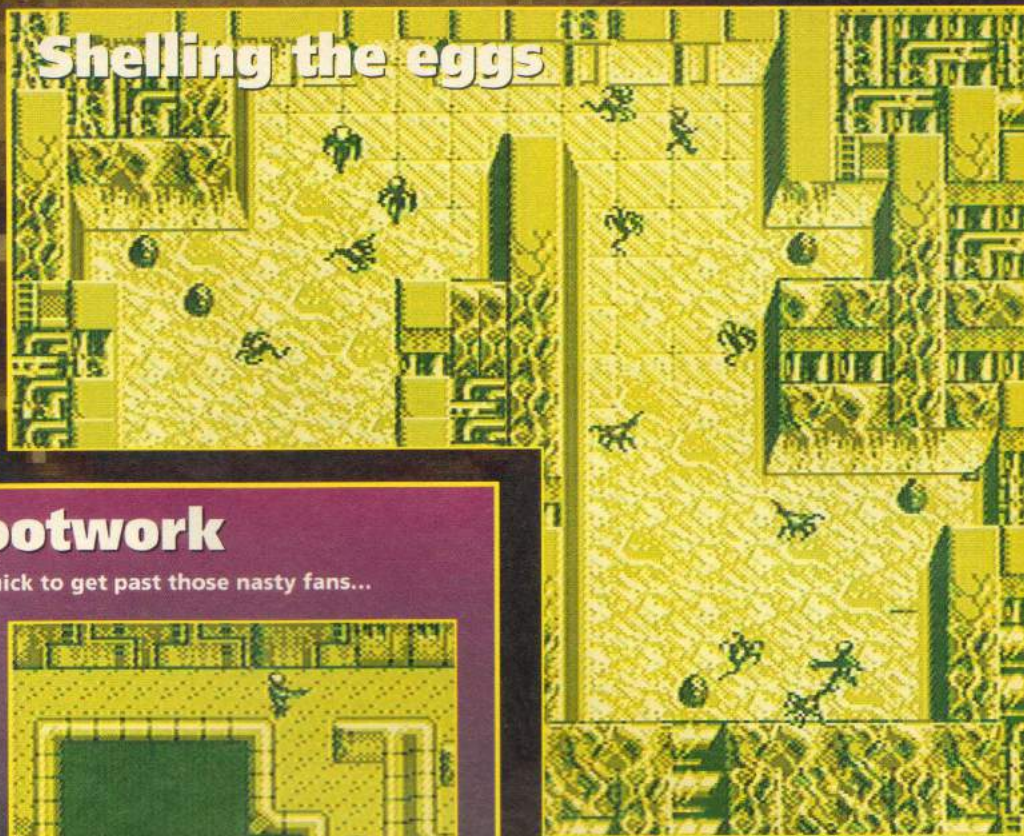


The Inventory Screen allows you to access yer various weapons and goodies quickly (the quicker the better in this game!).





'Bishop, if you're alive, give me a wave.'

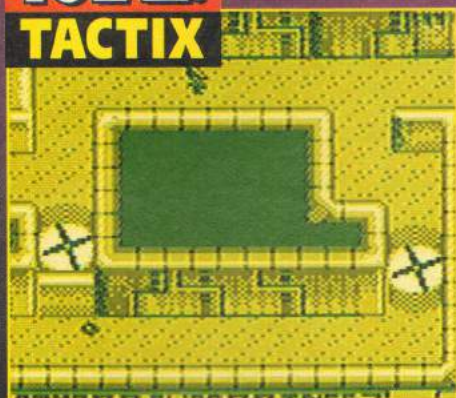


Shelling the eggs

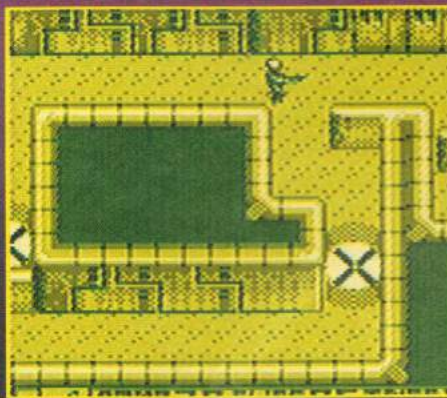
TOTAL!
TACTIX

Fan-cy footwork

You have to be a bit quick to get past those nasty fans...



Blimmin' fans everywhere! The only way through these gits is to run right and turn the switch off, then...



... Run back and flick the other switches on. Back and forth, to and fro - this is what makes the game so annoying.

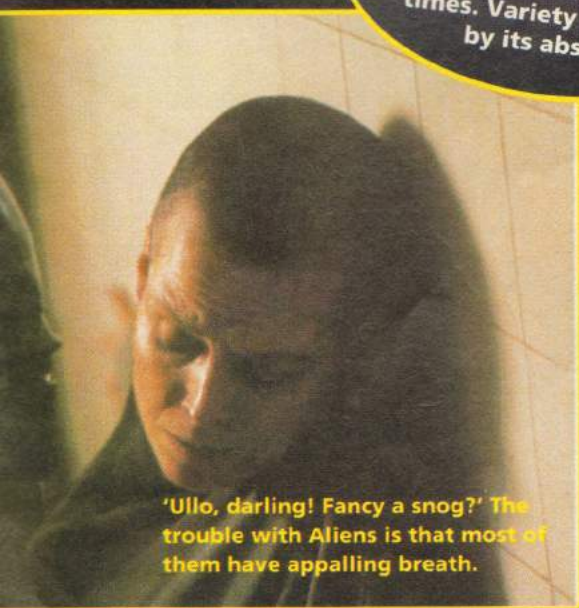
and-fro-ing as you scuttle back and forth through the levels, stopping occasionally to engage in combat with some passing Alien terror. The scrolling suffers particularly badly from Game Boy blur (but then Fury 161 isn't the most aesthetically interesting of prison colonies anyway) and at times it's necessary to stop and take a good look

around to work out where the hell you are. There's very little variety in the gameplay too - it's run, stop, shoot, and then run a bit more.

Although the constant runny-about gameplay is annoying (and the facehuggers are a bit crap), Alien³ is a slick, huge, puzzling and action-packed title which is as neatly programmed and immensely playable as anyone has a right to expect. Okay? Marines, we are leaving... **ANDY**

ALIENS
Too much wandering around. The blur makes it hard to see what's going on at times. Variety is notable by its absence

TOTAL!



'Ullo, darling! Fancy a snog?' The trouble with Aliens is that most of them have appalling breath.



Not the most keenly awaited situation, this, but a deft bit of ducking and weaving should ensure it's the others who get it.

Most of the levels in Alien³ are pretty much like this: eerie, atmospheric, hard as hell, and with enough eggs (which you have to destroy) to make a family-sized omelette.

ALIEN³

Looks

Small and squirrely, but the Aliens are recognisable. Suffers from chronic blur

Sounds

Music gets right up yer nose after a while. The FX sound like coypu mating

Gameplay

Bit back-and-forthy, but the action never ends. Real arcade adventure stuff

Life span

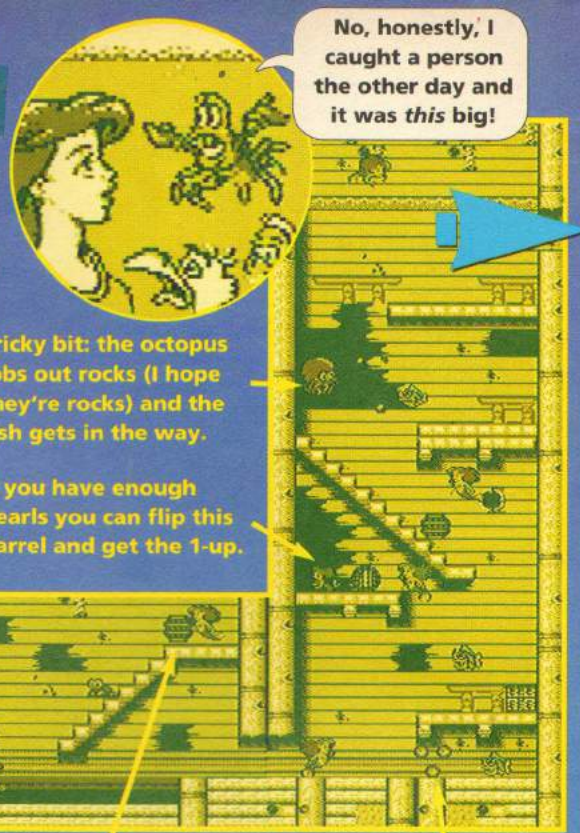
Very long, very tough, and no difficulty setting. Definitely a challenging game

It's got nothing to do with the film, but as an arcade adventure Alien³ delivers. If only the movie had been as big, rock 'ard and eerie as this



Final rating
83
Percent

THE LITTLE MERMAID



Tricky bit: the octopus lobs out rocks (I hope they're rocks) and the fish gets in the way.

If you have enough pearls you can flip this barrel and get the 1-up.

START

Flip your tail in the sand to collect a shell.

Carry the shell to here and bop the spook-fish.

This chest can be opened by hitting it with a shell...

... Or by nudging this barrel so it rolls down the stairs.

Shoot this fish with your pearl-power.

For Game Boy (1 player)

From Capcom

Price £26

No prizes for guessing this is based on the Disney movie; and also zero awards for surmising that it takes place underwater.

For a change we have a heroine in the shape of Ariel, a box of soap powder armed with a bazooka... Just kidding. It's a creature made of wire who combats foes by picking up Jazz FM and... Well, actually she's a little mermaid (what? You guessed!?).

All is not well in under-the-water world. Ursula the mad loopy bonkers-crazy sea-witch has taken over the entire ocean (though how she exercises control over billions of cubic miles of water is never adequately explained). And rather than send in a squad of rock 'ard Navy SEALs or the crew of the Deep Core drilling rig, you're in control of Ariel - a five-foot girl with no legs.

Ariel doggie-paddles through all manner of sub-aquatic scenery, swishing her tail at enemy fish to trap them in bubbles and collecting power-up pearls from treasure chests. Chests can only be opened by hitting them with shells.

TAILS

Swimmy gameplay makes a change from usual platform fare. Graphics capture a suitably sub-aquatic feel

Wave your tail at the fishies, and they get caught in a bubble! barrels or rocks so there's some experimenting to be done. If you can't move a barrel, for instance, you might find a shell by digging in the sand.

Ariel can jump up onto dry land to collect pearls. (She flops around a bit, though.)

Nudge this rock off the platform, and then quickly follow it as it sinks...

... Then do the same here, to bash the chest open and reveal another pearl.

SCALES

Levels are short and there are only five of them. Baddies reappear all too easily after you kill them

It's all a bit reminiscent of an underwater Loony Tunes with a female Billy The Fish in the lead role. There's precision swimming, fish-slaughtering and a hint of puzzling too, so it's fun to play. But with only five levels and infinite continues, I don't think it will even keep little kids entertained for long.

TOTAL!

Looks

■ Good detail in the underwater scenery. Ariel and her finny foes look good, too

Sounds

■ Jaunty ditties jolly it along. FX are overdone, with sharp 'pings' and 'sproings'

Gameplay

■ Thoughtful mix of collecting and killing. Plenty of secrets and some nice bosses

Life span

■ Sadly, Ursula's fate is easily sealed: you'll see it off on the day you bought it

Sweet game which is recommended only for pre-teen fans of the movie. Hardened TOTAL readers should avoid it like a week-old kipper

Final rating
45
Percent



TOTAL! TEK-SPEX

Game	The Little Mermaid
Levels	5
Difficulty	Easy
Continues	Infinite
Release date	Now: Import

Get this logo thingy for extra 'surge' power – it lets you run faster.

Kick, punch and possibly kick again.

The lowest croucher is the winner here...

Don't ever, ever do this. It hurts like hell.

Flash, bang, wallop!

THE FLASH

For Game Boy (1 player)

From T-HQ

Price £25



'Excuse me, mate, couldn't spare 50p for a crap superhero, could you?'
'Get out of my way, you loser.'

Ah yes, The Flash™. Able to clean even the toughest surfaces... (No, no, no, you've got it all wrong – Steve.)

Oh I see, he's a superhero. Never heard of him. And just what is his special power? He can run very quickly. Oh, very handy: 'Stop, foul evil-doer, or I'll, er, run very quickly!' Hmm.

HEROES
Challenging and fairly original. Rewarding in the long run

This is a scrolling platform game. The Trickster has besieged Central City and it's up to The Flash™ to put a stop to his nonsense. The Trickster's planted bombs all over the place, which you need to defuse before taking out the large bomb at the end of each level. In the meantime you've also got to deal with The Trickster's evil henchmen.

The time limit is pretty tight – it's very annoying to be offed just before reaching the bomb, cos you have to go back to the start of the level. The scrolling is annoyingly slow too, and a few power-ups would have been nice.

Despite that, The Flash™ is enjoyable and entertaining. The punching, defusing and running gameplay isn't as satisfying as a good blast, but it

VILLAINS
Time limits are too severe. Annoyingly slow scrolling. No restart points

needs more skill and concentration than most shoot 'em ups. Not bad for such an obscure hero with crap powers. **ANDY**

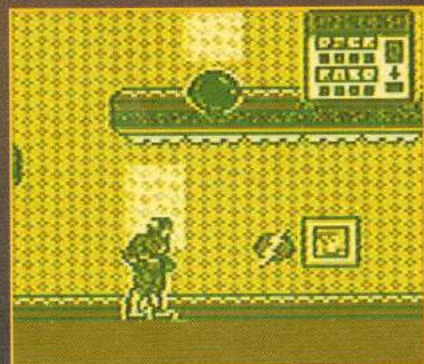
TOTAL!

Quick as a Flash

A couple of tips to help you get through the levels a bit faster.



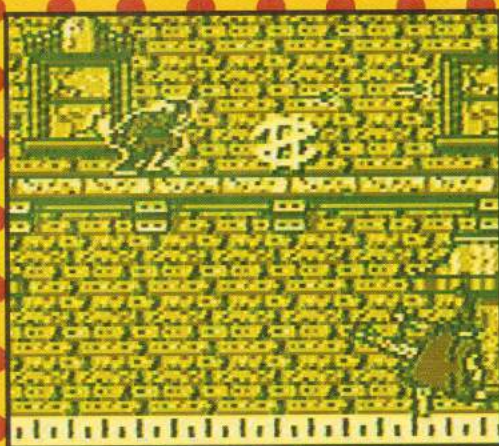
Ignore the flashing enemies – they're only holograms and can't harm you.



Ignore the small bombs too. Blowing them up wastes too much time.

TOTAL! TEK-SPEX

Game	The Flash
Levels	6
Difficulty	Medium
Continues	3
Release date	Out now



The Flashster completely trounces the end-of-level baddie, capering git that he is, by running very fast above him. What a guy.

THE FLASH

Looks

Some of the animation is a little dodgy. The backgrounds are fine, though

Sounds

A totally forgettable theme tune. The rest of the sounds consist of white noise

Gameplay

Not much to it, really – if you can jump, run and kick, you're sorted

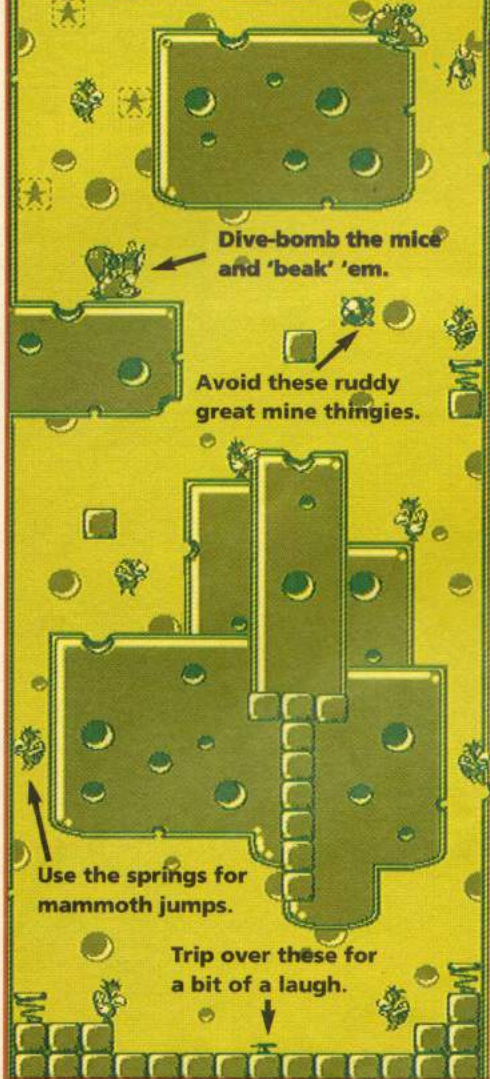
Life span

It won't take long to finish, and it'll be months before you go back to it

Given the limitations of the bloke in question, The Flash has turned out quite well. Don't expect much high-speed action, though – it's all pretty staid stuff



Cluck this!



ALFRED

For Game Boy (1-player)

From Mindscape

Price £26

This is a strange one. Young Alfred is a chicken. A chicken who's lost his diamonds. You see, he inherited some diamonds from his Uncle Graham – a wizened old buzzard, I can tell you. Anyway, someone or something has gone and swiped them all and scattered them around a series of multi-scrolling areas. Being a persistent pullet, he vows to make the most of his distinctly un-chicken-like abilities and get his diamonds back.

The ever-so slightly unlikely animal character is definitely in at the moment (Bubsy, Zool, etc.), and in Alfred, Mindscape are to be congratulated on

creating a truly kooky and appealing bird-like creature. Alf has certain skills which enable him to survive all the gittish guards and

gimpish gadgets which the architect of the aforementioned diamond liberation has sprinkled all over the place. In an attempt to remain unplucked, our intrepid oven-avoider must

brave the dastardly efforts of hostile clockwork creatures, swinging maces, furtively slithering snails and the inevitable awkwardly arranged mobile platforms. He runs, he jumps, he swims, he dive-bombs enemies – he even plays a Game Boy, dammit!

Okay, so it's basically a platformer, but unlike many of its numerous counterparts it's fun, imaginative, and superbly gauged and designed. In many ways it has a similar feel to the Mario games, where careful planning and an inquisitive nature will reward the player with hidden rooms, alternative routes and piles of goodies.

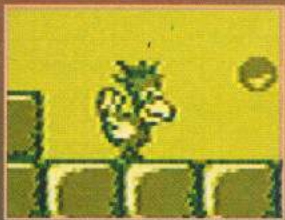
CHUCKS
Fab graphics. Superb game design, with loads to do and discover

TOTAL! TEK-SPEX

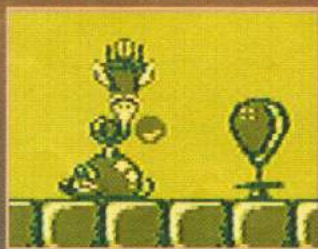
Game	Alfred Chicken
Levels	8+
Difficulty	Average
Continues	None
Release date	Out now

Top of the pecking order

Meet the chicken who's gonna give those nasties a kickin'...



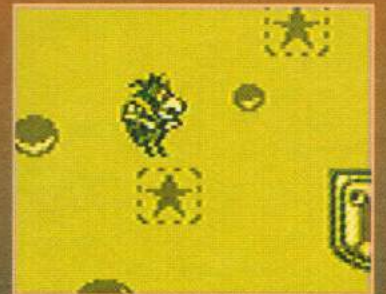
Alf has trained himself to perform various athletic and intellectual activities.



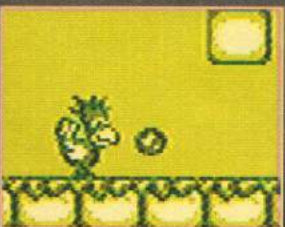
Jump and pull down on the joypad to nose-dive onto the nasties.



Stand next to one of these restart points and pull down to peck away at the string.



As you're falling, repeatedly press the fire button to slow down your rate of descent.



Later on you'll be given a handy ball weapon with which to blast baddies.



Er, this isn't really a special skill. More of a pretty pic to include in this boxout.

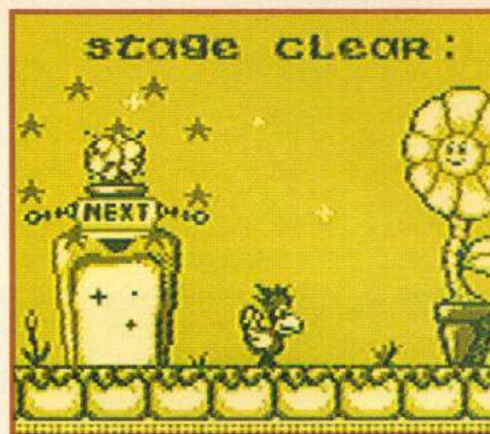


Peck the required amount of balloons and ol' Alfie will hold on and fly off to the next level.

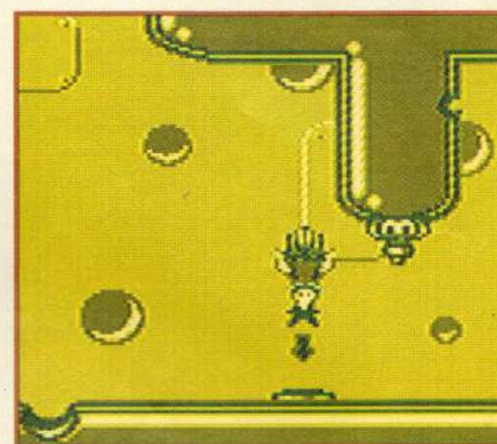


Not to be outdone by Mario, he even dons a snorkel for a spot of swimming!

CHICKEN



Ah, what a satisfying little phrase!



Having doddered into the manhole, Alfred is forcibly ejected by an irate sewer rat.

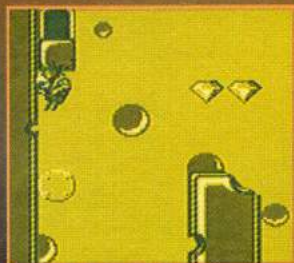
TOTAL! Egg-stra! Egg-stra!

Keep a look out for secret things - you'll be rewarded.

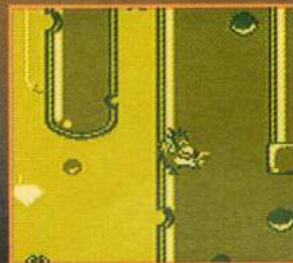
TACTIX



Jump on this spring and leap as high as possible to butt a hidden block at the top of the screen...



... Which will then reveal a hidden room. (You'll still find it difficult to get into, though.)



Also, investigate any strange details in the walls and try to walk into the surrounding scenery.

Our clucking crusader is aided by springboards, (from which he can activate and access many of the hidden locations)

handy balloon restart points and a rather bizarre sunflower fellow who crops up occasionally, at which point you have to answer a ringing phone (bear with me on this) to be rewarded with a weapon power-up and oodles of luscious bonus lives.

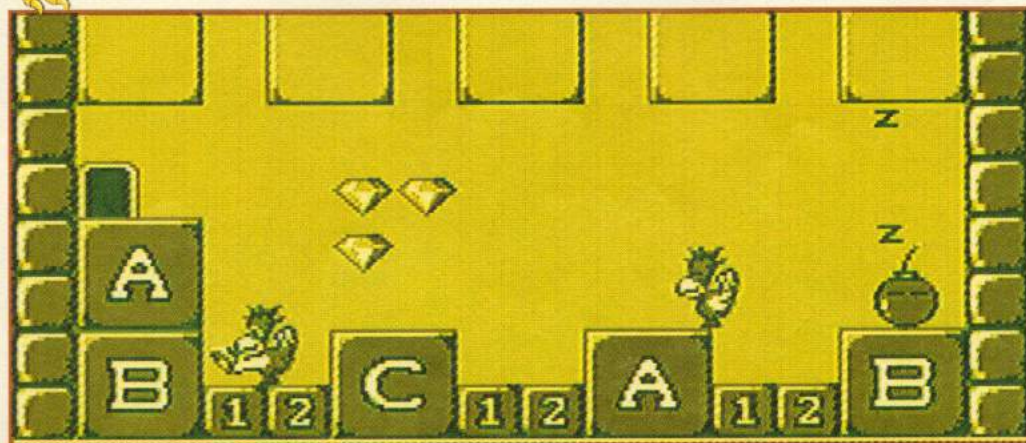
Yep, it's a weird one, all right. However, it also happens to be one of the most humorous, instantly playable,

DUCKS
No battery back-up. Some bits can be infuriating in the extreme

rewarding and compellingly challenging games ever to flicker across that loveable old LCD display. Alfred Chicken is an unlikely sounding game but it'll soon draw you in and have you swearing at the cleverly infuriating level arrangements and downright unreasonable dexterity requirements.

On the down side, there's no password facility or battery back-up - but there's one particular hidden location (hinted at in these very pages) that will yield enough bonus lives to keep you alive and exploring for hours. Tough, meaty, action-packed and just a little bit silly.

JAMES



If Alfred sticks his beak into conspicuously sticky-out bits of the level, then occasionally a hidden area will appear. Here, we

have sort of a secret zone within a secret zone. (Hint!) Meanwhile, ever-industrious, Alf fiddles with his Game Boy.

ALFRED CHICKEN

Looks



■ Crisp, sharp and cartoony. It's easy to imagine Alf appearing on the NES or SNES

Sounds



■ A jolly enough in-game tune and plenty of suitably daft and jocular effects

Gameplay



■ Acres of game, crammed to bursting point. Simple and intuitive control system

Life span



■ Plenty of surprises and quirks mean you'll return to it again and again

Lovingly crafted and endlessly enjoyable. A classic Game Boy game which manages to squeeze a little bit more from the platform genre



Final rating
85
Percent

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ELIMINATOR

For NES (1-2 players) From Storm/Sales Curve Price £30

Anyone remember that bit in Live And Let Die where James Bond races a powerboat about the Everglades, jumping cars? Well, Eliminator Boat Duel's a bit like that. It also bears an uncanny resemblance to the bathroom level of Micro Machines.

