NINTENDO • GENESIS • SUPER NES • TURBOGRAFX-16 • GAME BOY • GAME GEAR • LYNX

GamePro TV Show! See Page 110!

GAMEPRO

#1 VIDEO GAME MAGAZINE

The Addams Family™!

Creep Their Way Into Your TurboGrafx-16!

Super NES!

Castlevania IV
Super R-Type

Genesis!

The Immortal • Mercs

Game Boy!

Faceball 2000
Terminator 2

Heavy Metal Feature:

Robo-Sports!

- Speedball 2 • Powerball
- Bill Laimbeer's Combat Basketball
- Klashball

An IDG Communications Publication

November 1991
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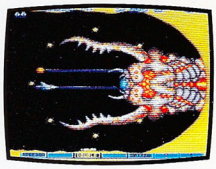

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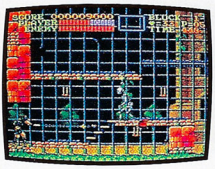
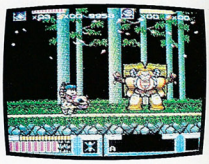
Wield your whip with heroic skill as you use it to swing over bone chilling traps and hundreds of ghost freaks, living corpses, spitting lizards, the strange metamorphosing dog-rats and more.

Strike back against gruesome torments like the Tongue Lasher, the Darkest Knight and the Bone-Afide Horseman. With a password you can pause to catch your breath, but considering what ultimately awaits you, it's just postponing the agony.

Available this January.



THE LEGEND OF THE MYSTICAL NINJA™



Enter the 10 Levels of the Dragonbeast to rescue the mysteriously missing princess of Horo-Horo. Experience a sight and sound extravaganza as you battle through double Warlock Stages and incredible 3D and 2D zones, using magical moves and solving mystical problems in order to advance.

Take on the Carp Meister with his paralyzing fighting fish, and Tanaka-U-Out, whose bone crushing hammer packs a wallop. Capture all-powerful sinjin items like fire staffs and dynamite. If you fail to collect gold coins from defeated foes you won't receive all-important clues, or be allowed to go for broke at "hidden risk" areas such as the Quiz House and Horse Races.

Just remember, the true strength of a mystical ninja is his wisdom. Of course, a survival instinct isn't such a bad asset either.

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Welcome to DecapAttack,™ the new game for Sega™ Genesis™ starring Chuck D. Head, who demolishes his enemies with just a toss of his head.

Chuck is trying to reunite the seven parts of Eyeland that were blown apart by the mad and ruthless Dr. Frank N. Stein. But first, he and his head will have to come face to face with some of the doctor's most fiendish creations—creatures like Chuck Roast, Biojaw and Snojoe.

Chuck can lose a ghoul by leaping across a collapsing log bridge. Hop aboard a roving eye to escape vicious werewolves. Bounce over horned beasts with a flagpole. And gain extra propulsion by punching a skull head.

In a jam, he can always use his other head. The one in his chest that lunges out to chomp anything in its path, instantly turning attacking totem poles into piles of toothpicks.

Everyone knows that two heads are better than one. But in this game, you've got three heads—counting your own, of course. That's enough to give the demented Doctor more than a few headaches himself.

SEGA GENESIS

Leading the 16-bit revolution.™

To win at this game, you'

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ve got to use your head.

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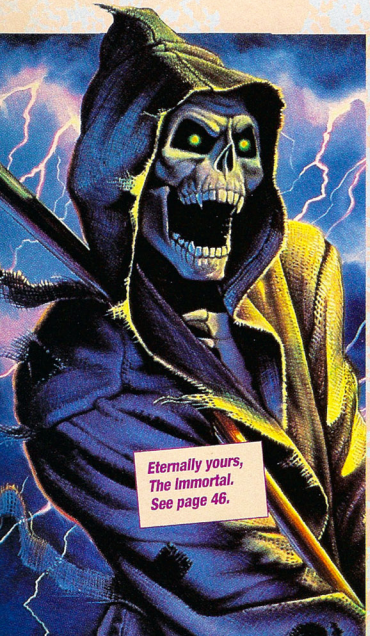

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Flying Warriors Chapter 12

The series concludes with the climatic battle between the Flying Warriors and Demonyx. Plus: The last tale of Little Ninja Brothers. See page 60A.

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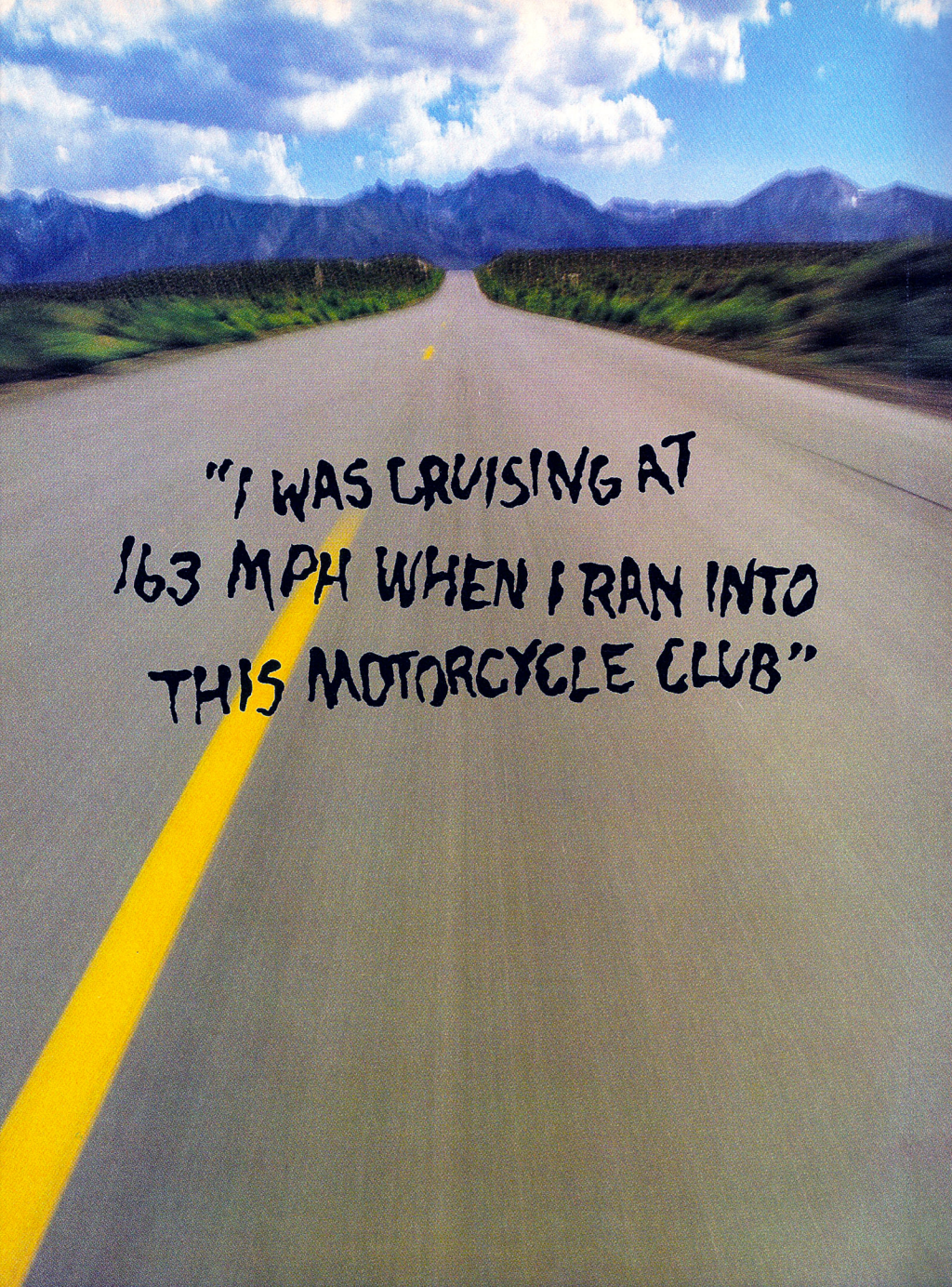
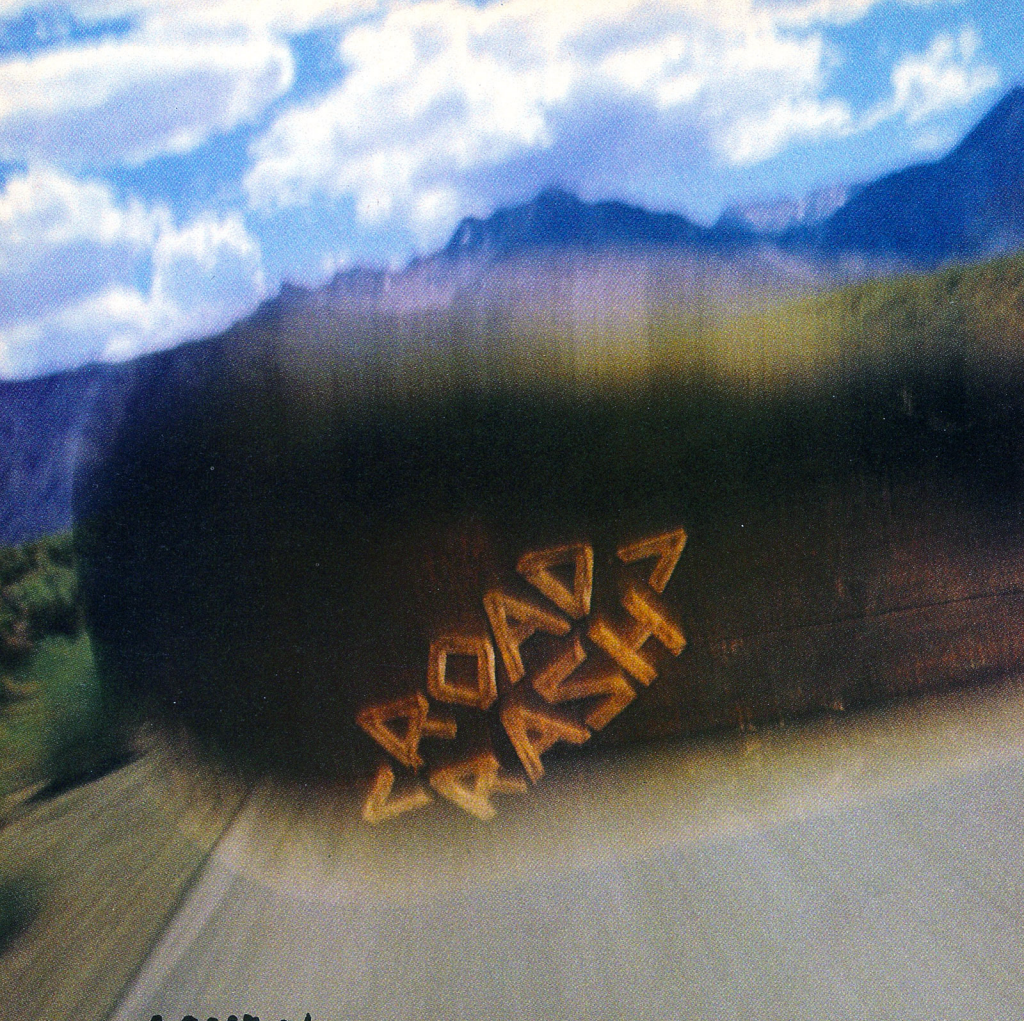

"I WAS CRUISING AT
163 MPH WHEN I RAN INTO
THIS MOTORCYCLE CLUB"



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Kick, punch, slug, ram your opponents into some of the most awesome asphalt-eating wrecks you'll ever see.

When you kiss the pavement, run back to your bike and get back into the race (unless the cops nab you first).

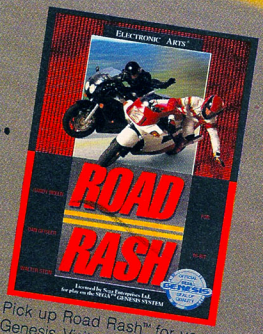
Race through five levels of difficulty guaranteed to keep you on your toes, elbows, knees, face and butt.

Actual screens from Sega Genesis version. Road Rash™ is a trademark of Electronic Arts. Sega and Genesis are trademarks of Sega Enterprises Ltd.

YOU'LL EVER GO HEAD-TO-CLUB WITH.

Oncoming cars, cross traffic, police barricades, houses and yes, even cows cause some nasty skin irritations.

Catch air, get sideways, turn 'em and burn 'em on one of eight sleek bikes you can buy —each with its own attitude.



Pick up Road Rash™ for your Genesis. Visit your local retailer or call (800) 245-4525 anytime.

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Scooter's dream starts where most games finish. After battling sharks, conquering space, surviving miniaturization, and getting lost in fantasy forest, our hero Scooter finds the treasure...**but gets to keep it!**

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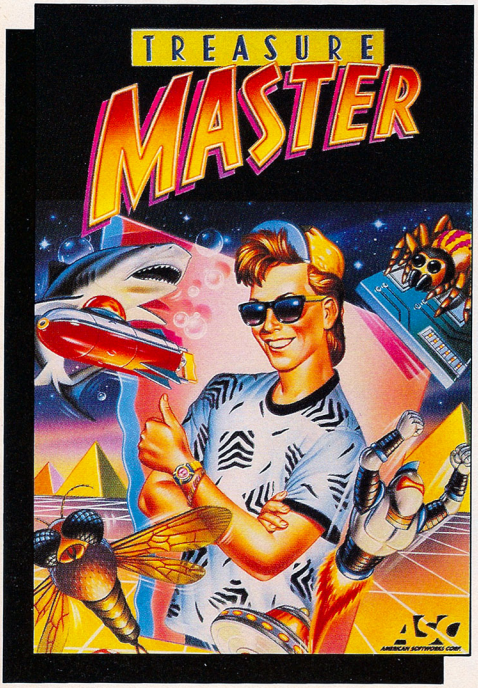

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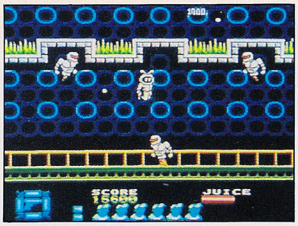
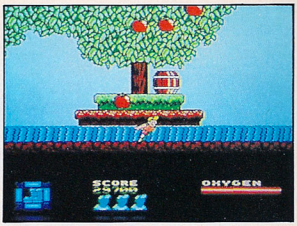
If your oxygen holds out, you're in for a blast.



Travel to a place where maps and roads don't exist.



You can nearly touch the treasure, but will you get there in time?

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*See official Treasure Master™ Competition Rules for complete details.

DATE INFORMATION

- **April 11, 1992** at **12 PM EST** watch MTV from **12-1 PM** or call 1-900-370-TREASURE any time during the competition period and discover the secret password.
- You will only have **12 hours** to open the treasure vault **(April 11, 1992 12 PM until April 12, 1992 12AM).**
- **To be eligible we must receive your official Treasure Master™ registration before April 8, 1992.**

For more information call

1-900-370-TREASURE

(Call will cost $.50 per minute–ask your parents first.)

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The decision of the Treasure Master judges shall be final and binding on all matters relating to this competition.

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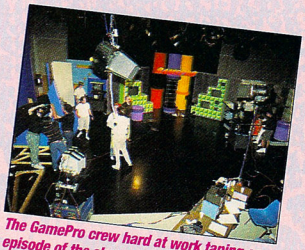
Tune-in, Turn-on and Pro-out!

By The GamePros

We've been talking about it for months, and now it's finally here! GAMEPRO T.V.! After months of planning, writing, re-writing, casting, shooting, game-playing, and long hours in the studio GamePro T.V. premiered September 28th on a channel near you (check pg.18 for listings). In case you haven't tuned in, we thought we'd give you a sneak peek at a recent taping session at KCRA in Sacramento, California. In a future issue of the magazine we'll give you a behind-the-scenes look at how we do the incredible things you're going to see on the show. In the meantime, check it out....and don't forget to tune in this weekend!

Two dudes from GamePro – Star J.D. Roth, and co-host Brennan Howard.



The GamePro crew hard at work taping an episode of the show.

The inseparable duo check out their new digs on the set of GamePro T.V.

Using the latest technology, J.D. and Brennan actually go into your favorite games and show you how to perform super-secret games tips and tricks.

Graphics: Judges the cart's pix, animation, and artistic design; **Sound:** 5 = Turn up the volume! 1 = Noise pollution; **Gameplay:** Rates how smoothly the game's command interface and controller functions translate into onscreen action and fun; **FunFactor:** Here's the bottom line: Is it fun? **Challenge:** Rates the computer's smarts and game skills, but remember a low rating here isn't necessarily bad and vice versa. See Graphics, Sound, Gameplay, and especially FunFactor.

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Don't be the main course in Trog's Stone Age feast!

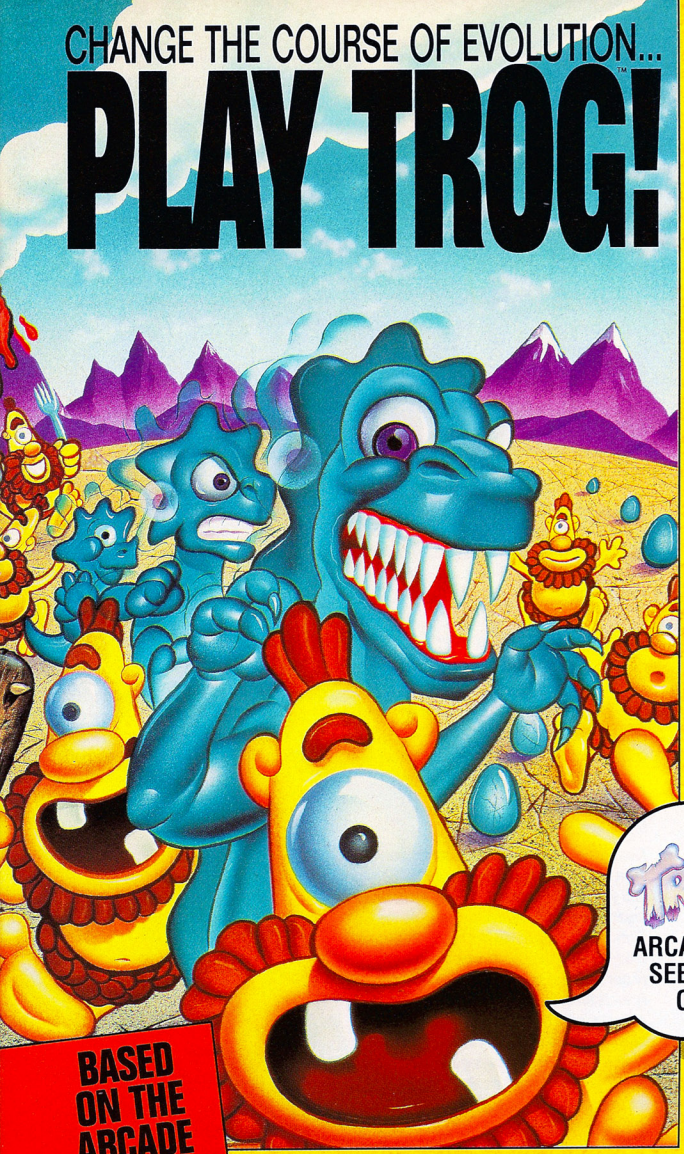
Change the course of evolution: don't become Trog's Stone Age Feast! Instead, race through 50 fun-filled islands, witnessing the greatest inventions of all time: fire, the wheel, the pogo stick (the pogo stick?)—all invented by Trog to catch his dinner—you!

Trog discovers fire and the Bar-B-Que... all in one day!

Munch on a pineapple and become a Trog-stompin' T-Rex!

Save the Dinos...or you're extinct!

Don't stop now—you've got 50 action-packed islands to explore!



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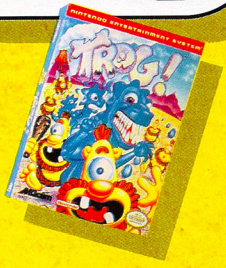

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Don't Mess with a SNES

I am writing this letter so that the thousands of people out there who haven't purchased a 16-bit system yet don't make the mistake of buying a Super NES. Making the choice between the Genesis and the Super NES could be likened to the old adage "who would you rather have operating on you, the popular, well-liked person who gets straight "C's" or the nerd who gets straight "A's." The Genesis has a better processor (a 68000 as compared to the SNES's 65816), more sound channels (10 vs. 8), and is much faster than the SNES. On top of all this, Sega has a two year head start over Nintendo in the 16-bit market.

Sean Jackson, Lewisdale, MD

(It's obvious how Sean feels about the Super NES. How about the rest of you GamePros out there. We'd like to hear your comments on the Super NES, too, so please jot 'em down and send them along to us. – Ed.)

Games Down Under

I have an Australian Sega MegaDrive. Can you please tell me if any American, English, or Japanese games are compatible with my system or, if not, whether there are any special converters available which would make those games compatible? I would like to know because I can purchase American, English, and Japanese games at a cheap rate through mail order.

Lucas McAuliffe, Victoria, Australia

(Although the outer plastic casings of the Japanese MegaDrive and the American Genesis vary slightly, the internal hardware is compatible; therefore, using carts made for either system shouldn't be a problem. American carts are compatible for your MegaDrive; however, they require a little surgery.

First, push open the flap which covers the opening where the cartridges are inserted into your MegaDrive. Next flip on the power switch. Look inside and you should see a small plastic stem extending out from the left side. Japanese and British carts both have indentations into which these stems fit. The American carts don't. So, should you attempt to insert an American cart into a MegaDrive, it will be blocked by the stem. If you remove the stem from your MegaDrive, the carts will slide right in – presto, instant gameplay! But unplug your system before you make the cut. – Ed.)

Dream On

Can it be true? I've heard rumors that Street Fighter II may possibly be released for the Genesis. Is there any truth to this rumor, or do I have to go on dreaming.

Ynze Smith, San Francisco, CA.

(Well, Ynze. You're going to have to hold on to that dream for the moment. Not even a micro-dot of information about a possible Street Fighter II for the Genesis is floating around in the old rumor mill, and Capcom's "taking the fifth" on the subject. When we get to the bottom of this mystery, rest assured, we'll let you know. – Ed.)

The Faces Behind the Faces

I think that your GamePro "reviewers" are an excellent idea. I especially like Gideon, the Boogie Man, and Rigor Mortis. Who is the artist that designs them? Are they code names that represent actual people on the staff? If so, will you reveal their identities?

Deon-Ayre Smith, Ventura, CA.

(Thanks for the great compliment, Deon-Ayre. We really dig on our personas, too, and yes they do represent living breathing creatures (human and otherwise) on the GamePro writing staff. The personalities were created through the combined efforts of our resident art-whiz and Art Director, Francis Mao, and the writers. The writers come up with the concepts for their alter-personas, then Francis brings them to life via his pen. As for divulging the true identities of personas such as the Boogie Man and Rigor Mortis, no way, José – anonymity all the way. – Ed.)

Cooling Off at the Arcades

What happened to your Hot at the Arcades section. You were one of the only magazines that had consistent arcade coverage on some of my favorite arcade games, such as Street Fighter II by Capcom. Now, slowly but surely the reviews are disappearing. Don't fail me now, GamePro. Please keep Hot at the Arcades alive.

Tony Kwan, Gardena, CA.

(Don't worry, Tony. As you can see from this issue, Hot at the Arcades is alive and well, it simply goes on vacation from time to time when we need the extra page space to devote to things which are the main focus of the magazine: ProReviews, tasty bits of ProNews, tons of S.W.A.T, etc. – Ed.)

Video Samplers

I am someone who has to pinch every game-buying cent, and I think it would be beneficial for both the companies and the consumers to produce a "sample cart." This cart would showcase the first section of a level on an up-coming title. Being able to sample a variety of games would help convince a potentially undecided customer to purchase the game. If such carts were available, I know my friends and I would purchase them. What do you think?

Christopher Bires, Medford, OR

(That's a great idea, Christopher. We have yet to see anything that resembles a "preview" cart, but you never know. In the meantime, why not rent instead. By renting a game you can easily get an idea of whether or not you'd like to own it, and it would cost you just a few dollars. – Ed.)

So, Tell Us What You Think.

This is your magazine so tell us what you would like to see in it. Here's your chance to design the kind of magazine you've always wanted. Send your suggestions to:

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Thanks for your input!

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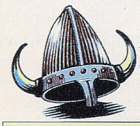


Somewhere there's a bull without horns.

Keeps underarm deodorant companies in business.

400 500 700

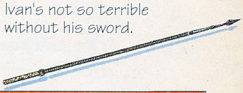
You'd be unhappy too if you'd been sitting indian style this long.

さむらい

800 900 1100

Carmen Sandiego goes cruising.

Ivan's not so terrible without his sword.



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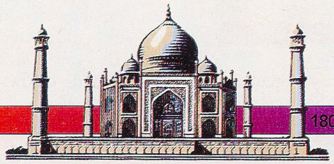
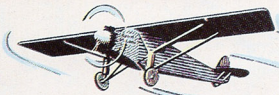
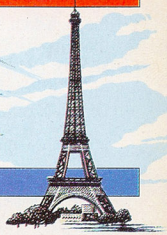




Spirit of ~~St. Louis~~ Sandiego



1600 1800 1900

But that may not be enough time to rescue history's priceless treasures from the grasp of the infamous Carmen Sandiego and her fifteen conniving cohorts. V.I.L.E. henchmen who trek through time pillaging for profit.

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Fortunately, you'll also have a Capture Robot in your arsenal to hunt down history's time bandits.

So pack your bags and report to headquarters. You're about to learn how to follow in the footsteps of history's greatest criminal.

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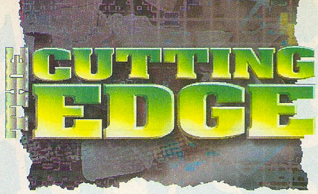
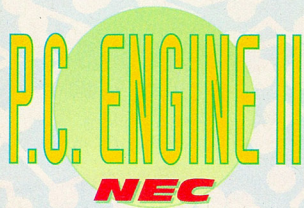


This month the Cutting Edge swings from something big to something small. Guest gamer, The Underground Gamer reports on 32-bit systems – and we just got our SNES, too! Then, tune in on GameSounds by Lightwave Technologies, which keeps all your gaming hush-hush. – The Whizz

By The Underground Gamer

16-bit game systems are poised to make a big splash on the American video game scene. But we all know that the high tech boys in Japan are already tinkering with next generation systems. Sources in Japan confirm the development of three 32-bit video game systems at NEC and Sega.



A P.C. Engine II from NEC has long been a subject of speculation among Japanese gamers, press people, and, no doubt, American TurboGrafx-16 diehards (Remember, the P.C. Engine is the Japanese version of the TG-16). When the P.C. Engine SuperGrafx appeared (see The Cutting Edge, GamePro, March, 1990), many people thought it was the PC Engine II, but it soon became clear that the SuperGrafx was a transitional system with an enhanced 16-bit graphics chip. The SuperGrafx continues to titillate the imaginations of gamers, but there are still only five games available and third-party support just isn't there.

However, rumor has it that the real P.C. Engine II will surface in Japan sometime during the third quarter of 1992. It will be based on a custom 10 mhz 32-bit CPU that will be compatible with the old 8-bit Hu6502 in the P.C. Engine/TurboGrafx-16. Games will be on cartridges about the size of a Genesis cart, but the system will sport a card slot for existing TurboChip games. The unit will use two NEC Avenue Pad III controllers, which are three-button P.C. Engine controllers only available in Japan.

Other specs are sketchy at the moment. Sound will be based on 8-channel PCM, that is the sound channel can track eight sounds at a time. Graphic quality is reportedly comparable to that of a good 16-bit arcade machine with scaling and rotation. Price? Estimates range from $295 to $449.

Many vidiots have speculated about the existence of a Sega "next generation" machine. Good thinking. There are in fact two systems in the works. The first is reportedly called the MegaDrive/32.

According to Japanese press reports, development prototypes have already been shipped to Japanese game developers including TeleNet, CSK, Sur De' Wave, and Game Arts. It's based on Sega's System/32 arcade motherboard, the same as you'll find in Rad Mobile in the arcades. It sports a 20 mhz MC68000 CPU and a 10 mhz MC68000 co-processor. Graphic specs sound spectacular. Expect a powerful 32-bit graphics co-processor teamed with a 24-bit sprite co-processor. The existing Genesis by comparison has a 24-bit graphics processor and no sprite processor. The MegaDrive/32 will be capable of generating 512 sprites with up to 128 colors each. Scaling, rotation, and zoom features are built-in as is a palette of 384,000 colors reportedly capable of painting 32,768 colors onscreen. The Super NES by comparison packs a 32,768 color palette that paints 256 colors onscreen. The audio chip will produce a 32-channel PCM, which is similar to the Roland MT-32 sound board for personal computers.

Like the P.C. Engine II, expect this system to surface in Japan in 1992. Pricing is vague but a $795 price tag has been published in the Japanese press. Expect Sega to find a way to reduce the price of this Super Famicom killer.

The second 32-bit Sega machine may show up only in Japan and possibly only in the arcades there. It has a twin 20 mhz MC68000 CPU and a 33 mhz AMD29000 graphics co-processor. If reports of 3.75 megabytes of video RAM and 16.8 million colors are accurate, over 2,048 sprites are theoretically possible! A CD-ROM will be built into the unit as will Full Motion Video capabilities. Sound will come from a 64-channel PCM synthesizer chip by Ensoniq, a U.S. based synthesizer company. All that hardware totals approximately $2000.

Keep your ears tuned to Japan for info about 32-bit systems. Please don't call the American offices of either NEC or Sega for info about 32-bit systems! They've got their hands full with their existing hardware, and they can't tell you a thing.

Silence is Golden

If you just can't get enough of those groovy video game tunes and sound effects, stick GameSounds in your ear. The GameSounds Personal Remote Sound System by Lightwave Technologies is a handy dandy little broadcast unit with a name that's bigger than it is. Now you can keep your gaming to yourself so that non-gameplayers (who just don't understand) won't be dis-

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Lightwave Technologies' GameSounds

turbed by the rousing sounds of gaming. GameSounds isolates, well...game sounds in players' headphones. Regular TV audio can also be turned completely off or down.

The compact sending unit connects directly to the NES's audio output, and GameSounds' minature transmitter broadcasts high quality digital audio up to 20 feet to a Walkman-style FM receiver. Only one transmitter is needed for each NES console, but any number of accessory receivers can be added to accomodate an unlimited number of players. GameSounds is fully compatible with the Super NES and the Genesis, too.

Installation of GameSounds is a snap. The transmitter, which uses one AA battery, plugs into the red audio jack on the side of the NES. Receivers, which take 2 AAA batts, plug into your ear sockets on the sides of your head. That's it. If you prefer to rock while you play, the GameSounds doubles as an FM radio receiver.

The GameSounds package includes headphones, transmitter receiver, patch cord, and velcro for attaching the GS to the side of the NES for $34.99. Additional headphone receivers cost $24.99. For more information contact Lightwave Technologies at 708/634-1700.

Record Your Moves

Now you can save your cool controller moves and instantly use them whenever you find yourself in a slice-and-dicey video game situation. Triton Toys' TRI-Pad Recording Controllers for the NES and the Sega Genesis record the button presses for all your hot moves so that one button press fires them off.

For example, in Revenge of Shinobi for the Genesis, Joe Musashi's key move is an ultra high-jump somersault from which he tosses a rainbow of shurikens at his enemies. Making all those button presses takes time and timing, especially when you've got samurai sneaking up behind you and sinister shinobis leaping all around you. With the TRI-Pad, one button press busts the move instantly – and you can have another stored move up your sleeve.

In addition to the standard controller buttons, the TRI-Pad features a Program switch, two Programmable Buttons, a Rapid Fire button, and three small buttons labelled "Shrink," "Repeat," and "Hold." To record a move, just flick the Program switch, press a Programmable button, enter up to nine button presses, and then hit the Programmable Button again. That's it. Now you have your favorite move at your fingertip.

The remaining buttons juice up the moves as you program them. Rapid Fire enables you to continuously repeat a single button press move, such as a punch or tossing a shuriken. Shrink replays programmed maneuvers at turbo or super-turbo speeds. Repeat, as the name implies, creates an endless cycle of a particular move.

Have you guessed what's comming next? The TRI-1000's slickest trick is the Hold feature. Using Hold enables you to use any of the controls as your programmed move plays in the background. Using our Shinobi example that means you can make Joe continually perform the rainbow shuriken toss and then use the directional controls to move him as he's doing that move around the screen! You have to see this to believe it – we did. Triton TRI-Pad Recording Controllers for both systems will sport a $29.95 price tag. For info contact Triton Toys in the U.S. at (1-800) 354-TOYS.

Triton's TRI-Pad Recording Controller.

