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GAMEPRO

#1 VIDEO GAME MAGAZINE

Collector's
Edition

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Too Cool to Fool on the SNES!

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Street Fighter II
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Pro Reviews

- Genesis—Bio-Hazard Battle
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- NES—Batman Returns • RoboCop 3
- TurboDuo—New Adventure Island
- Dead Moon



Score Big!
 Hardware Helpers
 Stocking Stuffers
 See Pg. 144

CD Reviews!
 Sega CD—Night Trap
 Black Hole Assault
 Turbo Super CD—Loom



An IDG Communications Publication

December 1992
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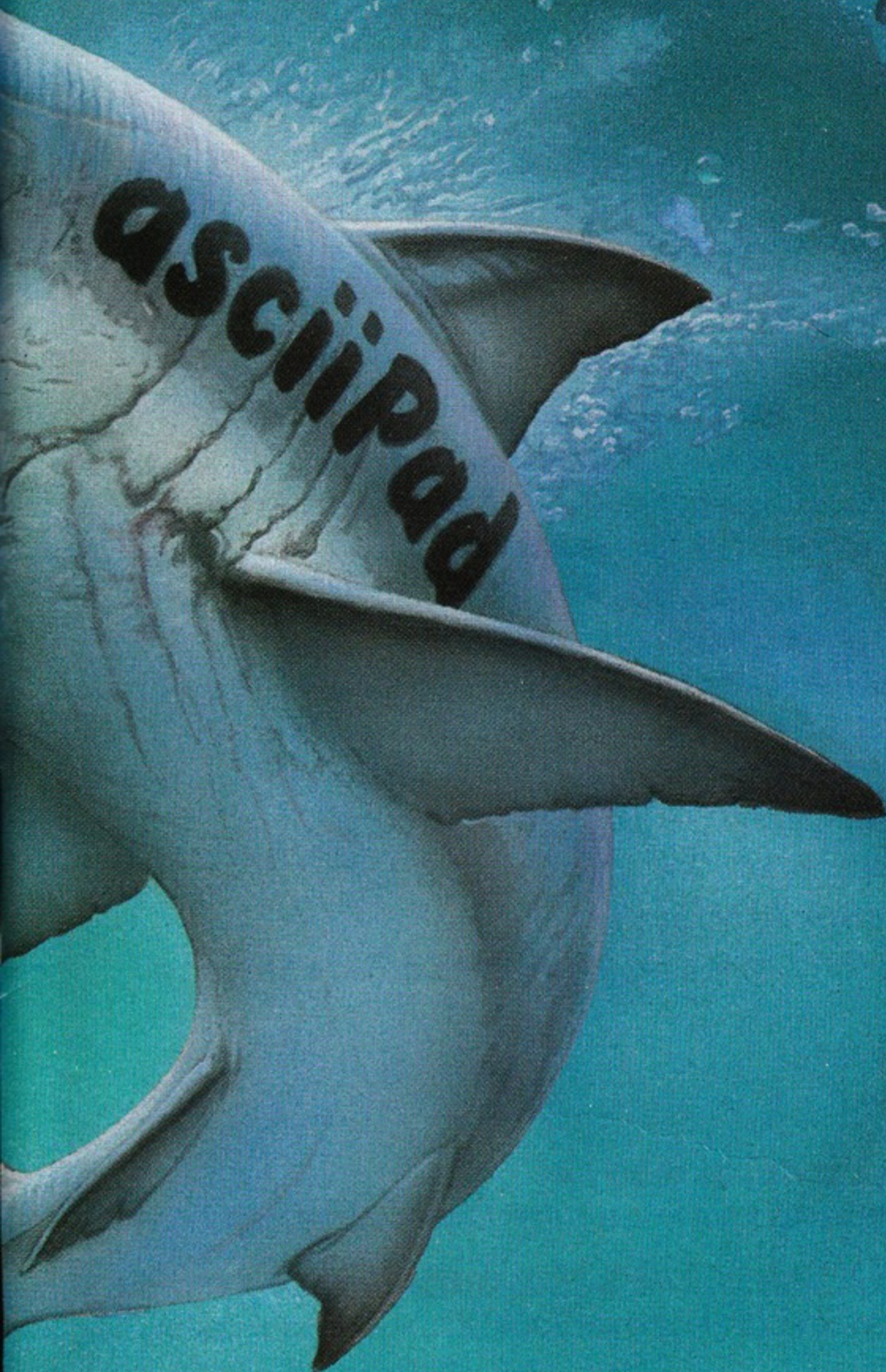
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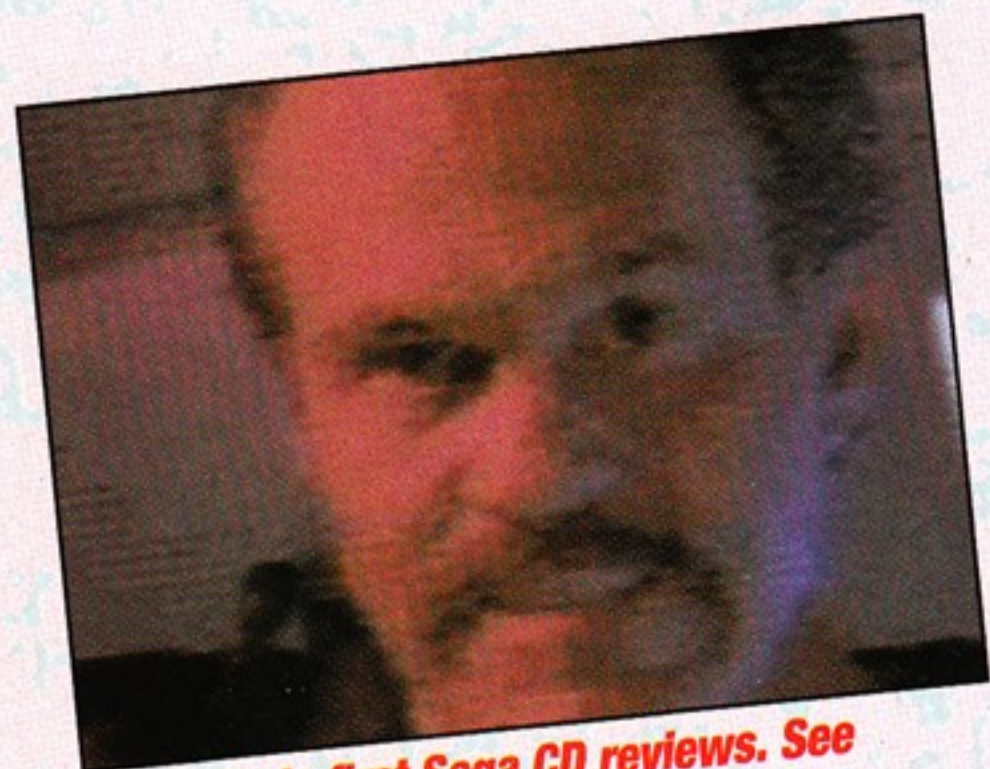
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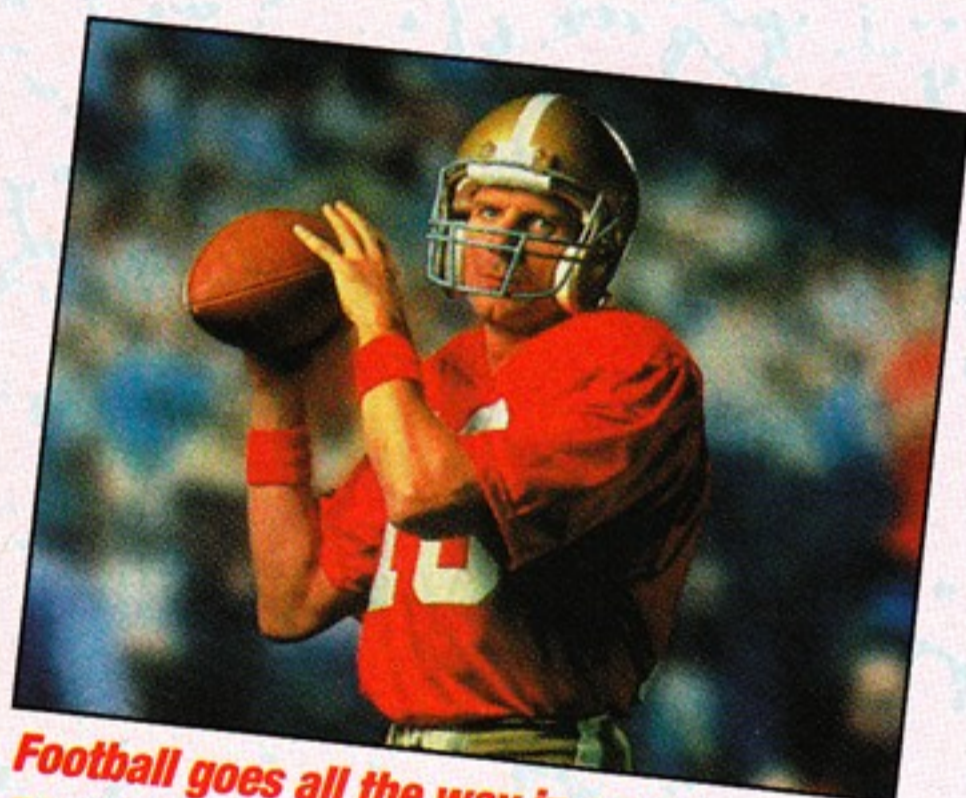
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Quick hits on the hottest new carts!

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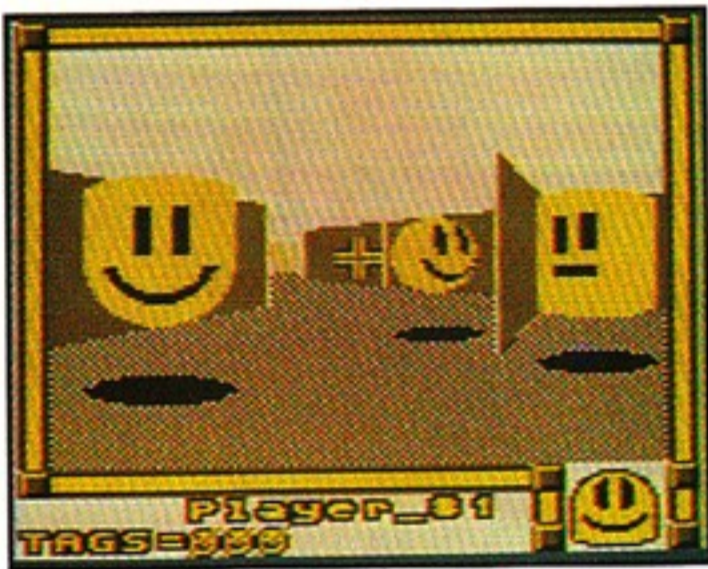
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What's new with Street Fighter II? The NEW Champion Edition! See page 230.

Special Feature: Street Fighter II SNES Strategy Guide

Part 4: Guile, Blanka, and Bison make their moves.

Check out our strategy guide for Street Fighter II for the SNES, beginning on page 105.

FREE Bonus Section!

STREET FIGHTER II

Strategy Guide

#4 OF FOUR

Guile • Blanka • M. Bison
16 pages of game-winning shots, blocks and combos!

Blanka Blanka Blanka Blanka Blanka

Blanka

A young boy named Jimmy disappeared into Brazil after a plane crash. He was raised by wolves. In a mysterious accident, Blanka mutated and gained the ability to channel 1,000 volts through his skin. With the discovery of this shocking technique, Jimmy realized his dream of becoming a World Warrior. He prowled through the rain forests of Brazil, lifted tree trunks to build muscle tone, and learned to propel his massive girth at opponents. Finally, he journeyed to Brazil's cities to street fight the best of the best with a new name and identity - Blanka! His mommy, however, still searches for her lost son and the anklets she gave to Jimmy so many years ago.

Quote:
"Being you in action is a joke!"

Blanka Blanka Blanka

Guile Guile Guile

Guile

Guile suffers from an evil tyrant who tortured him and killed his father, Charlie, during the Vietnam War. In Thailand, a weak Guile barely escaped the clutches of the military base in Cambodia. He slowly rebuilt his strength and fighting techniques. He even piloted a military aircraft, and he learned to control sound waves and "Sonic Boom" projectiles. Guile now stands ready to challenge all challengers in the next tournament.

Quote:
"Go home and be a father!"

Guile Guile Guile

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ELECTRONIC ARTS

The Year in Pro Review

By The GamePros

The holiday season is underway, and GamePros everywhere are all ready to close the book on '92. But, you're in luck! You get to flip open Gamepro magazine to see the hot stuff for '93.

No doubt, we'll all look back on '92 as a year of pivotal changes in the video game industry. 16-bit games jumped to the forefront, and compact disc games made their debut. But, never forget that without the NES all this wouldn't be possible.

When the year began, 8-bit games were on cruise control with the Game Boy and the Game Gear coming up on the outside. Now the flow of NES games is beginning to narrow. Check out Batman Returns by Konami and Robocop 3 by Ocean to see how far they've come. If you like your games to go, we've got two outstanding carts for you - Kirby's Dreamland for the Game Boy and Alien 3 for the Game Gear.

The reason programming time for the NES slimmed down was the veritable explosion of 16-bit games with the Sega Genesis holding strong and the Super NES making dramatic progress. At year's end, Sega and Nintendo are virtually neck and neck. For the Genesis, see Bio-Hazard Battle and Joe Montana III Sports Talk Football by Sega, Road Rash II by Electronic Arts, and John Madden Football '93 by Electronic Arts. The SNES champions this issue are Magical Quest Starring Mickey Mouse by Capcom, Super Mario Kart by Nintendo, and John Madden Football '93 by Electronic Arts.

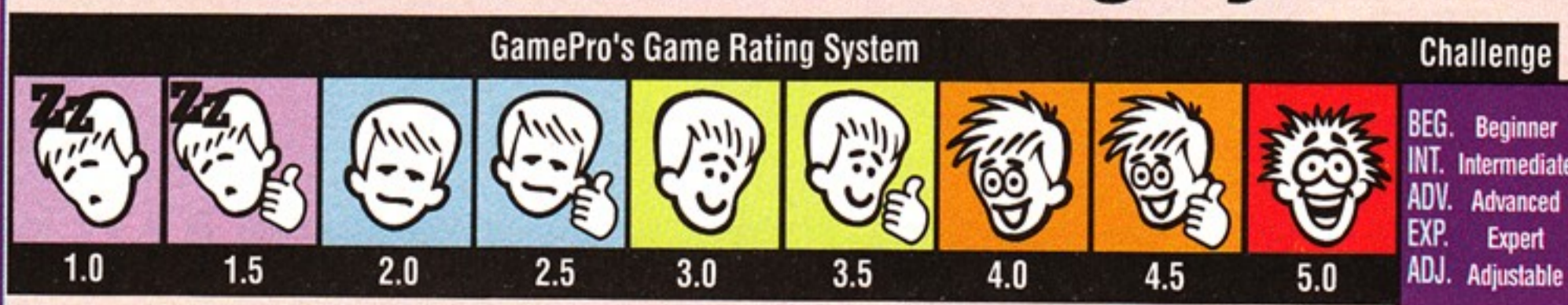
16-bit games are slick, but is the writing already on the wall? '92's ending, and CD's are just beginning. The Summer of '92 is when NEC and Hudson Soft joined forces. Turbo Technologies Incorporated took a bow and the new, enhanced, advanced TurboGrafx-based system, the TurboDuo, is muscling its way into gamers' hearts and onto gaming charts. Examine Loom for the Turbo Super CD and Dead Moon on good 'ole TurboChip.

TTI kept compact discs in our hearts and minds. Now, they hope their Super CD format keeps them one step ahead of the game, because the Sega CD has arrived. Video games will never be the same again - we hope! Scope out Night Trap by Sega and Black Hole Assault by Bignet. See the future and decide if you like it.

Finally, we've got some holiday cheer for you, even if you don't celebrate Christmas. Our reviewers and assorted gonzo gamers offer you a Xmas Wish List. Also, you might find a few stocking stuffers in the special edition of Hardware Helpers.

See you next year, and thanks for helping us make GamePro your magazine!

GamePro's Game Rating System



Graphics: Judges the overall artistic quality of sprites, animation, and background scenery. **Sound:** Critiques music and sound effects. **Control:** Rates how smoothly the control pad commands and the game's interface turn you on to the on-screen action and fun. **FunFactor:** Are you gonna have a good time? **Challenge:** This is the average skill level necessary to play the game. When you can pick skill levels, we label Challenge "Adjustable." **GamePro's Game Rating System:** 5.0=Outstanding! 4.0=Great job! 3.0=Good job! 2.0=O.K. but could be better. 1.0=Wake me up when it's over!

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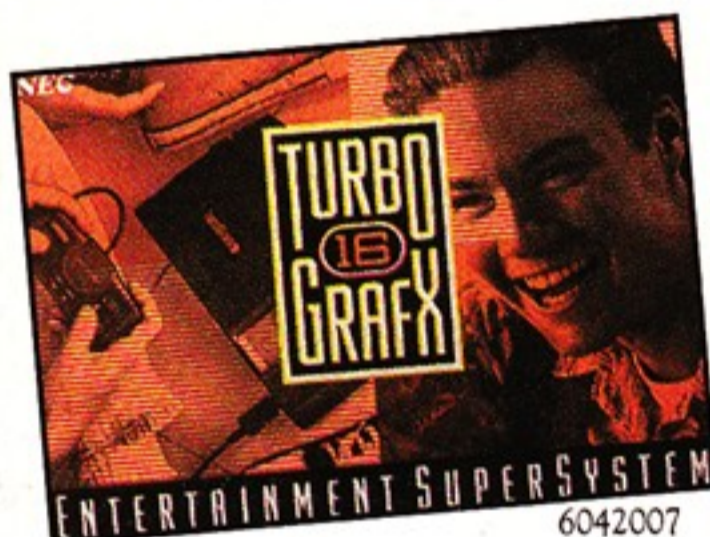
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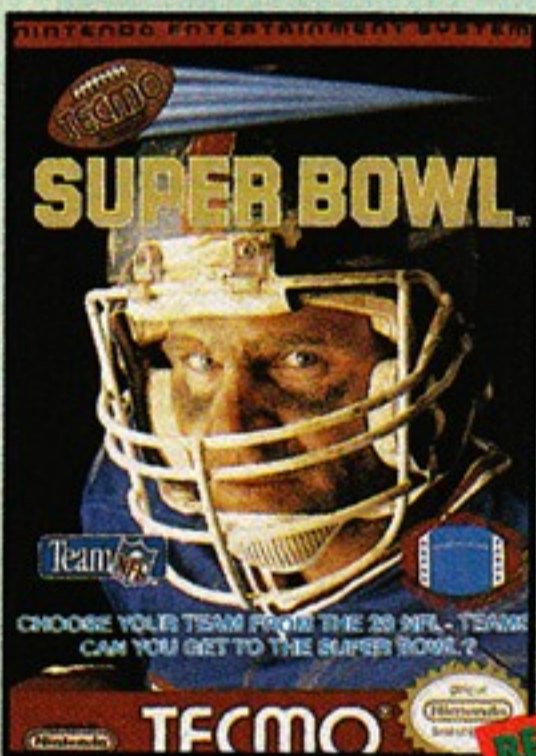
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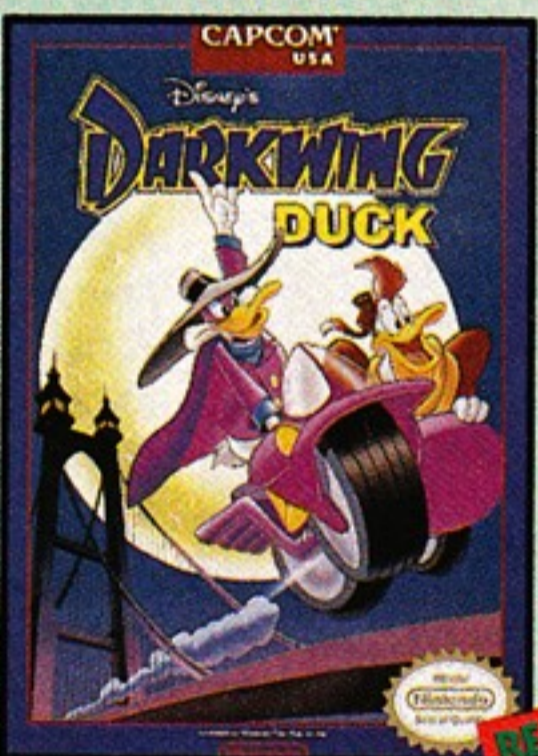
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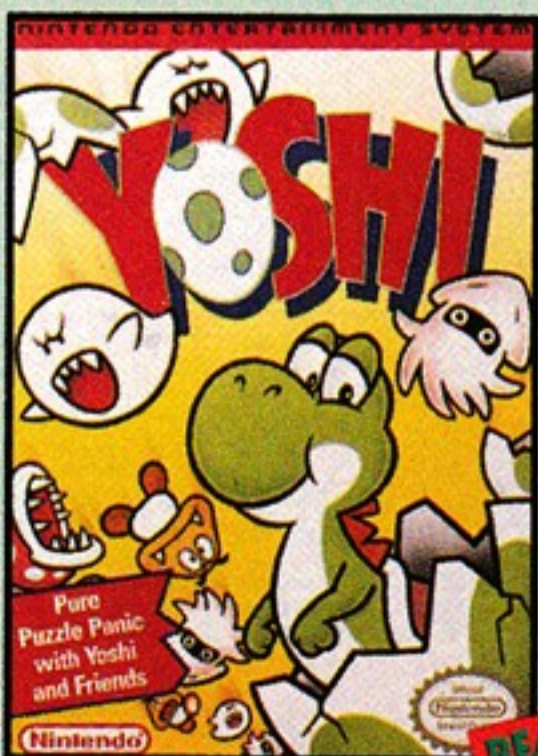
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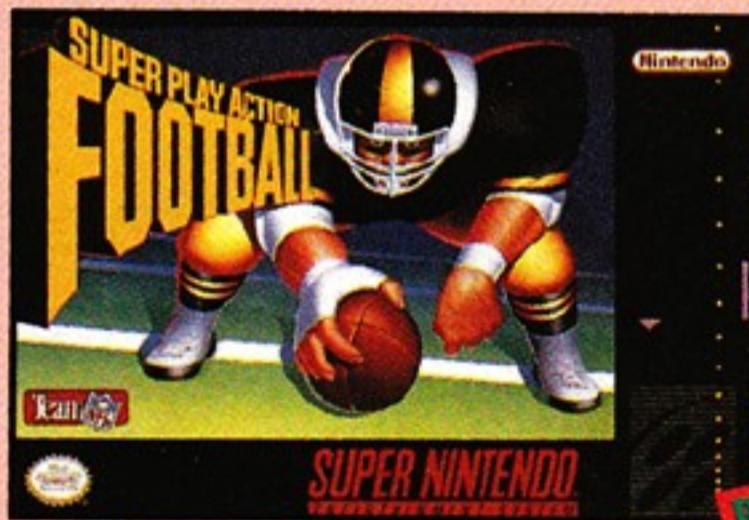
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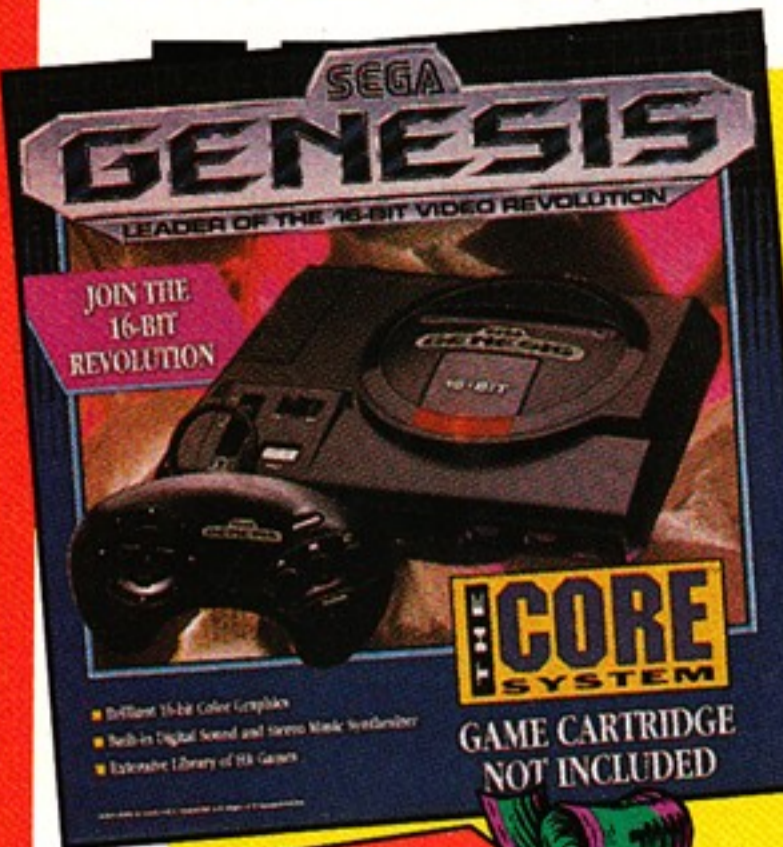
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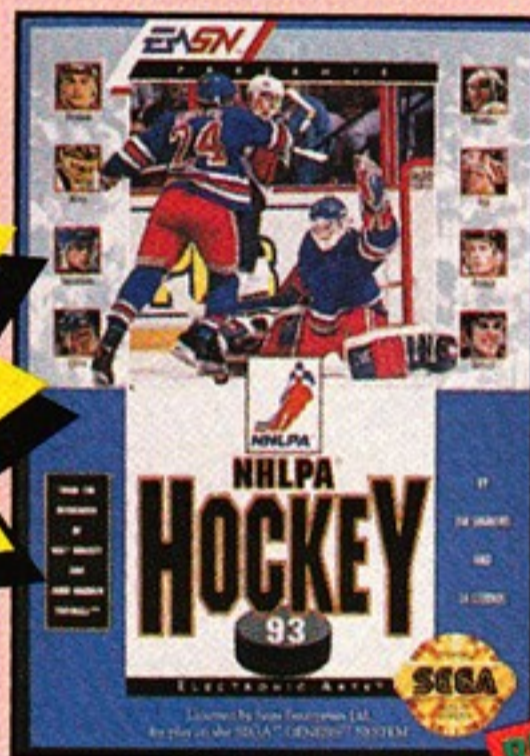
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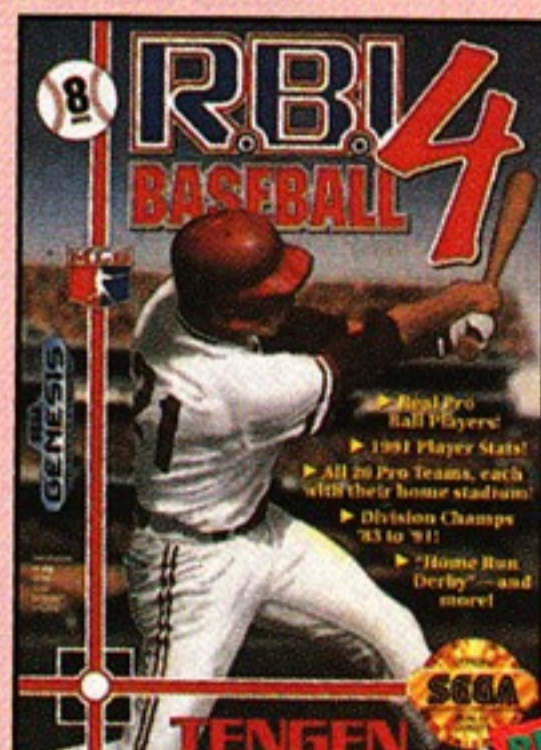
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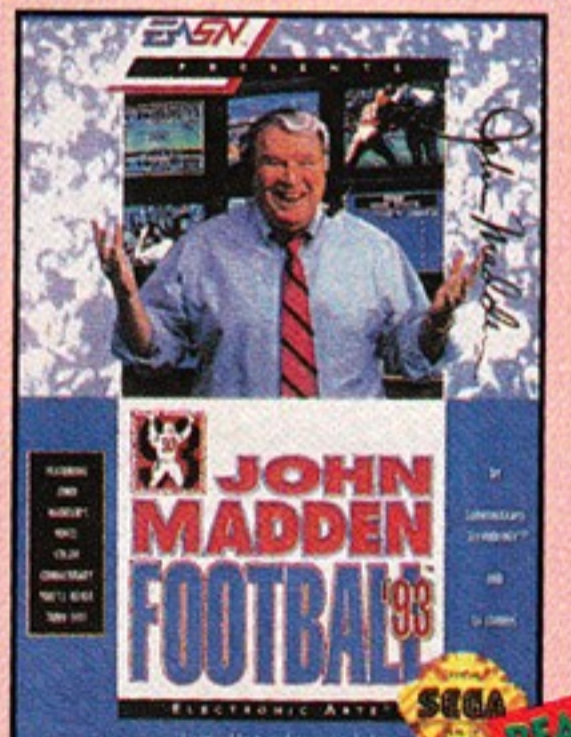
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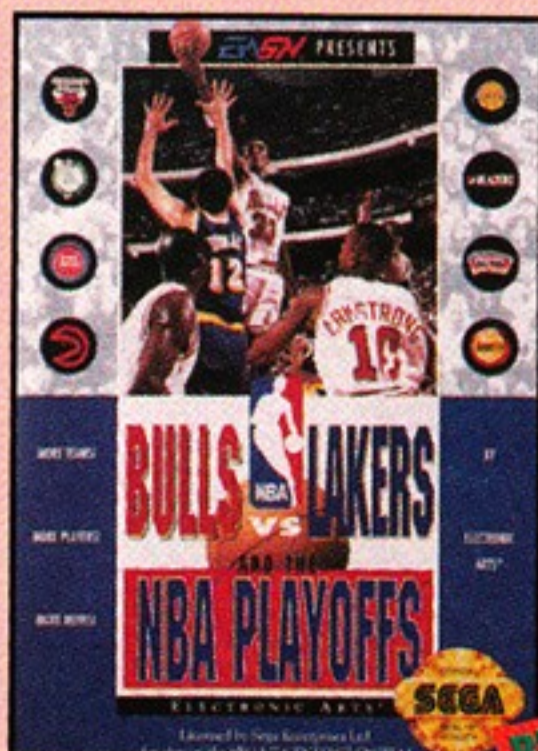
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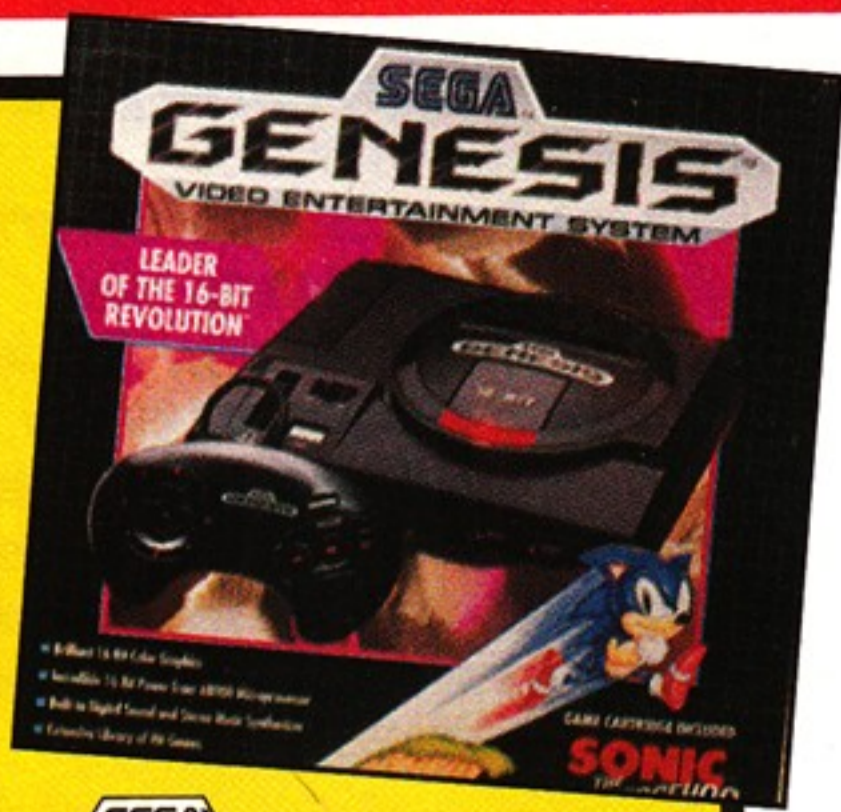
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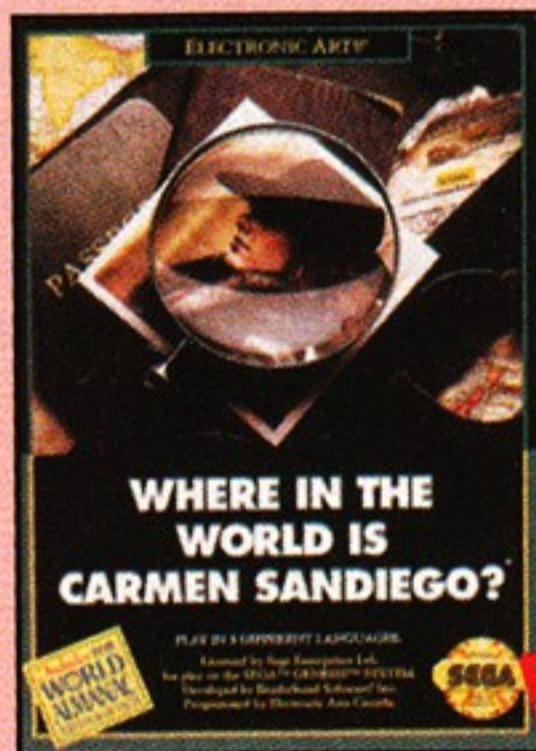
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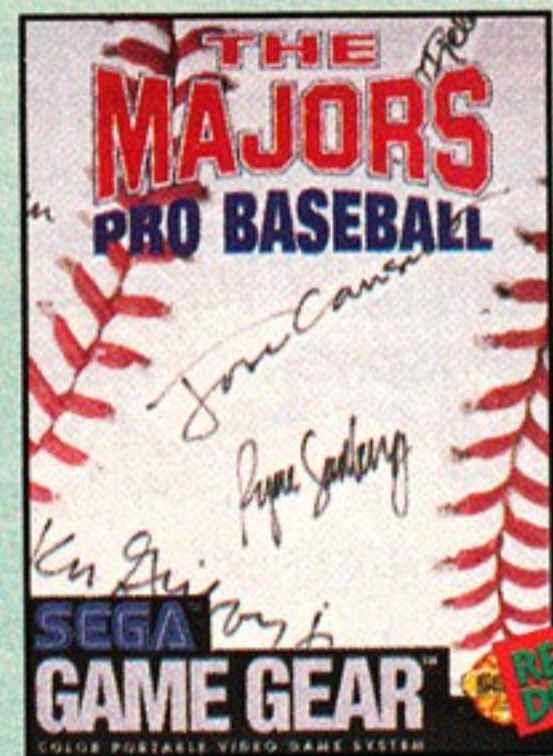
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Disc-y Business

After reading the Turbo Tech Lineup in the September '92 issue, I want to know if the Turbo Duo-CD and the Turbo Grafx-CD systems and software are compatible.

Russ Perry Jr., Omro, WI

(Yes and no. To avoid confusion let's talk Turbo terms. The cartridge that works on the TurboGrafx-16, the TurboDuo, and even the Turbo Express is called a TurboChip. The first generation of CD games that run on the TurboGrafx-CD and the TurboDuo are called Turbo CD games. The new generation of CD games that run on the TurboDuo and on the TurboGrafx-CD with the new Super System Card (See ProNews, GamePro, October '92) are officially called Super CD. The Turbo CD games can be played on the TurboGrafx-CD or the TurboDuo. The Super CD games can be played on the TurboDuo, or on the TurboGrafx-CD if you have the upgrade card. Try saying that three times fast! - Ed.)

Classified Information

Shawn Kelleher from London had a great idea (See The Mail, GamePro, October '92). I would love to buy and sell games through classified ads in your magazine. I think this addition would be a feature that gives GamePro an edge over all of its competitors! Please consider Shawn's idea.

Eric Johansen, St. Louis Park, MN

Another Fine Idea

I like Shawn's idea of having a classified ad section for readers to sell each other cool stuff. To further improve your magazine, I think you should start reviewing Japanese games with ratings and all. Those of us who have the phrase "Mail Order" in our vocabulary would really love a section of this sort.

Robert Smith, Fort Smith, AR

(We try to keep you informed about the Japanese carts in our Overseas ProSpects section, but reviewing them isn't always practical. Let's hear from some other readers on this subject. - Ed.)

A Few of Zach's Favorite Things

I really love one-on-one fighting games such as Street Fighter II and Fatal Fury. However, I really, really love role-playing games. Are there going to be any RPG's that will have beat-em-up action like Street Fighter II?

Zach Wenzel, Appleton, WI

(To date, the level of detail and action in the combat sequences of most RPG's hasn't reached the caliber of Street Fighter or Fatal Fury. However, with the increased storage technology of CD games it's possible for this type of game to be developed. As of yet, we have seen small steps in this direction, including action RPG's like Soul Blazer, and the Ys and Zelda series. Though, no game has successfully melded these two genres. Cross your fingers, Zach, and maybe your dream game will be made. - Ed.)

Spineless

Your magazine is getting too fat! Please use a square-back spine so that your magazine is as durable as EGM or Nintendo Power. By the way, I'm really glad that you've toned down the 8-bit section. Keep up the good work!

Steve Jakobsen, New York, NY

(It's not the size that counts, Steve. As the size of our magazine has been increasing, we've explored options of "perfect binding," i.e. a square-back spine. It seemed like an ideal way to manage the thicker issues, but our readers tend to use the magazine as a reference. If you've ever tried to keep a perfect bound magazine flat and open to a specific two-page spread while jamming on your favorite game, then you know it's near to impossible. By keeping our current type of binding, the magazine can be opened to any spot and it will naturally stay open to those pages while laying flat. If you don't believe us, try it out for yourself. - Ed.)

The Case of the 17 Missing Games

I want to know why Super Nintendo cartridges are being delayed so often. Most games in the CES Special Report of the April '92 issue aren't even out yet. Out of the 37 games that were supposed to be out by this time, only 20 games have hit the market. Are you guys just guessing the release dates, or are these the dates that company's give you? What's going on here?

Robbie Overson, Highland, CA

(Every date you read in GamePro is taken directly from information that we gather from the game companies. Creating a game is an ongoing process that doesn't always fit into a strict schedule. When companies tell us a release date, they do their best to meet that date, but they're only human. The only way to know for sure when a game is coming out is to continue reading GamePro! We'll keep you informed as to the progress or delay of a particular game. - Ed.)

Cruisin' for a Bruisin'

I am a new subscriber and I think your mag is great! I've currently mastered John Madden '92 Football. I've been trying to get people to play me, but most of my friends aren't into video games. In the meantime, I've been beating up on the All-Madden Team with Buffalo. I know I've got it goin' on. I'll play anybody in any city at any time. If you feel like you need a challenge, I'm the one.

Kevin Hayden, Flint, MI

(We've got the whole office doing the Wave for you, Kevin. There are plenty of ways to find other enthusiastic sports video game fanatics without traveling around the world. One way is to visit your local arcade and ask around. Some games get so popular that there are actual leagues where players meet to play on a regular basis. Check with your local video game store for information on these leagues, or start your own. By the way, check out the newest Madden Football games for the SNES and Genesis in this issue's Sports Pages - Ed.)

So, Tell Us What You Think.

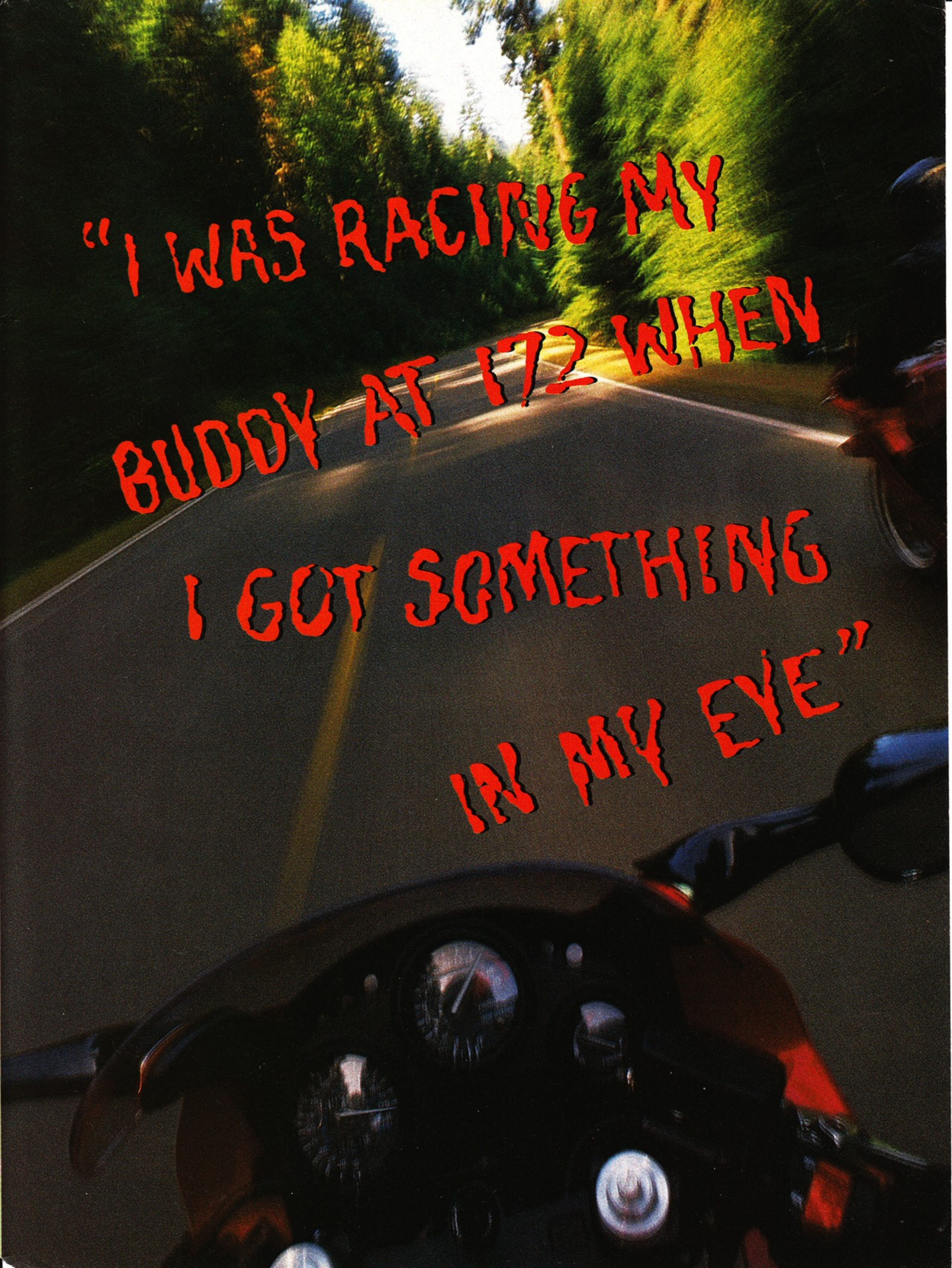
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Thanks for your input!