Yes, EBD is a racing game. Most of the races are split into two parts. In one section you race into the screen and weave your way through marker buoys. This bit's very dull and seems pointless; it doesn't appear to matter if you go through the buoys or not, and you can never get much of a lead on your

BOATERS
Two can play, and you get two types of game to choose from



These five bimbos leap up and down if you get a fast start or win a race. Crap, eh?



As well as the top-down racey bits, there's this race screen. It's, erm, an acquired taste.

RC PRO-AM II

For NES (1-4 players) From Nintendo Price Dunno yet

Pay attention, class! Today's history lesson is on the development of the top-down multi-player arcade racing game. It all began with Atari's Sprint series of black-and-white arcade machines. They all had really basic ZX81-style graphics but were great fun to play. There were versions of Sprint for one, two, four and even EIGHT players at once! In

1986 Super Sprint came out, which was for three players, had superb colour graphics, and you could buy power-ups for your car with your prize money. Since then Super Off Road, Badlands and Indy Heat have all tweaked the Sprint concept a little,

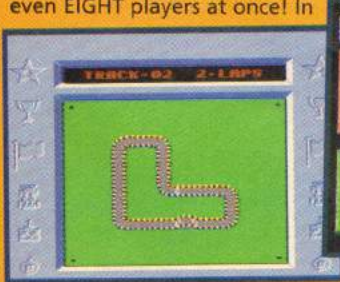
but they're really playing the same game.

Nintendo's RC Pro-Am had all the same ingredients – cars, power-ups, lots of tracks – but

was for only one player. Now, with RC Pro-Am II, Nintendo have smartened up the graphics of the first game and made it for up to four players. All the traditional racey things are



SPEEDIES
Simultaneous four-player action. Plenty of graphical variety. Lots of power-ups



Each race starts off with a plan of the course you're about to drive around.



If that course looks a bit daunting you can nip into the shop and buy some nice power-ups.



You'll need to have bought a big engine if you want to beat the others off the grid.



Yaay! I'm the best, I'm in the lead, don't stop me now, I'm... Aah, I'm coming third. Poooh!



BOAT DUEL

opponent as you can only go about an inch or two above him on screen. Oh, and if you are in the lead you can't see what's going on in front!

The second section is a homage to just about every top-down racer you can think of. It's more fun to play than the other bit, but it's still dull. The courses are very repetitive, with the same turns cropping up again and again.

EBD does get the competitive juices flowing for a while, and

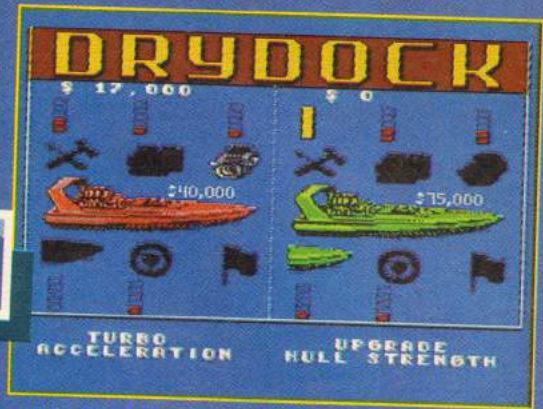
BLOATERS
Only one game style's worth looking at and even that one's dull

TOTAL! TEK-SPEX

Game	Eliminator Boat Duel
Levels	4
Difficulty	Hard
Continues	Save game
Release date	Out now

two-player mode squeezes a few more drips out, but this really is a tired format. Whereas Micro Machines and the four-player RC Pro-Am II offered something different, this, er, doesn't. **CHRIS**

TOTAL!



In the dry dock, proud boat owners can add lots of thingies to their craft. Sadly, they don't make the game any more fun to play.

An inferior race game that's got one really crap bit and another that only just makes it. Even with two playing it hasn't got enough variety

Final rating
56
Percent



there and the controls are a cinch to learn, letting you get on with the action.

When you're racing you only see a small bit of the track at any time, with the scrolling following the leading human-controlled car – if any players fall so far behind that they leave the screen they're shunted back into view so they don't lose touch. This may be a good way of coping with four players, but it means that one player can be utterly abysmal and still stay in contention.

This makes the multi-player game a random affair. It may be more fun for less talented gamers but it's a bit pointless.

For a single player it's fun while it lasts, but you'll have to pick up all the power-ups just to

WEEDIES
Not much for solo gamers and the four-player option is too random for long-term play

TOTAL! TEK-SPEX

Game	RC Pro-Am II
Levels	36 races
Difficulty	Easy
Continues	Can be bought
Release date	Out now

keep up with the computer opposition. RC Pro-Am II's not really worth the investment if you're going to be playing alone, but if you've got a four-

player adaptor and want a laugh with your mates then it'll keep you going for a few evenings' play. Don't expect a big challenge, though. **ANDY**

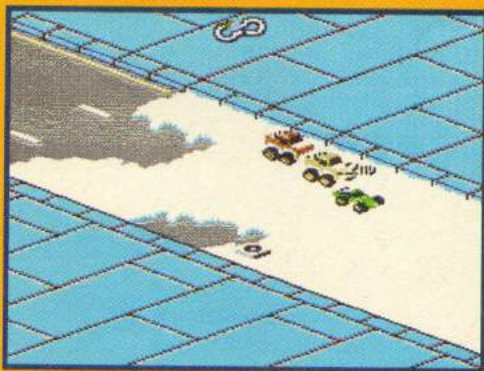
TOTAL!



The final level's a desert. Mmm, I'll have a chocolate sundae with hundreds and thousands... (Desert, not dessert, berk - Steve.)

This racer can be a lot of fun for four players, but there's not much skill involved. (It's guaranteed to break the ice at parties, though)

Final rating
76
Percent



The second level looks a bit like Holiday On Ice. With any luck you'll get to run over Jane Torvill and Christopher Dean.

RC PRO-AM II

Looks	★★★★★☆☆☆☆
Sounds	★★★★★☆☆☆☆
Gameplay	★★★★★☆☆☆☆
Life span	★★★★★☆☆☆☆

Looks
 Pretty cars and tracks, and it shifts faster than any other NES game I've seen

Sounds
 A fairly vroomy buzz for the engine and some half-decent tunes

Gameplay
 Speedy races, but it's only fun for more than one player, and even then it's flawed

Life span
 Boring for one player and too easy for more - we finished it on our second go!

JAMES BOND

For NES (1 player)

From T•HQ

Price £40

Are they related, that's the question? I mean, given old James Bond Senior's numerous romantic liaisons on his adventures around the world, it'd be a bit bizarre if he hadn't produced a little secret agent somewhere along the line, wouldn't it?

Anyway, related or not, James Bond Junior is facing the same kinds of problems as the big JB himself: the evil S.C.U.M. organisation has kidnapped all the world's top weapons experts and is holding them captive on a Caribbean island.

There's no time for old Jimbo to sit around

sipping vodka martinis. Why? Well, it could possibly have something to do with the five intercontinental ballistic missiles that are going to go bang in about 45 minutes' time...

Which is just how long you've got to find the pesky things. Each one is hidden underground in its own silo, protected by hordes of baddies and hidden in a maze that's worse than a black-and-white Tube map.

It's finding the silos that's the toughest aspect of this game, rather than the baddies you

meet. The first level is the size of a small planetoid,

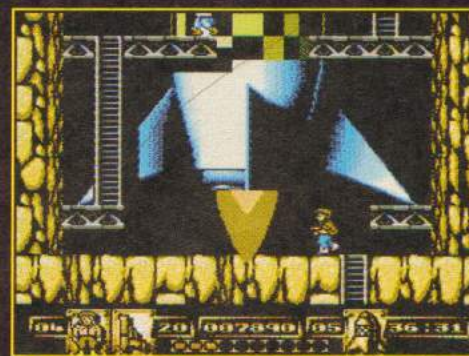
THRILLS
Graphics are very nice. The game area is huuuuuge, with lots of different things to do. Level one will keep you going for ages

Oo-er, I'm scared of heights. In fact, I feel a bit shaken (but not stirred)

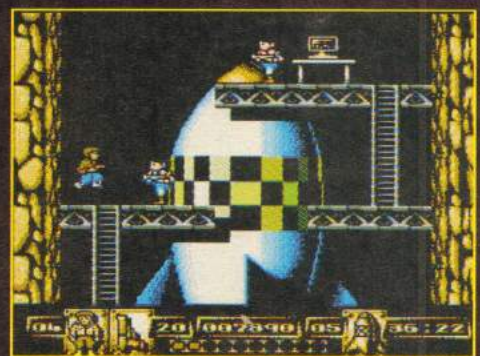
The name's Bond. James Bond. Oh, all right - James Bond Junior. (Damn!)

Defusing the missiles

Once you've found the silos, beating the guards is easy (but solving the puzzles ain't).



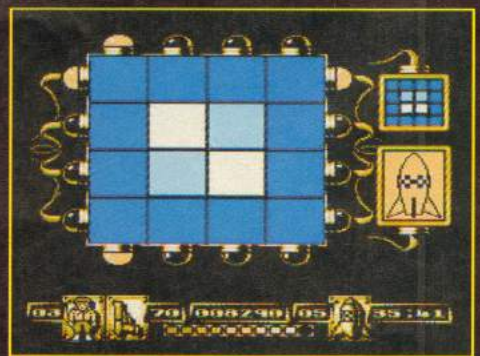
1 Don't worry about that blast from the rocket motors - that'll stop in a mo (they're just testing the handbrake).



2 Enemy guards? No problem. Fill 'em full of lead and watch 'em fall. Problem is, it works both ways.



3 Now we've just got to get past this bozo and to reach the missile console. It's all plain sailing from here...



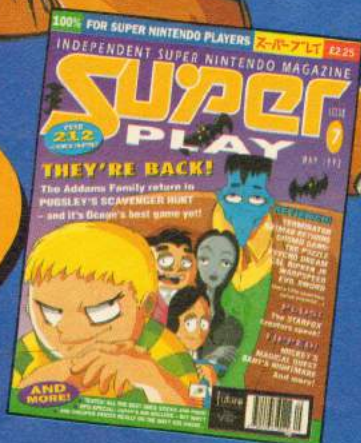
4 ... Well it is if you're blinkin' Albert Einstein, anyway. Now then, if we twist that one up, and... oh bum!

Britain's *grrrr*-eatest Super Nintendo magazine!

“ Hi, I'm Neko, the *Super Play* tiger, and I'm here to make you look at this page, go 'What's that bleedin' tiger doing there?', then buy an issue of *Super Play*. Not that such cheap tricks should be necessary, when the mag has so much neat stuff. ”



**MAY
ISSUE ON SALE
NOW!**



THE ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT
Ocean's best ever game has just arrived! But what makes it so good?



BATMAN RETURNS
Konami rarely puts a foot wrong, as this new *Batman* demonstrates. It's one of the best beat-'em-ups yet.



STARFOX
Our giant six-page review of Nintendo's stunning new shoot-'em-up tells you everything about the game you'll ever need to know. Plus! The creators reveal the secrets of how it was put together!

S Your complete Super Player's Guide to *Mickey's Magical Quest*. We show you how to finish the game, the smart way. Plus! We've a *Bart's Nightmare* player's guide too!

S Japanese RPG game special! Why do the Japanese buy more role playing games than anything else? *Super Play* investigates, and the reasons we've uncovered may surprise you.

Plus all our regular features, including the best Super Nintendo game previews in the business. You can't afford to miss it!

INDEPENDENT SUPER NINTENDO MAGAZINE
SUPER PLAY

Because the world's best games machine deserves the world's best games magazine.

STEALTH

ATF

For NES (1 players)

From Nintendo

Price £20

Those chaps in the US Air Force must have a really exciting time, flying those stealth planes that cost almost as much as Stevie J. gets paid. Well, Stealth ATF is supposed to be the nearest thing you can get to flying one without breaking into a top secret US air base and walking off with one stuffed under your jacket.

But it's not. Stealth ATF is as near to the real experience of flying a stealth fighter as it is to being a good game – in other words, not very near at all. The speed of the game is far from being awe-inspiring and the scenery is so crap that you can hardly tell when you're moving (in fact, if it weren't for your

speedo you'd think you were stationary). The ground is largely one colour, with a blob thrown in here and there to make it look convincing – which it doesn't. The enemy planes just look like black pixels until they're right up your left nostril and... Well, let's just say that the graphics are pretty darn awful.

Stealth ATF is also so tedious that it would make a complete rerun of Murder She Wrote look almost exciting. The missions tend to be mostly the same, with merely a different number of targets to hit each time. As there are over 100 of them, this gets repetitive after about, oh, mission one.

Hmm, how can I put this?

This is one of the saddest and most pathetic games ever on the NES. Okay, it's a few years old, but that's no excuse – the NES is capable of far better than this. Basically, anyone who buys Stealth ATF deserves to be locked up.

CHRIS

TOTAL!

AIR FORCES
Apart from a nice-looking takeoff screen there is nothing good about this game. Sorry

AIR FARCES
This whole game is one big crashed landing. Very little variety and nothing noteworthy



What does this fire button do? Er, sorry... Well, your plane didn't cost much. A quick respawn and it'll be as good as new.

STEALTH ATF

Looks [Progress bar: 100% red]

Only the takeoff screen saves this game's looks from a zero rating

Sounds [Progress bar: 100% red]

Turn that music off fast or you'll regret it. In fact, turn everything off

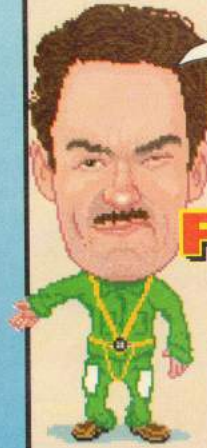
Gameplay [Progress bar: 100% red]

Even more slow and tedious than Steve's 'when I were a lad' speeches

Life span [Progress bar: 100% red]

So monotonous that you'll be bored with it after about five minutes

In these 16-bit days, eight-bit games need to be special. Stealth ATF doesn't have anything new – it came out in 1989 but looks like it's from the Dark Age



Final rating
21
Percent

TOTAL! TEK-SPEX

Game	Stealth ATF
Levels	100+
Difficulty	Average
Continues	None
Release date	Out now

Those magnificent men in their flying machines

Now you've got your nice new aircraft, you can set off on a mission. Which may go something like this...



As a new recruit, your first task is to pelt your multi-million dollar aircraft down the road and practise handbrake turns.



Oh I see, it takes two of you, does it? Well, come on, you wimps, I'll take you both on – and all your mates.



Four enemy planes shot down and the mission's accomplished. Now where did I put the landing manual? Oh dear...

SUPER

For NES (1-2 players)

From Codemasters

Price £30

SPORTS

CHALLENGE

Blimey, inflation, huh? I remember when you could buy an Austin Seven for 30 quid, still have enough money left over for a night on the town and 658 fish suppers, and *still* have change for a taxi ride from Bognor to Aberdeen. And still

you'd... (*smak!*) Sorry. Got a bit carried away there. The thing is, Super Sports Challenge offers you not one but *four* different games for your money. It's enough to make your eyes go all misty with nostalgia. Yes, but are they any good? Can you really expect

an awful lot from four whole games stuffed into a single cart and bunged out at single-game price? Well, all four games look jolly enough, and they all feature simultaneous two-player modes. Let's see what else they have to offer...

Keeping it in the ballpark

Right, how do you play baseball, then? Well, first you face the pitcher. Then you move left and right, forwards and back, you time your stroke and – bam! – you hit the ball about

30 feet (if you're lucky). What happens then is that you get run out. Hmm.

Have you got any control over where you hit the ball? Dunno. It's hard to tell whether your shots are the result of skill or just luck. Once you've hit it, though, there's nothing to do but watch your little men run from base to base, hoping they don't get run out.

Maybe there's more to do when you're the pitcher? Well, you do get more control over where the ball goes, and once the other guy has hit it you have to guide the fielders to the ball and then choose which base to throw it to.

And, er, that's about all there is, really. Two players will have more fun than one, but not so's you'd notice.

This is your baseball pitch, seen from above. Unfortunately, there seems to be a distinct lack of players.



'London Royals', eh? So that must be Prince Charles at shortstop.

Blimey, men on every base. It all hangs on this...



Small target, big bat. The odds look just about even to me.

CHEERS

With four different sports included, it's great value and offers lots of fun for two players. All the sports are easy to pick up as well

I want to ride my bicycle...

BMX Simulator seems a bit more promising. You view a selection of rough 'n' ready BMX tracks from above and have to guide a biker (who from above looks like a helmet

perched on top of a pencil) around the courses.

It's actually quite good fun, but the controls are dead tricky, and unless you hit those burms just right you'll never make the turns. And once you get off course it's easy to get tangled up in the scenery, and then it takes yonks to get out

again. Which is a pain with such a tight time limit.

This game's got a two-player mode, and you'd better find yourself a mate to play against otherwise you won't get past the third round.



Ha ha ha. You must be joking. You want me to pedal round that?



Course 1. You'll finish this okay – you won't win, but you'll finish.



Mmm... tricky. Just stand about for a bit and watch where the other blokes go.



Yeah, qualified! Now for the big time!

CHALLENGE

Put the boot in!



The goalie's so gobsmacked by your penalty shot he's stuck to the ground.

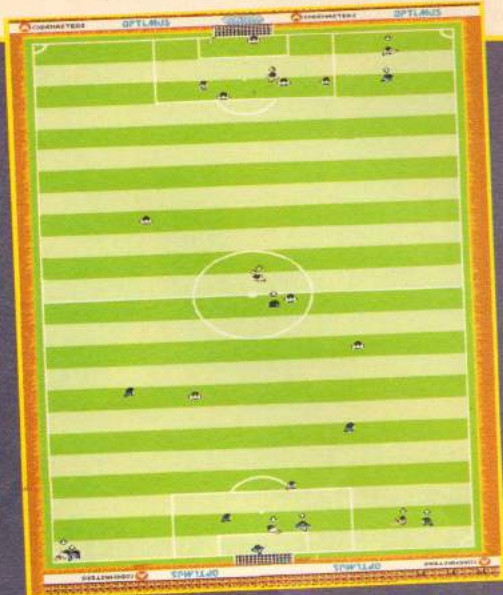
Ah, Soccer Simulator's more like it. It's another seen-from-above effort, and the controls are the usual footie sim ones – you control the nearest guy to the ball, who's indicated by an arrow. Once you've got possession, the ball stays at your feet until you pass, kick or



Playing away matches can be difficult – the Kalahari Rangers' groundsmanship leaves a lot to be desired.

get tackled. You have to press button A to shoot, B to pass.

The game moves around really quickly. In fact, it's a bit too darned quick – the tackles and passes are over in a flash and you have to rely more on reflex than strategy. Still, it's easy and fun to play, and the computer opponents aren't too unbeatable. And when you play against a mate, it's a real hoot.



The whole pitch, in all its glory. Your players are the ones with the concrete legs.

TOTAL! TEK-SPEX

Game	Super Sports Challenge
Levels	None
Difficulty	Selectable
Continues	No
Release date	Out now

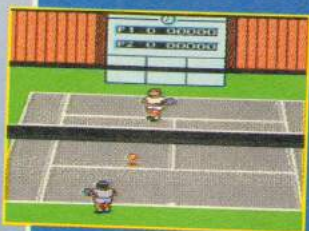
JEERS
Basic graphics and sound, and very basic gameplay. Controls are all too simple. Unlikely that you'll play any of the games for long on your own

One game to love?

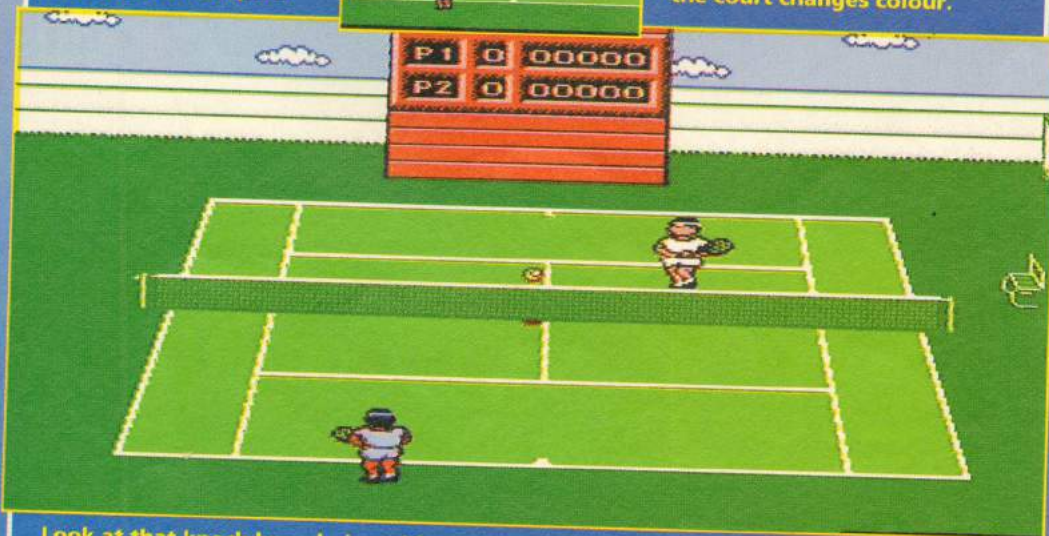
Last, but not least, there's Pro Tennis. Oh dear. It's not incredibly bad, but it's certainly a bit basic. The ball's too easy to hit and the players hold the racquet on the same side whichever side of their bodies the ball's going – there's no forehands and backhands in this game.

And, quite frankly, you'll see more animation in a week-old kipper. Still, it's fun to play for a while, especially against a pal. In fact the same goes for all these games. They're simple and uncomplicated, and although they're not exactly going to keep you glued to your telly, they're fun to play against human opponents (or your friends) and darned good value for money.

Then keep perfectly still while the court changes colour.



Remember: (a) move leg (b) wave racquet.



Look at that knock-kneed gimpoid standing around while the ball hurtles towards him at 296mph. Er, that's you, that is. Never mind – swing your bat and you'll probably hit it.

SUPER SPORTS CHALLENGE

Looks

Clear and simple. The characters move slickly enough, but there's little animation

Sounds

Imagine a cheap Casio slowly going under a steamroller and you'll get the idea

Gameplay

What's there is is great. Not much strategy, but lots of fun for two players

Life span

Not much, really, unless you're easily pleased or an eternal optimist

You've got to admit, this pack's great value. All four games are fun in their own little way – but there's just not enough to any of them



Final rating
63
Percent

DOUBLE DRIbble

For NES (1-2 players)
From Konami
Price £13 (at some stores)

Let's get the basics out of the way first: this is a basketball game. And it is pretty basic too. You get four teams, three difficulty levels and the option of one- or two-player modes, but no tournament or league system. The game has got all the standard basketball rules, though – no passing back into your half of the court, no physical contact, two points for an ordinary basket and three for one further away from the ring.

When you get into the game you find that it plays like basketball should. Players race up the court, passing to each other, and slam the ball in the ring at the other end. Then the other team gets the ball and does the same, unless you can steal the ball from 'em.

BOUNCERS
 Fairly realistic and easy to pick up. Good end-to-end action. The two-player mode rescues it from oblivion



Here's the whole court in super widescreen-o-vision. Once you've taken the ball into one end you can't pass back into the other – all you can do is go for a shot at the basket.

And that's about it – the whole game revolves around stealing from the opposition and getting enough extra baskets to get ahead. Sadly, Double Dribble suffers from the fact that basketball is basically a repetitive sport to play or watch. The action is very limited – run down the pitch, pass, shoot – and the teams are never separated by more than a few baskets.

DRIBBLERS
 Very repetitive gameplay – just like real basketball, in fact. No tournaments and not enough teams. Basic graphics

The game has a few more specific problems too. The sprites flicker a lot and it's hard to tell which one you're controlling at times. Your players also miss more slam dunks than they should (it's an easy shot, after all).

Double Dribble's a simplistic basketball game and is probably too boring to play very often. However, it's fairly realistic and if you've got some mates who are nuts about the sport and fancy a game, it could be good fun for a while. **CHRIS**



Basket cases

Get fouled and get a free shot or two...



If one of the opposition blocks you, anywhere on the court...



... You get two chances at a free basket. (Which you invariably miss.)

TOTAL! TEK-SPE

Game	Double Dribble
Levels	One
Difficulty	3 levels
Continues	None
Release date	Out now

DOUBLE DRIBBLE

- Looks** [Progress bar]
- Plain players and court and a lot of flicker. Nice dunk screens, though
- Sounds** [Progress bar]
- A couple of tunes plus some spot effects and in-game jingles. Very ordinary
- Gameplay** [Progress bar]
- Not awfully exciting. Works well enough, but better for two players
- Life span** [Progress bar]
- The computer opponents won't last long, but a human challenger might

A simple basketball game that can be enjoyable but doesn't have enough variety. Strictly for fans of the sport who've got mates to play against

Final rating
67
Percent



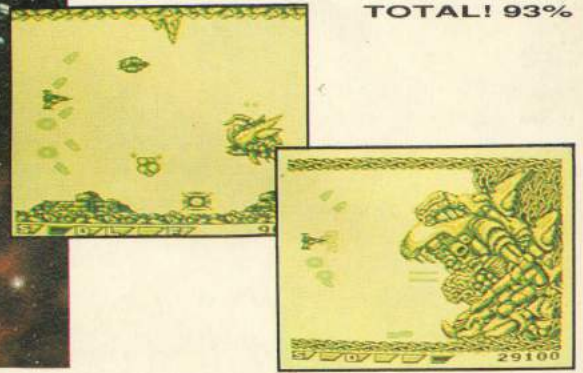
NEMESIS II

THE RETURN OF THE HERO™

TWO MEGS OF MEMORY IN FIVE UNBELIEVABLE LEVELS OF DEEP SPACE DEVASTATION IN THIS SUPERB SHOOT'EM UP SEQUEL TO THE ALL TIME CLASSIC - NEMESIS!