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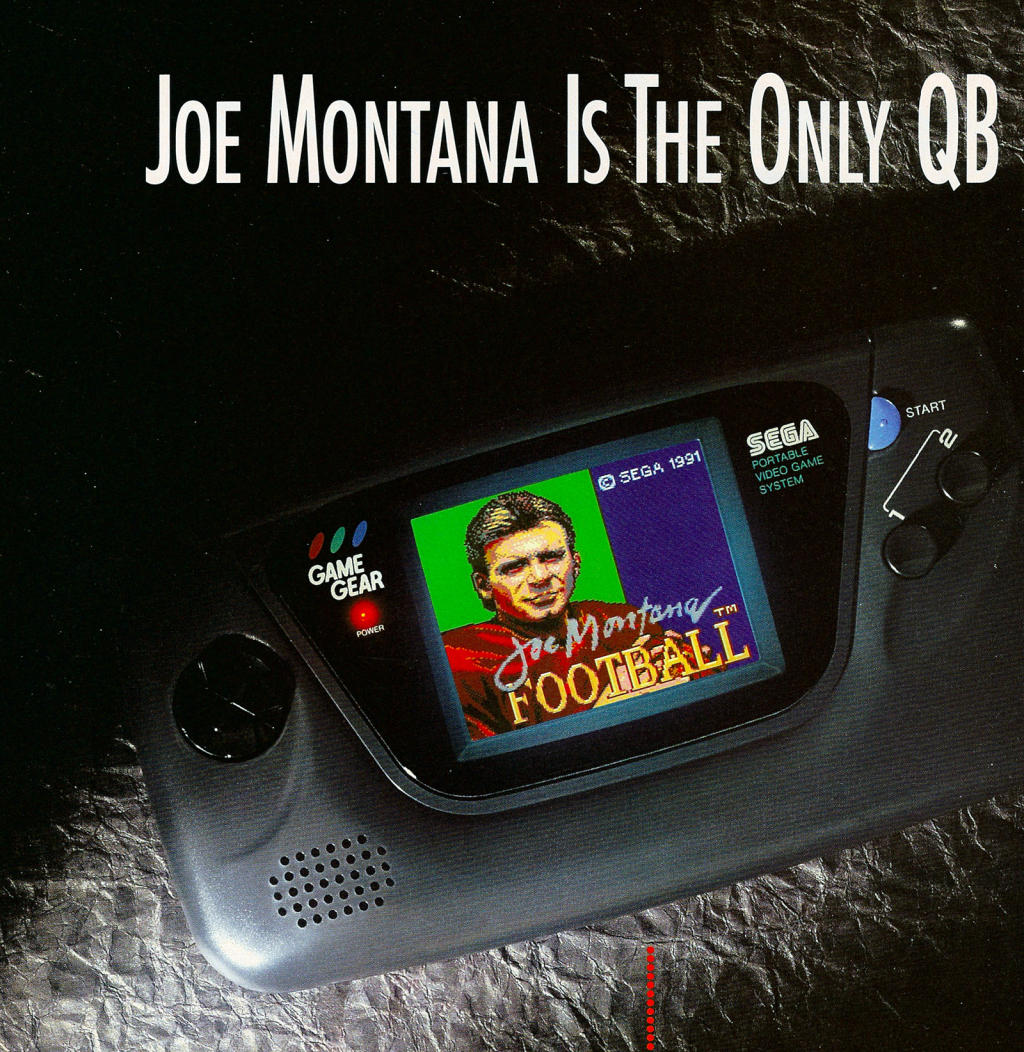
JOE MONTANA IS THE ONLY QB

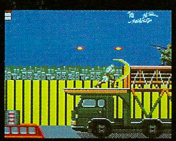


Pictured: Joe Montana Football*

Columns
(included with system)

Super Monaco

Shinobi



Castle of Illusion starring
Mickey Mouse

Slider

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GOOD ENOUGH FOR OUR LINE.

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HOT AT THE ARCADES

By Hack 'n Slash

We finally beat our way through the crowds, and after dumping a ton of tokens we've got Street Fighter II! And now we can cruise our hometown, San Francisco, as fast as we want 'cuz we're the Heat in Cisco Heat. (But why do they call it "Cisco?")

Street Fighter II (Capcom)

If you still haven't taken on this token-eater, you haven't been in a real arcade! Street Fighter II is an awesome 58 meg beat-em-up monster that pits you in a rock 'em, sock 'em martial arts contest. You fight in 11 international arenas including Japan, India, Brazil, and the U.S. of A. Two player head-to-head is where it's at. Win the best two out of three and you get to fight the computer, but losers can feed in a token for a rematch.

You pick your champion from eight fighters. Your joystick busts eight moves and you get six standard attack buttons, three for punching and three for kicking. Combining joystick moves with buttons produces secret techniques, and every character has his own unique arsenal of secret moves. That's about all there is to it, except to say that this is the all-time great competitive video fightin' machine! (For more SF II stuff, see ProNews Report, this issue.)

PROTIP: Perfect throws (push joystick towards your opponent and hit attack) by learning your fighter's effective throwing range. For Ken and Ryu that's approximately one inch away from an opponent. Dhalsim and E. Honda have the longest reaches, roughly two inches.

PROTIP: When an opponent leaps into the air for an aerial attack, you can usually catch him on the way down with an upper cut, a high kick, or your own airborne technique.

PROTIP: Fighter's must store up their energy for at least two seconds before they can fire off special attacks such as Chun Li's upside down helicopter kick and E. Honda's flying torpedo head.

PROTIP: To defend against long range attacks such as Dhalsim's fire-breath or Guile's spinning-blast, jump over them, use the Back Defense (joystick right), or intercept them with your own long range attack.

Cisco Heat (Jaleco)

Now you can visit the beautiful City by the Bay, San Francisco, for just a couple of tokens. Cisco Heat is a fantastic-looking high speed driving game. You're in the National Championship Police Car Steeplechase, and the five-stage course takes you through the narrow, winding streets of S.F. You'll see all the sights – the Golden Gate Bridge, Chinatown, Alcatraz – the graphics are postcard perfect, but don't be dazzled by the sights. Get a grip on the steering wheel because this is one of the wildest rides around! You'll feel like you're actually whizzing through the City. Cisco Heat turns on red hot driving, but if you want to feel some real heat, fall by any San Francisco arcade and say, "It sure is nice to be here in 'Cisco.'"

PROTIP: Hitting tourists may be fun, but it costs you time.

PROTIP: Stay off the brakes unless you hit a sharp right angle turn.

PROTIP: Hold down the horn to force computer cars to yield.

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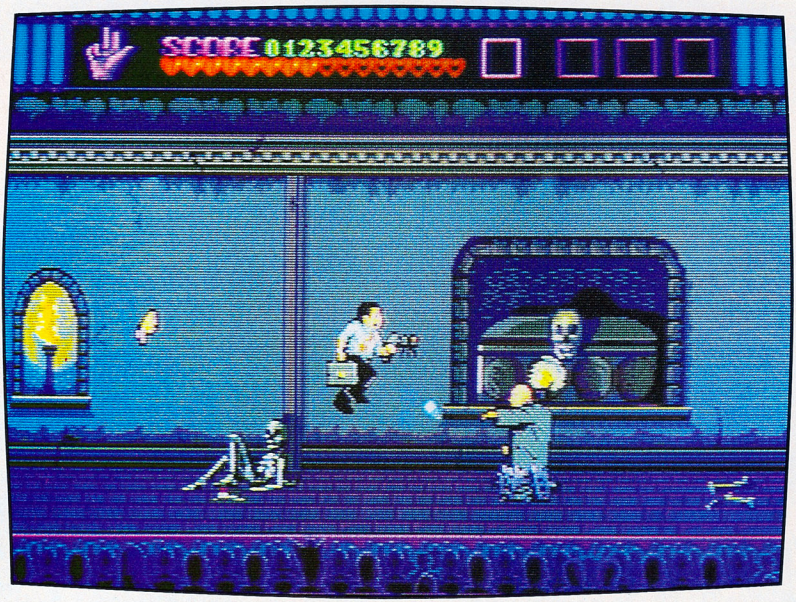
JUST TRY TO BEAT

The Addams Family™



Fester's memory is shot. And so are you if you're not careful.

AT THEIR OWN GAME.

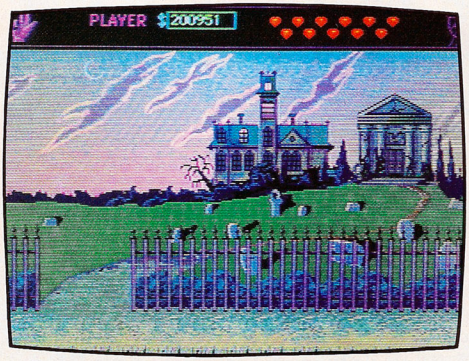
You're Tully. You're a lawyer. And you're a goofball. At least that's what the normal all-American family, the Addams Family, thinks.

Luckily Gomez thinks you're O.K. He'll give you part of his treasure, that is, if you can outwit his eccentric clan.

Get ready for surprises as you search through their sprawling 30-room mansion. Some family members will give you clues. Some won't! But don't expect Thing™ to lend you a hand, or Pugsley, for that matter. He's got a chemical arsenal waiting in his diabolical lab. It could be an explosive situation.

In this game, the stakes are high. Defeat Gomez and the treasure's yours. If you can't beat 'em, join 'em. You might fit right in.

Gomez sharpened his sword. Fester loaded his shotgun. Thing even got a manicure. Let the games begin.



Now's the time to decide. If you want to play it safe, don't even go through the gate.

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TURBO 16 GRAFX™

NEC

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NINTENDO PRO REVIEW

By Earth Angel

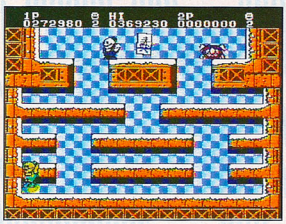
Nasty old King Acchicchi has invaded once peaceful Snow Land, swiped the beautiful twin Princesses, Pri Pri and Pchi Pchi, and put the land into a deep freeze. Instead of sittin' around and chillin,' Princes Nick and Tom set out to rescue their beloved babes and put the bad guys on ice. They're the Snow Brothers!

Chill Out

Slip on your gloves and get ready for mindless fun in a winter wonderland for snow bunnies and hot dogs alike. One brother can go it alone, but for the ultimate frosty fun team up for two player simultaneous action in this cool title based on the arcade hit.

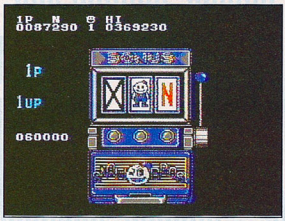
The Brothers must battle through five levels, each with ten different rounds to clear. Each round is a giant room with a different configuration. Your view of the action is from the side. And what a view it is! Gorgeous colors and super-cool enemies abound in every area. From the fire-spitting gargoyles to the fuzzy knife-tossing blue meanies who turn into whirling cyclones, each enemy packs its own tricks of the trade and personality. At the end of every ten rounds there's a no-holds-barred battle with a giant boss monster.

PROTIP: In rounds where the brothers have to face the fuzzy blue enemies that turn into cyclones, Nick and Tom should try to eliminate these guys immediately – before they turn into whirling dervishes.



PROTIP: If you can jump on top of a snowball and make it to the top of this level, you can freeze this snowball-tossing enemy and earn a special bonus.

PROTIP: The strategy for beating each boss is similar. Freeze the tiny enemies the boss sends after you and roll the snowboulders back at the boss.

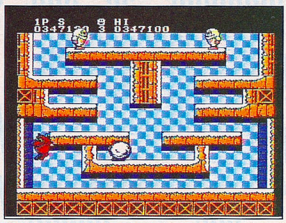


PROTIP: Play the slot machines between rounds to earn special items.

Cool Dudes

Gameplay is similar to Bubble Bobble – the Brothers must plaster all of the enemies in each area to earn a one-way ticket to the next area. Nick and Tom are armed with only one major weapon: snow! But wait'll you see what they can do with it! The Brothers toss it at enemies, roll it into man-sized boulders, and send the boulders thundering down slopes, across ledges, and every which way to knock out enemies.

PROTIP: Nick and Tom can toss snowballs in an arc, which means you can hit enemies with some well aimed shots – even when there's a barrier between them and you.

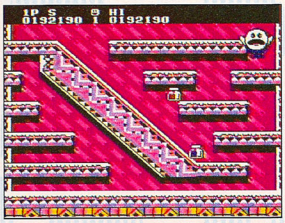


PROTIP: If Nick or Tom can manage to make a snowball and get it to richochet back and forth in a confined area, they can earn tons of extra points.

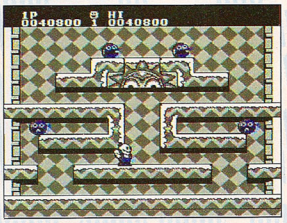
Tasty Frozen Treats

The Brothers can also grab special items like Popsicles, Pies, Hot Sauce, and potions that give them different special abilities and make their lives a little easier. At the end of each level they can also play the slot machines to earn bonus items.

PROTIP: The Red bottle gives the Brothers super speed.



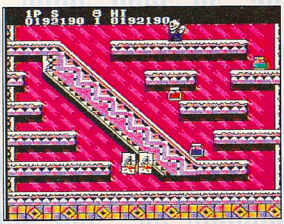
PROTIP: The Green bottle, Hot Sauce, gives the Brothers indigestion...and super special abilities!



PROTIP: If a little Snow Face appears during the round and Nick or Tom can grab it, they'll warp to a bonus round.

There's No Business like Snow Business

Snow Brothers has the same magical feel of classic games like Bubble Bobble and the Marios. Everything about this cart, except the music, is top-notch. The difficulty level won't make you tear your hair out, but there's more than enough fun to entertain even the most advanced gamers. Check it out and do a little slippin' and a slidin' of your own.



PROTIP: If the Brothers can manage to wipe out an entire round-full of enemies with one snowboulder they'll earn a special bonus surprise!

PROTIP: The Brothers can make a snowball and then hop on for a ride down a snowy slope – wiping out the bad guys in the resulting avalanche.

PROTIP: Don't forget that the Brothers can lift snowballs and move them to higher levels.

PROTIP: Don't relax too quickly after you clear a round of enemies. If anything hits you before you zap to the next round you'll still lose a life!

Snow Brothers by Capcom
$44.95
Available now, 1 meg

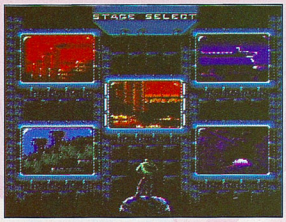
SHATTERHAND

By Slasher Quan

When Natsume's ace programmers load their guns for a Nintendo action title, it's generally accepted that our collective thumbs will wind up in a sling. Hot on the heels of Shadow of the Ninja and S.C.A.T., Shatterhand (to be released under the Jaleco label) promises some of the finest free-for-all fisticuffs ever!

Bloody Knuckles

As you've probably guessed, Shatterhand can duke it out unlike any human street fighter, but that's not all. He really puts on a show when he collects three alpha and/or beta letters he finds hanging around and makes friends with a pet robot. The satellite unit hovers by his side and fires on command – definitely this man's best friend! Depending on the combination of letters, one of eight satellites appears, each with their own brand of blazing lasers. Hermann goes from a heat wave to an inferno when he forms the same robot twice in a row and gains invincibility.



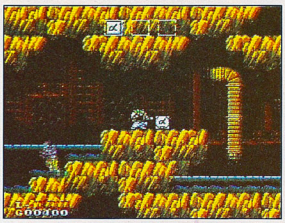
Pick your path. None are easy.

Hands-off Shatterhand!

A Tale of Two Cyborgs

If you think police officers are up against the wall now, wait 'til you meet the new breed of criminal in the year 2030. It's not drug dealers, not organized crime, not even S&L executives...worse yet, it's cyborgs, all under the command of one nasty man/machine monster, General Gus Grover. The Law Order Regulatory Division (L.O.R.D.) has only one alternative to total decimation: fight fire with fire. Lawman Steve Hermann accepts the assignment, and he's implanted with a pair of cybernetic hands, strong enough to rend metal and crush the opposition. His new code name: Shatterhand.

Shatterhand finds himself in hot water – often!



PROTIP: Punch the letters and they'll change. Alpha-beta-beta (Ricobot) or beta-alpha-alpha (Yoyobot) are good selections in most circumstances.

PROTIP: Overhand blows are stronger than regular jabs. Hold down Left or Right to use one.

In addition to the robots, Hermann can also pick up cash from trunks to buy power-ups. To purchase a booster, all he has to do is duck down on the appropriate platform.

PROTIP: Don't hit a chest twice or you may accidentally trigger a grenade.

Lethal Levels

There are seven stages of metallic mayhem in Shatterhand, but the middle five you can take on in any order. The multi-scrolling scenery is sizzling, but the music is maddening. Every inch is a fight for your life, every boss robot is murder; so be thankful that continues are limitless.

PROTIP: In the submarine, wait. The water sprays shut off momentarily.

PROTIP: Rip one Pogoborg (the Area B boss) and the other's also history. Then, when the snake appears, just punch each body segment until it explodes.

PROTIP: To beat Cyborgape (the Area C boss), first draw him up the wall by climbing the fence. Then return to the ground and charge before he tosses a shower of blades.

PROTIP: Strike quickly against Gravitus (the Area D boss). When he summons a ring of energy, retreat to give yourself dodging room, and then move back in and blast away.

There's No Hand like Shatterhand

Shatterhand's rock 'em, sock 'em action leaves all those other NES slug-it-out carts in a crippled heap. Take yourself to the brink once again and try your hand at Shatterhand.

Shatterhand by Jaleco
$45.95
Available now

SUPER NINTENDO ENTERTAINMENT SYSTEM

THE YEAR OF THE DRAKKHEN.

This is the year of Super NES.™ The year some of the best RPG players may go down in flames. Because this year you will enter the world of Drakkhen.

You've confronted many monsters before. But never fire-breathing beasts of such scorching realism. Over 50 giants and winged beasts in spellbinding 3-D. You've journeyed in other mystical lands. But none with scrolling, 360° landscapes with panoramic views. Horizons change from day to night before your very eyes.

In your quest to restore world peace, you will learn many powerful spells. Prepare for battle by collecting weapons and magical objects. But nothing will prepare you for the special effects, the eye-popping graphics, the stereo digital sound experience. Drakkhen. It's the Super NES game of the year. The role playing challenge of a lifetime.

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KEMCO-SEIKA

SUPER SPY HUNTER

By Riff-Raff

It's been a long time between missions, but Super Spy Hunter is finally here. This super looking spy sequel from Sunsoft puts you in the year 2525, where the CIA has learned that the international terrorist "X" plans to launch a covert attack on the United Nations with the Ultimate War Weapon! All of the best agents have already tried to foil X's plans, but failed.

So, they turn to you, an unofficial agent, codename Super Spy Hunter. Now it's up to you to prove that they should have sent you in the first place!

Planes, Boats, and Automobiles

After all these years, you might think the old spy-mobile's a little rusty. But now you can not only cruise the highways

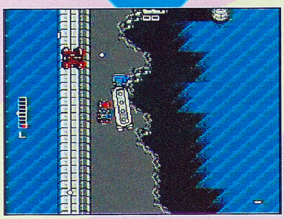
Super surf action!

and skim the surf, you can also fly the unfriendly skies in classic shoot-em-up fashion.

PROTIP: Don't let these rocky roads freak you out, just stay on the white line in the center of the road and continue forward.

Get Smart

The Spy Hunter Weapons Vehicles have also powered up for this 90's update. True Blue items include super smart bombs, the crushing cannon attack, and that old favorite, oil slicks. Red items contain rapid fire and homing missiles. Unlike the friendly method of obtaining weapons in Spy Hunter, this time around you blast open the Weapons Truck when it displays the item you want.

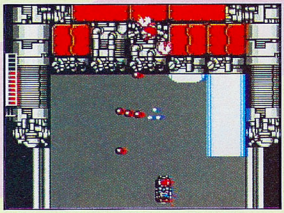


PROTIP: When you first see a truck, soften it up with a few shots. That way you don't risk accidentally blasting open the wrong weapon.

PROTIP: Early on in the game it's best to build up your Life Gauge with the Red items and 1-Ups with the Blue item. Power up weapons later.

Super Spy Hunting

Super Spy Hunter features six tough missions, and each one has an even tougher Mission Boss. New to this game are

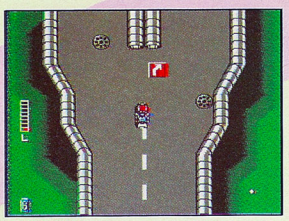


Monster bosses are tough to beat.

slanting, sliding, curving roads and jump ramps. Mission One, Aquapolis, puts you to the test with broken off roads, jump ramps on moving trucks, and, of course, water. Mission One's boss, the Armored Transport, tries to smash you into spy-pulp as a helicopter bombs away at you.

PROTIP: Generally, the path to the right is slightly easier.

PROTIP: To avoid being crushed, keep moving in a circular pattern around the Armored Transport.



PROTIP: Whenever you see the jump warning, speed up! If you don't, you'll soon find yourself at the bottom of an ocean.

Mission Two storms into the Desert of Doom, where you'll meet the Turret Terminator. He's no Schwarzenegger, but he has the goods to blow you away. After that, you take a Hazardous Detour in Mission Three. Here the game really heats up with the toughest boss yet, Laser Cannon.

Mission Four's Collapsible Canyon draws you straight into the Magnetic Destroyer. Now, you take to the skies for the Amphibious/Aerial Assault in Mission Five. Defeat the Space Cruiser and you'll

Super Spy soars!

finally reach X's weapons factory. Only the best gamers will see what lies at the end of Mission Six.

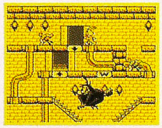
Spies Like Us

What action fan hasn't wanted to be a spy, involved in international espionage? That's part of what makes Super Spy Hunter, well, super. That and the great graphics, huge bosses, and fancy power-ups. They said a sequel could never match Spy Hunter – never say never again.

Super Spy Hunter by Sunsoft
Price not available
Available December, 2 megs

IT'S 2 EXCITING 2 MISS.

It's twice the fun. Twice the thrills. Twice the craziness. That's right, it's The Bugs Bunny Crazy Castle 2. But Bugs isn't getting the royal treatment. This "looney" new adventure on the Nintendo® Game Boy® has Bugs being chased by the whole Looney Tunes gang. The Tasmanian Devil, Yosemite Sam, Wile E. Coyote and other crafty characters. There are 28 huge and multi-level rooms. Giant catapults. Invisible traps. Awesome sound. More than enough to keep you and Bugs hopping. Will Bugs succeed in his crazy attempts to rescue Honey Bunny? If you're a Game Boy® player, that's up to you. Their future is in your hands. So the sooner you start the better. The Bugs Bunny Crazy Castle 2. Even better the second time around.



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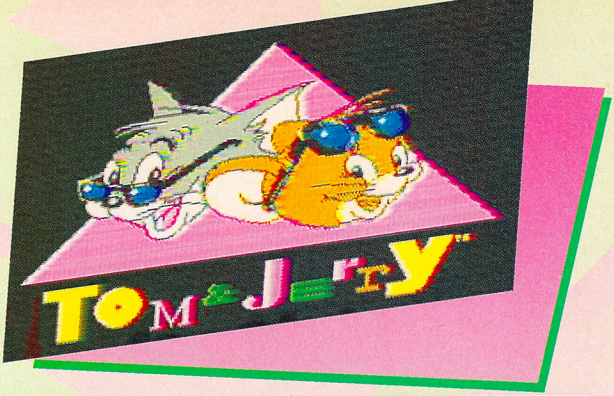


By Feline Groovy

Tom and Jerry are at it again! This time the fat cat's gone and abducted Jerry's cousin, Tuffy, and stuffed him in a trunk in the attic. Jerry's got to get up to the attic and let Tuffy out before he runs out of air – that's a pretty long trek when you're under three inches tall!

A Mouse In the House

High Tech's done big daddy Hanna Barbera proud. Video game Tom and Jerry are spitting images of their cartoon counterparts, and they've got the animated moves to match their good looks.

It's a long, long way to the top, and Jerry starts as low as you can go. The fiasco begins in the basement. From there Jerry works his way up into the kitchen, inside walls and drainpipes, onto the roof, down the chimney, and, finally, across the living room where he makes his final dash to the attic. Add it all up and you have five three-part levels of cat and mousing.

PROTIP: Position Jerry just in front of the webs and fire at spiders from a distance.

PROTIP: If Jerry must jump off a ledge, don't hold down on the jump button (Button A) too long. If you do, Jerry gets too much ooomph in his jump, and he'll hurt himself when he lands.

High Cholesterol

This adventure's a bit on the "cheesy" side – and that's a good thing. Cheese bits are hidden throughout the house. Jerry depends on these delicacies for points (50,000 Cheese Bonus points equals an extra life) and to keep his health meter fit.

With only three lives, Jerry can't afford not to be a cheese-miser. If you find yourself tempted to forgo that out of the way piece of cheese, think twice. It could mean the difference between life and mouse-mortem.

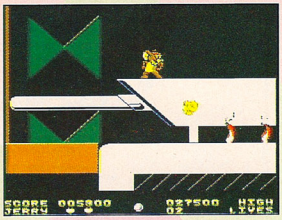
Cat-a-pulting marbles.

Using His Marbles

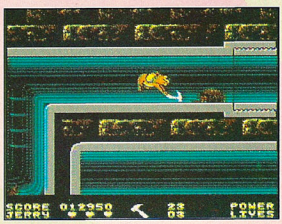
Things look bad for the stunt-mouse. Ordinary household annoyances and common appliances present extraordinary problems. Jerry needs all of his jumping/climbing prowess, which fortunately happens to be both great and easy to control.

He spends much of the time trying to avoid hazards such as spiderwebs and hot embers. When he's not avoiding dangers, he's tossing an endless supply of marbles at an equally deep gang of mini-brutes, including squirrels, bees, and angry spiders. Secret items are available for limited use in very specific circumstances, but finding 'em is your problem!

PROTIP: Jerry can pick up two pieces of bubble gum in Stage One. Use one to help him reach the top of the boiler and escape the basement. Save the other to reach some out of the way goodies in Stage Two.



PROTIP: Avoid the popping corn in the Kitchen by simply making a beeline, without stopping, straight for the end of the pot and then taking a flying leap right over the flame. The key is to keep moving.



Pipe dreams.

The Tale of Cat and Mouse

This is one of the few times you'll want a mouse in your house, really. One of the better 8-bit titles out this year, Tom and Jerry offers a decent level of challenge and animation that's worth its weight in cheese. Grab a controller and catch that mouse!

Tom and Jerry by High Tech Expressions
$44.95
Available October '91, 2 megs

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L'Empereur

By Slasher Quan

If you've ever dreamed of ruling the world or even just a piece of it, now's your chance. In L'Empereur by Koei, you star in the role of the infamous 18th Century warmonger, Napoleon Bonaparte.

Uneasy Rests the Head...

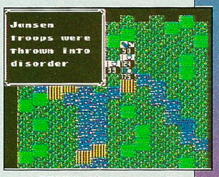
There are four Scenarios in L'Empereur, and each one relates to a chapter in Napoleon's rise to power. Napoleon begins his career as a lowly Field Commander. He moves up the chain of command by successfully completing Scenarios. For example, in Scenario One you only give regional orders, but in Scenario Three you run the entire country including micro-managing cities.

Europe awaits the conquering hero.

I am Napoleon.

Experienced warfarers will find L'Empereur similar in concept to board games such as Risk and Axis & Allies, only much, much more detailed. As you progress, more and more aspects of military management lie in your hands, such as overseeing the production of weapons and ships, troop allocation, and negotiating for non-aggression pacts. The most challenging aspect of L'Empereur is learning to position infantry, cavalry, and artillery throughout your domain in anticipation of an attack.

PROTIP: Keep a cool head during conferences. Never agree to an alliance or even a cease-fire unless the enemy is in a stronger position.



PROTIP: After opponents are softened up a bit, a message will announce that they are in "disarray." Now's your chance – select a cavalry group and use the Charge option!

Combat is conducted through a top-view hex map. Although the graphics aren't incredibly detailed, the map enables you to see exactly where your armies are located.

Warring Personality

The incredible number of options, the tedious menu shifting, and the drab music make this complex game a challenge for your patience as well as your brain. On the up side, the unique negotiations feature and the build-up for subsequent battles are fun. If marathon military carts are your thing, L'Empereur will prove to be a rewarding conquest.

L'Empereur by Koei, $64.95 Available Now 3 megs and battery backup

Wolverine

By Slasher Quan

Hey, X-Men afficionados, here's another cart based on those premiere Marvel super heroes. Take command of only one of the awesome six-some, the original mad dog – Wolverine! Magneto's back! And he has reinforcements, including Sabertooth.

With Fist and Claw

Wolverine sports side-view, 360 degree scrolling settings. The clever hero can leap, punch, and, of course, slash with his Adam-antium claws, but his secret weapon is energy regeneration.

Wolverine's Adamantium Claws!

PROTIP: Every swing of Wolverine's talons burns up his life line. Stick with a strong fist instead.

Before you exchange lacerations with Sabertooth you'll have to wend your way through his nine-level castle. And while the Mutants are taking pot shots at your metal-laced hide, you'll be hacked to bits by traps and snares. To say this game is tough would be like saying Magneto has a bad attitude.

Psylocke joins the party, too.

PROTIP: Look for continues in the maze.

PROTIP: It's safest to simply avoid all opponents that aren't directly in your path.

PROTIP: In Level Three, duck to avoid the swinging scythes.

Wolverine's voracious appetite is satiated by scarfing a double-decker hamburger or two and quaffing a few beverages. Although beer was his favorite brew in the comics, here he's developed a fondness for fruit drinks. Extra lives are also prime prizes. But the greatest catch of all is Havoc, an X-Men bench warmer who can take over when Wolverine's weak. He's stashed somewhere in Level Two.

Havoc's in here!

Dragging His Tail

Wolverine makes a definite bid to join Spidey as one of the few successful comic-to-cart translations, but be prepared for a challenge of heroic proportions. Wolverine requires precise controller moves and in some instances when you land on a bad guy he saps all your power. Although rough play control blunts Wolverine's bite, you may just find it a howling good time.

Wolverine By LJN $44.95 Available Now

Now, Bill & Ted have two excellent adventures...for NES™ and Game Boy®. *MOST TRIUMPHANT!*

Bill & Ted's Excellent Video Game Adventure™ for your NES lets you power up to six different worlds searching for historical dudes lost in time. Most Heinous! Better send them back quickly or you'll miss the Wyld Stallyns concert...starring Bill and Ted.

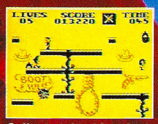
Bill & Ted's Excellent Game Boy® Adventure™ sends our two most excellent compatriots, Bill and Ted, on a "Bogus Journey" against evil versions of themselves and the Grim Reaper as you race against the clock to collect stolen time fragments. Stellar! Tough choice, dude. But you know what Bill and Ted would do: Choose both!

The locals give you clues to the whereabouts of famous historical dudes.

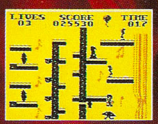
Party on with the Wyld Stallyns – if you complete your noble quest.

Say Ted, isn't that Ted? No way – yes way!

An evil plan to totally destroy your future? Bogus!



Collect stolen historical fragments, like bodacious Billy the Kid's Sheriff Star.



Run out of time and the most heinous Grim Reaper sends you to the land down under.

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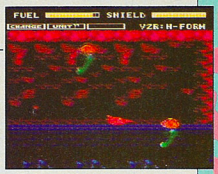
Wurm: Journey to the Center of the Earth

By Slasher Quan

In Wurm from Asmik, earthquakes and volcanic eruptions are causing the Earth to shake, rattle, and roll! As Moby, captain of the multi-configuration vehicle Wurm, you lead an expedition force deep into the bowels of the planet.

In between stages (20 total divided into five Acts), the story unfolds in neat cinema sequences. You'll learn that righteous underworld bad guys have plans to conquer the surface. Unfortunately, the same story scenes replay each time, only with different dialogue lines.



Wurm turns deep under the Earth.

Every Which Way You Wurm

Wurm turns towards originality. Instead of delivering straightforward shoot-out action, it offers several fast-paced, albeit familiar, play modes.

PROTIP: During Cockpit Shooting make sure you talk to everyone at least twice to maximize your Possibility Factor.

Horizontal and vertical game modes are like the scrolling shooter Life Force with alternating side view and overhead perspectives. But as an added bonus you can smoothly switch among a hovercraft, a super jetfighter, and a tank at will. There's also a "Shooting Adventure," that's similar to Rolling Thunder: Moby becomes a one-man army. Finally, Cockpit Shooting plays close to Golgo 13's first person, 3-D target match. In all you'll face six boss monsters and 26 other beasts.

PROTIP: Never stay in one position or enemies will charge forward indefinitely.

PROTIP: Against the final guardian of Act Five, try the following crystal pattern: green, red, yellow, blue.

Wurmed Out

Wurm gives you your money's worth, but don't expect any change. It's sights and sounds are average, and given passwords and unlimited continues, ditto for the challenge. The most positive trait is the ease of interaction between player and space ship. Wurm certainly isn't the hottest NES blaster around, but it's the best new thumb-burner to show up in a while.

Wurm can do it all.