"I WAS RACING MY
BUDDY AT 172 WHEN
I GOT SOMETHING
IN MY EYE"



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ROAD RASH II

HOT AT THE ARCADES



By Hack 'n' Slash

Taking "S" turns at speeds over 200 mph, and hacking and slashing through hordes of monstrosities is the bill of fare for today's Hot at the Arcades. Ride against the world's best motorcycle-racing champions in Suzuka 8 Hours. Then, lunge into battle in Golden Axe: The Revenge of Death Adder.

Suzuka 8 Hours (Namco)

The latest entry in motorcycle racing simulators is a four-player monster featuring life-size motorcycle chassis units, each with its own monitor mounted between the handlebars. Designed for both participants and spectators alike, the massive base unit features a status board above each rider and a large monitor that enables spectators to view the action from the lead racer's point of view.

Up to four players race simultaneously in this one track, best-of-four laps race. All the bikes are the same. Driving skill determines the winner. Both the throttle and brakes are located in the right handlebar, enabling instant acceleration and deceleration. Riders must lean left and right over 45 degrees to steer through the sinewy course. Because of the full-size chassis, it's much harder to steer than other motorcycle simulators.

The graphics are 32-bit gorgeous! You view the action from a third-person, behind-your-bike perspective. Extremely smooth animation in combination with highly-detailed graphics create a believable sense of speed and motion.

PROTIP: When taking curves, ease off the throttle early. Hit the brakes as little as possible.

PROTIP: Straddle the chassis and keep your feet firmly planted. For optimum control, don't sit directly on the chassis.



This is not just another sit-down simulator. You'll find yourself frantically leaning and lurching as fast as you can. Racing side-by-side against three human opponents makes it even more fun and challenging. Suzuka 8 Hours is an experience!



Golden Axe: The Revenge of Death Adder (Sega)

One of Sega's hottest coin-op hits, Golden Axe, returns in a sequel, Golden Axe: The Revenge of Death Adder. The story line picks up years after the three original heroes have defeated the evil Death Adder. Like fungus, Death Adder has popped up again to seek revenge. This time, four heroes rise to the challenge with a multitude of new weapons and magic powers.

Golden Axe fans will be delighted by the mixture of old and new elements. Sternblade, the barbarian, is more muscular. Dora, the barbarian woman, is a centaur. Goah, the troll, rides atop a huge, unnamed, neanderthal warrior. A new, elf-like warrior named Little Trix has also joined the cast.

New features include one- to four-player simultaneous play, forward- and side-scrolling action, larger character sprites, beautiful 32-bit graphics and animation, spectacular visual special effects, and unbelievable digitized stereo sound and sound effects. The characters move and fight as they did in the original. However, now you have the option of combining creature rides with weapon accessories, such as catapults and arrow launchers.



Golden Axe: The Revenge of Death Adder effectively recreates the thrills of the original, but its bevy of new twists and features make it a unique game on its own merits. This worthy sequel carries on the tradition of a classic title!

PROTIP: Save magic powers for the bosses. You'll need them.

PROTIP: Move and fight in groups to cover all directions from attack.

WHEN YOU RACE WITH "THE DUEL," IT'S ADVISABLE TO CARRY A SPARE.



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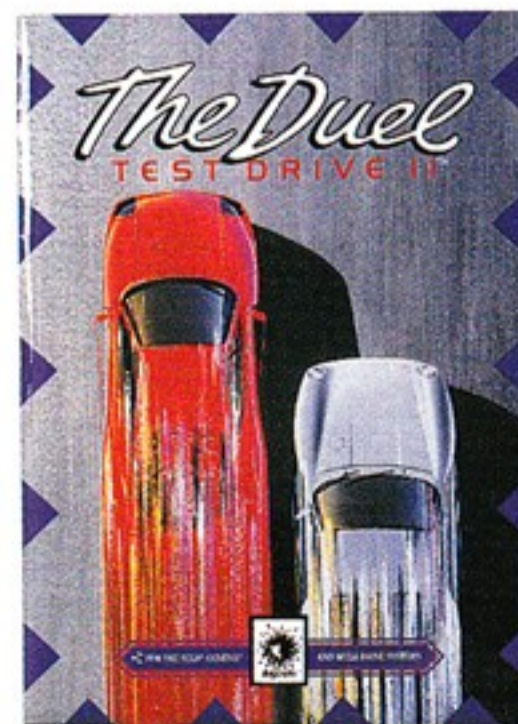
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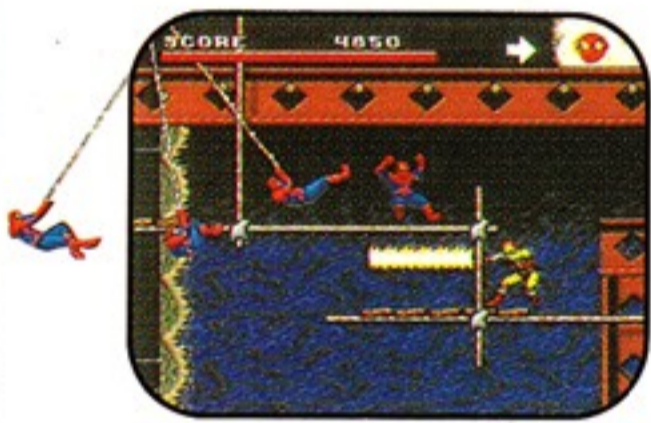
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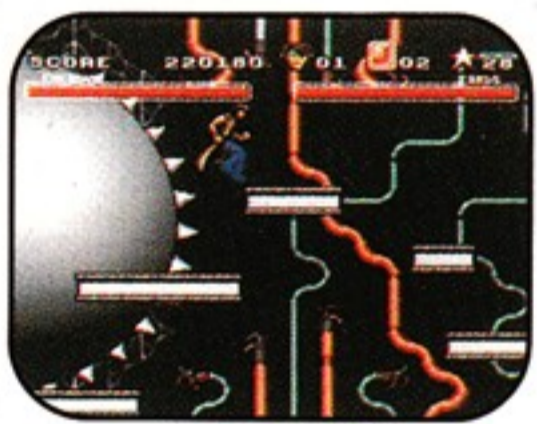
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Believe it or not,

*An interview with
Scott Bayless, CD developer at Sega.*

the brains behind Sega CD™

What are the technical advantages of Sega CD?

Basically, it offers massive storage, which means we can now use real video action. A 16-bit cartridge could only hold a few seconds of motion video. But the CD holds over 500 megabytes, so you can now play for hours, interacting with real video.

don't wear pocket-

So the games will be more realistic?

Yeah, way more realistic. We have a second processor and a special graphics chip, so our zooming, scaling, and rotation is incredible. And we use a lot of real-life video you can actually interact with. Characters will speak to you and harass you.

protectors or glasses

What do you mean "interact"?

For example, there's a game called "Night Trap,"™ that uses all real-life footage with real actors, and you control the action. You have to rescue girls from a house full of ghouls by operating a surveillance system, and trapping them in different rooms. It's like controlling the plot and the action of a real movie, from start to finish. It's pretty wild.

held together with tape.

Do you have a personal favorite CD game?

Yeah. I like the INXS music video game, where you can re-edit their videos with different special effects and graphics. The sound on all the CD's is pretty amazing; it's just as good as an audio component. Plus we're using a lot of original music. When you hook it up to your sound system, it's like playing in a whole new realm. It's really amazing. You forget where you are.

(Those guys work for our competitors.)



NINTENDO PRO REVIEW

By Slasher Quan



The Bat, the Cat, the Penguin – and the Nintendo cartridge! Konami brings the

Caped Crusader's second silver screen adventure to the video game screen in *Batman Returns* for the NES. Konami and this hot license sound like a great formula for an instant 8-bit classic. Unfortunately, both the film and the game get mixed reviews.

Visions of Thugs Dancing in Their Heads

It's the night before Christmas, and all through the town, things are really hop-pin' when Penguin's gang brings the house down! The Mayor plans a nice, traditional, tree-lighting ceremony, but the Red Triangle Circus Gang has other ideas in mind – namely chaos! They pop out of a giant gift-wrapped box, snare the Ice Princess, and spread fear into the hearts of the crowd. Looks like a job for the Dark Knight.



The Mayor shines the Bat-signal, and *Batman Returns!*

Familiar Crime Fighting

Batman Returns is a somewhat satisfying, side-view, action celebration that puts up a good fight, but shares many traits with Konami's Teenage Mutant Ninja Turtles. In fact, put a black mask on Leonardo, exchange Shredder for the Penguin, remove the second player, and you've got the basics for this cart. Unlike the 1990 Sunsoft game, this entry focuses less on Batman's nimble moves, and more on beat-em-up street brawling.

You, as Batman, get an inconspicuous arsenal to flush Penguin and declaw Catwoman. Your main bandit-beaters are your fists. You can also activate two utility belt weapons: Batarangs, for long-range attacks, and the Grappling Hook, to hoist yourself up to ledges. Additionally, you get a block move for defense, a slide maneuver, and the Cape Spin attack. Each use of the Spin depletes your lifeline, but automatically nails villains in the vicinity. Sound familiar, *TMNT III* aficionados?



PROTIP: If you're down to one life unit, go nuts with the Spin attack before you bite the Bat-dust.

For all the predictable Bat-weaponry, the character control in this game fairly glides. In the heat of battle, pressing Select to switch between Batarangs and the Grappling Hook is a pain, but otherwise the 'Man is a smooth mover.



PROTIP: Hold Down and tap A to slide rapidly. You'll take out ground-based attackers faster than they can retaliate.

Guarding Gotham City

The Caped Crusader traverses six Bat-Stages to skin Ms. Purrs and put the Birdbrained One on ice. Most of the game play is side-scrolling fisticuffs, but you also get some Bat-vehicle action.

In Stage 1, you accost the Circus Gang in the main plaza. The action here is a warmup for later levels. At area's end, you meet the first in a long line of bosses, the Tattooed Strongman.



In Stage 2, you play with a new fiendish friend, the Catwoman, who doesn't spare the whip. Scaling the side of Shreck's Department Store is your first opportunity to implement the Grappling Hook.



MAN URNS

You finally get a shot to save the Ice Princess in Stage 3. You fight your way to the top of a skyscraper, then fend off a double dose of bosses. Even if you emerge victorious and you saw the movie, you know the Princess' sad fate and the resulting Bat-insinuations.



PROTIP: Use your Grappling Hook to ground toy helicopters in the Department Store.



PROTIP: In Stage 3, grapple into secret rooms to record an incriminating Penguin conversation. You need the tape to clear the level.

Stage 4 finds Batman chasing a runaway Circus Train, on foot and in the Batmobile. The Red Triangle's bent leader, Penguin, kidnaps all the firstborn kiddies in Gotham. The Dark Knight must save them. The Batmobile level is a cool diversion from the main action.



PROTIP: Motorcycle riders bail from their bikes and try to cling to the Batmobile! Shake them off, or you'll lose energy.

Penguin does himself one worse in Stage 5 by arming a hodgepodge collection of penguins with bombs. Batman slinks through the streets and alleyways to find the remote control. Then that directs the Penguin's demolition efforts. He confronts the Penguin's rubber ducky mobile.

The grand finale comes in Stage 6, the subterranean Arctic World. Penguin's domain is frigid, but you chill out in a

sleek Batskiboat level, where you snag bonus Bat icons for life and the pursuit of 1-ups. Finally, you return to ground combat and battle the Penguin.



PROTIP: From a safe distance, toss Batarangs at the Duck Vehicle. When it rolls near you, slide away, turn, and fire.

The crooks in this cart are an average-looking, unimaginative assortment. You'll find stilt walkers, handgunners, strongmen, and other crown fools of crime. As a gang, they're a menace to society and your chance of survival. This game's a Bat-challenge, but passwords make it playable.

Dark Knight, Dark City

Batman lives his night life in the shadows of Gotham City, and the same applies on the NES. The dark, color-deficient graphics are sharp and distinct, but not even close to an 8-bit masterpiece. The occasional cinematics are there, but don't pop off the screen like a VCR tape. Tunes-wise, the music and sound effects could be from any Konami action game.

He'll Get Us Next Time

In a year of few 8-bit standouts, Batman Returns is a good choice for fist fighters and Robin-wannabes who aren't expecting anything extraordinary. However, the crime stopping is not up to par with an innovative original. The Dark Knight is invited to return to the NES again someday, hopefully with a few more tricks up his Bat-sleeve.

Batman Returns by Konami				
Graphics	Sound	Control	FunFactor	Challenge
				ADV.
3.5	3.5	4.5	3.5	Advanced
Price unavailable Available December Action		One Player Passwords		

NINTENDO PRO REVIEW



By Otter Matic

The OCP is up to its old tricks again. This time it's sending in Rehab Officers to force helpless families out of their Old Detroit homes to make way for a new metropolis, Delta City. When RoboCop sees the bulldozers, he leads the resistance against the Rehabs and the OCP. In this futuristic, side-scrolling action/adventure game by Ocean, RoboCop enforces justice with a heavy metal hand.



PRO TIP: Make your experience count. After you've failed several times, use the Repair Section to repair the parts of RoboCop that'll be used the most in the next level.



PRO TIP: To defeat Ottomo in the middle of Level Two, stand on the platform at the bottom middle of the screen and fire at him. When he jumps onto your platform, jump away. Then return to it and commence shooting.



Out of Control

RoboCop is pretty simple to control, except when you're trying to shoot downwards. Shooting down requires you to first shoot in any other direction. Then, while holding down the shooting button, you must press Down. You'd better practice, because it's key to winning the game.



PRO TIP: Duck whenever you can to avoid the enemy's shots. You'll be able to shoot them, but their shots will go over your head.

Think about It, Creep

If you're a big fan of RoboCop, or decent side-scrolling action/adventure shooters, then this game is a must. It's familiar fare that offers some interesting features like the message bar and the Repair Section. If your NES neighborhood is in trouble, you can call the police, or better yet, call RoboCop.

To Protect and Serve

Just like the movies, RoboCop 3 is an all-out shootout with a seemingly endless supply of ammo and enemies. As RoboCop, you maneuver your hulking frame through five levels of running, jumping, and shooting action. Unlike most side-scrolling shooters, one bullet doesn't take you down in this game. In many situations you'll have to endure a few shots to make it past the bad guys.

Your strength appears on-screen as a numerical percentage called the Efficiency meter. This game also displays the strength of every one of the enemies you encounter. Many of them require multiple shots to destroy them, so plan your attack strategically, or die in the process.

Another cool feature in this game is the message line that scrolls across the top of the screen. If one of your body

parts malfunctions, a warning appears on the message bar. Otherwise, the message bar displays taunting threats to your enemies like, "Come and get it, scum."

We Can Rebuild Him

For added realism, RoboCop's arms, legs, body, and head absorb damage individually. To regain full functionality in these areas, you must use the Repair Section at the end of each level to add-on strength. The graphics here are cool — you actually see the robot mending when you apply power-ups to each area.

RoboTunes

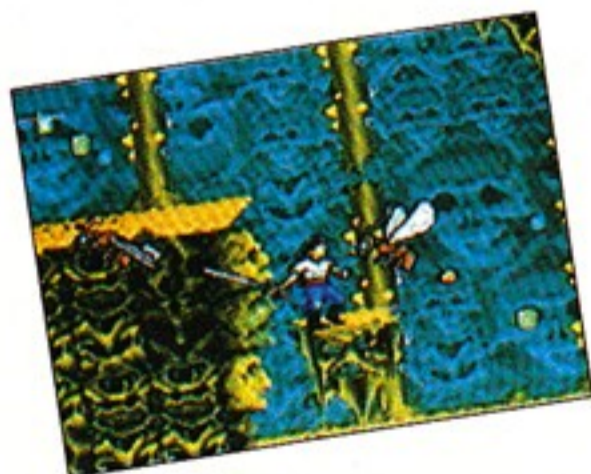
The tunes and booms in RoboCop 3 are standouts. The soundtrack creatively stretches the sound capability of the NES. If you prefer your own sound, you can switch off the music or the sound effects.

RoboCop 3 by Ocean				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.5	4.0	3.0	3.5	Intermediate
\$49.95 Available now Action/Adventure		Two Players Continues		

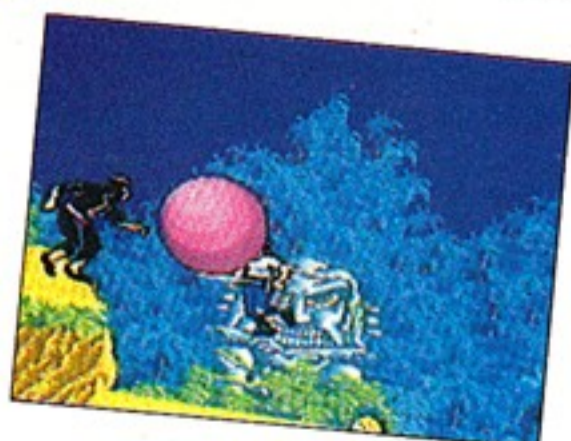


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NINTENDO PRO REVIEW

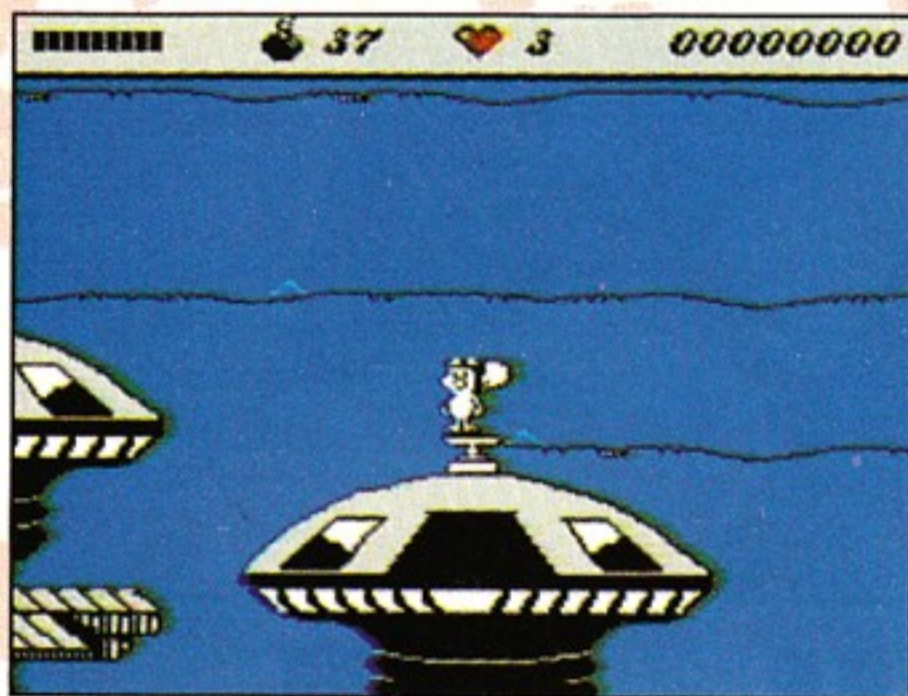
By Abby Normal



Hokey smokes! Rocket J. Squirrel and Bullwinkle the Moose (a.k.a. Rocky and Bullwinkle) have finally staked an action/adventure claim in the NES video dimension. Tagging along with them are their perpetual arch enemies, Boris Badenov and Natasha Fatale.

Millionaire Moose

Our ever humble bumbler, Bullwinkle, has inherited a wad of bucks. Rocky and his doof-meister sidekick must motor from Frostbite Falls to the Abominable Mansion to gather the goods. Natasha and Boris are going to do their best to make the trip an unpleasant one. In fact, they've recruited gun-slinging bandits, snakes, ghosts, and more to help them.



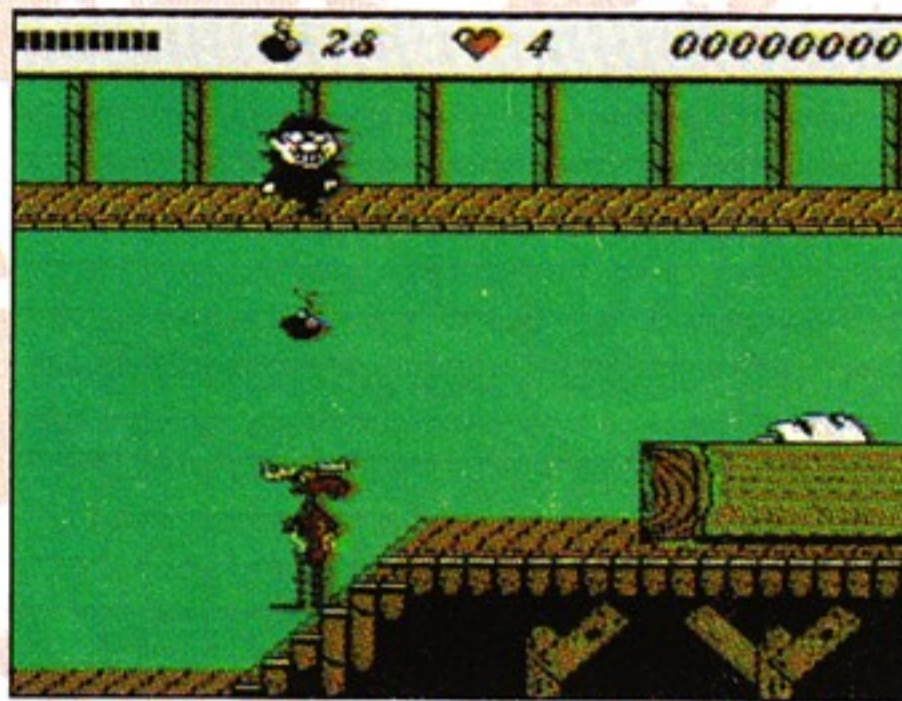
PROTIP: To navigate the power towers in Level One, take flight as Rocky. Gently guide him down to light on the tower. When he hits it and bounces, guide him forward to the following tower for safety. Repeat this procedure all the way across.

That Old Time Rock 'n' Bull

In this five-level, multi-scrolling, side-view adventure, you'll trek across rivers, through woods, across wild west-style

plains, into the belly of a steamship, and more. The limited 8-bit graphics may induce a trip down memory lane, but they will make you want to take a more scenic road. They capture the style of the original, visually-simple R&B cartoon, but just barely. Also big fans of the cartoon's theme song will be sorely tested by the repetitious track.

Creature control isn't on the upside of swift and speedy, although you can swap between Rocky or Bullwinkle at any time. Watch out, though, you may switch between our heros accidentally, to your detriment. Both have their own special talents. For example, Rocky soars over danger, while Bullwinkle lowers his antlers and plows right through it.



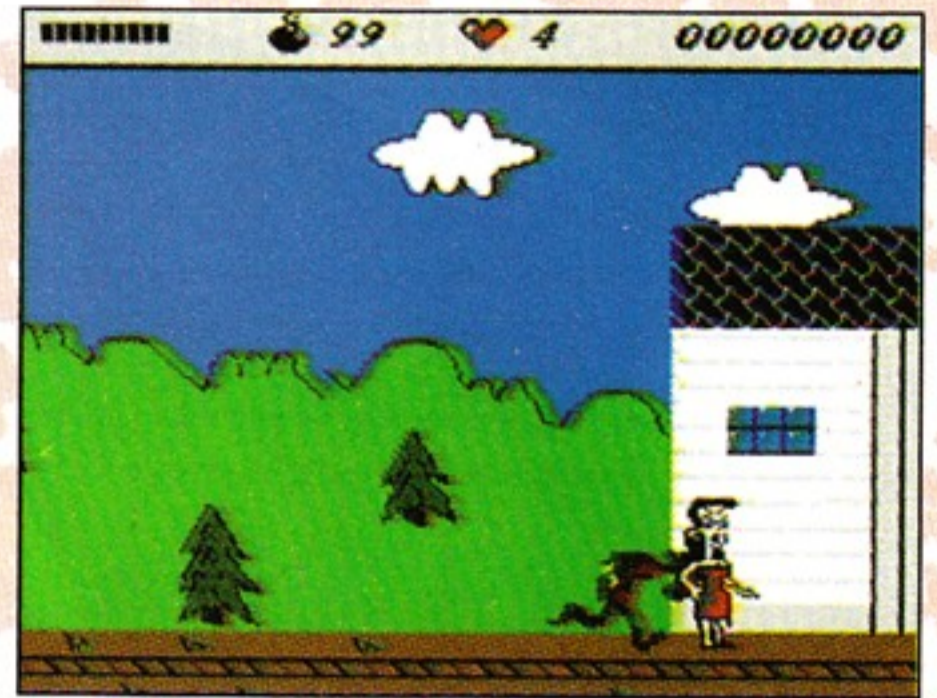
PROTIP: When an enemy's situated above you, use Bullwinkle to toss bombs. He has a higher throwing range, and he's more adept at walking up stairs than Rocky.

Mastering and maximizing your Moose and Squirrel skills is the key to survival. Be prepared to switch back and forth a lot. Don't look for handouts. You begin with four lives, and extras are few and far between.

PROTIP: Stock up on bombs and life potions. As Bullwinkle, fight your way past the first enemy. Jump onto the ledge, collect the life potion and bombs, then head left. Before you reach the gap, change to Rocky and fly across it. After you land, turn

around, fly back, change back into Bullwinkle, and re-collect the regenerated bombs and life potion.

PROTIP: In the second part of Level 1, climb the stairs as Bullwinkle, then switch to Rocky to go under the red bombs.






PROTIP: Use Bullwinkle's head-butt attack to plow down Natasha.

Animal Appetite

Although the slow and steady action of T.H.Q.'s Adventures of Rocky and Bullwinkle may not satiate the appetite of a really hungry advanced NES gamer, the lack of continues in this game give it enough challenge to provide a good snack for middle-of-the-road players. Die-hard fans of the famous Moose and Squirrel might want to plug in the game just for old TV times sake. If you're dying to know the conclusion of "Rocky on Ice or Moose Gets the Noose," then put this cart on the bottom of your Christmas wish list.

The Adventures of Rocky and Bullwinkle by T.H.Q.

Graphics	Sound	Control	FunFactor	Challenge
				INT.
2.0	3.5	2.5	3.0	Intermediate

Price unavailable
Available December
Adventure

One Player

The Adventures of ROCKY and BULLWINKLE

SNAKES, RATS, POISON AND DANGER. IT'S LIKE EATING IN THE CAFETERIA.

INDIANA JONES and the LAST CRUSADE™



From the caves of Utah to the deserts of Arabia...
You're Indy on a quest for the Holy Grail.



The catacombs are a dangerous place, skulls, bones, fiery rats and the constant threat of death.



Navigate the caves, fend off the enemies and find the Cross of Coronado.



Storm Castle Brunwald; but don't slip. It's a long and dangerous fall you won't live to tell about.



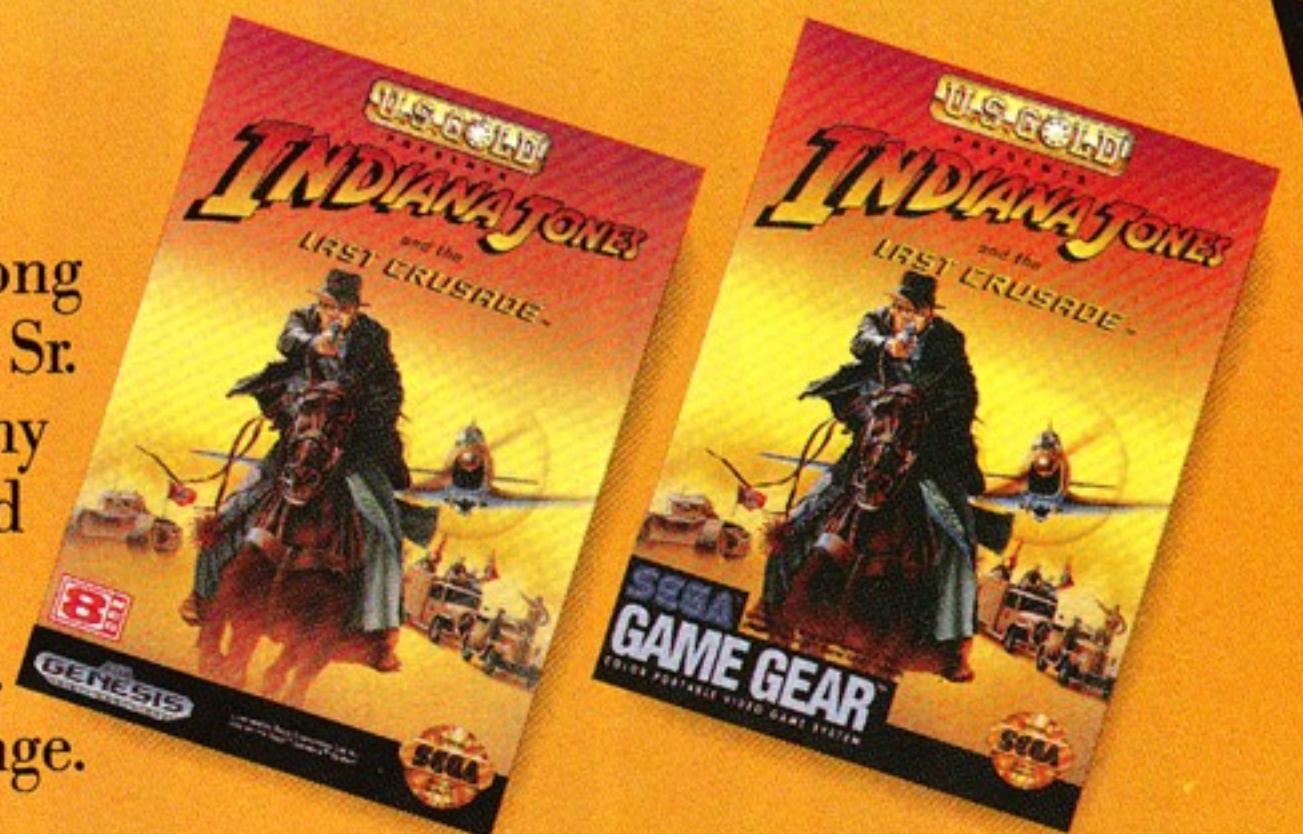
You don't have time to pet the animals on this Circus Train.



You're fast, but are you clever? Solve three puzzles of the Grail Temple or it's goodbye Jones Sr.



Not only is the Holy Grail about to fall into the wrong hands, they already have their hands on your father, Dr. Jones Sr. There is still time but you better step on it and don't make any mistakes. Fight your way through five levels of danger packed action. Be smart, steady and above all fast, and you might have a chance. Blow it... Your father and the world are doomed. This game is only recommended for those up to the challenge.

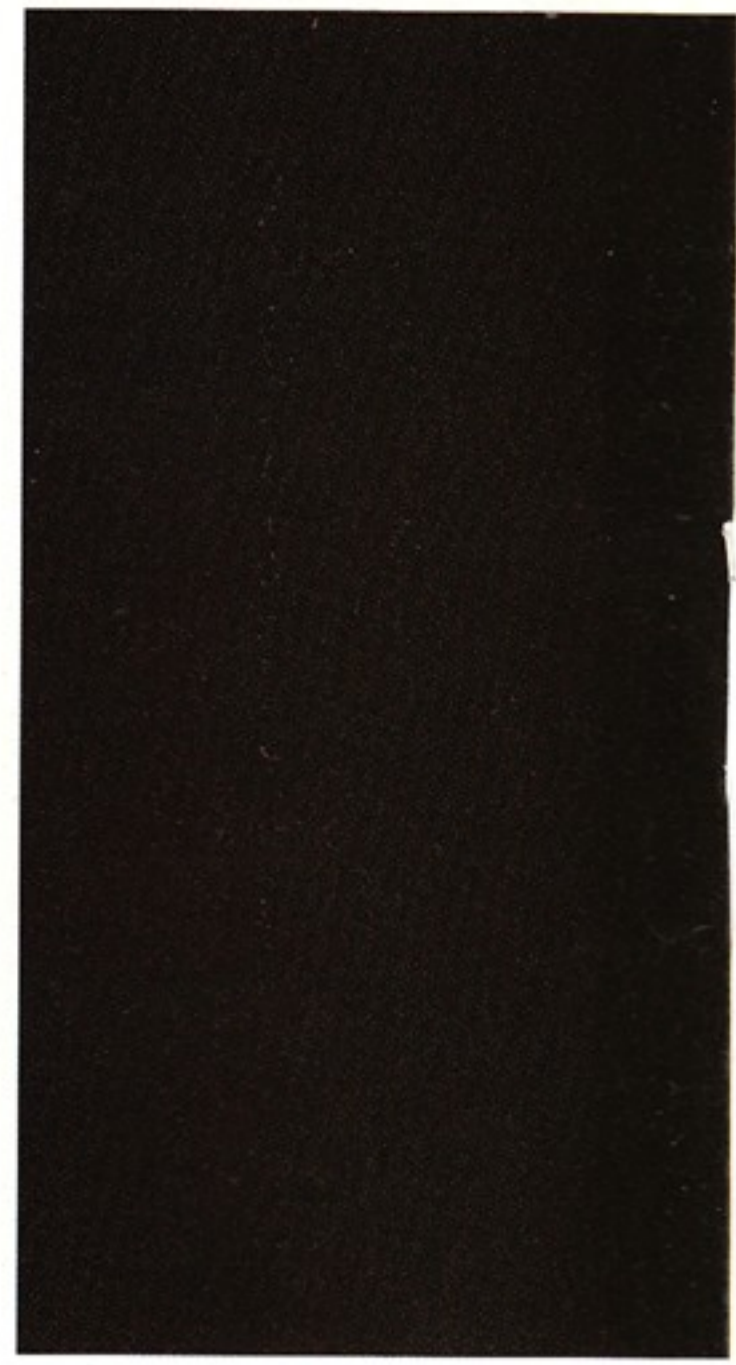


Available for Sega™ Genesis™ and Game Gear™

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THE GOOD



The Aliens are fast, spit acid...
...and right behind YOU!



THE UGLY!





You are a warrior
from the future...



...sent back to
protect John Connor
from the T-1000.



THE BAD



He's back, she's back and it's back!!! And they're hunting for *you* in these hot new sci-fi video game blockbusters. T2™: THE ARCADE GAME™ explodes with all the incredible action of the arcade smash! ALIEN 3™ pits you against deadly face huggers and acid-spitting aliens. PREDATOR 2™ is the final showdown between the intergalactic stalker and L.A.'s finest.

So get the good, the bad and the ugly... before they get you!!!



Guess who's in
town with a few
hours to kill!



Rescue hostages
before they end up
Predator trophies.



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PORTABLE TUNES



What's more fun than watching a cartoon? Starring in one! Bugs Bunny, Daffy Duck, The Tasmanian Devil and many other favorite Looney Tunes characters circle the world in a wild and totally looney adventure. You control a different character through six wild and wacky "mini-cartoons"—plus a blast of a bonus round—it's like playing seven different games in one!

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Hit! Fly! Shoot! Ride!

Get Tengen's great hits for your Genesis™ and you'll do more than play. Everything's so real, you'll live the action and excitement!

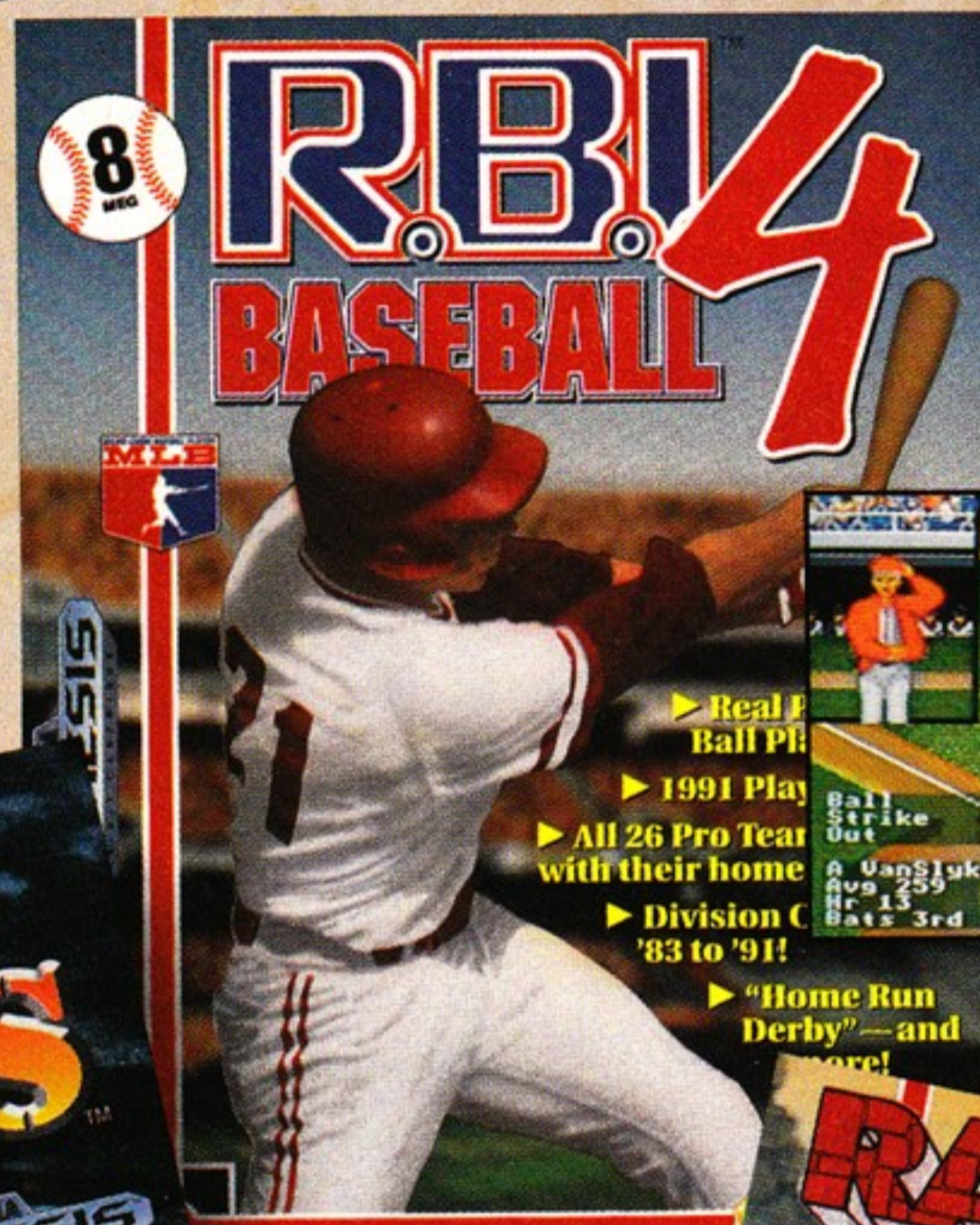
RBI™ 4 has such awesome animation, graphics, sound and realistic play, you'll experience every crack of the bat, every roar of the crowd as you play in the big league!

In **STEEL TALONS™**, feel your stomach drop,

your hands sweat and your heart pound as you fly the Army's most advanced attack helicopter on dangerous combat missions!

Fire away in **RAMPART™**, an explosive game of superb strategy, graphics and action, as you seek to conquer the Middle Ages!

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- ▶ Division C '83 to '91!
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Super real baseball graphics and action — and more!



On Sale Now!



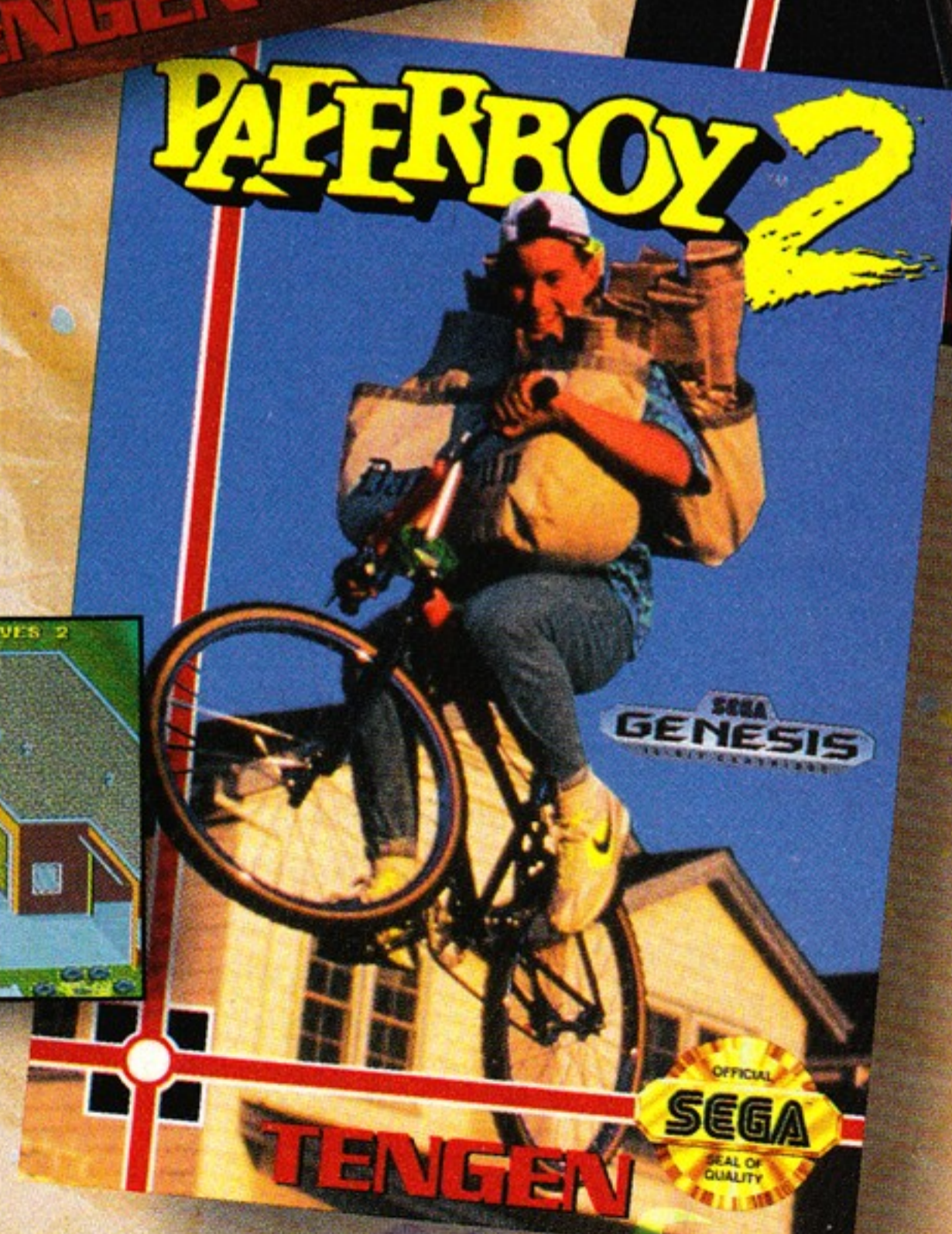
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Build fortresses and position cannons before the battle!



Advanced combat flight simulator with 360° polygon graphics.



All-new graphics with action on both sides of the street! Coming Jan. '93!

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1992 Christmas Wish List



As the holidays approach, calls come into the GamePro offices on a daily basis asking us which system or software to buy. To save you the toll call, we decided to ask all of our regular GamePro reviewers to make out their holiday wish list. We asked them to tell you what games, hardware, and gadgets they'd like to receive this holiday season and why. Some of their answers were predictable, and some were surprising. You'll also discover that some of their reasons are, well, pretty strange. But all in all, they've made up a list that's worth checking twice! Happy gaming!