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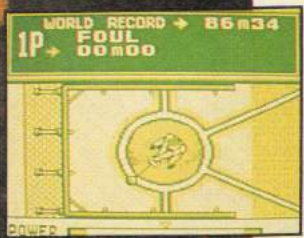
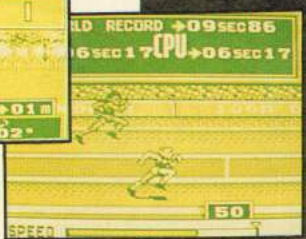
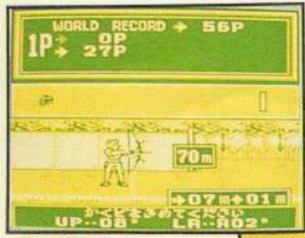
TOTAL! 93%



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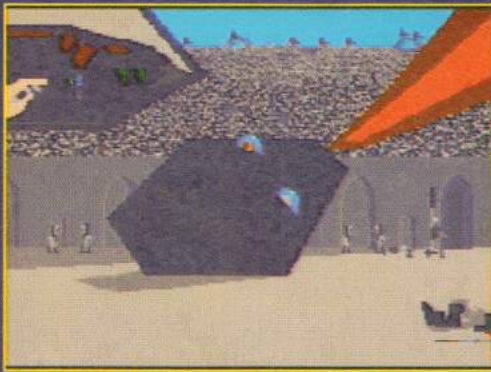
TOTAL! TACTIX

Once again we've crammed **TOTAL Tactix** to bursting with loads of tips, cheats and codes to stop you getting your knickers in a twist.

ANOTHER WORLD

SNES TRICK This game was gorge to look at but not as brill to play. If you're having problems, use these passwords to get to the level of your choice.

Level 1 - LDKD	Level 7 - KRFK
Level 2 - HTDC	Level 8 - KLFB
Level 3 - CLLD	Level 9 - TBHK
Level 4 - LBKG	Level 10 - BRTD
Level 5 - XDDJ	Level 11 - TFBB
Level 6 - FXLC	Level 12 - TXHF



There's oodles of new things to see in **Another World** if you use our level codes.

SUPER MARIO BROS. 2

NES TRICK Morwenna Adams from Farnham checked our SMB2 guide in issues 4 & 5 and found a tip that we missed. To skip World 6 go to the start of World 5-3 and do the following. Squat jump onto the ledge to your left and pick up the bottle. Throw the bottle, go in the door that appears, jump on the jar, duck, and you'll be whisked to World 7.

SUPER CASTLEVANIA IV

SNES TACTIC Before going up the stairs to Drac's pad, walk to the end of the cliff and jump off. You'll land on an invisible platform and should be able to walk down some stairs to the left. Tons of hearts and extra weapons will rain down on you and, as long as you can make it back up the invisible platforms, your fight against Drac will be easier. Thanks to **Dean Simpson** in Redditch for that.



This is where you'll find that super secret cheaty bit at the end of **Castlevania IV** - it's sort of at the end, really.

SUPER MARIO KART

SNES TRICK If you're a bit sad at Mazza Kart, here's a cheat from **Christopher Middlemiss** of Galashiels that'll get you to the Special Cup. Select either a two-player match race or a time trial and then go to the Mushroom Cup option. Press **L, R, L, R, L, L, R, R** and then **A**. Ta very much, Chris, me old mucker.

GAUNTLET

NES TIP To go to level 100 on this ageing dungeoneer, enter the code **XRTW98Y7** and you'll be transported there forthwith.

JOHN MADDEN '93

SNES TIP To get yourself straight into the Championship final without having to play through all the preliminaries enter the code **GDRFDDMC**.



D'you know your punt from your post out? If you don't, you'll never make it to the final in **Madden**... unless you use our code.

AXELAY

SNES TRICK To get unlimited energy press **START, START, START, SELECT, UP, DOWN, LEFT, RIGHT, Y, B, A** and **X** at any point in the game. Thanks to **Paul Savage** from Grimbsy for sending this cheat, and the one for **Turtles IV**.



Coming soon to a copy of **Axelay** near you - unlimited energy at any time in the game!

TURTLES IV

SNES TRICK To get 10 lives, go to the title screen and press **UP, UP, DOWN, DOWN, LEFT, RIGHT, B** and **A**. Now go to the options screen and you can change your number of lives, to a max of 10.

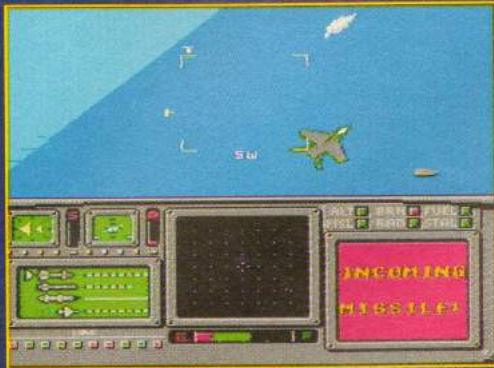
BURGERTIME DELUXE

GB TIP If the weeners and whoppers in **Burgertime Deluxe** are still causing you grief, the level passwords sent in by **Darren Hart** should help you get further into the game.

Level 2-1 - Egg, Egg, Hot Dog, Burger Guy
Level 3-1 - Hot Dog, Burger Guy, Burger, Pickle
Level 4-1 - Pickle, Egg, Egg, Pickle
Level 5-1 - Tomato, Tomato, Pickle, Burger Guy
Level 6-1 - Pickle, Tomato, Tomato, Hot Dog

ULTIMATE AIR COMBAT

NES We reviewed this flight sim back in ish 15 and Chris reckoned it was a damn fine challenge. So did **Gary Kinzler**, one of the Gamesplayer's Championship entrants featured in ish 15. Gazza's been burning the midnight oil to finish it and here are the codes to get through every level with all three planes intact. To complete a level enter one of these codes – the last one takes you to Operation Big Cheese.



Incoming missiles? Ha! I laugh in the face of incoming missiles!

Mission 1

Powder Keg – **BFYZGGG** London Bridge – **BTXFYYY**
Tub Buster – **BT!VBBB** Camp Fire – **CWWXDDD**

Mission 2

Over A Barrel – **CZGJK33** Killer Bees – **CVF12JJ**
Dragonfly – **CVBDFYY** Pot Shot – **DDDGHII**

Mission 3

Dish It Out – **DCWZJJJ** Barracuda – **DCZK555**
Smoke Trail – **DSSCYYY** Powder Down – **FYY2LLL**

Mission 4

Poison Ivy – **F2JNR99** Inferno – **FXH58QQ**
Nut & Bolts – **FXDJM55** Titanic – **GGGLP77**

Mission 5

Tin Can – **GK38T!!** Port Scrag – **GF2POSS**
Crude & Rude – **GFY4P77** Octopus – **HIIGR99**

Mission 6

Rig Mistake – **H4LRXDD** Voodoo – **HZK8CWW**
Hangar Banger – **HZGMOSS** Stingray – **JJPVBB**

Mission 7

Chicken Little – **JM50FYY** Pump It Up – **JH4RXDD**
Hit Or Missile – **JH16T!!** Loch Ness – **K338CWW**



Look – there's a big sign in the sky saying Ultimate Air Combat. What can it mean?

Mission 8

Man O' War – **K6NTZGG** Empty Nest – **K2M0FYY**
Clean Sweep – **K2JPVBB** Oil & Vinegar – **LLLRXDD**

Mission 9

Toxic Waste – **LP7VHII** Pancake – **LK6TZGG**
Sand Crabs – **LK38CWW** Whirlybird – **M550FYY**

There, you can't say that TOTAL doesn't give you any help with games (or we'll kick your head in).

WINGS 2: BLAZING SKIES

SNES Although the Amiga original was terrific, Wings 2 on the SNES is a bit cheesy. Still, that hasn't stopped our top tipster, **Paul Weaver**, from doing the biz on this game and coming up with a complete set of codes. Cheers, Paul!

1. **FGYHMBL!NG!XF!** (1 mission)
2. **R5WKSJC2PF!3** (1 mission)
3. **HCCMJ6H!BRG!S!** (1 mission)
4. **VRFPHPBHVV!Q** (1 mission)
5. **TILRLRZWBGF!G!** (1 mission)
6. **JDXTGGDRGB!M** (1 mission)
7. **J13QOWWYGBJ** (1 mission)
8. **MG!YPDB4L7!ZC!** (1 mission)
9. **HBOOVGJWBH!L** (2 missions consecutive)
10. **!7ZGWRH6LWB!2** (2 missions consecutive)
11. **4!BTSFMBPG!C!!!J** (2 missions consecutive)
12. **G!!DN5G1BBF56** (2 missions consecutive)
13. **DC!WR!CBCLDQ8** (2 missions consecutive)
14. **N4GWJWBLHXQ** (1 mission)
15. **B!DB!KFPBZFB!!L** (2 missions)
16. **XJWJQ!GFGD2** (2 missions)
17. **FVCJTPDKK!!C** (2 missions)
18. **3LCVX!LMWJN** (2 missions)



If all your missions end up like this dismal effort, you'll be needing TOTAL's fabbo level codes for Wings 2: Blazing Skies.

STARFOX

SNES Nintendo's forthcoming mega hit might not be called StarFox any more (see TOTAL Talk for details) but

we've already had calls from gamers who've got the import version and want to know where the two top-secret levels are hidden. Read on to find out...



The secrets of the Black Hole revealed!

To get to the Black Hole, fly to the Asteroid zone on level 1 (Easy). Fly towards a group of five meteors spinning about a central red meteor. Wait until they're on you and shoot the red one. Do this with the next two sets of five and an asteroid with a smiling face will appear. Shoot it and fly into the Black Hole which then appears. The other level is on level 3 (Hard) in the Asteroid zone. Fly at two large meteors moving more slowly than the rest. Shoot the right-hand one and an egg will emerge and explode. Fly at it and press retro as you hit it to enter a new level.

FAXANADU

Town One - EOLIS Reviewed Issue 13 From Nintendo Price £23 **Final rating 88 Percent**



Go into the Guru's house (1) and talk to him to get the Ring Of Elf. Go left to the King (2) and he'll give you your mission and 1500 gold pieces. Nip into the shops (3 & 4) and kit yourself out - the best things to buy are a hand dagger, deluge magic, and the elixir. Don't heal yourself with the elixir yet; keep it for later. All the shopping centres are virtually identical in every town,

so once you've found out where the shops are (thanks to our maps) it's easy to get hold of whatever you want. Still at the shops, buy a J key and then enter the food shop (5). Keep buying food until you've got full energy and power. Equip yourself with the dagger and magic and go through the door on the far right to reach Apolune.



Town Two - APOLUNE



Code: MGEIgAkQAIBO

Go right, using magic to defeat the beetles (6). If you hang around and waste enough monsters you can go into the magic shop (7) and buy a death spell and a magic shield. Go to the shops and buy a small shield and another J key. Head right and enter the tower using the J key. Go all the way up and across the tower until you reach the demon (10). Stand on the ledge (as shown) and use deluge magic on the demon. If that's not enough, jump up and hit his head. Pick up the Mattock and leave the tower. Make your way to the wall (11) and use the Mattock to destroy it. Carry on up and right to reach Forepaw.



START

Tower Of Dwarf

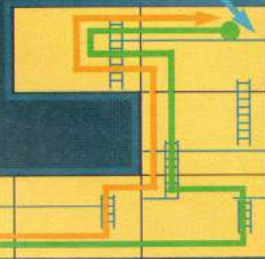
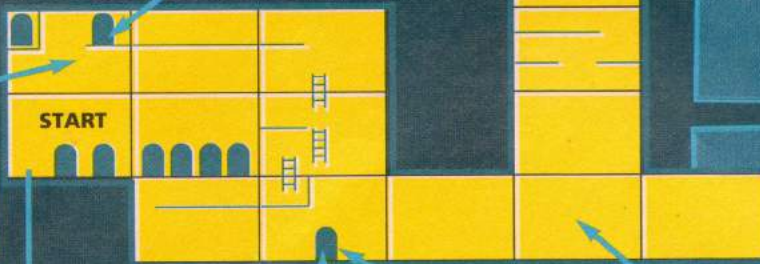


Here's a complete solution to one of the toughest NES games about!

Town Three - FOREPAW

Code: j3JIATtkCEAlxw

Build up some cash and buy a longsword, studded mail, wing boots, a Q key and a J key. Make your way to this point (12) and use the wing boots. Hold jump and up to reach the fountain and talk to the old man to activate it (13). Retrace your steps and go up to the screens above the shops on the map to this door (14). Use the J key to enter the tower and follow the orange route to the second fountain (15). Give the elixir to the old man to activate the fountain. Follow the green route to get to the guru, who will give you the JO key. Leave the tower, go to (17) and use the JO key. Go inside and head right to activate the final fountain, and to get the Ring Of Ruby. Go back to the screen with the tower door and push the rock that lies on top of the fountain from right to left (18). This will reveal a ladder to the door to Muscon. You'll need the Q key to open the door, but before going into Muscon it's wise to buy winged boots, a J key and a Q key.



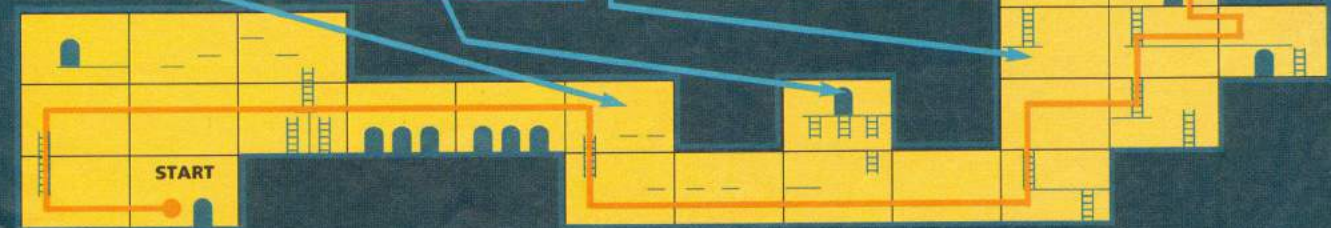
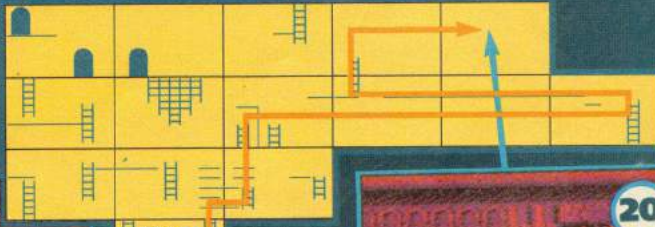
Town Four - MUSCON

Code: U2t8IntliEBAv

From the start, head up and right to the castle, following the route shown on the map. Open this door (19) with a Q key to go into the Tower Of Sapphire. Go up through the tower as shown and fight the two demons. Once you've killed the second demon (20) you'll receive a pendant. Leave the tower and go to this screen (21). Carefully go down and right, across the small platforms to this shop (22). You can buy the death spell here on the cheap. Visit the guru to get a code then get up to this screen (23) and use the flying boots to reach the door to Victim.



Tower Of Sapphire



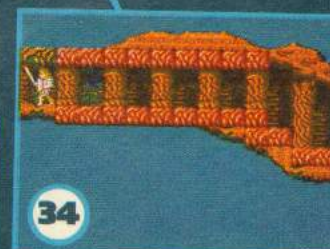
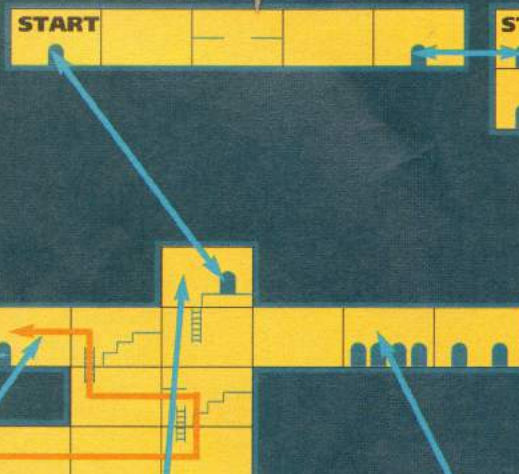
Town Five - VICTIM

Code: 1XycMnt1iEBB1KQ

Go to the shops and buy three K keys from this store (24). Go up to the door at the top left of the map (25) and use a K key to enter the Tower Of Mist. Go all the way across to the right to the end of level baddie. Stand on the ledge shown (26) and fight him. Pick up the Black Onyx when he's beaten. Leave the tower and make your way across the main town to these doors (27) and enter the one on the left. You'll get an A key. Leave and enter the door on the right using the A key and you'll be in Conflata.



Town Six - CONFLATE



Code: up3ecn2tkLHRsFKcxnl
 Go along right, up and back left as shown on the map. Open this door (28) with a K key and go left to fight the demon (29) and win a battle helmet. Go right and then up to this door (30) and use a K key to enter. Go along right and through another door. Now go down and over to the right to fight this demon (31). Beat him and you'll get the battle armour. From there go left two screens, up the ladder and back right. Go up to this screen (32) and you'll get the battle rod. Follow the route shown to get to the town of Daybreak and go here (33) to get yourself some more K keys. With the K keys you can make your way back to the first section of Conflata and the Guru (34). He'll give you the Ring Of Dwarf and you can get a restart code. Head back to the key shop in Daybreak.

Town Seven - DAYBREAK

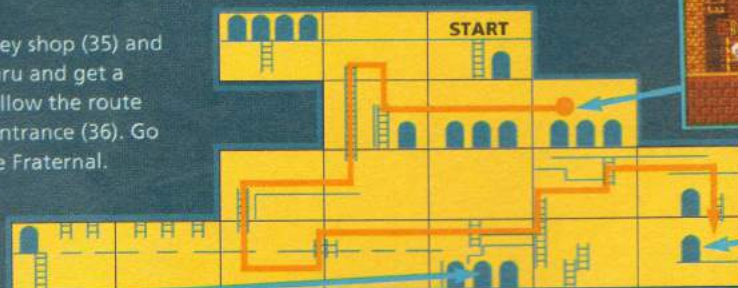


Code: G36ucntliizkEV4
 Save up 15,000 gold and make your way to the tool shop. Buy the very powerful tilte magic and go right to Dartmoor.

Town Eight - DARTMOOR

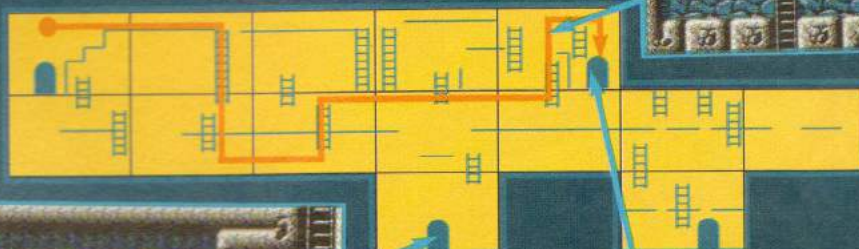
Code: mH6ucntmClzoMnv

Go left, down and right to the key shop (35) and stock up on K keys. Go to the guru and get a restart code. Now go left and follow the route shown to make it to the castle entrance (36). Go through the door to enter Castle Fraternal.



Castle Fraternal

Follow the route shown to reach this screen (37). To kill the thingies here easily, exit at the top left and re-enter firing the tilte spell to immediately destroy the generator. Inside is the transformed Dwarf King. Stand here (38) and as he dives hit him with tilte magic. Beat him and you'll get the Dragon Slayer sword. Activate Dragon Slayer and you'll be in your full battle kit. Go down to the bottom of the map and enter this door (39) to get the Ring Of Demon from the guru. Now leave Castle Fraternal by the same way you came in. When you're back in Dartmoor, head left twice and go through this door (40) and then in the red door to enter Fortress Zenis.



Fortress Zenis

The Fortress is really tough to find your way through. It wraps around from top to bottom and from left to right (and the horizontal wraparound also shifts you up one screen). To save yourself hours of grief, just follow this route from the entrance to make it to The Evil One, who's a cinch to beat.



Thanks to Paul Weaver that's Faxanadu dooded, dudes! We'll du (groan) another well 'ard game next month.

TOTAL!

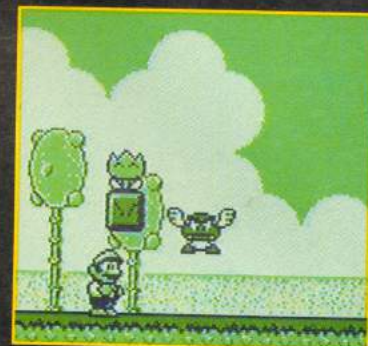
SUPER MARIO

Mushroom Hut & bonus level



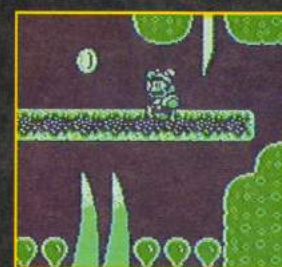
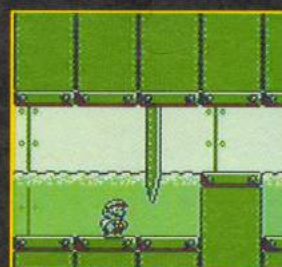
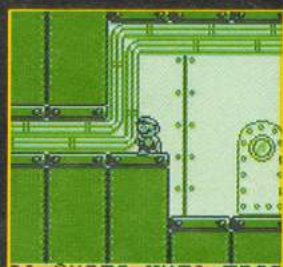
Before you enter the game down one of the tubes, you can make life easier for yourself (not that this is a hard game anyway) by pressing SELECT - this puts you in Easy mode, which basically rips out half the baddies and makes some of the tougher obstacles, well, not so tough. Once you've made your choice, hop down a fresh tube and prepare to romp through the game.

Some general rules for the game are: kill everything, pick up everything, try to go up or down all of the tubes, and always go for the top goal bell when you leave a level. Right, now on with the game itself.



Press a button to enter the first Mushroom Level. When you pick up the invincibility star, run fast into every baddie you see for about three 1-ups, then go back for all the bits and bobs. At the end, climb the blocks - don't smash them - to get to the top goal bell. Go to the spot above the Tree Zone. This is the bonus level. Run through it, picking up power-ups and coins.

Turtle Zone



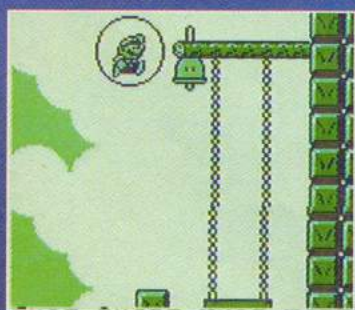
1 Nothing goes on here. Swim straight through, avoiding the fish. Watch out for the shark - he suddenly speeds up when you're not expecting it.



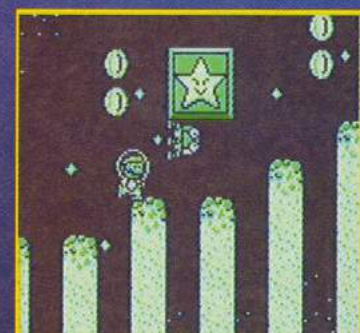
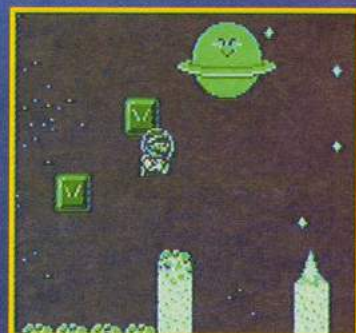
2 There shouldn't be any need for you to get coins now, so blast through this level. The second half is a bit of a maze, but easy to get through. The only things to watch are the descending spikes and the platforms before the goal bell, which shoot up when you step on them. To get past the spikes, stand close to them and when they go up press the swim button once quickly. When you've completed the level, go straight back in to get the secret level shown. Remember, if you die, press START and then SELECT so you don't lose a life. You have to be small to get through the secret entrance, so use the turtle to cut you down to size.

3 This level's filled with spikes and jelly, so go slowly. The boss is tough - kill him quick cos he lets out baby octopuses. (And mind your head when you jump out of the water.)

Space Zone



Go to the Hippo Level. Drop into the water. Get the fireball power-up. Go back up and jump in a bubble. Get coins if you want, but it's easier to hold RIGHT and A to float all the way to the goal exit. This takes you to the Space Zone.



1 There's a few 1-ups dotted around, so look up high. When you get to the halfway bell, hit the invisible blocks as shown to make a pathway upwards. Jump from platform to platform, following the trace of the coins, to get to the secret level. Complete it then go back into Space 1 and finish that.

LAND 2

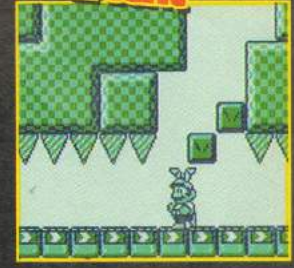
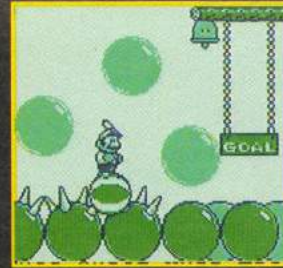
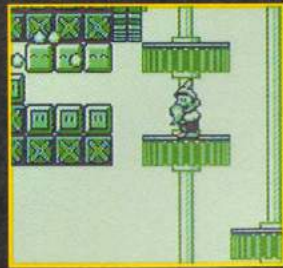
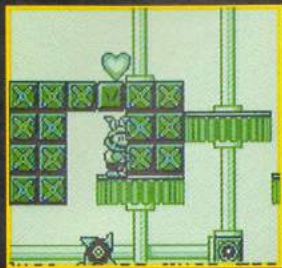
GB
TACTIC

Stuck on Wario, or can't find all the secret levels? Well, the next four pages will put you right!