GamePro's Game Rating System

Graphics | Sound | Gameplay | FunFactor | Challenge

Wurm: Journey to the Center of the Earth by Asmik
$44.95
Available Oct '91
2 megs

Ufouria

By Slasher Quan

Four extraterrestrial best buds were strolling through their home-world, Ufouria, when suddenly a giant chasm opened in the ground and sucked up Freeon-Leon, Shades, and Gil, leaving behind Bop-Louie. Not one to let his friends down wherever they are, Bop's determined to save them.

You're lost in space!

Mario's Brothers?

Bop-Louie and company aren't related to the famous Italian plumber, but their game might remind you of Mario's second NES adventure. It's a multi-scrolling hop-n-bop quest. The "bop" refers to Bop-Louie who carries the load in the beginning of the game. He stomps a horde of Ufourian weirdos and tosses them when they're stunned.

PROTIP: If you need to heal yourself, stand in front of a frog statue and bonk the mini-frogs until you're fully restored.

You've gotta' "jump" the bad creatures.

Bop's first objective is to locate his friends, after which they'll join you. Each has his own skills, and you can switch characters any time.

PROTIP: After you rescue Gil, return to the underwater areas you couldn't explore.

Ufouric Action

The pals have great personalities. The graphics are cute and the little space dudes are well-animated, too. For example, Bop-Louie slips and falls on his behind if he tries to leap on an icy surface.

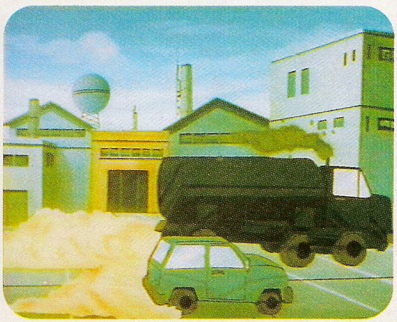
Ufouria's a mildly amusing foray into a world straight from Mario Land, but that just means it's a kick to play. The bouncy action's good fun, and you get plenty of it – in fact you'll need a map to find your way. Special password crystals help you get through hard times. If you're looking for adventure, Ufouria's for you.

Watch your step or you'll fall on whatever it is you fall on.

GamePro's Game Rating System

Graphics | Sound | Gameplay | FunFactor | Challenge

Ufouria by Sunsoft
Price not available
Available Fall '91
2 megs



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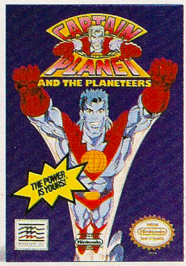

Available for NES.

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Addams Fmly	10/16	Classic Cncnt	26/44	Galaga	24/42	Litl Lg Bsbl	12/22	Pinball Quest	16/29	Slalom	8/14	Uninvited	30/49
Adv. Byu Billy	6/12	Clu Clu Land	16/26	*Galaxy 5000	26/44	Litl Nemo Dr Mstr	18/29	Pinbot	14/26	Snake/Rattle/Roll	16/26	Untouchables	26/44
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BATMAN™ Return of the Joker™

By Slasher Quan

The Joker's back – and that's no laughing matter! However, the Caped Crusader is on the job. Here's a look at a preliminary version of Batman: Return of the Joker.

The Dark Knight Returns

Sunsoft switched on its Bat-signal and summoned for this sequel the same team of programmers who worked on Batman. But rather than rehashing the previous cart they made some radical improvements. They've packed the cart with their own custom MMC5 chip, the Sun5, but the most noticeable change is the size of the sprites – they're at least twice as large as those in the original!

There's also a new Bat-combat system. Batman gets it done with a Batarang Wrist Projector that powers-up to become several types of weapons – homing Batarangs, the Cross Bow, the Sonic Neutralizer, and Shield Stars. Hold down the fire button and each weapon unleashes its own heavy duty blast. For close quarter combat, Batman can pull a devastating slide kick. Batman can also collect Energy Capsules to become temporarily invincible! Does Batman really need all the firepower? What do you think!

This manhunt takes place across seven stages, each with at least two rounds. The action begins in the Cathedral (where the previous cart left off) and trashes dangerous hot spots such as Snow Mountain and the Island of Ha-Hacienda. Five stages hide treacherous bosses including the explosive Mine-droid, the cruelly calculating Master C.P.U., and, of course, old laughing boy himself, the Joker.

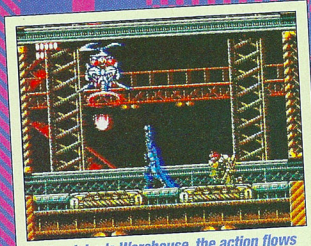
The Joker's Last Laughs?

Batman: Return of the Joker looks awesome! GamePro will examine the final version next issue. If you don't tune in, you're bats!

Batman: Return of the Joker by Sunsoft
Price not available
Available December, 3 megs

Batman's weapons power-up to unleash deadly force.

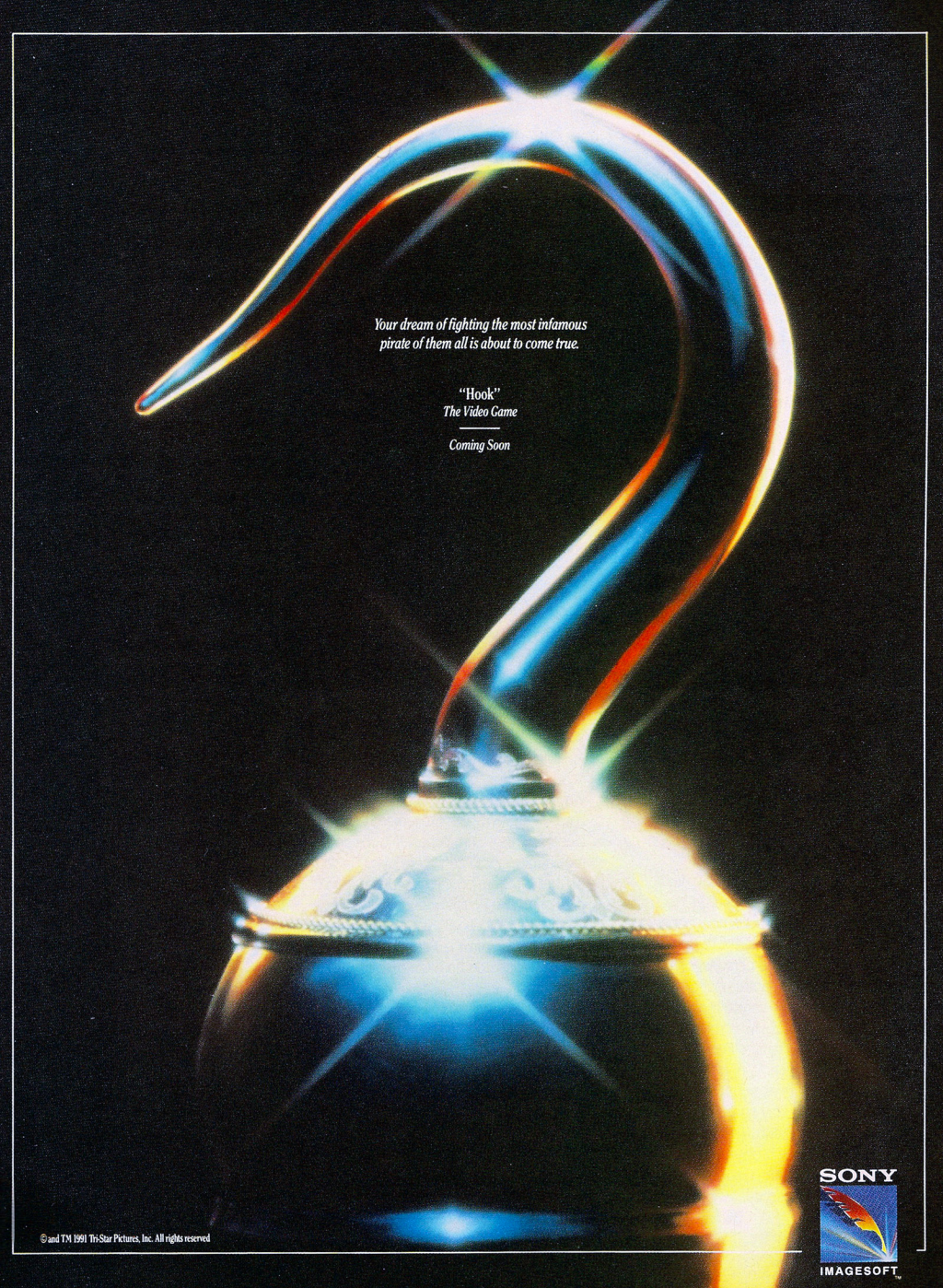
During this stage you fight bad guys, dodge the Zeppelin's bombs, and try to keep moving ahead of the auto-scrolling screen.



In the Joker's Warehouse, the action flows vertically, too.

No urban crimefighter can stay out of the sewers – gotta go where the bad guys are!

Batman goes airborne for two stages of horizontally-scrolling shoot-em-up combat.


Your dream of fighting the most infamous pirate of them all is about to come true.
"Hook"
The Video Game
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SONY
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SPECIAL FEATURE

Video gaming has spawned a spit-in-your-eye gang of beat-em-up sports carts. It's tough to tell these games apart without a scorecard. That's because they all have certain things in common.

Basically they're all vertically-scrolling bash and smash games where you try to toss a metal ball into a goal. They all use overhead views, and each game features automatic player control where the computer picks the player you move according to his proximity to the ball. All the players wear armor because tackling, maiming, and disabling are perfectly legal – and winning – techniques. Passing the ball is a survival skill as much as an offensive maneuver.

This pack of bonecrushing sports carts definitely isn't for the non-violent. If you bring peanuts and popcorn and Crackerjacks to these games, you're dogmeat!

SPEEDBALL 2

By Slo Mo

Speedball 2 by Arena Software is a solid Genesis armor-sports cart that enables you to micro-manage your mayhem. It's a fugitive from the personal computer world, and the game most closely resembles Rugby, as you'd play it in a combat zone. Your team consists of 12 players, nine starters (Forwards, Midfields, Defensemen, Wingers, and a Goalkeeper) and three subs.

You can play against the computer or take on a friend. There's a League mode where you play through a 14-week season, and a Cup mode pits you in a four-round tourney.

PROTIP: Versus the computer, try to bounce the ball off the sides of the arena into the goal. It usually catches the goalie offguard.

League Mode is really where the action's at. You can play through two divisions versus 15 opposing teams total. Your team is Brutal Deluxe, which has a less than sterling record and reputation. Opposing teams feature a wide range of skill levels, and the roster of cool team names sounds like the line-up for a second rate heavy metal concert, including the Raw Messiahs, Violent Desire, and Fatal Justice. Too bad you can't name your own team.

Unlike the other Heavy Metal Sports carts here, Speedball 2 offers a variety of ways to score points, which adds an element of strategy and excitement to closely contested matches. In addition to regular goals, you can score by bouncing the ball off Stars on the side of the arena or slamming it against Bounce Domes on the field. When you get good, try to shoot the ball into the Score Multiplier ramps, which can up each goal by 100 per cent.

See ya' loser.

Speedball 2's strong point is its managerial capacity. This cart is for knuckle busters who like to train and trade players, too. You get credits for winning matches, which you can use to upgrade eight individual player strengths such as Aggression, Speed, and Intelligence via a Gym screen. You can also build-up specific pieces of equipment and switch player positions. Also, there's a Transfer Screen, where you can purchase star players. Nabbing special icons on the field gives you added boosts.

PROTIP: Intelligence, Throwing, and Defence (in that order) are the attributes a good goalie needs to build up.

PROTIP: If you play a friend, keep an eye out for the Reverse Joystick token. It jumbles his controls.

Speedball 2 sports excellent, dark graphics which nicely set off the renegade attitude of this cart. The sounds are good, and the music rocks.

Speedball 2 is the class of the Heavy Metal Sports league even though it should have some sort of "entire field" view that would enable you to develop goal-to-goal strategies. However, if you

don't want to spend the time to manage your team look elsewhere. Speedball plays hardball all the way.

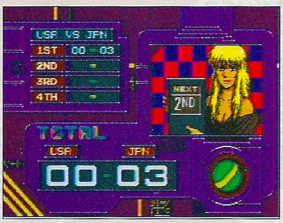
Speeball 2 by Arena
Price not available
Available now

POWERBALL

By Slo Mo

Powerball by Namco takes aspects of football, rugby, martial arts, and pro-wrestling and mashes them into a fast-paced Genesis game that's easy to get into. You have 11 players on the field in offensive and defensive positions including a goalie. You can play a seven game league season against the computer or take on a friend. You get to pick your team from eight international squads from countries such as Japan, Russia, and the U.S.A.

PROTIP: The China Emperors and the U.K. Pirates are the brutes of the league. If you want a challenge, try the weak Japan Samurais.



Go for the power-scores.

Powerball's strength is the high degree of player control it offers. You can kick the ball and pass it. If an opposing player attacks you while you're carrying the ball, you can drop it to launch a special lateral counterattack. On defense, you can launch a shoulder smash, a drop kick, a spinning tackle, and flying bomb drop tackle. You can also quickly switch control to different defensive players. To perform all these moves you have to wear your thinking cap; all three controller buttons activate different functions depending on whether you're playing offense, defense, or goalie. Also, the longer you hold down a button the greater the power it pumps to a move. That can change your techniques also.

PROTIP: Get close to the goalie, hold down A to build up power, and knock him out to set up an easy score.

Faces only a gamer could love.

Building-up player attributes is nowhere near as extensive or complex as in Speedball 2, but what you get still makes the game interesting. You can build up Speed, Kicking ability, Power, Stamina, and Acceleration. You don't manage at all except to pick your team and allocate attribute points to individual players.

PROTIP: Watch the overhead view and make a long pass to an open man downfield.

Powerball's graphics are pretty good, and they feature an overhead view on the side of the screen that not only helps you make plays and plan strategy, but it also imparts a sense of the size of the field.

Powerball's a good looking game with killer moves. Spend a little time and you'll plow through the computer opposition in short time. Then only human players can give you a challenge. Powerball puts a lot of power at your fingertips.

Powerball by Namco
$49.95
Available now, 4 megs

BILL LAIMBEER COMBAT BASKETBALL

By Slo Mo

Even though Bill Laimbeer of the Detroit Pistons is a player everyone loves to hate, Bill Laimbeer's Combat Basketball by Hudson Soft sounds like an SNES cart that any basketball fan would love to love. Unfortunately, Combat Basketball's concept is more fun than the game itself.

In the late 1990's Bill Laimbeer is forced to retire because of his "bad boy" oncourt tactics. Now it's 2030 and Mr.

Laimbeer has mysteriously reappeared as the commissioner of basketball! He's young, he's vigorous, he's cloned, and he wants revenge. His first move as commish is to fire all referees and eliminate all personal fouls! All players wear armor and they not only compete for points, but for weapons, explosives, and cash tossed into the arena by spectators. Laimbeer's new league philosophy: "No wimps, no wussies! Just brutal action!" It's great!

It's a free-for-all basket-brawl.

Combat Basketball has some fun features. League mode features a 14 game season involving eight teams. Each team can be assigned to a human player so eight people can play the cart. You can name your own teams. There's also a great looking team screen where you can beef up your players' six attributes, switch their positions, and trade them.

The Brute-Force.

Now, if only the basketbrawl action measured up to the features. Naturally, you run, dribble, pass, and shoot. Defense is basically a nasty body block, unless you grab a Saw Blade or a Homing Missile. However, these are some of the slowest video basketball players around. It's probably all that heavy metal gear they wear. During the game all the players look alike, and they play alike, too. The transparent overhead view on the side of the screen is a good idea, but the tiny dots representing the players make it nearly impossible to use.

PROTIP: It's impossible to make long passes, but you can lead a breaking player with a bounce passe.

PROTIP: If you're feeling cheap, push an opposing player out of bounds and then pass him the ball. It's your side out of course.

Bill Laimbeer's Combat Basketball needs to call a time out. But please don't tell Mr. Laimbeer who wrote that.

Bill Laimbeer's Combat Basketball
by Hudson Soft, Price not available
Available November '91

KLASHBALL

By Bro Buzz

In Klashball by SOFEL, "in your face" is serious stuff. This simple mech-sport game is more fun than it looks as it combines robo-ball with elements of air hockey and even Pong.

Klashball, anyone?

One or two people can play. In one-player games versus the computer you get two game modes, Knockout and League. In Knockout you must beat 10 opponents in a row in best 2-out-of-3 matches to win the championship. In League you play through a season to get to the Power Bowl Semi Final and Grand Final.

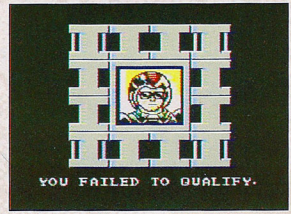
With Klashball you can really pump up some action. The playing field is small and compact. Since each team only has four players and a goalie, opposing players are easily identifiable by the color of their armor. The screen isn't as cluttered as that of the 16-bit robo-games, which makes it easier to master the game. Since the arena is relatively compact, the ball gets to the goal quicker and it's possible to take long range shots.

PROTIP: Banks shots can be deadly.

The cart also adds some spice to your game. You can grab Power Coins during a match, which you can trade in later to boost team Stamina, Power, and Skill levels. There are also Power Tiles that power up special features such as a protective goal barrier and reversing a human opponent's directional keys.

PROTIP: Versus your friend nab that R Power Tile to screw up his controls.

PROTIP: Early on in a match it's almost worth it to let your opponent score so that you can grab a Power Tile or a Power Coin.



The agony of defeat.

Klashball's cool. The graphics are nothing to write home about, but who says a rough and tumble video sports cart needs to look pretty. Jumping, Tackling, Running, and Fast Running are what you need and Klashball's got 'em. You can clash and talk trash with Klashball.

Klashball by SOFEL
$44.95
Available now, 1 meg

NOT
THE WAY
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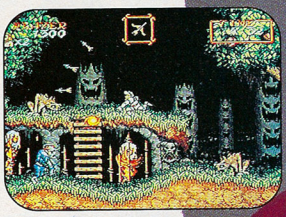
The arcade is still a way cool place to hang with your friends. But you can't always be there. You can however, play Capcom's new 16-bit games with 32,000 colors, smooth 3-D scrolling, and killer sound, while hanging out on the sofa at home. It's the next best thing to being there.

THE

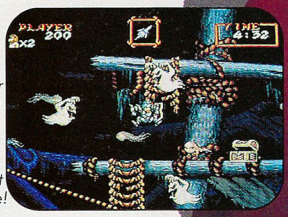
TO PLAY THE HOTTEST

SUPER GHOULS 'N GHOSTS.

Three years ago, Sir Arthur rescued Princess Guinevere from the evil ruler of the Phantom Zone. Since then, he's acquired some very powerful weapons to defend his kingdom, in case it happens again. Well, it has. And this time, Sardius must be destroyed once and for all. It'll take every bit of magic you can conjure to escape the witches, ghosts and snapping skulls. But you can't stop until you complete your quest.



Skulls and zombies fall from the sky as the ground shifts around you—better watch your step.



Ghosts appear –and disappear on the haunted seas, use your haunted sickle and you may survive–without it, say goodbye!

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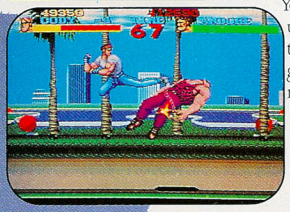
ARCADE GAMES AT HOME.

FINAL FIGHT.

The Mad Gear Gang has turned Metro City into a lousy place to live. Punks, wrestlers and swordsmen lurk in every alley, subway and behind every garbage can. They've even kidnapped Haggar's daughter Jessica. But Haggar, Cody and his friends aren't going to take it lying down.

You can help them by using every punch, throw and kick you've got to eliminate these madguys for good.



Cody's lethal flying kick is just one way to get rid of the Mad Gear Gang.

More Mad Gear Gangers await on the subway. Punch their lights out before Broadway. Or, you'll be underground forever.

U.N. SQUADRON.

Mercenaries have taken the entire country of Aslan hostage. Except for one tiny airfield they missed—headquarters of the U.N. Squadron—the best fighter planes in the world. To save the country, you'll fly the dogfight of your life, as enemy missiles and laser cannons hammer your F-2D Tigershark. Of course, you have lasers and bombs of your own. The freedom of millions depends on you, so strike hard and strike often.

At the oil refinery, the only way to slip away from enemy attack helicopters is to blitz 'em with cluster bombs.

Use your A-10A ground attack fighter's Mega Crush Weapon to dodge anti-aircraft missiles that appear from behind the trees.

CAPCOM USA

ARCADE SERIES

GENESIS

PRO REVIEW

The Immortal

By Boogie Man

Mordamir, your teacher in the arts of wizardry, has disappeared into the Labyrinth of Eternity. Now you stand poised to find him by marching into the nightmarish blackness of a foul-smelling cavern — the biggest hole in the ground you've ever seen! What you won't do for a good education.

Gettin' Down to It

The Immortal by Electronic Arts is an excellent blend of action and puzzle-solving with a pinch of fantasy RPG-style gaming. NES spellcasters already know The Immortal, and this is essentially the same game with just a few extra hazards (notably an eyeball-to-eyeballs confrontation with some nasty arachnids) and 16-bit graphic quality. If you've completed the 8-bit version, then you know how to beat this cart, too.

Your quest descends through eight dark, dank levels. You get a ¾ overhead perspective of the action as you guide the wizard through the labyrinthine dungeon hallways. Onscreen the game areas look like you've sliced through the dungeon and pulled off the top.

Adventures in Light and Darkness

Each gloomy level is packed with puzzles, traps, items to find, places to go, and people or creatures to meet. Trolls and Goblins make up the majority of the subterranean population. They're engaged in an all-out underground war, and you have to figure out whose side you're on.

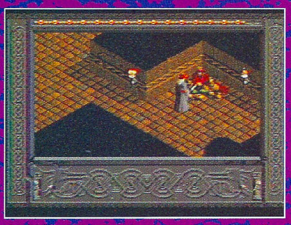
PROTIP: Shifty players can dodge Trolls.

PROTIP: In Level 3, help a Goblin and he'll open a door for you.

Get into a close encounter of either kind and the onscreen action switches to a close-up, full-length ¾ view of you and your adversary. Here you're both stationary as you hack it out toe-to-claw. Your moves are duck, jab, forehand slash, backhand slash – period. The combatants are practically in slo mo by arcade action cart standards. That might sound about as exciting as a high school tennis match, but the story here is engaging enough that you learn to accept the poky fighting as the mystery draws you in.

PROTIP: The key to winning swordfights is to duck until your opponent gets tired.

Solving The Immortal requires smarts and patience. You must outwit traps, figure out puzzling obstacles, and track down key items in every level. Sometimes the characters you come across rap down hints and pieces of solutions. You ought to keep a pen handy to record key conversational clues. At the end of every level there's a lock courtesy of master (some would say "mad") locksmith, Lindli the Dwarf. This guy definitely had something against free access, and even if you possess the key items and the clues it's going to take some brain sweat to figure how to get the locks open.



PROTIP: Ask a trader twice and sometimes he'll reduce his prices.

PROTIP: Sometimes falling down a hole is good.

PROTIP: In Level 2, the third Gem doesn't look like a gem.

Don't worry not all the action's cerebral. You get to fly a Magic Carpet and out-paddle a vile sea monster. You use some neat stuff such as a Giant Worm Detector, Dust of Complaisance, and the shape-changing Proteus Ring. You cast Fireball spells, plant deadly Spoors, and flash Blink Spells. You haul everything around in a Wizard's Pack, which is a fancy-shmancy item screen.

PROTIP: Slime Oil rarely wears off.

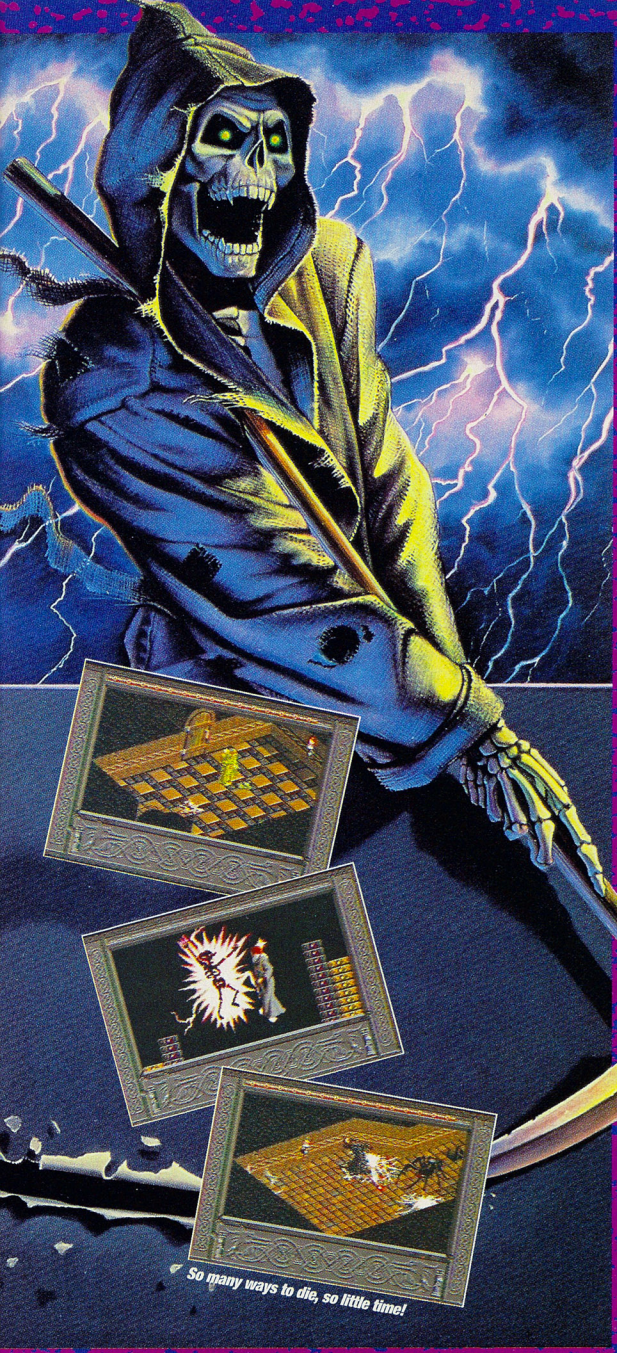
PROTIP: In Level 4 use the Flying Carpet to find something important.

Mystifying Gameplay

The gameplay is solid in some areas, soft in others. Especially notable is a sequence where you shrink down to mouse-size. Onscreen you're nothing but a blip a'la Tinker Bell maybe a pixel across, but you can still make your character scurry past some foot-stompin' Trolls. On the other hand, picking Lindli's locks, which requires you to place items in small depressions on the ground with some precision, can take painstaking button pressing.

PROTIP: In Level 5, little Dragons might have pockets.

PROTIP: In Level 8, remember that an amulet is after all just a piece of metal.



So many ways to die, so little time!

If you live long enough, you might go toe-to-toe with this overgrown lizard.

Organic Graphics

The graphics and the animation are superb, and the colors and art are in a classic fairy tale style. The characters feature excellent detail in both their appearance and their movements. However, some aspects of the game may be too detailed. There are 31 gruesome death scenes in this cart – 19 for you, 12 for your enemies. You dish out some pretty graphic, gory damage to Trolls and Goblins with your sword, but in turn you die some pretty horrible video deaths yourself. So before you tackle this cart make sure you've got the guts, The Immortal's definitely got them – and several other organs, too.

Long Live The Immortal

The Immortal conjures up an extraordinary adventure for 16-bit fantasy fans and action buffs. Even the music sets a mystical mood. Its only drawback is that once you solve the game – you've solved it. This is a linear adventure, which makes replaying it much like re-reading a good whodunnit novel after you already know whodunnit. Of course, trying to solve this game can drive you nuts. EA even holds your hand by including step-by-step instructions for the first level and hints through Level 7 in the manual. If you want to add some major magic to your video gaming life, fire up The Immortal.

The Immortal by Electronic Arts
$59.95
Available November, 8 megs

GENESIS PRO REVIEW

By Videohead

A creature born in the Chambers of Creation seeks revenge against his masters...you would too if they made you look like you're half man, half goat! Now, you can guide this mutant warrior through one of the toughest action/adventure games ever programmed to eventual victory or failure. Either way you'll be in...the Shadow of the Beast.

Shadow's graphics are monstrously sharp.

The Eyes have it!

PROTIP: In Stage 3, get the wrench first, then get the Plasma Rifle.

Other factors contribute to this cart's toughness factor. It's an extremely linear adventure; miss one key item and you're dead, and, you only have one life.

The Castle holds a key item.

And two key areas border on insane: the upper end of the castle in level three and most of level four.

PROTIP: In Stage 4, the strength potions are in green blobs at the foot of the screen.

PROTIP: In Stage 5, there are two areas with groups of three strength potions, but the center one actually makes you LOSE strength.

The Shadow Knows

Electronic Arts has converted Psygnosis's Amiga version of this popular game for the Genesis and virtually nothing has been lost in the process. That means you get far-out graphics and thumb-busting challenge.

Welcome to the Castle!

This one-player game is fairly straightforward. You fight your way through each level and in the process, hopefully, find the items you need to beat the stage boss.

Creature Features

You cross some pretty weird territory, but it looks great. The perspective is sideview, multi-scrolling. What's unusual and spectacular about the graphics is that the horizontal scrolls include parallax scrolling, that is, the foreground moves at a different rate of speed than the backgrounds!

Roast Beast

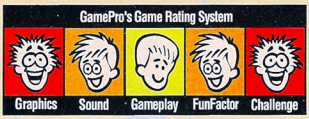
There are five stages total. Most of the action takes place either above or below the ground, but you'll also do battle inside a castle and fight your way through space. Part of what makes this cart such a hard nut to crack is the horde of creatures you fight – approximately 132 different types of foes such as a flock of flying, bloodshot eyeballs, bright orange dragons who spit napalm, and headless hunchbacks with gore where their heads used to be.

PROTIP: Shoot the Blue Globe in the statue's hand several times to get a lightning shot.

PROTIP: Touch the "Don't Touch" switch once to clear the force field around the power punch.

Not for the Faint of Heart

This handsome beast will drive you wild. It showcases some of the best Genesis artwork ever. The music is fantastic even though it should have been in stereo. For better or for worse, Shadow is very, very hard. Your frustration level must be low and your talent level high to beat this cart. Shadow of the Beast is a real animal.



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MERCS

By Slasher Quan

Capcom's programming prowess has already resulted in some outstanding 16-bit hits, including Ghouls n' Ghosts, Strider, and Forgotten Worlds. Now there's Mercs. One of last year's hottest arcade quarter-suckers, Mercs is ready to churn up some turf on the Genesis.

Crisis in the White House

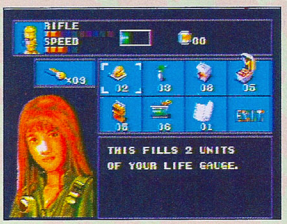
The radio report spelled out potential disaster for the free world. An ex-president was abducted during a peace mission in darkest Africa. A massive military strike would back the terrorists into a corner – forcing them to strike out like caged rattlesnakes. The only possible course of action is to send in mercenaries, in this case heroes-for-hire called "Mercs."

The action's hot in Arcade mode.

Almost Arcade

Ikari Warrior die-hards will fall turret-over-tank for Mercs – an overhead-view warfare extravaganza with one teeny problem. Although the coin-op version enabled a duo of death-dealers to have at it, this version is for one player only. Aside from this minor shortcoming, Mercs is a solid shoot-to-thrill title with above average graphics, which should bring back glorious memories for Ikari Warriors, Commando, and Rambo III fanatics alike. The pix and the colors make you feel like you're really running and gunning through a jungle setting.

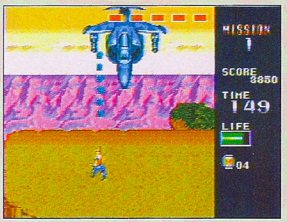
Although the Arcade mode is a replica of its coin-op cousin, in the Original mode, Sega made full use of its creative license to produce new terrain to explore and explode. Also, in Original you can increase your lives by hooking up with soldiers of fortune. Arcade mode is your basic one-man-versus-the-universe scenario.



PROTIP: In Original look for tents where you can obtain life-stuff (meat and medicine), secret documents, and power-ups by trading your accumulated medals of valor.

Trigger Happy

The multi-scrolling levels (seven in Arcade and 10 in Original) are overrun with more infantry, bunkers, and tanks than you can shake a bazooka at. Although your regular Rifle can easily take care of the lesser opponents, you need mega supplies of



This Harrier provides an explosive finish to Mission 1.

bombs to blast the toughest bad guys – stock up! You can commandeer some vehicles, including jeeps and speedboats, by dispatching their occupants. If your blood starts running thin, pop open one of the many chests you find scattered along the trail and scarf a chicken leg.

PROTIP: Watch which weapon-icons you pick up – sometimes you can accidentally power-down to a weaker weapon.

PROTIP: When you secure any vehicle, use its soldier-stomping abilities to the max and simply run over ground troopers.