By William Yohann Pout
a.k.a. Will Y. Pout

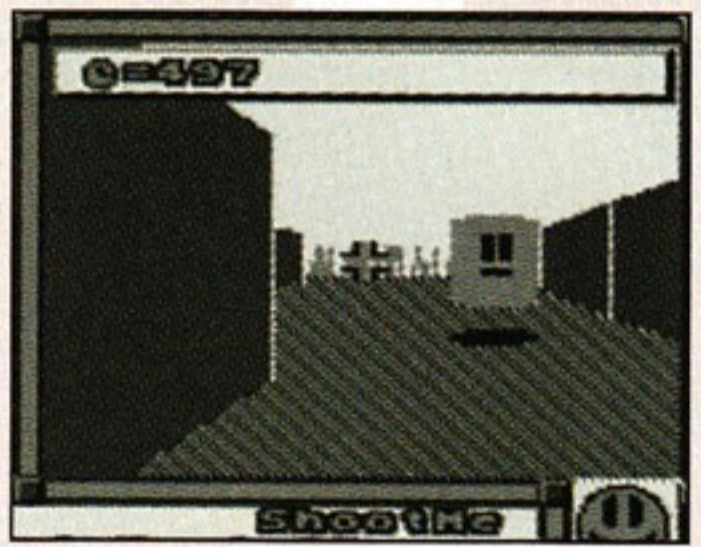
makes even Arnold Schwarzenegger look like a little running girly man!" (See GamePro, Feb. '92)

NCAA Basketball by Nintendo (SNES)

"The bodacious ball-bouncing, basketball-bangin' action will have you stuffing more than stockings and turkeys this holiday season." (See GamePro, Aug. '92)



By Boogie Man



Faceball 2000 by Bullet-Proof Software (Game Boy)

"This totally amazing game will wipe the smile off someone's face. Play solo, but four-player is the ultimate way to Have a Nice Day." (See GamePro, Nov. '91)



ASCII Pads (SNES or Genesis)

"Blast bogus bummin' bad guys, royally rip records, and excel to epic proportions with this 16-button piece of aparati that'll have sugarplum fairies dancing on their heads!" (See GamePro, March '92)



Out of This World by Virgin (SNES)

"This challenging game is unlike anything you've ever seen on a video game system. You'll be lost for days – and enjoy every minute of it." (See GamePro, May '92)



Road Runner's Death Valley Rally by Sunsoft (SNES)

"Rev up for great-looking, fast fun, and a tough challenge. Beep, beep!" (See GamePro, Nov. '92)

Alien 3 by Arena Entertainment (Genesis)

"This game takes in-your-face, ET-busting action seriously." (See GamePro, Oct. '92)

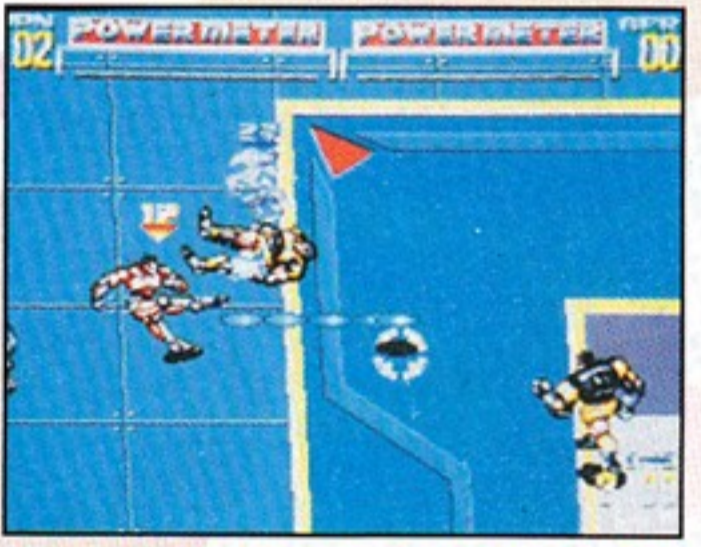


NHLPA Hockey '93 by Electronic Arts (Genesis)

"Slash, crash, and bash on skates that thrash the rink and won't leave you falling through thin ice. This ragin' hockey game is the most exciting sport goin' on in winter." (See GamePro, Nov. '92)

Street Fighter II by Capcom (SNES)

"You get to travel round the world, and meet...uh, I mean, beat people from different countries! It's Street Fightin' at it's best." (See GamePro, Aug. '92)



Soccer Brawl by SNK (Neo-Geo)

"Grab some sizzlin' summer action to kick off winter. Santa's not gonna have any trouble figuring out who's naughty or nice in this Soccer Brawl." (See GamePro, June '92)

Dr. Mario by Nintendo (Game Boy)

"Take a chill pill from old Will. This classic Tetris-style puzzler is a sure cure for the winter-time blues and flus!"



Smash TV by Acclaim (SNES)

"The SNES home version of this runaway arcade mega-hit



Axelay by Konami (SNES)

"Awesome graphics keep up with this game's thumb-blistering shoot-em-up action." (See GamePro, Aug. '92)



Hook by Sony Imagesoft (SNES)

"This is the sleeper action/adventure game of the year, and it's much better than the movie." (See GamePro, July '92)



R.B.I. Baseball 4 by Tengen (Genesis)

"The latest in the series boasts great baseball for all red-blooded Americans. All you need is peanuts and soda." (See GamePro, Oct. '92)



The Empire Strikes Back by JVC/Lucasfilm (NES)

"They used the Force on this fantastic-looking 8-bit game." (See GamePro, March, '92)

TurboDuo by Turbo Technologies, Inc.

"With this system, you can serve up an order of discs and 'chips any time you want." (See GamePro, Nov. '92)



Sega CD System by Sega of America

"CD games, yah just gotta have 'em." (See GamePro, Oct./Nov. '92)



By Toxic Tommy

Faceball 2000 by Bullet-Proof Software (Game Boy & SNES)

"The Game Boy version is the numero uno four-player game around. Have a nice day!" (See GamePro, Nov. '91 and Sep. '92)



The Addams Family by Ocean (SNES)

"This Family affair is kooky, spooky, ooky, tough, and fun." (See GamePro, July '92)



Super Bowling by American Technos (SNES)

"You can keep your sissified air-filled balls. Bowling is the happening sport and this cart is happenin'." (See GamePro, July, '92)

Street Fighter II: Champion Edition by Capcom (Arcade Machine)

"The SNES version is great, but you can't beat the real thing. Besides, living with the coin-op is the only way you're ever

going to dust Dr. Dave." (See GamePro, Aug. '92)



Death Duel by RazorSoft (Genesis)

"This game makes you think AND shoot. What a concept!" (See GamePro, Oct. '92)



Gate of Thunder by TTI (Turbo CD)

"This game has outrageous graphics and intense shooting that's sure to blow your mind." (See GamePro, July '92)



Tetris Plus Bombliss by Bullet-Proof Software-Japan (Famicom in Japan)

"I want more Tetris. I want it now." (See GamePro, April '92)



The Menacer by Sega of America

"This is a solid light gun packaged with some good games that are sure to be the life of the party. If more games follow, it's going to be a great new year." (See GamePro, Sep./Dec. '92)



By Linoleum Blown Apart

Sega CD System by Sega of America

"Of course! Rock to the tunes while watching the eye-popping graphics on all the hot new games coming out for this system." (See GamePro, Oct./Nov. '92)



Prince of Persia by Virgin (NES)

"From one royal to another, this game's sights and sounds had me conquered." (See GamePro, July '92)



Street Fighter II by Capcom (SNES)

"This game captured Japan and the U.S. It rules!" (See GamePro, Aug. '92)



Skuljagger by American Softworks (SNES)

"The game's many different areas, the creative 80 page manual/comic book, and the colorful 16-bit graphics combine for sure victory." (See GamePro, Nov. '92)

Continued on page 36.

1992

Christmas Wish List



By Sister Sinister



Global Gladiators by Virgin (Genesis)

"Save the environment and have fun doing it. What more do you want?" (See GamePro, Sep. '92)

Alien 3 by Arena Entertainment (Genesis)

"With INTENSE action, this alien puts fear in the hearts of players and even me!" (See GamePro, Oct. '92)



Greendog by Sega of America

"Surf's up for this dictator! Jah mon, I want to capture some excellent tunes, graphics, and fun! Feelin' irie!" (See GamePro, Nov. '92)



Dirty Larry: Renegade Cop by Atari (Lynx)

"Even though the game play lacks variety, the graphics grabbed me." (See GamePro, Dec. '92)



Genesis Pro Action Replay

"It'll help me get through the games that even my dark powers can't master." (See GamePro, June '92)



Super Star Wars by JVC/LucasArts (SNES)

"I wouldn't miss one minute of cool Mode 7 cruise time in the Landspeeder with that cute Luke." (See GamePro, Nov. '92)



Splatterhouse 2 by Namco (Genesis)

"What can I say? Love the blood!" (See GamePro, May '92)

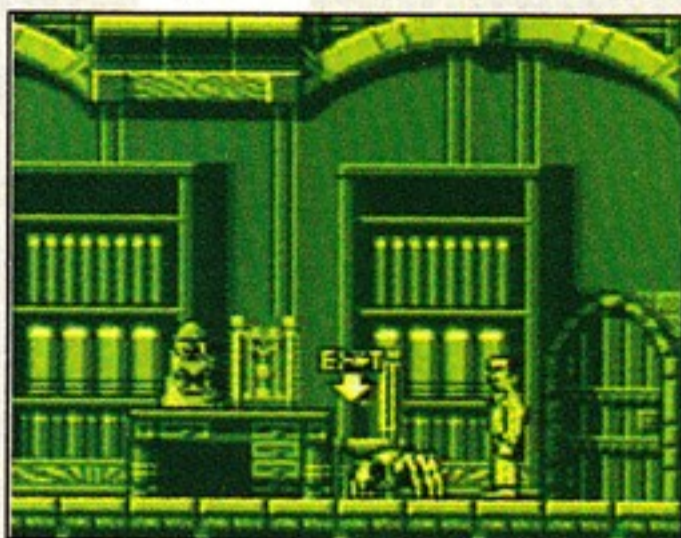


ToeJam and Earl by Sega of America (Genesis)

"Groovin' with these two spaced-out dudes could never get dull. The tunes keep me rockin', especially in those late-night jam sessions." (See GamePro, Oct. '91)

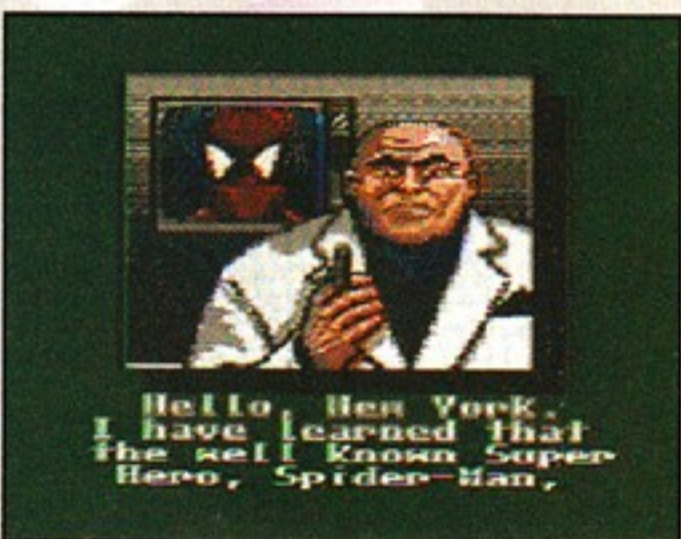
World Heroes by SNK (Neo-Geo)

"World Heroes came along just when Chun Li and the gang were beginning to seem a little dull. Street Fighter-quality graphics and a whole new set of characters and moves set me on the road to being a World Hero." (See GamePro, Nov. '92)



Dr. Franken by Kemco (Game Boy)

"I feel right at home in this spooky, graphically superior castle. This intricate game keeps me in my dungeon for hours." (See GamePro, Oct. '92)



Spider-Man by Flying Edge (Game Gear)

"Spidey's the perfect hunky superhero for me. He keeps me climbing the walls with plenty of web-climbing challenge." (See GamePro, Sep. '92)



By Otter Matic



Air Zonk by TTI (TurboGrafx-16)

"This shooter is as playful as I am. It's a fitting sequel to Bonk and Bonk's Revenge." (See GamePro, Nov. '92)



Top Gear by Kemco (SNES)

"This pace car is harder to catch than the fastest of fish! It's racing at its best." (See GamePro, May '92)



Felix The Cat by Hudson Soft (NES)

"I especially love the undersea levels in this action/adventure extravaganza!" (See GamePro, Oct. '92)

Road Runner's Death Valley Rally by Sunsoft (SNES)

"I love outsmarting the super-genius Wile E. Coyote." (See GamePro, Nov. '92)

Road Rash by Electronic Arts (Genesis)

"Leavin' cops in the dust is a must. Get on your bad bike and ride." (See GamePro, Jan. '92)



Harley's Humongous Adventure by Electronic Arts (Genesis)

"I've always liked those shrinking man movies, so..." (See GamePro, Oct. '92)

NCAA Basketball by Nintendo (SNES)

"I love to dunk!" (See GamePro, Aug. '92)

Continued on page 38.

TO BE... OR NOT TO BE...



International Match



KUMATE (for those who dare)



Train with heavy bag, moving pads and sparring



Select your style from over 60 moves

BEST OF THE BEST CHAMPIONSHIP

Karate

THIS IS THE REAL STUFF

ACTUAL TRAINING • BEST FIGHTERS IN THE WORLD • DIGITIZED ANIMATION • INCREDIBLE ACTION

FIFTEEN WORLD CLASS FIGHTERS, TRAIN, SPAR, PICK A STYLE OR CREATE YOUR OWN.

ENTER THE INTERNATIONAL ARENA, MAYBE YOU'LL BE GOOD ENOUGH TO BE INVITED TO THE "KUMATE."
THE CHALLENGE AWAITS . . .

AVAILABLE IN
SNES*
NES*
GAME BOY
*1 or 2 players



ELECTRO BRAIN INC.®



Happy Holidays!

Genesis Game Genie by Galoob

"Finally, my prayers have been answered." (See GamePro, June '92)



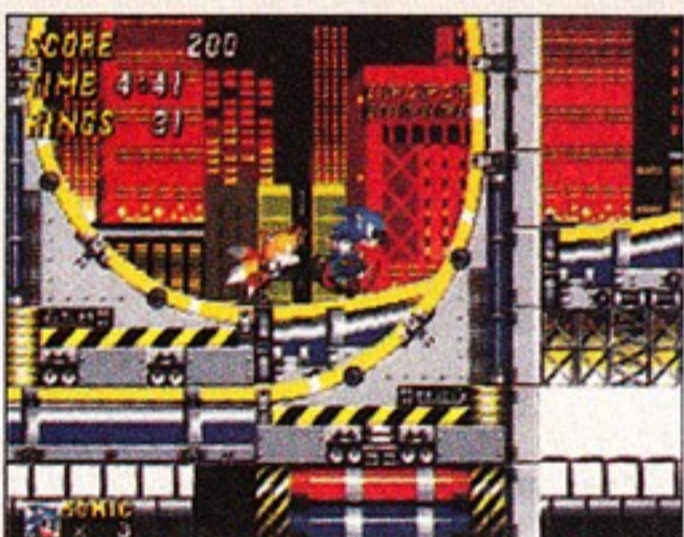
By Bubonic The Blowfrog

Super Star Wars by JVC/LucasArts (SNES)

"It's my favorite all-time game on any system." (See GamePro, Nov. '92)

Out of This World by Virgin (SNES, Genesis)

"I'm really into virtual reality, man." (See GamePro, May/Oct. '92)



Sonic The Hedgehog 2 by Sega (Genesis)

"This guy stole his name from me, but it's still a cool game." (See GamePro, Nov. '92)

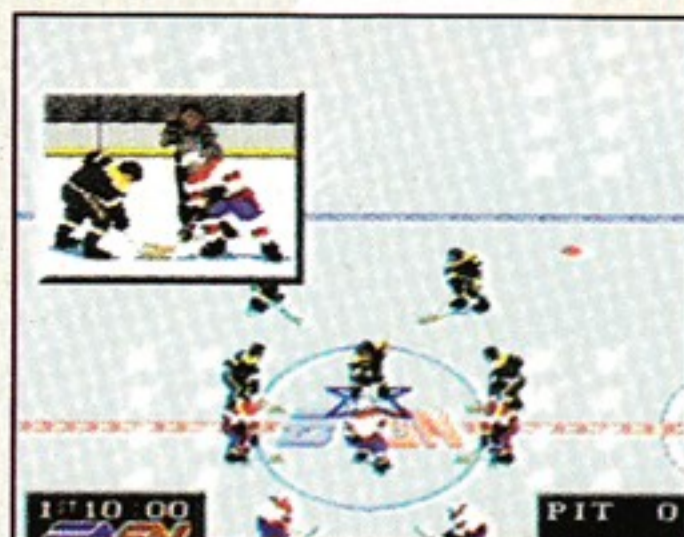


Faceball 2000 by Bullet-Proof Software (SNES)

"The best two-player game that I know of, and frogs are very competitive." (See GamePro, Sep. '92)

Street Fighter II by Capcom (SNES)

"Fight real hand-to-err... foot combat!" (See GamePro, Aug. '92)



NHL Hockey by EA (Genesis)

"This classic still slaps the competition!" (See GamePro, Sep. '91)



SpinDizzy Worlds by ASCII Entertainment Software (SNES)

"Hours of endless puzzling, brainteasing fun can be found in these wacky worlds." (See GamePro, Dec. '92)



The Turbo Duo by Turbo Technologies, Inc.

"It's the next big thing!" (See GamePro, Nov./Dec. '92)



By Dr. Dave

Street Fighter II by Capcom (SNES)

"Keep up that fighting power for arcade Street Fighter II visits." (See GamePro, Aug. '92)



Magical Quest Starring Mickey Mouse by Capcom (SNES)

"It's great action/adventure fun featuring awesome arcade-

quality graphics. What a Mickey Mouse game!" (See GamePro, Dec. '92)



World Heroes by SNK (Neo-Geo)

"Here's more great Street Fighter-style, arcade-fighting action. Bring a friend!" (See GamePro, Nov. '92)

Gate of Thunder by TTI (TurboDuo)

"Long-lasting levels of excitement show off the awesome CD-ROM qualities." (See GamePro, July '92)



Kid Chameleon by Sega of America (Genesis)

"Over 100 levels of long-lasting jumping action will keep me awake on those rainy days. Here's looking at you, kid." (See GamePro, April '92)

Sega CD System by Sega of America

"It's the next wave. The good Doctor always likes to go where no gamer has gone before." (See GamePro, Oct./Nov. '92)



Fighter Power Stick by Capcom

"It doubles my Street Fightin' fun. What true World Warrior battles Bison with a controller pad?" (See GamePro, Dec. '92)

The Menacer by Sega of America

"Shoot your wad on this hot new peripheral." (See GamePro, Sep./Dec. '92)



By Gideon

Street Fighter II by Capcom (SNES)

"It's the best fightin' game available for any home video game system. 'Nuff said." (See GamePro, Aug. '92)



John Madden Football '93 by Electronic Arts (Genesis)

"Get the closest thing to being on the gridiron, without the bumps and bruises. It's perfect for weekend gamers and serious Sunday quarterbacks alike." (See GamePro, Dec. '92)



Castlevania IV by Konami (SNES)

"Unbelievable graphics, pulse-quickening and challenging levels, and crisp stereo sound make this the premiere action/adventure cart." (See GamePro, Nov. '91)

Sonic The Hedgehog 2 by Sega of America (Genesis)

"Beautiful graphics, awesome special effects, and EVEN faster than the original, this is a well-crafted and creative sequel." (See GamePro, Nov./Dec. '92)

Continued on page 40.

CAPCOM

CAPCOM®



Help Mega Man turn Proto Man into spare parts.

Proto Man's got Dr. Light. But Mega Man is back—ready to put some heavy pedal to the metal to defeat Stone Man, Gyro Man, Star Man, Wave Man, Charge Man and other robotic goons. Use his Mega Buster and Super Arrow to make it to the castle and put Proto Man on the scrap heap forever.



Use your modified Mega Buster before this robot gets the jump on you.



When you hit the gravity chamber, it's hard to tell which way is up.



Catch a wave on your hydro-cycle and sink this robot for good.

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Road Rash by Sega of America (Genesis)

"With unbelievable realism and intensity, this is the best motorcycle racing simulation around." (See GamePro, Jan. '92)



Genesis by Sega of America

"The first and best 16-bit video game system has a tremendous library of products to choose from. Guaranteed to provide something to please any gamer."



Super Nintendo by Nintendo of America

"Awesome graphics, Mode 7 rotation, and stereo sounds make the SNES a worthy heir to the Nintendo title. Multi-platform products promise an immense library of games."

Sega CD System by Sega of America

"Every indication shows that this is the best CD gaming system to hit the market so far. The lineup of games promises to be well worth the wait." (See GamePro, Oct./Nov. '92)



By Andromeda

Sonic The Hedgehog 2 by Sega of America (Genesis)

"Hey, like, speed! I love those psychedelic graphics, and Sonic and Tails are a together twosome." (See GamePro, Nov./Dec. '92)



Sonic The Hedgehog 2 by Sega of America (Game Gear)

"Sonic to-go was one of the best Game Gear titles to date." (See GamePro, Oct. '92)

The Addams Family by Ocean (SNES)

"I've got a Thing for this game." (See GamePro, July '92)



Alien 3 by Arena (Genesis)

"Wow, you'll bust a gut over the alien-blasting, the action and the arcade-style game play in this thriller." (See GamePro, Oct. '92)

Faceball and Faceball 2000 by Bullet-Proof Software (Game Boy and SNES)

"Virtual reality-style game play makes a real togetherness for up to four players in the Game Boy version. Loved it." (See GamePro, Nov. '91 and Sep. '92)

Game Action Replay and Pro Action Replay by Innovation (Genesis)

"Cool codes make cool things happen in your games. This one's not available right now, but Innovation promises to bring it back." (See GamePro, June/Sep. '92)



Neo-Geo by SNK

"It'll make my house an arcade. Hey, charge your friends money to play."



Legend Quest (and a Virtuality System) by Spectrum Holobyte

"I can't afford it, so maybe someone will give me one. Use it to beam into a strange new world." (See GamePro, Nov. '92)



By Earth Angel



Prince of Persia by Konami (SNES)

"It's the best Prince of Persia conversion, yet. Gorgeous graphics show off the game's ultra cool animations. Middle Eastern tunes capture the mood." (See GamePro, Sep. '92)



Dolphin by Sega of America (Genesis)

"Here swims one of the most original, creative games to date. Ecco's gonna be this next year's most interesting video game hero." (See GamePro, Nov. '92)

Street Fighter II: Champion Edition by Capcom

"It would make me the most popular person on my block." (See GamePro, Aug. '92)

Sega CD System by Sega of America

"OK, so everyone wants one. Who am I to buck the trend?" (See GamePro, Oct./Nov. '92)



Loom by TTI (TurboDuo Super CD)

"It was cool on the PC, and now I can weave my way through this magical role-playing story on the TurboDuo." (See GamePro, Dec. '92)



Super Buster Brothers by Capcom (SNES)

"Bust some bubbles in the tradition of Bubble Bobble. Better graphics for these bad boys make up for their missing brother." (See GamePro, Nov. '92)



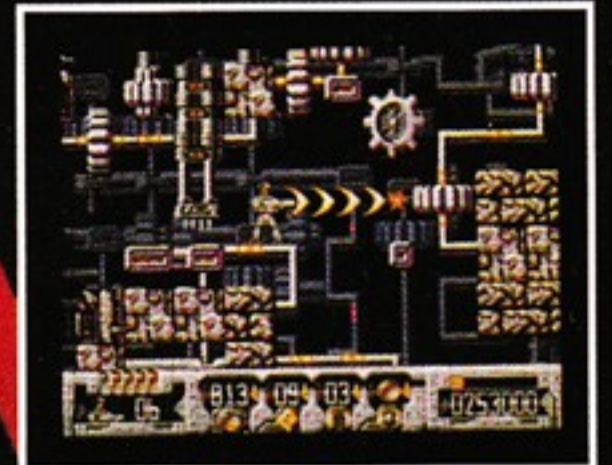
SimEarth by FCI (SNES)

"Hey, Earth Angel says take some time to learn something about our planet. SimEarth makes sure you'll have fun while you're doing it." (See GamePro, Nov. '92)



UNIVERSAL SOLDIER

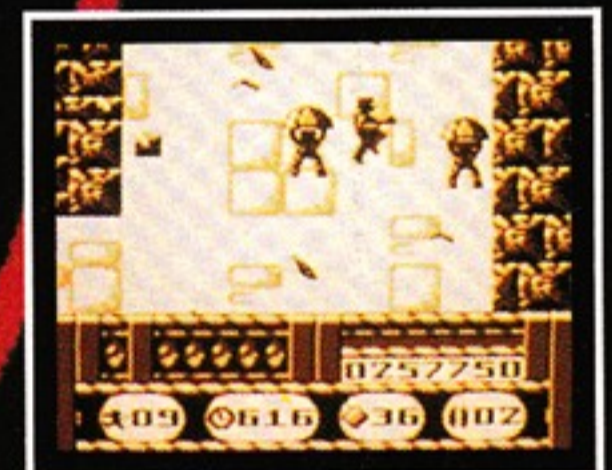
JEAN-CLAUDE VAN DAMME DOLPH LUNDGREN



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*Descriptions relate to SNES version

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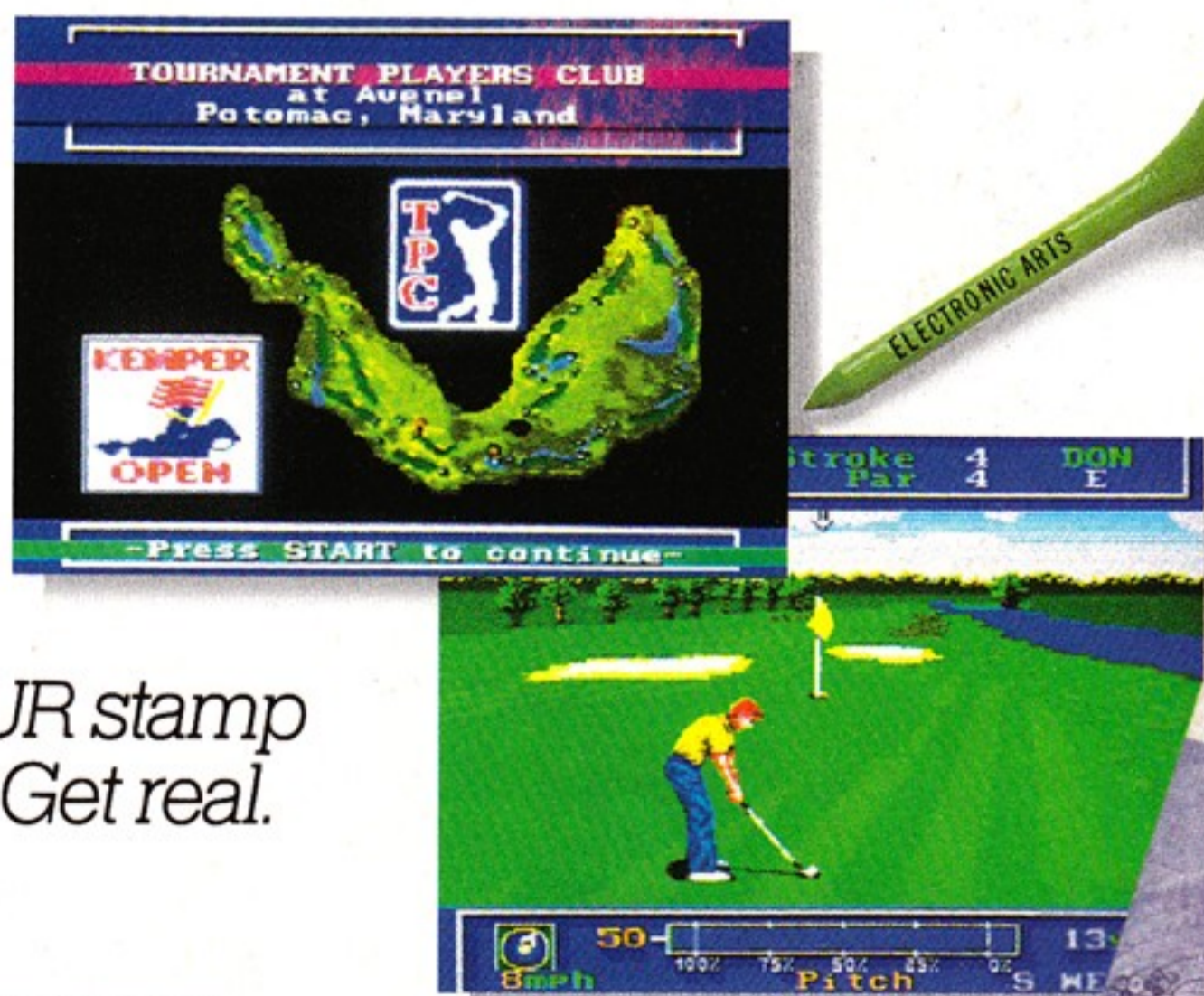
No matter how you slice it, this is the most realistic SuperNES™ golf game ever.

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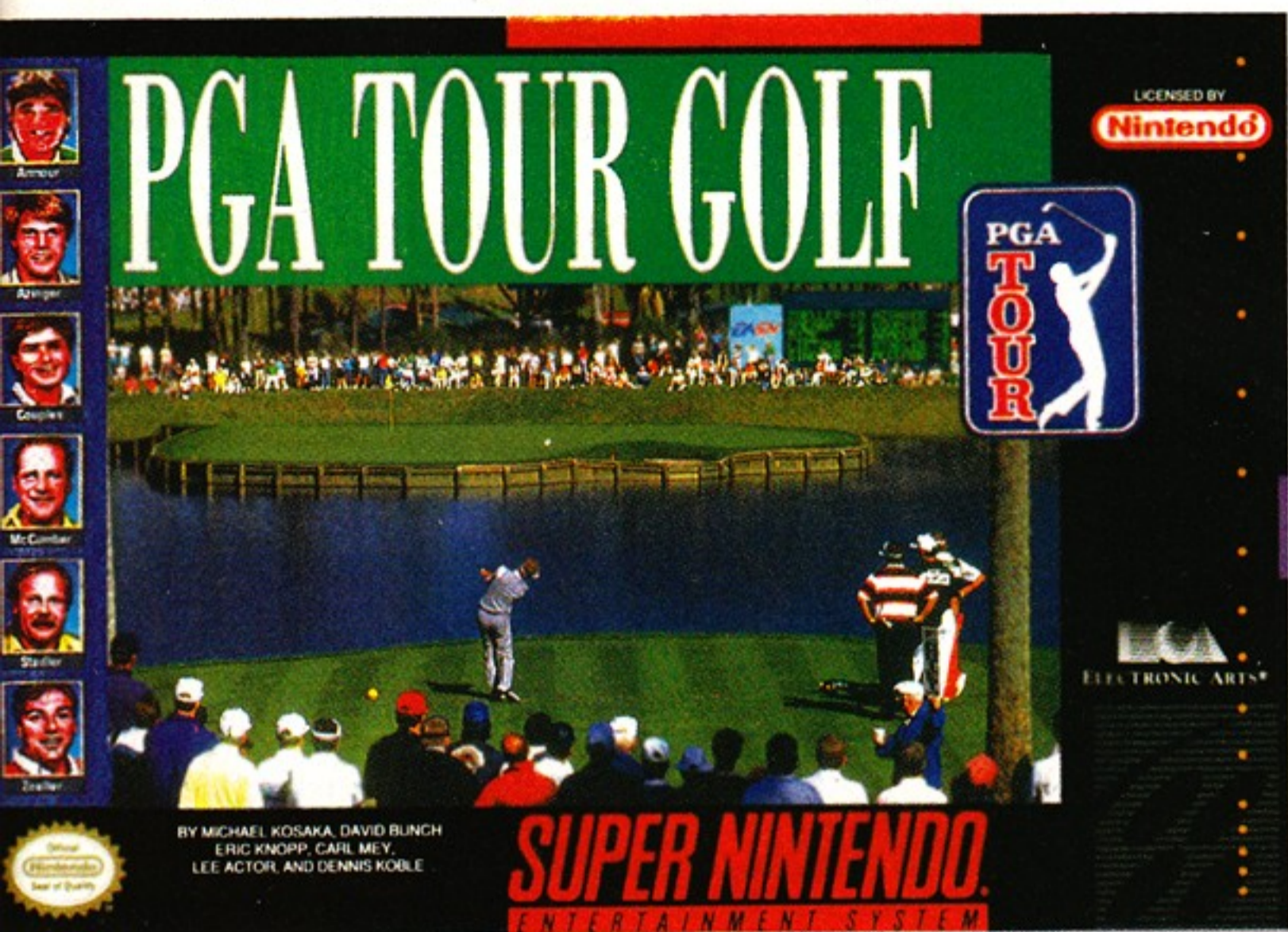
is there to capture every swing. With the exclusive Ball-Cam™ for a ball's-eye view of your shot in flight. Mode 7 scaling for the slickest panorama of



With a 360° rotating putting grid you see every angle of the green. But if you don't read it correctly, watch out for the bogey man.



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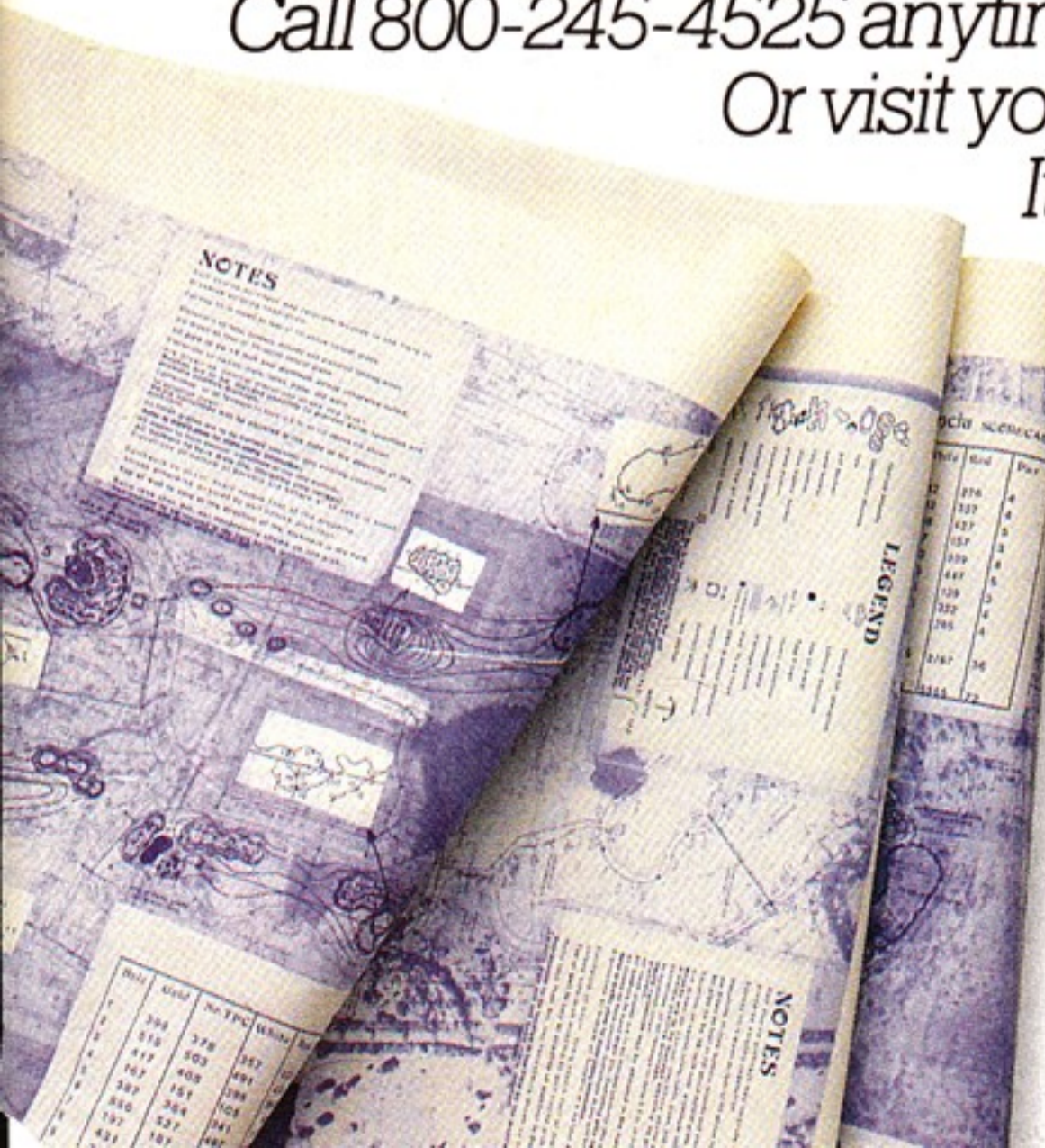
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GENESIS PRO REVIEW

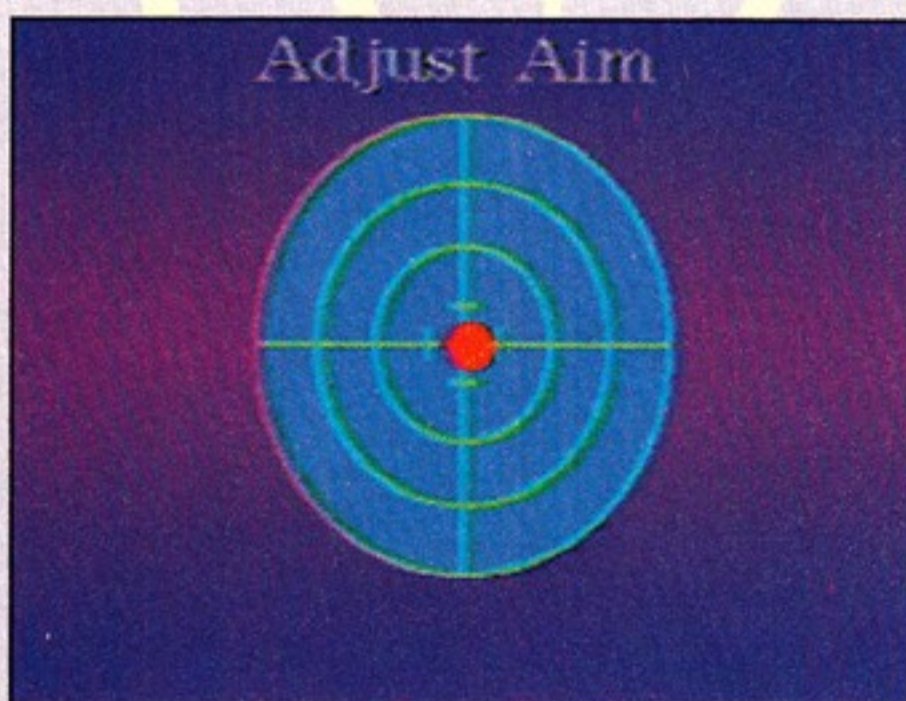


By Boss Music

Earlier this year Nintendo fired its first shot in the 16-bit blast-em-up wars with the SNES Super Scope 6 (see GamePro, April '92). Sega returns fire with the Menacer, a fairly well-designed light gun with a six-in-one game cartridge included.

Now available nationwide, the battery-operated Menacer is a fairly good-looking, grey, white, and red sniper-style rifle. It utilizes infrared frequencies. Just plug the receiver into the Controller Two slot and rest it on your TV. You can then shoot to thrill with the Menacer from four to twelve feet away from the screen.

The Menacer contains three basic parts: the Master Module, which is the main firing chamber that houses the button controls; the Stabilizer Module, a butt which rests against your chest; and the Binocular Module, which provides binocular targeting and an adjustable sight. You choose from four possible configurations and snap the pieces together. Your index finger clicks the comfortable main trigger, and your hand's other fingers tap three awkwardly-positioned option buttons (usually two supplemental weapons and pause).



The Menacer calibrates your cross hairs before each game.

Menacer software can support two ways to shoot up the screen. The basic aim-and-fire setup is simple and familiar, but you must recalibrate the adjustable sight each time you play, a tedious process. The second method, Accu-Sight, beams a cross hair onto

THE MENACER

the screen and enables you to shoot from the hip without looking down a scope barrel. This method is reliable, but the on-screen cursor movement is often jerky.



T2's back on the Menacer.

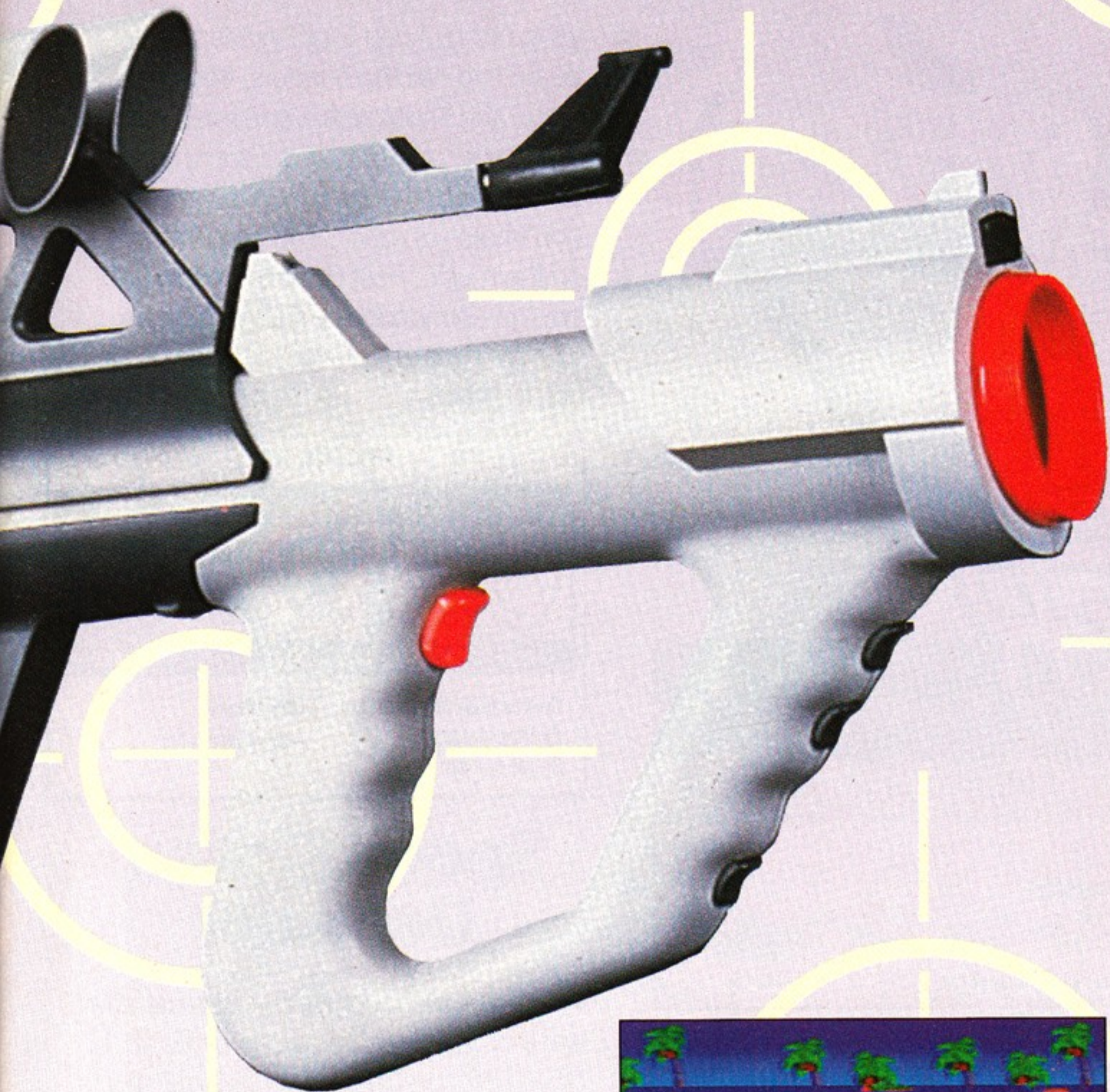
The Menacer's a bargain at \$59.95. The recalibration problem and poor location of the three option buttons are definite design glitches, but the Accu-Sight feature is usually a blast. Beyond the six-in-one cart, Acclaim's firing up Termina-

tor 2: The Arcade Game for Menacer play. Otherwise, promises are yet to be made on future Menacer-compatible cartridge development.