Review **TOTAL!** Issue 12
From **Nintendo**
Price **£30**

Final rating
70
Percent

Mario Zone

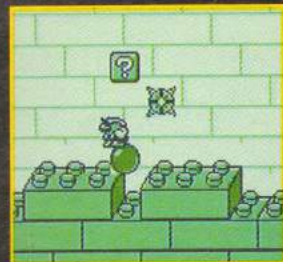
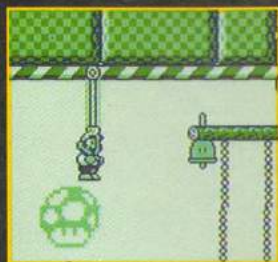


1 There's nothing of interest here until after you get to the halfway bell. At the first point shown above, wait until the razor-ball is going left underneath you. Bash the invisible block to get a 1-up, then drop down and run right to collect it. At the second point shown, you need fireballs to get to all the coins. If you've got them, blast your way through the blocks. The '?' block at the top of the screen contains a carrot. Use it to control your descent and hit the goal bell.



2 On this level, only the dark-coloured balloons can be bounced on. Bounce through until you come to a group of tubes. There's only one you can go down. At the bottom, use the small jump to get the mushrooms. Head all the way left and up for a 1-up. Go back down the tube and at the bottom jump up a level. There are invisible blocks to the left and right. Grab the carrot and star, then go up the tube, run right and get as far as you can on the star. To get across the last spikes, bounce the thing riding the balls and jump on. Ride it to the end and jump for the goal bell.

3 Hit all the '?' blocks except for the one on the far right. This contains a jack-in-the-box. Ride the darker balls, avoiding Bullet Bills. When they flash, jump off them. Use the grabber to carry you across the spikes and...



... Do a small jump to get off. Go down the tube for a 1-up. Continue to the end and use the grabber to hit the goal bell.

4 On this level, you can stand on the black balls without being hit by the spikes. Running fast through here is a good way of avoiding everything, but remember to hit the halfway bell. There are three bosses on this level. You have to hit each one three times, but every time you hit them they get faster. Stand to the left. The first boss rolls along

the floor, the second one bounces low, and the third one bounces high. The only really tough one is the third - jump above him when he's at the bottom of his bounce to get him. If you die, go back a bit from the halfway point for an extra mushroom.

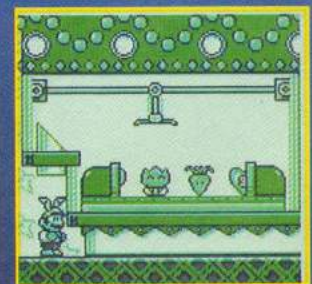


2 Float to the top of the screen. Ride on the scroll until you meet a wall of stars. Drop down and crouch. Ride the scroll again to the halfway bell. Follow the path of stars. Get the power-up and go through the tube to the boss. He fires two missiles at once: one goes down and across towards you and the other

straight across. If you have fireballs, crouch in the left corner and fire when he comes down and across the screen (remember to duck quickly). Otherwise, wait for him to stop firing, and when he starts his descent float up so that you're in his path when he tries to come up your side. Hit him three times and he's dead.

Lucky dip

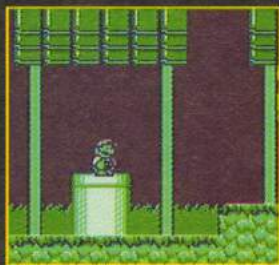
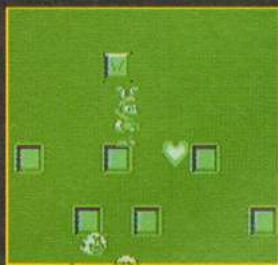
This end-of-level bonus game isn't entirely down to luck...



Wait for the grabber to go right and back again. When it's back on the left, hit the button for a 3-up every time.

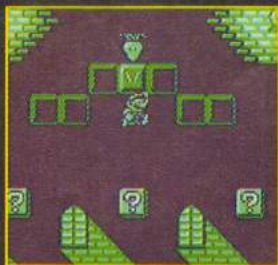
Pumpkin Zone

By now you should have 999 coins so before you get started with another level, go down to the fruit machine, throw caution to the winds and do the 999 gamble. Hopefully this will give you oodles of lives.



1 Halfway through this level is a tube that takes you to a bonus room. Keep facing the Boo Ghosts to keep them still, grab the 1-up and power-up, and go down the tube to the right. When you get to some steps, leap across to the right-hand ledge, then leap right to hit the goal bell.

2 Go down the third tube you come to. Swim right, avoiding the fish and making the blocks appear. Grab the stuff and leave the room. Get the star shown and run right, hitting as many nasties as you can. At the end, double back underneath and float down in the water to get to a secret level. Complete the level then go back into Pumpkin 2 and finish it. To hit the goal bell you have to have bunny ears and jump from quite a long way back.

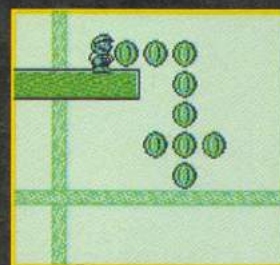


3 At the start, run along and jump up on to the '?' blocks. Run fast across them to avoid the ghost mushroom. Go up the third tube, collect the coins and come down the last one. Get the bunny ears from the block shown and be careful not to lose it. Don't bother looking around. Use the ears to fly clear of any nasties. When you get to the point shown, take a flying leap to get to the secret level entrance.

This is the hardest secret level. Either use the fireball power-up or fly across using the bunny ears. When you've completed this level, return to Pumpkin 3 and finish it.

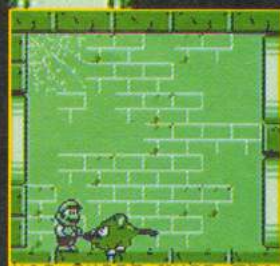
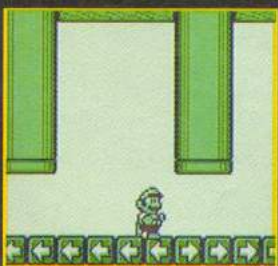
4 All the chain things in this level can be avoided by running fast. Go down the first safe tube for a power-up and 1-up. Avoid the fires under the cauldrons. Go down the second tube in the group of four. Go right up the tube, bash the blocks and go back down. Do the same for all the tubes and leave through the far-left one. Run across the top, grabbing the power-ups. Go through the tube to meet the boss. Jump on the witch from the middle cauldron three times. If a lid wiggles, get off or it'll drive you on to the ceiling spikes.

Macro Zone



1 Speed through the first half, collecting the power-ups. After the collapsing platform, jump onto the moving platform shown. Get the fireballs but don't hit the invisible block to the right of the power-up. Jump up from the left and use fast run to get across the gap. Shoot the blocks to get to the tube. Follow it round for a 3-up. Go back up to the point shown, above the five '?' blocks. Make the invisible blocks appear above you. Jump and clear the entrance to the tube. Go up and along to the secret level. When done, do Macro 1 again, getting the 3-up on the way, and use the moving platform at the end to get the goal bell.

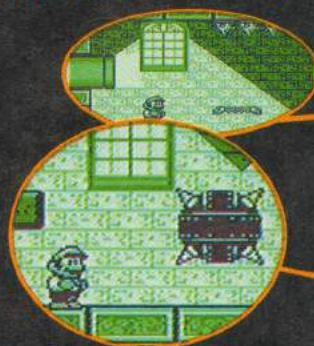
2 Nothing really happens here. Rocket through until you get to the point shown. Knock the invisible blocks and climb up to get the coins. Fall off the end, in line with the arrow, to hit the goal bell.



3 This level isn't particularly hard either. There's a nice stash of coins up the tube where the conveyor belt changes direction, and at the end above your head before you go down the tube. To get these, bash the invisible blocks and jump up. Run through the horizontal tubes and grab the star at the end. Leg it back, running into as many turtles as you can for 1-ups before the invincibility runs out. Continue and climb up to hit the goal bell.

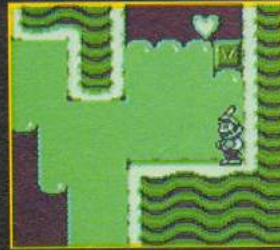
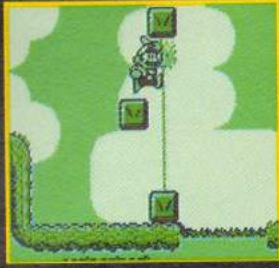
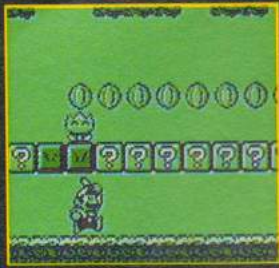
4 A doddle, this - just collect the power-ups. Watch out for a thief pinching the 1-ups when you find them. Jump on him to get them back. Be careful of the conveyor belt dragging you into spikey walls. Go through to meet the boss. This rat is easy to beat - he always emerges from the same tube he went into. He also climbs the walls and tries to fall on you, but he's slow so you'll have time to get out of the way. Jump on his body (not his nose) three times.

These platforms either catapult you up on to the spikes or collapse under you.



You can either run under these balls or jump over them at their lowest point.

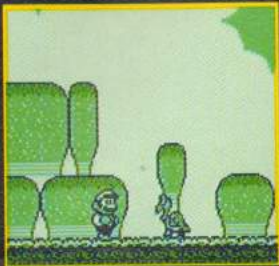
Tree Zone



1 You can breeze through this one. Go through, picking up the coins, power-ups etc. Bash the invisible blocks to take the top route for coins. You can run across here by holding down B for a fast run. Don't shoot the blocks at the end.

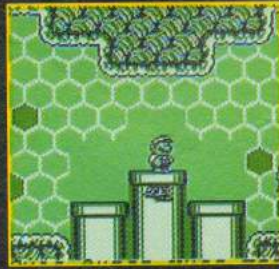


2 Hit the halfway bell and drop down in the jelly to the right. Get the carrot. Float across the spikes. Go up the end tube and left up the line of jelly. Jump over the nasty to the left at the top. From the ledge, jump right and float across to the tube. Go through for a secret level.



Complete the level and go back into Tree 2. Follow the same route through, but at the end go right and up to the goal bell.

3 Go left at the junction. This is where you can pick up oodles of lives. Go through the stage to complete it, picking up the lives from the places shown. When completed, go back into the same level to the first 1-up, grab it, press START and SELECT to get out and then repeat this to build up a good stash of lives.



4 This level's a bit of a non-event. Go through until you reach a group of three tubes. Go down the middle one. At the bottom, go left or right, hitting the bonus blocks as you go up. When you leave, go down the middle tube and do the same on the other side. An invisible block will help you to reach the goal bell.

5 Run straight through this level. At the first '?' block wait for the platform to come round or you'll be knocked down. The boss is easy to beat – especially if you've got the bunny hat. Wait on the left for him to swoop down and across, then jump into his path. Go to the right and repeat, then to the left and do the same. After those three hits he'll be dead and you'll have your first coin.

Wario Finale!

At last! The evil Wario – the cause of all your troubles!



You have to defeat Wario twice. The first battle is easy – hit him three times and grab the carrot. In the second, hit him three times when he's down low.



Jump the middle square on the floor to avoid Wario's thumping fist.



Run quickly past these columns and they won't touch you.



Fireball plants give you a bit of warning that a flame is coming. Be ready to duck or jump.

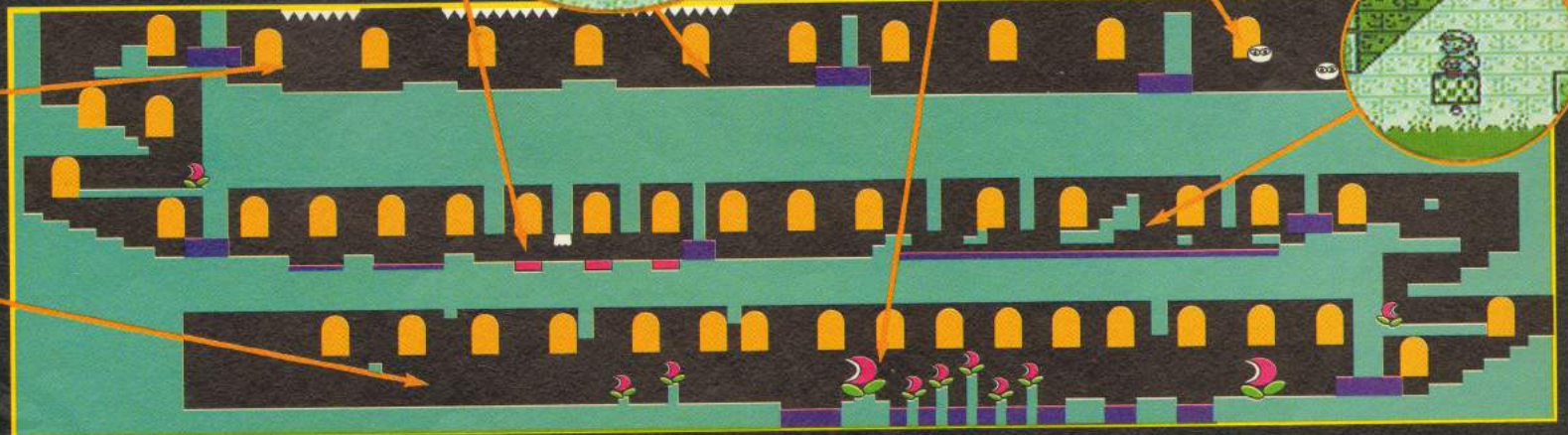


These face balls are easy enough to kill. One bounce each is all it takes.

The moving platforms are quite tricky. Don't forget to use big jumps when getting off them.



Wario's Castle



ZELDA

A LINK TO THE PAST

SNES
TACTIC

Right, it really, truly honestly is the last part of our vast Zelda solution this month. (If you've missed any of the previous instalments, don't panic - you can order back issues from page 95.)



1 Push this block right for a chest. Throw a bomb over the brown tiles to switch to brown down. Get the key, go through the top door and downstairs to B1. Go downstairs, right, upstairs, throw the skulls and get the power-ups. Go downstairs.



2 Go to here in this room and get onto the transporter. Get hold of the power-ups from underneath the skulls and then go out through the exit on the left.



3 Once through, get the transporter straight in front of you, which will take you to a chest. Open it for the master key. Step into the transporter below and then leave that room by the exit you'll find when you come out. Go straight into another transporter. When you come out, grab the potion under the skull. Drop down, go up the ladder in the bottom right-hand corner and go straight into the transporter. When you come out, leave through that exit.

Go through this transporter and go through the exit as soon as you come out. Work your way down the room, switch to blue down, kill all the monsters and leave through the exit on the bottom-right. The caterpillar will have the key to open that door.



4 Go through this transporter and leave through the exit you find when you come out. Kill both the caterpillars to open both the doors. Leave through the bottom exit. Now go left.



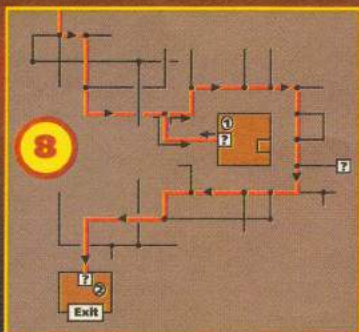
5 In this room, the eyes fire lasers at you. Switch to bombs, run in and grab the first skull on the right. Run down and place a bomb by the crack in the wall. As soon as the door appears, run through. Go out along the ledge and back in the door at the end. Use the cane or the grappling hook to get across to the big chest. Open it for the mirror shield. Go through the door behind the chest. Avoiding the rolling pin, go through the top door. Step into the transporter and leave through the exit that you arrive at. Place bombs where you see cracks in the walls and leave through the right-hand one. Kill all the nasties in the next room, get the power-ups from under the skulls then push out of the way the top block that's stopping you from getting to the gargoyles.



6 Pull the left-hand gargoyle's tongue to open the door. Go through. Run around, avoiding the rolling pins and picking up the Coins Of Joy. Go out of that room again, through the left exit in the next room and then go through the top door.



7 In this room, shoot an arrow at the switch when the rolling pin has passed, then run left, over the blocks to the chest. Open it for a key. Follow the rolling pin and throw a bomb at the switch to make it brown down. You'll have to take a bit of damage to get out through the top door, which will take you down to B2.



8 After making a pad with the cane, follow the route round to point one on the map above. Throw away the skull and step on the pressure pad. Get back on the pad and go round to point two where you'll find a door. Go through it.



9 In this next room you'll have to run very fast across the bridge to avoid the lasers. Stop as shown above to avoid falling off the edge. Leave through the bottom exit.



10 The lasers can't hurt you if you face them because of the mirror shield. Go down to the bottom chest for a key. This is the only chest you have to bother with. To get back to the middle path, keep turning to face the laser before it fires. Go up. In the next room there's a locked door on the left. Go through it.



11 In this room, go to the point shown above and fire an arrow at the switch for blue down. Go up and right then up and left.



12 Get to this point and use the grapple hook from here to switch brown down. Go left twice, up and right.



13 At this point, turn round and use the grapple hook to switch brown down. Go through the top door and down the stairs to B3. Grab the power-ups and use the cane to make a pad. Before you go in through the top door in this room, make sure you switch to the Fire rod.



14 Go right as soon as you're in this room. Shoot the Fire rod at the blue head. When it's stunned, bash it with the sword. Repeat until it goes. Switch to the Ice rod, go left and do the same for the red head, avoiding the middle head, which extends to hit you.



15 Once you've beaten the two heads, the turtle changes form and chase you. Try to hit him in the middle of his body with the sword. If you've got any magic power left, use the blue cane to protect yourself. Once this guardian is destroyed, you've rescued Zelda. It's now time to take on Ganon, who's hiding in the top of his tower. Go to the big tower and the crystals will open the door for you. Once inside, go down the ladders.



16 In this room, charge at one of the torches to get the key. Leave through the left exit. Grab the key under the bottom-right skull. Use the hammer on the bouncy heads as you get carried around on the conveyor belt.

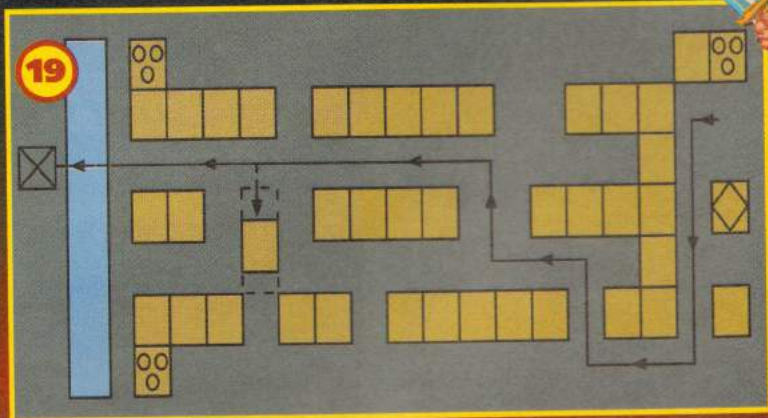


17 Stand here and push the block from right to left. This opens the door on the right-hand side. Go through it. Use the grapple hook to go down the room you're in now.



18 Leave a bomb here and run down. In the next room, leave a bomb by the switches and then run down to the bottom-right corner of the room so that you're standing beyond the brown tiles before they go to blue down. Get the key from under the skull and go through the locked door on the right. In the next room, stand at the top and use the grapple hook to knock the switch to brown down to get to the transporter. Step onto it.

Forget about Link - I'm the man for the job! (And this little green number matches my eyes!)



19 If all the blocks and fireballs belting about in this room start coming at you, don't try to avoid them, but protect yourself with the blue cane instead. Using the map above, push the block (highlighted) down so you can use the grapple hook to get to the chest. Open it for a key. Use the key on the locked door at the bottom of the room.

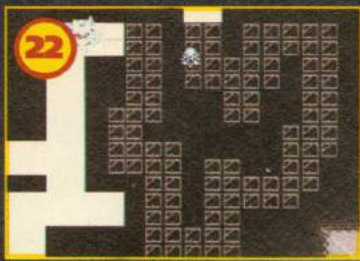


20 Step onto the left transporter. When you come off, step onto the next transporter, directly beside it.



21 When you get to here, place a bomb by the crack in the wall. Blow a hole and go through. There's a pressure pad that removes the top wall in the top left of the room. Run over the pressure pads in this area until you find it. When you've collected the power-ups, go back

into the room with the transporters and step on the one directly by the hole you blew. You arrive in a room with even more transporters. Throw the skulls out of the way to step on the right transporter. In the next room, step on the transporter in the top right-hand corner of the room, then on the one directly in front of you, then on the one in the bottom left-hand corner. Make your way right across the room to the top-right transporter. Pick up the power-up under the skull then step onto that transporter. Head out of the right-hand door. In the big room with no floor and a pathway running across, go down, to the right, and up the first pathway that heads up.



Follow the hidden pathway around to get to the door on the top right. Follow the route shown above, light the torch and go through the door. When you get to the top room, grab all the goodies.



Place a bomb here. When the hole appears, jump down. To fight the knights, shoot them with arrows as they bounce around. When the last knight turns red, use the blue cane for protection and hit him with the sword. Head out of the top exit to pick up the master key and some power-ups. Go back down into the icy room, out of the left exit, and put a bomb on the top wall. Go through and pick up some fairies. Come back out and up the stairs.



Push this block away. Open chest to get red mail. Go through top door. In the next room, go through right-hand door. Get the power-ups from the chests and throw skulls away. Use red cane to place block on bottom-left pressure pad. Don't pull the lever! Go right, into next room. Run round, avoiding tiles and waiting for a key. Don't stand still for too long or the hand will get you. A chest soon appears with a key in it. Go out and through the conveyor belt room. In the room with nasties and lamps, kill the nasties then use Fire rod to light the torches as you go down. This opens the bottom door. Go through.



Create a red block here and throw it onto the conveyor belt. Explode it to switch blue down. Repeat, but this time stand to the left of the blue tiles. Go up, get

the power-ups and leave through the left exit. Collect the compass and power-ups from the next room and step onto the transporter. You arrive in another room with conveyor belts. Step on the star tiles in front, then those on the right, and go up into the alcove. Get the power-ups and key from under the skulls. Kill the nasties with arrows before crossing the vertical conveyor belts. Leave by the right-hand exit. In the next room, get down quickly – the bridge collapses. Use the blue cane for protection. Leave through the bottom-left exit.



Pull this gargoyle back to step on the star tile. This gives you a pathway to get across to the transporter. When you come off the transporter, run straight left. You're now in a room you've been in before. Instead of working your way around the bridge, follow the alternative route that takes you up to the top left-hand door. Go through, straight up, and upstairs to level 2F. Climb up the middle ladder and through the central door to level 3F.



Stand here. Use grappling hook to turn blue down. Remove skull, stand on that tile and hit switch for brown down. Go across, remove skull and hit switch again. Push block in front down. Go back onto white tile and switch to brown down.



Leave a block here using the red cane and then go down. Remove the skull and stand on that tile. Explode the block and go down and out of the bottom door.



Pull this gargoyle away and push it down and round to block off the spiky ball against the locked door. Kill both the red robots with arrows. This will open the door on the right. Go through the door. In the next room, avoid the lasers by moving around as much as possible. Kill the two robots with arrows to open the door. Go through the top door and through the top door again. In the next room, go down the stairs. Head all the way up and throw away the middle skull, which has a pressure pad under it. Make sure the switch is still brown down. Head all the way back down, up the stairs, up the right-hand side and through the top right-hand door. Avoid the cannonballs as you go through this room. Head up the stairs to level 4F. In the room with the conveyor belts, use the Bombos medallion to kill the nasties. Get the power-ups and go through the left door. In the next room, do the same but go through the bottom door. Use the medallion again, running around to avoid the lasers, and exit by the bottom door. In the next room, use the medallion again and run straight down. The floor of the next room is covered in ice. Use the medallion to get rid of the nasties. Leave by the left door and continue left.



When the sandworms jump up, use the Ice rod on them. If you run out of energy, use the sword. Go through the top door and up the stairs to level 5F.



Follow the secret path across this room. Go out of the bottom door then all the way right, across the next room and through the top-right door, into a room with conveyor belts in it. Use the Ether medallion to kill the nasties and leave through the door at the top. Charge up through the centre of the room and leave through the top exit.



32 Clear the skulls from in front of the torches, then use the Fire rod to light them as you go down. This will open the door at the bottom right. In the next room, run to the top to get the power-ups, avoiding the lasers. Run to the bottom and down the stairs. This door takes you upstairs to 6F.



33 As soon as you're in this room, go up and use the Fire rod on the torch. Go down the right-hand side, light the next torch, then the other two in a clockwise direction. Go through the top door and kill the nasties in the next room. A key appears. Collect the power-ups then leave through the left exit.



34 Stand at this point and throw a bomb onto the fourth conveyor belt down to blow a hole in the bottom wall. Leave the room through that hole.



35 Stand here and use the blue cane to hit the switch for brown down. Throw away all the skulls and hit the switch for blue down. Open the chest to get a key. Hit the switch for brown down and leave through the bottom exit. In the next room there's another guardian.



36 Jump down when the guardian's out of the way. Hit him in the tail as you did with a previous guardian. When he's dead, use the grappling hook to get to the chest. Go up the ladder, push the top block across, then the bottom one, then the top. Leave by the bottom-left exit. Go through the next room (with conveyor belts in it) and upstairs to 7F. Have the blue cane ready.