PROTIP: Always save grenades for level bosses. When their energy meters appear, start hurling grenades in a slow rhythm, and you'll send them to the scrapyard in the sky in no time.

PROTIP: Throughout the journey travel near the center of the screen and you can avoid the huge mechanized tanks that can trap you at the bottom of the battlefield. Move quickly and you can avoid them altogether.

Your Merc – K.I.A.!

A Big Bang for Your Buck

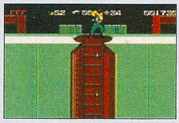
Mercs won't go down as the biggest and baddest blow 'em-up adventure of them all, though it's good to the last annihilation for sure. For many gamers it'll be tough to deal the final satisfying death blow, because you get limited continues in Arcade mode and none at all in Original mode. If that doesn't faze you, however, your orders are to lock-and-load Mercs and save the prez'!

Mercs by Sega of America
Price not available
Available October '91, 8 megs

Midnight Resistance

By Road Kill Warrrior

What do you do when your entire family's been kidnapped? You grab a machine gun and a rocket launcher and rescue them, of course!



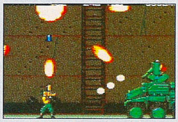
Gun 'em down.

Midnight Resistance is a savage side-view action/adventure cart where you play a faceless, Rambo-esque narcotics agent/family man who takes on a drug lord called the Crimson King. This is an arcade oldie, and 8-bit vets will find the action and style similar to Operation C and Snake's Revenge.

Midnight Resistance is a winner, which serves up some great features that make it unique among Genesis games. For one, it offers continuous fire, which really cuts down on those thumb blisters! This cart sports some of the best Genesis sound and graphics around, but in addition, the game displays some of the biggest sprites ever seen on ANY system! Character control in Midnight Resistance takes concentration at first, but then it's simple to make your character run, jump, crouch, and shoot.

PROTIP: Key moves – shoot enemies off-screen and leap over their shots.

PROTIP: To avoid a plane's bombs, stand still while it flies overhead. Just as it releases its deadly cargo, jump left or right.



Tank goodness for this Flame Thrower.

If you're in the mood for take-no-prisoners shoot-em-up action, you won't be able to resist Midnight Resistance!

GamePro's Game Rating System

Midnight Resistance by Sega, $49.95
Available now, 8 megs

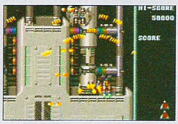
Raiden Trad

By Choosey Chooser

The world is under attack by yet another horde of alien invaders. Climb into your one-of-a-kind supersonic jet fighter/bomber, "Raiden," and save the day.

This one player space-shooter features eight levels of wave after wave of alien attackers, with an overhead vertical scrolling perspective and above-average graphics. Your battles begin in the skies above a country pasture and a ruined metropolis, and eventually culminate in outer space. At the end of each stage battle a super tough alien boss to clear the level.

Shoot this fairy to earn extra power-ups.



Space Madness.

The Raiden's packed with firepower, toting a long-range Machine Gun, and a powerful Laser Cannon, and a secondary set of weapons that include enemy-seeking Homing Missiles and Nuclear Missiles. In times of distress you can call on Global Bombs that wipe out air and ground attackers over a wide circle.

PROTIP: There's a bonus life awarded at 80,000 points!

Options include easy, normal, or hard levels of play, number of lives (up to four), and rapid fire. The game gives you nine chances to continue, however, this does not apply to the special stage that you'll encounter after the first eight stages!

PROTIP: The Laser Cannon and the Nuclear Missiles pack more firepower than the Machine Gun and the Homing Missiles.

Shoot-em-up fans will be disappointed with Raiden Trad's tunes, but find the title packs enough action for more than a few hours of standard space jockey thrills.

GamePro's Game Rating System

Raiden Trad by Micronet, Price not available
Available Now, 8 megs

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SUPER MARIO WORLD TIPS!

By Slasher Quan

If you own a Super NES, you're playing Super Mario World. So let's not dance around, here are some power tips to help you get through this challenging adventure.

Warp to Wendy

Solve the infernal mystery of Chocolate Island Two by always entering pipes when the last digit on the timer matches the number of Dragon Coins you've collected. If you do it right, you'll open a secret detour to Wendy's castle via the Valley of Bowser.

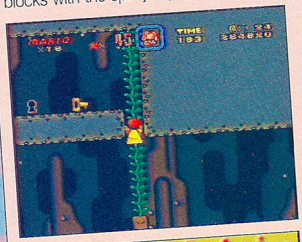
Second Quest!

If you manage to complete all eight areas in the Special Star Road, you can play a really weird second quest. All completed Goals will remain filled in, but the map changes colors, and some of the turtles don Mario masks for shells.

Switch Palace Locations

Yellow Palace: From Yoshi's House, walk to Yoshi's Island One. Beat it and the Yellow Palace is just to the left.

Green Palace: Midway through Donut Plains Two, go up the second green pipe. Then walk right until you come to a turtle shell enclosed by blocks. Break the blocks with the spin jump, grab the shell, and toss it at the highest rotating block just to the left of you. Finally, climb the vine that appears and use the key.



Red Palace: In Vanilla Dome Two proceed right until you reach a question block, which is suspended out of the water between two hill slopes. Jump up and walk left, pick up the Switch Block, and use it near the wall. Then, jump over the first gap and fall through the nine coin opening. The key and the keyhole are dead ahead.

Blue Palace: Enter the Forest of Illusion Two and swim up and right until you reach a yellow exclamation block at the bottom of a narrow passageway. Drop down and walk left through the wall to the key.

Super Sneaky Save Maneuver

For a hassle-free game save, simply go back to an early-level Ghost House and defeat it again. Your progress to that point will be filed away for future play.

Special Star Road!

Did you know there are two Star Roads!? Go to Star World Five with a Cape and fly right as far as possible. You should land on yellow Exclamation Blocks. Keep moving, grab the key, and depart through the keyhole. A path to the "Special" Star Road will be revealed.

More Mario and Item Tricks

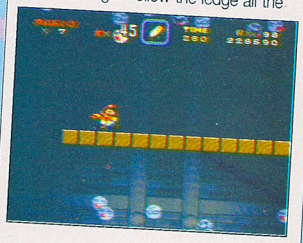
A great way to stock up on super stuff is to return to an area you've already finished that has a power-up or a 1-Up at the very beginning. Snatch the item, and then exit by pressing Start to pause and then pressing Select. Repeat this procedure as often as you like. Try it in: Forest of Illusion Two (for Feathers), Forest of Illusion Four (for 1-Ups), and Star World Two (nab mucho 1-Ups by using the Invincible Stars to zap fish).

On a Wing and a Mario

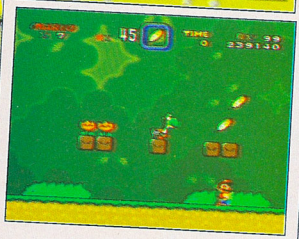
Cape-crusading is tough to master, but this hint should help. When you're high in the sky and the Cape billows out, slowly tap the directional pad in the direction opposite from the way you're soaring. You can gain height and conceivably fly forever.

Unlimited Lives, Powers, and Yoshis!

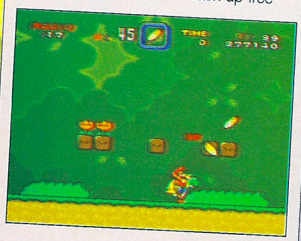
Here's a trick that gives you all the Super Mario super powers you'll ever need. First, grab a Cape and head to the World Two's Donut Ghost House. There, get a running start and fly left up the wall and onto the ledge. Follow the ledge all the



way right to a door. Exit and clear the course, and a road will open to the "Top Secret Area."

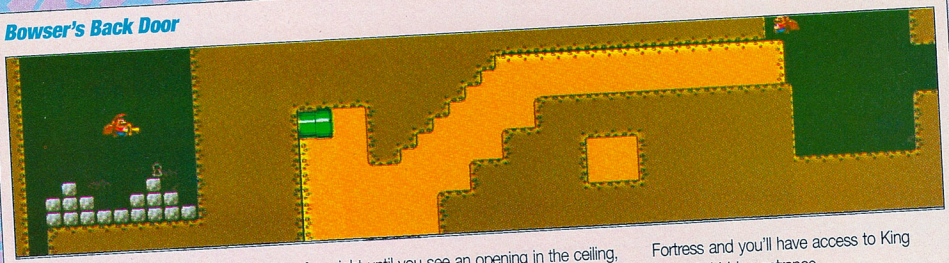


Use this bonus screen to rack up free



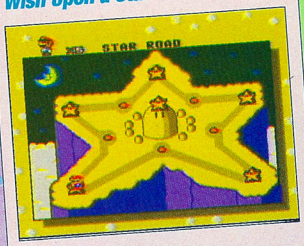
Marios, Fire Flowers, Feathers, and Yoshi's whenever you want.

Bowser's Back Door

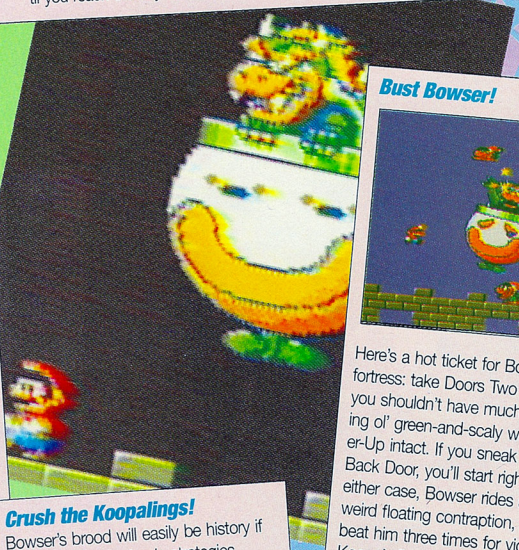


After you've cut the midway gate in Valley of Bowser Two, pass the first section of sand traps and go through the pipe. Then, run right until you see an opening in the ceiling, jump up to the left, and hit the fast track until you reach the keyhole. Finally, clear Valley Fortress and you'll have access to King Koopa's hidden entrance.

Wish Upon a Star



Want to skip ahead to the last levels of Super Mario World? You can via the Star Road. There are five passages, located in Worlds Two, Three, Four, Five, and Seven. For example, uncover World Four's star-crossed path by flying underneath the Cheese Bridge regular goal, breaking the second tape, and then swimming through Soda Lake.



Bust Bowser!

Here's a hot ticket for Bowser's big, bad fortress: take Doors Two and Eight and you shouldn't have much trouble reaching ol' green-and-scaly with a Cape Power-Up intact. If you sneak in through the Back Door, you'll start right near him. In either case, Bowser rides around in a weird floating contraption, and you must beat him three times for victory. At King Koopa's first appearance, just stomp the Mecha Koopas and toss them into the air (hold down Up or either Up-diagonal) so that they bounce off his huge head. After he zooms away and returns, he'll drop bubbles which you must leap over. When possible, counter-attack with more Mecha Koopas. During Bowser's third and final onslaught, he'll try to squash you with his flying gizmo. Run under him and fling Mechas upwards as they appear. Win and Mario, Luigi, the Princess, Yoshi, Dinosaur Land, and all of Mario World are safe forever...that is, until the Koopa Clan reorganizes for revenge. Super Mario 5 anyone?

Mini-Boss Tactics

Donut Secret House has a special surprise in store for Mario: a giganto ghost guardian. To toast him, face the little spooks so they don't zap you, grab blocks, and toss three at Big Boo. Also, inside fortresses you'll come face to face with the rowdy Reznor bunch. Rout these rambunctious rhinos by clobbering one from below, leaping on the Ferris wheel, and then knocking off the others as the wheel spins you into appropriate positioning.

Crush the Koopalings!

Bowser's brood will easily be history if you follow these simple strategies.

Iggy or Larry: Hop on his head and push him into lava when he's stunned.

Morton or Roy: Bounce on him from above and run like the wind when he tries to crush you from the ceiling.

Lemmy or Wendy: Three enemies will appear out of the pipes, but only one is the real Koopa kid. He (or she) gives himself away by goofing off, like standing on his head. You know what to do, it's called the Mario Stomp.

Ludwig: Take this sucker out in the usual manner – three bops on the noggin. But remember to leap over his fireballs and avoid his patented "shell spin-out."

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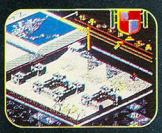

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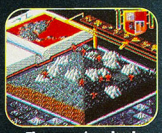

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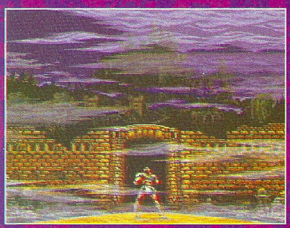
By Gideon

Expectations for the sequel to the immensely popular Castlevania series on the Super Nintendo with its 16-bit technology and graphic capabilities are understandably high. After putting Castlevania IV through its paces, this reviewer can unconditionally guarantee that not only will all expectations be met, but they will be shattered! No predictions, no hype, the year's best action adventure game for any game system has arrived!

Simon Says

Once again, you take the role of Simon Belmont, heir to the vampire-hunting Belmont lineage. Legend has it that every 100 years the forces of Good mysteriously weaken and allow the forces of Evil to gain a foothold on Earth. The peace of the countryside has been ruffled by evil emanations coming forth from the deserted castle atop the mountainside...the same castle where your ancestor Trevor Belmont defeated evil incarnate, Count Dracula, over 100 years ago in Castlevania III for the NES.

Villagers whisper that they have seen the undead walk the night, and some even swear that they have seen ol' Redlips himself! It is Simon's destiny to venture into the castle to find out if Dracula has indeed returned, and if he has, to terminate him once and for all!



Simon's back! In full, glorious 16-bit color!

A Monster Mash

Castlevania IV is a massive eighteen-level monster which features non-stop action! Wind your way through the lushly illustrated marshes and forests of the village, the maze-like caverns of the castle, and, if you're lucky, Dracula's private inner chambers for the final battle!

Veteran Castlevania players will ease into the gameplay. Simon has only a certain amount of health units and time to finish each level. Your primary weapon is a Whip, but there are plenty of opportunities throughout the game to find special weapons such as Battleaxes, Holy Water, Daggers, and even Secret Potions. Blow out candles to reveal valuable Hearts, which determine the number of times you may use a special weapon. Also available in hidden spots throughout the game are invaluable food items which restore Simon's health units.

PROTIP: Candles reappear whenever you reenter a room, so load up on Hearts before you go into battle! Special items do not regenerate.

The password feature is the only way you'll make it through all 18 level!

PROTIP: Crack your whip at all walls, staircases, and bricks to reveal valuable hidden items!

All your favorite monsters and ghouls from the previous Castlevania games are back, including zombies, floating eyeballs, flying Medusa heads, and haunted suits of armor! Fortunately, they haven't learned any new tricks, so the same tactics and strategies that you used before work just as well here!

Simon, however, has a couple of useful new moves. The most important is the ability to flick his Whip without having

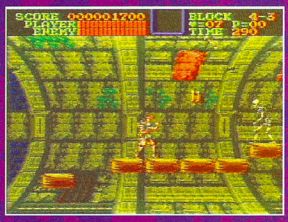
PROTIP: Flick the whip when you face a swarm of enemies.

to wind up for a full-fledged hit. This move provides the most firepower in situations where the enemies come at you fast and furious. Simon can also wrap his Whip around certain wall mounts and use it to swing over obstacles! Why fight when you can fly?

PROTIP: It's better to learn the Medusa heads' pattern and dodge them rather than try to take them "head" on, since they always appear whenever you can be easily knocked off a ledge or staircase!

Gruesome Graphics, Scary Sound

The graphics in this cart are extraordinary! Clearly, the Konami artists took the time to take full advantage of the SNES's 16 bit technology. Every screen is so rich in detail and vibrant colors that it's worth your time to hit Pause and study them properly. The character graphics are all sharp as tacks, and the sprites move smoothly without any flicker. Castlevania IV throttles the SNES's ability to produce multiple independently scrolling layers of graphics to the max, creating extraordinarily realistic depth. Konami even pulls off some radical, almost unbelievable rotating background effects!



This dizzying 3-D rotating background has to be seen to be believed!

Hang on for dear life when the entire screen rotates 90 degrees!

Awesome, full-bodied, non-computer sounding music and eerily real sound effects provide a delicious icing to this video delight. From the opening title screen's spine-tingling wolf howl to the pulse-pounding soundtrack of the final battle with Dracula, Castlevania IV hits you right between the lobes!

A Graveyard Smash

Run don't walk to drive your stake through Castlevania IV! An action adventure treat that will appeal to gamers of all ages and ability, this cart should be on the top of every SNES owner's holiday wish list. And while you're writing that down, this reviewer will make his own wish: Castlevania IV!!

Graphics too good for words!

Castlevania IV by Konami
Price not available
Available December, 8 megs

ULTRAMAN

By Boogie Man

Jack Shindo's just a regular guy, until he fires up his Delta Plasma Pendant to scramble his molecular structure and become...ULTRAMAN, the ultimate warrior for peace in the universe!

Ultraman is an original Japanese superhero, who made his first appearance on the Super Famicom (see Overseas Prospects, *GamePro*, July '91), but he also battled rubberized Japanese monsters for years on American TV. Since Ultraman's poised to return to the U.S. in an all-new show, this cart features a monster gang that's totally different from the Japanese cart.

Buffed Boxing

Ultraman's good-looking, straightahead beat-em-up fare that's short on maneuvering but long on combat. You basically just try to get into a creature's face and slug it out, but it ain't easy!

Ultraman flies into action!

In this adventure, Ultraman's ancient enemy, Gudis, a gigantic virus has infected the Earth. This germ drives any creature over 100 feet tall wacko, and Ultraman must take on nine vile creatures. Now the 'Man is a true heavyweight, emphasis on the "heavy." He stands 197 feet tall and weighs in at a massive 58,000 tons, but his foes are bigger still! George Foreman, sit down! However, Ultraman only has three lives, and he can only maintain power for three minutes per life.

Yucky Ickies

Ultraman's opposition is ultra bizarre... from their names to their looks. For example, Gudis looks like a slimey stuffed bell pepper. Bogun has a head at each end of its slug-like body. Degola looks like Bigfoot on steroids. Barrangas, Gudis II, Zebokan, Majaba, Kodalar, and Kilazee won't win any beauty contests either, but they look really good – for monsters.

The Bigger They Are...

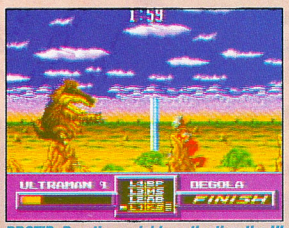
Be prepared for some fancy finger moves. The gameplay is good, but you end up punching every button on the SNES controller. Ultraman has 10 offensive and defensive Ultra moves including the Ultra Spin Kick and the ultra-slick Ultra Back Flip. When he gets close enough to grab a fist-full of monster, he can make an Ultra Throw.

The Ultra Throw downs Barrangas.

beating the beasts are four special weapons, the Knuckle Shooter, the Arrow Beam, the Magnum Shooter, and particularly the Burning Plasma. In every fight you must first wear down your monstrous opponent, then you quickly select Burning Plasma and blast the thing before its power recharges. Learning what tactics work against what beasts is what Ultraman is all about.

PROTIP: Get as close as you can when you fire Burning Plasma (L+4). It loses potency if you're far away.

The Ultra Back Flip is good defense versus Gudis.



PROTIP: Practice quickly activating the Ultra Shield (press Up and then hit Y). It's critical versus some monsters.

These techniques are great for softening up the opposition, but the keys to

PROTIP: Barrangas continually advances on you to breathe gas in your face. Hold down Up and wait for him to approach, that way you can easily press Y to bring up the Shield and then immediately hit A for an Ultra Spin Kick or B for the Ultra Upper Cut.

A Basic Beating

Ultraman's simple fun, but it isn't simple-minded. All the Ultra moves look cool, and you must learn to use them all to beat the beasts. In Expert mode the cart will eat your lunch. Players who dig Japanese latex monsters will freak over the sharp graphics. The sounds are just right, from the heroic Ultraman music to the monstrous screams. Ultraman is ultra cool.

Ultraman by Bandai
Price not available
Available now, 4 megs

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SUPER NES PRO REVIEW

By Mr. Dynamo

Once again the famous R-9 is being called out of retirement to turn the tide of battle against the Bydo Empire. The R-9, in case you're unfamiliar with it, is Irem's heavily armed space fighter in the R-Type series. It's saved the day in two arcade hits, the Sega Master System, the Turbo-Grafx-16 (PC Engine in Japan), the Game Boy, and now the Super NES. For all those platforms, the cart's been hailed for its quality. Super R-Type is no exception. If you get off on excellent, mind-blowing graphics, this 8 meg shooter is a must play.

Bosses look gorgeous, bordering on gruesome.

Mayhem Made Easy

The story is simple. You're in control of the R-9, and your mission is to challenge and destroy the Bydo Empire for all time (again). You fly through seven grueling levels filled with space beasties and extraterrestrial nasties. R-Type nuts will be thrilled with this unbelievably hard level. Luckily you can continue as many times as you wish, and Super R-Type has five levels of difficulty: Novice, Easy, Normal, Hard, and Pro. You must complete the game on Hard to get to Pro.

PROTIP: Versus Inexis, the Stage 3 boss, position the R-9 in the far left of the screen

exactly in the middle. Power up your gauge until it turns red. Two energy blasts should take him out.

Better, Stronger, Faster

The R-9 confronts the Bydo this time with some new firepower. Holding down the fire button still powers up a mega-blast, but hold it down a little longer and you unleash devastating energy spheres that obliterate almost everything on screen. You can pick up five types of lasers consecutively and two kinds of missiles. You also get the familiar Force module that can detach from the R-9 and be positioned in the front or at the rear of the ship.

PROTIP: In Stage Five (Mining Field) keep Force behind the R-9 for protection.

The Best of R-Type

If this version looks familiar, it's because for the most part it is. The programmers over at Irem have taken what they judge to be the best stages from the arcade hits, R-Type and R-Type II, and put them into the SNES version. For example, Zabtom, the second stage boss, and the Giant Space Ship in Stage 4 both appeared in R-Type. The second stage Ruins, the fifth stage Mining Field with boss Rios, and the seventh stage Baldo Empire are all from R-Type II.

This Mothership is a muther!

PROTIP: To get through this part of Stage 2, it helps to project your Force option ahead of you. It's easier to judge the size of the terrain by measuring with the option.

A Super R-Type

Super R-Type's an outstanding piece of work. It took four programmers, five artists and designers, three music programmers, and an editor nine months to create Super R-Type. The quality shows. Super R-Type without a doubt has some of the best graphics to date in a video game. The outstanding music combined with the smooth game playing mechanics will keep you coming back for more.

There have been complaints that the game slows down in some areas. If this is true, it doesn't show and it certainly doesn't deter from the action. In fact, some players might welcome a little break in this grueling battle.

One final word of warning: if you give up easily or if you have a low frustration level, approach Super R-Type with extreme caution. Mastery does not come easily, but it's worth the effort.

Super R-Type by Irem
$69.95, Available now
8 megs

FLYING WARRIORS™

CULTURE BRAIN'S COMIC FOR YOUR NES® GAME。

CHAPTER 12-FINAL CHAPTER
"THE REVIVAL OF DRAGONLORD"

IN THE ANCIENT UNIVERSE,THERE WAS A DESTRUCTIVE STRUGGLE BETWEEN THE LIGHT AND DARK DIMENSION.AFTER A LONG STRUGGLE, DEMONYX,THE LOAD OF THE DARK,LOST THE BATTLE,AND WAS SEALED BY THE DRAGONLORD,A WARRIOR OF THE LIGHT.PEACE CAME BACK TO THE UNIVERSE AGAIN.
HOWEVER,DEMONYX HAS REVIVED WITH THE APPEARANCE OF THE OMINOUS RED STAR!
FIVE FLYING WARRIORS FROM THE LIGHT WERE SENT TO SEAL HIM UP AGAIN, BEFORE HE FULLY REGAINS HIS POWER.THEY'RE NOW ON THE WAY TO CONFRONT THE FINAL ENEMY.HURRY UP,FLYING WARRIORS! THE PEACE IN THIS WORLD IS DEPENDING ON YOU!!

＊THIS IS THE ORIGINAL COMIC FOR CULTURE BRAIN, USA INC.'S "FLYING WARRIORS"FOR NES®

FLYING WARRIORS.™ FANS CORNER.

FAN'S REPORTS:

CULTURE BRAIN RECEIVED MANY RESPONSES ON THE "FLYING WARRIORS™" TRIAL GAME. HERE ARE SOME OF THEM:

DEAR CULTURE BRAIN,
WHAT I LIKED ABOUT THE GAME FLYING WARRIORS WAS ALL THE KINDS OF FIGHTING YOU GET TO CHOOSE FROM IN THE TOURNAMENT. WHAT I DON'T LIKE IS THE INTRODUCTION, IT IS TOO LONG. THE GRAPHICS WERE PRETTY GOOD. IT CAN BE FUN IF YOU'RE GOOD AT IT BUT FOR BEGINNERS LIKE ME, IT IS TOO HARD.
T.L.

DEAR T.L.
WE APPRECIATE YOU REVIEWING FLYING WARRIORS FOR OUR COMPANY. THE REVIEW YOU GAVE WILL HELP US IN DETERMINING THE SPECIFICS FOR OUR UPCOMING SEQUEL TO FLYING WARRIORS. THANKS AGAIN!

DEAR CULTURE BRAIN,
AFTER PLAYING YOUR FLYING WARRIORS, I HAVE THESE COMMENTS TO MAKE:IT HAD GOOD GRAPHICS AND IT WAS GOOD GAME PLAY AND IT HAD A LOT OF FIGHTING AND MARTIAL ARTS. I LIKE THE DESIGN OF THE JACKET/COVER IT WAS OVERALL A GOOD GAME. HOWEVER THE GRAPHICS COULD IMPROVE A LITTLE.
B.C.

DEAR B.C.
WE APPRECIATE YOUR COMMENTS REGARDING "FLYING WARRIORS", AND ARE ALSO PLEASED THAT YOU LIKED THE MARTIAL ARTS ASPECT PF THE GAME. THANKS AGAIN FOR REVIEWING OUR GAME AND KEEP AN EYE OUT FOR THE SEQUEL TO "FLYING WARRIORS."

DEAR "DUDES" AT CULTURE BRAIN:
I EXTREMELY LOVE YOUR AWESOME NEW GAME, FLYING WARRIORS, NOT ONLY BECAUSE OF THE TOTALLY COOL GRAPHICS, THE RADICAL TOURNAMENT MODE, THE GNARLY MOVES, AND THE VARIOUS CHARACTERS-EACH WITH UNIQUE PERSONALITIES, BUT I ALSO LOVE THE TOTALLY OUTRAGEOUS STORYLINE!!! I WOULD LIKE TO GIVE YOU PROGRAMMERS AT CULTURE BRAIN MY HIGHEST GRATITUDE POSSIBLE. YOU GUYS DID AN EXCELLENT JOB MAKING THIS GAME MORE EXCELLENT THAN IT ALREADY WAS. I'M SURE YOU'RE GETTING TONS OF LETTERS AND I SHOULD BE ONE OF THEM, TELLING YOU HOW I'M IN LOVE WITH THIS GAME. I SUBSCRIBE TO GAMEPRO MAGAZINE AND I REALLY "DIG" YOUR COOL NEW COMIC SERIES OF THE FLYING WARRIORS ADVENTURES. I READ A SMALL SECTION AFTER READING YOUR FLYING WARRIORS COMIC. THIS SECTION SAID THAT THERE WAS GOING TO BE A "FLYING WARRIORS" GAME GOING TO BE AVAILABLE FOR THE SUPER NES!! THIS IS GREAT!! JUST THINK! WITH THE AWESOME GRAPHICS OF FLYING WARRIORS ON THE 8-BIT NES, IMAGINE HOW SUPERCOOL THE GRAPHICS WOULD BE WITH THE GRAPHICS WOULD BE WITH THE GRAPHIC CAPABILITIES OF A 16-BIT SISTEM!! I AM SO EXCITED, I COULD GET A HEART-ATTACK! I LOVE YOUR GAME, IT'S 100% HOT!
PLEASE SEND ME MORE INFORMATION ON THIS UPCOMING FLYING WARRIORS GAME PACK FOR SNES. WILL THERE BE A DIFFERENT STORYLINE? WILL YOU ADD ANY DIFFERENT CHARACTERS? I ALSO FOUND OUT THAT THERE WILL BE A SEQUEL TO FLYING WARRIORS. IS THIS A RUMOR OR DIFFERENT OR A RADICAL TRUTH?! PLEASE ANSWER MY QUESTIONS AS FULL AS POSSIBLE. I AM EXTREMELY CURIOUS. THANK YOU.
J.C.

DEAR J.C.
YOUR EXCITEMENT AND FLAIR FOR FLYING WARRIORS IS UNSURPASSED. WE ARE PLANNING THE SEQUAL TO FLYING WARRIORS, SO YOU DON'T HAVE TO WORRY ABOUT THAT. ALL THE DETAIL ARE NOT WORKED OUT AS OF YET SO AS SOON AS WE GET MORE DEFINITE THEN YOU WILL PROBABLY SEE US ADVERTISING THE DETAILS ABOUT THE SEQUEL. I KNOW YOU CAN'T WAIT, BUT GOOD THINGS COME TO THOSE WHO DO! STAY COOL, DUDE!

PLEASE RESPOND TO CULTURE BRAIN USA. INC 15315 NE 90TH ST REDMOND, WA 98052

GREAT RESPONSES FROM THE PLAYERS!! "FLYING WARRIORS" TRIAL GAME. HAVE YOU TRIED IT YET? IF NOT, WHY! CULTURE BRAIN HAS RECEIVED MANY REPORTS FROM PEOPLE WHO'VE PLAYED OUR TRIAL GAME, "FLYING WARRIORS" ALL SAY THAT THEY ENJOYED THE GAME PLAY, SOUND, AND GRAPHICS, IT'S A GREAT GAME! SO WHY DON'T YOU TRY IT AND SEE! IF YOUR LOCAL TOY STORE DOESN'T CARRY IT, ASK FOR IT. IF YOU CAN'T FIND IT ANYWHERE, CALL US, WE'LL ASSIST YOU.

THANK YOU FOR READING CULTURE BRAIN'S "FLYING WARRIORS™" & "LITTLE NINJA BROTHERS COMICS. BOTH™ COMICS ARE COMPLETED WITH THIS ISSUE, HOWEVER WE HAVE BEEN DEVELOPING THE SEQUELS TO THESE GAMES. LOOK FOR OUR ADS IN TV AND IN VARIOUS GAME MAGAZINES. SEE YOU THEN!

STAFF OF CULTURE BRAIN

REMEMBER THE ANNOUNCEMENT ABOUT THE "FLYING WARRIORS US TOURNAMENT"? CULTURE BRAIN IS PLANNING TO HAVE A "FLYING WARRIORS US TOURNAMENT".

HERE ARE SOME PICTURES OF THE TOURNAMENT HELD IN JAPAN. WE'RE GOING TO HAVE ONE IN EUROPE TOO!! GEE, WE'LL BE ABLE TO HAVE A WORLD TOURNAMENT SOON!! HOW DO YOU LIKE THAT?

WE RECEIVED LOTS OF RESPONSES. SPECIAL THANKS TO ALL OF YOU WHO TOOK TIME TO WRITE US A LETTER. HERE ARE SOME OF THEM:

DEAR CULTURE BRAIN,
I READ YOUR BRIEF ADVERTISEMENT FOR YOUR NES® US TOURNAMENT AND I AM WRITING TO SAY WE SHOULD HAVE ONE. IF HAVE, HOW WOULD KIDS BE CHOSEN TO ENTER IT. AND ALSO I THINK YOUR COMIC IS TERRIFIC, YOU KNOW A FLYING WARRIORS CARTOON WOULD NOT BE A BAD IDEA AND AS FOR THE TOURNAMENT I THINK IT IS THE PERFECT IDEA. AND ALSO I WOULD LIKE TO ENTER THIS TOURNAMENT.

L.C.

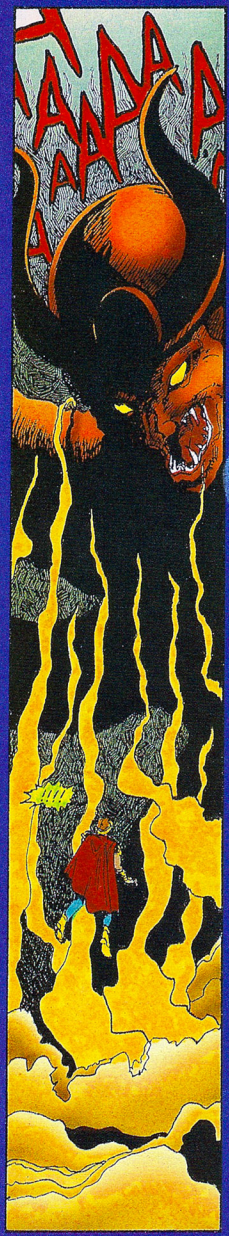
DEAR SIR,
I AM A FAN OF THE FLYING WARRIORS US TOURNAMENT. WHAT DO YOU HAVE TO DO TO ENTER IT. BEAT THE GAME AND SEND A PICTURE OF YOURSELF NEXT TO THE FINAL SCREEN?
I DIDN'T ENTER THE PREVIOUS TOURNAMENT.
I AM READY BECAUSE I PLAYED THE NES® GAME FLYING DRAGON. BUT I CAN'T BEAT THE TUSK SOLDIER HIDING IN THE FINAL OPPONENT.