Menacer by Sega \$59.95
Available October, 8 meg game cart,
Action, One Player

Menacer Software Six-Pack

The Menacer empties its barrel with a six-games-in-one cart included right in the box. Ready, Aim, Tomatoes! is squishy, sloppy fun, but the other games are average by the half-dozen. These games are good target practice, but not bonafide hits.



Rockman's Zone

FBI agent Rockman is out to bust some crooks. If he mows down innocent bystanders in the process, he better turn in his badge and find employment at a donut shop. In Rockman's Zone, you shoot the thieves and spare the innocents. A flashback to Hogan's Alley, this is a slow-moving, unimaginative shooter. The targets are simplistic. The graphics are washed-out and ugly, and the sound is obnoxious. If you're looking for excitement, the Zone is out.



PROTIP: Using Accu-Sight, return the cursor to the center of the screen between rounds for easy movement to any window or doorway.



PROTIP: Shoot bombs as they scroll off-screen. You'll nail them even though they're not visible.

yellow for beaches). Lifted straight from last year's Genesis cart, the music's jammin'. The action is packed with dentists, ducks, and boogie man foes. You sweet-toothed players will dig the desserts. RAT! is difficult and somewhat repetitive, but it's still fun and unquestionably the star of the Menacer show.





Ready, Aim, Tomatoes!

Those rappin', happenin', two tomato-splattin' aliens, ToeJam & Earl, return to our home planet for more overripe fruit battles with the weirdest creatures around - Earthlings. You, as ToeJam, spew out the 'maters, and Earl tallies the points. The graphics are good, if too saturated by single colors (green for forests,







PROTIP: If you're low on life, lose on purpose several times. Each time you replay the level, build up your energy with sweets.

Rockman's Zone

Graphics	Sound	Control	FunFactor	Challenge
				INT.
2.0	2.0	4.5	2.0	Intermediate
Comes with the Menacer		One Player		
Available now		Regular or Accu-Sight		
Shoot-em-up				

Ready, Aim, Tomatoes!

Graphics	Sound	Control	FunFactor	Challenge
				ADV.
4.0	4.5	4.5	4.0	Advanced
Comes with the Menacer		One Player		
Available now		Regular or Accu-Sight		
Shoot-em-up				

Whackball!

In Whackball!, you control an Accu-Sight-driven paddle and bat a rubber ball through a maze of blocks. You must



PROTIP: During fast-paced rounds, cover holes with your paddle to prevent ball loss.

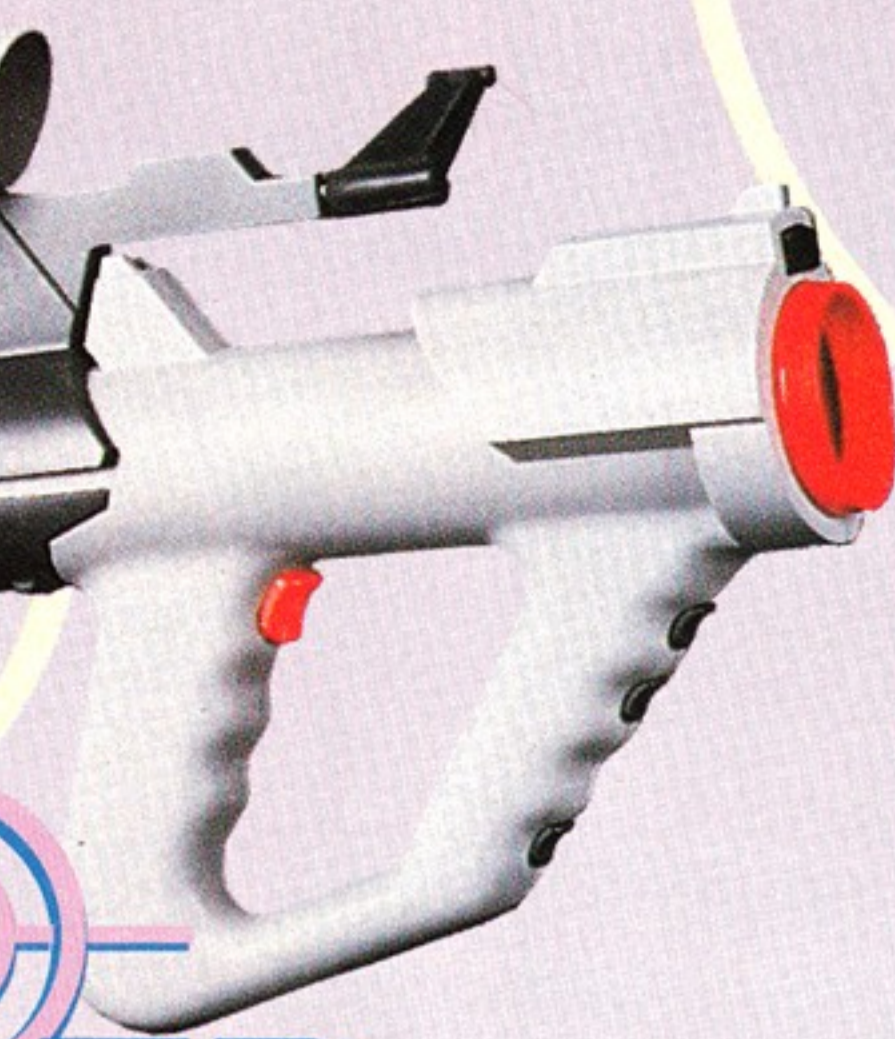
THE MENACER

knock out the blocks without losing the ball through a hole, and score excellent power-ups without touching bogus power-downs. Whackball! is a good puzzler that tests your reflexes and knowledge of angles. The background graphics are unobtrusive. Pinball and clapping sound effects help to offset the same sad music track found in most of the other games. This offering's a pleasant diversion, but too difficult for its own good.

Whackball!				
Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	4.0	3.0	EXP. Expert
Comes with the Menacer		One Player		
Available now		Accu-Sight only		
Shoot-em-up				

Frontline

The requisite military muncher is Frontline, which pits you against planes, tanks, and helicopters. The multiple layers of targets and warfaring action guarantees this game won't go missing in action. The escalating challenge satisfies shooters of all skill levels. Visually, it's above average, but you won't feel like sight-seeing. Once again, the music's noxious, but the rat-tat-tat of machine gun fire drowns out the song.



PRO TIP: Check the distance, then lead targets with your missiles.

Frontline				
Graphics	Sound	Control	FunFactor	Challenge
3.5	2.5	4.5	3.5	INT. Intermediate
Comes with the Menacer		One Player		
Available now		Regular or Accu-Sight		
Shoot-em-up				

Pest Control

Abandoned on a picnic table, your pizza's about to get chomped by a pack of voracious ants. No way, Jose! You



PRO TIP: Big bugs split into several small critters when hit. Fire rapidly to take out the lot cleanly and quickly.

whip out an Accu-Sight-guided laser beam and nail the buggers. You can focus and shoot with a small flashlight-style beam, or light up the entire screen to check out the territory. The graphics don't hold you back, and no comment on the music. Pest Control's addictive, but the abundance of endless critters with little game play variation may drive you buggy.

Pest Control				
Graphics	Sound	Control	FunFactor	Challenge
3.0	2.0	4.5	3.5	ADV. Advanced
Comes with the Menacer		One Player		
Available now		Accu-Sight only		
Shoot-em-up				

Space Station Defender

Invading a Menacer near you, wave after wave of spacey aliens arrive on Earth. In Space Station Defender, you exterminate the E.T.s before they pop out of their pods and go ballistic. Essentially a memory/timing game, SSD's a good shooter with lots to keep you busy, but not enough innovation to keep you coming back for more. The graphics get a pass, but the music fails once again.



PRO TIP: Move your cursor to the energy field as your final shots are fired in a round.

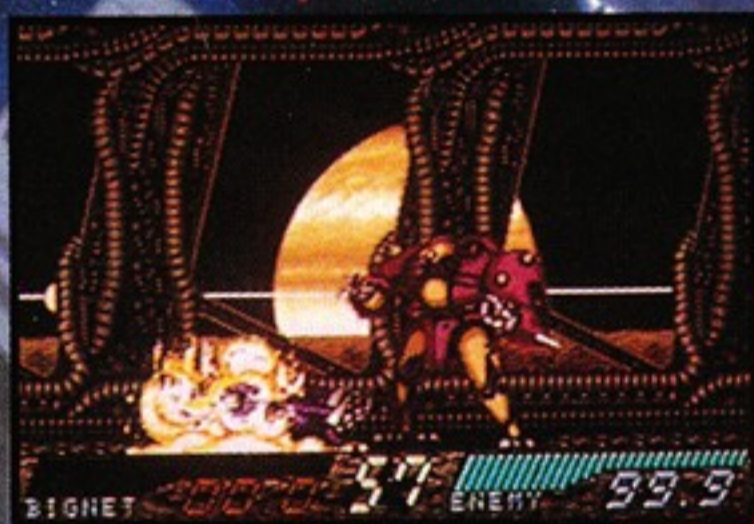
Space Station Defender				
Graphics	Sound	Control	FunFactor	Challenge
3.5	2.0	4.5	3.0	INT. Intermediate
Comes with the Menacer		One Player		
Available now		Regular or Accu-Sight		
Shoot-em-up				



COMBAT ACTION WITH A NEW SPIN

BLACKHOLE ASSAULT

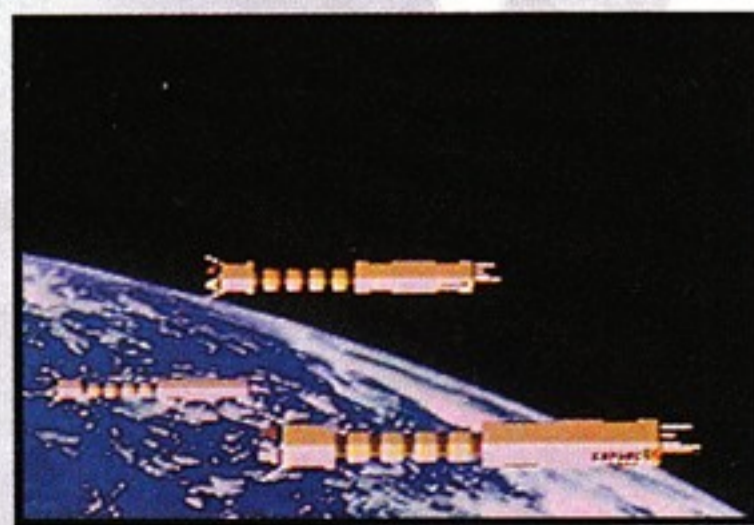
Get ready for the inter-galactic battle of the 21st Century. Mother Earth is on the verge of extinction. Overpopulation and mass urbanization have created a shortage of vital raw materials. You've been commissioned to pilot our planet's most devastating weapon — C.A.M.: Cybernetic Anthromorphic Machine—and due the almighty Akirovs for their precious resources.



Battle an alien warbot on the desolate tundra of Rhea.



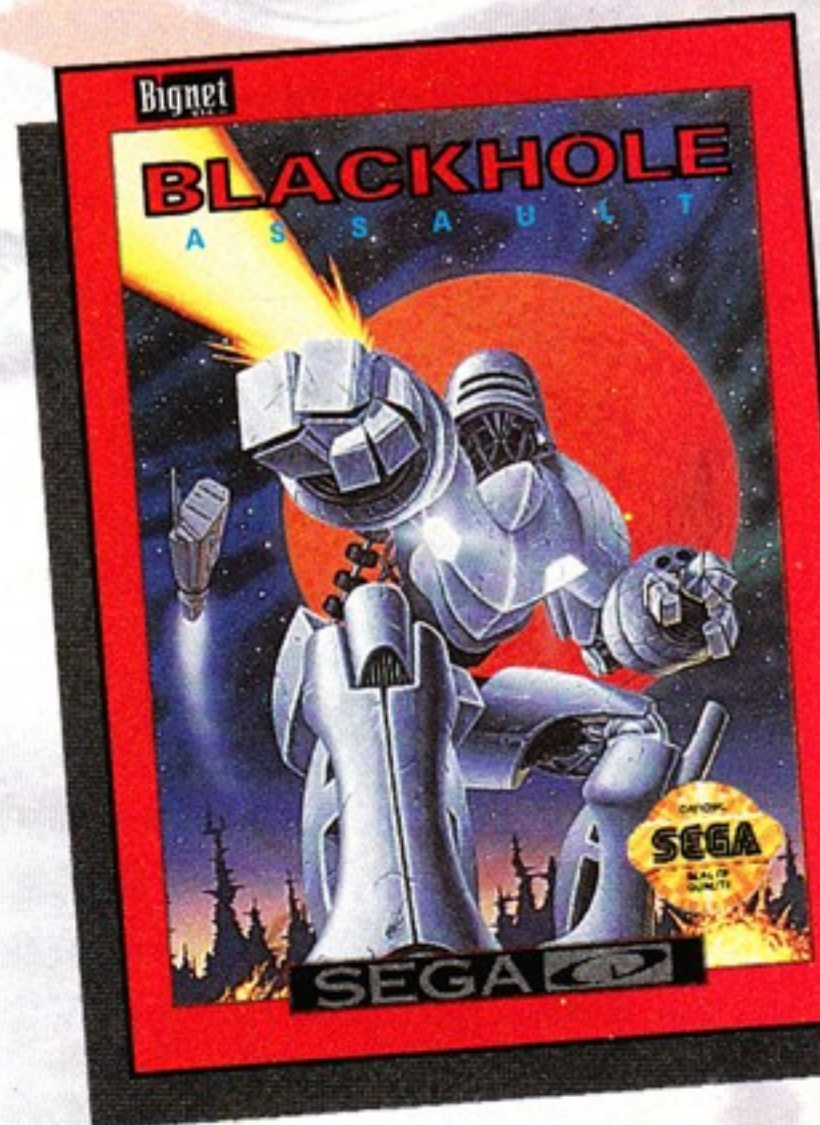
Challenge a fellow C.A.M.-rad on Satellite Phobos.



Kickin' CD animation makes all the action come alive.

1 OR 2
PLAYERS AT ONCE

- First combat/action CD game on the market
- High-intensity, photo-realistic CD graphics
- Pumpin' soundtrack
- Fuse-poppin' combat action.
- 1- and 2-player gaming selections
- Block-bustin' 8-player "Tournament" and "League" play
- 10 stellar battleground scenarios
- 8 rude war machines each with its own hot hardware



Bignet

GENESIS PRO REVIEW



By Scary Larry

The WWF is definitely in a league of its own. As a matter of fact, the league is so big, it couldn't be confined to just the NES and the SNES systems. The Genesis and the WWF's most famous wrestlers have been tagged to climb into the ring as Flying Edge brings your favorite bad boys to blistering 16-bit life.

Masters of Disaster

All the usual suspects are rounded up here: Randy "Macho Man" Savage, the British Bulldog, Ted "Million Dollar Man" Dibiase, Shawn Michaels, and Papa Shango, to name a few. Chill out Hulkamaniacs, the original Hulkster is back and badder than ever. If you've played the SNES version, you're already familiar with the guys' smooth moves. Each wrestler has a basic punch and kick move, plus one power move. You can also inflict some motion mayhem by throwing opponents against the ropes, into the turnbuckle, and even out of the ring.



PROTIP: Don't just stand and wait for the action to come to you. When you down a man, stand close and press A to yank your opponent by the hair. Your chances of immediately downing him again are very high.



PROTIP: Your man has the advantage when he leans forward in a lockup. Early in each round, use Button B to throw your opponent around. Save the power moves for later in the round.

As in the SNES version, the Genesis cart sports four types of game play for one or two big-time wrestlers. One-on-One (you vs. the computer or a friend) pits python against python in a one-round super battle. Tag Teams lets you call for backup when the going gets tough, and it will. Survivor Series is a

Wrestlemania Superstars

three-on-three, winner-take-all brawl. Finally, the Championship Series is your chance to battle your way to WWF glory.



PROTIP: Roll, roll, roll your bod when you're downed. Your opponents will try to stomp the stuffing out of you. Roll (Button A plus Direction) as soon as you go down and you'll avoid a size 12 sneaker stamp on your forehead.

Flat on the Mat

With all this beef and brawn, you'd think a gamer's appetite would be satisfied. Not! This game leaves you wanting. Although the game play and side-scrolling action are smooth and easy to execute, WWF's graphics and sound aren't good enough to win the 16-bit championship belt. Digitized graphics of the wrestlers at the beginning of the game are nice, but their personalities blur once they climb into the ring. In the SNES version of the game, the wrestler graphics were crisp. Not so in the Genesis cart. Your wrestlers are featureless and pretty much indistinguishable from each other. As for the sounds, well a few more groans, body contact grunts, or fanatic fan noise would've been helpful.



PROTIP: The more your opponent's life bar wears out, the longer it takes for him to get up. When you've got him on the ropes with a low life bar, use a leg drop to wipe him out completely. Never go for a pin until your opponent's life bar is empty.

Headbanger Ball

If you want to go head-to-head against any of your pro-wrestling favs, this is the only Genesis game in town. For the best big-time action and challenge, go head-to-head against a friend. If you don't have another WWF bruiser sitting around the house waiting to do you some damage, you may want to leave this cart in the ring.

WWF Wrestlemania Superstars by Flying Edge

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	4.0	3.5	ADJ. Adjustable
\$49.95 Available November			Sport Two Player	

I'M MARTHA SPLATTERHEAD... RENEGADE CYBORG AND FABULOUS BABE.



"I BAILED ON THE MILITARY AND HAVE COME TO TAKE OVER ALL THE GANGS IN NEW YORK CITY"



NOT EVEN MY OLD BUDDIES THE COMBATRIBES CAN STOP ME NOW!



DON'T COUNT ON IT, SPLATTERHEAD!!



JUST BECAUSE YOU WERE ONCE PART OF THE UNIT, DOESN'T MEAN BULLOVA, BLITZ AND I WILL SHOW MERCY ON YOU AND YOUR BOOT-LICKING GANGS!



WHY, BERZERKER, YOU WOULDN'T HIT A LADY, WOULD YOU?



CYBORGS AIN'T LADIES!!



Blast the blazin' Slash Skaters under the strobe-lights of the Lexington Disco.



Go berserk as Berzerker and take on a fire-breathing Swammy in the special 1-on-1 "VS. Mode."

Special "VS. Mode" lets you battle as any of the 16 gonzo characters and go toe-to-toe with everyone—even your fellow Cyborgs!



The Big Apple's gone rotten and an old ally is at the core. Your mission: destroy Martha Splatterhead—former Combatribes-babe turned Gotham gang-queen. But before you get close to this renegade-mama, you'll have to do some head-bashin' with five of New York City's most feared gangs—on their turf!



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GENESIS PRO REVIEW



By Uggs the Bug

If you don't think biological weapons are nasty stuff, check out what happened on the planet Avaron. G-Biowar I (the first global biowar) released a deadly, powerful retrovirus into the environment. To escape the plague, the human survivors placed themselves in suspended animation for several hundred years. Now, they're awake and they've got a major ecological mess on their hands. To make matters worse, it has a major appetite for human flesh!

Bio-Hazard Battle is an intense, side-view, multi-scrolling shoot-em-up. The epic-length campaign covers eight murderous Stages. One or two players must clear Avaron of its monstrous inhabitants and find a safe haven for the last remaining Avaronians.



Orestes, Hecuba, Electra, and Polyxena.

Looks Scary

You command four Bioships, which are part organic, part machine. They look like escapees from a heavy metal zoo. Orestes and Hecuba resemble mechanical bugs, while Electra and Polyxena look like flying robo-fish.



PROTIP: In Stage 3, it's practically impossible to destroy the large crab-like creatures. Stay away from their claws and concentrate on destroying the aggressive little shellfish that scuttle along the ground.

If the Bioships look strange, the creepy monstrosities you fight are mondo bizarro! Bees, Dragon Flies, Slugs, Leeches, Centipedes, Crabs, and Bats are a few of the creatures you'll recognize. There are other things infesting this game that are almost too sickening to contemplate, but that's what makes this game outstanding!

If you're groaning about another Genesis shooter, you ain't seen nuttin' like this. Bio-Hazard's graphics are sweet and scary. The horde of weird creatures that come flying at you look as if they've crawled out from under a rock – only they're a thousand times bigger! The monsters are slimy and wet, but the graphics are ultra clean.

PROTIP: Large creatures are drawn towards the Bioship.

Major Star Power

The Bioships' imaginative arsenal is awesome, and it puts on a fierce fireworks display. The ships' normal Plasma Blasts can be pumped up to ignite a massive Plasma Wall.

Additionally, a drone device, called a Power Star, always flies next to the ship. Moving the ship with the directional controls makes the Star sort of swing around it. With practice, you can make it stop anywhere you like.

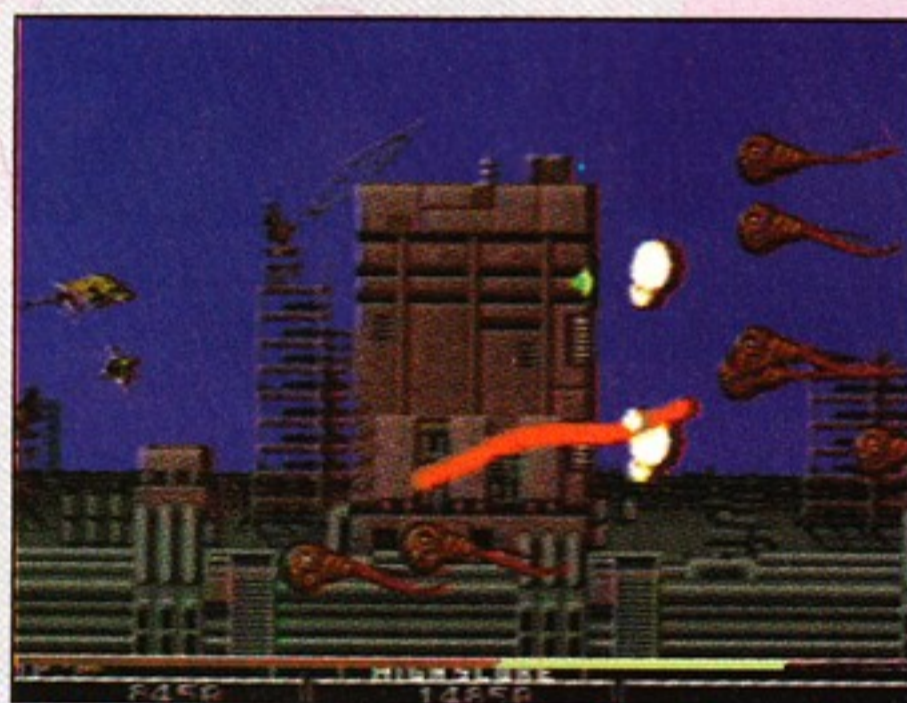


PROTIP: One hit by the Plasma Wall can destroy large enemies. The Wall is a good weapon versus Stage 2's pesky rail guns.

BIO HAZARD BATTLE

You can also boost the Power Star's firepower to magnum levels by nabbing differently colored Seeds. Depending on the Bioship you're flying, there are six possible weapons – the Fire Petal, the Plasma Ring, Nova multi-directional bursts, Bond plasma globes, the

Spin Laser twin laser, and the Seeker Laser. The more Seeds of the same color that you grab (up to three Seeds), the more powerful your Power Star gets.



PROTIP: A powered up Seeker Laser is an awesome weapon. Use Electra or Polyxena and scoop Orange Seeds.

PROTIP: The Power Star is also a shield.

Hazard a Guess

It's major thumb blister time! Bio-Hazard Battle is one of the best shoot-em-ups to come flying into the Genesis in awhile. The graphics are stunning, and the action's cunning. Even the sound is big league stuff. Missing out on Bio-Hazard will be a major disaster.

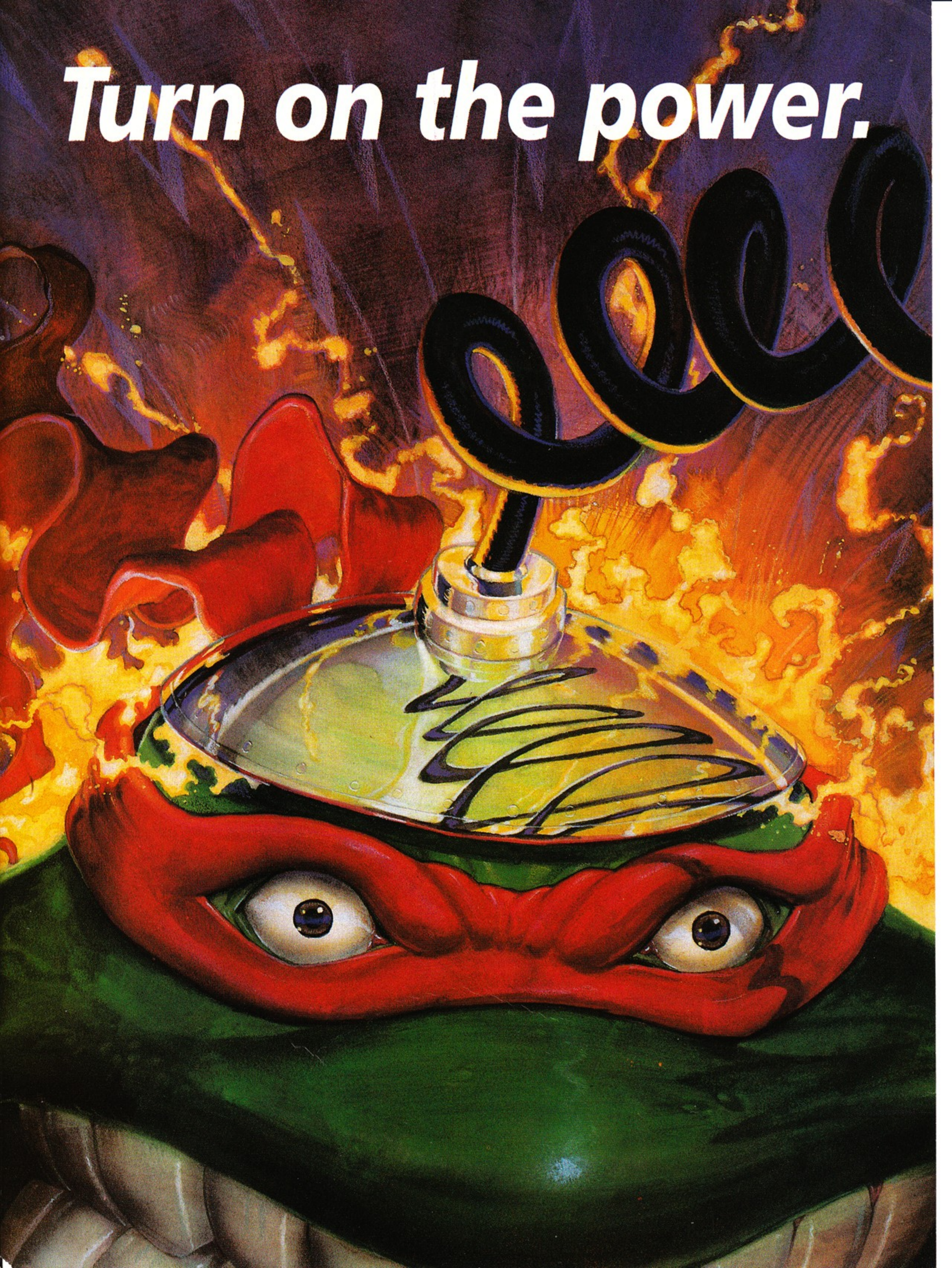
Bio-Hazard Battle by Sega

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	5.0	4.5	ADV.
				Advanced

\$49.99
8 megs
Available December

Shoot-em-up
Two Players

Turn on the power.



Now You Can Hook Up To Your Sega™



For the first time ever, Teenage Mutant Ninja Turtles®-The Hyperstone Heist™ from Konami® plunges the Turtles headlong into the shell-shocking world of Sega™ Genesis™. Dare to take this all new adventure on solo or double dare to duke it out with a partner and



you're in for a ninjitsu jolt of action that'll leave you green! Will all this awesome power go to our heroes' heads? The quick-kicking quartet is on the hot seat again thanks to that mondo master of mayhem Shredder, and this could be Sayonara, dudes. Shredder stole the Hyperstone, a gem with the power to shrink New York City. Now catch that totally bogus bully before he makes the whole world small. Uncool!

KONAMI®

The Turtles Genesis.™



You've got all four majorly hip mutants, so choose whichever Turtle flips your switch. Each has his own bodacious new attack moves to shake down the Shred-heads. Donatello is much more than hot air with his Hurricane Attack and

Raphael's Vacuum Slice really cleans up.

Experience most excellent 3-D effects in a geek fest that never lets up through 5 mondo body-slammng levels. Four levels each have 3 heinous stages to survive and the other is loaded with the most intense new challenges you've ever seen.

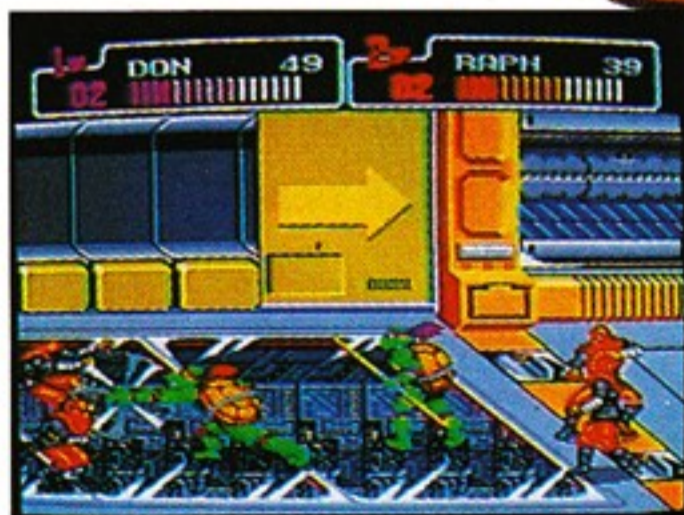


Slug it out in the sewers, do dirty deeds downtown, grind them up on a ghost ship, surf through treacherous ocean waters and even ninja till you drop.

Make it through all this ninja nastiness and Shredder will curse the Cowabunga battle cry.



But then you must face that Duke of Dweebs on his own turf. Hang tough because he'd love to have you at his place for some fried Turtle legs!



**Konami Game Hint and Tip Line:
1-900-896-HINT(4468).**

70¢ per minute charge. Minors must have permission before calling.
Touch-tone phone required.



GENESIS PRO REVIEW

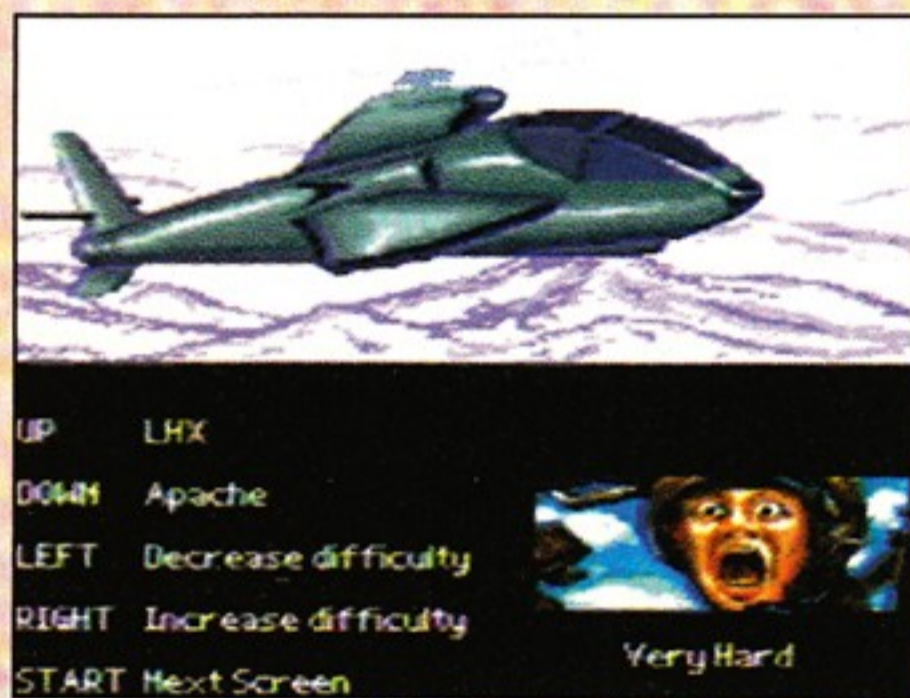


By Frequent Flyer

All you joystick chopper jockies can leave your 25-cent notions of video helicopter flying at the arcades. LHX Attack Chopper by Electronic Arts is a Genesis combat flight simulator that leaves the flying and the dying to you.

War Is Helicopter

LHX puts you in the seat of a high-tech military whirlybird out to fly ultra-secret military missions. The graphics make you stretch your imagination, but they scroll smoothly enough to make you feel like you're flying. You fly from a first-person, inside-the-cockpit perspective. The pix are classic flight sim-style, that means, strictly polygons.



The LHX is state-of-the-art, hair-raising fun.

You can choose to fly either a real deal or a military ideal – the McDonnell Douglas AH-64A Apache or an experimental LHX (Light Helicopter Experimental). EA apparently went to great length to generate realistic military 'copters by researching actual specs on both aircraft. TV flew the Apache straight into our living rooms during Operation Desert Storm. The LHX is an actual experimental chopper that's craved by the military.



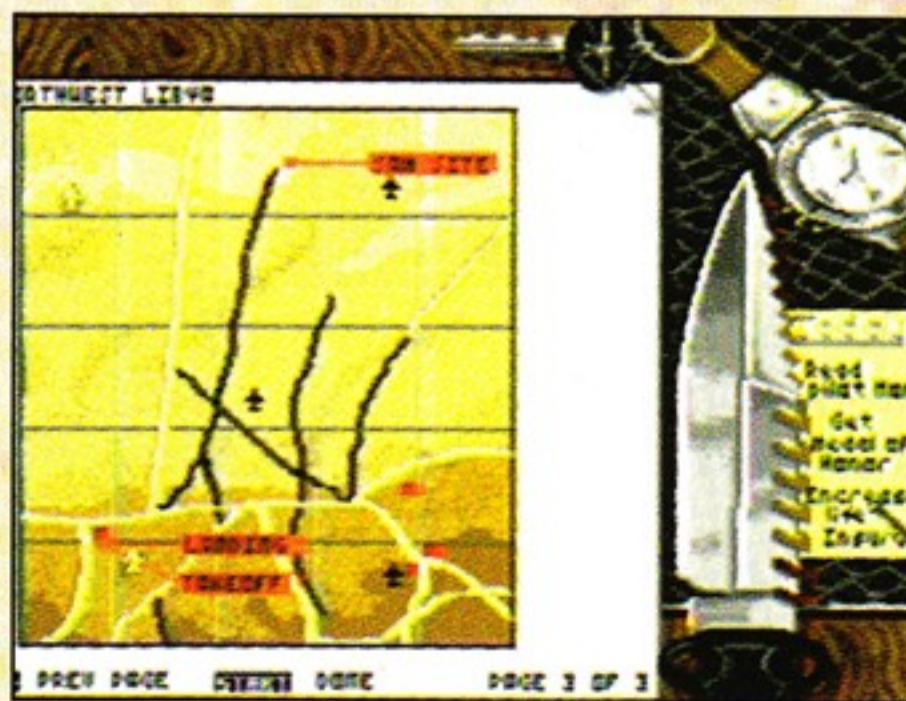
The Apache features awesome firepower, but don't zap camels.

No Fear of Flying

EA's extensive attention to detail extends to the instrumentation as well. Be prepared to read the manual. Don't let the sophisticated-looking control panel put you off, the aircraft respond nicely to the good 'ole Genesis controller.

LHX Attack Chopper

To help keep you airborne, both aircraft feature extensive heads-up displays (HUDs) that are comprehensive and easy to read. For example, the handy Multifunction CRT display even flashes a close-up picture of the targets you track. Moreover, at any time, you can display a detailed Waypoint Map to find your location in relation to your target and your base.



PRO TIP: Study your Waypoint Map for allied airfields and friendly territory. If you have to land there on your way back, you might be rescued.

No Guns, No Glory

Not only can you control your flying, but you can also activate a highly effective arsenal. At your command are Sidewinder heat-seeking missiles, Hellfire laser-guided missiles, FFAR rockets, and a chain gun.

PRO TIP: Know your weapon capabilities. For example, Guns will not fire on tracked aircraft.



PRO TIP: Always save some ammo for your return trip from any mission.

You'll need all the firepower you can muster, because your sandblasted enemy has equally lethal weaponry. They must have gotten a good deal on unused Soviet surplus. Among the six types of aircraft, 11 mobile weapons, and nine missile systems are HIND Assault Helicopters, Mikoyan MiG27 Flogger jets, T-80 Battle Tanks, and SA-8 Gecko Surface-to-Air Missiles. Five difficulty levels buy you time to master the cart.

PRO TIP: If there's a missile on your tail, you might be able to escape it by flying around a hill or a building.

PRO TIP: If you fly low enough, highflying interceptors won't notice you.

R-U-4-LHX?

LHX Attack Chopper is a highflying Genesis combat flight sim. If you're a real video pilot, you're used to polygon graphics. So, fire this cart up and blast some sand. Have you got the chops for Attack Chopper?

LHX Attack Chopper by Electronic Arts

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	ADJ. Adjustable
\$49.99	8 megs	Available now	Flight Simulator	One Player Passwords

LOOK OUT!!!

THE CAT'S OUT OF THE BAG!



Available
for Genesis
and SNES!

CHESTER CHEETAH®

Ya, Baby, this guy's jive, and I'm just trying to stay alive. I'm on the run for some real fun. Being in Four Corners Zoo, there's not much to do. So, if I don't blow, Mean Eugene, the Zoo Keepin' Fiend will steal the show. But when we scam, we'll be on the lam. Problem is, I need my bike and it is not where I like. The parts are hidden somewhere in the zoo. I need you to find them too. Then, me and the boys can hit the road, cause life in a zoo just got old. Take it from me, "You Gotta Be Free!" It's not cool to be treated like a fool. So help me out. Grab a bag of Cheetos now and get a \$5.00 rebate on my run for fun. Chester Cheetah is my name and "Too Cool To Fool" is the rule for today's hippest adventure game. Brought to you by Kaneko USA, where the fun is never done!



Hey Dude, get a load of this! When Chester loses his cool he geeks out. What a Cat!



Get A Life! This "Mean Eugene, the Zoo Keepin' Fiend" just won't give up.



Multi-levels of play, special graphics and effects don't get much cooler than this!



Ya Baby, this is an adventure you just don't want to miss.

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1370 Busch Parkway, Buffalo Grove, IL 60089
Phone (708) 808-1370 Fax (708) 808-1375

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GENESIS PREVIEW



By Boogie Man

Genesis fistfighters have been tearing up the joint waiting for the next gangfight. So, now that street fightin' is all the rage, it looks like a good time to bring in *Streets of Rage II*, immediately! To help you keep your violent tendencies in check, here's a preview.

Let's Get It On!

Streets of Rage II features some things old, some things new, some things borrowed, and some things black and blue. The *Streets of Rage* gang is out to put down Mr. X's evil drug gang, who've got an iron grip on Metro City. It looks like goons from every gutter and creepy back alley are out in force. The cart's side-view look and the multi-scrolling action are basically the same as the original game. But, the *Streets of Rage* team features new brawlers, who sport some cool, outrageous moves.

This time, Axel and Blaze team up with Skate Hunter and Max Thunder. Axel's still a stand-up boxer, but he's got a rapid-fire, two-fisted combo and a supercharged power punch. Blaze packs a mean backflip kick, and she unleashes an awesome power blast.

Skate's a slick skater, but he can do more with his rollerblades than motor around. He can pull a low, break dancin', helicopter kick and a sharp, airborne, corkscrew kick. Max is a pro-wrestler with a massive shoulder slam that clears the streets and a devastating two-handed hammer swing.

If you're gonna' play the wimp, you'll be able to pick up weapons along the way. Anything goes, whether it's swatting with pipes, tossing 'blades, or even hurling a motorcycle through the air.

The Age of Rage

Streets of Rage II looks macho and mean! That's the way you gotta' be when you're out to take on a tough street fighter.

***Streets of Rage II* by Sega**
16 megs, Available December



STREETS OF RAGE II



Axel's still got cool moves.



Max Thunder really swings.



Blaze knocks 'em for a loop with her power blast.



Blaze and Axel are back!



Skate's Break Dance Kick



The action gets electri-fried.

ARCADE SPORTS SIMULATION GAME OF THE YEAR

Jerry Glanville's™
PIGSKIN™
FOOTBRAWL®



AVAILABLE
DECEMBER 18



"Football with an attitude... a bad attitude."
Jerry Glanville™
Head Coach
Atlanta Falcons.

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GENESIS PREVIEW



By Toxic Tommy

If you've got a twitch in your clutch, a need for speed, a thrill for spills, then you've probably got a healthy dose of Road Rash. Well, Electronic Arts has the remedy – Road Rash II! Here's a quick hit on this motorcycle free-for-all, which is due out later this month.

II for the Road

Road Rash (see GamePro, January '92) is a rock 'em, sock 'em, cross-country tour, sort of R.I.P. meets RPMs. Road Rash II will be more of the same – only better. If you've never been initiated into the Road Rash Biker's and Bruisers Club, then first things first. This time around the track you get a wicked chain in addition to the



Rash riders move like the real thing.



If you wipe out, run back to your bike and ride!



The Bike Shop's where to get your mean machine.



Dash to a Rash clash.

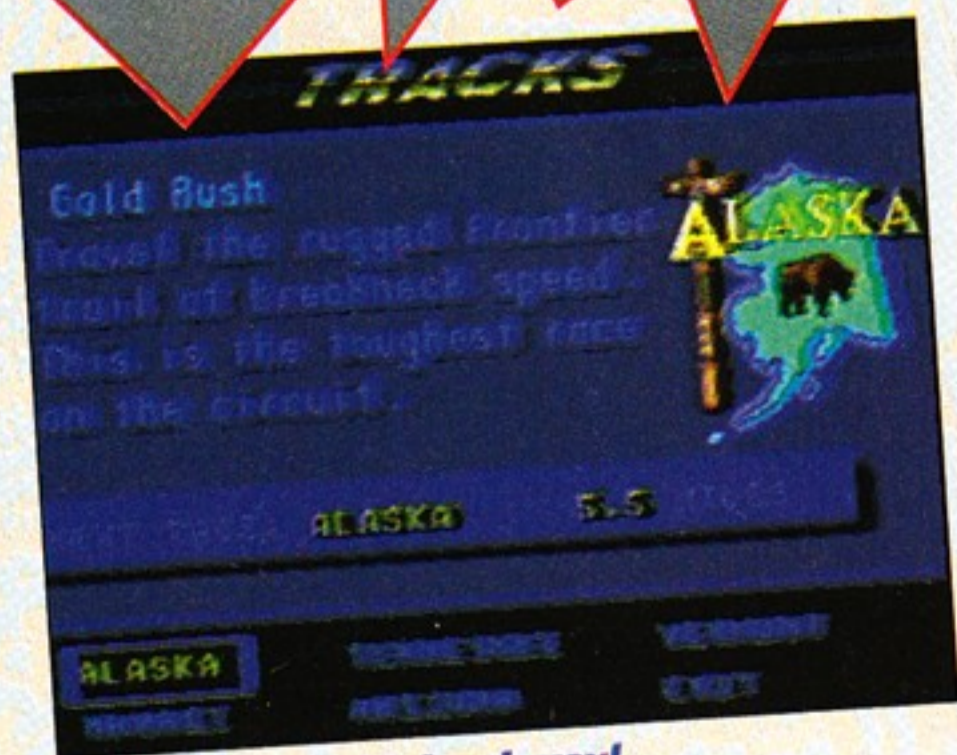


Go airborne to punch your opponent out.



standard club. As in the original, you hop on a bike and try to outrace a pack of fellow road warriors. It's important to lean into curves and hit top end on straight-aways. It's equally critical that you kick, punch, club, and now, chain-whip your way up through the crowd, too!