37 Defeating the wizard is achieved in exactly the same way as before. Ignore his two shadows and just reflect his spells back onto him, avoiding the others as best you can or using the blue cane.



38 You get carried to here. Whatever you do, don't jump down the hole!



39 Go here on the map. Make sure you've got 100 Rupees before you go in the bomb shop.



40 Go into the bomb shop and buy the big pink bomb. Walk out of the shop with it.



41 Take the bomb to here on the pyramid and run away from it. This blows a hole in the wall. Go through and you find the mysterious pond. Throw the bow and arrows in. Wait and throw your sword in, then throw the empty bottles in. Now go back up to the hole and jump down.



42 Use the blue staff and run into Ganon while he's throwing his trident. He starts casting fire spells, but don't worry about them while you're still invincible. After a while he blows the floor away and turns invisible. Keep on lighting the two torches at the bottom of the room with the Fire rod and whacking him with the sword until he freezes. Then change to the bow and arrows and shoot him. Repeat this until he dies and your task will be complete. Hurrah!



And that's yer lot! Thanks again to the inimitable Paul Weaver for turning an impossible task into one that was merely fiendish, frustrating, laborious and horribly hard.

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Q&A

All your gaming problems solved!

Dear **TOTAL**,

I want to know how to get the Bombos medalion on The Legend Of Zelda: A Link To The Past on the SNES.

From **Oliver Scarborough**, Germany.

Dear **Ollie**,

You can find the Bombos in the Dark World. Go inside the staked area at the end of the peninsular at the south-west of Dark World and use the Magic Mirror to transport you to Light World. Then walk to the left and you should find the Bombos medallion.

JAMES



Where do the Bombos in Zelda live? Read on to find out. And if you're really stuck, see our solution over the last four issues.

Dear **TOTAL**,

I hope you can help me. I've got Hook for my Super NES but I'm finding it a bit tricky. I have made it through to Captain Hook once but he beat me and I've not been able to make it back there again. How do I beat Hook? Thanks for your help.

Jamie Whyeme, Rotherham.

Dear **Jamie**,

You actually have to beat Hook twice to finish the game. First, you fight him on the bow of the ship. Get close to him and as he goes to swing, nip in and stab him with your knife. Do it four

times and he'll drop down to the dock. In the second fight you can only hit him when his hook is outstretched. Jump and move Peter in the air to avoid the hook on the way down and hit him the moment you land. After three hits he'll use his sword again. Use the same tactics as the first duel, but be careful cos he walks towards you. Another three hits and he's history.

CHRIS

Dear **TOTAL**,

On Mega Man 3 on the NES I can get up to Dr Wily's Castle and complete it up to the first skull, but I can't do the two robots as my weapons are low. Do you have any tips, as my hair is being pulled out fast.

Yours very stuck, **Steven** Liverpool.

Dear **Stevie**,

Well, without knowing what you're doing earlier on in the level there's no way we can tell you at what point you're using up all your weapons needlessly. However, you'll need to use Hard Man to knock through some walls, the Dog to ride across some spikes, and Shadow Blade to hit a massive nasty in the eye. To be honest, though, the two robots, nasty as they are, shouldn't pose too much of a problem unless you've really wasted your weapons.

STEVE

TOTAL! CHALLENGE

Keep your challenges coming in - but be sure you can do 'em first!

SUPER MARIO BROS 1 NES

Try and finish the game in under 10 minutes real time. It's tough, but remember, you can use the warp zones - it can be done, honest.

Stephen Henry, Newcastle (way-ay, man!)

SUPER MARIO KART SNES

Finish in the top three in the Mushroom Cup without using any of the special items that you can pick up during the race. When you've done that try the Flower Cup and the Special Cup.

Daniel Pearson, Workington



So you reckon that you're a Super Mazza Kart ace, do ya? Well, try winning all three cups without using a single power-up!

SUPER MARIO BROS 3 NES

See if you can complete the game in less than 25 minutes. I can get through it in about 24 - beat that if you can!

Simon Gerring, Carterton

SUPER SOCCER SNES

Try and beat all of the teams on the tournament levels without conceding any goals at all. Very tricky task.

Graeme Baird, Fife

CHIP AND DALE NES



Select the two-player game and make Chip carry Dale all the time so that he can't use the crates as weapons. It's pretty darn tough!

Rhys Lewis, Penarth

TRACK MEET GB

Give Ricky a four-second start in the 100m and eight-seconds in the hurdles and try to beat him.

Alex Shaw, Lewisham

Send your challenge to us at: **TOTAL! 30 Monmouth Street, Bath, Avon BA1 2BW**

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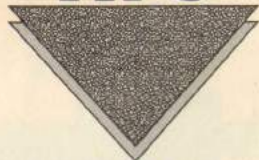
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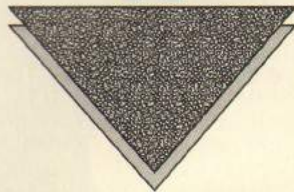
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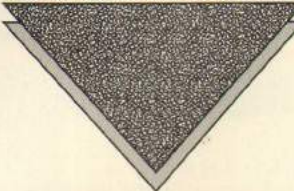
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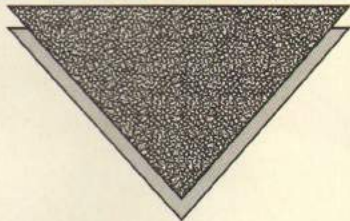
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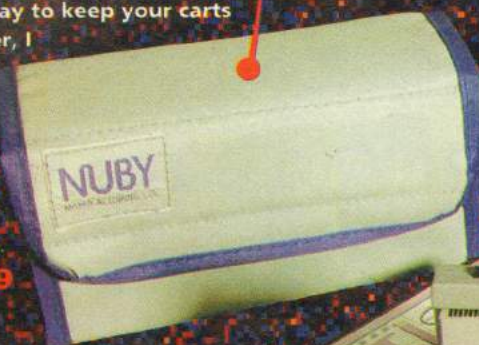
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Killer Konsole Klub

**BETTER THAN A POKE IN THE
EAR WITH A WET FISH !!!**



Isn't love a wonderful thing !! Caz Cool found out that Bitmap Boy is a member of the Killer Konsole Klub, so she rushed up to him and declared her undying love to him ! Aaaahhh !! Y'see, Caz Cool was so impressed by the Killer Konsole Klub, she joined straight away !! So because Bitmap Boy got Caz Cool to join, he had the choice of either having a fiver off a new game, £2.50 off a used game or a

FREE part exchange. So he's chuffed. And Caz Cool is even happier because she gets at least 12.5% off most new Sega and Nintendo games, 15% off used games, part exchanges from four quid and an excellent bi-monthly newsletter, packed with news, reviews, competitions and tips. All this for only £7.50 a year !!

Doug T. Trainspotter is also in love. But he has no girls chasing after him because he isn't a member of the Killer Konsole Klub. Nope, the only thing he could pull is a flask. Aaaahhh ! Isn't love a FUNNY thing !



If you want to be as happy as Bitmap Boy and Caz, then fill in the form below. Please include either a cheque or postal order for £7.50 made payable to 'Killer Konsoles'.

If you want to be like Doug T. Trainspotter and have a love affair with your flask, well, that's fine, but don't forget to get any burns you may acquire treated by your local casualty department !!

NAME

ADDRESS

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MACHINE(S) OWNED

Please, oh please, DON'T send
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PLEASE SEND COMPLETED FORM AND
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DEPT TOT, 72 BASILS ROAD
STEVENAGE, HERTS SG1 3PU
TEL/FAX 0438 367406

MRS X X X X

READER

ADS

Buying? Selling? Just want to see your name in print? This is where it's all at!



Tel: 0248 353320

• NES for sale, five games – Super Mario Bros 1, 2, 3, Mario 1 and Duck Hunt on one cart. Also, Turtles, Zapper and two controllers. Good condition. Offer £100. Ask for James.

Tel: 031-664 9604

• Pro Fighter for any SNES system. New and boxed.

Tel: 0634 670589 (ask for John)

• NES Swords And Serpents, Zelda I, £18 each. Happ competition Pro NES controller, half new price, £11.50.

Tel: 081-940 5969

• For sale, Super Mario Land 1 (GB), hardly used, boxed with instructions. Good condition, a bargain at £13. Phone after 4pm.

Tel: 051-428 5942

• Official Super NES console, two pads, Super Mario World, hardly used, immaculate, £110 ono.

Write to: P. Evans, 36 Hindburn Drive, Mosley Common, Worsley, Manchester

• Game Boy + seven ace games, light/magnifier, amplifier and carry case (also four-player adaptor), only £150.

Tel: 021-353 4371

• NES games for sale – Goonies II and Link for £30, or swap for Micro Machines and Kick Off (not boxed). Phone and ask for Irah after 5pm.

Tel: 081-691 1118

• NES games for sale – Chip 'n' Dale, £30, Solar Jetman, £20, or both for £50. Call and ask for John.

Tel: 0472 824512

• Sega Master System Plus with three games, gun, control pads and secret game cheat. Worth £200, will sell for £150.

Tel: 081-594 4078

• NES for sale with two controllers, Zapper, SMB1, SMB3, Duck Hunt, Double Dragon, bargain at £85.

Tel: 041-882 8207

• NES, boxed plus five great games, two joypads, all excellent condition, £100 ono.

Tel: 0924 270768

• NES with 13 great games like Dizzy, Solstice, Mega Man, Zelda, Mario, Duck Hunt, Zapper and Action Replay. Barg at £250.

Tel: 0803 606521

• SNES games! Pilotwings, Castlevania and F-Zero, £32 (ono) each. Call after 6pm (ask for Daniel).

Tel: 0234 355343

• NES Action Set with games and joystick, all boxed, for just £95 ono. Phone Philip.

Tel: 0277 231064

• 40 – yes, 40! – games in one cartridge for Game Boy, £80 ono. Ask for Ben. Also, SNES wanted.

Tel: 0423 880555

• SNES Street Fighter II set + extra Supercon joypad. All brand-new and boxed. £100.

Tel: 0604 415735

• NES for sale with five games, £100, or with 10 games, £150. Extra games, £15 each as well. Ask for Daniel after 4pm.

Tel: 0502 574640

• Bargains! Four NES games for sale – Robowarrior, Digger T.

Rock, Stealth ATF and Super Mario Bros 1. All boxed, in mint condition. Will sell for £15 each ono. Will also consider swapping three or all four for a decent SNES game. Also, still boxed, brand-new unwanted gift (less than one week old), an NES Advantage joystick for sale. Will sell for amazing price of £25 ono (worth £40). Call Asas after 4:30pm weekdays, all day weekends. Hurry! First come, first served!

Tel: 081-455 8422

• NES with two controllers, 12 games. Games include SMB2 + 3, Kick Off + Castlevania. Worth £550, a bargain at £195. Phone Laura after school hours, first come, first served.

Tel: 0263 733336

• Yo! I have Robocop 3 (UK) and Gunforce (US), £35 each or £60 for both (SNES).

Tel: 0484 422995

• NES for sale, two joypads, American Game Key adaptor with one game plus three British games (four in all), will sell for only £100 ono.

Tel: 0978 359392

• Game Boy for sale + light + magnifier, Tennis (95%), Tetris, Dr Franken (91%) and Batman, £100 or swap for SNES + SFII.

Tel: 0380 840528

• NES games for sale – Bart Simpson (GB), Zelda 2: The Adventure Of Link (GB) and Double Dragon 2 (US). All games boxed with instructions. Vgc.

Tel: 0225 704712

• Game Boy complete with battery pack and magnifier (plus eight games (F1, Radar Mission, Spider-Man, Hunt For Red October, Mario Land, Prince Valiant 2, Doc Mario and Tennis). Only £135 ono.

Tel: 0685 371124

• Game Boy games for sale: Turtles 1, £15, WWF1, £10.

Tel: 0268 743811

• NES, Zapper, Duck Hunt, SMB3, Mega Man 2, Rainbow Islands, Paperboy, Nintendo World Cup. Worth £350, asking £150.

Tel: 0480 215399

• Game Boy with seven games – Super Mario 1 + 2, Tetris, Choplifter, Gremlins 2, R-Type and Burai Fighter, also with Handy Boy, two-player lead and headphones. Will sell for £150 ono. Worth £250.

Tel: 081-384 1633 (after 5pm)

• Game Boy, eight games in one and 16 games in one for sale, including Dr Mario, Klax, Alleyway. £30 for eight-in-one and sixteen-in-one.

Tel: 0726 817167

• Lynx for sale with two games – Rampage & Chips Challenge, £90 or nearest offer. Phone George.

Tel: 0423 323000

• Super Nintendo game for sale – F-Zero, boxed with instructions, only £25. NES game for sale – Kung Fu, no box, only £7.

Tel: 0928 713491

• UK NES for sale, with Four-Score (three joypads) and these games: Super Mario 1, 2 + 3, Smash TV, Gradius, Nintendo World Cup, Tetris, all with instructions, £100 ono.

Tel: 0322 666560

• NES Action Set, great condition + Hogan's Alley and Mega Man 2. All complete with instructions. £90.

Tel: 081-692 8250

• Nintendo (NES), boxed, plus Turtles, Mario 3, Mario 2, Donkey Kong Classics, Timelord, Captain Skyhawk. All for £165 ono.

Tel: 0491 36219

• For sale, Game Boy game – Bart Simpson: Escape From Camp Deadly, £15. And GB light/magnifier, £5.

Tel: 081-572 8816

• SNES carts: UN Squadron (UK), £30, Super Smash TV (US), £25.

Game Boy carts for sale – Robocop, Fortress Of Fear and Dragon's Lair, £11 each.

Tel: 0437 767868

• For sale for £250, Commodore 64, 50 games, lightgun, printer.

Tel: 0222 810213

• Game Boy, carry case, game light/magnifier, batpack, AC adaptor, nine games, Tetris, Tennis, SMB1, T2, Golf, Castlevania, Duck Tales, Kick Off, Gremlins 2, sell for £160 ono. Ratings over 76% in TOTAL!

Tel: 090-674 469

• Game Boy with six games plus leads, Handy Boy, Action Replay, mains adaptor and carry case. All boxed, in excellent condition. Worth over £300. Ring and make an offer.

Tel: 0858 464667

• NES games for sale – Bionic Commando, £10, Donkey Kong, £10, Turtles 1, £10, Wrestlemania Challenge, £18. All boxed.

Tel: 0895 637918

• Super NES game for sale! Castlevania IV (UK version), £30 ono. Call Mike after 6pm.

Tel: 0822 610101

• NES plus two joypads plus one Python II joystick and seven games – Kick Off, Micro Machines, Punch Out, Double Dragon II, Gremlins 2, Super Mario Bros 2 and Donkey Kong Classics. Plus back issues of TOTAL and Club Nintendo. Worth £330, sell for £225 ono.

Tel: 0823 432177 (after 6pm only)

• NES, good condition, seven games, including SMB1, 2, 3, Zapper gun and Battletoads and Lemmings. £130 ono (still boxed). Ask for Jim.

Tel: 0529 240274

• NES Action Set for sale plus seven games, including SMB1, SMB3, Gremlins, excellent condition, £110.

Tel: 0255 677389

• NES game for sale – A Boy And His Blob, boxed with instructions, £15 ono. Ask for Ben.

Tel: 0869 245511

• NES for sale with seven games, Zapper, Game Genie with code book, £170 or offers.

Tel: 0279 842872

• Game Boy carry case, can hold 13 games + one in your Game Boy, instruction booklets can be held under Game Boy unit, also holds rechargeable battery unit and four batteries, light or magnifier, Game Link cable, headphones. £20 (includes postage and packing).

Tel: 0706 849104

• NES for sale, three controls (inc Zipper), 10 games, inc SMB1 + 3, DD2, Gunsmoke and Castlevania. Worth £500, was 300, now £199.50. Phone after 6pm and ask for Jean-Baptiste.

Tel: 0242 820814

• Game Boy for sale with Tetris and Game Light for £45 and four games for £12 each. Phone eves/weekends.

Tel: 081-301 0186

• Commodore C64, two joysticks, lightgun, mouse and paint package, over 60 games. £65.

Tel: 021-354 1713

• NES for sale with Turtles and Low G Man. Just £58. Also, NES games – Chip 'n' Dale, £27; Captain Planet, £23; Duck Tales, £25, Digger T Rock, £15. Everything boxed with instructions. All together for £135, or swap for a SNES with one or two games. Just phone now and ask for Felipe.

Tel: 0782 750880

• For sale, Sinclair Spectrum 128k, including zapper gun, two joysticks and 60 games, for £120. And a box of 120 games for £30. Total £150.

Tel: 0384 296735

• Single Mega Drive joypad for sale. £10 or nearest offer. Contact Steve Jarratt at the TOTAL office.

Tel: 0225 442244



- I will swap Super Mario 2 for any NES game except Zapper games, Zelda 1, 2, Gremlins, SMB3.
Tel: 0662 83269
- I would like to swap Super R-Type or F-Zero for any two decent games for SNES (one for one).
Tel: 081-445 4927
- SNES/Game Boy games swapped/part-exchanged/bought/sold. Consider swapping anything (especially Super

Bowling, Kick Off, John Madden 1/93 and Caesar's Palace.

Tel: 0273 593711

- NES swap. I have Burai Fighter and will swap it for Micro Machines or Battletoads. Ask for Skip.

Tel: 0480 405638

- I will swap my SNES and two control pads for a Mega Drive + any games.

Tel: 0708 726277

- NES with three games and gun. Swap for Game Gear with one or two games. Ask for Daniel.

Tel: 051-342 7918

- Will swap Roller Games (NES) for any decent NES game that's been reviewed in TOTAL. Also, tons of 48k Specky games for sale, including titles like The Dizzy Collection and Man United Football. Phone for details - ask for Jonathan.

Tel: 0275 462453

- Wanted, NHLPA Hockey or WWF Wrestlemania in exchange for Super Soccer (for SNES).

Tel: 0924 490495

- I will swap my Joe + Mac (for NES) for either Addams Family, Four-Player Tennis, Top Gun 2 or Blowout.

Tel: 0257 423806

- I will swap Super Mario Bros 3 for Tom And Jerry or Lemmings (on NES).

Tel: (Marlborough, Wilts) 515563

- Tetris (GB) for any other GB game (sorry, not boxed). Tetris includes instructions. Ask for Paul.

Tel: 0706 849104

- Will swap SNES Super Wrestlemania for Spider-Man And The X-Men. Ask for Luke.

Tel: (Huddersfield) 661558

- Will swap Super WWF or SFII (both UK) or even my brother for Super Soccer or Super Tennis (also UK) for SNES.

Tel: 0372 453778

- I will swap Castlevania 4, NHLPA '93 Hockey (USA) for Super Star Wars, Mickey's Magical Quest or Desert Strike (SNES).

Tel: 0734 417981 or weekends 0734 752417

- Game Boy swap. Nintendo World Cup, Chase HQ for Track Meet, Super Kick Off.

Tel: 0603 890207

- UK SNES game, Bart's Nightmare, for decent UK SNES game.

Tel: (Durham) 5870014 (?)

- SNES swap. Pilotwings for Super Basketball or Super NBA Basketball (preferably British). Call after 5pm.

Tel: 0625 532242

- Will swap Super Castlevania IV (American version) for Super Smash TV, King Of The Monsters or Final Fight.

Tel: 0706 59656

- Will swap my Game Boy with six games and lots of accessories, all in exc. condition, worth over £300, for Super NES plus games or Amiga 500.

Tel: 0858 464667

- Swap my NES with five games for SNES.

Tel: 021-551 8881

- I will swap my Super Hunchback or Tennis for your Mario 1 or 2 for Game Boy.

Tel: 0702 587397



- Hi! I'm French and I'm looking for a pen pal, M or F, aged 12-15. I've got a Game Gear and a SNES. (Photo if possible.) Au revoir!
Write to: G. Brodar, 11 Rue Thiers, 62800 Lievin, France

- Hi, my name's Simone, I'm 14 years old, will write to M/F any age. Will reply to all letters.
Write to: Simone Withers, 28 Glyme Way, Long Hanborough, Oxon

- Hi, I'm looking for a pen pal, My hobbies are soccer, rugby. I like rave and I'm 10.

Write to: David Wainwright, 59 Mesnes Ave., Worsley, Mesnes, Wigan WN3 5TL

- Hi, my name's Kirsty and I want pen pals (M or F, 13-15) who are into Nintendo, grunge bands and reading Stephen King.

Write to: Kirsty Toms, 15 Southwood Avenue, Walkford, 'X' Church, Dorset BH23 5RJ

- Hi, my name is Laura Winstanley and I'm 11. I'm looking for a pen pal about 11 or 12. My hobbies are my Super NES, NES and Game Boy.

Write to: Laura Winstanley, 24 Dene View, South Gosforth, Newcastle-upon-Tyne NE3 1PU

- Hi, my name is David Megennis, I'm looking for a pen pal aged 13-14, male or female. I like playing my Game Boy and swimming (photo if possible).

Write to: David Megennis, 7 Stanelow Crescent, Standon, Herts SG11 1QF

- Hi! I'm 11 years old and I'm looking for a pen pal about my age! My hobbies are bench-ball, my SNES, NES and Game Boy.

Write to: Eleanor Havery, 9 Briarwood Crescent, Walkerville, Newcastle NE6 4ST

- Hello. I am looking for a pen pal, M or F, age 13+. I like playing Game Boy.

Write to: Wayne Bellamy, 2 Church Road, Fitzhead, Taunton, Somerset TA4 3JU

- Hi, I am looking for a pen pal, male or female, aged 12+. I like playing with my Game Boy.

Write to: Tina Milton, 1 Hills Cottages, Fitzhead, Taunton, Somerset TA4 3JW

- Hi! I'm Steven, age 11, and I would like a pen pal, boy or girl. My hobbies are reading (TOTAL!), hill-walking and playing with my SNES.

Write to: Steven Cummings, 4 Gaol Square, Armagh, Northern Ireland



- 16-Bit, the new fanzine covering: PC, Amiga, Atari ST, Mega Drive and SNES.
Tel: 0306 742698 and ask for Chris to order your copy.

- Pause is the great fanzine for Game Boy players! Send your name and address and a stamp and a 20p coin to:
Pause, 10 Netheredge Drive, Knaresborough, North Yorkshire HG5 9DA



- Wanted: Lemmings, Tetris or Dr Mario (on the NES) with manuals if possible. Willing to pay £15-20.
Tel: 0482 447029

- Hey! I want Tennis, Parasol Stars, Kirby's Dream Land or Nemesis for Game Boy. Will pay 10 quid ono.
Tel: 0245 353960

- Wanted, SNES games around the Taunton area.

Tel: 0823 480222

- Wanted! TOTAL issue one in good condition. Will pay £10.
Tel: 081-691 0354

- Wanted, issue one of TOTAL! Have got Shoot Annual '93 available to swap with. Must be in good condition.

Write to: T.M. Arbon, 280 Riverside Villa, Cretingham, Woodbridge, Suffolk IP13 7BG



- Complete guide to Super Mario World, every level revealed in detail. £1.50 plus large stamped addressed envelope to:
Paul Crawford, 36 Edenticulo Rd, Hillsborough, Co. Down, N. Ireland

- Hi, Shona, you're in TOTAL! Wow! Happy birthday from Cormac Scanlan. Yo, dude!

- Want to make extra cash the legal way? Interested? Contact Stephen at:

149 Wynard, C-L-S, Co. Durham DH2 2TJ (Enclose an sae.)

- To Nicole. Have a great birthday. Love Gavin. P.S. hands off the SNES when I'm away.

- Kelly Hinds loves Jesse Boyce. Hi! Paul & Maekela. Love Fatimal

- Dear readers, I have collected a large number of tips for Game Boy lovers. If you want to avoid headaches, phone:

081-302 6608. Free service, your tips welcomed.

- **Michael Hodge - why are you reading this instead of doing your homework/tidying your room/getting ready for school? (From Mum!)**

- Communicate free world-wide using your computer via packet radio. Get a novice amateur radio licence. For details please send an sae to:

G3ZHI, 52 Hollytree Avenue, Maltby, Rotherham, Yorkshire S66 8DY

- Kazza, I love Mark much more than you and stop copying me, Faye. From Mark's best friend, Katie.

- **'Ring Wars' American wrestling P.B.M. Take your wrestler or tag-team to one of eight title belts. Participate in steel cage matches and royal rumbles. Send 50p postage to:**

Nick Higton, 14 Kestrel Court, Carew Road, Wallington, Surrey SM6 8PW

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You can pay by cheque or Postal Order, made payable to Future Publishing. Don't forget to say which classification you want your ad to appear in - the classifications available are Sales, Wanted, Swaps, Fanzines, Pen Pals, and News.

We will do our best to print your ad in the next issue of TOTAL, but we can't guarantee inclusion by any specific date. Remember that we work at least a month ahead of the date of publication, so get your ad in early!

I'm a reader and I want to say...

Details (Relax, we won't print your address)

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(Get your parent to sign if you're under 16)

Tick here if you're a subscriber

Okay, write your message in here!

Remember to use BLOCK CAPITALS.

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Classification

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Recall Top Ten - the best of NES

SUPER MARIO BROS. 3
Nintendo
1-2 players **£40**
Eat your heart out, Sonic!
Even the eight-bit Mario beats
the blue rodent hands down!



98% (Issue 1)

ELITE Imagineer
1 player **£20**
If you want a game to get
engrossed in, you won't find a
better buy than this. Saying
that it's big doesn't even
come close!

92% (Issue 1)

MICRO MACHINES
Code Masters/Hornby
1-2 players **£33**
This mini race 'em up is prob-
ably even more fun than the
real thing! Brilliant!