C.P.

WE'LL SEE YOU IN TV, MAGAZINES, OR AT YOUR LOCAL TOY STORES! THANKS FOR READING OUR COMIC OVER THE YEAR. SEE YOU SOON!

FLYING WARRIORS™

CULTURE BRAIN'S



DEMONYX

DEMONYX, THE LORD OF THE DARK, IS THE SOURCE OF ALL THE UNIVERSE'S EVILS. HE ONCE SCORCHED ALMOST THE ENTIRE UNIVERSE, IN ORDER TO OBTAIN THE POWER TO CONTROL THE UNIVERSE.
HERE HE AWOKE TO ACCOMPLISH HIS LONG-AWAITED DESIRE, TO HOLD REIGN OVER THE UNIVERSE!

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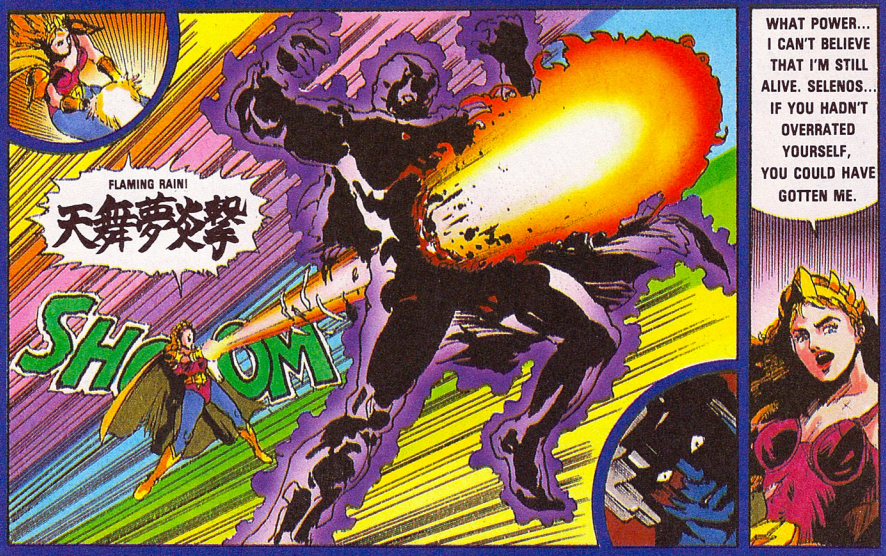

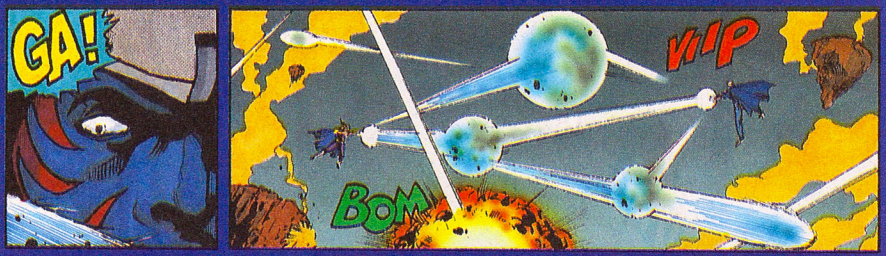

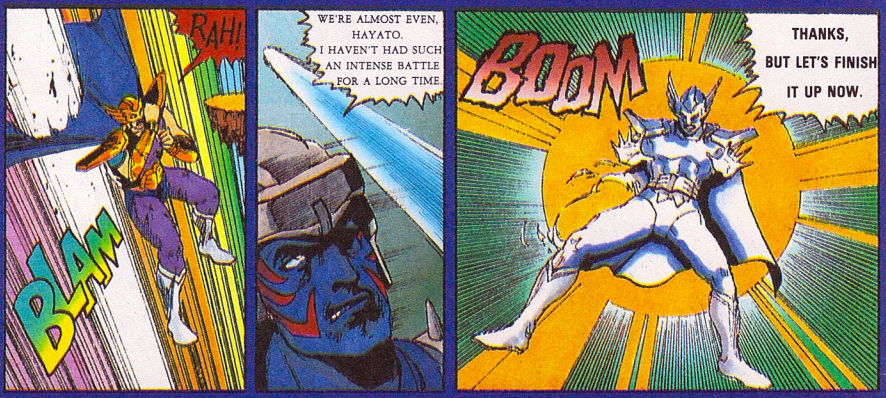

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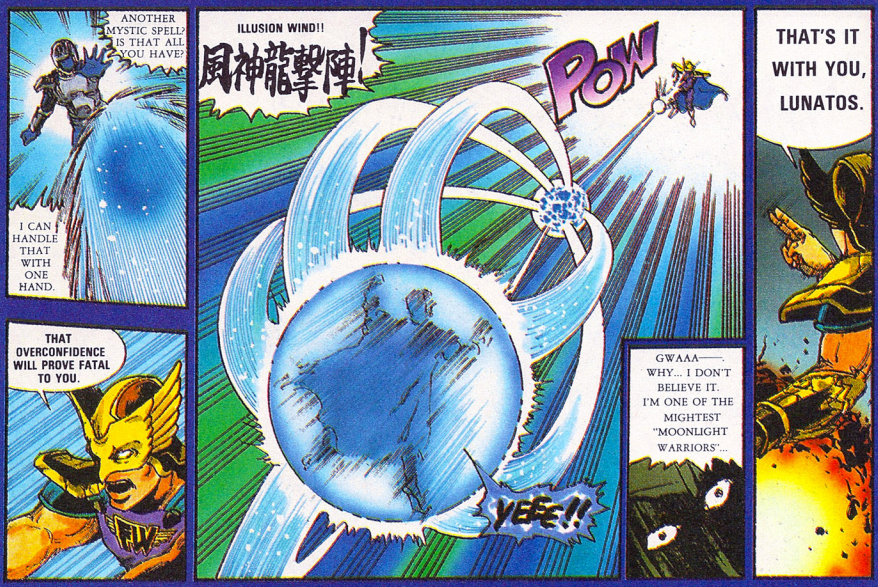

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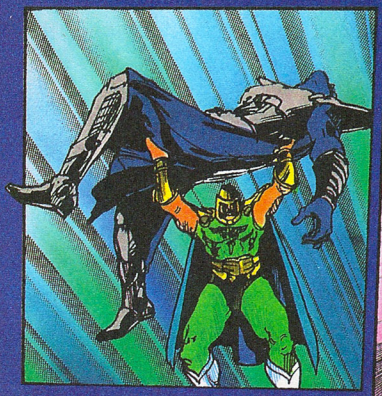
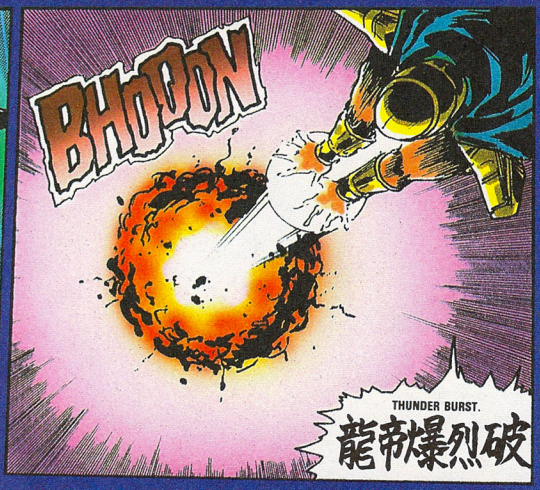
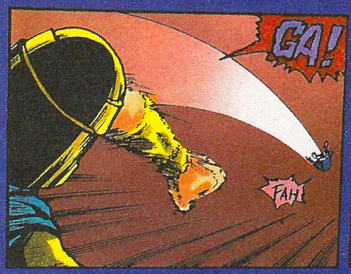
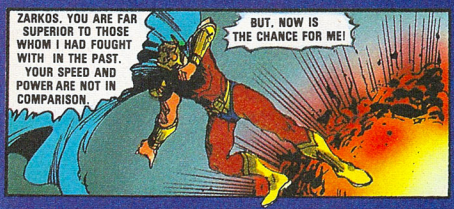
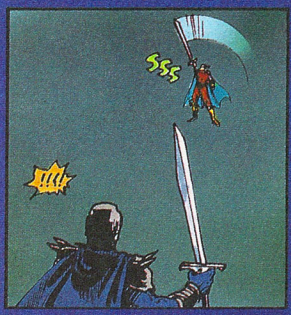


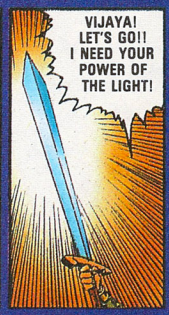




MEANWHILE RICK WAS STRUGGLING IN MORTAL COMBAT WITH ZARKOS.







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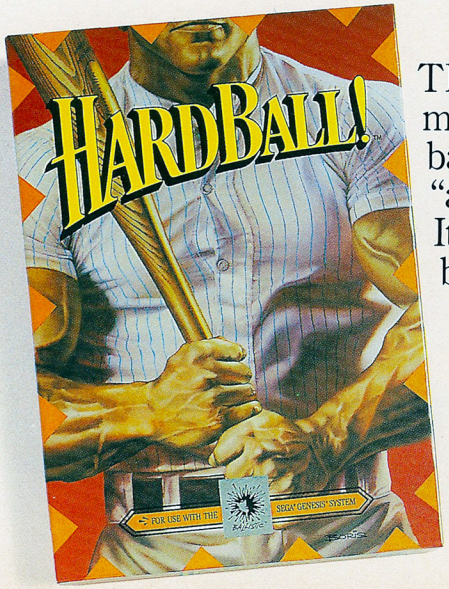

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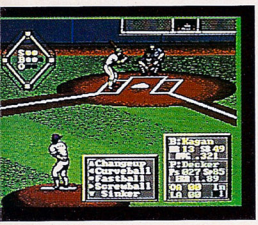

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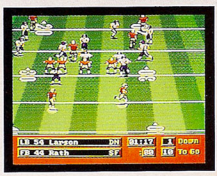

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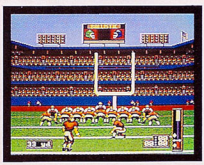
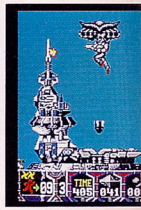


otball game can touch it.



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THIS IS ONSLAUGHT.™ An enormous u
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time, that it makes the name of the game
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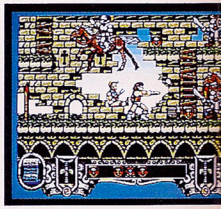
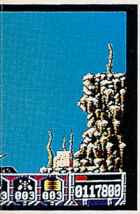
land. A bloodthirsty
rabble has ravaged your
kingdom. Now you must
reclaim it.



Do battle in 256 medieval locatio



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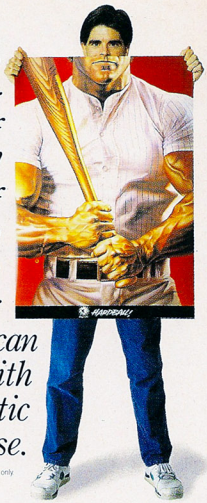

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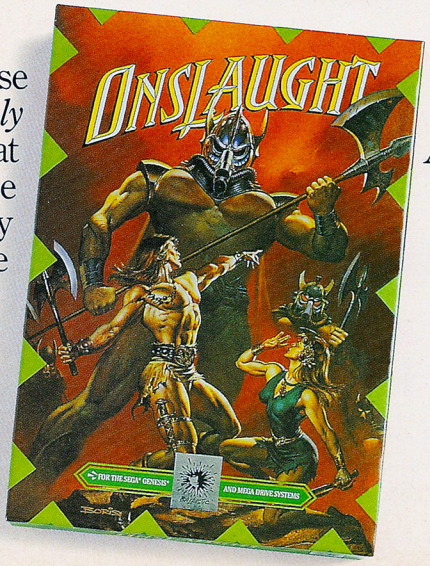

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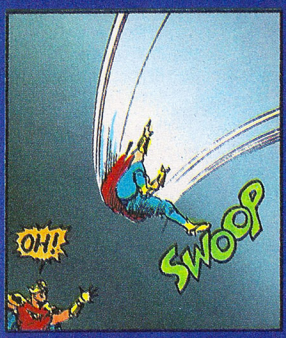

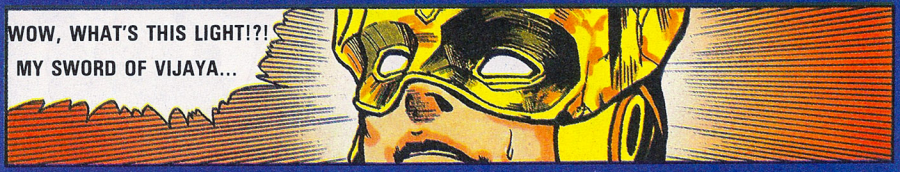

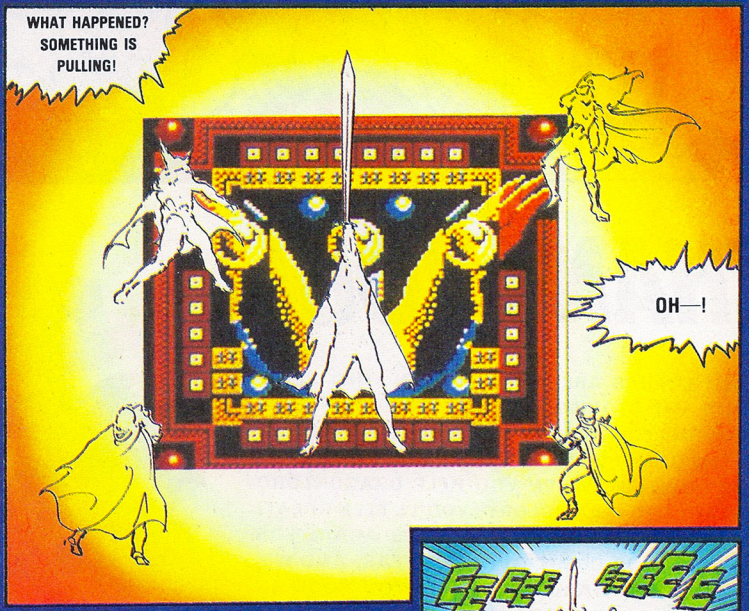

MERGING

THE FLYING WARRIORS OBTAINED THE ORB ZAKROS ONCE HAD. THE LEGENDARY MANDARA WHICH ONCE SEALED UP DEMONYX HAS NOW BEEN COMPLETED. AND THE 5 FLYING WARRIORS GOT TOGETHER. THEN, THE MANDARA STARTED TO FOCUS ITS POWER ON THEM. THAT'S WHEN A MIRACLE TOOK PLACE! THE MANDARA IGNITED THE WARRIORS TO COMBINE THEIR POWER, AND THUS THE DRAGONLORD APPEARED WHEN IT WAS COMPLETED! THE DRAGONLORD REVIVED TO SAVE THE UNIVERSE ONCE AGAIN.

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YES. I AM.

THEN WHY DID YOU LET THE YOMA CLAN TAKE OVER THE COUNTRY? WHY DIDN'T YOU GET THEM?

THAT'S YOUR MISSION.

BUT MENTOR...

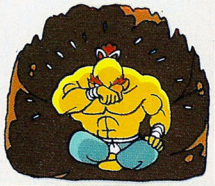
LISTEN JACK AND RYU. THE YOMA CLAN BUILDS UP ITS POWER AS THE PEOPLE IN CHINALAND ARE DEPRIVED OF THEIRS. IN OTHER WORDS, THE PEOPLE WITH WEAK AND EVIL MINDS MADE THE MONSTERS GROW. SO, IF THE PEOPLE DON'T WANT THE YOMA CLAN TO CONTROL THEIR COUNTRY, THEY HAVE TO REALIZE IT, AND MAKE EFFORTS TO GET RID OF THEM WITH A GOOD, FAIR, AND STRONG WILL. THAT'S WHY I SENT YOU OFF FOR THE JOURNEY. DO YOU UNDERSTAND WHAT I AM TRYING TO SAY?

I UNDER— STAND, MENTOR.

BY THE WAY, BRING THIS MIND TO THE VILLAGE OF LING-RANG.

MIND? WHOSE IS THAT?

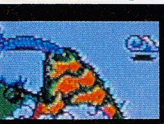
THERE'S A GIANT CALLED RAGYU IN THE VILLAGE. AS HE PLAYED TRICKS ALL THE TIME, I REMOVED HIS MIND, WITHOUT IT HE CAN'T THINK OR MOVE. ALL HE CAN DO NOW IS WEEP. GIVE IT BACK TO HIM, AND LET HIM REMOVE THE HUGE ROCK I PLACED AT THE ENTRANCE TO MT. CONE-RUM. HE'S THE ONLY ONE TO DO IT.



ALRIGHT.

NOW CLOSE YOUR EYES.

WHEN YOU OPEN YOUR EYES AGAIN, YOU'LL FIND YOURSELF BY RAGYU.



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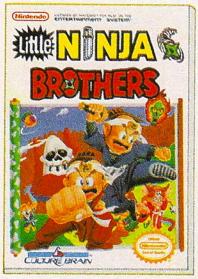

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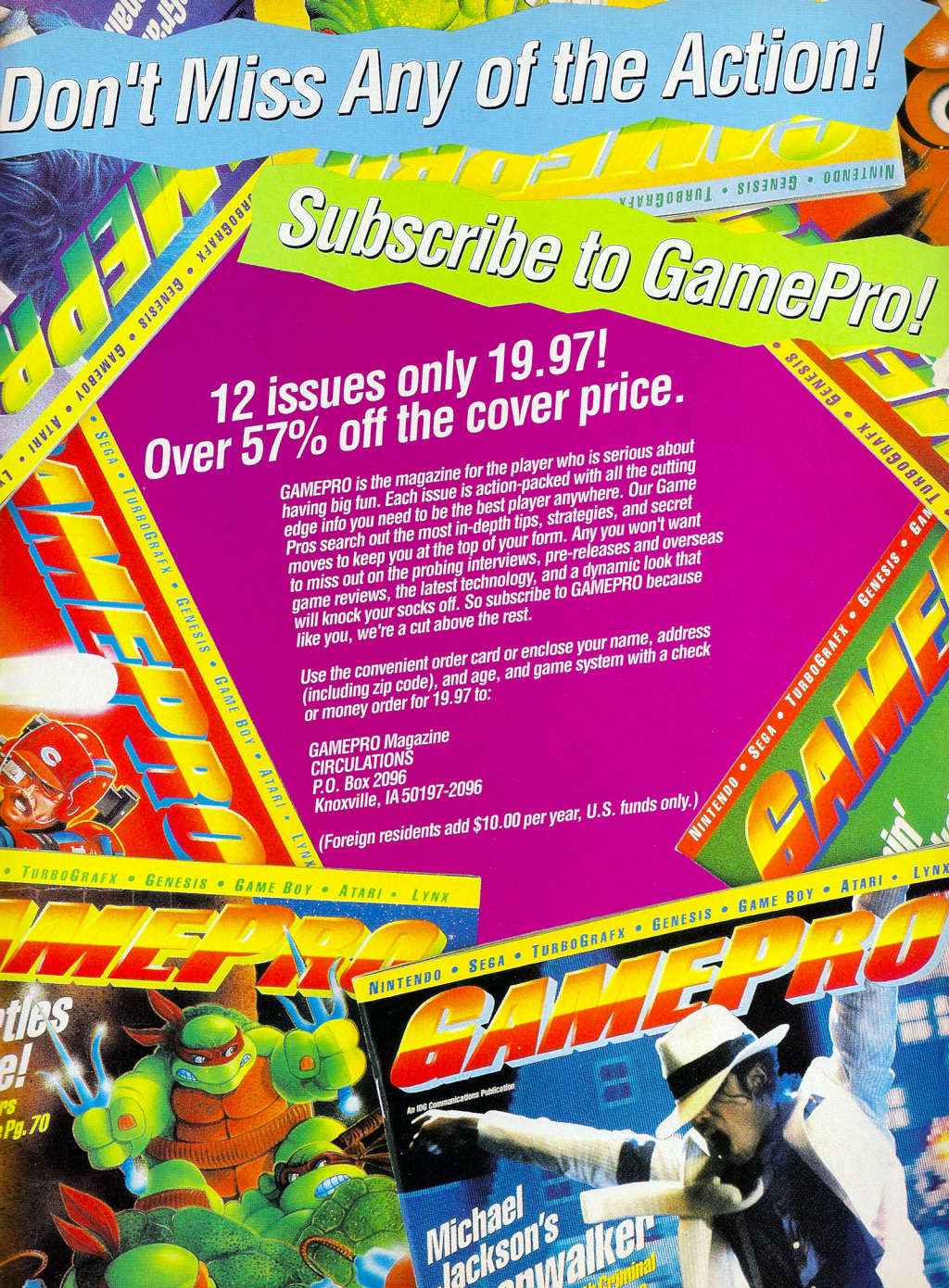

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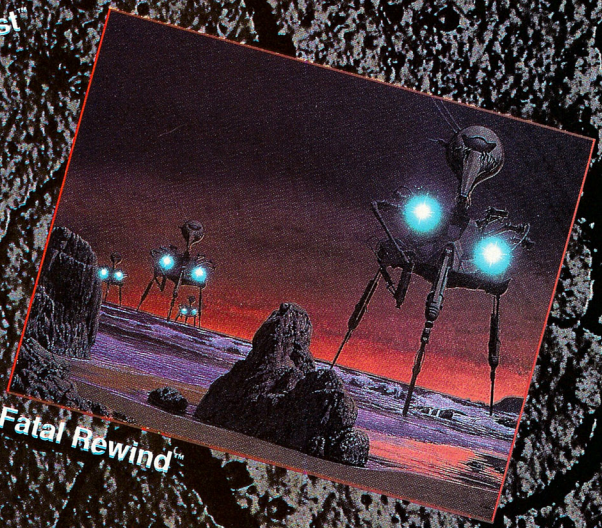

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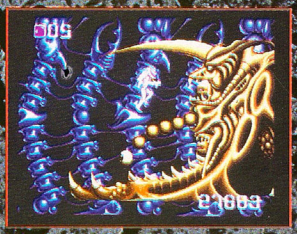

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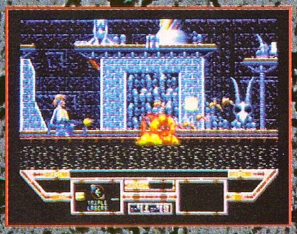

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The Addams Family

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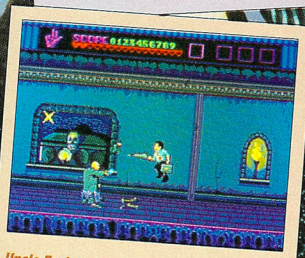
By Boogie Man

They're curious and kooky, mysterious and spooky. They're altogether ooky – right, the Addams Family! No other clan in the land will drive you in circles like they do, especially now that NEC is bringing The Addams Family to the TurboGrafx-16 CD-ROM System. Here's a peek under the coffin lid at this game, which is due out in November.



Uncle Fester and the rest of the Addams Family household pop up in the strangest places with some strange trouble for you.

*"Their house is a museum,
When people come to see 'em,
They really are a Scree-am –
The Addams Family."*

The Addams Family is a jump and shoot adventure, but once you begin this massive magical mystery tour, you'll understand why NEC put it in on a CD.

You Raaaang!

Afficionados of the off-beat and bizarre ought to know America's premiere weird household from the classic TV show. If you don't, well...go see the movie!

This game is based on the big screen flick and the CD characters resemble the star-studded cast, which includes Raoul Julia, Angelica Houston, and Christopher Lloyd. They play members of the star-crossed Addams family – Gomez, Morticia, Grandmama, Uncle Fester, Pugsley, Wednesday, and Lurch – as they return to unsettle our lives once again. (Who knows maybe Cousin Itt and Pussycat will make cameo appearances!)

This wacky single player adventure puts you in the shoes of weary Addams' Family lawyer, Tully Alford, as you navigate your way through the Addams' mansion to locate the family treasure. You must uncover the maddening maze beneath the spooky house and then try to work your way through a nasty network of tunnels, secret rooms, and pitfalls. In all, you'll explore more than 30 rooms. Along the way, you deal with the odd-ball Addams family as they try to slow you down or give you helpful advice. Poor soul!

You'd better keep your eyes peeled for a coven of curious weapons such as the spring-loaded high-tops and the invincibility overcoat if you want to make it through the game with your sanity intact.

That's the Way of the Weird!

If you're a closet Addams Family member, it's time to get a moon-tan by the swamp! The Addamses are about to invite you over for a cup of hemlock tea.

***The Addams Family by NEC
Available November, CD-ROM***

Your umbrella is your weapon as you zap monsters, ghouls, and spooks throughout the Addams' estate.

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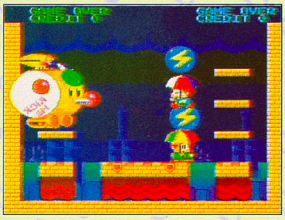
Parasol Stars

By Earth Angel

Eureka! Here's a sequel to the classic Bubble Bobble that pops with the same energy that made the original a fav of gamers everywhere. In Parasol Stars (subtitled Bubble Bobble III) Bubby and Bobby are resting on their laurels after having saved the villagers of Rainbow Island in Bubble Bobble II.

Bub and Bob's dream bubble is about to pop, though, as Chaostikahn, a mad warrior unleashes a slew of menacing monsters throughout the universe. With their Magic Parasols in hand (gifts from the grateful Rainbow Island villagers) Bub and Bob must travel across seven different planets, each with seven rounds and a boss round, to defeat the monsters and free the universe.



PROTIP: Bub and Bob can team up to fight the bosses.

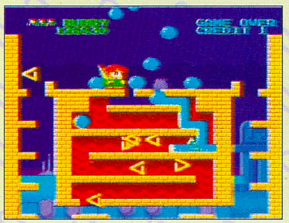
Theme Worlds

Each planet is a unique seven round world, populated with creatures suited to its particular habitat. For example, World 1 is the Music Star. Here the sound of music fills the skies and Bub and Bob battle Pianos, Accordions, Trumpets, and other musical instruments gone mad. World 3, the Ocean Star, is covered with water, and Bub and Bob battle giant Hermit Crabs, Seals, and other under-water denizens. Other worlds include World 4's Mecho Star, overrun with raving Robots, and World 5's Casino Star, where Bub and Bob check out the night life.

Don't Call Them "Umbrellas"

Just as in Bubble Bobble the boys must clear each round of the nasties before they can progress to the next round. In this title, unlike the original, many rounds are larger than one screen with vertical and horizontal scrolling. In the original title the enchanted brothers used bubbles to imprison their enemies. Here the brothers wield Magic Parasols against their enemies.

And this is where the fun begins. Bub and Bob can do more tricks with their parasols than you could ever imagine. They can spin them, hit enemies with them, toss enemies with them, and use them to protect themselves from enemy attacks.

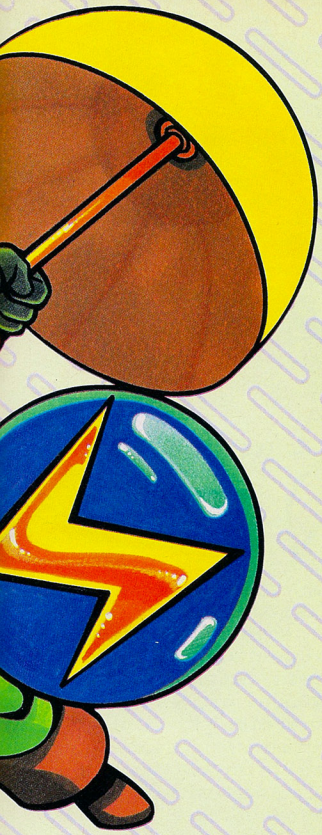


PROTIP: When Bub or Bob opens a Parasol so that it's pointed straight up and spinning it protects them from their enemies. They can also use it to grab five drops, lightning bolts, etc. to create special weapons. For example, in this level Bub or Bob can make a giant drop. When they toss it down it creates a waterfall that wipes out all of the enemies in this difficult to reach spot. One or Two players can play – but two player simultaneous is the best!

PROTIP: If Bub or Bob are on one side of the screen they can toss a bubble or enemy across an entire row to collect all of the special items.

PROTIP: Jump up to higher levels with the Parasol open to protect yourself from enemies above. The Parasol is also great protection against World 2's Vampires.

Bub and Bob must hit each enemy two times to destroy it. The first time they hit an enemy it goes into a sort of suspended animation state. With the second whack the enemy turns into one of a million different types of tasty snacks – from ice cream sundaes to ears of corn.



PROTIP: Snag 100 Dollar chips for extra continues.

PROTIP: Grab three crests and earn a 1-Up.

PROTIP: Nab the Cross to instantly zap all enemies on the screen.

When Bub or Bob smacks a bad guy you never quite know what'll happen. Sometimes special items, such as Fire, Water, Lightning, and Star crests or Speedy Shoes, appear. Grab these for extra abilities or weird happenings.

PROTIP: Grab the diamond circle to create a little satellite that rockets around the screen and destroys the bad guys for you.

PROTIP: Drink a Red Potion and fly to a bonus round.

All-Star Potential

Parasol Stars is tops! Fabulous graphics and charming, entertaining gameplay make this one a sure bet. OK, OK, there is one drawback – the music isn't so hot – but you can turn it down! Play it, you'll like it.

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GP111

By The Missing Link

His name's Monty: rodentus investigatus (a secret agent of sorts), world traveler, and all around good guy, or in this case, Mole.

While he was vacationing, Monty was whisked up into an alien spaceship, transformed into a super hero, and told he must free their planet from the evil Vlarg by retrieving the stolen Scrolls of Eternal Life. Before Monty could protest...ZAP! He was in a strange alien world with a strange journey staring him in the face, and an even stranger name – Impossamole.

PROTIP: Even if Monty throws boxes from a distance, they still wipe out off screen enemies.

A Mole in Your Face

If patience is not your greatest virtue you're in luck, because this mole-on-the-move action adventure allows you to visit four of the five Zones – Orient, the Amazon Jungle, Ice Land, the Bermuda Triangle – in any order your heart desires. The final, secret level, where Monty butts heads with the Vlarg-miester, can't be reached until the others are conquered. There isn't a single continue to be found. Passwords are given at the end of each Zone and a multitude of mini-moles (1-Ups) appear throughout the game, mostly in very precarious spots.

PROTIP: Keep your eyes on what's above you, especially in the Orient and in Ice Land. If it's an icicle or a large jagged rock that extends down just a tad further then the others, you can bet it's going to fall on Monty.

PROTIP: Jump onto the raised rock formations in the Bermuda Triangle and Monty can easily take swipes at the spaceships as they swoop down at him.

Recycling Enemies

A variety of monsters, including Monster Mice, Sneaky Snakes, Abominable Snowmen, and more, come with each of the Zones; Monty gets in their faces via his big power-kicking feet. After a few good kicks enemies are flattened into blocks, which Monty can then pick up and throw.

There's more to this mole than his feet, too. Monty can easily find and pick up Bubble Guns and Hammer guns. You needn't stretch your imagination to figure out the Bubble Gun. You pull the trigger and it blows bubbles. Better yet, once an enemy's been trapped inside a bubble for a few seconds and it pops – voilà – they're transformed into point-valued goodies, which fall back to the ground.

PROTIP: To shorten the distance (see screen) between Monty and the floating trolleys in Ice Land have him take one step past the rope's platform.

Rodent Beauty Contest

The overall big picture of Impossamole is pretty darn good – not the greatest Turbo-graphics to hit the shelves. Nonetheless, Monty is cute and he goes into a great leg-twitching animated sequence when he's knocked out cold.

Mole-control would be a total breeze if it weren't for one, small thing. When there are sharp objects, such as bamboo spikes, or a very deep underground pit separating Monty from a scroll, you must hit the controller very precisely in order to make the jump without Monty either becoming shish-kebab or hitting his head on the ceiling of the cave, it's a bit ridiculous.

In the Nick of Time

The bad news is that it's no secret that TurboGrafx-16 owners are hungry for titles. The good news is at last a good title, Impossamole, has arrived. In Impossamole, NEC connects a cutesy wholesome animal hero with good graphics, excellent sound, manageable challenge, and non-thumb-threatening gameplay. You wont regret "digging" into Impossamole.