In the new version, you'll get five new levels with five tracks, each through five states with lax speeding laws – Alaska, Hawaii, Utah, Tennessee, and New England. Moreover, there are 15 motorcycles to choose from, including several super bikes equipped with tire-burning nitrous oxide injectors. The game will feature three modes of two-player competition.



See America, the hard way!

You can look forward to souped up graphics based on digitized footage of real riders. Two-player games feature a

cool split screen layout. Additionally, bloodthirsty bikers will be treated to spectacular new crash animations, including a smashing face plant and even headfirst dives. Jumps are also enhanced, so you can catch serious air off dips in the road or from obstacles on the roadside.

Crash with Rash

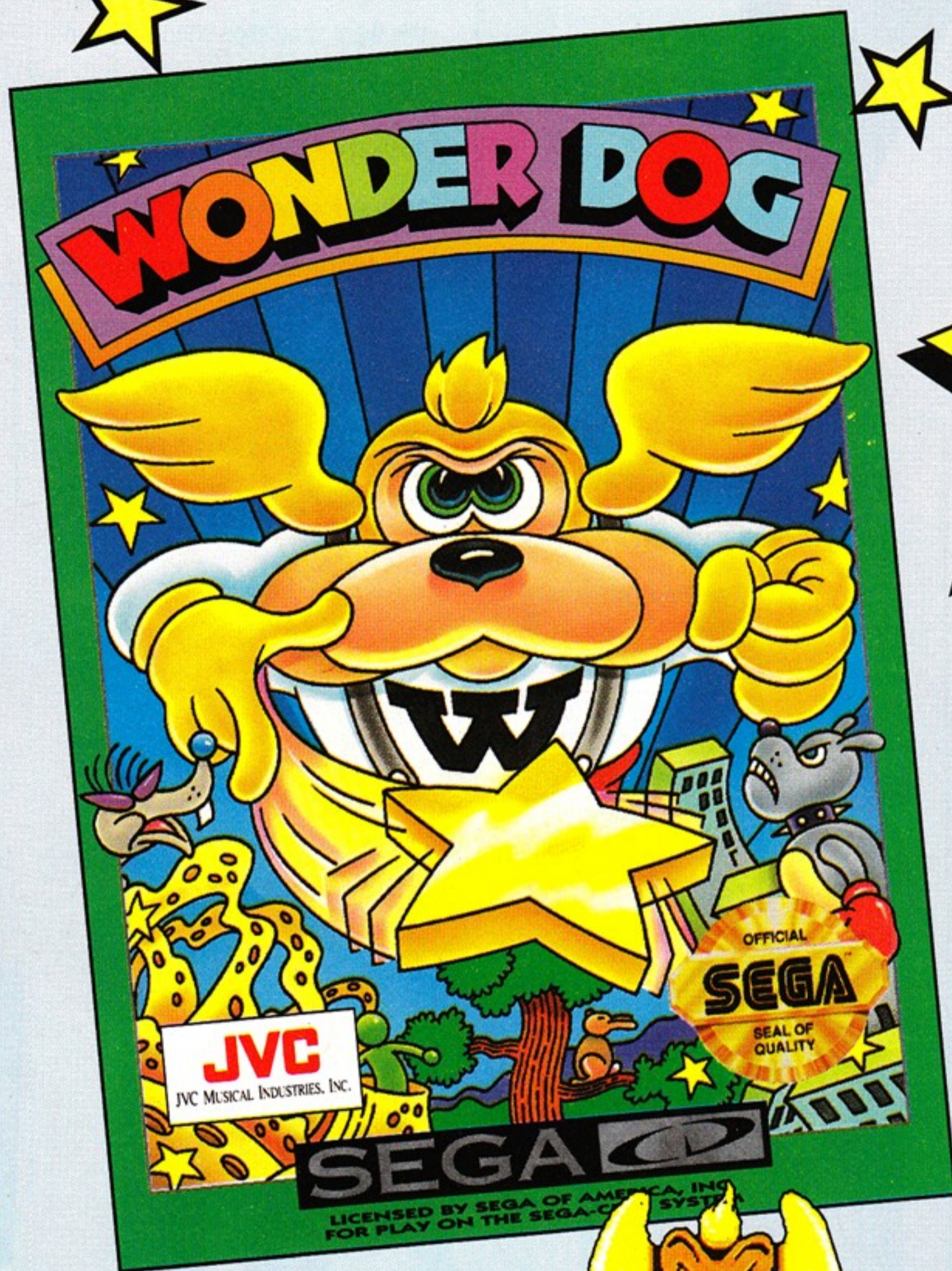
Just when you thought it was safe to go for a Genesis motorcycle ride, great news – it ain't safe at all! When you got an itch, yah gotta scratch it, particularly when it's Road Rash.

Road Rash II
Available December

CD-Action Unleashed.

Unleash the gaming muscle of the Sega-CD™ with the wildest, wackiest arcade-action game you'll ever play: *Wonder Dog™*

The hottest new star in the video-game galaxy will lift your gaming experience to another world. So check out the future of arcade-action gaming...you're bound to C D difference.



MORE
 GRAPHICS, ENEMIES,
 PICK-UPS, HIDDEN-ZONES,
 INVISIBLE ITEMS, MUSIC TRACKS,
 SOUND EFFECTS, AND
 HIGH-WIRE ARCADE GAMEPLAY
THAN A CART
 COULD EVER HOLD!



Cartoon-quality animation brings to life Wonder Dog's narrow escape from the invading Pitbully Space Armada on his home planet of K-9.



Wipe out the entire Pitbully armada and save your home-planet K-9 from tea-pot droids, hovering bull-fiends and frumpy helmet heads.



In Bunny Hop Meadow you'll take on mangy mutts, rascally rabbits and dizzy ducks as your long journey back to free K-9 begins.



Cut through Planet Foggia and plug-up the poisonous-gas-spewing, Zonker and his smoke-hurlin' buddy, Hulkur.

**OVER
 400
 ENEMIES**



You'll get down and dirty in the Underground, where you'll have to dodge dog-eating earthworms, gnomy moles and pesky gophers.



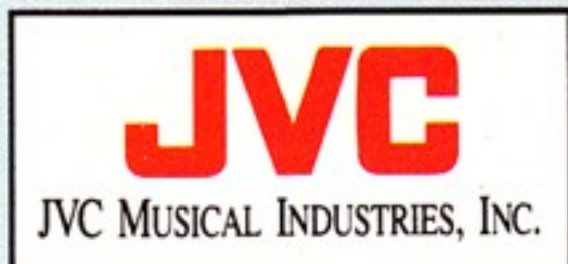
Climb in the ring with boxers in Dogsville and wailing alley cats in the Scrapyard—maybe you'll even find a hidden zone or two...or three.



Then you're off to Loony Moon to face mutant martians, giant space rats and a wild assortment of space cadets on the swiss-cheese tundra.



Anything can happen on Planet Weird: flying pigs, falling monkeys, invisible aliens...and it always feels like someone's watching you.



JVC Musical Industries, Inc., 3800 Barham Boulevard, Suite 305, Los Angeles, CA 90068
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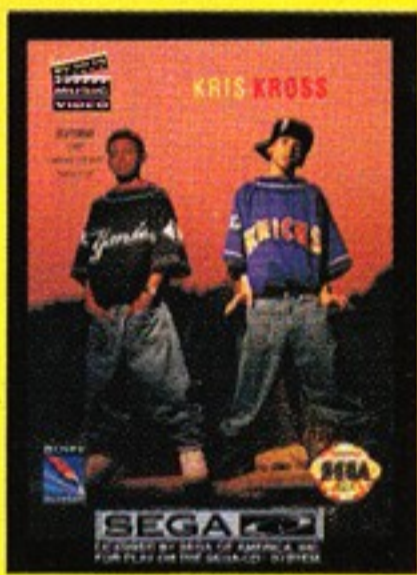


UN



At Sony Imagesoft, we're revolutionizing the video gaming world with a totally unreal lineup of games for the Sega-CD. We're the first to put the power of music video creation in your hands with two music video games featuring smash music artists **KRIS KROSS** and **C+C MUSIC FACTORY**. They'll blow you away with incredible CD sound, digitized live-action music

video clips and the awesome power to direct, edit and produce your own music videos.



SEWER SHARK, our action-shooter, takes you to a new realm of game play. Digital video of live actors and CD sound put you in the cockpit of this flight simulation shooter. Set in rat-infested sewers following a nuclear holocaust, you'll team up with ace sewer-jockey Ghost to transport supplies to human outposts. Your mission's clear: deliver the goods and fry the rats. Miss a turn and you're history. But make it all the way . . . and you're in

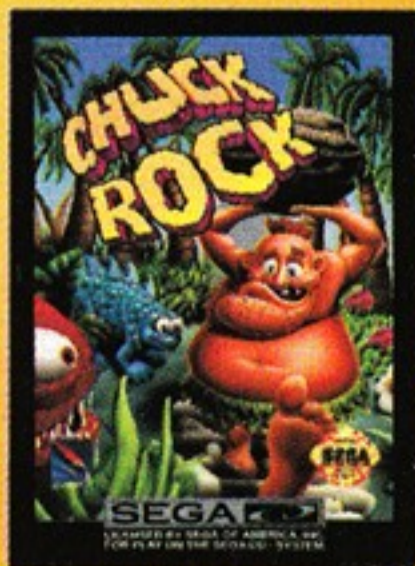


Solar City, maxin' out to beaches, babes and awesome rays.

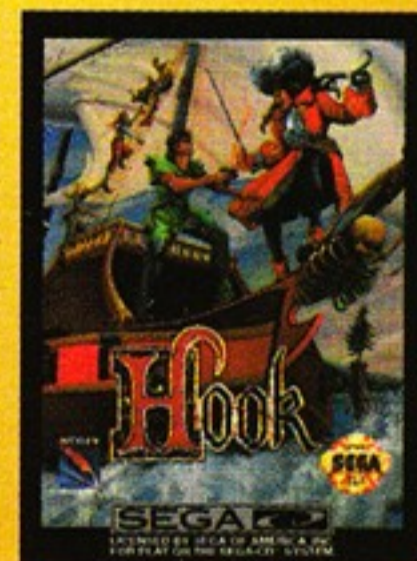
REAL!



We've also taken **CHUCK ROCK** and our own movie-based **Hook** and powered them up for the Sega-CD. With nine more levels than our 16-bit version, plus incredible new



animation, **Chuck Rock** is definitely gonna kick butt and take names. And **HOOK** for the Sega-CD, which features digitized scenes from the movie, never-before-seen computer graphics of Hook's ship, and CD-quality audio from the film soundtrack, takes our critically acclaimed 16-bit game to the next level. So if you're looking



for a totally new, totally unreal video game experience, you found it. From Sony Imagesoft.

IT'S A WHOLE NEW GAME.



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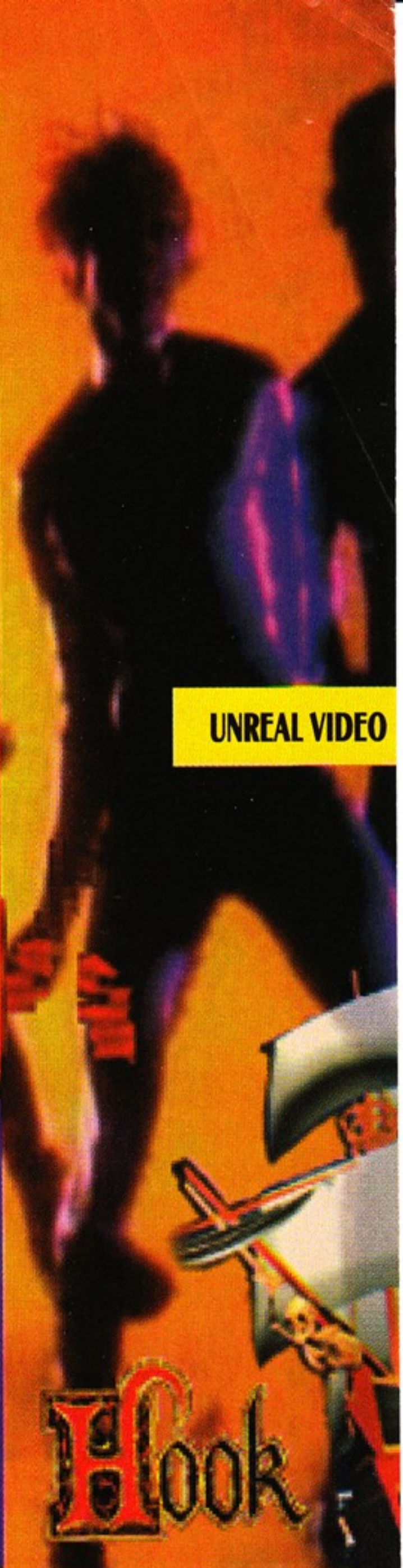
UNREAL CD SOUND



UNREAL ACTION



UNREAL VIDEO

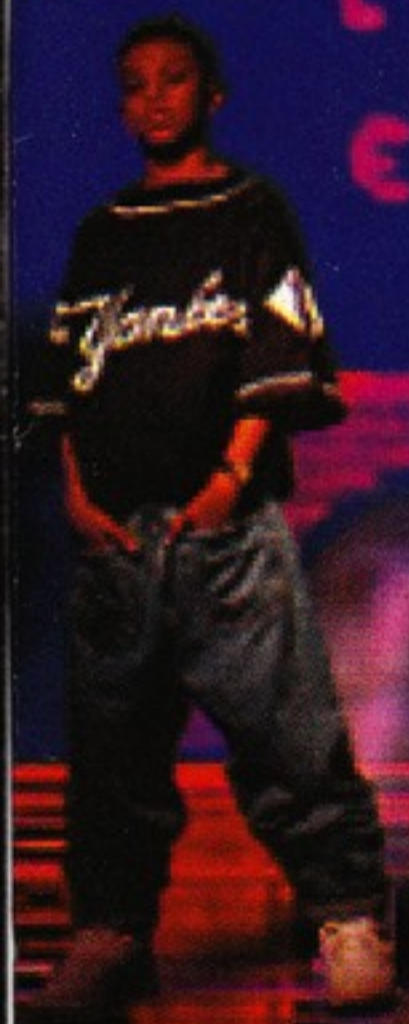


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SCORE

UNREAL GAME DEPTH



Hook

UNREAL SPEED

UNREAL MUSIC



UNREAL CONTROL



SEWER SHARK

3400

UNREAL PEOPLE



TOP SECRET MEMORANDUM

TO: GamePro Readers
FROM: GamePro Undercover Team Special (GUTS)
SUBJECT: Infiltration of Night Trap for the Sega CD
STATUS: FOR YOUR EYES ONLY
BACKGROUND: Sega CD games have been shrouded in mystery. So, several months ago, using advanced technology developed for the GamePro Television Show, GUTS "inserted" Special Agent Boogie Man inside Night Trap. Unfortunately, he immediately disappeared. Then, last week, GUTS Central Command received a compact disc containing a message from Agent Boogie Man. Here's the transcript.

Trapped in Night Trap

Attention, GUTS Central, the Night has eyes! Transport into Night Trap was successful, and I've succeeded in concealing myself inside the Martin family winery estate. This musty closet is cramped, but it's one of the few safe places around. There are strange and terrifying things occurring here, but at the same time they're as funny as any low budget horror movie.

Even from my confined vantage point, Night Trap's graphics are startling.

The game consists entirely of actual video footage of live actors. The graphics have a slightly grainy, pixelated appearance, but the animation is seamlessly smooth. Playing Night Trap is more like directing a B monster flick than playing a video game. Of course, the live-action video makes my need to blend into the graphics no problem.

They Want to Drink

Someone call the Vice President! Traditional family values are seriously in jeopardy here! The Martins' primary nocturnal

activities revolve around the distillation, bottling, and distribution of a nasty-looking, blood-red drink. They also chug the vile stuff. I don't yet know what the basic ingredients are, but events I've witnessed hint at a horrible possibility.

Additionally, the Martins support a creepy gang called Oggers. They lumber about in an oafish, zombie-like manner and dress like ninja auto mechanics.

PROTIP: Some Oggers can't be trapped.

Single White Females

One thing is certain: the Martins are sapping one of our Nation's most precious

Night Trap



Bathroom



Hall 1



Hall 2



Bedroom



Driveway



Kitchen



Entry Way



Living Room

Night Trap

natural resources – “unattached, beautiful females between the ages of 16 and 19!” I know that sounds too foul, too subversive to contemplate, but I’ve seen despicable acts in unliving color!

Five unattached, beautiful females between the ages of 16 and 19 have already disappeared. Five more have arrived here tonight. Night Trap gamers must protect them from the Oggers and uncover the mystery of Martins house.

Unfortunately, these girly girls set themselves up for trouble just like most airhead, designated victims do in the movies. Overly squeamish gamers should know that the scenes where the Oggers capture screaming, unattached, beautiful females are excruciating, but nothing you can’t see any night on TV.

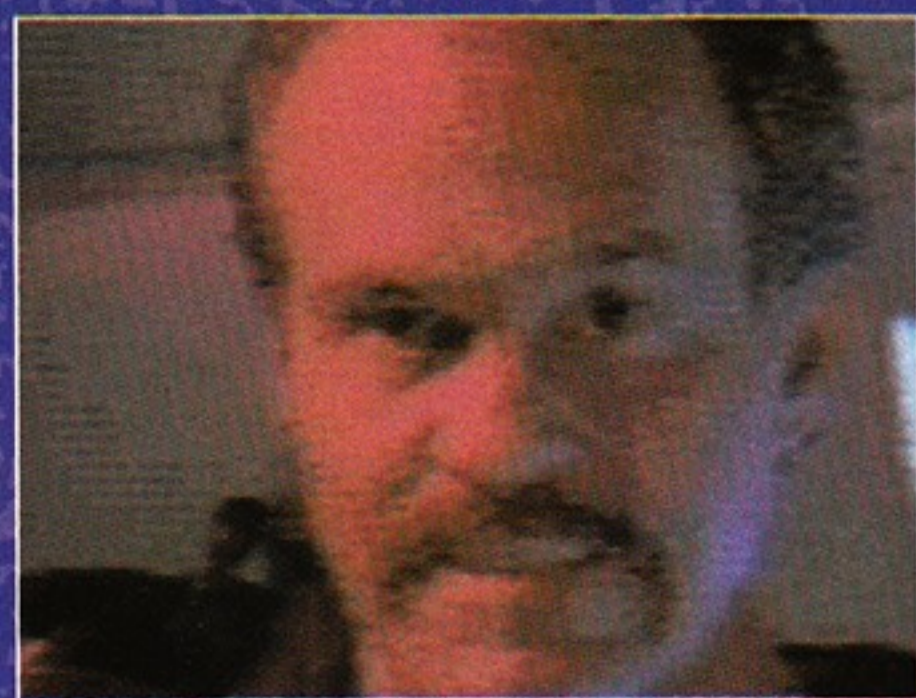


PROTIP: You must not lose any of the girls.

SCAT Attacks

Sega acknowledges the threat to the supply of unattached, beautiful females between the ages of 16 and 19, and they’ve dispatched the Sega Command Attack Team (SCAT). The SCAT team leader is an intense, belligerent, macho, Rambo clone. If anyone fouls up during the game, he appears on-screen to kick their lame behinds out. (Note to GUTS

Trivia Division: Dana Plato sighting! The former star of “Diff’rent Strokes” is a SCAT undercover agent.)



Mr. Intense heads up SCAT

Manageable Mayhem

The game’s controls are a snap to use. The horrors unfold in a window in the center of the screen. Players interact with the on-screen goings on via an uncomplicated point-and-click control panel displayed below the window.

The action takes place in real-time simultaneously in eight locations in the Martins house, so the control panel features eight Room icons. Night Trappers must click on the icons to constantly monitor the activities in each room.

The action is simple, but lively. The game doesn’t require nimble fingers, but you must be alert. Oggers swarm through the house. They slink by my hiding place all the time. SCAT has placed hidden Ogger Traps throughout the house. It’s up to gamers to spring the traps in order to keep the constantly increasing Ogger numbers down and protect the unattached, beautiful females. However, tripping Ogger Traps requires a color code, and the Martins continuously change the code. You have to listen in on their conversations to learn the new code.



PROTIP: Uncovering code changes is critical. The first code change occurs at 5:30. Be at the Entry Way and listen.

A game-time clock on the control panel is a key readout. Use it to be at the right place at the right time. If you jot down times, you’ll produce a time schedule that will guide your progress through the game.



PROTIP: You can pause the game clock by pressing Select to display the house’s floor plan.

PROTIP: Sometimes you don’t have time to watch traps completely close on Oggers before moving on.

Good Night Trap

I fear the Oggers know I’m here, so I must work quickly to substantiate my suspicions about the Martins. I am about to explore the kitchen pantry where Oggers frequently congregate. If I am captured...

ANALYSIS: Boogie Man’s CD message ends there, and he hasn’t been heard from since. GUTS Central fears he is the first official casualty of the CD revolution.

RECOMMENDATIONS: Even non-Sega CD gamers should check out Night Trap to see the Sega CD’s potential. The game is fascinating to watch, very entertaining, moderately challenging, and easy to play. More importantly, unattached, beautiful females between the ages of 16 and 19 need you! In the meantime, GamePros, heed this GUTS command: if you wander into Night Trap, look out for the Boogie Man!

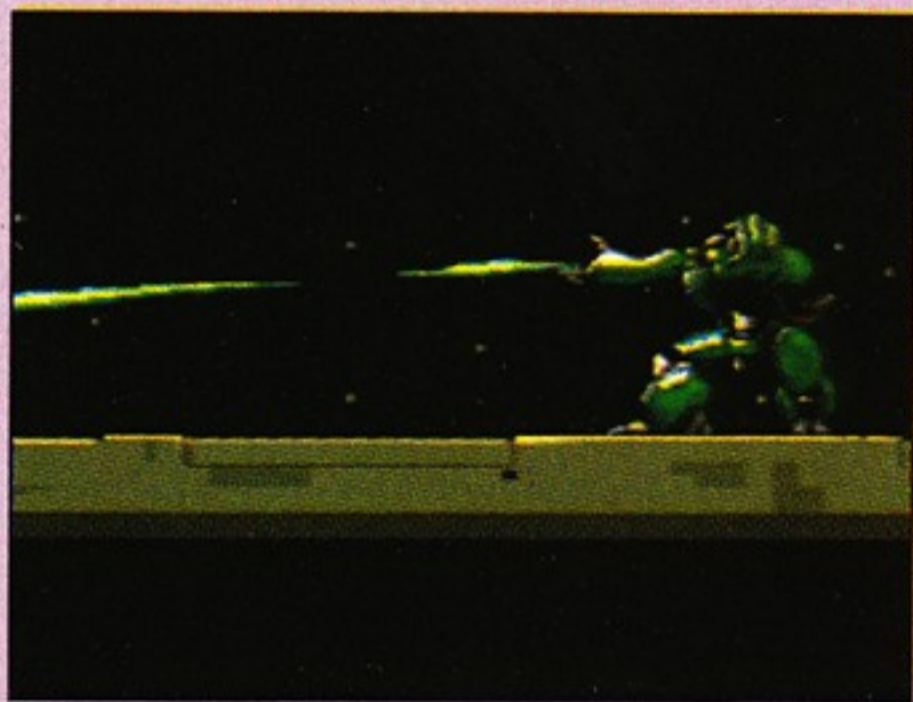
Night Trap by Sega				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
5.0	5.0	5.0	4.0	Intermediate
\$49.99		One Player		
Available now		Double CD set		
Action/Adventure				

SEGA CD PRO REVIEW



By Slo Mo

If you've kicked major extraterrestrial behind in the Akirovian Wars in Heavy Nova for the Genesis (see GamePro, March '92), get ready for another big time assault by Bignet. It's 40 years later and manned exploratory missions scour space for raw materials. When the probes begin to mysteriously disappear, Earth sends out its robot fighting force to the most mysterious spot in the galaxy for a Black Hole Assault.



Are the Akirovians back?

DOLLs by Any Other Name

Black Hole Assault is a robot beat-em-up of epic proportions. Remember Heavy Nova's DOLLs (Defensive Offensive Lethal Liberators)? Based on data captured from the defeated Akirovians, the military has converted DOLLs into CAMs (Cybernetic Anthropomorphic Machines).

Black Hole Assault's main event, Operation BHA, pits your CAMs against enemy CAMS. You'll travel across 10 stages – the Defcon 2 space station, the Moon, Venus, Mars, Phobos, the Asteroid, and four Saturnian moons. At each place, you and an opponent duke it out, robot-style.



PRO TIP: If you're stuck for strategy, get inside and kick.



BLACKHOLE ASSAULT

Assault Troops

The metal-fist-in-your-faceplate action is a serious side-view slugfest. You go metal-toe-to-metal-toe against 10 types of 'bots. You get three basic moves – a punch, a kick, and a throw. You can also jump and duck to deliver high and low blows. Additionally, every CAM has a long-distance special weapon.



PRO TIP: Intercept your enemy's weapon blasts with a shot from your own weapon.

If Looks Could Kill

BHA paints gorgeous graphics. The 10 CAMs feature a wide diversity of design that sport metal with mettle. The backgrounds planet-side and in space are bril-

liant. Awesome animated sequences tell the story in-between the fighting, accompanied by appropriately melodramatic and crystal clear dialog. The action flows much more crisply than Heavy Nova.

PRO TIP: Button press rhythm is everything in this game. The rapid-fire button-punching technique will get you nowhere.



PRO TIP: If you jump over your opponent, turn around to face him as you come down to score a quick hit.





Multi-player, Multi-plays

You can set up eight-player tournaments or establish an eight-player league. In Exhibition Mode, you can pick any stage, take on any CAM, play a friend, or play the computer. The computer's no sissy, and you can adjust its skill.

Fall into Black Hole

If you think buying a Sega CD makes you some sort of sophisticated gamer, you need to get down and dirty with Black Hole Assault. This hard-hitting fighting game serves up a major slice of compact disc humble pie. Serious Sega robo-warriors will want to assault this CD.

Black Hole Assault by Bignet

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.5	4.0	4.0	4.0	Intermediate

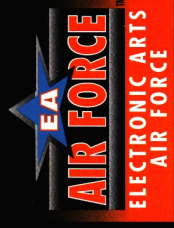
\$49.99
Available November
Beat-em-up

Eight Players
Compact Disc

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NEW
NEW



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Now available for your Super Nintendo Entertainment System and Sega Genesis.

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**A New
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on Graphics**

New Unique 3-D Viewing.



**A New
Perspective
On Action**
*Authentic Gulf War Weapons
And Realistic Battlefields*

**A New Perspective
On Storytelling**

A Lavish Cinematic Storyline.



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By Holly Wood



As announced, the Sega CD has finally arrived! Sega of America, anticipating the coming explosion of multimedia games, is stepping into tomorrow by building their own multimedia studio in Redwood City, California.

A Star Is Born

Producing a CD game requires an entirely different set of resources than the producing of carts. Anticipating the new rules of the game, so to speak, Sega decided that the cost to build their own multimedia studios was a wise investment.

The first generation of Sega CD games was pulled together by contracting several different companies who each contributed one small part of the whole package. Most third party licensee's must hire programmers, game designers, musicians, and artists to create the game that we play on screen. Sega's multimedia studio seeks to gather all sorts of talent under one roof or, at the very least, serve as a facility to assist Sega CD games developers in producing top quality compact discs.

Compact Discs, Compact Space

Sega has created a unique facility dedicated to creating multimedia products.

Upon entering the Sega Multimedia Studios, you're struck by its similarity in appearance to a regular office building filled with cubicles. However, behind these walls sit the programmers and game designers who create the amazing images, movement, and game play featured on Sega CDs.

Turn the corner and you'll see a mad zoo of blowup animals and other various creatures. It can only be the home of the art department.



Art needs inspiration.

After traversing this weird walkway, you'll reach the sound stage. The black-painted walls and rows of ceiling-mounted spot lights identify this area as the future stage for starving actors. Here, talented performers will strut their stuff and be digitized into interactive games.

Sega believes that the multimedia market will grow up to be an integral part of the film industry; a community that will include the stars. Who knows? You may

get to interact with famous heartthrobs, such as Kim Basinger and Luke Perry, right on your own television. Sound unreal? Well, this studio deals in the unreal, featuring technology comparable to that used by special effects outfits such as Lucasfilm's internationally renowned Industrial Light and Magic.



Who knows? He could be a star.

Sounds Ahead

Next door to the "sound" stage is the room where the "sounds" are actually created. Gaining their popularity in the music business, compact disc games should mean sound is now a main component of game play, and the Multimedia Studio is designed to accommodate that need.

Sega's music studio consists of two rooms. The larger of the two houses state-of-the-art sound equipment. You want your MTV, Sega uses a MIDI interface with Macintosh computers.

Continued on page 66.

SEGA MULTIMEDIA STUDIO



Take the controls.

The other room in this studio is for live recordings. It looks like the small box recording studios you've seen on TV or in the movies. Sega's sound techs feel that the sounds of live recording artists surpass synthesized sounds, because live performers add fresh, spontaneous innovation and ideas to the music. The

studio's state-of-the-art equipment has already produced new original Bat tunes for the Batman Returns game on the CD. It will blast out a full 40-50 minutes of pure listening pleasure



Spencer Nilsen, Audio Producer/Engineer, is at the controls.

In fact, sound and music represent another overlap between creative indus-



Advertisement

The Legend Continues...





tries. Warner Communications, one of the world's largest record labels, has just released a catalog of their tunes for use by game companies. Expect to hear blips and blabs from cool artists, such as REM, on a compact disc game some-time soon.

Testing, Testing

As we always say, "The proof's in the playing." Beyond the the music studio is a gaggle of offices that house, maybe, the most important link in the CD games chain – game testers. If a game can make it here, it can make it anywhere. Like you, the Sega game testers are looking for games that push the game playing envelope. They're looking forward to the future of gaming.

Studio Suspense

Even after pooling all the resources of the Sega Multimedia Studios, it still takes 14 to 20 months to produce a CD game. Even so, Sega plans on having several

new games out during 1993.

Sega's Multimedia Studios mark the beginning of a new era in the gaming industry. Even Sega Enterprises of Japan doesn't have a studio of its own. Consequently, they're keeping a close watch on their American subsidiary's facility with the hopes that the Sega Multimedia Studios will pump out games suitable for U.S. and Japanese markets, and that they'll set the standard for future multimedia studios to come.

New Horizons

The Sega Multimedia Studios means video games will never be the same again. CDs are going to make game play more realistic and fun. Sega already plans to expand its CD expertise into other CD platforms and multimedia systems. What does the future hold? Who knows, you just might meet Freddy in your nightmares or take a shower in "Psycho."

Advertisement

The "BAD" boys are back in the all-new SUPER DOUBLE DRAGON for your Super Nintendo Entertainment System. Billy and Jimmy Lee punch, spin and kick their way through bruising new battlegrounds and babe-saving missions to rescue Marian, the beautiful policewoman. Furious fists, fast feet and paralyzing new moves will take out some really tough dudes. Awesome action that will take you to the edge. Bring the POWER of SUPER DOUBLE DRAGON home today!

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GENESIS PREVIEW

As recently as last year, if you said Nintendo stalwart Konami would be creating games for the Sega Genesis, folks would've said you were looney. Well, "looney," as in Looney Tunes, isn't far off the mark.

Konami has two new games – one for the SNES and one for the Genesis – based on the Tiny Toon cartoon characters. Both are slated for the early part of '93, but here's a sneak peek.

Tiny Toon Adventures

Buster Bunny's on a treasure hunt, but there's more at stake than untold riches! He finds a mysterious note that tells a tale of the hidden pieces to a treasure map.

Unfortunately, that sly brat, Montana Max, eavesdrops on Buster's good fortune. As usual, Montana's plan is to kidnap Babs, again. Now Buster must hightail it after his nemesis and his girl, but he needs help.

A Little Help from Little Friends

Buster puts out the call for some of his closest Tiny Toon buds to give him a hand (or whatever). Plucky Duck, Little Beeper, Sneezzer the mouse, Hampton Pig, Calamity Coyote, and Batsy all join Buster's team. Even clumsy Concorde Condor is willing to try his darnedest.

Buster's main pal in this cart is Go Go Dodo. After you clear each of the game's six stages, Go Go will transport Buster to an exit area where he can find a piece of the treasure map. Then he can enter a variety of bonus areas, where you'll be able to score some points to help him track down Montana Max. The adventure will cover a variety of locations, including a forest, waterfalls, and a huge plain. Search carefully, because there'll be hidden stages aplenty.

Just to keep Buster's search interesting, Konami plans to have a few adversaries try to cross him. Well-intentioned, but annoying, Elmyra leads the pack. Several new characters don't have

names yet. They'll be an alligator, a fish, a frog, a shark, and a ghost.

What's Up!

Montana Max can run, but he can't hide. You might have to run too, if you want to track down this Tiny Toon Genesis cart when it arrives.

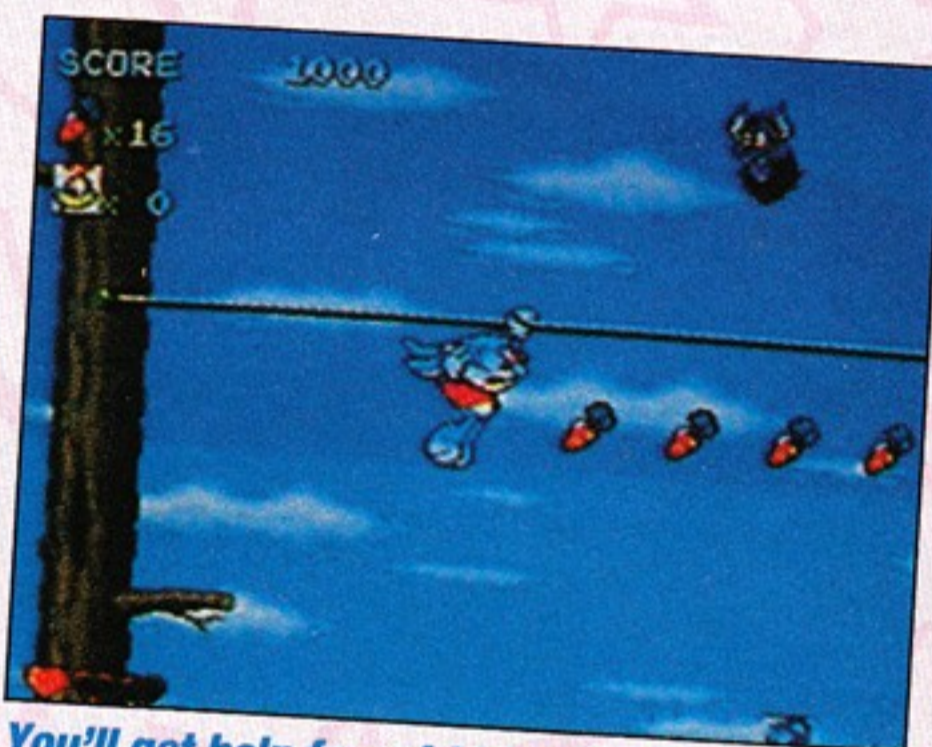
Tiny Toon Adventures by Konami
Available February '93



Buster Bunny's on a hare-raising romp to save Babs from Montana Max.



Buster will definitely have his ups and downs.



You'll get help from friends like Batsy.



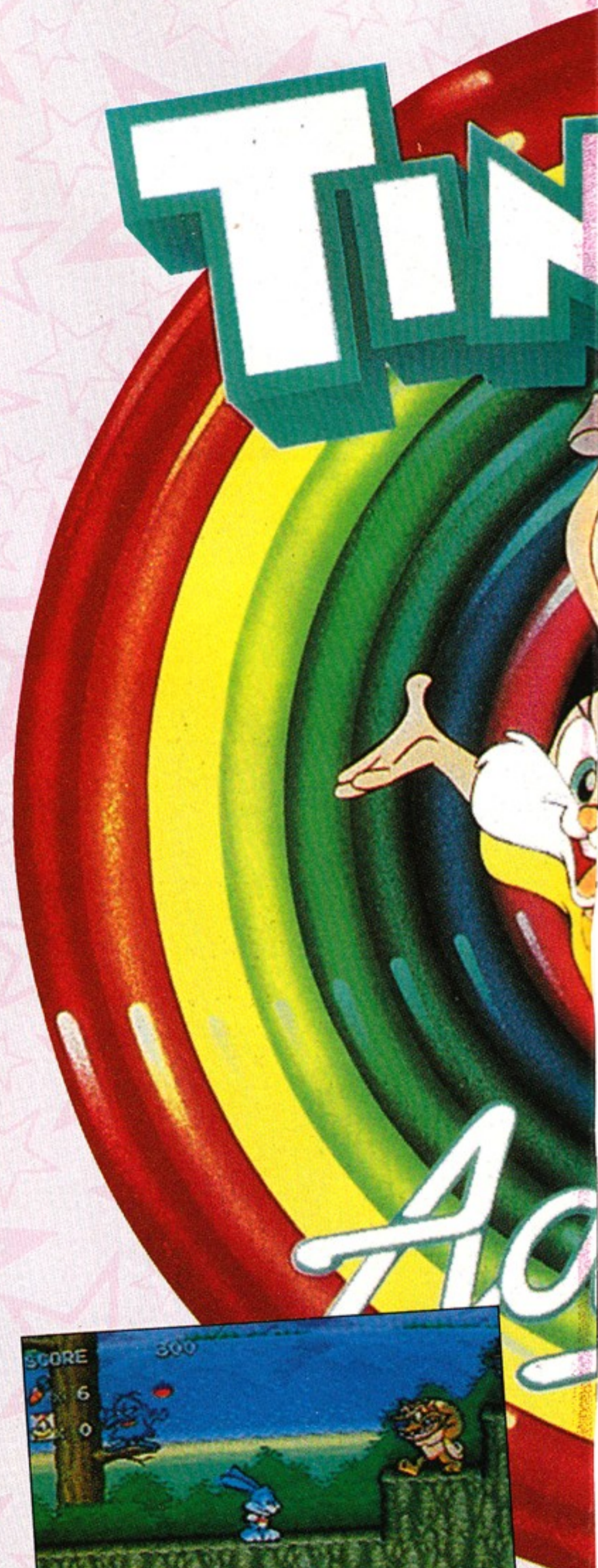
Dizzy Devil's on hand.



Buster has a ball.



Your foes include the Wolverine.





Beat big rats at the Looniversity.



Buster gets the Bunny Blues.

Tiny Toon Adventure: Buster Busts Loose

We know what you're thinking so, bite your tongue! The SNES will NOT be a rehash of the Genesis cart.

Buster Bunny's the star of this show, and he practically gets a whole television season's worth of air time. Konami's plans for Tiny Toon Adventure: Buster Busts Loose to cover six stages. However, each stage will be independent of the other, and each stage will have its own storyline. There will be no overall storyline.

Little Tales

At the Looniversity, Buster's a small bunny on a crazy campus. There's more than a diploma at stake as he tries to outthink crafty obstacles on his way to face a surprise boss.

Then, Buster travels to the Wild West on a transcontinental train. Montana Max has nasty surprises in store for him here.

In the Haunted House, Buster faces disappearing traps and mischievous ghosts. The Sports Stadium will call for him to compete in a quadrathlon: basketball, soccer, football, and a monster truck race. In the Jungle, he's on an adventure for fortune and glory. Finally, he's lost in space and under laser gun fire by Duck Vader.

Additionally, the cart will sport five subgames in between each stage starring other Tiny Toon characters. Go, Go BINGO pits Plucky Duck in a Bingo game versus the computer. In Guess the Weight, five Tiny Toonsters try to outweigh an opposing team on a seesaw scale. Hungry Boy Hampton stars who else but Hampton the pig in a maze race against time. Furr Ball the cat plays racketsball in his subgame. In Babs Bunny Rescue Your Friends, you do just that as you search a maze for Tiny Toon pals.

Toon In Next Time

Will Buster Bunny steal the show? Find out in the next installment of Tiny Toon Adventures on your SNES!

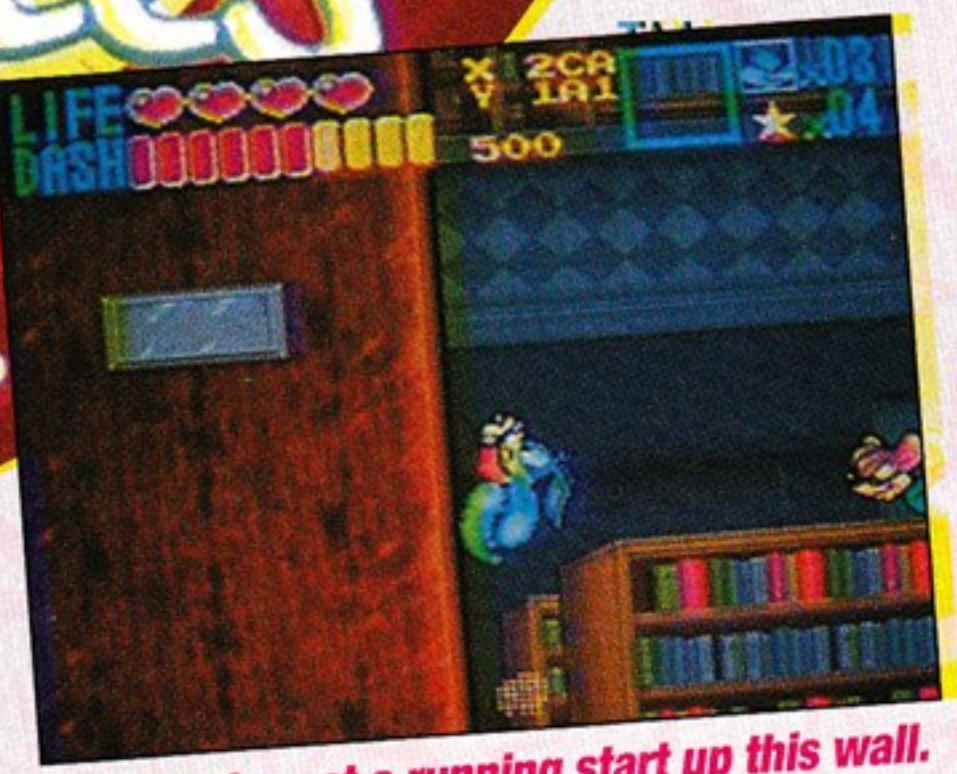
Tiny Toon Adventures: Buster Busts Loose Available February '93



The sporting life in the stadium.



Arnold the Bulldog tries to pump you up.