92% (Issue 9)

DIZZY Codemasters
1 player **£30**
A great arcade adventure,
packed with variety, and fast
into the bargain. A real plea-
sure to play.



90% (Issue 12)

RAINBOW ISLANDS Ocean
1-2 players **£40**
Forget Rod, Jane and Freddy -
this is a superb platformer,
with wonderful gameplay.



92% (Issue 5)

NEW ZEALAND STORY
Ocean
1-2 players **£35**
A terrific platform blaster,
packed to the brim with great
sounds and glorious graphics.



93% (Issue 5)

DYNABLASTER Hudson Soft
1-2 players **£35**
Easily the best multi-player
game ever to hit the NES.

90% (Issue 13)

TOTAL! RECALL

The definitive guide to Nintendo games (and what we think of them)

Coming at ya in glorious TOTAL-o-vision: the most comprehensive and informa-
tive buyer's guide in the entire cosmiverse, with over 400 games reviewed and
rated. TOTAL Recall - so good it should be wearing a halo.

Remember, game prices
can vary a lot. The prices
here are as accurate as
we can make them, but
you may find different
ones. Shop around for
the best deal.



4-PLAYER TENNIS
Asmik 1-4 players
A few new ideas, but ruined by bad
controls and awful collision detection.
52% **£33** (Issue 10)

A BOY AND HIS BLOB
Nintendo/Absolute
Entertainment 1 player
Original, with nice backdrops, but it's
too slow and lacks action.
55% **£35** (Issue 2)

ACTION IN NEW YORK
Infogames 1 player
A tasty blaster (similar to Probotector)
with only five levels but lots of action.
69% **£40** (Issue 12)

ADDAMS FAMILY Ocean 1 player
Playable at first, but marred by poor
collision detection and too-easy levels.
55% **£40** (Issue 7)

ADVENTURE ISLAND II
Hudson Soft 1 player
Loads of levels, but too simplistic.
Needs more going on and more to do.
57% **£43** (Issue 9)

BAD DUDES Ocean 1-2 players
Yes, a bad beat 'em up - bad sounds,
bad animation and bad gameplay.
39% **£25** (Issue 13)

BATMAN Sunsoft 1 player
A tough platformer with five massive
levels and lovely backdrops. A must.
81% **£45** (Issue 11)

BATMAN RETURNS Sunsoft 1 player
A run-of-the-mill platformer that lacks
inspiration and imagination.
48% **£40** (Issue 15)

**BATMAN - RETURN
OF THE JOKER** Sunsoft 1 player
Luscious graphics and lots of variety,
but it's sluggish and unresponsive.
64% **£45** (Issue 12)

BATTLE OF OLYMPUS
Nintendo/Imagineer 1 player
A truly engrossing and highly playable
quest with lots to discover. Lovely!
92% **£20** (Issue 1)

BOYOU BILLY Konami 1 player
An awful mixture of ripped-off game
styles. The worst Zapper game ever.
22% **£25** (Issue 4)

BLADES OF STEEL
Konami/Palcom 1-2 players
A highly playable ice hockey sim
which will keep you going for months.
81% **£35** (Issue 3)

BLASTER MASTER Sunsoft 1 player
Neat graphics and lots of exploring,
but no passwords and it goes on a bit.
71% **£40** (Issue 6)

BLUES BROTHERS
Nintendo 1 player
Tough, mazy platformer with big,
varied levels, but graphics let it down.
30% **£40** (Issue 12)

BLUE SHADOW
Taito 1-2 players
A slick platform hack 'em up. Great
backdrops and varied enemies.
74% **£23** (Issue 4)

BOULDER DASH
First Star Software 1-2 players
Diamond-collecting, boulder-dodging
action. Addictive and challenging.
90% **£30** (Issue 1)

BUBBLE BOBBLE
Taito 1-2 players
Frantic, addictive platform action. An
almost perfect arcade conversion.
80% **£30** (Issue 1)

**THE BUGS BUNNY
BIRTHDAY BLOWOUT**
Kemco/Seika 1 player
Jerky scrolling, crap graphics and
repetitive levels. Oh dear.
31% **£45** (Issue 4)

BUCKY O'HARE Konami 1 player
The difficulty level's a bit patchy, but
it's a great-looking, huge platformer.
86% **£40** (Issue 10)

BURAI FIGHTER
Nintendo/Taxan 1 player
A solid blaster with a good mix of
mindless blasting and tactical play.
77% **£30** (Issue 16)

CAPTAIN PLANET
Mindscape 1 player
A scrolling shoot 'em up with brilliant
animation and a varied challenge.
70% **£35** (Issue 3)

CAPTAIN SKYHAWK
Nintendo/Rare 1 player
A superb blast 'em up with smooth
graphics and frantic action.
83% **£23** (Issue 1)

CASTELIAN Sales Curve 1 player
Frustrating but enjoyable climb 'em
up. Difficult but compulsive.
71% **£36** (Issue 8)

CASTLEVANIA Konami 1 player
A big, fun game, although you may
find the gameplay a little repetitive.
71% **£30** (Issue 7)

CASTLEVANIA II
Konami 1 player
More adventure than the first game,
but still pretty repetitive.
61% **£30** (Issue 7)

CASTLEVANIA III
Konami 1 player
The best of the Castlevania series. A
meaty beat 'em up with lots of action.
80% **£40** (Issue 7)

CAVEMAN NINJA Elite 1 player
Looks good but plays bad. Repetitive
and badly structured.
67% **£39** (Issue 4)

CHIP 'N' DALE RESCUE RANGERS
Capcom 1-2 players
Great graphics, great gameplay and
great fun, but a bit too easy.
81% **£35** (Issue 4)

DEFENDER OF THE CROWN
Palcom/Konami 1 player
A complex quest which looks inter-
esting but doesn't quite work.
71% **£25** (Issue 1)

DEFENDERS OF DYNATRON CITY
JVC/Lucasfilm Games 1 player
Basic, boring and cruddy all round.
37% **£40** (Issue 12)

DIE HARD Activision 1 player
Looks tatty, but there's a neat game
inside. Realistic and engrossing.
78% **£35** (Issue 7)

**DIGGER T. ROCK - THE LEGEND
OF THE LOST CITY**
Milton Bradley/Rare 1 player
Colourful graphics and slick anima-
tion, but it's deathly dull.
58% **£35** (Issue 1)

DISNEY'S ADVENTURES
Capcom 1 player
A collection of five badly done sub-
games. Basic and full of glitches.
44% **£45** (Issue 10)

DIZZY Code Masters 1 player
Massive, good-looking arcade adven-
ture. Lots of variety, lots of challenge.
90% **£30** (Issue 12)

DRAGON'S LAIR Elite 1 player
A bit straightforward, but intriguing
puzzles and amazing animation.
83% **£35** (Issue 3)

DONKEY KONG Nintendo 1 player
Two ancient platform games which
are showing their age a bit now.
40% **£25** (Issue 5)

DOUBLE DRAGON II
Acclaim 1-2 players
More dull beat 'em up 'action' from
the duff Double Dragon team.
43% **£40** (Issue 14)

DOUBLE DRAGON III
Acclaim 1-2 players
It's tough, but you'll get bored before
you finish it. Seriously repetitive stuff.
36% **£40** (Issue 11)

DROPZONE Mindscape 1 player
An oldie, but it's a frantic megablast
and ideal for a swift pick up 'n' play.
90% **£40** (Issue 14)

DUCK HUNT Nintendo 1 player
A mildly entertaining Zapper game.
Okay if it's free with the Action Set.
43% **£30** (Issue 4)

DUCK TALES Capcom 1 player
Unoriginal but playable, with good
animation and groovy characters.
69% **£45** (Issue 2)

DYNABLASTER Hudson Soft 1-2 players
Probably the best multi-player game
ever invented - simply unmissable!
90% **£40** (Issue 13)

ELITE Imagineer 1 player
This shooting explore 'em up is old
but ace. Huge, absorbing and tough.
96% **£40** (Issue 11)

FAXANADU Nintendo 1 player
Zelda-type adventure full of little
puzzles. Great to look at and play.
88% **£23** (Issue 13)

F-15 STRIKE EAGLE
Microprose 1-2 players
An above-average flight sim, but the
graphics and sound are unspectacular.
56% **£35** (Issue 9)

**FERRARI GRAND PRIX
CHALLENGE** Acclaim 1 player
Some nice ideas, but the awkward
controls make it too unplayable.
61% **£40** (Issue 9)

THE FLINTSTONES Taito 1 player
Lovely graphics, but bad collision
detection makes it too frustrating.
46% **£45** (Issue 10)

GALAXY 5000 Activision 1-2 players
Futuristic race and blast 'em up which
is absorbing but too hard to control.
52% **£30** (Issue 7)

GAUNTLET II Mindscape 1-4 players
Smooth scrolling and over 100 levels.
An almost perfect arcade conversion.
88% **£25** (Issue 1)

**GEORGE FOREMAN'S KO
BOXING** Sunsoft 1 player
Looks old and doesn't have enough
oomph to compete. Very basic stuff.
51% **£35** (Issue 15)

GHOSTBUSTERS II
HAL Laboratory Inc 1 player
Some decent graphics and varied
opponents, but it's far too easy.
52% **£35** (Issue 5)

GOAL! Jaleco 1-2 players
Lousy graphics, confusing gameplay
and slow action. Very unrealistic.
39% **£40** (Issue 1)

GREMLINS II Sunsoft 1 player
Challenging platform shoot 'em up.
Graphics are great, gameplay less so.
73% **£50** (Issue 5)

GUMSHOE Nintendo 1 player
More like a Mario game than a
Zapper one. Fun, but a bit too weird.
75% **£30** (Issue 4)

HAMMERIN' HARRY
Irem 1 player
Looks nice and plays well but it's
unoriginal and far too easy.
58% **£35** (Issue 14)

HOGAN'S ALLEY
Nintendo 1 player
Point 'n' shoot action which is fairly
entertaining but lacks variety.
64% **£30** (Issue 4)

HOME ALONE T*HQ 1 player
Looks a real dud at first, but once you
get into it you'll find it's quite fun.
61% **£40** (Issue 16)

HOOK Ocean 1-2 players
A neat movie licence, with sweet
gameplay and bright, clear graphics.
84% **£45** (Issue 6)

HUNT FOR RED OCTOBER
Hi-Tech Expressions 1 player
This waterlogged shoot 'em up gives
you lots of weapons, but it's too slow.
32% **£43** (Issue 7)

ISOLATED WARRIOR
Nintendo/Vap Inc. 1 player
Fast, furious 3D-ish shooter. Good fun,
but the levels drag on a bit.
72% **£35** (Issue 1)

**IVAN 'IRON MAN'
STEWART'S SUPER OFF ROAD**
Nintendo/Trade West 1-4 players
Far too easy, but this dirt-track racer is
still great fun with friends.
54% **£30** (Issue 1)

JACK NICKLAUS GOLF
Konami 1-4 players
Good but flawed: detailed views and
loads of features, but too inaccurate.
57% **£35** (Issue 4)

KABUKI QUANTUM FIGHTER
Nintendo 1 player
Nifty graphics, but the levels are badly
designed and it's all rather average.
71% **£20** (Issue 13)

KICKLE CUBICLE
Nintendo/Irem 1 player
This novel puzzler has great graphics
and sound but it's a bit easy.
62% **£13** (Issue 4)

KICK OFF Anco 1-2 players
Playable, challenging and fast. This
really is a remarkable game.
93% **£36** (Issue 4)

KONAMI HYPER SOCCER
Konami 1-2 players
Fast and exciting, with good two-
player controls, but can be a bit easy.
83% **£35** (Issue 5)

LEMMINGS Ocean 1 player
The world's most sadistic puzzler hits
the NES, and it's as addictive as ever.
85% **£43** (Issue 11)

LITTLE NEMO Capcom 1-2 players
This fun cartoony arcade adventure
may be cute, but it's as hard as nails!
77% **£35** (Issue 8)

LOW G MAN
Nintendo/Taxan Group 1 player
Huge, playable and ingenious, with
vast levels and beautiful graphics.
94% **£20** (Issue 2)

MANIAC MANSION
Jaleco/Lucasfilm Games 1 player
Fun graphics and ingenious puzzles
make this a playable adventure.
83% **£35** (Issue 3)

MARBLE MADNESS
Milton Bradley/Rare 1-2 players
An excellent graphic conversion, but
with only six levels it's too simple.
56% **£40** (Issue 2)

MARIO AND YOSHI
Sunsoft 1 player
A decent enough puzzler, but it lacks
that all-important addictive edge.
66% **£40** (Issue 15)

MAXIVISION 15
Maxivision 1-2 players
What a load of rubbish! There are 15
games here and they're all crap.
27% **£60** (Issue 10)

MCDONALDLAND Ocean 1 player
Not a particularly original platformer,
but it looks okay and is quite playable.
77% **£40** (Issue 13)

MEGA MAN Capcom 1 player
An extremely tough platform shooter,
with no password system. Beware!
68% **£35** (Issue 6)

MEGA MAN 2
Capcom 1 player
Not as tough as Mega Man, and
better all round. Bright and funny.
83% **£45** (Issue 6)

MEGA MAN 3
Nintendo/Capcom 1 player
The best of the lot - tough gameplay,
smooth graphics and lots of baddies.
87% **£40** (Issue 10)

MICRO MACHINES
Code Masters/Hornby 1-2 players
This mini racer's fast and fun, with
realistic gameplay and brilliant handling.
92% **£33** (Issue 9)

MISSION IMPOSSIBLE
Palcom 1 player
There's lots of fun to be had with this
spy sim if you persevere.
79% **£40** (Issue 4)

MONSTER IN MY POCKET
Konami 1-2 players
It's got the looks, it's got the game-
play, but where's the challenge?
69% **£30** (Issue 15)

NES OPEN GOLF
Nintendo 1-2 players
Doesn't break any new ground, but
manages to be both fun and realistic.
86% **£35** (Issue 10)

NEW ZEALAND STORY
Ocean 1-2 players
A stunning arcade conversion from
Ocean. Blinks 'n' fab!
93% **£40** (Issue 5)

NOAH'S ARK Konami 1 player
Superb example of a platform shoot
'em up. The action is incessant.
86% **£40** (Issue 14)

NORTH AND SOUTH Infogrames 1-2 players
Patchy graphics, but this Civil War game is varied and enjoyable.
74% £45 (Issue 12)

OPERATION WOLF Taito 1 player
A crap lightgun game which is irritating as well as boring.
36% £30 (Issue 10)

PAPERBOY 2 Mindscape 1 player
Unoriginal, uncontrollable and badly programmed. Oh, and boring.
50% £40 (Issue 14)

PARASOL STARS Ocean 1 player
Cute, addictive and tough. This great platformer will soon get you hooked.
91% £30 (Issue 13)

PIRATES Konami 1 player
Atmospheric strategy game which will keep you playing for ages.
85% **Dunno yet** (Issue 16)

POWER BLADE Taito 1 player
Rip-roaring sound effects and impressive beasts, but it's a bit of a doddle.
49% £25 (Issue 2)

PRINCE OF PERSIA Sunsoft 1 player
Shoddy animation and awkward control. Looks very dated now.
35% £40 (Issue 15)

PRINCE VALIANT Ocean 1 player
Mildly engaging for a while, but ultimately too primitive and awkward.
59% £35 (Issue 14)

PROBOTECTOR Konami 1-2 players
The NES version of the classic Contra. A frantic and challenging shooter.
85% £23 (Issue 4)

PROBOTECTOR II Konami 1-2 players
A superb shoot 'em up which is tough, action-packed, and great-looking.
91% £45 (Issue 14)

PUNCH OUT Nintendo 1 player
One of the better NES boxing sims, but too basic and simple.
74% £30 (Issue 11)

RAD GRAVITY Activision 1 player
Looks a bit drab, but it's an intriguing platformer with loads of variety.
74% £35 (Issue 14)

RAD RACER Bandai 1 player
Not bad, but spoiled by average graphics and repetitive gameplay.
66% £30 (Issue 9)

RAINBOW ISLANDS Ocean 1-2 players
Near-perfect gameplay and brilliantly judged difficulty. Wonderful stuff!
92% £40 (Issue 5)

RESCUE - THE EMBASSY MISSION Kemco 1 player
Sniping, abseiling and lots of tip-toeing, but boy, is it dull.
48% £30 (Issue 5)

RC PRO-AM Nintendo/Rare 1 player
A weird game which plays really well but the gameplay lacks depth.
62% £35 (Issue 15)

ROAD FIGHTER Palcom/Konami 1 player
Addictive and fun, but looks awful and is far too primitive.
44% £30 (Issue 6)

ROBIN HOOD Virgin 1 player
An RPG-type explore 'em up with minor puzzles and major flicker.
63% £40 (Issue 14)

ROBOCOP Ocean 1 player
A fun stomp-and-blast 'em up, but it's too easy and lacks longevity.
66% £40 (Issue 2)

ROBOCOP 2 Ocean 1 player
A brilliant platform shooter, but with infinite continues it's far too easy.
79% £40 (Issue 10)

ROBOCOP 3 Ocean 1 player
A tough but intelligent game - brute force is not a good tactic here!
88% £40 (Issue 13)

ROLLER GAMES Konami 1 player
A good mixture of jumping and punching. Not brilliant, but fun.
72% £40 (Issue 2)

SHADOWGATE Kemco 1 player
Taxing puzzles and plenty of places to visit. It's a shame you keep dying.
74% £25 (Issue 2)

SHADOW WARRIORS Tecmo 1 player
Huge levels and varied graphics, but frustrating and awkward to control.
47% £25 (Issue 3)

THE SIMPSONS - BART VS THE SPACE MUTANTS Acclaim 1 player
Lots of humour, but it's tough and there are no passwords. Pros only.
81% £40 (Issue 1)

SKATE OR DIE Palcom/Konami 1-2 players
This has five sub-games, but none is very good and some really stink.
52% £35 (Issue 1)

SKI OR DIE Palcom/Konami 1-2 players
Just like Skate Or Die - with more white in it. Incredibly dull.
53% £40 (Issue 2)

SNAKE, RATTLE 'N' ROLL Nintendo/Rare 1-2 players
A cracking 3D scrolling collect 'em up. Pretty graphics and two-player action.
90% £30 (Issue 1)

SNAKE'S REVENGE Konami 1 player
Quite fun to begin with but gets mighty dull after a while.
44% £35 (Issue 6)

SMASH T.V. Acclaim 1-4 players
Lots of baddies make this a frantic blaster, but it's a bit too repetitive.
82% £40 (Issue 3)

SOLAR JETMAN - HUNT FOR THE GOLDEN WARPSPIN Nintendo/Rare 1 player
With a massive task, this shooting explore 'em up is one of the best.
92% £20 (Issue 1)

SOLSTICE Nintendo/Software Creations 1 player
Gob-macking graphics make this vast 3D adventure well worthwhile.
90% £20 (Issue 1)

SPIDER-MAN - RETURN OF THE SINISTER SIX Nintendo 1 player
Not very fast, frantic or, er, thrilling. There are loads of better platformers.
67% £35 (Issue 15)

STAR WARS JVC/Lucasfilm Games 1 player
A platform shooter with wonderful graphics and superb playability.
88% £45 (Issue 3)

STREET GANGS Infogrames 1 player
An odd-looking and unspectacular beat 'em up with a few good touches.
61% £40 (Issue 12)

SUPER MARIO BROS. 2 Nintendo 1 player
More varied than the first Super Mario game but not as good as SMB3.
79% £40 (Issue 5)

SUPER MARIO BROS. 3 Nintendo 1-2 players
The most stunning platform game your NES will ever see - it's gorgeous!
98% £40 (Issue 1)

SWORDS & SERPENTS Acclaim 1-4 players
Bland scenery, but the animation and adventure action make up for it.
82% £20 (Issue 2)

SWORD MASTER Activision 1 player
Probably the most boring NES game ever. Simplistic, repetitive gameplay.
22% £40 (Issue 7)

TALESPIR Capcom 1 player
Cute 'n' colourful graphics, but it's too fiddly and frustrating.
59% £45 (Issue 14)

TERMINATOR 2 LJN Ltd 1 player
A spiffy little game-of-the-film. Good platform beat 'em up action.
74% £40 (Issue 3)

TIME LORD Milton Bradley/Rare 1 player
Five levels of puzzle-solving, time-travelling tedium. Blinkin' awful.
43% £35 (Issue 1)

TINY TOON ADVENTURES Konami 1 player
A brilliant conversion which is even more fun than watching the cartoons.
88% £40 (Issue 9)

TO THE EARTH Nintendo 1 player
A proper 3D shoot 'em up, but with a Zapper. The best lightgun game out.
82% £30 (Issue 4)

TOM AND JERRY Hi-Tech Expression 1 player
An ordinary and not very inspired platformer. (And where's Tom?)
67% £43 (Issue 11)

TOP GUN Konami 1 player
Not a techy flight sim but a simplistic shoot 'em up. Fun, but not for long.
69% £40 (Issue 14)

TOP GUN - THE SECOND MISSION Konami 1-2 players
Amazingly fast visuals, but it's too hard to be much fun.
66% £40 (Issue 1)

TRACK AND FIELD II Konami 1-2 players
Another complex button-bashing sports sim. For fans of the genre only.
54% £35 (Issue 9)

TROG Acclaim 1-2 players
Looks great and plays well, but it's not difficult enough. Short-term fun only.
67% £30 (Issue 3)

TURBO RACING Data East 1-4 players
Nice-looking and smooth-playing. A bit simple, but it'll last a while.
81% £30 (Issue 9)

TURTLES 2 Konami 1-2 player
Lots of action and a few nice touches, but too repetitive and slow-paced.
66% £45 (Issue 6)

TURRICAN Imagineer 1 player
Platforms, guns, nasties - Turrican's got 'em all, but it's very average stuff.
77% £42 (Issue 14)

ULTIMATE AIR COMBAT Activision 1 player
The best NES flight sim yet. This will test even the toughest gamers.
82% £35 (Issue 15)

WIZARDS AND WARRIORS III Acclaim 1 player
A bit dull to start with, but quickly becomes intriguing and very playable.
76% £40 (Issue 7)

WWF WRESTLE MANIA CHALLENGE LJN Ltd/Rare 1-2 players
Under the surface this game's a real lightweight, even for wrestling fans.
30% £35 (Issue 6)

WRATH OF THE BLACK MANTA Taito 1 player
Good graphics, but it's unplayable. The hero dies every few seconds.
42% £23 (Issue 13)

THE LEGEND OF ZELDA Nintendo 1 player
The quest is vast but doable, and the task holds your interest. A classic!
78% £40 (Issue 2)

ZELDA 2 - THE ADVENTURE OF LINK Nintendo 1 player
Graphics could be better, but there's plenty of action and tantalising dues.
82% £40 (Issue 2)

ADDAMS FAMILY Ocean 1 player
A tough challenge, but it's all a bit plain. More puker than ooker.
52% £20 (Issue 7)

ADVENTURE ISLAND Hudson Soft 1 player
Loads of levels and smooth, clear graphics. Lame gameplay, though.
56% £22 (Issue 9)

THE ADVENTURES OF ROCKY AND SULLYWINKLE THQ 1 player
One of the naifest platform collect 'em ups ever to hit the Game Boy.
39% £22 (Issue 13)

ASTEROIDS Accolade 1-2 players
The simple but compulsive blaster of old just isn't the same on the GB.
55% £20 (Issue 5)

THE AMAZING SPIDER-MAN Sunsoft 1 player
Lots of web-throwing and beat 'em up sequences make this fun.
68% £20 (Issue 3)

BALLOON KID Sunsoft 1 player
A cutesy little adventure providing excellent hazard-dodging fun.
76% £25 (Issue 3)

BART SIMPSON'S ESCAPE FROM CAMP DEADLY Acclaim 1 player
Nicely structured gameplay and heaps of challenge. Wgwfw!
92% £22 (Issue 4)

BART VS THE JUGGERNAUTS Acclaim 1 player
Mildly entertaining at first but then utterly frustrating. Sloppily done.
45% £22 (Issue 12)

BATMAN Sunsoft 1 player
A tricky little platform shoot 'em up. Small graphics but speedy action.
80% £25 (Issue 1)

BATMAN - RETURN OF THE JOKER Sunsoft 1 player
Glorious graphics, fab sounds and five exceedingly tough levels.
86% £23 (Issue 10)

BATTLESHIPS Mindscape 1 player
The Game Boy version of the pen-and-paper game. Boring and pointless.
23% £25 (Issue 14)

BATTLETOADS Trade West 1 player
Heaps of variety makes this a real treat for Game Boy arcade fans.
90% £20 (Issue 11)

BILL AND TED'S EXCELLENT GAME BOY ADVENTURE Sunsoft 1-2 players
Rush down to your local Circle-K and buy this most bodacious cart now!
91% £20 (Issue 3)

BLADES OF STEEL Palcom 1-2 players
Disappointing version of a great game. Not really suitable for the GB.
60% £20 (Issue 6)

BLUES BROTHERS Titus 1 player
A tough platformer with slow graphics but big and varied levels.
74% £23 (Issue 10)

BOULDER DASH Sunsoft 1 player
Superb graphics and lots of tough screens keep this interesting.
89% £25 (Issue 3)

BOMB JACK Infogrames 1 player
Maybe not fancy enough for some tastes, but still great fun.
84% £25 (Issue 12)

BOXXLE FC/Pony Canyon 1 player
Looks simple, but the 108 puzzling levels just get harder and harder.
69% £20 (Issue 9)

BOXXLE 2 FC/Pony Canyon 1 player
Simple but engrossing. You won't find more refined puzzle-solving than this.
72% £25 (Issue 10)

BRAIN BENDER Electro Brain 1 player
A fun and fiendish puzzler with a challenge that'll last for ever!
77% £25 (Issue 11)