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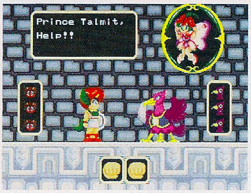

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As Prince of the Dragonmen, your mission is to defeat monstrous Bosses by outwitting them in challenging games such as Musical Holes. Use your greatest weapon, the power "*Spirit Whip*" to destroy all invaders in this **8 MEGABIT** wonder from Namco! Get set for fantastic Bonus Round action in the Namco Light Parade and earn Big Points! Death defying adventure awaits as you struggle to liberate **Marvel Land** from the clutches of the evil Mole King.

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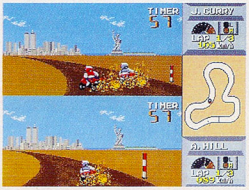
SCRATCHING ATV BEASTS



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SEGA PRO REVIEW

Donald Duck

By Toxic Tommy

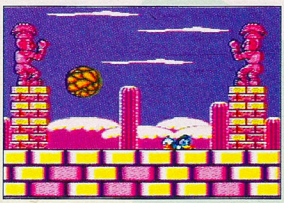
Scrooge McDuck attributes his great wealth to his Lucky Dime, so he gives Huey, Dewey, and Louie their own Lucky Dimes. But sinister Magica De Spell has her evil eyes on some ten-penny luck, too, so she snatches all the Dimes — and she kidnaps the boys for good measure. It's Donald Duck to the rescue!

A Duck Out of Water

Donald Duck is a cute-looking hop and bop adventure that's much tougher than you might imagine. Whatever you do, don't write off this cart as a "kiddie" game because of the ducky Disney characters.

Uncle Scrooge's gifts start this ducky adventure.

Right off the bat, the graphics will catch your eye. All the main characters, Donald, Uncle Scrooge, Magica, and the Boys, look like they just stepped out of the cartoon. The animation's sharp, too. Donald's got some great moves and cartoon classic expressions.



Have a ball with the Aztec statues.

Your quest covers seven lengthy rounds around the world, and you pick every round you play. Magica's holding the Boys in Canada, North America, and South America, but the Dimes are hidden on a Pacific island, in Egypt, and in Antarctica. Your final fight occurs in Magica's Castle in Central Europe.

PROTIP: If you're in a hurry in the Canadian Forest, skip across the tree branches. There are few problems up there.

Hey, Donald, Duck!

Donald's foes are literally too numerous to list. It's the most massive menagerie ever packed into an SMS cart. The goony gang includes Mushrooms, Spiders, Bees, Stone Jugs, Tiki Gods, Ant Lions, Piranhas, Seals, Sawfish, Flying Forks, Mummy Ducks, and Skeletons. Bosses include a Bear and his bee, a rampaging Lion, and two Aztec statues come to life. Magica also sicks her three pet crows on you, too!

PROTIP: When Skeletons toss their bones, make Donald duck (what else?).

PROTIP: In South American Mountains, jump on the clubs the little pigs toss. Sometimes you get power-ups.

PROTIP: Frisbees are best against the Tiki Gods.

PROTIP: Crush the Ice Crow's ice cube and when he drops down to build another one, jump him!

You'll run into tough sometimes inspired tricks and traps. For example, inside the Antarctic ice cavern, you stand on a mound of ice cubes and try to avoid dripping lava until it melts a path through the cubes. In the Egyptian pyramid you must traverse a treacherous sandy gauntlet of Ant Lion nests as scorpions fall from the ceiling. Every area is packed with duck-roasting dangers!

These Ant Lions have a taste for duck.

PROTIP: Inside the Pyramid step on secret "S" stones to open secret rooms containing mucho power-up items.

However, Donald's no sitting duck. His main fighting technique is to jump on his foes with his big webbed feet. He can also pick up a mallet to swing and some

Donald's a real swinger!

frisbees to fling, but precise jumping and, of course, timely ducking are the main moves Donald must master.

PROTIP: Don't bother to snatch more than one weapon icon at a time.

PROTIP: Five Stars mean instant temporary invincibility. Choose the time wisely.

Why a Duck?

Donald Duck should wing its way into the top flock of Master System games. You'll spend days in this web-footed wonderland, but remember, Donald Duck is a tough old bird. Don't quack-up!

Donald Duck by Sega
Price not available
Available December, 2 megs

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SONIC THE HEDGEHOG™

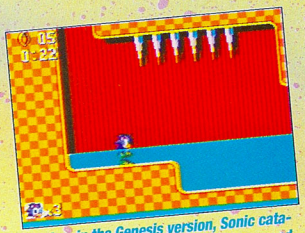
By Andromeda

The most popular new kid...er...hog on the block this year is Sonic. More than a few gamers have seen fit to hedge their bets with the Genesis version of this smoking title. Now SMS gamers are going to get their shot at the whole hog.

The name of the game's the same, and so is the story line. Sonic's a happy-go-lucky forest dude with an attitude until an evil scientist, Dr. Robotnik, turns all of Sonic's animal buddies into mechanical monsters. Now Sonic's going to use his super speed (and we really mean super-sonic speed) to whiz through multiple levels of one-player vertically and horizontally scrolling action.

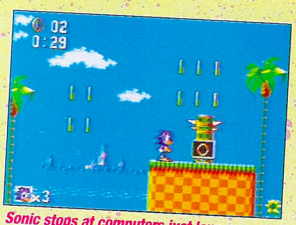
Unfortunately for Sonic the evil doctor has filled Sonic's world with wild and weird obstacles – from spike-laden chasms to heart-stopping cliffs. The land is also populated by an army of bionic creatures, all eager to pull the plug on Sonic. Unfortunate for Sonic, but totally cool for you! It's the wacky obstacles combined with Sonic's ability to race, roll, and rock like you've never seen a vid-kid do that make this title a finger-busting blast.

The good news for SMS gamers is that Sonic has been translated to perfection for the Master System. Sizzling graphics, super 8-bit speed, sharp gameplay, and sinister foes make Sonic sing....and you will too! Check out the next issue of GamePro for more on what looks to be the SMS game of the year.



Just as in the Genesis version, Sonic catapults into all kinds of secret passages and tunnels.

Sonic flys through the air with the greatest of ease...and any one of a slew of dandy expressions on his face.



Sonic stops at computers just long enough to grab handy power-ups, like this extra ring item.

In this version of the game maps highlight the road that lies ahead of you.

Dr. Robotnik's back...but Sonic's ready.

Speedy Sonic bounces off the walls in this massive star-studded pin-ball bonus Star World.

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GAME BOY PRO REVIEW

FACE 2 0

Here's the game that's bound to help the Game Boy grow up. Why? You don't have to squint to play, you don't destroy anybody, and up to four people can play. It's Faceball 2000 from Bullet-Proof Software and its guaranteed to be unlike any Game Boy title you've ever played.

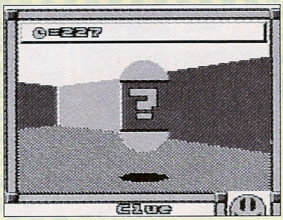
Bullet-Proof touts Faceball 2000 as the Game Boy's first virtual reality game. The cart does in fact thrust you into a highly absorbing first-person perspective game of dodgeball in an elaborate labyrinth.

With the Nintendo Four-Player Link and four Faceball carts, you and your friends can dive into dodgeball madness and chase each other all over the place. Any combination of players can team up – four against the computer, one-on-three, two-on-two. Naturally, the regular two-player link works, too.

Your character appears as a Holographically Assisted Physical Pattern Yielded For Active Computerized Embarkation (HAPPYFACE) character called a Smiloid. That's right: Have a nice day! In fact, your opponents flash that annoyingly cute phrase across your screen after they tag you with a good shot. Aaaaaaargh! But it's good fun.

Faceball features two basic games, CyberScape and Arena. In CyberScape one or more players take on the Master Smiloid and his Smiloid team in 60 mazes. In Arena you and up to three other players play a computerized version of tag, either against each other or a team of Smiloids. There are multiple arenas to choose from, and the winner is the first player who tags another player ten times.

Your Smiloid glides through the air as you chase down your grinning opponents. You use an onscreen crosshair to take aim and punch a button to pitch a ball. Labyrinths feature hidden doors, traps, and breakable walls. You'll come across floating Pods, which reveal clues to navigating mazes, key strategies, 1-Ups, and band-aids.



The Pods contain clues, tips, and valuable surprises.

Don't worry, Bullet-Proof hasn't abandoned its non-violent games credo. This is fun-on-the-run video dodgeball. Faceball 2000 is out just about now, so make a run for it, and have a Nice Daaaaaaaay!

Faceball 2000 by Bullet-Proof Software
Price Not Available
Available November, 1 meg

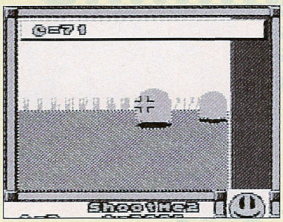
We teamed up three Pros, and one non-gamer (good ole Fancy Pants) to check it out. Here's what they had to say:

By Gideon

Faceball 2000 is extremely playable... any gamer, hot or not, can pick it up and immediately play it and enjoy it to its fullest. The fact that four players can simultaneously move in real-time makes for an infinite number of different games. No two game sessions will ever be alike. This is the first game where I can honestly say that I felt like I was an integral, active participant...I can't wait to check out the color version for the SNES, but even the Game Boy graphics are great. No flicker, and smooth movement. The perspective as you travel through the maze and shoot at each other is well done and believable. I'd say this game packs a universal appeal for players of any age, sex, or ability (or planet?) since the parameters are dictated by the players. The game can be as intense, complex, or competitive as they decide to make it.

PROTIP: To find a safe zone, put yourself in a corner or a deadend and face outwards to watch for anyone coming. You can take a breather, consult your radar, and be ready to fire at will or make a quick get-away when someone rounds the corner.

PROTIP: The completely round faceballs seem to travel more smoothly and quickly by skimming off the sides of walls.



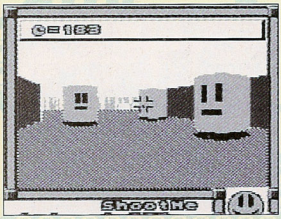
PROTIP: Check your overhead radar immediately upon re-entering the playing field. You're always dropped back onto the playing field in a different location.

By Fancy Pants

Hey, I could play instantly even though I'd never touched a game before! I don't know

what they mean when they talk about virtual reality, but heck, it sure is fun! I only wish they gave me more spaces so I could have a longer name!

PROTIP: Immediately press END when inputting your name and your name will be blank. Use this trick and your name won't ever appear on your opponent's detection system. They won't know you're coming!



PROTIP: Use your on-screen detection system, which flashes your opponent's name when they're near, whenever you come in shooting distance of them – even if they're behind a wall!

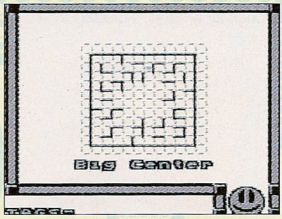
GamePro's Game Rating System

Doesn't know how to rate games!

Graphics Sound Gameplay FunFactor Challenge

By Earth Angel

Faceball 2000 is without a doubt the top Game Boy title I've ever picked up. Playing against the CPU is a little tough (that Vampire's a ghoul), but playing against other humans, especially a four-player game, makes for hysterical fun. The game's 3-D, virtual-reality type perspective gives you the feeling that you're running around that maze, despite the small Game Boy screens. And there's nothing like the chill that runs down your spine as you round a corner and run smack into a gigantic smiloid. I really liked the fact that no player is out of the game until it's over – otherwise Fancy Pants would've been crying his eyes out. I can't believe anybody wouldn't like this game...O.K. someone won't like it...but they're crazy!



PROTIP: To make a multi-player game tougher, forbid everyone to look at the map screens. You're running blind and you never know what'll come around the corner.

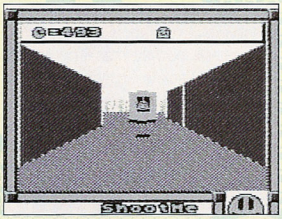
PROTIP: If an enemy shoots at you from behind, back directly into your opponent and you'll pop right through him! This is quicker than trying to turn around, and you'll end up BEHIND your opponent with a wide-open target!

GamePro's Game Rating System

Graphics Sound Gameplay FunFactor Challenge

By Toxic Tommy

If this is virtual reality, it's definitely unreal! Get ready to get lost in cyberspace. Faceball's so good enough you want to buy a few more Game Boys just so you can turn your buds on to it. There's something about hunting down and tagging a real live human being that's a real turn on. Ever read a story called "The Most Dangerous Game?" Faceball isn't bloodthirsty at all, but it is absolutely dangerous! For outrageous fun, develop your own rules such as playing without using the overhead map, so no one knows where anyone else really is. But don't cheat like that smiley-faced weiner, Gideon. He was constantly in our faces until we figured out that he was using the map while we weren't. We forgive him, Faceball can make you crazy.

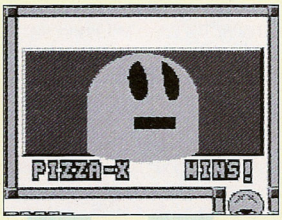


PROTIP: You CAN outrun enemy shots if they shoot at you from a distance.

PROTIP: In singular passageways, it's possible for you to completely block your opponent's path by standing directly in their way.

PROTIP: Try to herd opponents into corners and start firing at will!

PROTIP: When playing as a team, keep together in tight packs. Don't stray apart or you'll just end up playing solo.



Gotcha!

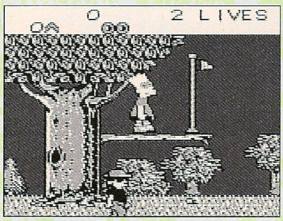
GamePro's Game Rating System

Graphics Sound Gameplay FunFactor Challenge

By Feline Groovy

The Simpson siblings, Maggie excluded, have been dissed by their own flesh and blood home boy, Homer. Homey's decided to send the kidlets off to summer camp – the low budget version, Camp Deadly.

Bart would gladly give up his Butterfinger to get out of Camp Deadly – counselors telling him what to do, corny group activities, tofu burgers and spinach in the mess hall...no way, man. This pair's headin' straight back to Springfield — if they can escape the treacherous confines of Camp Deadly!

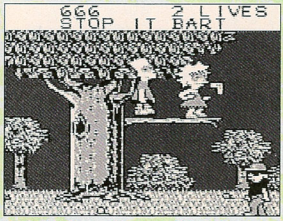


Flagged down at Camp Deadly.

Prison Camp

This vertically and horizontally scrolling action cart, complete with sharper-than-average Game Boy graphics and familiar tunes from Bart Vs. The Space Mutants for the NES, takes Bart and Lisa on a six level beeline for the border of Camp Deadly.

Bart's the main man on the move. Lisa's what you might call his "earth angel." Forever the "totally together" preteen, she always pops up, just in the nick of time, bearing gifts that help her bro' get through the rigorous camp activities.

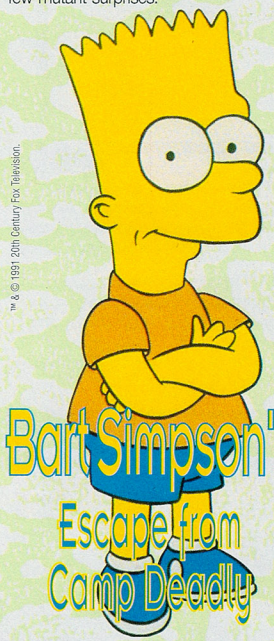


PROTIP: Be cool to Lisa. If Bart throws spitwads or a boomerang at her, she'll chuck his "goodie" away before he can get his hands on it.

It's All in the Name

Everything about Camp Deadly is a bit suspect, especially the head counselor, Iron Fist Burns. His idea of fun doesn't include toasting marshmallows and singing by the campfire. I.F. is more into the heavy contact sports – capture the flag, mountain climbing, and food fights – and he's elected Bart to compete as a one-kid team against the entire camp population.

And that's not all Iron Fist's got up his sleeve. He's turned the woods surrounding Camp D into a toxic waste dump. Bart soon discovers the wonders of radioactivity when he's greeted by a few mutant surprises.



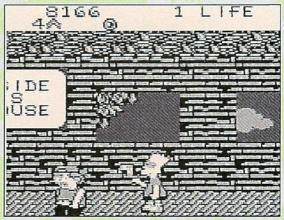
™ & © 1991 20th Century Fox Television.

PROTIP: Look for Krusty Icons, good for an extra life, hidden high up on the tent poles inside the Mess Hall.

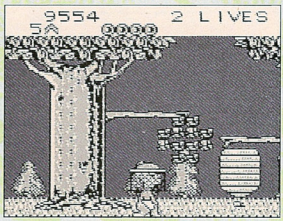
Boomerang Bart

Bart's arsenal is pretty down and dirty: spitwads and a boomerang. Spitwad's are more novel than useful. They stun enemies for a split sec and that's about it. The boomerangs are the true pièce de resistance. Flinging the boomerang at a fellow camper is easy and cool, bouncing it off walls is even cooler!

Bart's got a few tricks of his own, too. He uses the same Super Jump that he did in the NES game, and he digs on climbing trees – too much, in fact. A glitch in the controls sometimes causes Bart to run up a trunk when you want him to run straight ahead.



PROTIP: To quickly knock off Blindside Bill, let him walk towards Bart. Then, just as he's about to hit him, have Bart jump over him and turn an about face in mid-air. Just as Bart lands, quickly fire the boomerang at Rick, so that it hits him in the back of the head.



Bart be keepin' safe from the bees.

A Happy Camper

With just three lives and no continues, The Simpson's Escape from Camp Deadly is a tough nut to crack. Then again, Bart's never made anybody's life easy. If you're a Bart fan who loves a challenge, chances are you'll find yourself returning to this weird and wicked camp, time and time again.

Bart Simpson's Escape From Camp Deadly
by Acclaim, $27.95
Available October

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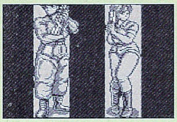
Fortified Zone

By Gideon

Sharp graphics, large characters, and unique gameplay highlight this maze-shooter from Jaleco. In Fortified Zone, you must infiltrate and conquer four increasingly complex mazes set in an open field, a jungle, an underground cavern, and the enemy fortress.



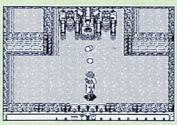
Two special agents for the price of one!

You control two specially trained agents. Only one agent can appear onscreen at a time; however, you can switch between them at will.

The mazes are large, complex, and crammed with enemy soldiers, artillery, and mutant creatures! Fortunately, a wide assortment of special items pop up along the way including: Power-ups, Weapon Ups, Machine Guns, 3-Way Rifles, Hand Grenades, Flame Throwers, Medicine Kits, and Keys to numerous locked doors. Passwords enable you to restart where you meet your doom.

PROTIP: Shoot at all doors, walls, and crates to reveal special items.

Two players can link up to conquer Fortified Zone. Each player moves through the maze independently, but they can exchange special items with each other at any time.



PROTIP: When you venture into new territory, quickly peek in and out so you can locate enemies or obstacles before you move in.

PROTIP: Your enemies move in patterns. Observe.

Fortified Zone whips up a well-balanced mix of strategy and shoot-em-up action. The graphics are highly detailed, and the ¾ view puts some pop in the perspective. The sound effects are good and the various soundtracks are catchy. The only complaint is that there should be more levels. Fortified Zone is worth invading.

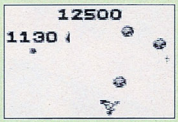
Fortified Zone by Jaleco, $28.95
Available now

Asteroids

By Andromeda

Fans of this Atari coin-op classic might think that you have to have rocks in your head to tackle Asteroids on the Game Boy. They may be right.

Your space ship is stuck smack dab in the middle of a nasty asteroid belt and the only chance of survival is to destroy them with your Photon Cannon before they destroy you.



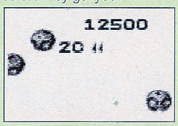
Make some space in space!

Novice, Intermediate, or Advanced play levels enable you to begin with either two, four, or six asteroids oncreen. When you blast an asteroid it separates into two medium asteroids. When you blast a medium asteroid it becomes two very, very small asteroids. Destroy all the asteroids onscreen, and you begin again on a new level with more asteroids.

PROPTIP: The strategy is simple: Shoot at whatever's closest to you. And remember, shoot offscreen on one side and your shots reappear on the other.

The basic name of the game is to score points and stay alive. UFO's add a little variety by hunting you at random points in the game. Again, get them before they get you.

Sound simple? It is. However, Asteroids fans may find this cart a nice walk down memory lane...but only if they're currently wearing bifocals. Asteroids on the small screen is... well... small! Solo players can expect to be blown to bits, often without ever seeing what hit them. However, two players get good fun either in head-to-head competition or in Team Play. If you thought Asteroids was dynamite in the arcades...hold on to that memory.



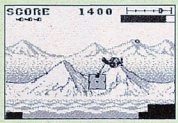
PROTIP: The Hyperspace option zaps you to random spots onscreen when you're cornered, but you may rematerialize in a worse predicament!

Asteroids by Accolade, Price not available
Available December, 1 meg

Go! Go! Tank

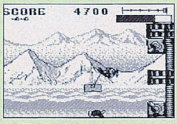
By Bro Buzz

Go! Go! Tank by Electro-Brain is an original take on the puzzler theme that sports airplane flying and combat action, too. You're battling an invading army – end of story line.



PROTIP: Scout ahead. Some levels have impassable dead ends that trap your tank.

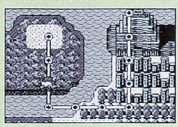
You pilot a ground support fighter that trails a large hook, and you're in cahoots with a self-propelled tank. The ground's littered with blocks in a variety of sizes, and your task is to clear a path for your indestructible tank by snagging blocks to move them out of the way or reposition them as stepping stones over obstacles. When your tank touches the enemy base at the end of the level, you advance.



The Tank wipes our enemy fortresses.

PROTIP: You can fly through your blocks.

You must clear out 12 levels, which feature five types of terrain: mountain, island, forest, city, and fortress. You run up against enemy gun emplacements, balloons, interceptor aircraft, and tanks. Sometimes you just smash up against the scenery. Also, if your tank uses up all its power...Game Over!



Here's your battle Map.

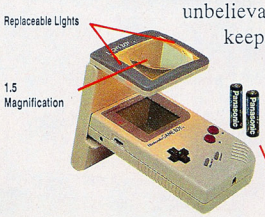
PROTIP: Flying enemies disappear when you force the screen to scroll past them.

War never looked so cute. The graphics and animation are cartoony and fun-looking. Your prop-driven plane, for example, has big, round eyes and a button nose, but it looks sharp as it banks and turns. Go! Go! Tank is good, uncomplicated Game Boy fun. Go, go for it.

Go! Go! Tank by Electro Brain
Price not available, Available now, 512K

Light Boy is Bound to Attract Attention

HO! HO!... OH!!! My Vic Tokai LIGHT BOY makes Game Boy playing unbelievable! LIGHT BOY has been my number one request this year, keeping my elves busy until I took off tonight. The LCD screen is so much easier to see, because LIGHT BOY magnifies the screen 1.5 times. LIGHT BOY even comes with batteries and has replaceable lights that make it a great holiday gift (not to mention the ideal stocking stuffer). It's no wonder **LIGHT BOY is bound to attract attention.**



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TERMINATOR 2
Judgment Day

By Toxic Tommy

Save 3 billion lives! Outwit a supercomputer! Travel back into time! Destroy an indestructible robot! Turn your enemy into your friend! Sound like the plots to about four or five different games? But Arnold Schwarzenegger fans know it's – Terminator 2!

Terminator 2: Judgment Day is still tearing up movie screens, and it's about to do the same to the Game Boy. Here's a preview of an early version of the cart by LJN.

Terminate a Terminator

Terminator 2 follows the movie storyline fairly closely. You get six levels; five are sideview, multi-scrolling run and gun shoot-em-ups, one is a puzzle game. Some sharp still shots between levels are sure to jazz people who've seen the movie.

You start out as John Connor, futuristic guerrilla fighter in the War Against the Machines. You fight your way across an urban wasteland against T-800 Terminators and Aerial Hunter Killers. Survive and you break through the supercomputer Skynet's defenses to find the Terminator T-800 storage area.

Now you must reprogram a T-800 to join your side by rerouting its circuits within a set time limit. If you succeed, you can send a T-800 back in time. Now you become an Arnold clone. You're doubled-up on a Harley-Davidson Custom Electro-Glide motorcycle with the young John Connor with robot assassin The Terminator T-1000 trying to drive a big rig up your tailpipes.

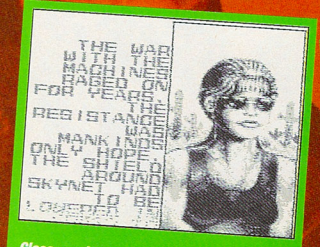
Your destination is the Cyberdyne Systems building, where you must retrieve a Terminator arm and a microchip, despite a heavily armed SWAT team.

Ultimately you face the T-1000 in the Steel Mill for a one-on-one robo-fight to the finish.

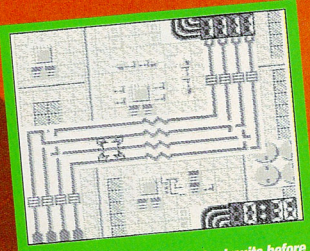
I'll Be Back!

Listen to me now and understand me later, Terminator 2 looks like a winner. Of course, Judgment Day is still yet to come.

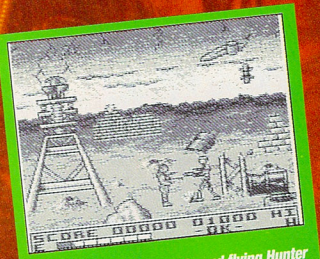
Terminator 2: Judgment Day by LJN
$47.95, Available November, 2 megs



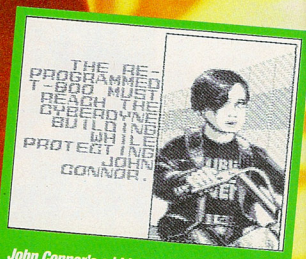
Close-ups look sharp, even though they tell a grim story.



Reroute the captured T-800's circuits before time runs out.

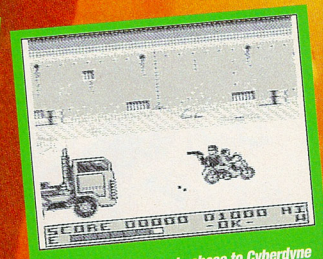


In Level 1 you fight T-800s and flying Hunter Killers as guerrilla fighter John Connor.



John Connor's a kid who must think like an adult.

Break through Skynet's defenses to abduct a T-800 to send into the past.



The Level 4 motorcycle chase to Cyberdyne is rough! You'll be back.

Keeping It Portable Was Tough...Until Now.

Expanding your Game Boy system does not mean giving up portability; not now. The rugged Light Boy ***GAME KEEPER*** is a durable and practically designed hard-shell case for everything you will need to get the most out of your Game Boy system.

With special compartments for your Game Boy, Light Boy, Rechargeable Battery Pack, Six Game Paks, Game Link, and Ear Phones, the Light Boy ***GAME KEEPER*** allows for on-the-go action. A port is even provided to allow the cord for the battery pack to pass through to Game Boy. If you have a battery pack, you can keep it inside the ***GAME KEEPER*** and still provide the power to keep your Game Boy going on the outside.

Never again will you have to sacrifice power for portability.

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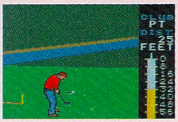
World Class Leaderboard Golf

By Slo Mo

Golfers are a strange breed. They hit little balls as hard as they can into the largest gardens in the world – and then try to find them. Golf on a Game Gear screen? No pro-blem-o.



Practice your putting!

World Class Leaderboard Golf does a good job of packing an intricate game and its extensive real estate into a small package. One to four people can play 18 holes on four courses. St. Andrews, Doral, and Cypress Creek duplicate those famous real-life courses. Gauntlet is a monster World Class course.

Use the Slope Indicator on the left and the Power Indicator on the right to stroke the perfect putt.

Leaderboard helps you keep your score down. You can practice on the driving range or the putting green. You can see your position on the course from overhead and glance to the left and the right. On the greens, a simple but effective "measuring stick" indicates slope and breaks.

PROTIP: Unless the announcer says something, hit sand shots normally.

PROTIP: Practice hooks and slices, they can shave points off your score.

Gameplay requires slightly quicker reflexes than that of other carts. You hold down a button to build up power, release it, and punch it again to hit the ball. It takes practice, particularly for short iron shots.

Leaderboard Golf is an above average video golf game by any standard. The graphics are solid Game Gear fare. The sounds are minimal but highlighted by a digitized voice that admonishes your bad shots. Game for a little golf? Grab your Gear.

World Class Leaderboard Golf by Sega
Price not available, Available now, 1 meg

Solitaire Poker

By Earth Angel

What do you get when you combine Solitaire with Poker – Solitaire Poker of course! And when you team up classic games as timeless as these two you're bound to come up with something unusual.

You begin with a pack of 53 cards (a regular deck plus one Joker) laid out in four vertical rows. Draw cards from these rows, one by one, and place them in the 25 box grid on the right of the screen so that they form vertical, horizontal, and diagonal Poker hands. When you make a "Set" (a row of five in any direction) you score points based on how good the hand is. You play 15 rounds and clearing a round requires a set number of points.

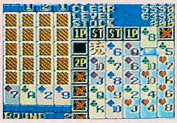
Use a Joker to score big with four of a kind.

PROTIP: Try to hang on to the Joker to score big with a Royal Straight Flush or Five of a Kind!

PROTIP: If you only need to score 4-5,000 points to clear the round, it's always safe to build vertical Flushes. They're 1400 points each!

And to up the Ante there are several different play options with different variations. In the "1P" mode you choose one of three different view options each of which varies the number of cards already face up at the start. Points you need to clear a round depend on how many upturned cards you have. The Try-1 mode gives you one shot at the big-time in a single winner-take-all round of play.

Finally, and best of all, there's a One on One mode that enables two players to link up via a Gear-to-Gear cable for head-to-head play as they compete for points with a time limit. Either way it's double fun. Ante up!



A Full House nets you big points.

Solitaire Poker by Sega
Available now, 1 meg

Castle of Illusion Starring Mickey Mouse

By Andromeda

Nasty Mizrabel the Witch has snatched Minnie Mouse, Mickey's main squeeze. To rescue Minnie from the Castle of Illusion, Mickey must find seven missing Gems and defeat Mizrabel.

Mickey bounces on the guys.

Castle of Illusion Starring Mickey Mouse features six levels of one player vertically and horizontally scrolling action/adventure. Run from attacking Trees and poisonous Tulips in the Enchanted Forest. In Toyland navigate through a maze of Clowns and dangerous Ducks. Dodge Donuts and other sweets in the Dessert Factory. Beat out Books and Bookworms in the Library. Don't get too wound up by the Giant Pendulums in the Clock Factory. Creepy Ghosts fly through the Castle. In each and every level the Game Gear shows off the oh-so-spectacular Disney graphics to perfection.

Mickey's always been a masterful mouse, and in this cart he shows his stuff to perfection. His moves include a Long Jump and some speedy Slope Sliding. But Mickey's best move is his Bounce Attack, which he uses to bash everyone and everything. This title's tough, but Mickey has help in the form of Treasure Chests, Gold Coins, Cake snacks, and even 1-Ups.

Clown around with Mickey.

PROTIP: Break open Treasure Chests using the Bounce Attack.

PROTIP: If an object's too high, remember that Mickey can jump off of enemies and other objects.

Castle of Illusion is now a familiar title with Genesis and Master System versions. Mickey is just as good on the small screen – maybe even better. Oh no!

Castle of Illusion Starring Mickey Mouse by Sega, Price not available, Available now

ROBOCOP 2™

He's Back To Protect The Innocent.

This sizzling sequel brings back "The Future of Law Enforcement" to face his greatest challenge ever! ROBOCOP returns to rid the lawless streets of Detroit of the deadly new chemical, "Nuke." In 15 slammin' levels, you'll have the firepower of an entire army battalion — which you're going to need, because when OCP unleases Cain, it's a final struggle of robo-power verses robo-power.

BASED ON THE MOTION PICTURE FROM

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Nintendo ENTERTAINMENT SYSTEM®

The name of the game

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GAME BOY

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Hard Drivin'

By Rigor Mortis

Once again, Atari's shrunk down one of its coin-op hits for the Lynx's tiny confines without sacrificing graphics quality or features. Hard Drivin' looks and sounds just like the original, but true to its name, it's hard to drive.

Drive Fast, Drive Hard

This is a first-person, out-the-front-windshield perspective driving cart where you wheel a cherry red Ferrari through a polygon graphic environment. It's more driving simulator than arcade racing game, and the laws of physics are strictly enforced. For example, you can't take sharp turns at 200 mph nor can you stop on a dime. Driving intelligently is more important than quick reflexes.

PROTIP: Pay attention to speed signs on curves. Going faster than the posted speed is asking for trouble!

You can take on two tracks, the Speed Track or the Stunt Track. The Speed Track is rather tame, but it features sharp curves and heavy traffic, while the Stunt Track throws wide jumps, a 360 degree loop, and a huge inclined U-curve at you. If you ever stray off either course, you have 10 seconds to get back on track before your car explodes! The objective for both is to qualify for a race-off with the Blue Phantom, the computer's personal racing champion.