Help Buster get a running start up this wall.

SUPER NES PREVIEW



By **Andromeda**

Guess it was only a matter of time. Chester Cheetah, reigning snack food king and former dude in a loose mood, is behind bars – zoobars, that is. Mean Eugene the Zoo Keepin' Fiend has banished Chester to a life of gawking onlookers and captivity. However, since Chester's Too Cool to Fool, he's busting out of Four Corners Zoo and heading for the land of the free, the home of the brave – Hip City.

The Cat's Out of the Bag

Team up with cool cat Chester for five levels of vertically- and horizontally-scrolling action/adventure. A hop 'n' bop style of play with cartoon-style graphics and tunes puts you in the mood. Chester pulls a few trademark moves, including "geeking" out and yelping "ayayayaya" when he's hit.

To break out of the zoo, Chester has to get on his bad bike and ride. He

ordered an ultra-cool "chopped hog" from a catalog, but Mean Eugene hid the parts all around the zoo. Ya baby, you've got to search the Park, the Monkey Pits, the Gator Alley, the Hidden Caves, and the Bird Houses to find the missing pieces of Chester's motorcycle. Along the way, Chester's gonna want to hang with some of the animals in the hood, such as Funky Monkey, who'll help bust him loose. Other four-legged critters, such as rollerblading tortoises and boxing-gloved kangaroos, are bad news for our righteous kitty.

Snacks? You bet. Chester's gotta keep his strength up by grabbing Paws, of course, wherever and whenever he can find them. He's also on the lookout for cool sun-blockin' Shades, which give him temporary x-ray vision; Sneakers for super speed; a Skateboard; and his Guitar, to boogie bad guys into the ground.

This game makes the most of Chester's popularity, and leads him down the path to a radi-cool new career.

Chester Cheetah: Too Cool to Fool
by Kaneko, Available December



Watch out for that...tree!



When this kickboxing Kangaroo bangs on a tree, bugs drop on Chester.



Chester's always a cool dude in a loose mood.



Chester's one kitty who's not afraid to climb a tree.



Chester's always having snack attacks. Be on the lookout for Paws.



It's a bird. It's a plane. It's a cheetah?

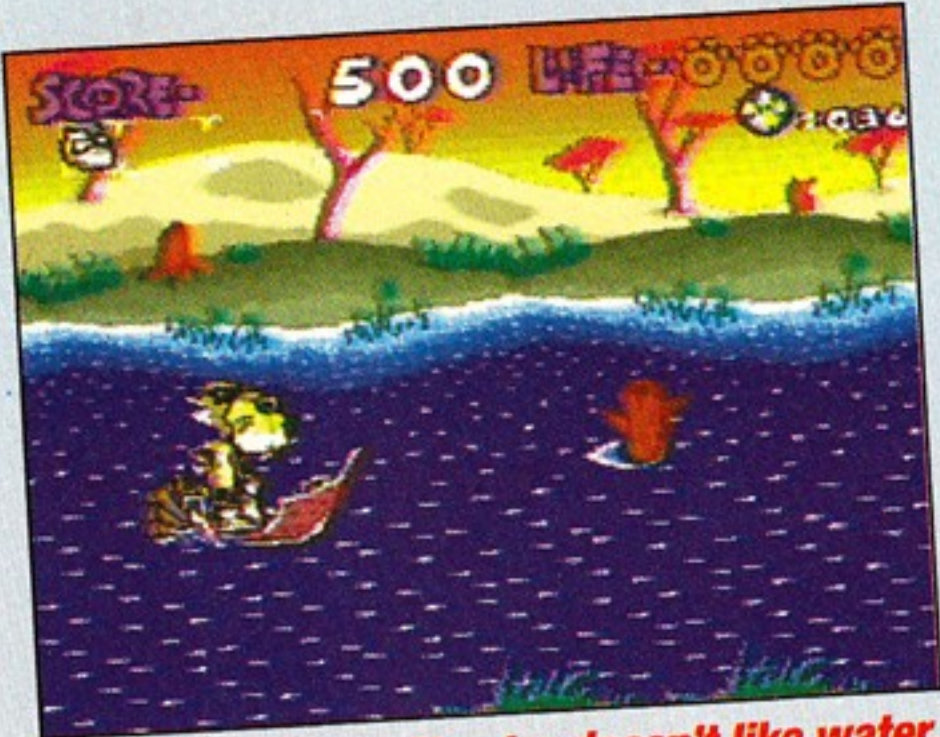


Mean Eugene'll try anything to stop Chester from escaping.



Chester's invincible while he's boogieing with his guitar, but don't boogie over water. When he's done, he's gonna take a dive.

CHESTER CHEETAH®



Like most kitties, Chester doesn't like water, but he doesn't mind boating.



It's not easy being cheesy.



Chester likes choo choos.



Chester's chopped hog is missing some of its parts.



SUPER NES PRO REVIEW



By Otter Matic

(Sung to the tune of the Mickey Mouse Club Theme Song:)

*Who makes games of quality
that sweep the in-dus-try?*

C-A-P-C-O-M and Disney, natural-ly!

Prick up your ears, Mouseketeers, The Magical Quest Starring Mickey Mouse is ready to work its magic on your SNES. The story begins with Pluto, Mickey, Goofy, and Donald playing catch at a cliff-side park. A little less than coordinated, Goofy overthrows the ball, and Pluto chases it right off the cliff! He falls into a land of magic and mystery. As his master, Mickey Mouse, you must search this enchanted land for your faithful dog Pluto.

Making Walt Proud

The Magical Quest does for video game graphics what Walt Disney did for animated films. The pix are some of the finest we've ever seen, utilizing the seemingly limitless SNES color palette to create vibrant foreground characters and subtly elegant backgrounds that make other games look like Mickey's ancient black and white debut cartoon, Steamboat Willie. The animation is smooth and playful, showing detailed expressions on the faces of Mickey and the bad guys. Because of this attention to detail, you really get a feel for the personalities of the characters.

The Wonder of Disney's World

The animated Disney classics have always been a big hit with kids. But, let's face it, adults love 'em too. This broad appeal also applies to Magical Quest. At its easiest Difficulty level, inexperienced gamers can explore the vast levels. With the Difficulty set to Hard, even the most seasoned gamer will find completing levels a challenge.

Spare Change

In this action/adventure game, Mickey's a mouse under control. He can perform the usual Mario-type moves like running, jumping, and ducking. His more unique moves include an action button that grabs objects and spins them to take out

an enemy with a twist. The most unusual option in this game is Mickey's ability to change his costume. As you progress through the game, you'll acquire a Wizard's robes, a Fireman's uniform, and a Mountaineer's gear. Each outfit imbues Mickey with special powers, which are the key to mastering levels and defeating level bosses.



PROTIP: On Level 1-1, after you meet the kind wizard, go outside and jump from the windowsill onto the Gold Magical Block. Then, continue jumping from block to block until you're on the roof. There you can uncover a hidden doorway to a heavenly bonus room.



PROTIP: When obstacles in your path are too hot to handle, don your Fireman's uniform and use your fire hose to create a safe path by moving blocks around.

Choose a Path

A game does not survive on beauty alone, it must have depth to keep gamers interested. If it's depth you want, The Magical Quest game is a bottomless pit! By far, the coolest part of the cart is its seemingly unlimited area of exploration. The five stages, with at least three levels in each stage, make this instant classic a quest of epic proportions.

However, if you wish to quickly speed through each level and receive a time bonus, you can. But, for the more adventurous, there's the opportunity to uncover secret passages to bonus rooms and General Stores, where you can purchase special items.



PROTIP: To defeat the first boss, stand in the middle of the screen and wait for him to swoop down. Just before he reaches the lowest point in his circular path, jump in place and you'll bonk him on the head.



Magical Quest

Starring MICKEY MOUSE

PROTIP: To defeat the bird boss at the end of Level 3, you've gotta be ready to change faster than a runway model. First, wear your Mountaineer's costume and use your grappling hook to hang on to one of the

two floating knobs. While you're hanging out, use the L or R button to highlight the Wizard's costume. As soon as the bird makes his flying pass, swing down to the nest and press A to change into the Wiz-

ard's costume. Then, use L or R to highlight the Mountaineer's costume, and after you've zapped the bird with magic, press A to change and quickly grapple one of the knobs. Repeat this process until the goose is cooked.

Squeaky Sounds

This mouse game has a lot going for it, but one area that could stand some improvement is the sound. Perhaps it was a memory trade-off for the cool graphics, but the repetitive soundtrack and predictable sound effects are a little cheesy. They aren't so goofy that you'll want to turn the sound off, but they just aren't up to par with the rest of the game's attributes.

PROTIP: To make the magic flying carpet unroll, use your Wizard's costume and zap the rug.







Climb every mountain!

Why? Because We Like it.

With the help of Disney, Capcom has created an irresistible game. The graphics and animation are outstanding. There's enough playability and depth to keep gamers of all skill levels entertained. After defeating the final boss in this game, there's only one thing to say, "I'm going to Disneyland!"

The Magical Quest Starring Mickey Mouse by Capcom

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
5.0	3.0	4.0	4.0	Adjustable

Price not available
Available December
Action/Adventure

Two Player
Continues

SUPER NES PRO REVIEW

By Slasher Quan



Our semi-studious, spike-headed bad boy, Bart Simpson, is a few decimal points away from flunking the fourth grade. He's got one last chance to pass — a homework assignment. Resigned to his fate, Bart grabs a pencil and calculator and promptly...falls asleep!

In his dreams, something strange and unexpected happens. His homework papers blow out the window. Bart chases them and finds himself in a wacked-out version of Springfield, complete with floating Lisa Simpson fairies, mobile mailboxes, and walking TVs. Aye carumba, it's a nightmare — Bart's Nightmare!



Bart Simpson falls asleep on assignment!

Mind Games

Bart's Nightmare is Acclaim's first Simpsons foray on the Super NES, and this is good news for Simpsons fans everywhere. The 16-bit processing power provides excellent cartoon-style animation and cool music. However, the cart is not a dream come true. The game play is fun in places, average in others, and sometimes completely frustrating.

The bad dream begins in Windy World, a surreal, side-view Springfield. The action here is confusing. Bart must avoid figments of his overactive imagination, including Jebediah Springfield Statue heads, Otto-man's school bus, and Blinkie the three-eyed fish. From here, Bart must catch his wind-scattered homework papers to transport into any

of five nightmare sub-levels called Other Worldly Worlds. If he beats a sub-level, he keeps his homework. But win or lose, he returns to Windy World until he retrieves all his papers.



Pick a door, any door.

Doin' the Bartman

The best World is "Bartman." This is a high-flying shoot-em-up sequence. However, it's slightly marred by slow-down and real sharpshooters should find it easy to beat. With his Bartsuit and slingshot, Bart blasts off into the clouds above Springfield to face old TV show foes-turned-bosses, including the mean-spirited twins Sherri and Terri, Barney Grumble and his belching pink elephant, and nuclear power plant owner Monty Burns.



PROTIP: Pop Krusty balloons to earn Bart 1-ups.

Big Lizard, Small City

"Bartzilla" is a two-part World where Bart transforms into into a half-kid, half-Godzilla, city-crunching lizard. In the first part of the level, he stomps side-view across Springfield and nails incoming jets, choppers, and tanks with eye beams and bad breath. The control here is limited — all Bart can do is fire and stop moving forward. In the second Bartzilla section, Bart's shrunk from giganto to just really big. He climbs a vertically-scrolling skyscraper. At the top, he tries to electrify Homer Kong.

The Simpsons Bart's Nightmare



PROTIP: When you see a jet fighter cruise into the foreground, press X to fire an eye beam and ground it as it circles.

Bartzilla is a creative masterpiece. The slick graphics and animation are some of the best ever on the SNES. However, the areas are short and fairly easy.



PROTIP: Wait for Homer Kong to throw a punch. Then, scale up the safe side of the skyscraper and turn on the juice.

Bart Under the Microscope

In "Bart's Bloodstream," Bart shrinks to microscopic proportions for a plasma plunge. Bart's blood is contaminated by viruses, so he blows them away with a pump gun à la Dig Dug. As he swims, Bart must touch Smilin' Joe Fission several times to release his homework. The gurgling underwater sounds are great, but the visuals are average. The game play is simplistic swimming and pumping.

Sons: mare



PROTIP: Viruses slow you down. Concentrate on Joe Fission.

A Game of Cat and Mouse

In "Itchy and Scratchy," Bart steps into his favorite afternoon 'toon for a side-view, eight-room romp. Itchy and Scratchy incinerate Simpson with their trademark "toys" – bazookas, flame throwers, and giant carving knives. Bart battles back with dart guns, fire extinguishers, and mallets. The frenetic graphics are superb, and the run-and-splat action is good and tough.



PROTIP: Stand on the far-left kitchen countertop in Level 1, Room 4 of *Itchy & Scratchy*. Wait for Itchy to chuck a carving knife, then flatten him with your mallet.

Indiana Simpson

Bart whips into adventure in "The Temple of Maggie," an Indy-style death walk across a bridge of rickety stepping stones. Bart hops from block to block and avoids or whips pesky blue demons, Maggie's pacifier missiles, and a lava pit. The control is precise, but judging each step is a demanding chal-

lenge. The background and color shadings here are terrific. The sounds are haunting, but sparse.



PROTIP: Press R to scroll the screen right and trick Maggie into spitting out her pacifiers.





Night Sweats

The title, "Bart's Nightmare," is an accurate depiction of this cart's challenge level. The sub-levels range in difficulty, but beating them all without dying in the Windy World is a tall order for a short kid. If Bart gets hit in the Windy World too many times, he wakes up and gets an "F" with no way to continue. That "F" soon stands for "Frustration" as you're repeatedly forced to replay from the beginning.

A Simpsons Summary

At its best, Bart's Nightmare is an outstanding tribute to Simpsons creator Matt Groening, and the music and sounds are snappy. However, the game is too schizophrenic and repetitive for its own good. The Other Worldly Worlds win for concept, but lack of depth place them in the middle of the pack. You'll want to check out this cart just to see Bartzilla stomp a few buildings, or to see Itchy and Scratchy's violent antics. If you're thinking long-term investment, sleep on it.

The Simpsons: Bart's Nightmare by Acclaim

Graphics	Sound	Control	FunFactor	Challenge
 4.5	 4.0	 4.0	 3.5	ADV. Advanced

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One Player

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16 BIT GRAPHICS

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Your Enemy.....**

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Contrary to published reports, Death Duel has been banned only in certain European countries; however, it is still legal in all 50 states as of the date of this notice. Any reports indicating otherwise are unfounded.

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"The World of STD"





By Bro. Buzz

Tired of that Super Marioesque running, jumping, and flying? You aren't the only ones! Even Mario, Luigi, Koopa Troopa, and Bowser need a break some-time. In Nintendo's Super Mario Kart, these characters and their pals jump behind the wheels of Go-carts for outrageously fun racing action.

Kart to Kart

True Go-carts are little, single-seat, metal pipe-framed vehicles that are built very low to the ground. Their power plants are miniscule by automobile standards, but their light weight enables them to zip around race tracks like crazy! Super Mario Kart does an excellent job of capturing the thrill of Go-cart racing, and wraps it up in the familiar, fun, Mario-land atmosphere.



Mario takes a break!

Mario's Sights and Sounds

The great graphics are pure Super Mario. Mario, Luigi, the Princess, Yoshi, Toad, Koopa Troopa, Bowser, and Donkey Kong, Jr. are all on hand as drivers you can control. The cart introduces a new Nintendo character, too. He's Lakitu the turtle, who shows up to pull you out of trouble spots like deep water and lava.



Lakitu will save your can more often than not.



PROTIP: First timers should drive with either Mario, Luigi, Koopa Troopa, or Toad.

The 19 tracks feature familiar Mario-style scenery and backgrounds. Each track sports a unique, rambunctious layout. The entire group offers months of fun for any SNES driver. Well-done familiar details, like the infamous Piranha Plants, Ghosts, Mushrooms, and the ever-present Pipes, will also make Mario fans feel right at home.



PROTIP: Be aware of the different courses' unique aspects. For example, Vanilla Lake has an icy surface, so it's slippery. The side

barriers in Ghost Valley disappear when you hit them once. You'll go over the edge next time you hit that spot.



Ghost Valley is a spooky raceway.



Bowser Castle is a hot track.

You do all your driving from a slick, behind-the-cart view. The wicked racing graphics are a Mode 7 tour-de-force, à la F-Zero. You whip around curves and spin out. Watch out, 'cuz this game can make you dizzy. The controls in this game are tight, and you use all the SNES controller buttons to motor around the track.

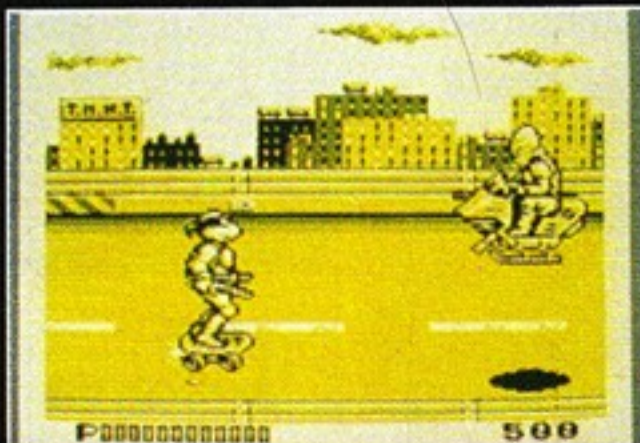
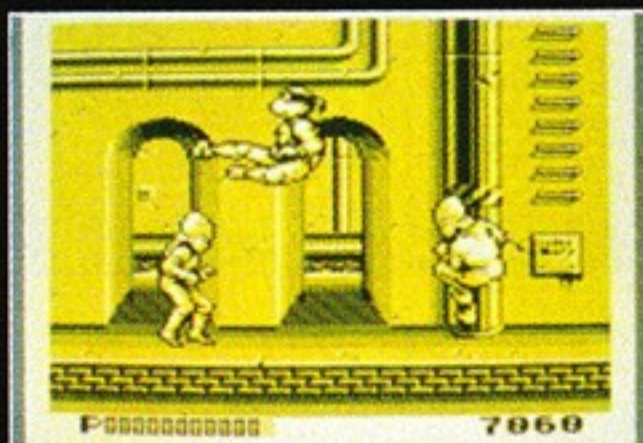
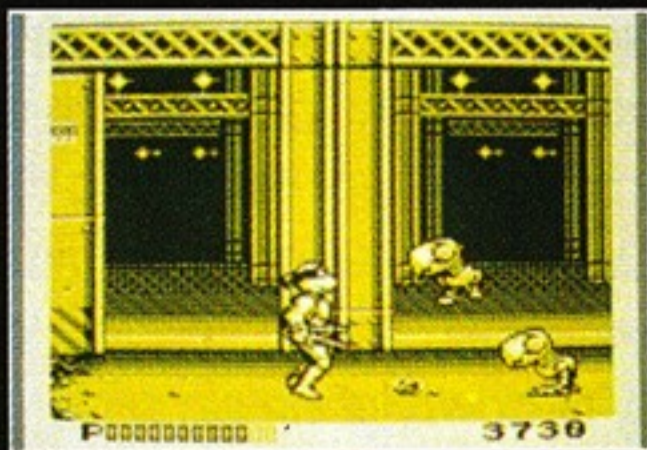


GET YOUR MIND BACK IN THE GUTTER.

Time to get crude and rude, dude. 'Cause Shredder's nabbed April O'Neil again in Teenage Mutant Ninja Turtles® II: Back from the Sewers™, Konami's® new bodacious shell bound shell shocker for Game Boy.®

- Two megs memory puts major screenage in your face with bigger characters and cooler action.
- 6 totally tasty levels plus 5 bonus pizza collecting stages.
- Attempt to release captured Turtles in the most excellent rescue levels.
- All new feature lets you choose a level of difficulty.
- Walk, talk, jump, climb, skateboard and surf through downtown sewers, abandoned buildings, subways, highways, the Technodrome and other areas o' pain.
- Righteous reporter April is missing serious air time, dude. So get slicing and maybe Shredder will choke 'n croak for good.

Not!



SUPER MARIO KART

Continued from page 80.



PROTIP: You can cut corners as you race. It slows you down a little, but it sometimes enables you to gain ground on the leaders.

This game even sounds like a good time. Cutesy tunes and sound effects blend in excellently with the action and the Mario atmosphere.

Super Mario Race Land

Super Mario Kart features five Go-kart games – the Match Race, the Time Trial, the Battle Mode, and the Mario Kart GP in both one- and two-player modes. Each game dishes out its own brand of fun. Give 'em everything you've got because the battery backup saves your ranking for all to see.

You must master different track layouts against stiff competition. Try to bump your opponents off the tracks. Drive over Question Mark Squares to acquire nine helpful items – Shells to shoot at other drivers; Mushrooms for speed, Stars for invincibility, Feathers for high jumps, and more.

PROTIP: Fire Shells to clear obstacles, such as Banana Peels, Yoshi Eggs, and Poison Mushrooms, from your path.

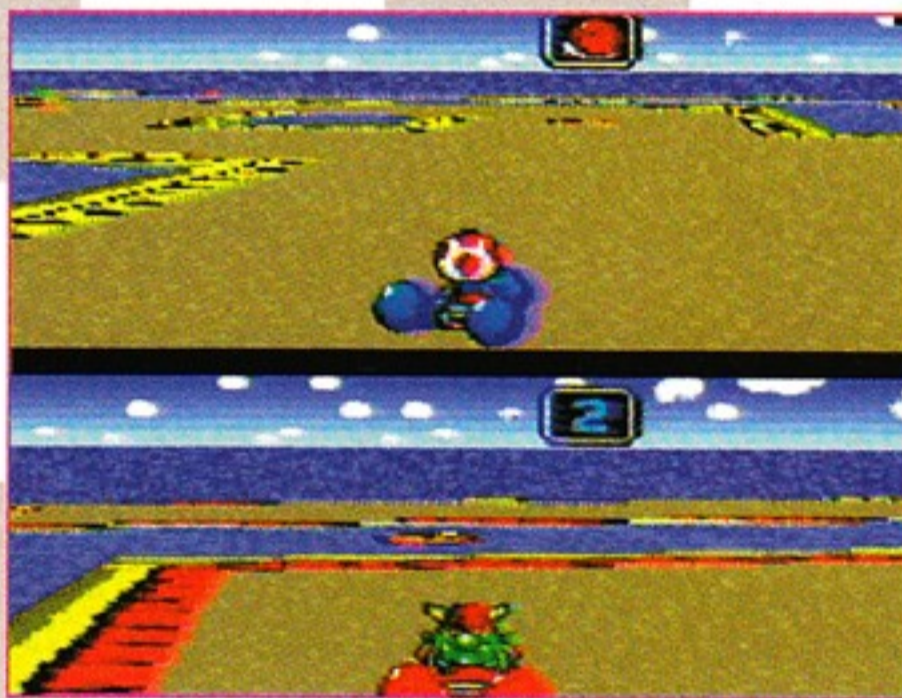
PROTIP: Green Shells ricochet, so try for bank shots. Watch out, though, they can hit you on the rebound, too!

The Match Race is a two-player race, where you drive against your bud one-on-one. In Time Trials you drive solo on any

course. If you drive fast enough, you could get the chance to take on yourself in a one-on-one matchup!

PROTIP: Power Sliding through turns is practically the only way to win in the 100cc class races. Press a directional control to turn and then hit L or R (it doesn't matter which one).

Battle Mode pits two human players against each other across five tracks. Your karts are outfitted with three balloons. You chase each other around and try to grab those Items that will help you burst your opponent's balloon.



PROTIP: In Battle Mode, you can tell where your opponent is by watching his screen (of course), and noting the colors of the boundaries he is driving by.

Mario Kart GP

Because you take on the tough CPU, Mario Kart GP is the most challenging game in the cart. You pick your favorite character and then race against the seven remaining drivers. You can enter the 50cc class or the 100cc class. In 100cc races, the karts are faster and the drivers are more aggressive. Sometimes they're downright mean.

PROTIP: In 100cc class races, you must be as aggressive as your opponents, or you'll never earn a number one ranking. Slam into them when they're at your side, or bonk 'em with Shells.



Single-player GP features a nifty track view. You'll be able to see your position during a race.





You have to complete three "Cup" racing series – the Mushroom Cup, the Flower Cup, and the Star Cup. Each Cup series consists of five races on five courses, and they'll blister your thumbs. Races are five laps long, and the top four finishers earn points towards the overall championship. In two-player GP, you and a friend race via an excellent split-screen view. It's a cooperative contest. If either of you finishes in Fourth Place or better, you both move up to the next track. This is a great way for drivers of unequal skills to play together.



PROTIP: You'll never win a thing, but you can drive completely around a track in the opposite direction.

Mario Motors

Maybe you were wondering just how many ways Nintendo could squeeze a good time out of the Mario world. Here's one way that's a winner. Super Mario Kart makes wheel-spinning, bumper-grinding, motor racing actually cute! The little guys definitely have a lot of drive.

Super Mario Kart by Nintendo				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
5.0	4.0	5.0	5.0	Adjustable
\$49.95 Available now Racing Simulator		Two Player Battery backup		

GET A MONSTER BONE.



Pop this sucker in your Game Boy,[®] and take off on a monster search for Franky's beautiful ghoulfriend Bitsy. It seems her bones and body parts have been scattered through seven levels of horrible creepy castle. And there are 230 rooms full of slimy things in your way before you get to the Life Machine and put her back together. So hit the switch! And *bone voyage*.

KEMCO



Also: Gear up and go for it with *Top Gear*, the #1 Super NES™ race game. *Phalanx*, the hyperspeed Super NES™ shootout in space. And *Ka-Blooey*, the mind-blowing puzzle game.



By Frequent Flyer

You fly a U.S. Army Apache helicopter gunship. A bearded, Middle Eastern "madman" has invaded a neighboring country. Your commander is rotund and wears camouflage fatigues. Fail, and you suffer the mother of all defeats. Succeed, and you get to low five the Prez. Get the picture?

You will, even if you had your head buried in the sand during Operation Desert Storm. Desert Strike: Return to the Gulf by Electronic Arts combines excellent graphics with slam bang SNES chopper action.



Guess who's the bad guy?

On Strike

EA must be on a mission to corner the 16-bit 'copter gunship market with this game, their Desert Strike Genesis game (see GamePro, March '92), and their LHX Attack Chopper (see the Genesis Pro Review this issue). The graphics here are gorgeous. You pilot your aircraft with an outside-the-chopper, 3/4 overhead view that scrolls a mean 360 degrees. That smooth-scrolling look is key, because you use the game's terrific controls to wheel and deal your gunship through the enemy's desert fortifications to complete five lengthy Campaigns.



Watch out for the tiny snipers.

Desert Strike tosses some nice graphic details at you, too. The cinema sequences are great, and the animation is fine, right down to the teeny, tiny soldiers who scurry across the sand.

The sound effects (primarily weapon shots and booms) are good. Even the constantly whirring helicopter engine doesn't grate on your ears.

DESERT STRIKE

RETURN TO THE GULF

Campaign Strategy

The Campaigns are danger-filled and long. Each one consists of several missions that require tactical analysis, as well as a steely trigger finger. In addition to destroying military installations, you save a TV news crew, blast oil spigots that are polluting the sea, transport commandoes on secret missions, and more.

PROTIP: Just for fun in Campaign 4, blow up oil tanks instead of protecting them. You'll get a royal butt-chewing and a nice lecture about your "friend" Mr. Oil.

Your helicopter is armed with Chain Guns, Radar-Guided Missiles, and Hydra Missiles. You have to attack, or dodge, robot missile launchers, tanks, and small soldiers armed with hand-held anti-aircraft missile launchers. A Battle Map display provides you with critical area intelligence reports.



PROTIP: You can maneuver faster than tanks and robot guns can turn. Try to attack them from the rear.

Sand and Shooting

Desert Strike requires strategy and firepower. Your fuel, ammo, and armor strength are limited resources, which you must replenish by finding supply caches on the ground.



PROTIP: The Battle Map can put you right on top of vital supplies, even if they're hidden inside buildings.

PROTIP: Watch your armor ratings. Less than 200 is dangerous. Rescued P.O.W.s count for 100 armor points each.

PROTIP: Some buildings and tents hide fuel and ammo that don't register on the Battle Map.

PROTIP: You cease fuel consumption whenever you display the Map Screen.

To goose the challenge a little more, you can choose three helicopter flying characteristics: From the Cockpit, From Above, and With Momentum. With Momentum is the toughest and the most realistic. As the name implies, you can't stop on a dime.

Peace through Superior Firepower

Desert Strike flies. It's easy to play, but tough. If you're a hard-core heli-warrior with an itch for Special Ops war action lifted straight from yesterday's headlines, scratch here. Economic sanctions will never make a good video game, so take to the skies with Desert Strike. The action's hot!

Desert Strike: Return to the Gulf by Electronic Arts

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	5.0	4.5	ADV. Advanced

\$59.95
8 megs
Available now

Action
One Player
Passwords

GET 'EM BY THE CROSS HAIRS.



Is this truly X-cellent or what? Now you can X-terminate your enemies in truly X-pert style, with the first Super Scope game that uses on-screen cross-hair sights. It's the shoot-from-the-hippest game ever invented, and it'll drive you X-tremely wild. So get that Super Scope off your shoulder and zero in on the X-Zone.

KEMCO



Also: Gear up and go for it with *Top Gear*, the #1 Super NES™ race game. *Phalanx*, the hyperspeed Super NES™ shootout in space. And *Dr. Franken*, Kemco's new monster hit for Game Boy®.



By the Missing Link

Ooga Booga! All hunters 'n' gatherers gather round the camp fire! Gary Gritter has dragged B.C. babe, Ophelia, off by the hair. Chuck Rock needs your help to fight off prehistoric predators as he searches for his best gal.

Belly Up

Luckily for you, SNES gamers, Sony Imagesoft has brought Chucky to the big screen. This fun, but frustrating, game takes you through five side-scrolling, primordial Stages – a jungle, a volcano, a swamp, the Ice Age, and a dinosaur graveyard – each with a varying number of levels.

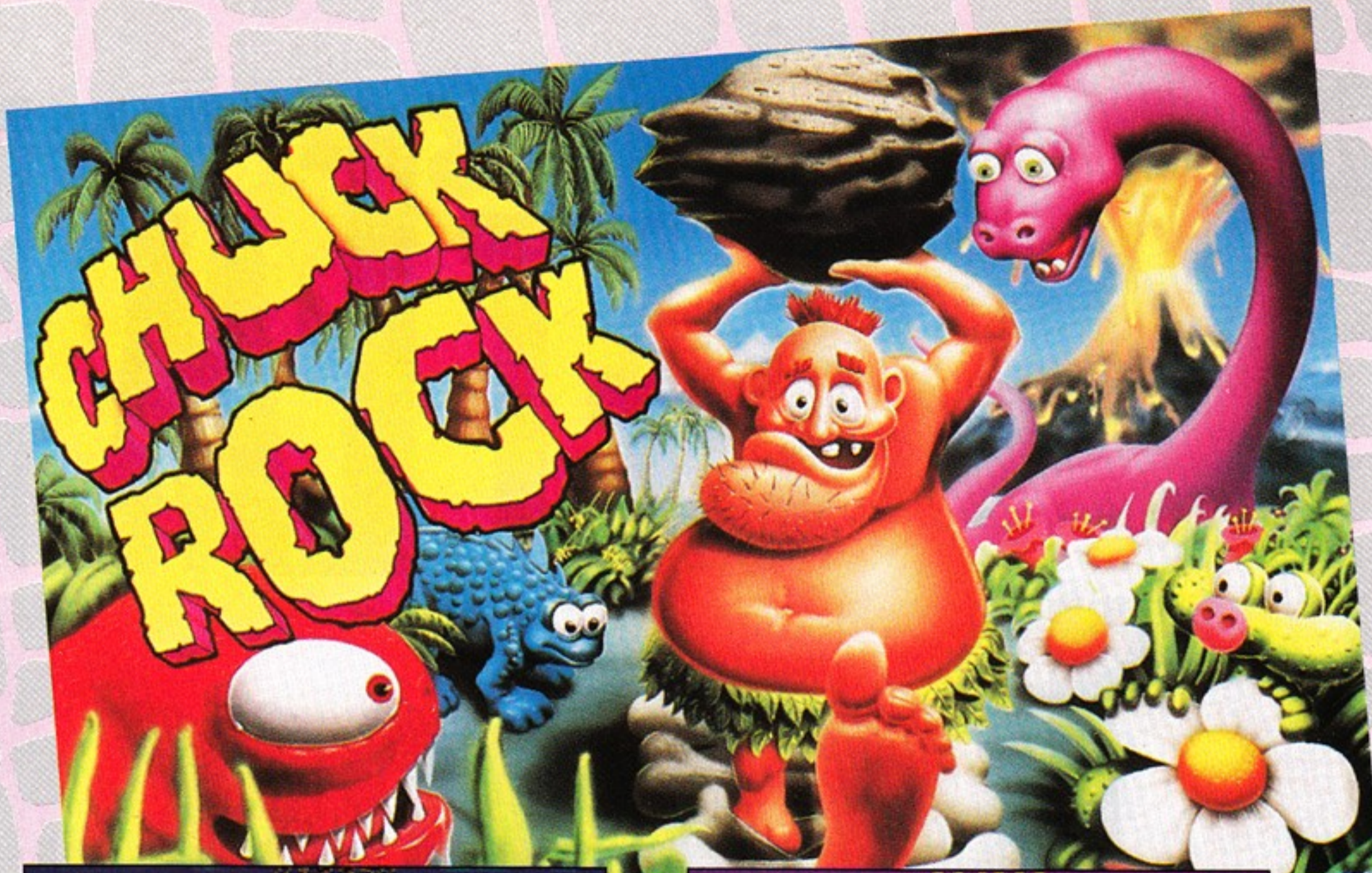
Our cave-dweller wouldn't advance a stone's throw if it weren't for his protruding, bouncing belly and the rocks he picks up and chucks along the way. Some reptilian friends also show up to give him a hand. For example, alligators catapult him upwards and dinosaurs carry him across hard-to-cross rivers. Other creatures are not so helpful. Green pterodactyls, demented dinosaurs, and beasts-gone-bonkers are vicious and ready to limit the evolution of our rock-chucking hero.



PROTIP: Chuck rocks! Always keep a rock in hand. They're great weapons, especially against flying critters. They also make good bridges across water or spiny paths.

Survival of the Fittest

This game doesn't give you a dinosaur's chance of surviving – three lives and you're out. There are no continues, but at least there are life-replenishing hearts along the way. Don't miss one! Chuck can also munch down on bonus points to keep him going, such as food, fish, etc.



Alligators catapult Chuck to new heights.

PROTIP: After the opening sequence, don't push Play. When the stone-age band finishes its opening tune, the game demos opening game play for each stage. Watch and it'll show you a few pointers on how to get past the first part of every stage.



PROTIP: Wait till the little eggs hatch before killing the little flying monsters that pop out of them. If you don't, they sneak up behind you.

The rockin' music and not-so-Stone-Age graphics keep you clubbing for more. Chuck's prehistoric moves are tricky to master, but you can rock to the upbeat tempo in no time. The graphics are bright and cartoony. They look good enough to eat.



Chucky didn't dress for the occasion, or the weather.



PROTIP: When you're underwater in the swamp stage, be sure to carry a rock. It keeps Chuck grounded.

Rock with Rock

Chuck Rock definitely rocks, even though you have to light a fire under him to get him going. So, pull this cart into your cave and have a blast with the past.

Chuck Rock by Sony Imagesoft

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	4.0	4.5	ADV. Advanced

Price unavailable
8 megs
Available December

Action
One Player

PHAR OUT.



Get fired up for the fastest phaser fight in the universe. You're flying the Phalanx A-144. Blasting beastly Bio-Weapons. And no matter how big the buggers get, they never seem to slow down. We're talking certain doom - in 3D! So buckle up, bub. It's phar out. **KEMCO**

Also: Gear up and go for it with TOP GEAR, the #1 Super NES™ race game, DR. FRANKEN, Kemco's new monster hit for Game Boy®. And KA-BLOOEY, the mind blowing puzzle game.



Spindizzy Worlds

PRO REVIEW

On the Ball



By Otter Matic

It's the 24th century and Earth's energy supply is seriously depleted. However, in Spindizzy Worlds, a nearby solar system, there's a vast cache of energy rich jewels. The only problem is that the Spindizzy Worlds have gravitational pulls that are unbearable for humans. Enter GERALD (Geographic Environmental Reconnaissance and Landmapping Device), your vehicle that spins rapidly to counteract the wild rotations of the Spindizzy Worlds. You're on a one-man mission to save the Earth from global blackouts.

A New World Disorder

This challenging, compelling puzzler sports killer graphics and requires a balance of nimble movements and carefully planned strategies. The basic goal in Spindizzy Worlds is to maneuver your spinning top (the GERALD) from the Start platform to the Finish platform while solving dilemmas and avoiding obstacles, such as a Gargoyle's head blocking the Finish platform. A switch will raise the head,



PRO TIP: When your craft moves onto a switch, pause the game and survey the land to see what was affected.

but you can't avoid the other switch that lowers the head and blocks the path. This, among others, requires carefully planned, lightning-fast moves.

The game's levels are the moons that orbit larger planets. There are 30 planets and up to 15 levels for each planet.

The controls are very responsive. With a single button press, you can activate a really cool option that rotates your over-



PRO TIP: When a wall hides the action, use the R or the L button to move the screen in 90 degree increments until you can see what's going on.

head 3/4-view perspective by 90 degrees. You may recognize the graphic style and perspective from Marble Madness for the Genesis. The soundtrack is repetitive, but not bad enough to make you dizzy.

Take It for a Spin

This game definitely deserves notice, even if you're not a puzzler fan. The graphics and control are enough to wow you, and the puzzles will keep you up at nights. But, hey, don't take my word for it. Go a few rounds with Spindizzy Worlds yourself. This game is tops!

Spindizzy Worlds by ASCII Entertainment Software				
Graphics	Sound	Control	FunFactor	Challenge
5.0	3.5	4.5	5.0	Adjustable
\$59.95				Puzzler
8 megs				One Player
Available December				Passwords



This level's a-maze-ing.



By Kay Oss

Taito's On the Ball takes puzzle games along a twisting new course. You have to guide a blue orb out of a series of mazes. However, instead of moving the ball, you rotate the mazes.

Spin Off

In this hallucinatory brainteaser, you have an overhead view of the ball in the maze. The gorgeous background graphics are picturesque side-view scenes, such as cloud-studded blue skies, frosty snowflakes, and even deep space.

The game controls are primo. The game's "gravity" always pulls the blue ball down from the top of the screen to the bottom.

In a race against time, you wind your ball down a series of paths by rotating the mazes to make the ball drop through the passageways.



PRO TIP: In the December Cellar on the Expert run, right out of the starting blocks you'll encounter a blocked passage. For the quickest time, smash your ball through the brown block on the lower right-hand corner.



PRO TIP: The 500 point circles may entice you, but stay clear. They make your ball ricochet, hindering your progress.

This game ain't as easy as it sounds. There are plenty of obstacles along the way, such as "X" Blocks and Time Down Blocks that knock precious seconds off your time limit. On the plus side, gain a few extra seconds by smashing a Time Brick or a Mystery Brick.

Ball Stoppers

On the Ball consists of four "Planes" (Training, Beginner, Expert, and Special), which can consist of up to 10 mazes each. Once you complete a Plane, you can get a password.

The graphics in this game are dizzyingly good. In fact, you'll probably get dizzy as all the elaborate, bright, and spacey backgrounds whirl around on-screen. The sounds also keep your head in the clouds with the jazzy music, squeaky eeks, and tinkly bounces.

Bust a Move

If you're into intense action and challenge, you can roll right by this one. If you're a puzzle player who needs a relaxing teaser that also impresses the senses, get on the ball and pick up On the Ball.



PRO TIP: In Special 4: Magician's Escape, it will seem as though you're blocked in. Push Button B to bust out.

On the Ball by Taito				
Graphics	Sound	Control	FunFactor	Challenge
4.0	5.0	4.0	4.0	Beginner
Price unavailable				Puzzler
8 megs				Two Player
Available now				Continues, Passwords

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KEMCO



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Q-Bert 3

PRO REVIEW

Rampart

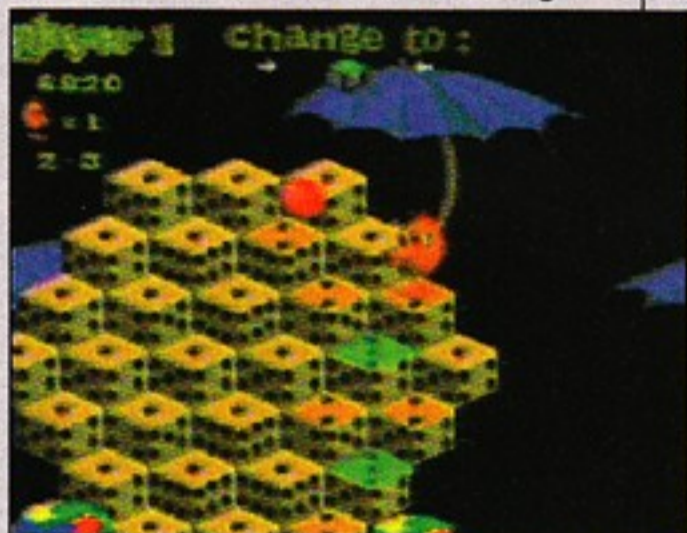


By Otter Matic

Q-Bert is back! For veteran arcade gamers that should warm the cockles of your hearts and hearken you back to the day when space was being invaded and Street Fighter was the bad guy outside the arcade that you tried to avoid. Not long ago, Q-Bert resurfaced as a NES and Game Boy game, but this SNES incarnation really shows Q-Bert's colors.

ET Syndrome

Although Q-Bert is a furry alien, he's really cute, and he only swears occasionally. As Q-Bert, you hop around the tops of different geometric shapes that have checkerboard surfaces. You must change the color of the surfaces to a target color. Sometimes it can take up to five hops on a single surface to display the target color. Sound simple? If so, well, the concept IS simple. However, this version tosses mind-boggling programming and great tunes at you, too.



PROTIP: On Level 2-3, you can eliminate the pesky frog by running into him, but you'll sacrifice a life in the process.

Our Little Q-Bert's Grown Up

In the arcade version, you hopped across a pyramid-shaped board. Q-Bert 3 features 100 uniquely shaped boards to slap your color-changing feet on. In addition, the old arcade cast of enemies (including those pesky foes, Coily and Frogg) and objects are complemented by things that both help and hinder your chromatic conquest.

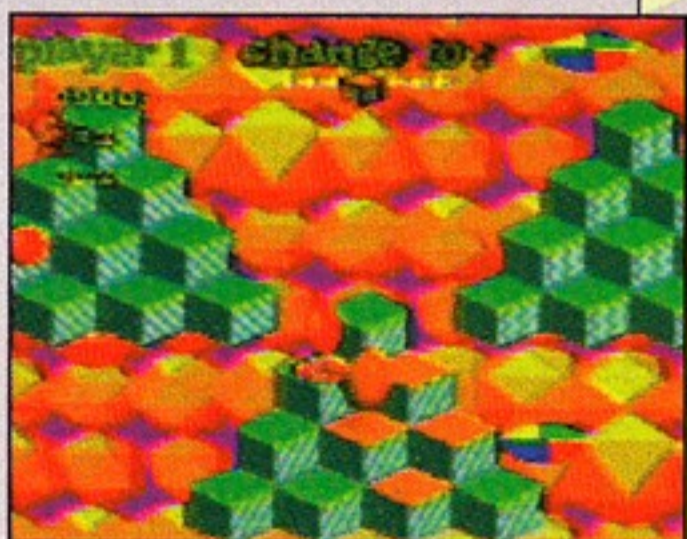


PROTIP: Leave yourself an out. If there's a lot of action on the board, stay toward the center. You'll have at least three possible moves.