BUBBLE BOBBLE Taito 1 player
Terrifically addictive platform action. Passcodes make it too easy, though.
68% £20 (Issue 6)

BUBBLE GHOST FC/Pony Canyon 1 player
Blowing a bubble around a house could have been fun. Sadly, it ain't.
22% £20 (Issue 8)

BUGS BUNNY Kemco 1 player
This game has 80 levels, but sadly they're all much the same.
43% £20 (Issue 1)

BURAI FIGHTER Nintendo 1-2 players
A beautifully structured eight-way scrolling shoot 'em up which will last.
84% £20 (Issue 4)

BURGER TIME DELUXE Data East 1-2 players
Maybe a bit too simplistic, but still an addictive, if odd, platformer.
71% £20 (Issue 8)

CASTELIAN The Sales Curve 1 player
Simple, frustrating and addictive, but could annoy rather than enthrall.
75% £25 (Issue 8)

CASTLEVANIA ADVENTURE Konami 1 player
Lovely animation and detailed backdrops make this a real treat.
89% £23 (Issue 1)

CASTLEVANIA II Konami 1 player
Massive levels and fewer gripes than the above. A really classy game.
90% £20 (Issue 5)

CAESAR'S PALACE Ocean 1 player
None of the five gambling games here requires enough skill.
60% £20 (Issue 6)

CENTPEDE Accolade 1-2 players
Basic, but tough and addictive. Fun to zap away at now and again.
68% £23 (Issue 5)

CHOPLIFTER II JVC 1 player
Graphics are unimpressive, but it's an involved game with lots of challenge.
80% £23 (Issue 6)

THE CHESS MASTER Software Toolworks 1-2 players
Snap this up if you can still find it - it's the only chess game you'll ever need!
90% £22 (Issue 1)

DAEDALIAN OPUS Nintendo 1 player
Challenging, but not exciting enough if you're not into puzzles.
45% £20 (Issue 5)

DAYS OF THUNDER Mindscape 1 player
Smooth(ish) vector graphics but sadly it ain't that fast. For racing fans only.
73% £20 (Issue 4)

DOUBLE DRAGON 2 Acclaim 1-2 players
Slick enough to keep you amused if you want yet another beat 'em up.
77% £20 (Issue 4)

DRAGON'S LAIR Elite 1 player
Some of the best Game Boy graphics you'll ever see. Hard but playable.
79% £23 (Issue 3)

DR FRANKEN Elite 1 player
Beautiful platform adventure with detailed graphics. Flippin' brilliant.
91% £23 (Issue 5)

DR MARIO Nintendo 1-2 players
Forget the Mario connection - after a while this gets pretty dull.
64% £17 (Issue 1)

DROPZONE Hudson Soft 1-2 players
Loses summat on the 'Boy, but still a stiff challenge for shootin' freaks.
79% £25 (Issue 15)

DUCK TALES Nintendo 1 player
A snazzy little collect 'em up with a tough challenge and good control.
78% £20 (Issue 2)

DYNABLASTER Hudson Soft 1-2 players
With four games in one cart this offers terrific value for money.
93% £25 (Issue 2)

F-1 RACE Nintendo 1-4 players
Loads of courses, four-player link-up and fast graphics make this a corker.
88% £25 (Issue 1)

F-15 STRIKE EAGLE Hudson Soft 1 player
Frantic seat-of-the-pants combat, but not enough depth or variety.
78% £25 (Issue 15)

FACEBALL 2000 Bullet Proof Software 1-4 players
Graphics you could frame and addiction you could bottle. Essential!
93% £23 (Issue 5)

FERRARI GRAND PRIX CHALLENGE Acclaim 1 player
This has all the usual racing stuff but doesn't offer anything new.
63% £20 (Issue 11)

FOOTBALL INTERNATIONAL Bandai 1-2 players
A bit second-division. With only one player it gets dull quickly.
70% £25 (Issue 8)

FORTIFIED ZONE Jaleco 1 player
With only four short levels this mazy blaster won't entertain for long.
68% £25 (Issue 4)

FORTRESS OF FEAR Acclaim/Rare 1 player
A platform collect 'em up with good gameplay but no passwords.
84% £20 (Issue 2)

GARGOYLE'S QUEST Sunsoft 1 player
Variety, challenge and good looks. This needs brainpower and reflexes.
76% £25 (Issue 3)

GAUNTLET 2 Mindscape 1-2 players
A faithful conversion, but it's a bit of a pain on the small screen.
41% £20 (Issue 3)

GEORGE FOREMAN'S KO BOXING Acclaim 1 player
What can we say? Er... 'Don't buy it!'
20% £20 (Issue 14)

GHOSTBUSTERS 2 Activision/HAL Laboratory 1 player
Slick gameplay, and controlling two characters at once makes it different.
85% £20 (Issue 4)

GOLF Nintendo 1-2 players
Everything you could ask for is here, including two-player link and battery.
92% £20 (Issue 1)

GREMLINS 2 Sunsoft 1 player
Great graphics and fun gameplay. Tough but well worth the aggro.
82% £20 (Issue 2)

HAL WRESTLING HAL America 1-2 players
A truly crap wrestling game. You can't even tell the players apart.
28% £20 (Issue 10)

BATTLETOADS Trade West/Rare 1-2 players
Forget the Turtles - these dudes really kick butt! Serious platform beat 'em up action.
92% £36 (Issue 11)

PARASOL STARS Ocean 1 player
Rainbow Islands sequel with loads of power-ups, bonuses, and other in-game treats.
91% £30 (Issue 13)

PROBOTECTOR 2 Konami 1-2 players
How much hardware can you handle? This game's got more ammo flying around than you've ever seen! Not for the faint-hearted!
£40 (Issue 14)

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£40 (Issue 14)



91% (Issue 14)

Recall Top Ten - the best of GB

SUPER MARIO LAND Nintendo 1 player
It had to be number one, didn't it? The best-designed, most playable GB game ever!

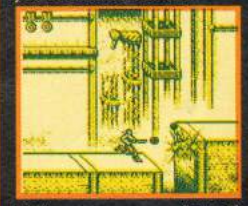


94% (Issue 1)

TENNIS Nintendo 1-2 players
What a racket! This is easily the best sports sim available on the Game Boy.

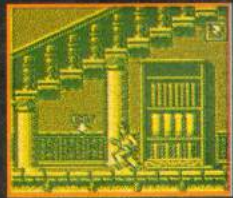
95% (Issue 1)

PROBOTECTOR Konami 1 player
Don't even think of buying another shoot 'em up until you've checked this out!



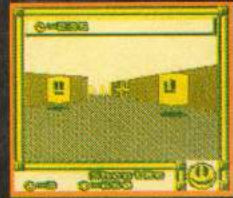
PARASOL STARS Ocean
1 player £25
An umbrella, stuff to collect and bags of cuteness – what more could you ask for?
92% (Issue 11)

DR FRANKEN Elite
1 player £25
A seriously massive game set in a huge mansion. Plenty of platform adventure stuff, and oodles of exploring. Is there a doctor in the house? U-huh.



92% (Issue 4)

FACEBALL 2000 Bullet Proof Software
1-4 players £25
Anyone who says that the maze game has had its day hasn't seen this!



93% (Issue 5)

SOLOMON'S CLUB Tecmo
1 player £25
A buildy-blocky-blowy-upy sort of puzzler which is fun and tremendously addictive.
93% (Issue 7)

NEMESIS 2 Konami
1 player £25
This is easily the most awesome shoot 'em up available on the Game Boy.
91% (Issue 3)

Recall Top Ten - the best of SNES

DRAGON'S LAIR Elite
1-2 players £45
Don't be put off by the old arcade game – this version is big, tough and addictive.



93% (Issue 10)

SUPER TENNIS Nintendo
1-2 players £40
Nintendo really got it right when they produced this spiffing sports sim. It's got loads of moves and it's brill.



96% (Issue 5)

HARMONY Accolade
1 player
A tough game, with original puzzling gameplay. Maybe a bit too hard.
69% £20 (Issue 11)

HIT THE ICE Taito
1 player
At first this ice hockey sim seems okay, but after a while it's deathly dull.
50% £25 (Issue 13)

HOME ALONE T+HQ 1 player
Wander around an empty house and bash a burglar every half hour. Dull.
38% £20 (Issue 4)

HOME ALONE 2 T+HQ 1 player
Slightly better than the SNES game, but far too easy. Hardly a 'must buy'.
57% £23 (Issue 13)

HOOK Ocean
1-2 players
Fast, smooth graphics and excellent gameplay. Lots of fun.
88% £20 (Issue 6)

HUDSON HAWK Sony Imagesoft
1 player
Looks nice, but the boring gameplay won't last for more than an hour.
35% £19 (Issue 10)

HUNT FOR RED OCTOBER High Tech Expressions
1-2 players
Loads of levels, but they're all very similar. Little resemblance to the film.
40% £22 (Issue 5)

HYPER LODE RUNNER Nintendo
1-2 players
A classically simple platform game. Sad graphics, but huge playability.
84% £23 (Issue 2)

ISHIDO Nexoft
1-2 players
Fun to begin with, but not enough variety to last for long.
68% £20 (Issue 5)

JOE N MAC Elite
1 player
If you're after some raw challenge this little monster will keep you going.
75% £20 (Issue 14)

JORDAN VS BIRD EA 1 player
Three-in-one basketball sim which is sometimes annoying but usually fun.
71% £20 (Issue 11)

KID IKARUS Nintendo
1 player
An engaging little platformer, but it's all a bit samey. You'll soon get bored.
68% £19 (Issue 11)

KILLER TOMATOES THQ Inc.
1 player
A silly scenario but quite a fab game. Big levels and oodles of action.
79% £20 (Issue 9)

KING OF THE ZOO Nintendo
1-2 players
Entertaining ball-rolling bash 'em up. Cute looks and masses of playability.
87% £25 (Issue 1)

KIRBY'S DREAMLAND Hal Labs
1 player
An original idea, and it looks pretty, but it's far too easy. Shame.
39% £20 (Issue 12)

KRUSTY'S FUN HOUSE Acclaim
1 player
A puzzler with simple design but tons of gameplay. Playable and well done.
84% £25 (Issue 13)

KWIRK Acclaim
1-2 players
Fiendishly hard puzzler, but so playable you'll be battling for ages.
78% £20 (Issue 1)

LEMMINGS Ocean
1 player
The graphics are a bit dodgy but this is still as fun and addictive as ever.
90% £25 (Issue 14)

LOONY TUNES Sunsoft
1 player
Annoying scrolling levels, but brilliant animation and great action.
80% £22 (Issue 13)

MCDONALDLAND Ocean
1 player
Fun for a while, but frustrating in the long run and desperately unoriginal.
66% £25 (Issue 14)

MARBLE MADNESS Mindscape
1-2 players
Graphically great and very playable, but it's too small and too dated.
31% £20 (Issue 4)

MARIO AND YOSHI Hudson Soft
1-2 players
Fantastically simple, but guaranteed to draw you in and not let you go.
80% £20 (Issue 15)

MAX Infogrames
1 player
An average platformer with some nice ideas but disappointing graphics.
57% £25 (Issue 14)

MEGA MAN 3 Capcom
1 player
A challenging blast which is nothing new but is still addictive and fun.
83% £22 (Issue 16)

MERCENARY FORCE Nintendo
1 player
Tough, different but ultimately tedious scrolly lefty-righty game.
54% £20 (Issue 9)

METROID 2 Nintendo
1 player
Too big, empty and bland. Not enough action for most gamers.
66% £25 (Issue 8)

MICKY MOUSE/BUGS BUNNY 2 Kemco/Seika
1 player
A pretty and fairly varied platformer which is sneakily addictive.
80% £28 (Issue 14)

MICKY'S DANGEROUS CHASE Capcom
1 player
A non-eventful, sad excuse for a platformer. Very bland early stages.
38% £22 (Issue 9)

MISSILE COMMAND Accolade
1-2 players
Poor control method and lame visuals mean this falls short of the target.
49% £22 (Issue 7)

MOTOCROSS MANIACS Palcom
1-2 players
Fast 'n' furious action make this race 'em up totally addictive.
91% £23 (Issue 6)

MOUSETRAP HOTEL Milton Bradley
1 player
Sad platformer with an uncontrollable character and repetitive gameplay.
47% £20 (Issue 13)

MIR DO Ocean
1 player
High-perfect conversion of the highly addictive and cerebral maze-muncher.
80% £22 (Issue 10)

MYSTERIUM First Star
1 player
Adventure-cum-maze game with added shooting. Works pretty well.
79% £30 (Issue 11)

NAIL 'N' SCALE Data East
1 player
A tedious puzzle game which is more annoying than challenging.
32% £18 (Issue 10)

NAVY SEALS Ocean
1 player
Run-along-and-shoot 'em up with good blasting gameplay.
79% £25 (Issue 2)

NEMESIS Konami
1 player
If you like class battles then add this one to your collection immediately.
92% £20 (Issue 2)

NEMESIS 2 Konami
1 player
Just as brilliant as its predecessor. Tough but intensely playable.
93% £25 (Issue 12)

NINTENDO WORLD CUP Nintendo
1-2 players
More oddball than football. Looks, er, interesting, but lacks excitement.
64% £20 (Issue 1)

OTHELLO Nintendo
1-2 players
Wipes the dust off the ancient board game and brings it bang up to date.
92% £20 (Issue 2)

PACHAMAN Namco
1-2 players
Basic gameplay and fiddly control. Definitely showing its age now.
51% £23 (Issue 7)

PAPERBOY Nintendo
1-2 players
This game gets a lot of fans. Dunno why – it's as dull as the Sunday Times.
77% £20 (Issue 3)

PAPERBOY 2 Mindscape
1 player
Virtually identical to the first game and just as lame.
50% £23 (Issue 10)

PARASOL STARS Ocean
1 player
Don't let the cute looks fool you – this acarder's tough and very playable.
92% £25 (Issue 11)

PARODIUS Palcom
1-2 players
A standard shooter at heart, but it looks fab and is plenty of fun.
83% £25 (Issue 10)

PIT FIGHTER T+HQ
1 player
This has a massive five opponents and a grand total of three fighters. Hmm.
27% £23 (Issue 10)

POPEYE 2 Hudson Soft
1-2 players
Honest little platformer with no frills but fast graphics and good gameplay.
82% £25 (Issue 15)

POP-UP Infogrames
1 player
Basic, five-minutes-at-a-time puzzle game, but jolly enough in its own way.
61% £25 (Issue 14)

PRINCE OF PERSIA Virgin
1 player
A bit superficial, but well-designed, nice-looking and great fun to play.
83% £23 (Issue 8)

PRINCE VALIANT Ocean
1 player
An absorbing and playable bash 'em up. Best by far as a head-to-head.
71% £29 (Issue 14)

PROBOTECTOR Konami
1 player
Would-be Arnie won't find a better blaster on the Game Boy than this.
92% £20 (Issue 8)

PROPHECY GameTek
1 player
Big and varied platform game, but it's too tough and the action's patchy.
51% £23 (Issue 11)

THE PUNISHER EA
1 player
Similar to Operation Wolf but too samey and too annoying.
49% £20 (Issue 14)

Q*BERT Jaleco
1 player
Just another platform puzzler, but the gameplay is timeless and addictive.
80% £19 (Issue 7)

QIX Nintendo
1-2 players
Guide a ship around, filling it up as you go. Weird but worth a look.
81% £20 (Issue 3)

RADAR MISSION Nintendo
1-2 players
This is just like that old pen 'n' paper war game, Battleships. Hmm.
53% £20 (Issue 3)

THE RESCUE OF PRINCESS BLOBBETTE Nintendo
1 player
Same old aimless wandering as the NES version, and just as dull.
55% £20 (Issue 2)

REVENGE OF THE 'GATOR HAL Laboratory Inc.
1-2 players
Ace pinball sim with smooth graphics and an arcade's worth of features.
85% £20 (Issue 1)

ROBOCOP Ocean
1 player
Entertaining and challenging enough, but too slow to be brilliant.
74% £20 (Issue 1)

ROBOCOP 2 Ocean
1 player
Unoriginal, but it's got nice graphics, great tunes and nifty sub-games.
86% £22 (Issue 10)

ROBIN HOOD Virgin
1 player
Great graphics and lots of slashy bits, but if you don't like RPGs, forget it.
74% £25 (Issue 15)

R-TYPE Irem
1 player
One of the all-time classic shoot 'em ups. Plenty of frantic blasting.
86% £22 (Issue 1)

R-TYPE II Irem
1 player
A very smart version, and technically even better than its predecessor.
68% £25 (Woolworths) (Issue 14)

SIDE POCKET Data East
1-2 players
This pool game's okay with two players but is otherwise disappointing.
59% £20 (Issue 1)

SKATE OR DIE (BAD 'N' RAD) Konami
1 player
Sufficiently different from the NES original to make it rather fab.
76% £20 (Issue 2)

SNEAKY SNAKES Tradewest
1-2 players
The GB version of NES Snake, Rattle, 'n' Roll, but it's only 2D and a bit dull.
58% £20 (Issue 4)

SNOOPY'S MAGIC SHOW Kemco
1-2 players
With clear, simple graphics, this is great on the move. Too easy, though.
71% £25 (Issue 6)

SOCCER MANIA Sony Imagesoft
1 player
A very sad soccer sim, with appalling control and indistinguishable players.
13% £22 (Issue 11)

SOLAR STRIKER Nintendo
1 player
A playable top-to-bottom shooter, but let down by crude visuals.
72% £18 (Issue 1)

SOLOMON'S CLUB Tecmo
1 player
Stunning puzzle game which brainboxes and arcade fans alike will enjoy.
93% £20 (Issue 7)

SPEEDBALL 2 Mindscape
1 player
A poor version of the classic game. It's too slow and the targets are unclear.
51% £25 (Issue 16)

SPIDER-MAN II FCI/Pony Canyon
1 player
A playable little platformer, but not really of superhero proportions.
69% £23 (Issue 9)

STAR SAVER Taito
1 player
A tedious game with weedy visuals and formulaic gameplay.
34% £18 (Issue 7)

STAR TREK Ultra Games
1 player
This has loads of levels and nice graphics, but the gameplay's lame.
57% £20 (Issue 10)

STAR WARS Seika
1 player
An oldie, but a frantic megablast and ideal for a swift pick up 'n' play.
80% £40 (Issue 12)

SUPER HUNCHBACK Ocean
1 player
Brilliantly animated platformer with dreamy gameplay and loads of extras.
90% £20 (Issue 7)

SUPER KICK OFF Anco
1 player
Quite simply the best footy game available for the Game Boy.
77% £25 (Issue 6)

SWAMP THING T+HQ 1 player
Poor excuse for a platformer, despite its environmental message.
21% £22 (Issue 14)

SUPER MARIO LAND Nintendo
1 player
A cracking play, with all the class of its full-size counterparts.
94% £20 (Issue 1)

SUPER MARIO LAND 2 Nintendo
1 player
This has all the usual Mario stuff, but it's not really up to scratch.
70% £25 (Issue 12)

SUPER OFF ROAD Tradewest
1 player
Even weaker than the SNES game. Slow, uncontrollable and frustrating.
16% £23 (Issue 13)

SUPER RC PRO-AM Nintendo/Rare
1-4 players
Great fun for four players but gets tiresome if you're on your own.
87% £25 (Issue 1)

TAIL 'GATOR Natsume
1 player
A brilliant little arcade platformer. The levels are varied and it looks ace.
86% £19 (Issue 11)

TENNIS Nintendo
1-2 players
Superb control and perfect graphics. You'll never pick up a racquet again!
95% £19 (Issue 1)

T2 - THE ARCADE GAME LJN
1 player
If you can ignore the sameyness, you'll love this action-packed mayhem.
71% £25 (Issue 13)

TERMINATOR 2 Acclaim
1-2 players
A neat game with spiffy graphics and all the best bits from the film.
80% £23 (Issue 3)

TINY TOON ADVENTURES Konami
1 player
Some of the cutest graphics you'll ever see. A very playable platformer.
89% £23 (Issue 9)

TIP OFF Imagineer
1 player
A basketball sim which isn't that original but does the job nicely.
78% £25 (Issue 13)

TITUS THE FOX Titus
1-2 player
An average platformer, but the two-player link-up option is nice.
71% £30 (Issue 16)

TOP GUN - GUTS AND GLORY Konami
1 player
Easy to learn and loads of missions, but the air combat is substandard.
60% £25 (Issue 15)

TRACK MEET Interplay
1 player
Well-designed athletics sim which has nothing new to offer but is still fun.
64% £20 (Issue 9)

TRAX HAL Labs
1 player
A blaster with almost no action. Sad.
32% £22 (Issue 10)

TURN AND BURN Absolute Entertainment
1 player
A feature-packed, realistic flight sim, with clean and detailed graphics.
80% £24 (Issue 15)

TURRICAN Accolade
1 player
Massive and very challenging shoot 'em up. Almost as slick as on the NES.
79% £20 (Issue 5)

TURTLES (FALL OF THE FOOT CLAM) Konami
1 player
A great beat 'em up, especially if you're a Turtles fan.
91% £23 (Issue 1)

TURTLES 2 (BACK FROM THE SEWERS) Konami
1 player
A fine sequel to the first game, with more variety and a tougher mission.
84% £23 (Issue 6)

ULTIMA FCI/Pony Canyon
1 player
It's a bit too easy to die, but this is a huge RPG which you'll want to finish.
84% £26 (Issue 12)

WAVE RACE Nintendo
1 player
Not the best racer ever, but the addition of water makes it interesting.
70% £25 (Issue 16)

GOTCHA! Shop attack!

If you're playing Nintendo, you could fall victim to the GOTCHA Squad!
'Flasher' Beaven strikes again! Look out - he could be lurking with his trusty Instamatic in an arcade or games shop near you!

This month's victim: Amal Patel Swindon
Amal grimaces as he feels the full force of jimbo's bad breath.

WORDTRIS Spec. Holobyte 1 player
A poor imitation of Tetris and unexciting in the extreme.
44% £25 (Issue 16)

WORLD CIRCUIT SERIES
Konami 1-4 players
A good, playable racing sim. The F1 tracks are fiendishly hard.
75% (Issue 9)

WWF SUPERSTARS
LN 1-2 players
Beautiful graphics and heaps of neat moves, but it's far too easy.
49% £25 (Issue 4)

WWF SUPERSTARS II
LN 1 player
This has nothing new to offer and is ridiculously uncontrollable.
44% £23 (Issue 11)

XENON 2 Mindscape 1 player
A polished conversion of a classic shooter, but it's looking dated now.
69% £23 (Issue 13)

SUPER NES

ACTRAISER ENIX 1 player
An arcade slash 'em up with lovely graphics and loads of atmosphere.
91% £40 (Issue 12)

THE ADDAMS FAMILY
Ocean 1 player
Slick arcade adventure which is good-looking and a hell of a challenge.
70% £40 (Issue 8)

ANOTHER WORLD Interplay 1 player
Technically stunning and potentially a classic, but it's too easy.
74% £43 (Issue 12)

AMAZING TENNIS
Absolute Entertainment 1-2 players
Ridiculously poor tennis sim that is simply unplayable. A real dodo.
33% £43 (Issue 15)

AXELAY Konami 1 player
The prettiest alien-blasters ever, but the gameplay's too patchy.
81% £45 (Issue 11)

BATTLE BLAZE Sammy 1 player
A second-division slugger which looks good but isn't varied enough.
59% £45 (Issue 8)

BATTLE CLASH Nintendo 1 player
A tedious, simplistic Super Scope game. Shoot robots and, er, that's it.
28% £35 (Issue 12)

BART'S NIGHTMARE
Acclaim 1 player
This looks good and is fairly varied but the gameplay is all over the place.
53% £43 (Issue 12)

BLAZEON Atlas 1 player
A sad sideways blaster with a lack of aliens and shuddery scrolling.
28% £45 (Issue 10)

BLAZING SKIES Namco 1 player
Random gameplay, shabby graphics and no atmosphere. Dreadful.
42% £45 (Issue 12)

CASTLEVANIA IV Konami 1 player
A good-looking swing 'n' slice 'em up which is a bit samey but loads of fun.
74% £40 (Issue 7)

CHUCK ROCK Sony Imagesoft 1 player
A very basic platformer. It's pretty, but the gameplay's too simplistic.
61% £45 (Issue 14)

DARIUS TWIN Taito 1 player
A shooter which can be both action-packed and seriously repetitive.
62% £45 (Issue 14)

DESERT STRIKE E.A. 1 player
An excellent shoot 'em up with a great mix of shooting and strategy.
88% £43 (Issue 13)

DEATH VALLEY RALLY
Sunsoft 1 player
Fab-looking, fast and funny, but it's awkward and ludicrously hard.
75% £43 (Issue 15)

DINOSAURS Irem 1 player
Big, pretty and playable enough, but it's all pretty standard stuff.
55% £45 (Issue 11)

D-FORCE Asmik 1 player
This vertical scroller looks basic, but it might keep you amused for a while.
67% £45 (Issue 10)

DRAGON'S LAIR
Elite 1-2 players
Probably the most tortuous and atmospheric SNES game you'll ever play!
93% £45 (Issue 10)

DRAKKHEN Infogrames 1 player
An RPG which gives you four characters to control but is too methodical.
64% £45 (Issue 14)

FINAL FIGHT Capcom 1 player
Look no further if you want a decent, varied and colourful beat 'em up.
78% £42 (Issue 9)

F1 CIRCUS Nichitsu 1 player
There are loads of options here but the viewpoint is too confusing.
64% £45 (Issue 10)

F1 EXHAUST HEAT Ocean 1 player
Nice Mode 7 racetracks but the gameplay is a complete non-starter.
59% £45 (Issue 12)

F-ZERO Nintendo 1 player
This futuristic burn-up has to be seen to be believed! Heart-pumping stuff.
91% £40 (Issue 5)