PROTIP: Maintain at least 60 mph on the 360 degree loop and the U-curve!

PROTIP: The Blue Phantom is exactly that – a phantom. You can easily pass through him or cut him off without fear of hitting him.

Perhaps Hard Drivin's most fun feature is the camera mode which replays a third-person view of your car in the few moments before you cross the finish line – or crash. It's a morbid kick to watch yourself careen off an embankment and burst into a ball of flames!

Crash-cam!

Drivin' A Little Too Hard

Hard Drivin's no lemon, but it's got its kinks. The steering controls are sluggish, and the 4-speed automatic transmission, which requires pressing both Option buttons to use, has too many moves for one thumb. But if you don't mind working while you drive, take Hard Drivin' for a test spin!

Hard Drivin' by Atari, $ 39.95, Available now 1 Meg

Checkered Flag

By N. Somniac

The best handheld auto racing game is here! Atari pulled out all the stops for graphics, sound, gameplay, and challenge in Checkered Flag, a mean, lean, 16-bit horse-powered machine!

Options galore!

Leader of the Pack

Checkered Flag leaves other first person perspective racing games in the dust, thanks to a primo assortment of options, which enable you to make the game as challenging and entertaining as you wish. Race Options feature Practice rounds, Single Heats, or Tournament play (eight consecutive races). There are 18 beautifully illustrated courses. You can race zero to nine annoying drone racers. Run one to ten laps or try grueling 20-, 30-, 40-, or 50-lap marathons. Pick either an automatic, a 4-speed, or a 7-speed transmission, and select from 10 different color combinations for your car. You can even pick the sex of your driver!

PROTIP: Ease off the gas pedal or downshift around turns. Never hit the brakes or you'll have to shift up all over again!

The graphics and the gameplay are outstanding! Each course features breath-taking color and detailed scenery as you race through deserts, cities, and mountains. You'll love all the extra little touches such as billboards advertising hot Lynx games! The sound effects are clear, and you'll be amazed when the digitized announcer's voice yells "Gentlemen, start your engines!"

The controls are extremely responsive, especially the shifting, which is sometimes problematic in other racers. Dual rear mirrors heighten the realism as you actually see cars pull up or pass behind you. The onscreen overhead race course map is large, clear, and unobtrusive.

PROTIP: Since there are no pit stops, hit Pause if you want to take a breather or study the overhead map.

Victory Lap

Checkered Flag is a winner. One of the best features is the option to Comlynx with up to five other players, a feat no other racing game for any video game system can match! This excellent racing simulator will appeal to players of all caliber. Definitely check out Checkered Flag!

Checkered Flag by Atari , Price 39.95, Available now 2 Megs

DARKMAN

Once he had a normal life, and a brilliant medical career— creating synthetic skin for accident victims. Attacked by sadistic criminals, he became a victim— his face burned beyond recognition. Now Darkman walks the night, seeking revenge on those who destroyed his life.

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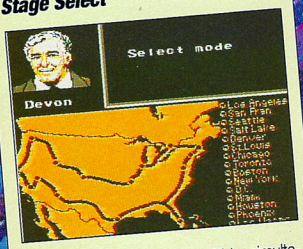
S.W.A.T.

HOT TIPS, TACTICS & PASSWORDS

SECRET WEAPONS AND TACTICS

Knight Rider (Nintendo)

Stage Select



To select any stage in Knight Rider simultaneously hold down Buttons A, B, and Down while you press Reset. When Devon appears select Mission or Drive and then use Up and Down to select any level.

Gabriel Aragon, Waimanalo, HI

Lone Ranger (Nintendo)

Super Code

Use this password to get an Area Select, $9,999, 10 sticks of TNT, 50 rounds of standard Bullets, and a Gun:

0810-7830-3251-2

Leave the rest of the spaces blank and use Up and Down to select your level.

Jeremiah Boom, Batesville, AZ

Battletoads (Nintendo)

Tons of 1-Ups

On the most wicked impact Crater in Level 2, grab a bird bill and whack the Rayons and the Birds over and over while they're falling off the screen. After a while this move will produce 1-Ups! Move on to the next level with tons of lives!

Bill Pilgrim, Idaho Falls, ID

The Legend of Zelda (Nintendo)

Make Life a Little Easier

To save time in Zelda kill all of the enemies except for one in each area. If you leave one enemy alive you won't face a full screen of enemies when you return to that area – just the single enemy will remain on screen and you can easily dodge it.

Battletoads (Nintendo)

Begin with Five Toads

To begin Battletoads with five toads, simultaneously press down Buttons A and B during the title screen and then hit Start.

Jacob Ciango, Huntingtown, MD

Jackie Chan's Action Kung-Fu (Nintendo)

Level Select

To choose your level press Reset three times during the title screen and then hit Up, Up, Down, Down, Up, Down, Button B, and Button A on Controller 2 during the title screen.

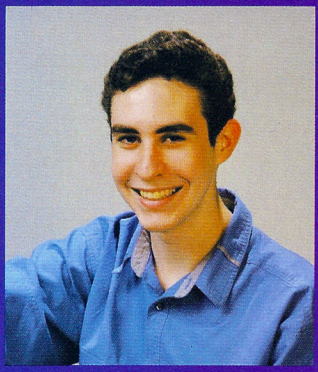
Adam Danieliki, Napa, CT

Low G Man (Nintendo)

Password

Use the password SHOT to begin with 99 Lives, Boomerangs, Waves, Fireballs, and Bombs.

Victor Barney, Pleasant Plain, OH



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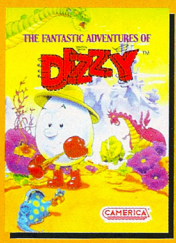
Thor Aackerlund

Micro-Machines™

The best and most innovative racing game on the N.E.S. ever! Excellent two player interaction. 27 different circuits – race under bridges, power slide around corners and more! Constantly challenging . . . it's great family fun.

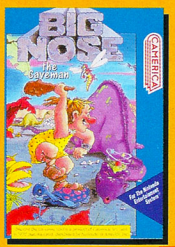


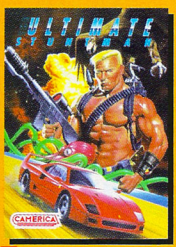
The Fantastic Adventures of Dizzy™

An exceptional role playing cartoon adventure featuring Britain's best selling video game character. Exciting worlds of logic, memory and adventure for the whole family.

Bignose the Caveman™

Join Bignose on a pre-historic hunting adventure that will take you over four islands, through perilous caves and even up into the sky. Bignose . . . fun and adventure at its best.





The Ultimate Stuntman™

Doctor Evil is working on the ultimate weapon – so the President calls on the only one who can stop him! A fantastic action adventure featuring innovative advances in graphic quality for action packed fun.

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- Exceptional graphic quality
- Massive 2 Meg game

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Aaargh!

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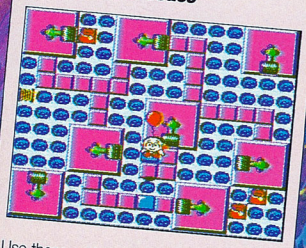
S.W.A.T.

TIPS·TACTICS HOT PASSWORDS

SECRET WEAPONS AND TACTICS

Kickle Cubicle (Nintendo)

Special Game Codes



Use these codes to play the special levels.

Level 10: ITXG bLCE
Level 15: LGDa DBBQ
Level 20: NIEh VLBK
Level 25: RXSh KKCB
Level 30: TJBY EGCe

Stephen Krogman, Boca Raton, FL

Kickle Cubicle (Nintendo)

Special Appearance by Kid Niki

To have a special guest appearance in the game wait for the title screen to appear and then press Button A on Controller 2 until Kid Niki, the radical Ninja shows up!

H. Rodriguez, El Paro, TX

Dr. Mario (Nintendo)

More Pictures

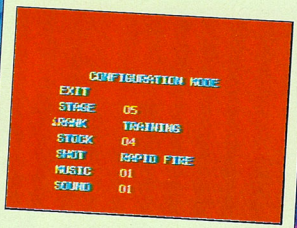
To see the last two pictures of this game complete the game at the following level and speed selections:

Level	Speed	Picture
20	Med	Lizard
20	High	SpaceShip

Stephen Krogman, Boca Raton, FL

Fantasia (Genesis)

Unlimited Lives



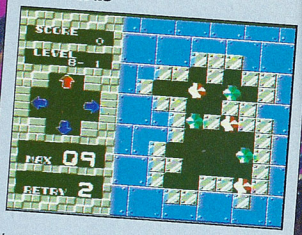
To get unlimited lives in this tough title put Thunderforce II into your Genesis and go to the option screen. Next, choose Level 5 of the training mission with five men. Pull the Thunderforce cart out of your Genesis without turning off the power. Now, put Fantasia in and hit Reset. You'll have unlimited lives.

Todd Ogdie, Temple, AZ

Remember: Pulling any cart out of your system when the power is on can permanently damage your game unit. Perform this trick at your own risk!

Puzznic (Nintendo)

Passwords



Level 2-1: 5C5B
Level 3-1: FICW
Level 4-1: FMW3
Level 5-1: LCBB
Level 6-1: TI3W
Level 7-1: TML3
Level 8-1: WC7B

Stephen Krogman, Boca Raton, FL

Shinobi (Game Gear)

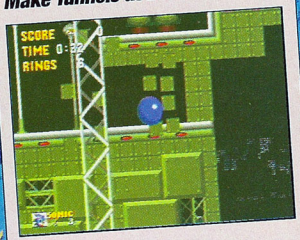
Sound Test

To hear all of Shinobi's sounds hit Up and Start during the title screen.

Carl Mansfield, Los Angeles, CA

Sonic The Hedgehog (Genesis)

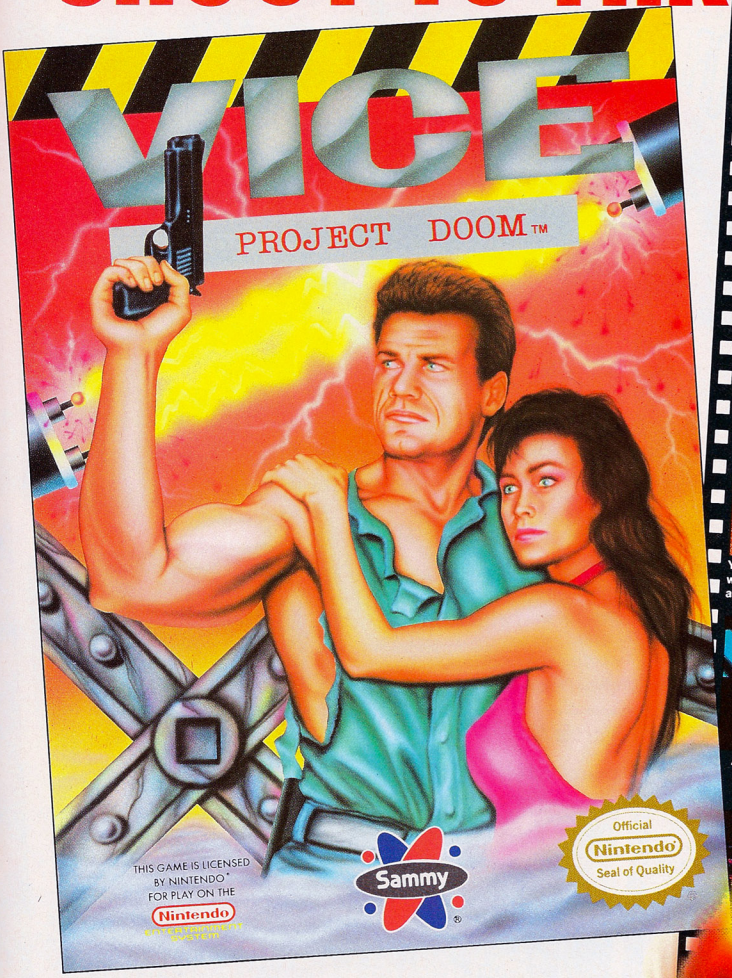
Make Tunnels at Dead Ends



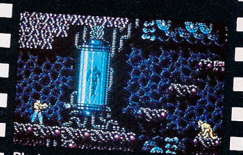
To make a tunnel in an area like the Starlight Zone, Act 1, run straight to the wall and just before you get to the dead end push Down to put Sonic in the Super Sonic Spin Attack. You'll blast through the wall and collect all of the goodies. There are similar areas throughout the game.

Dane Salmela, Kelly Lake, MN

SHOOT TO THRILL!



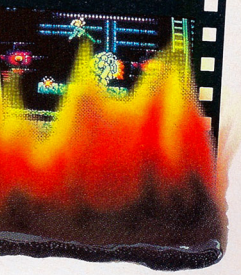
Take to the highway in your Super-Charged Street Machine!



Blast, whip, and bomb your way in to action!

You and your .44 in a warehouse packed with stolen merchandise and deadly assassins.

A storyline to keep you plastered to the action.



Vice officer Quinn Hart is on an assignment unlike anything he's ever seen! Weird bodies are turning up dead, top secret weaponry is missing, and organized crime is at an all time high. But Hart's up against something more than the Mob, street gangs, or even hostile terrorists.

A new force has risen and Hart finds himself plunged into a conspiracy of terror!!

American Sammy Corporation
2421 205th St., Suite D-104, Torrance, CA 90501
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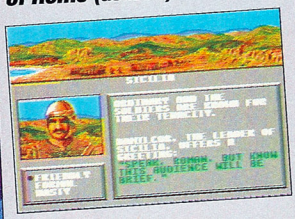
S.W.A.T.

TIPS·TACTICS HOT PASSWORDS

SECRET WEAPONS AND TACTICS

Centurion – Defender of Rome (Genesis)



Here are codes for this difficult game, along with the responses you should give to the ambassadors when you're negotiating with other countries for alliances.

Country	Minimum Rank	Legion Size	Response Code
(1) Sicilia	Centurion	Infantry	F, N, A
(2) Dalmatia	Tribune	Cavalry	N, A
(3) Germania	Legatus	Cavalry	N, F, F, A
(4) Gaul	General	Cavalry	N, FR, F, A
(5) Hispania	General	Cavalry	F, N, A
(6) Thracia	Consul	Consular	F, F, A
(7) Macedonia	Consul	Consular	F, F, A
(8) Armenia	Consul	Consular	F, F, A
(9) Mesop.	ProConsul	Consular	F, F, A
(10) Arabia	ProConsul	Consular	F, N, A
(11) Aegyptus	ProConsul (Cleopatra Seduction: W, G, AC)	Consular	FR, FR, A
(12) Mauretania	ProConsul	Consular	F, N, A

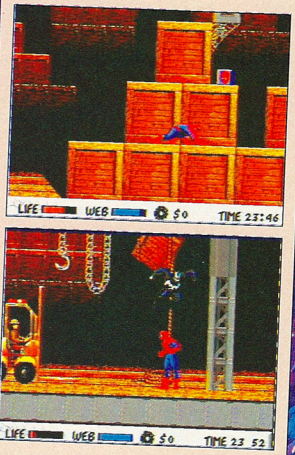
(Legend: F = Formal; FR = Friendly; N = Nasty; A = Offer Alliance; W = Warm; G = Gentile; AC = Accept)

Note: For all of these answer "Low" when asked what tribute you require.

Marc Beheim, USS Olympia

Spider-Man (Genesis)

Battle Venom

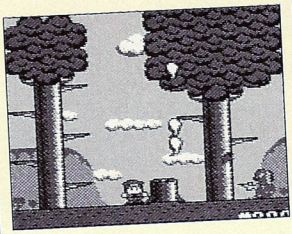


To fight Venom on the first level, select "Nightmare" and crawl through the crates, just after the attacking German Shepherd. Proceed to your right to battle Venom near the forklift.

Mathieu Petit, Quebec, Canada

Maru's Mission (Game Boy)

Tons of Bubbles



To earn a lot of bubbles go to the first tree stump in the first stage. Continuously shoot at the tree stump. Bubbles should come out after each shot.

Robert Jugo, Las Vegas, NV

Godzilla (Game Boy)

Sound Test

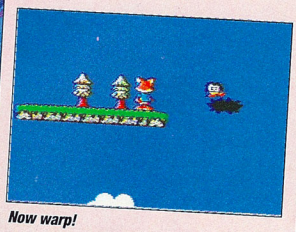
To check out Godzilla's monstrous sounds just simultaneously press Button A, Button B, Select, and Start during the title screen.

Brian Margavage, Pottsville, PA

Psycho Fox (Master System)

Ultimate Warp

Here's the island...



Now warp!

To warp from World 1-1 to World 7-1 in Psycho Fox, keep on the top part of the level until you reach a floating island with water in the middle. Run across and jump to the ledge above it. Go to the right edge and throw Birdfly. He should run into an invisible warp entrance. Keep on throwing Birdfly until it's broken all the way. Then jump in and go down the first pot. You'll warp to World 7-1.

Daniel Benton, Bulverde, TX

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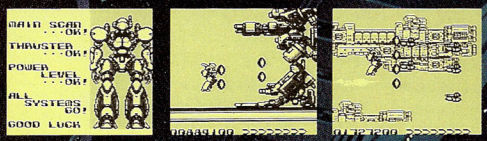
No rocket science here. Just the rockin'-est, shockin'-est, alien shoot-'em-up showdown your Game Boy screen has ever seen.

- **5 levels of horizontal and vertical scrolling graphics that rival any big-screen game**
- **unending hordes of the most trigger-happy, terrifyingly huge aliens imaginable**
- **an unlimited "continue" feature that'll keep the battle raging for hours on end**

So power up your Vulcan Cannons, activate your Hyper Shield, and get ready to party. Battle Unit Zeoth is ready for you!

New for the Nintendo Game Boy!



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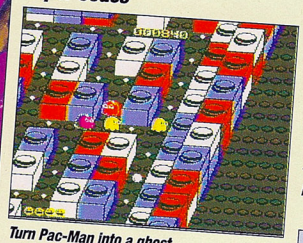
S.W.A.T.

TIPS·TACTICS HOT PASSWORDS

SECRET WEAPONS AND TACTICS

Pac-Mania (Nintendo)

Super Codes



Turn Pac-Man into a ghost.

Here are Game Genie codes for Pac-Mania:

SZISZL – If you jump over a ghost the game starts over.

AGESEX – Pac-Man is a ghost.

AGESOP – You only have one life and cannot eat a ghost or the game starts over.

AGESEA – Your game is at fast speed.

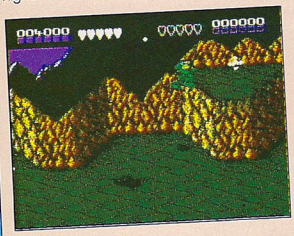
AGESZX – Anything is possible!

Brian Stout, Cahokia, IL

Battletoads (Nintendo)

Warp Zones!

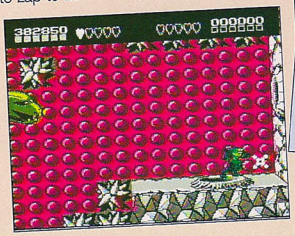
Hop right on up and get ready to warp to higher levels with these toad-ally cool tricks:



Level One to Level Three: The first warp zone is located in Level One, just after your first encounter with the Psyko Pigs. Smash the pig on the left first and then run and bash the Pig on the right with a head-butt. Keep on running to the right and if you're quick enough you'll see a flash of white light appear on the ledge above you. Jump into the light before it disappears and you'll warp to Level Three.

Level Three to Level Five: This one's easy! When you reach the fifth speeder bike course, smash your bike into the tenth wall. You'll warp to Level Five.

Level Four to Level Six: Near the end of Level Four you'll come to several falling platforms. Jump up and down on the first platform. It will seem to fall, but then suddenly take you to the top of the screen. When the warp light appears jump into it to zap to Level Six.

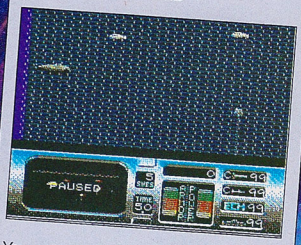


Level Six to Level Eight: To warp to Level Eight climb the first snake (it has red and orange stripes) in the second snake section. Run to the right off the snake and you'll land on a platform where a warp light appears.

Ryan Delancey, Syracuse, NY

Hunt for Red October (Nintendo)

Power-Up Your Sub



You can use this trick one time per game to power your sub up to maximum levels. Hit Start to Pause the game. Now press Button A, Button B, Select, Button A, Button B, Select, Button A, Button B, Select, Button A, Button B, Select, Button A, Button B, Select, Button A, Button B, Select, Button A, Button B two times, and Button A. In addition to repairing the damage on your Sub, this code also equips you with 99 Torpedoes, 99 Missiles, 99 ECM's, and 99 seconds of Silent Drive.

Dave DeMartini, Modesto, CA

Do You Have a Secret Weapon?

If you do, submit it to GAMEPRO. Our Pros will review it, and if we publish it, we'll send you a free GAMEPRO Super Shirt! Send your best tips and secrets to:

GamePro Magazine

Secret Weapons

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CHOPLIFTER II

RESCUE SURVIVE

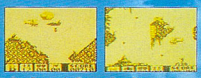
SAVE THE HOSTAGES. SAVE THE WORLD.

NEW FOR THE NINTENDO® GAME BOY.™

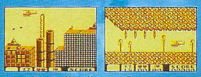
Take off on dangerous rescue missions in a world on the brink of all-out global war. Hostages must be saved from a sly and sinister enemy in order to avert total chaos. Only your skill can save them now.

You command the AH 90 Commanche attack helicopter, the ultimate fighting machine. Countless weapons are at your disposal. Heli heroics and superior technology must be used wisely against the omni-present enemy, whose goal is your destruction at any cost. 15 rescue missions must be completed in 5 different, hostile terrains. For 1 or 2 players.

ChopLifter II, real excitement from the powerful new force in video games.



THE ENEMY IS ARMED AND EVERYWHERE.



HECTIC HELI HEROICS REQUIRED.

JVC

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ASK THE PROS

Nintendo:

Dragon Warrior II

Dear ASK THE PROS,
In Dragon Warrior II, I've searched everywhere down the dark road to Rhone for the Thunder Sword. Where is it?

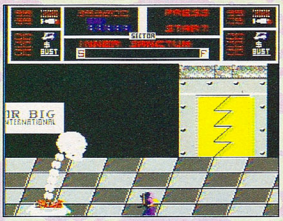
Corey Christian, IN

Dear Corey,
When you reach the fifth floor of the Dark Road, fall through a pit trap and you'll end up on the fourth floor. Once there, walk to the bottom-left corner of the room and drop down another pit. You'll land right next to the Thunder Sword!

NARC

Dear ASK THE PROS,
How can I defeat Mr. Big in NARC?

Jonathan Brookover, Northampton, PA



Mr. Big ain't finished 'til he's finished!

Dear Jonathan,
First, rock Mr. Big's sunglasses with missiles until his eyes are exposed, and then shoot him some more in those beady whites. When Mr. Big is reduced to a smoldering skull, switch to your machine gun and spray his neck. Finally, squat down with your gun and plaster his glowing vertebrae.

StarTropics

Dear ASK THE PROS,
I've reached Level Five in StarTropics, but I'm stuck on Peter the Parrot's riddle. When I feed him a worm he replies, "Hide Peter hide. Do me so far, do me?" What does this remark mean?

Jay Artz, Carson City, NV

Dear Jay,
Translate the second part of Peter's statement using the lyrics "Do Rey Mi Fa So La Ti" (as in the Sound of Music). From the parrot's nest, walk through the mountains until you reach the giant organ. The first key corresponds to "Do," the second to "Rey," and so on. Thus, the order of keys to play is 1, 3, 5, 4, 1, and 3. If you do this correctly you'll uncover a secret passageway!

Who Framed Roger Rabbit?

Dear Ask the Pros,
My cousin and I are huge fans of Who Framed Roger Rabbit?, but we're stuck at the end of the game. How can we defeat Judge Doom?

Stacey Aragon, Buena Park, CA

The wind-up punch dooms Doom.

Dear Stacey,
Try using your wind-up punch to trap Doom against the wall, and then tap the button and let him have it some more. Bombs and cigars are also effective. After you K.O. him the first time, grab the Dip Gun from the top of the truck and spray away until he's a toon puddle.

Genesis

Dick Tracy

Dear ASK THE PROS,
I can't seem to beat Big Boy Caprice in Dick Tracy for the Genesis. Help!

Che Crockatt, Quebec, Canada

Dear Che,
When Big Boy first appears, snipe-shoot him while dodging the gears he tosses. It's one of those repetitive timing patterns. Practice makes perfect. After you fill him full of lead he'll try to escape to another room. Climb the blue boxes and follow him. Use the same strategy in the second encounter, and this time there's no escape for Caprice.

Phantasy Star II

Dear ASK THE PROS,
In Phantasy Star II, how and where can I make Shir steal some Star Mist and Moon Dew?

Benjamin Jordens, Antwerpen, Belgium

Shir must visit Paseo's tool shop.

Dear Benjamin,
Build up her level to an even number of at least ten and then walk in and out of the tool shop in Paseo. Eventually she'll swipe both items! You can repeat this procedure as often as necessary!

Sonic The Hedgehog

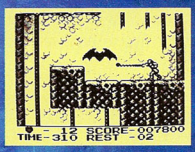
Dear ASK THE PROS,
I just finished Sonic The Hedgehog, but Dr. Robotnik told me to "try again" after I won. Is there a second ending to this game?

Wally Atkins, Bristol, VA

If Sonic has six Chaos Emeralds...

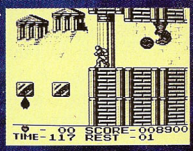
LOOKS LIKE DRAC'S BACK IN TOWN.

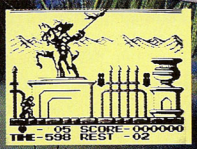
Something immortal is lurking in the mountains above Transylvania. The Prince of Darkness has formed a monolith of unspeakable horror in the second ghastly adventure, Castlevania II—Belmont's Revenge.™ Four towering castles ridden with hideous creatures that would even make the mightiest of warriors cower in fear.



Nevertheless, Christopher Belmont must set out to face mobile brain matter, undead assassins, and the Iron Doll in the Stone Castle. Ghastly forces like Kumlo & Nimbler and flesh feeding jellyfish slither through the Cloud Castle. The Plant Castle is the horrific home of Angle Mummy, carnivorous Wolf Spiders and other slimy swamp mutants. And an unspeakable array of acid spewing snake heads and moat monsters lurk in the Crystal Castle. It's crucial that you find power up items to attain battle axes and holy water, your only hope against this underworld army.

So grab your Mystic Whip and say your good-byes. Darkness will soon be upon you.





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...he faces the real showdown to get here.

Dear Wally,
You betcha! To get the real ending you need to beat the Doc with all six Chaos Emeralds. An Emerald is located in the center of each rotating Secret Zone (that's the bonus round you enter when you've collected 50+ rings in one stage).

Game Boy

Final Fantasy Legend

Dear ASK THE PROS,
I'm having trouble finding the Airseed in Final Fantasy Legend. On the floating island in the World of Ocean a lady says, "The Airseed is on the palm tree in the center." Where's that?

Keith Domijan, Norwich, CT

Dear Keith,
At the bottom-right corner of the World of Ocean (fifth floor of the tower) is an island with a palm tree. Face the tree and search. At last, you've found the Airseed!

Final Fantasy Legend

Dear ASK THE PROS,
One part of Final Fantasy Legend is driving me nuts! In the World of Ocean an old man living in a cabin requests, "What can you get for two longswords, three gold helms, and four potions? Find it and bring it to me." You've gotta' help me answer his riddle!

Michael Taylor, St.Albans, WV

Dear Michael,
If you add up the buying prices of the items he refers to, the total is 989 gold pieces, the same cost as one Battlesword. Purchase a Battlesword and bring it to him, and he'll exchange it for the Blue Orb.

Gargoyle's Quest

Dear ASK THE PROS,
I'm at the point in Gargoyle's Quest where I must fight the King of Destruction, but I can't get a clear shot off without being hit by an energy ball. What can I do to beat him?

D.J. Teegarden, Takoma Park, MD

Dear D.J.,
Select Dark Fire as your weapon. Wait for Breager to lower his arms, then blast him in the head. As for his energy balls, stand on the middle ledge and block his shots with your own weapon.

New Ask the Pros Categories!

We're revamping Ask the Pros to better serve your gaming needs! We now have three categories of questions: **Current**, for recent releases; **Classics**, for oldie-but-goodie stumpers; and **General**, for good ol' pro-to-pro advice, trivia, and technical queries. We'll try to print a mix in each issue. If your letter is published you'll get a free GamePro Super Shirt.

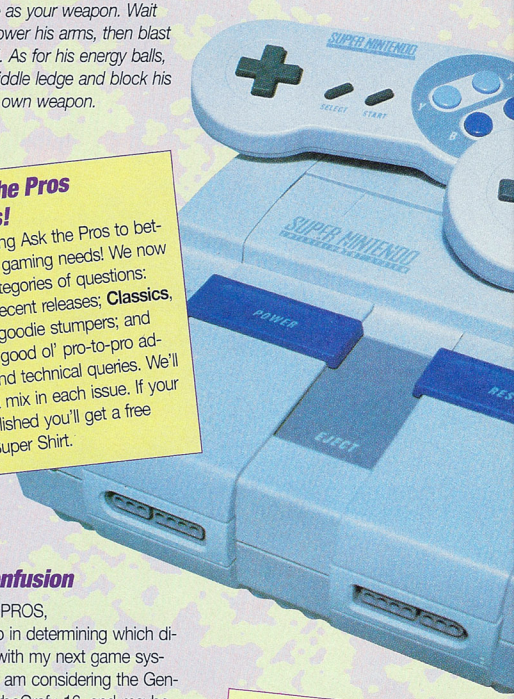
General

Console Confusion

Dear ASK THE PROS,
I need your help in determining which direction to take with my next game system purchase. I am considering the Genesis and the TurboGrafx-16, and maybe the Super NES if and when it arrives in the U.S. Which of the three has the best games?

James M. Dushane, Shreveport, LA

Dear James,
Super Nintendo should be in stores by the time you read this response. In a nutshell, Sega's library is loaded with the best and the most carts. The TurboGrafx-16 seems to be behind somewhat in sales and the number of game available. The Super NES is just getting started but appears to have a bright future. There are, of course, other considerations to take into account. What do you get for the base price? Are there plenty of third-party licensees supporting your machine? Are there expansion possibilities, such as CD-ROM? Sit tight until the December issue of GamePro and check out our massive Hardware Buyer's Guide. We'll feature detailed analyses of each system's strengths and weaknesses.



Game Got You Baffled?

Our GamePros will solve your unsolvable problems or answer any tough questions you have. So send 'em and we'll solve 'em. If your letter is published, you'll get a free GAMEPRO Super Shirt.

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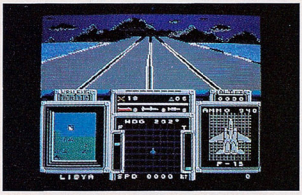

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"And it isn't Toto, either, you fool," I snarled at the science officer. But I had this sinking feeling. We'd just completed planetary mining operations. Time to return to base and trade for weapons and some equipment (hmmm, maybe better shields?). I was half musing about the mission to save the universe. Half thinking about *Darlene-ß*, a Denebian clone I'd met last run in.

9 unique alien races, each with their own language and culture.

270 star systems and 800 planets, 8 Ultra-Compression™ megs with battery backup.

Unload your starship's arsenal in real-time combat against alien warships.

We'd been out for days, exploring 270 star systems and 800 planets. Having hit everything from

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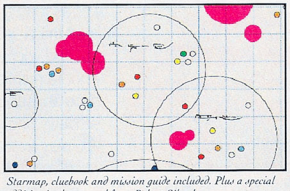
"This Ain't Kansas And The Alien Off Your Port Bow Ain't Dorothy."

jungles to deserts, oceans to icescapes. And weather that went from awful to worse. We'd met seven of the galaxy's sentient species but these guys were different. They had to be one of the other two. Of course, I'd never finish the mission unless I parleyed. But I had only seconds to decide. Besides, I've always had an itchy trigger finger.

Visit your retailer or call 1-800-245-4525 anytime.



Starmap, cluebook and mission guide included. Plus a special addition in the manual from Robert Silverberg.

SEGA GENESIS

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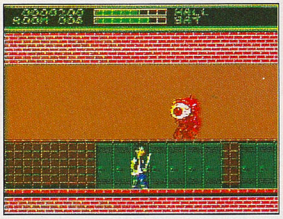
SHORT PRO SHOTS

Nintendo

Ghoul School (Electro Brain)



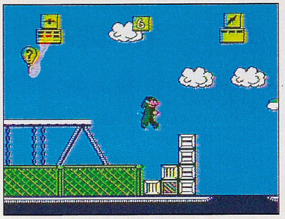
Cool High school has been invaded by ghouls. Senior classmate Spike O'Hara has taken it upon himself to save the day – besides, he wants to take Samantha Pompom to the prom, and he's not about to let a bunch of un-cool ghouls mess things up! This unusual school assignment takes Spike on a solo, multi-level journey through the hallways and classrooms from hell. More than a dozen species of creatures and hazardous wastes, including Spectres, Nibbles, Ego's, and Green Gook await Spike's arrival. If he's quick and crafty, Spike can find nearly as many weapons. Some are simple: a baseball bat or a towel, some are complicated: a Digestray anti-ghoulie gun or a shocking Spinal Zap. Forget the books – you won't have time to read at Ghoul School.