Q-Bert 3's visual surprise lies in the psychedelic background patterns that whirl and pulsate relentlessly. The graphics are some of the most innovative and impressive backgrounds ever!

Three's a Magic Number

If you liked Q-Bert in the arcades, Q-Bert 3 is a must. For a puzzler, it doesn't top the IQ requirement scale, but you've gotta have pretty fast reflexes. Good sound and outstanding graphics make this cart jump. Hop on over to Q-Bert's pad!



Three times the fun!

Q-Bert 3 by NTVIC				
Graphics	Sound	Control	FunFactor	Challenge
\$59.95			Puzzler	
4 megs			Two Player	
Available now			Customizable controls	



By Bro. Buzz

Rampart is everywhere, but Electronic Arts has lit the fuse on the best Rampart for a home system, yet.

Ready, Aim, Fire!

Rampart is a simple and fun cannonfest. First you pick a castle on a land mass. You then have several seconds to fire volleys of cannonballs from your castle towards an invading navy while they're shooting at you. The view of the castles is overhead, but you see enemy ships from a 3/4 overhead perspective. Your objective is to obliterate all the enemy ships. After each exchange, you must also beat the clock to repair your castle walls, or you lose. Win, and you repeat the game on another piece of territory.



PROTIP: Repairs are easier if you build walls to encompass as much territory as possible.



PROTIP: To make repairs easier, try not to build double layered walls, and don't position cannons up against walls.

PROTIP: Move your sights towards your target as soon as possible. Don't wait for the announcer to finish saying, "Ready, Aim, Fire!"

You get three addicting games – Normal, Two-Player, and Super. Normal is you versus an armada of ships. Two-Player pits you and a friend castle-against-castle. Super ups your firepower and unleashes new enemies, such as the deadly floating gun platforms and the awful Kraken sea monsters. You can pick three challenge levels and all of them will blow your mind. Super has 16 levels, but Normal and Two-Player can go on forever!

Repairing your walls under the gun pumps your adrenaline and adds an entertaining Tetris twist to the game. The CPU flashes a section of wall that you must rotate and move to fit into damaged areas.

When you lose three games, you walk the plank. Versus the CPU, your enemy prods you with his sword as your character yelps and screams. In Two-Player games, the winner prods; the loser suffers.



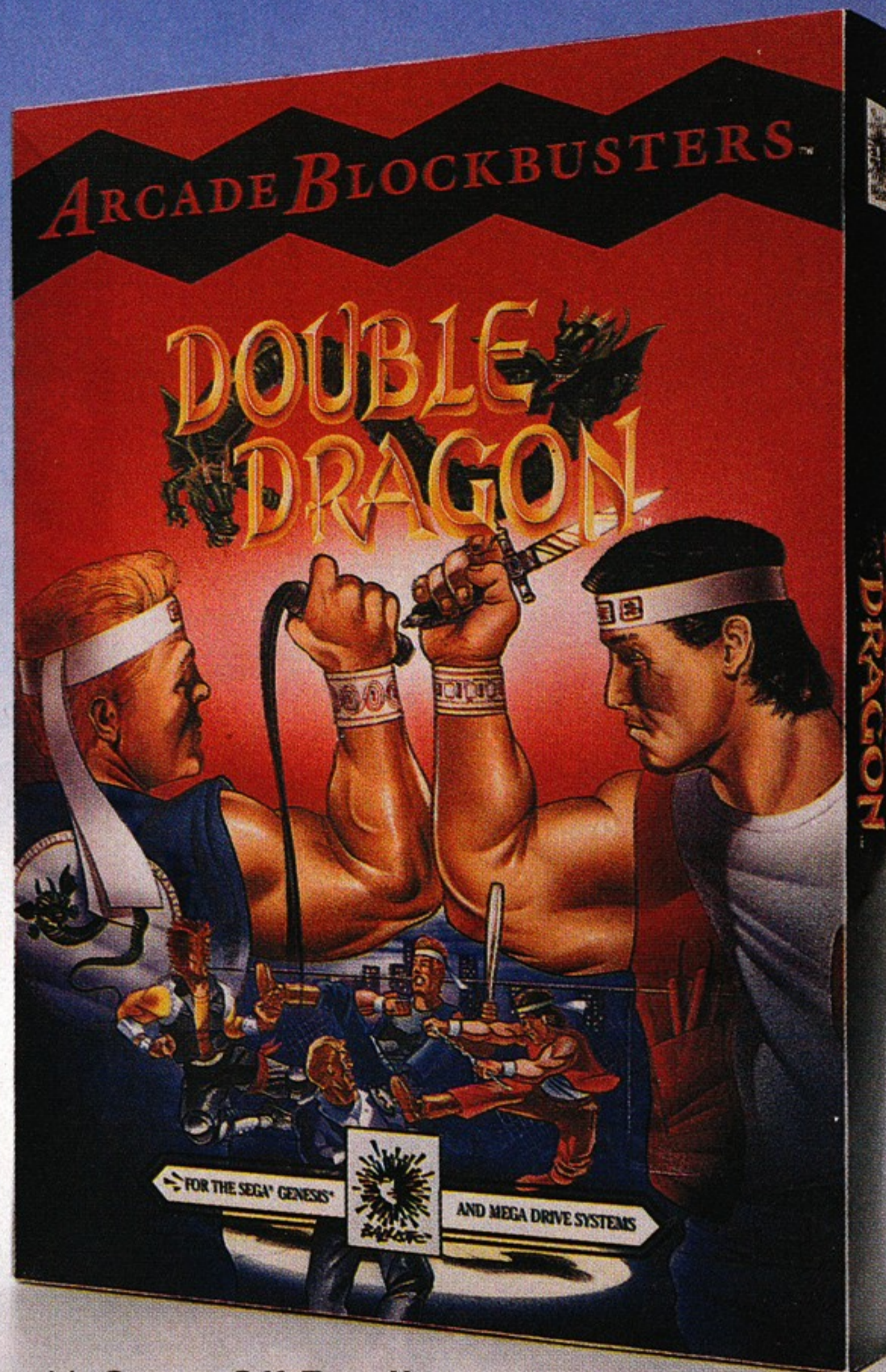
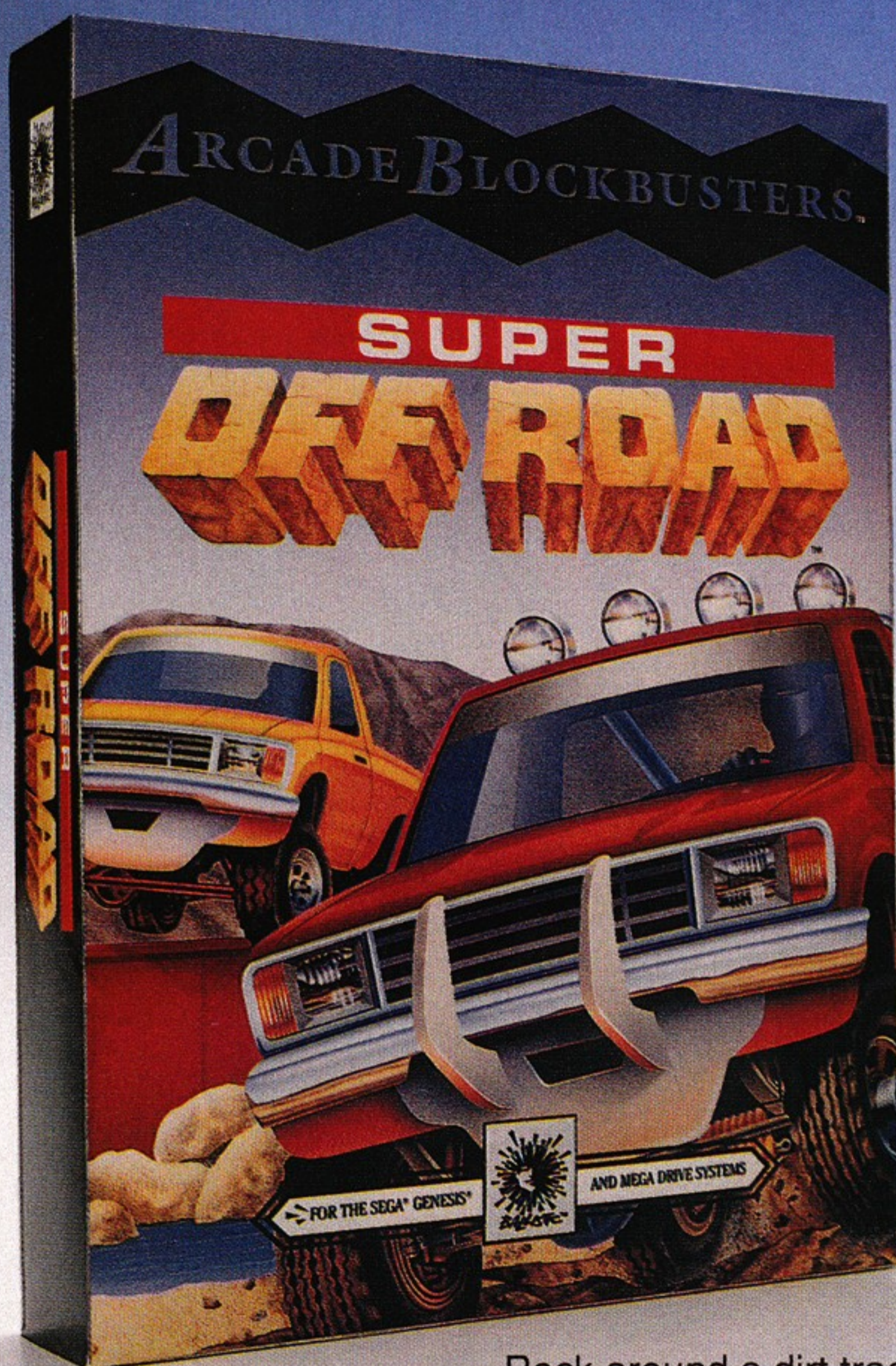
Walking the plank is a scream – literally.

Go Boom

Rampart's a blast! It features exciting, strategic, long-range gunning with challenging, Tetris-like shape handling. If you have a thing for castle building under pressure, take on Rampart. It'll really bust your walls.

Rampart by Electronic Arts				
Graphics	Sound	Control	FunFactor	Challenge
\$59.95			Strategy	
4 megs			Two Player	
Available now			Passwords	

Rock 'n Roll



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BY ACCOLADE

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the game for heroes in



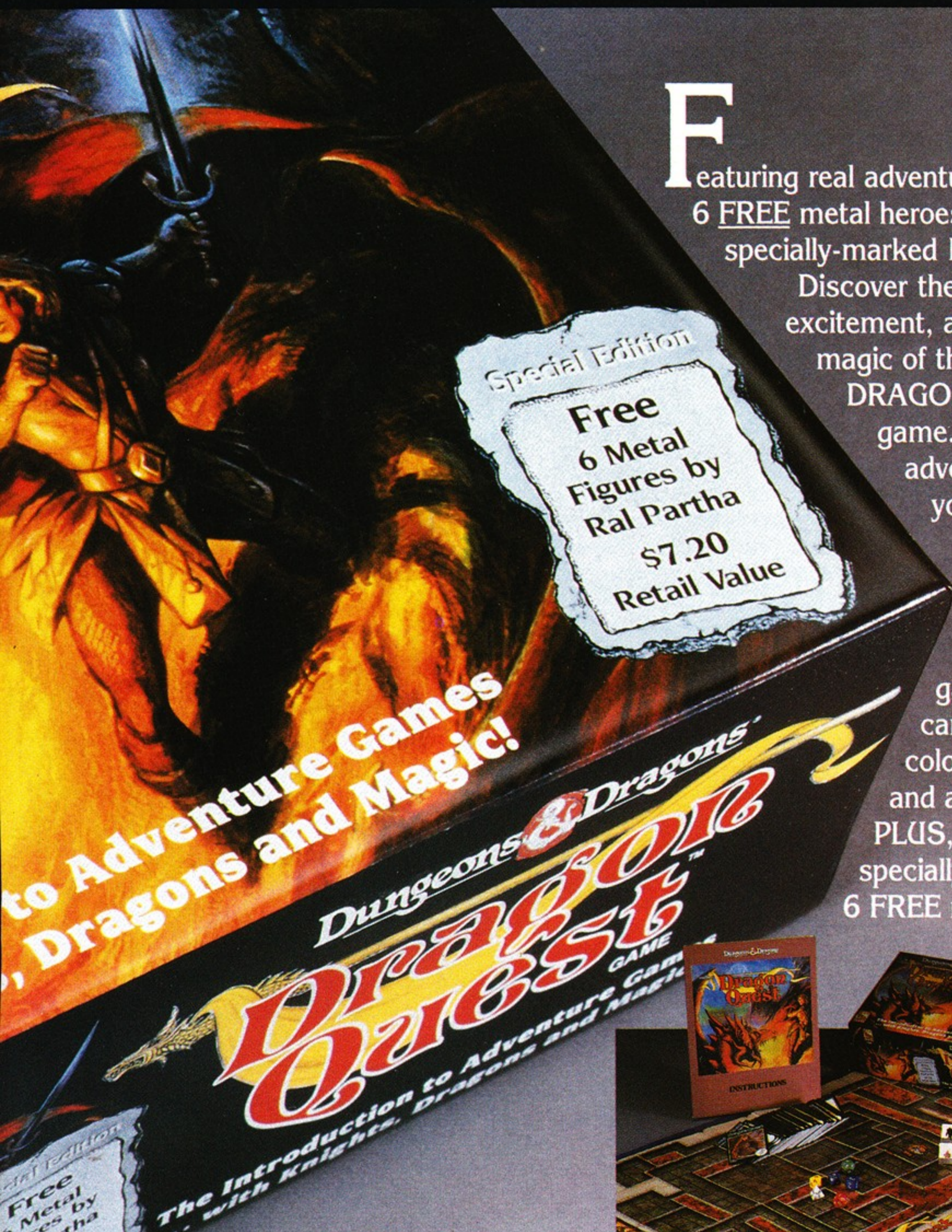
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PRO REVIEW



By the Unknown Gamer

On the magical, far-off island of Loom, 17-year-old Bobbin Threadbare

stands poised on the brink of an adventure that will change the course of his life – and maybe yours, too! Join Bobbin as he journeys to the Sanctuary of the High Council of the Weaver's Guild. The events you witness there will draw you into the enchanted story adventure called Loom. TTI's Super CD translation of the PC classic is now making its way to a TurboDuo CD near you.

Tone Deaf

Loom's magic comes mainly from its highly creative and original use of music as part of the story line. As an outcast in the Weaver's Guild, Bobbin has secretly labored with his only friend and protector, Mother Hetchel, to learn the Guild's magic. The Weaver's spin their cloth with a Distaff. The Distaff, a magical staff, is used to spin Drafts of four musical notes, which sound like individual notes played on a harp. Drafts make surprising things happen – from the mundane (Draft for Open) to the amazing (Draft for Transcendence).



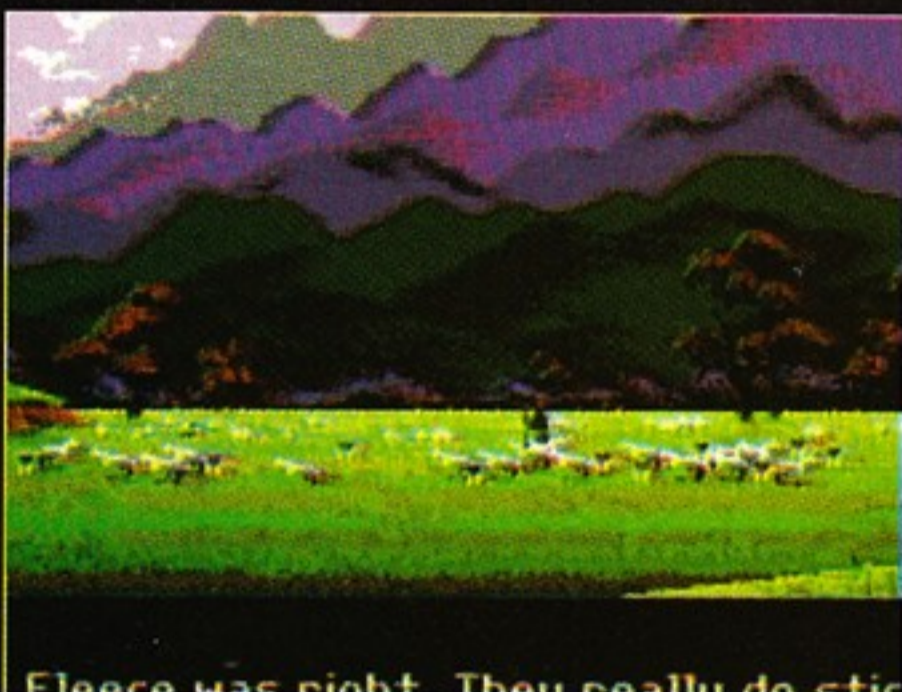
PROTIP: Try reversing Drafts to achieve different results. For example, you never know when you may need to untwist something or turn gold into straw.

Bobbin's adventure begins when he's left in a deserted Weaver's village with only a Distaff, a Book of Draft Patterns, and you! Your task is to guide Bobbin through the seven Chapters of this graphical adventure in search of the

missing Weavers and the knowledge he needs to master the Distaff and learn the secrets of his own heritage.



PROTIP: To learn the Draft for Night Vision, you'll need to consult four wise and nocturnal owls.



PROTIP: The White Sheep are sitting lamb chops for the Dragon. You've got to figure out how to camouflage the wooly little beasts.



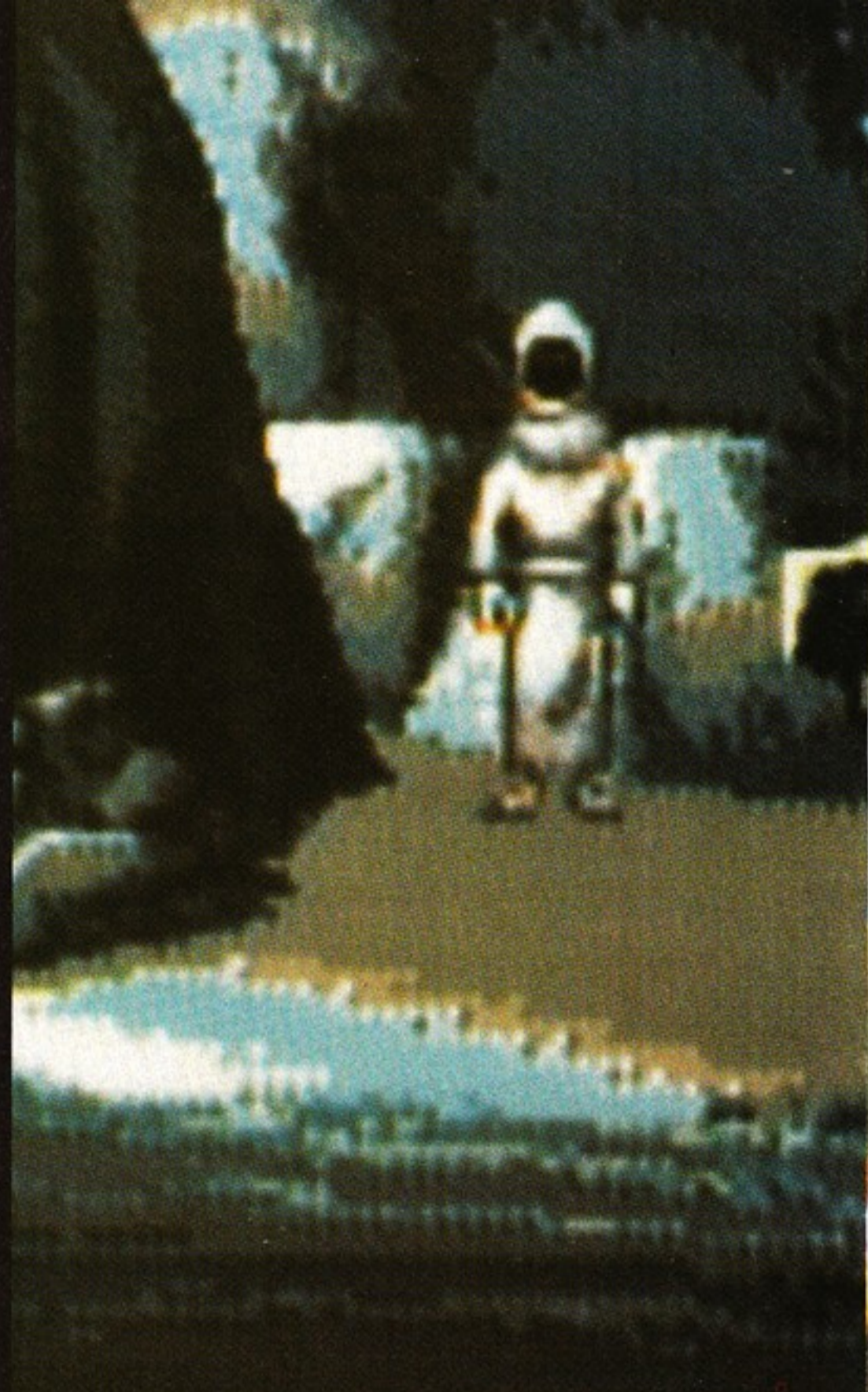
PROTIP: The sassy Dragon's deathly afraid of fire. Use this knowledge to send her up in smoke.



PROTIP: The Shepherds won't let you pass until you strike Terror into their hearts.

Wild and Woolly

Experienced PC weavers will be happy to hear that the power of the TDCD

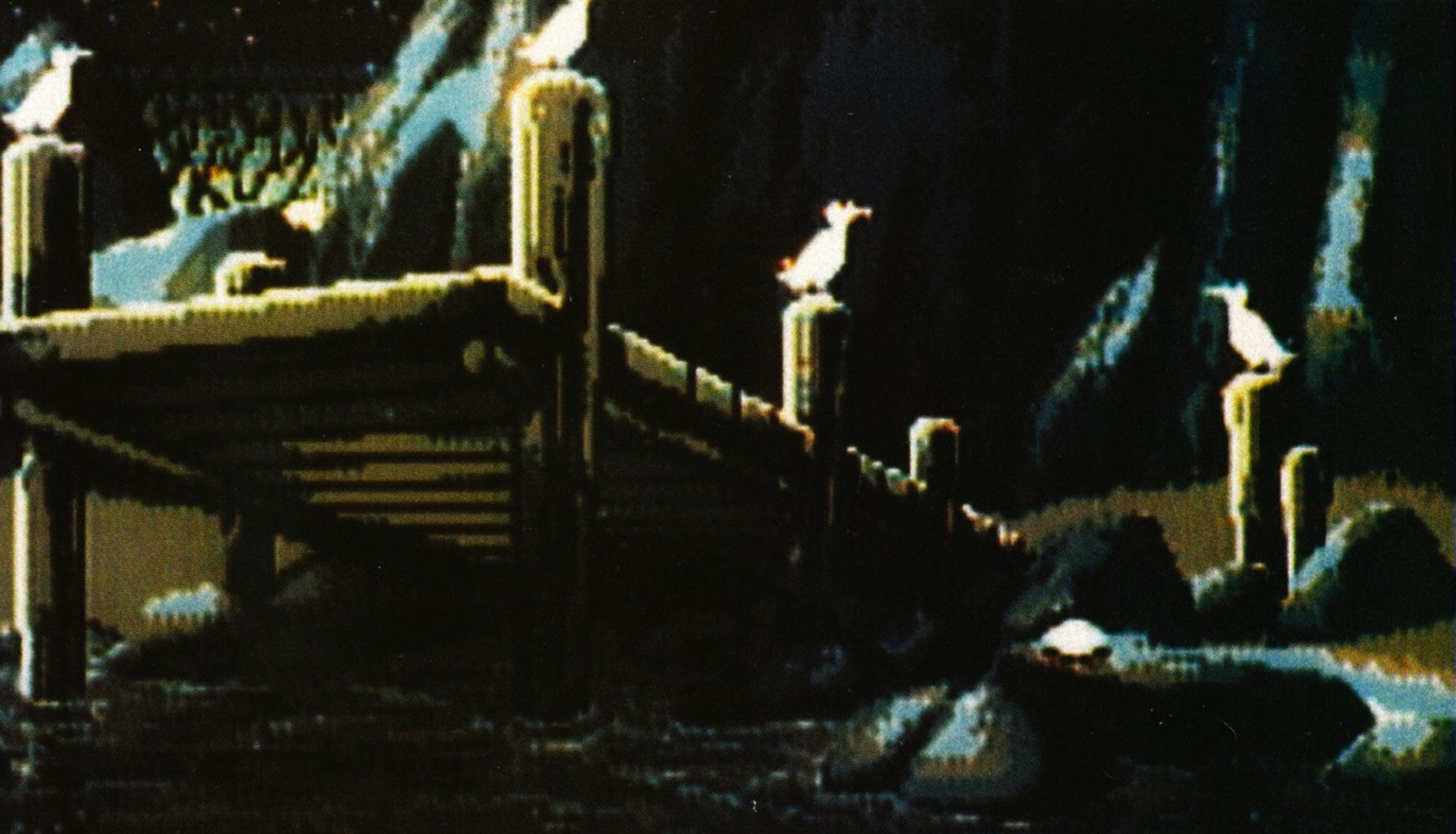


LOOM

makes for a more than successful translation of Loom's graphics and sounds. At first glance, apprentices will note that Loom's graphics seem relatively simple. The magic begins as you move Bobbin across the landscape via a simple point-and-click interface.

Your view of the action is twofold. As Bobbin traverses the island of Loom and other areas of the game, you watch him from a third-person perspective. Bobbin's animations blend beautifully with the rich and diverse 3-D landscapes. Your other view of the action is from Bobbin's perspective as he converses with the various characters he meets throughout his journey. Interspersed throughout the action are well-done animated sequences that help the story to unfold. Per usual with CDs, access time is annoying, but not too bad.

No digitized voices here, but it doesn't matter because the music is the focus of Loom and it's spectacular! From



LOOM

the individual notes of a harp to the swelling music of a symphony orchestra, Loom plays the CD for all it's worth.

A Kinder, Gentler Video Game

Loom's pace is not for those who like their gaming with a heavy dose of hack 'n slash. Similarly, Loom is not traditional fantasy RPG fare either. No hit points here! Loom is most similar in style of play to Shadowgate, Déjà Vu, and other graphic adventures, but with far more sophisticated graphics and sound.

LucasArts Entertainment, the original developers of Loom, envisioned this game as an interactive story. Their goal was to create an adventure that drew gamers in and made them want to finish the game to find out how the story line ends. In keeping with this format, you don't die in Loom, and you're never in a situation where there isn't something you can do to advance. The goal is to keep adventuring and trying different interac-

tions with the landscape around you until you find the information you need to advance through Loom's seven Chapters.



PROTIP: Click on the Sphere three times, or you might not learn all of its secrets.

Loom's game play spans the challenge scale. Bobbin's clues are a combination of text and musical notes. Novice gamers, or the terminally tone deaf, can stick with the Practice Mode where musical clues appear as written notes at the bottom of the screen. In Standard play, the Distaff lights up as the notes are played, but there's no notation. Budding Mozarts can tackle the Expert Mode, where the game must be played entirely by "ear" – no visual note cues appear on-screen. Additionally, the Drafts change each time you play the game. Consequently, mastering the Practice Mode is no sure guarantee of success in the more advanced modes.







PROTIP: Complete the game in Expert Mode, and you'll see a new ending.

Looming on the Horizon

Loom is a more than enchanting translation of a PC Classic. Although diehard street fighters may find Loom too tame for their blood, the majority of gamers will enjoy its change of pace. In fact, if CD means gamers can look forward to more gaming "experiences" like Loom, then it has a great future in store. Let Loom weave its magic around you.

Loom by Turbo Technologies, Inc.

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
5.0	5.0	4.0	5.0	Adjustable

\$49.99
Available now
Graphic Adventure

One Player
Save feature
Super CD

TURBOCHIP PRO REVIEW



By Uggs the Bug

Here's some bad news for all you nocturnal romantics who dig a full moon. The Moon's full, alright – full of icky extraterrestrials! These creeps aren't content to hang out on a hunk of cold space rock when the cozy, comfy Earth is orbiting just a few million miles away. "Dead Moon" is the name of this TTI game, but you're out to single-handedly liven things up as you hop into your star fighter to take on the unwelcome alien nation.

Lunar Lunacy

Dead Moon is a solid TurboChip shoot-em-up that aspires to follow in the path blazed by excellent, side-view, Turbo-Grafx-16, outer space shooters like R-Type. Veteran star warriors have definitely flown similar spaceways before, but at least they'll enjoy this view.

Your thumb-sweating campaign to clean up the Moon takes place across six panoramic Scenes, which start in Earth's skies and wind up at the Moon's core. You'll be moonstruck by this game's graphics. The backgrounds in



PROTIP: In Scene 1, the City, the primo firing position is at the center of the far left edge of the screen.

particular are clean, clear, and creative. The impressive multi-planar scrolling makes them practically come alive. When you're not dodging alien blasts, take time to notice the fine details on all the spacecrafts, too.

Manhandled in the Moon

"Dead" is likely to be your initial state of being in Dead Moon, but the challenge is very manageable without being too easy. Unlimited continues from the beginning of the Scenes ensure that you'll ultimately persevere as long as you've paid your electricity bills.



PROTIP: In Scene 3, the Moon, the powered up Red Rings are the best weapon. Try to fly low and wipe out the pesky land-based robots.

You unleash some hefty firepower on the alien bad guys. There are four types of weapons – Yellow Vulcan Cannons, Red Power Rings, Blue Lasers, and Green Energy Waves. Each of these can power up to four levels, if you can



PROTIP: Save your Special Bombs for the end bosses.

manage to grab floating Power Up Items whose colors match your current weapon. Shields, Homing Missiles, and Special Bombs round out your arsenal.

Of course, you have to do more than look good to win this fight. The E.T. spacecrafts crowd the screen, and sometimes they fill it with a nasty shot storm. You'll encounter feisty mid-level boss ships and some horrific, skeletal, end bosses.



PROTIP: Fricassee Scene 2's Turtle boss by quickly flying around it in a circle. Keep shooting and use those Special Bombs!

Moon Swoon

Dead Moon is a great-looking, likeable shooter for intermediate space cadets. If nothing else, it will give your thumbs a good work out. However, Gate of Thunder (Super CD), Air Zonk, and even venerable R-Type pack much more "Wow!" in them than this game. If you're a video sharpshooter out to carve another notch in your controller, you might want to aim your sights on Dead Moon.

Dead Moon by TTI				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.5	4.0	4.0	3.5	Intermediate
\$49.99 4 megs Available now			Shoot-em-up One Player Unlimited continues	

DEAD MOON

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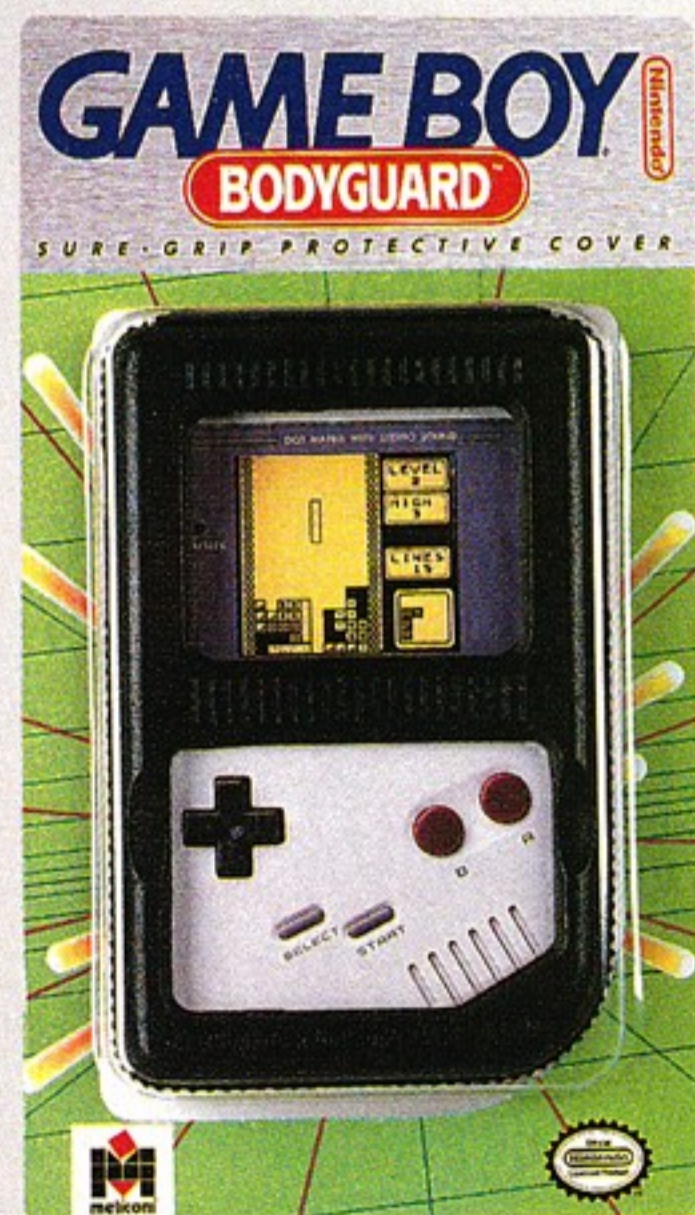
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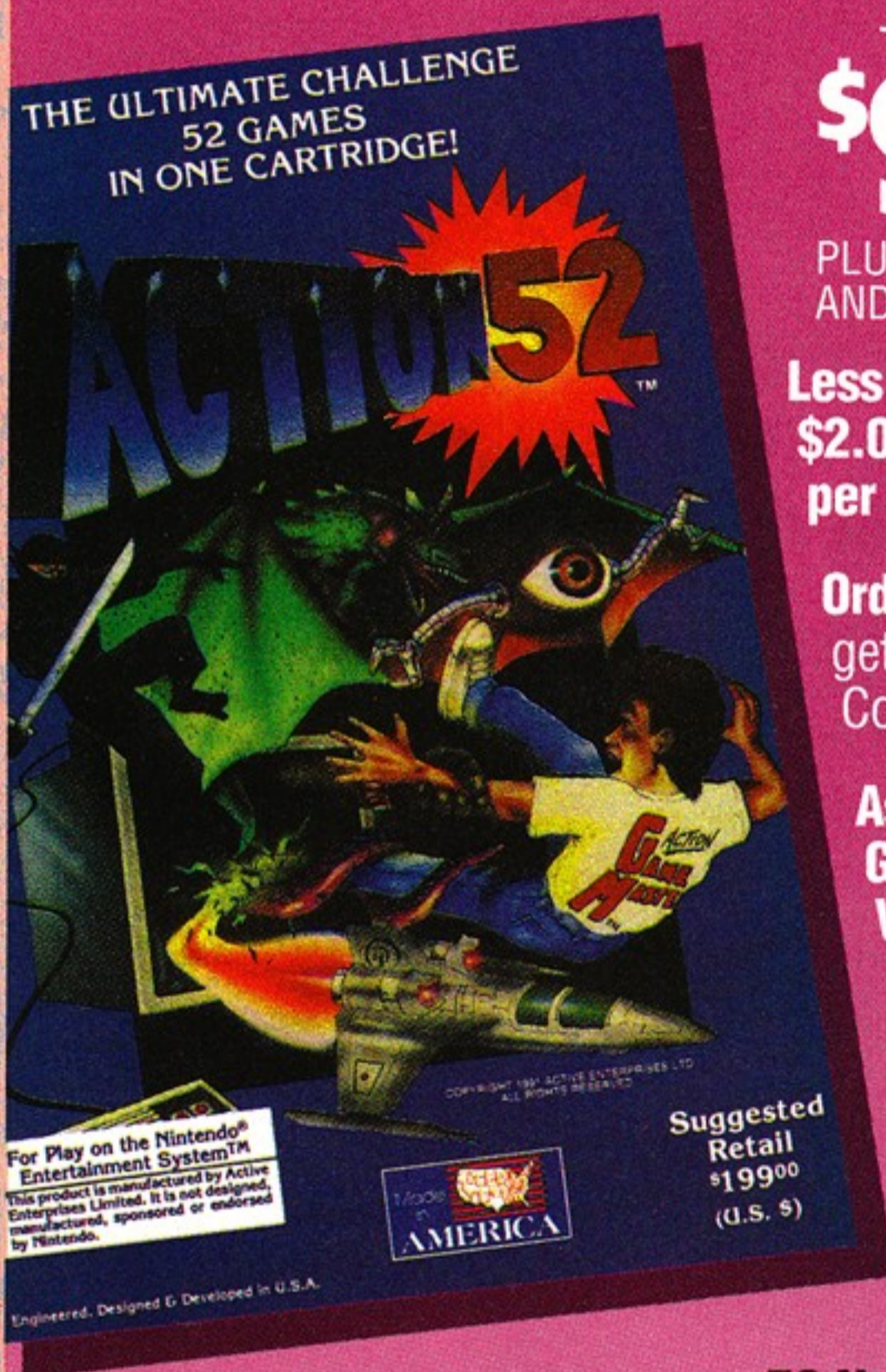
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TURBOCHIP

New Adventure Island



By Monty Haul

Master Higgins is gettin' hitched! He's all set to slip a ring on Tina's dainty finger, but Mr. Bad Breath himself, Baron Bronsky, has other ideas. He snatches Tina right in the middle of the "I do's" and steals six Island children, too. So Higgins must rescue his maiden and the kids to prevent an early annulment!

Some "New" Is Good New

New Adventure Island by Turbo Tech sends Master Higgins on a rampage through a fun, but familiar, seven-island archipelago. This game plays so close to the original that NES jungle hunters who take this Turbo-Grafx-16 warpath might think they've conquered the cart before they even get started. However, don't count your eggs before



Master Higgins is
hoppin' mad!

they're cracked. The levels and obstacles are rearranged, you get two new weapons, and the graphics are repainted with nice-looking Turbo colors.

The control is smooth and precise, but don't expect any fancy maneuvers beyond Higgins' famous running, high-jumping, and skateboarding. Your jungle weapons are doubled this go-round. Hatchets, magical fire, boomerangs, and arrows appear when you knock open eggs.



PROTIP: Leap and toss arrows at the Level 1-4 tiger boss' head as he drops his pineapple bomb load.

PROTIP: Snag TurboPads for bonus points!

Island's solid action is complemented by a high and mighty challenge. Don't fret, you get unlimited continues. The side-scrolling terrain's exotic, but it's reused over and over.

The game's graphics and sound are good. When you rescue an Island kid the cinemas jam – literally! Also, the crew dances to some funky Turbo tunes after you beat a boss.

Paradise Found, Again

What's new over at Adventure Island? From the looks of the Turbo version, not too much – but that's not necessarily a bad thing. New Island's no Caribbean resort, but the minor refurbishments should satisfy Master Higgins fans.



PROTIP: Midway through Level 2-1, move to the front or back of the screen to avoid being fried by the volcanoes.

New Adventure Island by Turbo Technologies				
Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.0	ADV. Advanced
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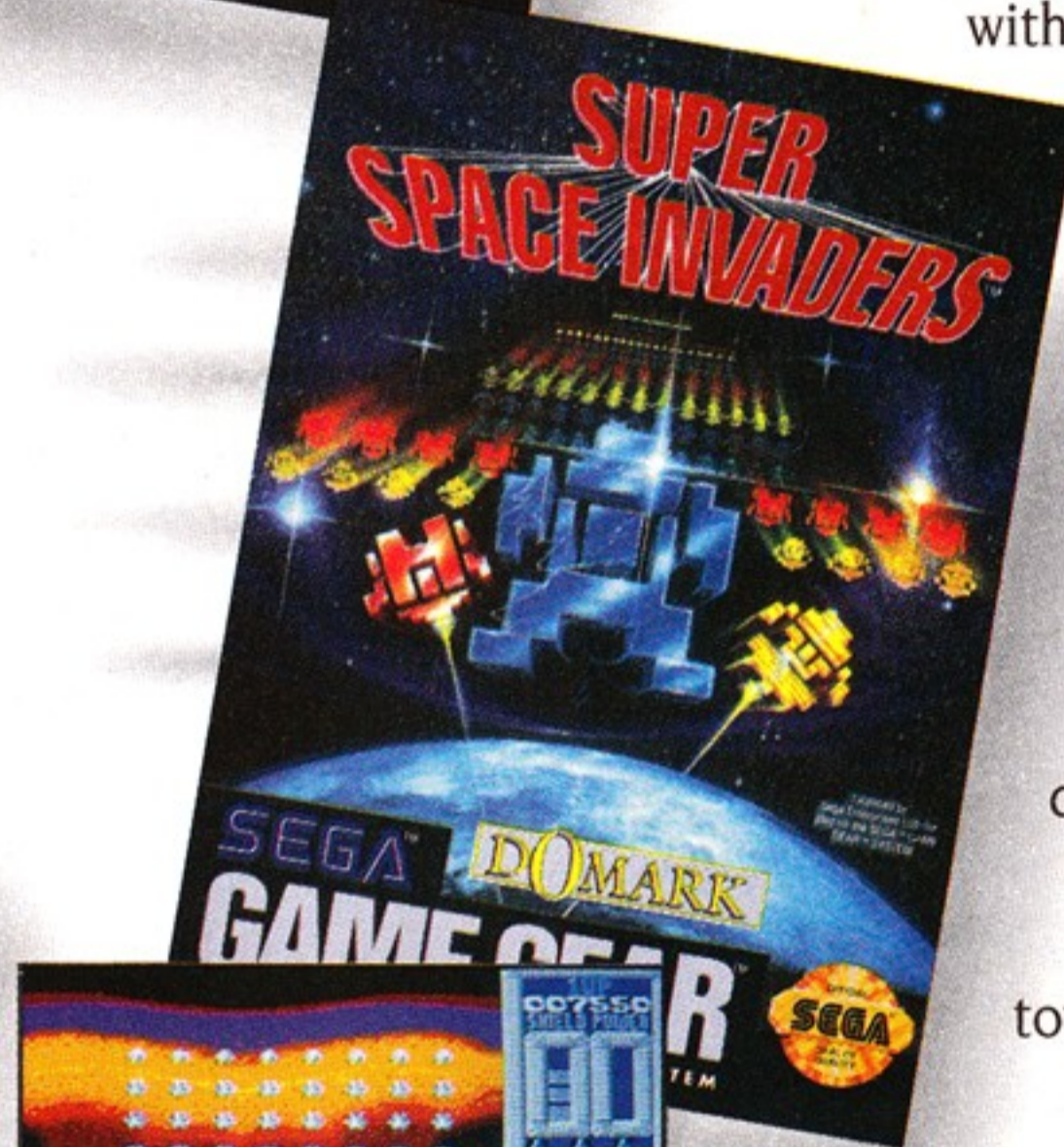
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What Makes the TURBODUO

By N. Terry Gator

In the Video Game Industry, October 10th, 1992, will be remembered as the day the TurboDuo landed (see "The TurboDuo Has Landed," October '92). This sleekly designed, high-end entertainment system has Genesis and Super Nintendo owners doing double takes. The TurboDuo comes with an impressive bundle pack and offers a seemingly limitless potential for entertainment and educational usage.

The Duo can play music CDs, CD+Gs, TurboChips, Turbo CDs, Turbo Super CDs, and Karaoke CDs. With the Intelligent Link (due out Spring '93), the TurboDuo can be converted into a CD-ROM drive for your Mac, IBM, or Amiga. To help understand what the TurboDuo can do, it helps to know how it can do what it does.