GODS Interplay 1 player
A great-looking game with a nice mix of killing and puzzle-solving.
80% £43 (Issue 15)

HARLEY'S HUMUNGOUS ADVENTURE Masaya 1-2 players
Poor excuse for a platformer. You'd be mad to spend 45 quid on this.
45% £45 (Issue 16)

HOLE IN ONE Hal Labs 1-4 players
Although this only has 18 holes, the smart Mode 7 graphics make up for it.
75% £40 (Issue 11)

HOME ALONE 2 Ocean 1 player
This sprawling platformer is big, empty and contains nothing new.
53% £45 (Issue 13)

HOOK Sony Imagesoft 1 player
If you liked the film, you'll be disappointed with this standard platformer.
60% £45 (Issue 11)

JACK NICKLAUS GOLF
Trade West 1 player
A potentially good game ruined by slow graphics and gameplay.
59% £45 (Issue 11)

JAMES BOND JUNIOR
THQ 1 player
A ludicrous plot and gameplay that manages to be even worse.
42% £40 (Issue 14)

JOE 'N' MAC - CAVEMAN NINJA
Elite 1-2 players
Uncontrollable characters and it's too easy to finish, but it's still playable.
72% £40 (Issue 9)

JIMMY CONNORS TENNIS
Ubisoft/Blue Byte 1 player
A superb, incredibly playable tennis sim. Even better than Super Tennis!
93% £50 (Issue 15)

JOHN MADDEN '93 EA 1-2 players
Fans of American Football won't find a better sim than this.
86% £43 (Issue 13)

KA-BLOOEY Kemco 1 player
A taxing puzzler, but not really worthy of the SNES's capabilities.
69% £45 (Issue 13)

KING OF THE MONSTERS
Takara 1 player
A cross between Godzilla and WWF. Sounds fun but the novelty wears off.
41% £50 (Issue 10)

KRUSTY'S SUPER FUN HOUSE
Konami 1 player
A bit gloomy for a 'Fun House', but good-looking and atmospheric.
80% £40 (Issue 8)

LEMINGS Sunsoft 1 player
The squillion-year-old classic comes to the SNES and it's still fun and frantic.
81% £43 (Issue 10)

LETHAL WEAPON Ocean 1 player
Unimaginative use of a movie licence. A standard platform beat 'em up.
84% £26 (Issue 16)

MARIO PAINT Nintendo 1 player
A user-friendly art and music package but it's far too limited. Disappointing.
48% £70 (& SNES mouse) (Issue 10)

MUSYA Datam 1 player
This Oriental arcade adventure has some neat bits but it's too boring.
59% £45 (Issue 8)

NHLPA ICE HOCKEY
Electronic Arts 1-2 players
A realistic and easy-to-learn ice hockey sim which plays wonderfully.
91% £43 (Issue 14)

PAPERBOY 2 Mindscape 1-2 players
Almost as bad as doing the real thing and just as tedious as Paperboy 1.
32% £40 (Issue 10)

PARODIUS Konami 1 player
A fun shoot 'em up with plenty to get your teeth into. Too easy, though.
87% £54 (Issue 9)

PGA TOUR GOLF EA 1-4 players
A nice user-friendly golf sim, with a simple layout and easy-to-use menu.
69% £43 (Issue 11)

PHALANX Ocean 1 player
A horizontally scrolling shooter with all the biz, but the action's patchy.
59% £40 (Issue 13)

PILOTWINGS Nintendo 1 player
Nice Mode 7 racetracks but with visuals to make your eyes pop out. Gorgeous!
91% £40 (Issue 11)

POPULOUS Imagineer 1 player
A good conversion of the old god-game, but the novelty's worn off now.
61% £45 (Issue 12)

POWER ATHLETE
Kaneco 1-2 players
Another SFII rip-off, and it's a pile of cack. The graphics are appalling.
28% £45 (Issue 14)

PRINCE OF PERSIA Konami 1 player
Very tough arcade puzzler. Lovely graphics and stunning animation.
84% £43 (Issue 9)

PRO QUARTER BACK
Trade West 1-2 players
Some nice features, but it doesn't make it as an American footy sim.
33% £45 (Issue 16)

PUSH OVER Ocean 1 player
Tricky puzzler, but not as arcadey or as puzzley as it should be.
68% £43 (Issue 13)

RACE DRIVING THQ 1 player
Probably the worst SNES driving game ever. Pathetically slow graphics.
17% £43 (Issue 12)

RANMA 1/2 Masaya 1-2 players
A nifty best-of-three-rounds beat 'em up which wins no prizes for originality.
67% £45 (Issue 10)

RANMA 1/2 PART 2
Masaya 1-2 players
Like part one, with a few bits added.
68% £45 (Issue 16)

RIVAL TURF Jaleco 1-2 players
Excellent two-player stroll 'n' beat 'em up with high-speed gameplay.
70% £45 (Issue 9)

ROBOCOP 3 Ocean 1 player
A major disappointment. Poor graphics and non-existent gameplay.
37% £40 (Issue 12)

THE ROCKETEER
IGS Corp. 1-2 players
Impressive to look at, with cinematic backdrops and nice, detailed sprites.
28% £45 (Issue 7)

RPM RACING Interplay 1-2 players
More of a touner than a racer - it's far too slow to get the blood rushing.
46% £40 (Issue 9)

SKULJAGGER
American Soft. Corp. 1 player
Bland scenery, basic animation and bog-standard action. Lacklustre stuff.
61% £45 (Issue 13)

SIM CITY Nintendo/Maxis 1 player
Possibly the best £40 you'll spend! A simple concept but a huge game.
94% £40 (Issue 7)

SOUL BLAZER ENIX 1 player
Similar to Zelda, and almost as good. Huge, atmospheric and pretty.
89% £45 (Issue 12)

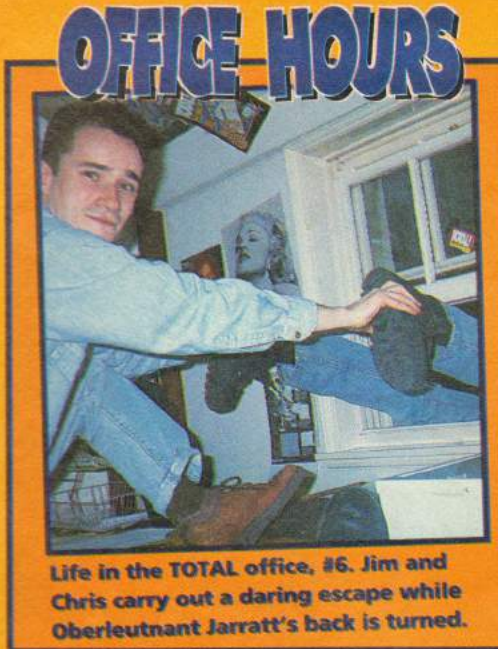
SPANKY'S QUEST
Natsume 1 player
Not bad but hardly worth the £40 price tag.
54% £40 (Issue 12)

SPIDER-MAN AND THE X-MEN
Acclaim 1 player
Die-hard Marvelites may enjoy this, but it's a very average platformer.
67% £45 (Issue 13)

SPINDIZZY WORLDS
Activision 1 player
A wonderful puzzler arcade game with bags of variety.
91% £45 (Issue 14)

STARWING Nintendo 1 player
Also called StarFox, this FX chip game is the best shoot 'em up ever seen!
96% £50 (Issue 16)

STREET FIGHTER II
Capcom 1-2 players
Sound, graphics and gameplay in harmony. The best beat 'em up ever!
94% £45 (Issue 8)



Life in the TOTAL office, #6. Jim and Chris carry out a daring escape while Oberleutnant Jarratt's back is turned.

STRIKE GUNNER Activision 1 player
A scrolling shooter with nice-looking ships but tedious gameplay.
51% £45 (Issue 12)

SUPER ADVENTURE ISLAND
Hudson Soft 1 player
Ignore the groovy rave-style tunes - this is a very basic platformer.
40% £40 (Issue 11)

SUPER ALESTE Toho/Compile 1 player
Forget Axelay - if it's vertical scrolling shooters you're after, this is the biz!
85% £45 (Issue 12)

SUPER BATTLETANK
Absolute Entertainment 1 player
Like Desert Strike, but with tanks. Unlike Desert Strike, it's tedious.
50% £40 (Issue 14)

SUPER BUSTER BROS.
Capcom 1 player
A Pang conversion which, with no two-player mode, doesn't really work.
57% £50 (Issue 14)

SUPER DOUBLE DRAGON
Tradewest 1 player
Decent graphics, but like the other DD games, there's no challenge.
61% £45 (Issue 12)

SUPER GHOULS 'N' GHOSTS
Capcom 1 player
Lovely scenery and a challenge to knock your socks off.
87% £40 (Issue 11)

SUPER KICK OFF Anco 1-2 players
Too fast, too wild and control is too cumbersome. Super Soccer's still best.
49% £45 (Issue 14)

SUPER MARIO KART
Nintendo 1-2 players
A highly original racing collect 'em up with Mode 7 split-screen tracks.
82% £40 (Issue 11)

SUPER OFF ROAD
Tradewest 1-2 players
Weedy cars and samey tracks. Only any good as a head-to-head.
53% £45 (Issue 7)

SUPER PLAY ACTION FOOTBALL
Nichitsu 1-2 players
Far too complex and uncontrollable for novices. Try John Madden instead.
53% £45 (Issue 11)

SUPER PROBOTECTOR
Konami 1-2 players
Unbelievable graphics and out-of-this-world gameplay. Incredible stuff!
88% £45 (Issue 9)

SUPER R-TYPE Nintendo 1-2 players
Stunning graphics, but let down by shallow gameplay.
71% £40 (Issue 6)

SUPER SCOPE Nintendo
The SNES version of the Zapper. Fun for a while, but it's not really worth it.
43% £50 (Issue 8)

SUPER SMASH TV
Acclaim 1-2 players
Stupendously brutal, thrilling and rock-hard! The ultimate shoot 'em up!
93% £40 (Issue 8)

SUPER SWIV 5 Curve 1-2 players
A classic SNES top-down blaster. Be warned - it's incredibly tough!
83% £45 (Issue 16)

SUPER STAR WARS
Nintendo 1 player
A fine platformer. Gorgeous graphics and awesome sound, but lacks variety.
87% £50 (Issue 15)

SUPER SOCCER Nintendo 1 player
Great visuals, a choice of teams and flexible controls, but it's unrealistic.
80% £43 (Issue 6)

SUPER TENNIS Nintendo 1-2 players
One of the most playable and realistic tennis sims ever!
96% £40 (Issue 5)

SUPER WWF Acclaim 1-2 players
Even if you hate wrestling this'll wow you. It looks and sounds great.
81% £40 (Issue 6)

SYVALION JVC 1 player
This is utter crap. Don't buy it.
20% £45 (Issue 16)

THE MAGICAL QUEST STARRING MICKEY MOUSE
Capcom 1 player
Graphically stunning but the life span leaves something to be desired.
81% £50 (Issue 13)

THE IREM SKINS GAME
Irem 1-4 players
Ignore the rather odd title - this is just another golf game, and it's dull.
64% £45 (Issue 13)

TOP GEAR Kemco/Gremlin 1-2 players
A fast, furious and fun racer. The Mode 7 graphics are exceptional.
93% £40 (Issue 9)

TRUE GOLF CLASSICS
T&E Soft 1-4 players
If it's realistic rather than playable golf you're after, give this a whirl.
72% £42 (Issue 11)

TURTLES IN TIME Konami 1 player
Good-looking and occasionally quite fun, but it won't get the pulse racing.
63% £50 (Issue 10)

ULTRAMAN Bandai 1 player
Poor animation and an almost total absence of gameplay. Dire.
26% £45 (Issue 11)

UN SQUADRON Capcom 1 player
Horizontal scrollers don't come much better than this.
92% £43 (Issue 10)

WING COMMANDER
Mindscape 1 player
An alien-blasting flight sim with stunning graphics and thrilling combat.
89% £45 (Issue 14)

WORDTRIS Interplay 1-2 players
A nicely done puzzler, but it's not exciting or addictive enough.
61% £45 (Issue 15)

XARDION Asmik 1 player
Everything about this platformer shoot 'em up is naff. Avoid like the plague!
27% £45 (Issue 9)

X-ZONE Kemco 1-2 players
The best blasting Super Scope game to be released so far.
70% £45 (Issue 16)

ZELDA III - A LINK TO THE PAST Nintendo 1 player
Fantastic adventure that's big, atmospheric, and very tough. A real laster.
93% £43 (Issue 11)

ZELDA III Nintendo 1 player
The toughest adventure you'll ever encounter on your Nintendo. It's brilliant!



91% (Issue 11)

TOP GEAR Kemco/Gremlin 1-2 players
With serious speed, nitro injections and a heavy challenge, this is in a class of its own.
93% (Issue 9)

STREET FIGHTER II Capcom 1-2 players
So, what's all the fuss about this Street Fighter II, then? Play it and you'll find out!



94% (Issue 8)

SUPER SMASH TV Acclaim 1-2 players
Can you handle this blood bath of a game? Super Smash TV is definitely not for wimps!
93% (Issue 8)

UN SQUADRON Capcom 1 player
For awesome graphics and action that will blow your mind, put your trust in the UN!



92% (Issue 10)

JIMMY CONNORS TENNIS Blue Byte/Ubisoft 1-4 player
A real pro's tennis game. The four-player option is ace.
93% (Issue 15)

SIM CITY Nintendo/Maxis 1 player
A top-notch strategy game which is not only very intellectually taxing but also a whole load of fun to play.



94% (Issue 7)

SUPER MARIO WORLD Nintendo 1-2 players
The king of platform games appears in a real stonker here. An almost perfect game.



98% (Issue 4)

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FT EXHAUST HEAT (JAP).....£45.00	PHALANX (US).....£46.00	HARLEY'S HUMONGOUS.....£46.00
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TOTAL TALK BACK

'There are more questions than answers,' that bloke sings on **A Question Of Sport**. Help us out, and there won't be!

We don't care what they say about TOTAL readers, we think you're all right. In fact, we think you're so utterly brill, that we want to know as much about you as possible.

We want to know your hopes, your dreams, your fears. The heartache, the - (look, will you just get on with the questionnaire please? - Steve.)

Yes. Well, we want you to answer some questions for us. There's no money in it, no prizes, but you can be confident that you're helping to make your favourite Nintendo magazine even better than before.

So, without further ado...

1. Which Nintendo console(s) do you own, and how long have you had 'em for?

- a. Game Boy for years months
- b. NES for years months
- c. SNES for years months

2. Do you intend buying another Nintendo console? If so, which one?

- a. Game Boy
- b. NES
- c. Super NES

3. Embarrassing secret time: you've got other machines hidden away somewhere, haven't you? Which ones?

- a. Sega Master System
- b. Sega Mega Drive
- c. Sega Game Gear
- d. Sega Mega CD
- e. Neo Geo
- f. Lynx
- g. Amiga
- h. Atari ST
- i. PC
- j. C64
- k. Sinclair Spectrum
- l. Amstrad CPC
- m. Kenwood Chefette

4. All right, if TOTAL's so brilliant, are you going to subscribe, then?

- a. Yes! (go to question 6)
- b. Might (go to question 6)
- c. No, I don't want to commit myself (go to question 6)
- e. No, I can't afford the lump sum (go to question 6)
- f. No, it doesn't appear to offer good value (go to question 5)

5. You're not really very bright, are you?

- a. Er, no. I wouldn't know a good deal if it bit me, probably

6. What are your favourite games, then? And on which machine?

- 1. Game Street Fighter
Machine SNES
- 2. Game Demolition Man
Machine SNES
- 3. Game Street Fighter
Machine SNES
- 4. Game Street Fighter
Machine SNES
- 5. Game Street Fighter
Machine SNES

7. So, just how many cartridges do you own?

I've got this many: 12

8. That many, huh? So, just how often do you buy a cart?

- a. Every month
- b. Every two months
- c. Four times a year
- d. Three times a year
- e. Twice a year
- f. Once a year

9. Games are expensive these days, so do you regularly swap your old carts for new ones?

- a. No
- b. Yes, with friends
- c. Yes, through an exchange club

10. When you do buy a game, what sort of things influence your choice?

(Rate each of these influences out of ten)

- a. Reviews in TOTAL/10
- b. Reviews in other mags/10
- c. Adverts/10
- d. Recommended by pals/10
- e. Depends what they have in the shop when I have some money to spend/10
- f. On a hunch, or cos I reckon it 'sounds good'/10

11. On average, how many hours a week do you reckon you play on your Nintendo? Go on, be honest!

Sad though it sounds, I actually spend this long playing on my Nintendo: hours

12. Which other console mags do you read? Give them all a mark out of ten, putting them in order. (While you're at it, describe them each in two or three words, like 'it's got nice screen shots, but the reviews are boring', summat like that.)

- 1. TOTAL! /10 and it's OK
- 2. /10 and it's
- 3. /10 and it's
- 4. /10 and it's
- 5. /10 and it's
- 6. /10 and it's

13. If TOTAL isn't your favourite console mag, which is and why? What do you prefer about other mags?

My favourite console magazine is called:

.....

And I prefer it to TOTAL because:

.....

.....

.....

.....

.....

.....

14. How many other people read your copy of TOTAL, apart from yourself?

This many people: 10

15. Please rate each section of TOTAL out of ten.

- a. Cover/10
- b. News/10
- c. Charts/10
- d. Letters/10
- e. Previews/10
- f. Competitions/10
- g. NES reviews/10
- h. Game Boy reviews/10
- i. SNES reviews/10
- j. GB Reviews Round-up/10
- k. SNES Reviews Round-up/10
- l. TOTAL Tactix/10
- m. TOTAL Recall/10
- n. Next Month page/10

16. If you could change anything about TOTAL, what would it be?

.....

.....

.....

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.....

.....

17. What did you reckon to this month's free cover gift (the Super Mario badge)? Mark it out of ten, then tell us what you thought...

Marks out of ten 8/10

I thought I was

OK

18. OK, so what's the best cover gift TOTAL has ever given you - and why?

I think the best was Tips book

because: 1. too

Tips

19. Give a mark out of ten to each of the following free cover gifts, all of which we've bunged at you at some time in the past...

- a. Poster 9/10
- b. Tips book 10/10
- c. Diary/address book 8/10
- d. Postcards 5/10
- e. Win 50 SNESs compo 8/10

19. How old are you?

I am 11 years old

20. Take a look in the mirror. Are you...

- a. Male, or
- b. Female

21. What is your annual income, more or less?

- Over £20,000 - and proud of it
- £16,000 - £20,000
- £12,000 - £15,999
- £8,000 - £11,999
- £5,000 - £7,999
- £1,000 - £4,999
- Under £1,000
- Pocket money (sigh)

22. You can't play Nintendo all day, can you? What else do you enjoy doing in your free time?

- Playing sports
- Going to the movies
- Watching TV and videos
- Listening to music
- Visiting friends
- Going to clubs or live bands (much better than dead ones, in our experience)
- Reading books 'n' comics
- Playing Nintendo (that's all I do!)

23. What's the worst thing about Nintendo consoles?

Nothing!

24. Who's your favourite singer/band?

THE TWIN

DALMERED

25. What's been your favourite film over the past year?

Forever Young

26. And what's your favourite TV show?

.....

27. What magazines apart from computer magazines do you read regularly?

- a. Cosmopolitan
- b. Elle
- c. GQ
- d. Esquire
- e. Q
- f. Vox
- g. Select
- h. Empire
- i. Melody Maker
- j. NME
- k. MIBUK
- l. Viz
- m. Judge Dredd
- n. Red Dwarf
- o. Shoot
- p. Smash Hits
- q. Cinefex

Others

28. Which of the following radio/TV stations do you listen to/watch regularly?

- a. Capital FM
- b. BBC Radio 1
- c. Local FM radio
- d. MTV
- e. Sky Sports
- f. Sky Movies Plus
- g. Movie Channel
- h. BBC 1
- i. BBC 2
- j. ITV
- k. Channel 4

29. What are your three favourite programmes from the stations you ticked above?

1. BBC 1

2. ITV

3. Sky Sports

29. Back to TOTAL now. What kind of thing would you like to see much more of in TOTAL? (Don't just put 'more NES/SNES/Game Boy reviews.' Put things like 'More compos,' 'More tips,' or 'More mentions of my name' or something)

More

Tips

30. And what - you guessed it - would you like to see much less of in TOTAL? (Again, there's not much point in putting 'Less NES/Game Boy coverage.')

LES

compo

And that's it! You've completed our quiz. Now fill in your name and address and stick the form in an envelope. If you don't fancy cutting up the mag, we don't mind a photocopy of these pages. Thank you very much indeed for your help: we really do take notice of what you say.

NAME: Pete Dabley

ADDRESS:

Send the whole caboodle to:
TOTAL Questionnaire
30 Monmouth Street,
Bath, Avon, BA1 2BW

Data Protection Act

Data from this questionnaire may be stored on computer. Future may wish to pass this information on to third parties for their mailing lists. Tick the box below if you want your name and address withheld from all computer records arising from this questionnaire.

Hmm... it would appear that we've got loads of room left. Tell you what, why not use the rest of the questionnaire to tell us anything else at all about TOTAL you think we should know. Anything. Feel free...

Okay, you can stop now.

BACK ISSUES

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- ISSUE 11 • code: TOT11**
SOLD OUT!
Star Wars! Plus Super Mario Kart, GB, and more!
- ISSUE 12 • code: TOT12**
The Force is with us - we've got GB Star Wars, NES Empire Strikes Back and SNES Star Wars! Plus Super Mario Land 2!
- ISSUE 13 • code: TOT13**
Hey, Mickey, you're so fine! M. Mouse works his magic on the SNES! Plus Desert Strike, and John Madden '93!

TOTAL Back issues,
Future Publishing, Somerton TA11 7BR.
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Fab shoot 'em up guide! Part 1 of our huge Zelda III guide!



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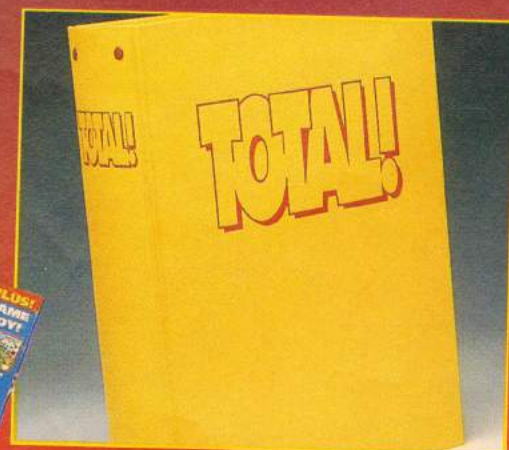
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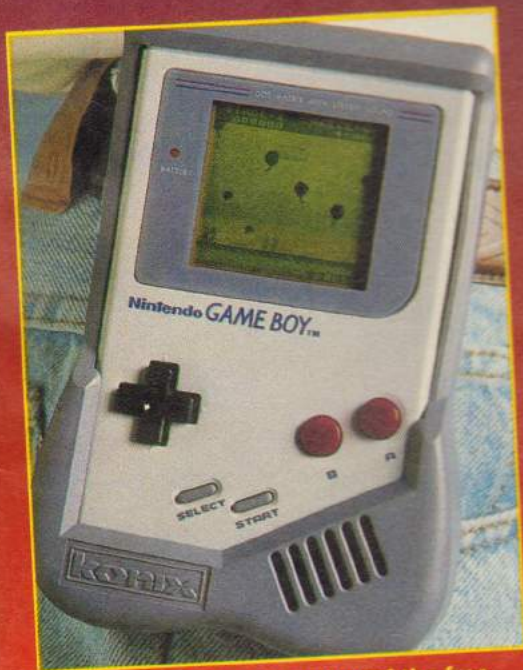
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WOW!

Without doubt, Issue 18 of TOTAL will most definitely be the next issue after this one. And it'll be full of good stuff, too...

On the...



NES

As usual, TOTAL still has more NES coverage than anyone else. Next month we'll look at Cool World, Bartman, Lethal Weapon and, if we're lucky, The Incredible Crash Dummies!

Plus...

Lets face it, TOTAL's GB reviews are the best in the world. Next issue, hand-held gamers can look forward to Darkwing Duck, Miner 2049er, The Flintstones and, just maybe, Zelda: Link's Awakening. Co!

GAME BOY



and of course...



Super NES players have plenty to be happy about, including Tiny Toon Adventures - Buster Busts Loose!, The Blues Brothers, Alien³ and loads more!

Dear Newsagent,
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TOTAL
issue 18 will be on sale at all good newsagents from Thursday 20th May - be there!



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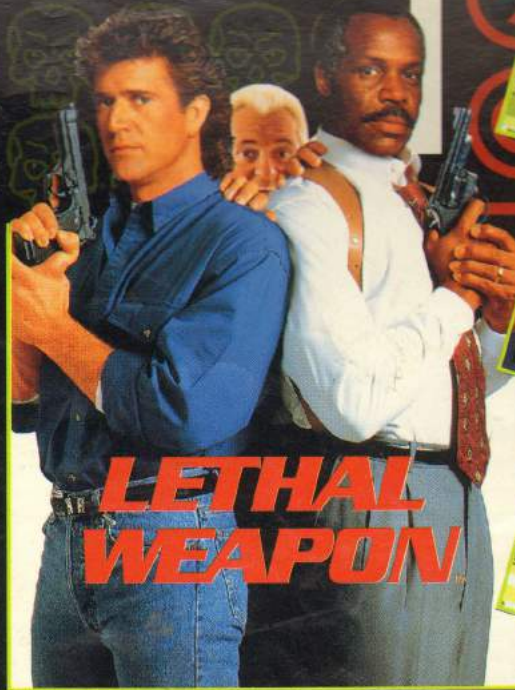
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