Available January '92

Sesame Street Countdown (Hi Tech Expressions)

Sesame Street Countdown starring that illustrious number-obsessed vampire, the Count, is designed to help kids improve both their number recognition and their basic counting skills. In this fun-filled journey children begin each level by choosing the "Number of the Day." Once they've chosen their number, kids then guide the Count through each level, helping him search out and capture the number they're looking for. When the numerical prey's been caught, the count then pauses and congratulates the player for a job well done. You can count on the Count to make learning about numbers fun.

Available now



Uncharted Waters (Koei)

This intense, interactive role play casts you as a 16th century sailor who sets out to explore uncharted waters of the world in an attempt to achieve wealth and fame. Life on the lofty blue seas is not all romance and adventure; however, it requires a great deal of planning and preparation. You need to supply your ship with strong, loyal crew members as well as food to sustain them! You also need the proper navigational tools to help you find your way through unknown seas – not to mention storms. But when rival ships appear on the horizon, you may suddenly find yourself in naval combat. You may even have to resort to piracy when your supplies are low, and there's no port anywhere to be found! Surviving the treachery of the sea can be very rewarding. If you succeed in becoming a high ranking sailor who is both wealthy and famous, you will be rewarded handsomely by the king. Uncharted Waters' incredible challenge is guaranteed to put wind in your sails.

Available November '91

Roger Clemens' MVP Baseball (LJN)

Step up to the plate and take a swing at LJN's Roger Clemens' MVP Baseball. Field-view perspective, a first to-date for an NES baseball title, enables one or two players to view the action as if they were right onfield. There are more than 15 teams to choose from covering both divisions of the American and the National League. You can ease into the action with an exhibition game or go straight into the heat of a regular season. Passwords supplied at the end of each Regular Season make for easy access back into the action. If your team qualifies by winning the best of seven, you get a crack at the Championship Series playoffs. Team members are based loosely on their real-life counterparts, and in the Regular Season mode all starting pitchers must have 4-day rest periods between starts. Roger Clemens' MVP Baseball pitches an almost-perfect game.

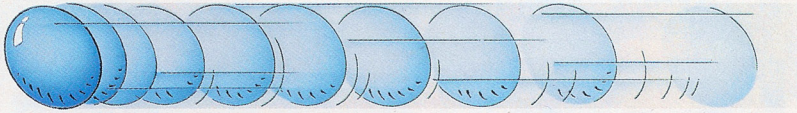
Available now

Darkman (Ocean)

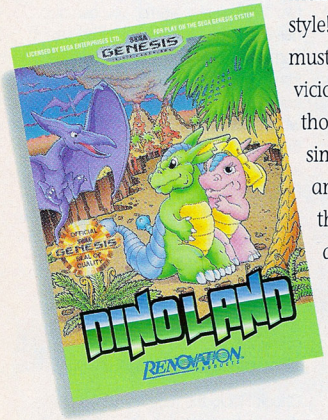
Darkman, the night traveling hero of the big screen, has surfaced in the video dimension to star in an NES cart. Darkman is out to seek revenge on Durant – the villain who burned down his laboratory with him in it! You'll punch out many a foe, such as bomb-wielding commandos

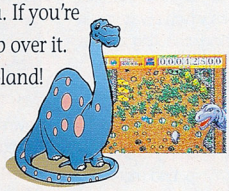
Continued on Page 104.

EVER PLAYED A PREHISTORIC PINBALL GAME?



Didn't think so. That's why Dinoland is such a crazy, zany game! Join DINO-Bunz and his friends on a wild, prehistoric adventure — pinball style! DINO's heroic adventures begin when he must protect his sweetheart, Meeshell, from gigantic, vicious and carnivorous dinosaurs. Not to mention those flying pterodactyl beasties! Dinoland is simple to play, yet filled with lots of pinball action and great scenery. If you're a dinosaur lover, then Dinoland will amuse you. If you're a pinball lover, then you'll flip over it. It's fun. It's different. It's Dinoland!





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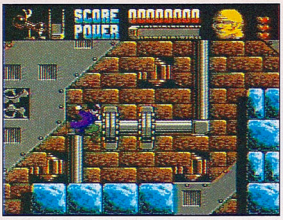

and Ninjas, as you travel through the seamy surroundings of more than 10 levels, including deserted buildings, Chinatown, and Central Park. Don't be left in the dark., play Darkman.

Available now

Genesis

Turrican (Accolade)

The lost colony of Alterra's life sustaining computer, the Multiple Organism Unit Link (MORGUL), was damaged in an earthquake. As a result, MORGUL went into complete rebellion and began to transform life forms into gruesome mutant creatures. As the newly developed good mutant warrior, Turrican, it is your job to perform a planetary reclamation. The two major tasks which await you in this five-world running, shooting adventure are elimination of both the hostile mutants as well as the dreaded MORGUL. As a high tech mutant being you come fully equipped with a multitude of mega-weapons, including Grenades, Mines, a Lightning Whip, and more. Who can save Alterra? Turrican can!

Available now

F-22 Interceptor II (Electronic Arts)

You now have the opportunity to encounter what promises to be one of the greatest 16-bit flight simulators to date – Electronic Arts' F-22 Interceptor II. The incredible 3-dimensional graphics create dizzying effects as you pilot your Lockheed F-22 Advanced Tactical Fighter on 100 plus missions, some of which you design yourself, in three major military hot-spots: Iraq, Russia, and North Korea. Two different cockpit views enable you to survey the terrain from most any angle as you launch air-to-air and air-to-ground missiles at Soviet MiG's, SCUD missile launchers, chemical weapon plants, and more. Hold onto your stomachs, jet jockeys, F-22 Interceptor II's gonna' blast you right outta' your gravity boots.

Available now

Pit Fighter (Tengen)

With Tengen's Pit Fighter you can get down and dirty in full contact no-holds-barred beat-em-up action. Each character's moves and appearance, Buzz the wrestler, Ty the kick boxer, and Kato the Judo expert, are digitized images of live actors, which brings incredible reality and fluidity to the graphics. Unique two person simultaneous game play enables you and your partner to fight side-by-side against two computer opponents – that means four onscreen characters fighting at once! After every third round you enter into a Grudge match against your human opponent. Once you scramble your way through 10, exhausting rounds, you then enter into a final Grudge Match to determine who go to the 11th and final round against the "ultimate" martial arts warrior. Move over Mr. Van Damme – Pit Fighter's coming to town.

Available November '91

RBI Baseball III (Tengen)

RBI III, for one or two players, blows RBI I and II right outta' the ballpark with its options alone. Here are just a few. You can play with all 26 teams from the 1990 baseball season – statistics, abilities, names, the whole shabang – plus the two 1990 all-star teams. You can also delve into the history books and select from the 28 divisional winning teams from 1983-1989. Batting takes place from a behind-the-plate perspective, while fielding is viewed from above. And, there's a stable of ten pitchers (4 starting and 6 relief) whose type of pitch (Fast Ball, Sinker Ball, Standard Pitch) as well as the amount of curve, you can control. RBI III guarantees hours of baseball fun for practically peanuts.

Available Fall '91

Chuck Rock (Virgin Games)

Chuck Rock, the rock n' rollin' cave dude, is bummin' out. Garry Gritter's kidnapped his beautiful cave-lady, Ophelia. This prehistoric rescue adventure takes Chuck through more than 19 scenes of

Continued on Page 106.

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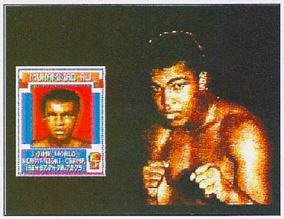
action – complete with sound effects, including cave-style grunts and "oooga booga's." Since the invention of sophisticated weapons is still a few millions years off, Chuck must make the best of the basics for self defense. In this case the basics are his big pot belly, which he uses to blubber-bash his dinosaur and fellow caveman foes, as well as an occasional rock he may pick up along the way. Three grunts and an ooga-booga for one great looking pre-hysterically funny game.

Available December '91

TurboGrafx-16

Champions Forever Boxing (NEC)



Champions Forever Boxing puts you into the ring with some of boxing's all-time greats: Muhammad Ali, Joe Frazier, George Foreman, Larry Holmes, and Ken Norton. The gameplay includes three different fighting modes: Career,1 Player Exhibition, or 2 Player Exhibition. In the single player modes you can choose from a selection of up-and-coming fighters and go head-to-head against the "greats" in an attempt to steal the championship, or you can select either a champion or an unknown and take your licks with a computer opponent. In the 2 player Exhibition Mode, you and a partner duke it out against each other! Each of the boxer's moves include the four basic punches and blocks: jabs, hooks, body-blows, uppercuts, and the high and low block. And, each contender also has his specialized "showboat" (showoff) move. Champions Forever will really knock you out.

Available now

Super NES

Joe and Mac (Data East)

And you thought cool cave games were only for the Genesis. Now Way! Joe and Mac, two ultra cool cave dwellers, are off and grunting in their very own Super NES adventure complete with two-person simultaneous play. Here's the scoop on this club-o'-rama. A rowdy bunch of Neanderthal Nerds crashed into town and scared all the Cave Babes away; Joe and Mac want them back! Donning a few handy Stone Age items, including Clubs, Bones, Boomerangs, Stone Wheels, and Fireballs, Joe and/or Mac venture through three four-part stages, six bonus stages, and (if you can find 'em) six secret stages in search of the babes. Clubs away, boys. Your ladies await.

Available Fall '91

SimCity (Nintendo)

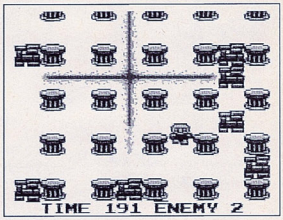
Welcome to the world of local politics – you've just been elected mayor of SimCity. Based on its highly successful PC and Mac predecessors, SimCity for the Super NES serves up the same responsibilities and glory that come with being the "big

cheese" in charge. From a three-quarter overhead view, you govern the locals, which are known as Sims or "simulated citizens." Don't be fooled by the word "simulated," however, these pseudo-bipeds complain as much as the real people do about taxes, housing, transportation, airports, and sports facilities. Your job is to keep everybody happy without breaking your budget. What makes this so difficult is that each time an unhappy citizen vacates SimCity, you lose the dollars you need to keep things running smoothly. Take a lick at city politics.

Available now

Game Boy

Atomic Punk (Hudson Soft)



He's the son of Bomberman; he's the Atomic Punk! Actually this tiny cart has three games rolled into one. In Game Number One you play the Atomic Punk, whose task is to strategically plant bombs and eradicate the enemies who've infested Ice World, Wind World, Frontier World, and Rock World. In Game Number Two you get to play big papa Bomberman and perform the same bomb-planting tasks, but at twice the level of difficulty and with only one shot at a power up. Game Number Three enables two players, via a

Continued on Page 108.

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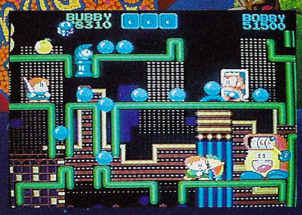

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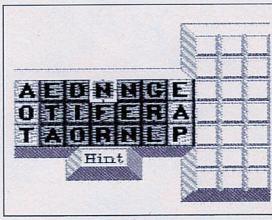
Game Link, to compete against each other. No matter which game you're playing, you'll have a blast with Atomic Punk!

Available now

WordHai (Meldac)

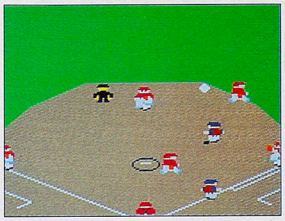


What's the word on WordHai? The word is "two," as in two spelling games. First, you move around a variety of random letters to create different words - the more words you create, the more points you earn! And that's just half the challenge of this wordy cart. When you tackle the next game, WordZap, you must still create mega words, only this time you're allowed to use each letter only once. Pretty tough stuff! How would you spell out the makings of one great game? W-O-R-D-H-A-I!

Available Early '92

Game Gear

Batter Up (Sega)



O.K. Game Gear-sters, if you've been hankering for some hard hitting, base-stealing fun your wait is over. Thanks to Namco's Batter Up, you can have a day at the ball park anywhere, anytime. There are 14 teams and two stadiums to choose from, and you can play either five or nine inning games. Aside from the regular baseball game plays, team members can also perform those great baseball stunts: bunting and stealing bases. Also, pinch hitters and relief pitchers can be called in when needed. Grab a Game Link and you can enjoy a double header with a friend.

Available now

Lynx

Scrapyard Dog (Atari)

In this multi-level junkyard-jaunt for one, you as Louie the junkyard guy, must make your way through buildings, city streets, scrapyards, and more in search of your best pal, Scraps the mutt, who's been doggie-napped by a unsavory bunch of hoodlums. Prepare to do battle with rolling rubber tires, flying basketballs, pooping pigeons, man-sized rats, and more! A junkyard is never complete without its resident pooch. Can you help Louie keep it that way?

Available now

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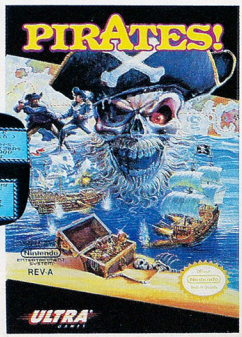
Aye, matey. Pirates! is a Caribbean cruise that even the infamous tourist Bluebeard would find treacherous.



Negotiate for treasure maps and the hand of a beautiful maiden.

Duel for respect with swashbuckling commanders.

Navigate through enemy infested waters.

Enter a town peacefully or blow it to smithereens.

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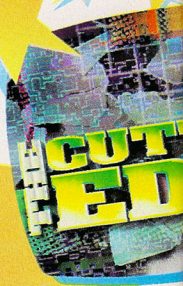
GamePro

Hot Tips, Tactics, & Passwords!



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Yes, it's true ProGamers! Your number one video game magazine has hit the airwaves with a weekly TV show that blasts off with a power-house lineup of top reviews, strategies, tips, and passwords like you find in the pages of GamePro!

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Reviews of the Coolest New Goods!

In-depth Game Reviews!

At a Station Near You!

And More to Come!

City	Station/Channel	City	Station/Channel	City	Station/Channel	City	Station/Channel
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Albuquerque, NM	KGGM-13	El Paso, TX	KCIK-14	Marquette, MI	WLUC-6	San Antonio, TX	KENS -5
Alexandria, LA	K47DW-10*	Erie, PA	WICU-12	Medford, OR	K24CH*	San Diego, CA	KUSI-51
Alpena, MI	WBKB-11	Eugene, OR	KLSR-25	Miami, FL	WDZL-39	San Francisco, CA	KGO-7
Anchorage, AK	KIMO-13	Fargo, ND	KXJB-4	Milwaukee, WI	WCGV-24	Savannnah, GA	WTGS-28
Atlanta, GA	WXIA-11	Flint, MI	WEYI-25	Minneapolis, MN	KITN-29	Seattle, WA	KCPQ-13
Austin, TX	KXAN-36	Fresno, CA	KAIL-53	Mobile, AL	WJTC-44	Sioux Falls, IA	KTTW-17
Baltimore, MD	WJZ-13	Ft. Smith, AK	KPBI-46	Monroe, LA	KARD-14	South Bend, IN	WSBT-22
Baton Rouge, LA	WGMB-44	Grand Rapids, MI	WUHQ-41	Nashville, TN	WXMT-30	Spokane, WA	KAYU-28
Birmingham, AL	WABM-68	Green Bay, WI	WXGZ-32	New Orleans, LA	WVUE-8	Springfield, MO	KDEB-27
Bluefield, WV	WOAY-4	Greensboro, NC	WGHP-8	New York, NY	WABC-7	St. Louis, MO	KMOV-4
Boise, ID	KBCI-2	Greenville, NC	WFXI-8	Norfolk, VA	WAVY-10	Syracuse, NY	WTVH-5
Boston, MA	WBZ-4	Greenville, SC	WLOS-13	Odessa, TX	KPEJ-24	Tallahassee, FL	WTLH-6
Buffalo, NY	WKBW-7	Harlingen, TX	KVEO-23	Oklahoma City, OK	KOKH-25	Tampa, FL	WTMV-32
Charleston, SC	WCSC-5	Harrisburg, PA	WPMT-43	Orlando, FL	WKCF-68	Terre Haute, IN	WBAK-38
Charlotte, NC	WCCB-18	Hartford, CT	WFSB-3	Ottumwa, IA	KTVO-3	Topeka, KS	KTKA-49
Chattanooga, TN	WDSI-61	Huntsville, AL	WAAY-31	Peoria, IL	WHOI-19	Traverse City, MI	WPBN-7
Chicago, IL	WGBO-66	Idaho Falls, ID	KIDK-3	Philadelphia, PA	WGBS-57	Tucson, AR	KGUN-9
Cincinnati, OH	WSTR-64	Indianapolis, IN	WTTV-4	Phoenix, AZ	KUTP-45	Tulsa, OK	KTUL-8
Cleveland, OH	WJW-8	Jackson, MS	WAPT-16	Pittsburgh, PA	KDKA-2	Waco, TX	KWKT-44
Colorado Springs, CO	KXRM-21	Jacksonville, FL	WNFT-47	Portland, ME	WPXT-51	Washington, D.C.	WRC-4
Columbus, GA	WXTX-54	Johnstown, PA	WWCP-8	Portland, OR	KPDX-49	Wichita, KS	KSAS-24
Columbus, OH	WSYX-49	Joplin, MO	KSNF-16	Providence, RI	WNAC-64	Wichita Falls, TX	KFDX-3
Corpus Christi, TX	KDF-47	La Crosse, WI	WLAX-25	Raleigh, NC	WPTF-28	Wilkes Barre, PA	WBRE-28
Dallas, TX	KDFI-27	Lafayette, LA	KADN-15	Richmond, VA	WWBT-12	Yakima, WA	KCY-53
Davenport, IA	KLJB-18	Lansing, MI	WSYM-47	Roanoke, WV	WSLS-10	Youngstown, OH	WFMJ-21
Dayton, OH	WKEF-22	Las Vegas, NV	KRLR-21	Rochester, MN	KAAL-6		
Denver, CO	KWGN-2	Lexington, KY	WDKY-56	Rochester, NY	WROC-8		
Detroit, MI	WDIV-4	Little Rock, AR	KASN-38	Rockford, IL	WQRF-39		
Elmira, NY	WETM-18	Los Angeles, CA	KABC-7	Sacramento, CA	KSCH-58		

*Cable Channel

RPG Report News

Game Heroes Go T.V.

Carmen Sandiego, the mysterious globetrotting master criminal, is making her way to PBS for her very own daily half hour T.V. show. **Carmen Sandiego** is best known to computer and, most recently, NES gamers as the protagonist in a series of mystery role-play titles. The wily Carmen treks around the world and even across the ages trying to pull off fantastic crimes. Gamers everywhere have spent many an absorbing hour trying to track Carmen and her crafty gang to prevent her from pulling off a crazy caper, like snatching the Mona Lisa or a nose off Mount Rushmore. Playing off the success of the **Carmen Sandiego** games, the new series aims to help kids (and kids at heart) to learn geography. In each program three contestants become guest detectives. In each episode Carmen and her gang have perpetrated some outrageous crime, such as stealing the dome off the Capitol Building in Washington D.C. The guest detectives use clues and their knowledge of geography to track Carmen and her gang and bring them to justice. Celebrities like Sally Jessy Raphael, Regis and Kathie Lee, and Kool Moe Dee join in the fun by providing on-the-spot reports from all sorts of locations. **Maniac Mansion...Carmen Sandiego...Super-Mario...GamePro**...who's next?

Lucasfilm's Defenders of Dynatron City

Well, how about **Defenders of Dynatron City**! **Lucasfilm/JVC** has announced that DIC Enterprises is developing an animated half-hour television special based on the **Defenders of Dynatron City** game for the NES. The show features the same cast of six wacky superheroes that star in the NES cart – Toolbox, Ms. Megawatt, Jet Headstrong, Buzzsaw Girl, and Radium Dog. Look for the special in early 1992.

And More on the Sega CD-ROM Front

JVC and **Sega** have announced that they have reached an agreement that allows them to pursue the joint development of home entertainment products. **JVC** and their affiliates (including **Victor Musical Industries** and **Pack-In-Video**) will plan, develop, and manufacture CD's, CD-ROMS, and hard disk drives with **Sega**. Hmmmm..... maybe this means that **Lucasfilm**, which has a partnership with **JVC Musical Industries** in the U.S....will release such great titles as **Loom**, **Indiana Jones and the Last Crusade**, and **The Secret of Monkey Island** for the **Sega** CD-ROM. We sure hope so!

And Even More on the Sega CD-ROM Front

We've been digging around and we've come up with this list of heavy duty third party companies who have signed to produce titles for the Mega Drive CD-ROM in Japan:

Asmik
Compile
CSK
Game Arts
Hot-B
Human
Kaneko
Kookato
Studio Mesiya (NCS)
Micronet
Nihon Busan
Nihon Decata
Nihon Telenet
Pal Soft
Shield Wave
Sigma
Sunsoft
Taito
Techno Soft
Toa Plan
Toshiba EMI
Toyo Recording
Treco
Varie
Victory Ongaku Sangyo
Visco
Wolf Team

Some of the planned titles include **Dark Wizard**, **Sorishi Yamino Matoshi**, **SimEarth**, **Lives of the Dragon**, and **Three by Three Eyes** from **Sega**, **Detonator Organ** from **Hot-B**, **Crying Dragon** and **Vice II** from **Treco**, **Ernest Evans** from **Wolf Team**, **Cosmic Fantasy** from **Telenet**, and **Lunar** from **Game Arts**. An impressive line-up and it's no-doubt just the beginning.

It's Not When, It's How

If you're tired of getting stir-fried over and over in the lava pits of **Might and Magic** or skewered to death in the spike room in **The Immortal**, get ready to rejoice! **Electronic Arts** has added a 900 Line Hint Service that's gonna' run seven days a week! Just call 1-900-288-HINT for hints on a whole slew of E.A. titles, including **The Immortal**, **James Pond**, **Might and Magic**, **John Madden Football**, **Lakers vs. Celtics**, **Sword of Sodan**, **Populous**, **Centurion: Defender of Rome**, **Faery Tale Adventure**, and **King's Bounty.** It costs 95 cents for the first minute and 75 cents for each additional minute, and hints will be updated as new titles are released.

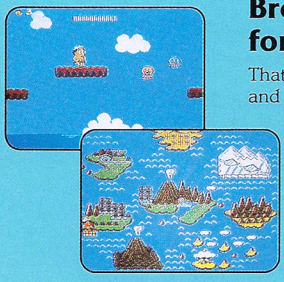
Sega's CD-ROM

Continued on pg. 114

Enjoy Hudson

ADVENTURE ISLAND II™

More Fun in the Sun with Adventure Island II™



Break out the sunscreen and take off for Adventure Island II.™

That Evil Witch Doctor's at it again. He's grabbed your latest honey and *dares* you to do something about it. ☐ But this is no day at the beach. You've gotta fight your way past EIGHT treacherous islands! Including a Dinosaur Kingdom with some of the creepiest critters ever to slither across a video screen. Volcanoes. Avalanches. Giant Scorpions. Killer Cobras. We're talkin' one tough Witch Doctor here! And the action really heats up with a new vertical/horizontal scroll. Plus, stage select lets you control play. ☐ ADVENTURE ISLAND II. A sure-fire scorcher! Look for it wherever you buy the best video games.

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He's Back...Weird Ed That Is!

If the saddest day in your life was the day you finished **Maniac Mansion** for the first...er, third...er, seventh time, you're in luck. Rumor has it that **Maniac Mansion II** is currently in development at **Lucasfilm** for the NES, and maybe the SNES too! The title is looking like a summer '92 release, and features a time travel theme as well as all of your favorite MM characters.

The Force Be With You

By early 1992 you'll be able to keep the Force with you all the time. Just slip it into your Game Boy and go. **UBI Soft** has announced an agreement with **Lucasfilm Games** for development of a **Stars Wars** title for the Game Boy. The carts story line will follow the plot of the film, and sounds similar to the **Stars Wars** title for the NES (see GamePro, October '91).

© 1991 Lucasfilm

Luke and the gang coming to the Game Boy

SNES on the Road

Several third parties are putting their pedal to the metal for the SNES. **Tradewest** has announced that their first title for the Super NES is **Super Off Road**. The title, probably hitting store shelves just as you read this, features arcade-style off-road racing action, based on the coin op' hit and the NES cart of the same name. And in other SNES racing news, **Interplay** is reving up for **Radical Psycho Machine Racing**. The cart features one or two player split-screen racing with 128 different tracks, 24 difficulty levels, and even an option that enables players to design their own tracks. The title is slotted for a November release.

Storm Over Stormlord

RazorSoft and **Sega** are continuing their battle over the Genesis title **Stormlord** – but now they're heading to court. The initial disagreements was apparently over the graphic content of the cart (see ProNews, May 91'), but in August, **Sega Enterprises, Ltd.** announced that it was bringing legal action against **RazorSoft** and **Punk Development** for unauthorized use of **Sega's** "trademarks, copyrights, and logos," and breach of contract. **Sega** maintains it terminated **RazorSoft's** third party licensing agreement in June of 1991, and that **RazorSoft** has since that time marketed unauthorized **Sega** products (namely **Stormlord**). It'll be interesting to see how this one resolves itself.

Street Fighter II Tourneys

There's an underground movement brewing at the arcades – **Street Fighter II** Tournaments! It started at Sunnyvale Golf Land in California and spread to Sacramento, Los Angeles, and elsewhere in California. What next? The nation! Heck, maybe even the world! **Capcom** will promote the events at the next A.M.O.A. in Las Vegas, and arcade operators everywhere will have the opportunity to run their own tourneys. There's also the possiblity that **Capcom** will hold a statewide **Street Fighter II** Tournament in California later this year (we'll have more on this next month). Here's how the tournaments work: Players sign up at their local arcade and indicate which three characters they'd like to play as. Play is double elimination – you're randomly assigned to play other gamers. Lose twice and you're out! Win and you're the **Street Fighter II** champ of your local arcade, and, who knows, maybe the world! If tourneys aren't running in your area ask your local arcade to contact James Goddard at **Capcom** for information on how to begin a tourney in your area.

Street Fighter II Tourneys coming your way!

NES Meets IBM

Multix Inc. has announced the development of an unusual game card which installs in **IBM** compatible computers and enables gamers to play Nintendo titles on diskette. The card, which will retail for around $100, has two video outputs and, when installed in a computer, performs essentially the same functions as an NES. This will enable gamers to use a regular NES controller or joystick to play NES titles on their computers without an NES unit. Each copy protected diskette is available for 5¼ or 3½ inch disk drives, and games will retail in the $5-12 range. **Multix** is currently negotiating with game developers to put popular 8-bit titles on diskette (no confirmed titles yet), with 16-bit titles on tap in the future.

More on this interesting development soon.

Congratulations

Congrats to Paul Sherick of Tujunga, California. Paul was the Grand Prize Winner of the Hudson Hawk Contest. Paul received free movie tickets, a cash prize, and the Hudson Hawk NES and Game Boy cartridges! Alright!

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Hats off to our winner!

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Decapattack	$42
Dick Tracy	$34
El Viento	$56
E-SWAT	$42
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Final Zone	$35
Ficky	$19
Gain Ground	$42
Ghostbusters	$42
Ghouls 'N Ghosts	$48
Golden Axe 1	$52
Golden Axe 2	$49
James Pond	$36
Marvel Land	$50
MERCS	$49
Mickey Mouse	$42
Midnight Resistance	$45
Mystic Defender	$39
Predator 2	$56
Onslaught	$43
Quackshot Donald Duck	$42
Rambo 3	$45
Rastan Saga 2	$42
Revenge of Shinobi	$52
Saint Sword	$43
Shadow of the Beast	$52
Shadow Blasters	$39
Shadow Dancer	$42
Sonic the Hedgehog	$45
Spiderman	$45
Stormlord	$49
Strider	$56
Swamp Thing	$45
Sword of Sodan	$34
Target Earth	$47
Techno Cop	$47
Terminator	$49
Thunderfox	$43
ToeJam & Earl	$49
Turrican	$43
Vallis 3	$56
Wardner	$42

GENESIS SHOOTERS

After Burner 2	$42
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Arrow Flash	$44
Battle Squadron	$26
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Caliber 50	$52
Crossfire	$44
Crystal Quest	$45
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Fire Shark	$43
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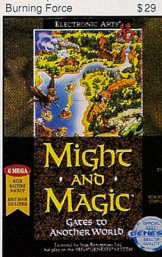

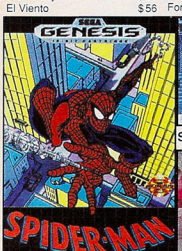

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TG16 STRATEGY

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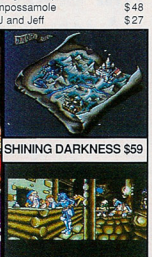
JJ and Jeff	$27



SEGA GENESIS

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Last Battle	$37
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Slaughter Sport	$50
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Streets of Rage	$45

TG16 HARDWARE

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Turbo Car Adaptor	$29
Turbo Comm Cable	$19
TurboGrafx 16	$99
TurboGrafx CD Player	$289
TurboBooster	$32
TurboBooster Plus	$46
TurboCable	$ 9
TurboPad or TurboTap	$19
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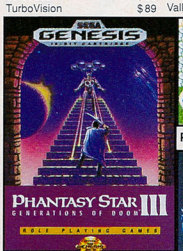

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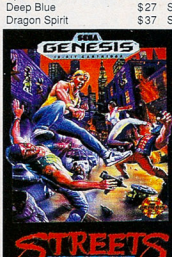

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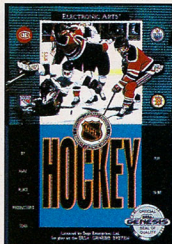

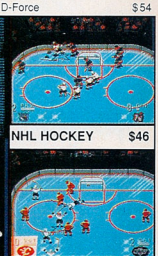

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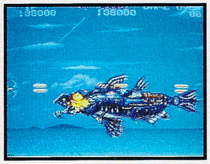

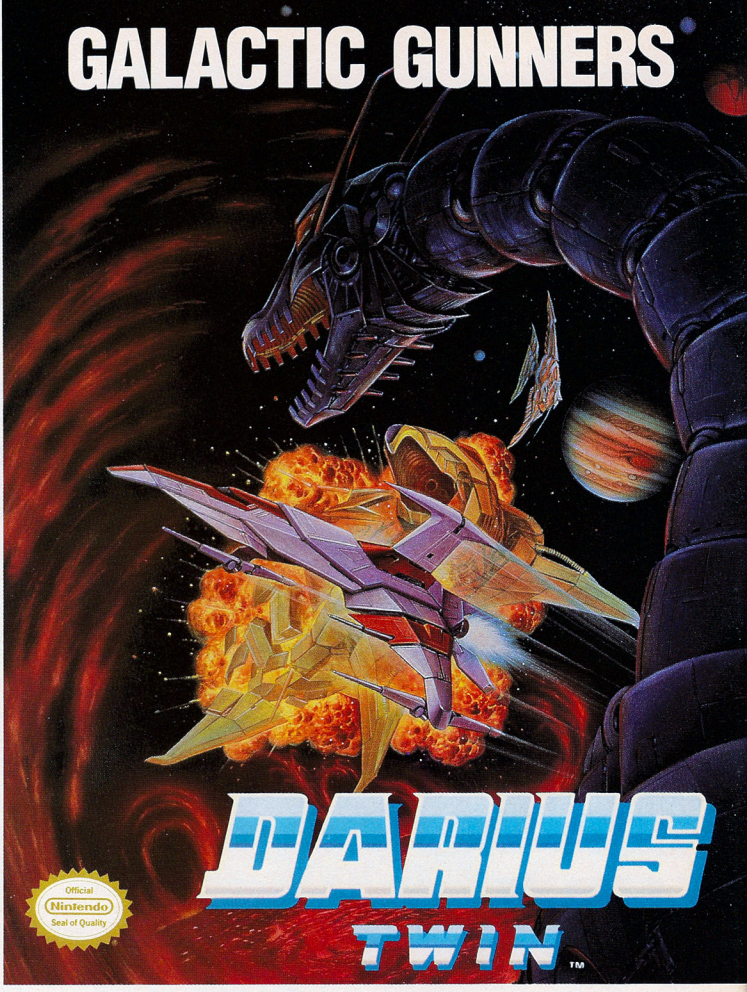

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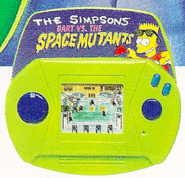

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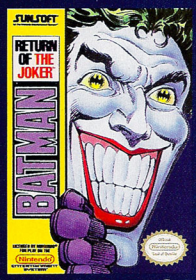

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