Integration

The TurboDuo's unique design integrates the TurboChip and CD unit into one console controlled by a single board. This eliminates the "noise" of transmitting information from one board to another and produces slightly faster access time to the CD. The integrated design also allows for the sleek outer shape that looks similar to a top-loading stereo component system.

What's New, TurboCat?

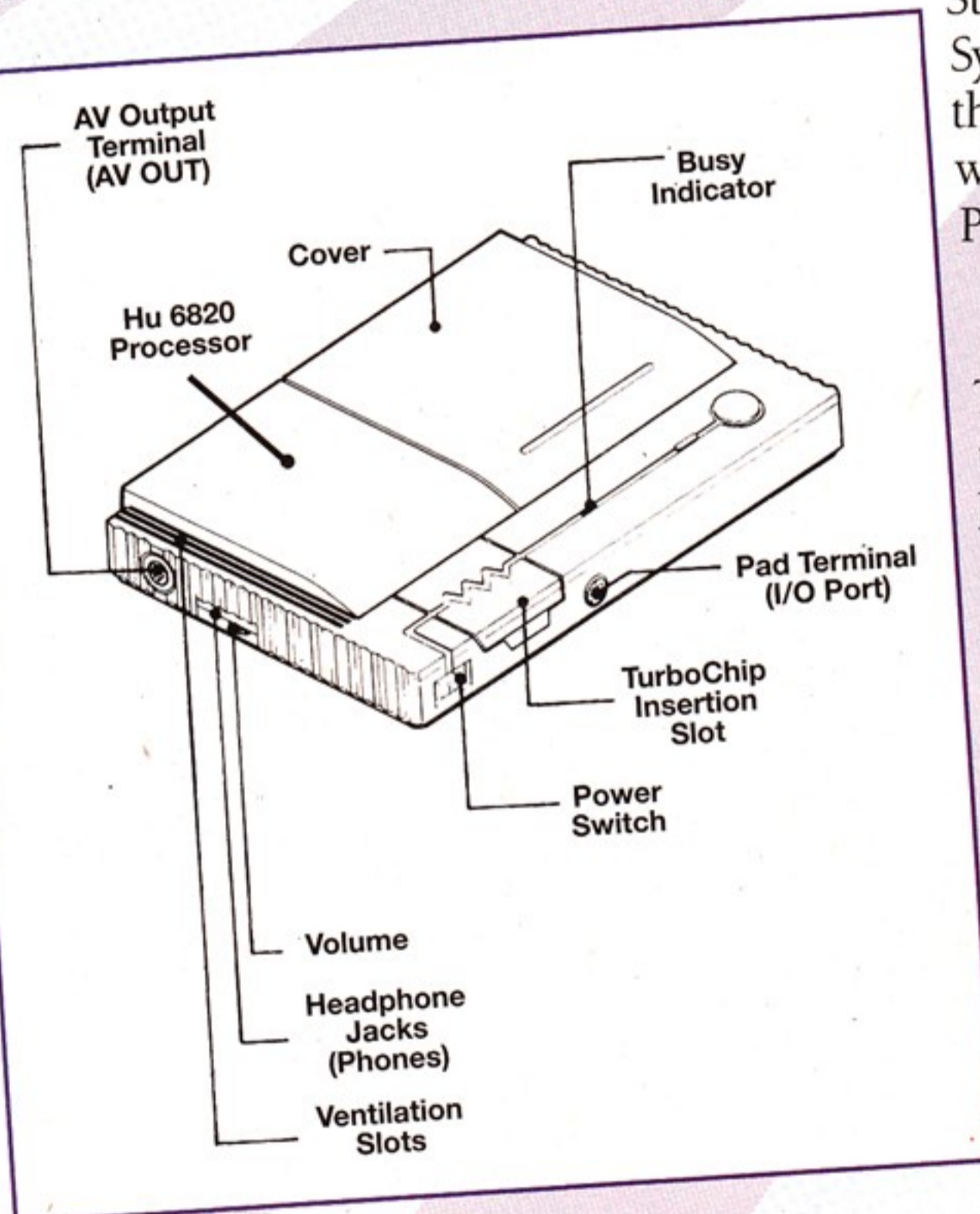
The TurboDuo isn't just a repackaging of the TurboGrafx-16 combined with the TurboGrafx-CD. Although it does share the same CPU and color capabilities, it's got loads more memory, a new operating system, and a smaller, expandable I/O port.

Shooting From the MIPS

A very important part of your video game system is the Central Processing Unit (CPU). The Hu6820 processor in the TurboDuo, TurboGrafx-16, and TurboGrafx-CD is customized to allow for more efficient storage capability and can process up to 1.5 Million Instructions per Second (MIPS). When you combine that with the buffer memory of the TurboDuo, it's enough to get full-screen animated video sequences moving at 30 frames per second.

What a Colorful World

Like the TurboGrafx-16 and the TurboGrafx-CD, the TurboDuo has a programmable color palette. That means



that a seemingly limitless number of colors can be created by mixing just the right amount of red, green, and blue. Just like the TurboGrafx-16 and the TurboGrafx-16+CD, the TurboDuo can display 512 different colors on the screen at once, which is enough to create a pretty darn colorful picture.

The RAM Part

Turbo Technologies, Inc. (TTI) has been making CD games for their TurboGrafx-16+CD system since 1989. The CDs themselves can hold up to 640,000,000K of game data, and the

TurboGrafx-16 +CD system stores up to 64K of that data at one time. However, the TurboDuo offers 256K of buffer memory, which allows for more shapes, larger and more colorful sprites, and more sound. The old CD system could display around two to three screens of art at one time, whereas the Duo can store up to five or six screens of scanned images at a time or even more screens of non-scanned art. The TurboDuo's memory capacity is big enough to use multi-tasking in an upcoming version of SimEarth.

To handle all of this new memory and enhance the speed and efficiency of the machine, the TurboDuo has within its casing a new BIOS (Basic Input/Output Structure). The BIOS is known as System 3.0, and it can be added to the TurboGrafx-16 +CD machine with the Super System Card (see ProNews, GamePro, November '92).

Plug In

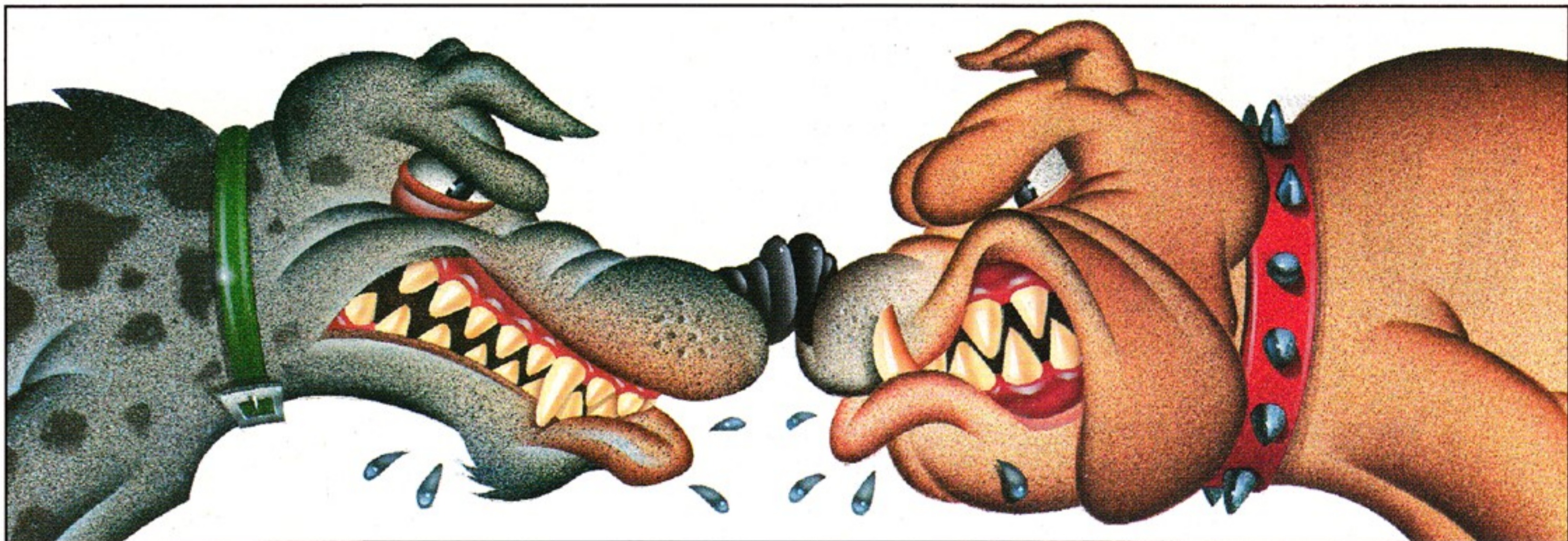
The TurboDuo TurboPad controllers plug into a mini-DIN outlet. To make it more durable, the outlet has been sized down from the TurboGrafx version. Adapters from the smaller to larger sizes will be available, so you don't have to buy a whole new set of controllers if you've already got a set for your TurboGrafx-16. The really cool thing about the mini-DIN port is that it's a serial I/O port that can be hooked into just about any device. Some peripherals that TTI is toying with are a

mouse, a modem, a graphics tablet, an image scanner, and even an expanded memory card.

TBA

With all of this advanced technology, the TurboDuo has the potential to be one of the best game systems available for home use. The burning question that is yet to be determined is: Will the software take advantage of all the power the Duo has to offer? Gate of Thunder, Loom, and Shape Shifter are a good indication of just how awesome the Duo games can be. Hopefully, more incredible CDs will follow.

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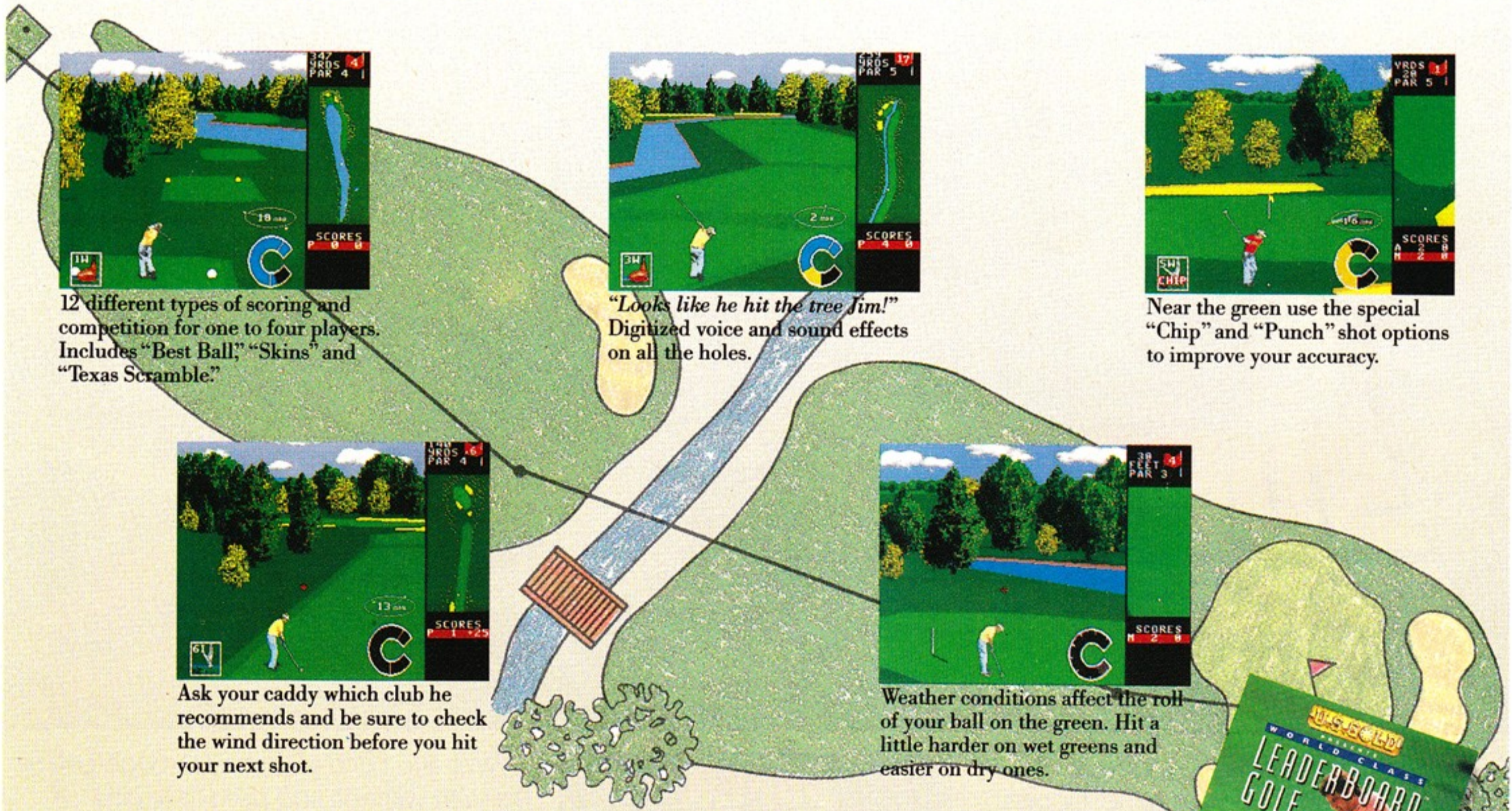


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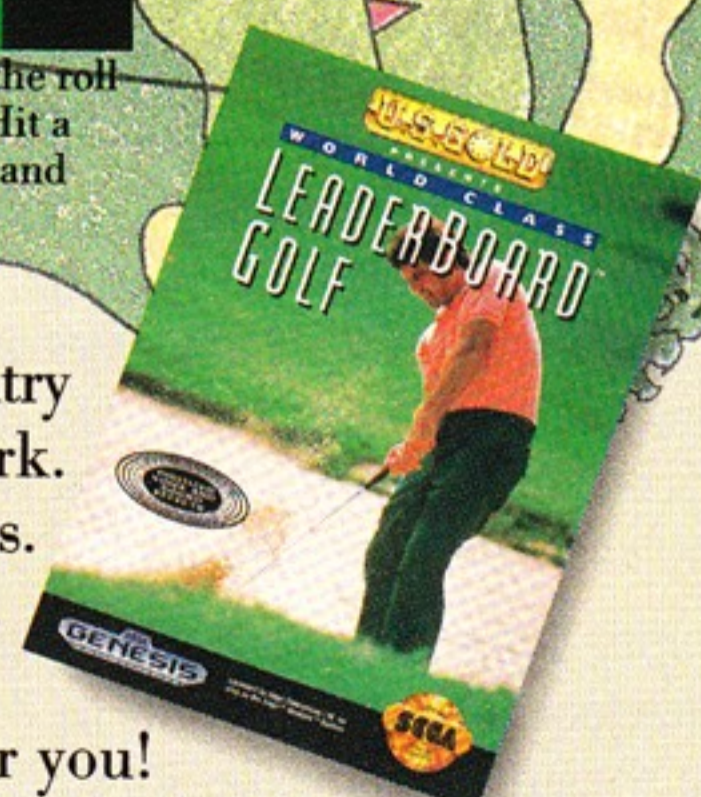
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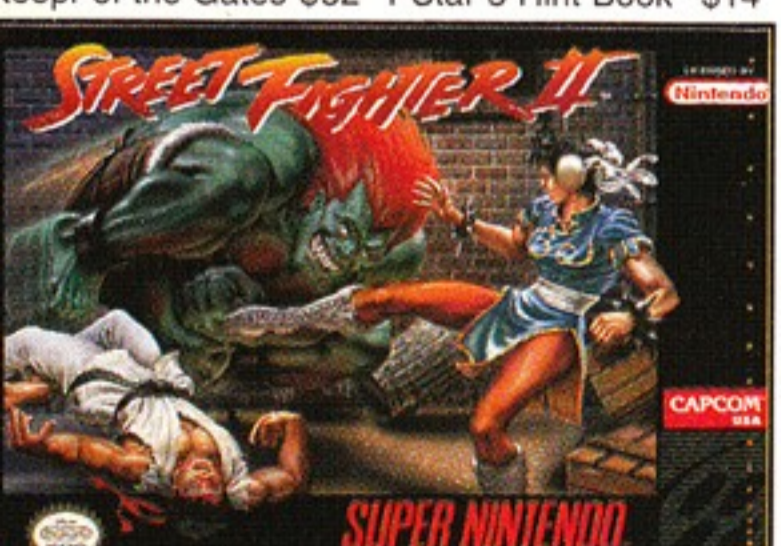
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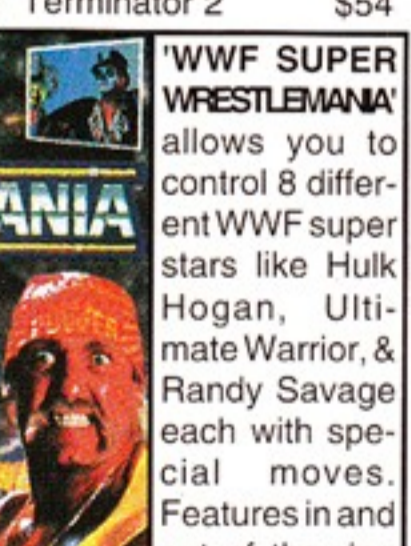
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Flintstones \$44	Flintstones \$44
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'STREET FIGHTER II' brings the #1 arcade smash hit to your SNES. Choose from 8 characters with unique fighting styles to defeat champion street fighters from around the globe. 2 players. **\$64**

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SEGA ADVENTURE	SEGA ADVENTURE
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FREE Bonus Section!

STREET FIGHTER II

Strategy Guide



#

4

of four

Guile • Blanka • M. Bison

16 pages of game-winning shots, blocks and combos!



Blanka

A young boy named Jimmy disappeared into Brazil after a plane crash. He was raised by wolves. In a mysterious accident, Blanka mutated and gained the ability to channel 1,000 volts through his skin. With the discovery of this shocking technique, Jimmy realized his dream of becoming a World Warrior. He prowled through the rain forests of Brazil, lifted tree trunks to build muscle tone, and learned to propel his massive girth at opponents. Finally, he journeyed to Brazil's cities to street fight the best of the best with a new name and identity - Blanka! His mommy, however, still searches for her lost son and the anklets she gave to Jimmy so many years ago.

Vital Statistics
Date of Birth: February 12, 1966
Height: 6 ft. 5 in.
Weight: 218 lbs.
Blood Type: B
Home Land: Brazil
Martial Art: Capoeira
Likes: His Mother
Dislikes: Army Ants

Brazil



Quote:
"Seeing you in action is a joke!"

Blanka		Standing	Standing Close	Ducking	Jump Up	Jump Towards
PUNCHES	Fierce	17%*	17%	14%	17%	17%
	Strong	13%	13%	13%	14%	14%
	Jab	11%	11%	10%	13%	11%

*Percentage indicates amount of damage to the opponent's lifebar.

Blanka		Standing	Standing Close	Ducking	Jump Up	Jump Towards
KICKS	Roundhouse	14%	14%	14%	14%	14%
	Forward	13%	20%	13%	13%	13%
	Short	10%	11%	10%	11%	10%

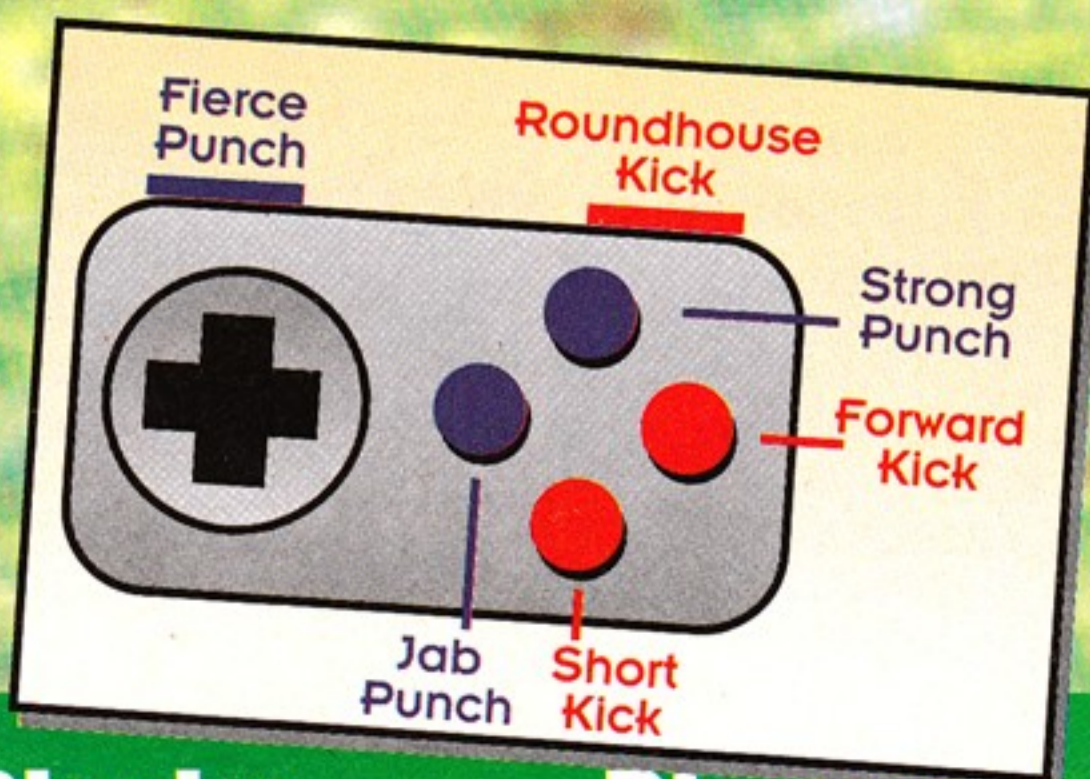
*Percentage indicates amount of damage to the opponent's lifebar.

Key to Commands:

Towards: Push the joystick horizontally in the direction of the opponent.

Back: Push the joystick horizontally in the opposite direction of the opponent.

Charge: Hold the joystick in the direction indicated for two seconds.



SPECIAL TECHNIQUES

Rolling Attack

17% Damage



- 1) Charge Back, then press Towards plus any punch button. Blanka will roll into a ball and slam into the enemy. The stronger the punch button used, the faster you'll fly across the screen.
- 2) Use this attack to take down jumping opponents. However, be careful. If you're hit you'll take double the normal damage! Charge the Roll on the ground, in the air, during a hold, or even in the middle of a Roll!

Head Butt

13% Damage



Move close to the enemy, then push Towards and press Strong Punch. You'll pummel the foe with a head butt. This attack hits twice, once high and once low.

Electricity

29% Damage



- 1) Tap any punch button rapidly to send an electrical surge through Blanka's skin.
- 2) Use Electricity to zap incoming opponents. You can even charge the Electricity in mid-air, on the ground, or during a hold attack!

AWESOME ATTACKS

Double Knee

20% Damage



Stand close to the opponent, then push Towards and press Forward Kick. You'll hit the opponent with Blanka's vicious knee. Ouch! This attack is a double-decker!

Scoop

14% Damage



Press Fierce to use Blanka's outstretched claw attack. This move nails jumping enemies out of the sky!

Fierce Fist

14% Damage



Duck and press Fierce to throw a long-range fist in the opponent's face. This is a great attack to use from a safe distance.

Foot Sweep

14% Damage



Crouch and press Roundhouse to give enemies the boot and knock them down.

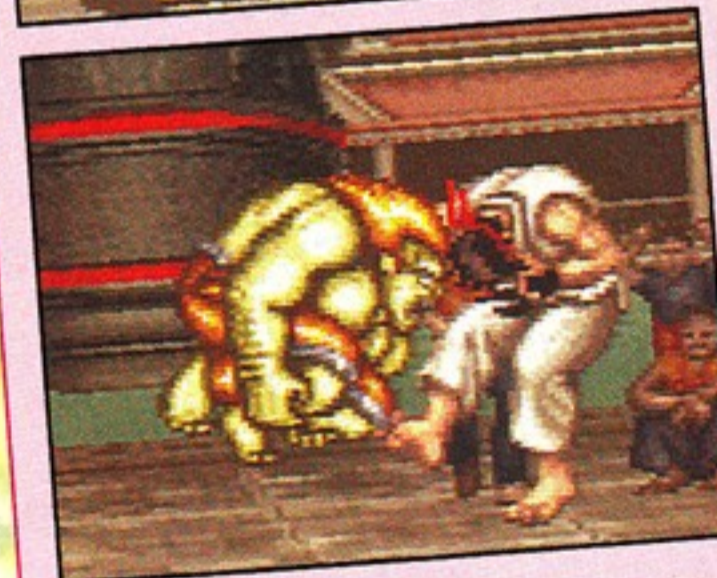
Double-Hit Rolling Attack 30% Damage

1) Charge Down-Back for a Rolling Attack. While crouching, press Towards to start the Roll. Midway through the motion, use a ducking Forward Kick.

2) Press Towards plus any punch button to complete the Roll. You'll score two fast hits!

CRUSHING COMBOS**Rolling Combo**

44% Damage



1) Leap Towards the enemy, and while you're in mid-air pull Back to Charge for a Rolling Attack. As you fall, throw a Fierce claw to the skull.
2) Land, continue Charging the Roll, and use a ducking Forward Kick.
3) Now push Towards the opponent and press any punch button to Roll into his face!

KILLER HOLDS**Head Bite**

25% Damage



Move close to the enemy, then hold Towards and press Fierce to take a tasty chunk of flesh out of their face! For an easy dinner, use the bite just after an opponent recovers from a special technique.

Triple-Hit Combo

41% Damage



1) Jump Towards the enemy and strike with a Roundhouse Kick.
2) Land and throw a standing-still Strong Punch.
3) Finally, duck and use a Roundhouse Kick for an easy three-hit knockdown.



Guile

Vital Statistics
 Date of Birth: December 23, 1960
 Height: 6 ft. 1 in.
 Weight: 191 lbs.
 Blood Type: O
 Home Land: U.S.A.
 Martial Art: Special Forces
 Likes: Coffee
 Dislikes: M. Bison

Guile suffered greatly when an evil tyrant named M. Bison captured him and his best friend Charlie during a special mission in Thailand. After Charlie's death, a weakened and wounded Guile barely escaped Bison's chambers. While stationed at a military base in the U.S.A., Guile slowly rebuilt his strength by lifting weights and honing his special forces fighting techniques. He even piloted military aircraft, and he learned to control sound waves and unleash "Sonic Boom" projectile attacks. Guile now stands ready to face all challengers in the World Warrior tournament.

U.S.A.



Quote:
 "Go home and be a family man!"

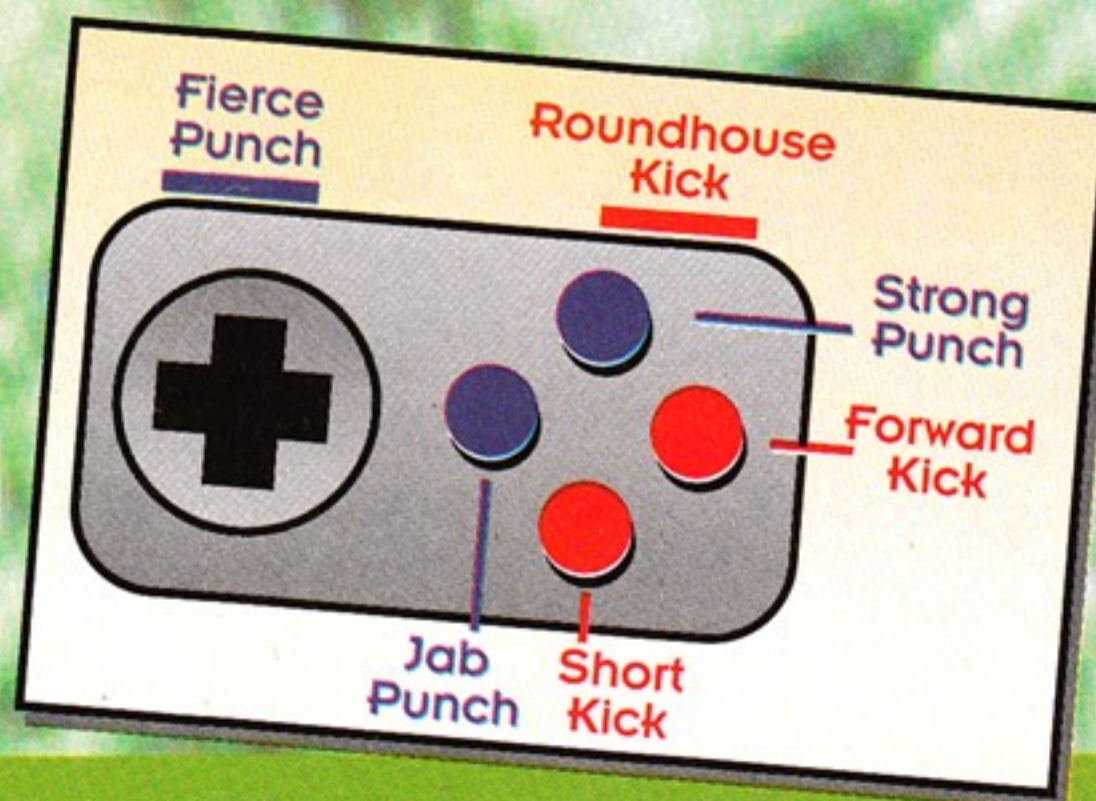
Guile		Standing	Standing Close	Ducking	Jump Up	Jump Towards
PUNCHES	Fierce	17%*	17%	14%	17%	17%
	Strong	13%	13%	13%	14%	14%
	Jab	11%	11%	10%	13%	11%

Percentage indicates amount of damage to the opponent's lifebar.

Guile		Standing	Standing Close	Ducking	Jump Up	Jump Towards
KICKS	Roundhouse	14%	25%	14%	17%	17%
	Forward	13%	13%	14%	14%	13%
	Short	11%	11%	10%	13%	11%

Percentage indicates amount of damage to the opponent's lifebar.

Key to Commands:
 Towards: Push the joystick horizontally in the direction of the opponent.
 Back: Push the joystick horizontally in the opposite direction of the opponent.
 Charge: Hold the joystick in the direction indicated for two seconds.



SPECIAL TECHNIQUES

Sonic Boom

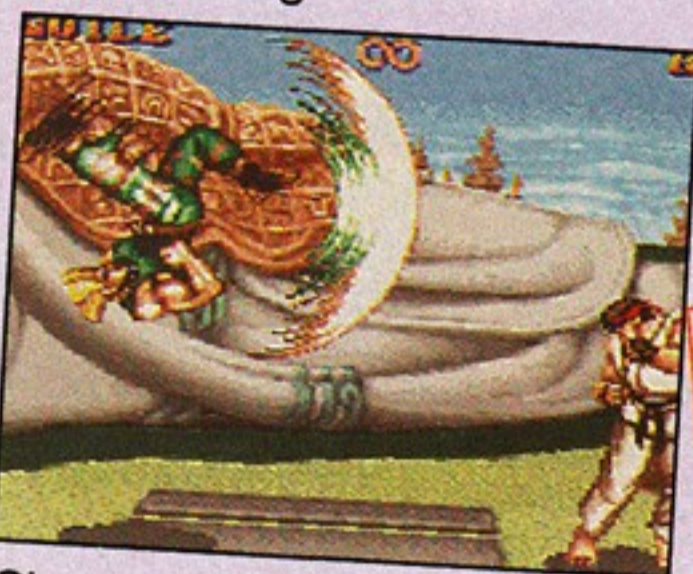
17% Damage



Charge Back, then press Towards plus any punch button. You'll throw a Sonic Boom projectile attack at the opponent. Its speed is determined by the strength of your punch button. Use the Sonic Boom to nullify other Fireball attacks.

Flash Kick

17% Damage



Charge Down, then press Up plus any kick button to somersault in the air and execute Guile's awesome Flash Kick. The stronger your kick button, the farther you'll fly in the air. If you miss a Flash Kick, throw close-range opponents just as you land!

Spinning Backfist

14% Damage



Pull Back and press Fierce to spin on your heels and nail the enemy with a big punch. After using a Sonic Boom to nullify an enemy's Fireball, use the Backfist to catch him off guard!

Foot Sweep

14% Damage



Duck and press Roundhouse to trip up the opponent with a long-reaching leg. The Sweep is a quick double-kick. The second foot reaches even farther than the first!

Knee Drop

7% Damage



Jump Towards the enemy and press Short Kick. You'll drop a knee on the opponent's jaw. Follow the Knee with a combo.

AWESOME ATTACKS

Standing Uppercut

17% Damage



Stand still and press Fierce to use a high-hitting uppercut. This move takes out flying enemies.

Ground Shoulder Throw

25% Damage



Stand close to the opponent, then press Towards or Back and hit Strong Punch to toss the enemy to the ground.

Air Shoulder Throw

25% Damage



Jump Towards the enemy and press Strong or Fierce to throw him or her to the turf from mid-air.

Back Breaker

25% Damage



Leap Towards the opponent and push Forward or Roundhouse to break his or her back. Ouch!

Suplex

25% Damage



Move close to the opponent, then press Towards or Back and use the Fierce Punch to Suplex the other warrior flat on his or her back!

KILLER THROWS

CRUSHING COMBOS

Standing Flash Kick

30% Damage Strong
31% Damage Fierce



- 1) Charge Down for a Flash Kick. Then push the controller Up. While Guile is standing, but before he jumps, throw a standing Strong or Fierce Punch.
- 2) Complete the Flash Kick by pressing Up plus any kick button.

Double-Hit Sonic Boom

34% Damage



- 1) Charge Back for a Sonic Boom. Push the controller Towards the opponent, and mid-way through the motion press Fierce.
- 2) Now complete the Fierce Sonic Boom and you'll score a double-hit!

Flash Kick Combo

45% Damage



- 1) Leap Towards the enemy and hold Down to Charge for a Flash Kick. While jumping, throw a mid-air Fierce Punch.
- 2) Land, and continue to hold Down to Charge the Flash. Now use a ducking Strong Punch.
- 3) Finally, press Up plus any kick button to Flash your true colors at the enemy.

Four Fierce 65% Damage



- 1) Jump Towards the opponent, and while in mid-air pull Back to Charge for a Sonic Boom. As you fall, use a Fierce chop to the head.

- 2) Land and use a standing-close Fierce Uppercut while still Charging the Sonic Boom.

- 3) Push Towards plus Fierce to throw the Boom.

- 4) Now, pull Back and press Fierce for a Spinning Backfist – your fourth lethal hit in the combo! If you knock the opponent dizzy, use the Four Fierce combo again to re-dizzy the foe.

son

M. Bison

M. Bison

M. Bison

M. Bison



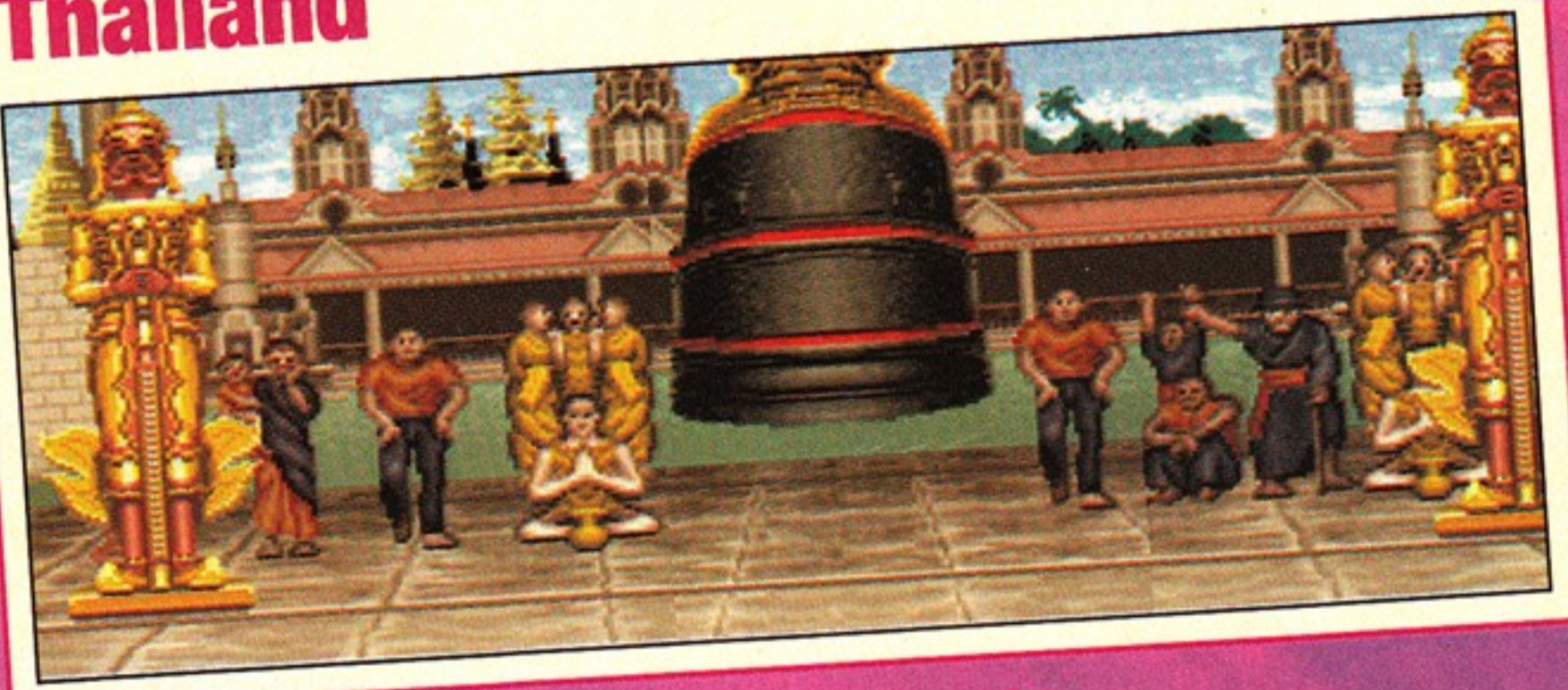
M. BISON

The ultimate Grand Master in the Street Fighter II tournament is M. Bison. This long-standing Thai dictator rampaged through the world many years ago, spreading death and destruction in his wake. His terrorist underlings murdered Chun Li's father in China. Bison also captured Guile's best friend during a special mission. He now controls the secretive Shadoloo smuggling operation from a hideout in Thailand. Fearing his exposure, Bison entered his name in the World Warrior tourney to destroy his opposition once and for all. Bison channels psychic power through his hands. This enables him to throw fists of fire and spiral across the screen in a flaming body torpedo.

Quote:
"Anyone who opposes me will be destroyed!"

Vital Statistics
 Date of Birth: April 17 (year unknown)
 Height: 5 ft. 11.7 in.
 Weight: 176 lbs.
 Blood Type: A
 Home Land: Thailand
 Martial Art: Ler Drit
 Likes: World Conquest
 Dislikes: Physical Weakness

Thailand



KILLER THROWS

Body Throw



Bison dumps you on the ground in one swift motion. He uses this throw whenever you're dizzy!

son

M. Bison

M. Bison

M. Bison

M. Bison

SPECIAL TECHNIQUES

AWESOME ATTACKS

CRUSHING COMBOS

Scissor Knee



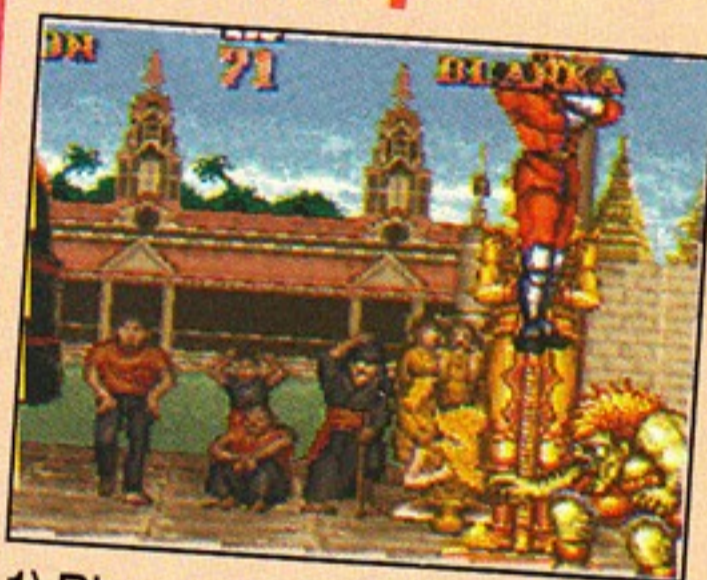
- 1) M. Bison plants his shin-guarded knee in your face with a quick flip strike.
- 2) As he tumbles, Bison nails you twice with this assault, once high and once low. Beware, the Knee is virtually unstoppable if you don't block the first hit! Bison can use it over and over, trap you in the corner, knock you dizzy, and put you away.

Flaming Torpedo



M. Bison engulfs himself in flame and spirals down the screen right in your face. One hit from the Torpedo is an instant knockdown!

Head Stomp



1) Bison starts by rocketing up in the air and stomping on your skull.

Sliding Foot Sweep



Bison can use a leg slide to rush you from far away. It knocks you down in one hit.

Triple-Hit Combo



- 1) Bison begins this combo with a jump kick.
- 2) Then he pulls a Scissor Knee. The Knee hits you twice, once high and once low.
- 3) Bison finishes you off with a Sliding Foot Sweep. Big headache!

WEAKNESSES

Torpedo Counter



Jump Towards M. Bison to sucker him into using a Flaming Torpedo. He'll hesitate for a brief moment. Now use a Roundhouse Kick as you fly.

Head Stomp Counter



Block Bison's Head Stomp. As he lands, use a Roundhouse Kick!

Scissor Counter



Jump and use a Roundhouse Kick to stop Bison's Scissor just as he begins to execute it. If Bison pauses between Scissor Knee assaults, use a ducking Roundhouse Kick to sweep his feet!

BLANKA



Head to Head

vs. Vega



When Vega springs off the wall, leap and nail him with a flying Roundhouse Kick. Then string several Roundhouses together to knock him dizzy! Use a Rolling Attack to avoid his Fence Climb assault.

vs. Guile



Block Guile's Sonic Booms, then strike with a Rolling Attack. You can stop Guile's Flash Kick with a well-placed Flying Claw! Use a ducking Roundhouse to trip him up when he tries a Spinning Back Fist.

vs. Balrog



Trip up Balrog with a crouching Roundhouse before he can use a Turn Punch. Give him a Flying Claw to the face and use a combo while he's stunned!

vs. Ken



Take Ken to the cleaners with a jumping Roundhouse when he pulls a Hurricane Kick. Follow with a Rolling combo and put him away!

vs. Zangief



Use Rolling Attacks when you're in – don't try it from far away or Zangief will use a Spinning Clothesline. Jump Towards him and unleash Electricity before he can counter with a Spinning Pile Driver!

vs. E. Honda



Think twice before using a Rolling Attack, or Honda will Slap you with One Hundred Hands. Instead, leap Towards him with a Fierce Punch. Rapidly press Fierce in midair, then press Strong on the ground and use Electricity.

vs. Sagat



Make Sagat suffer the consequences of a missed Uppercut with a Rolling Attack. Use a low Roundhouse to knock him down when he throws a high Fireball, and try a jumping combo if he tosses a low Fireball.

vs. Ryu



Bite Ryu's head after he misses a Dragon Punch. To negate a Fireball, give him a swift kick below the belt just as he starts the motion.

vs. Dhalsim



Give Dhalsim shock therapy with Electricity if he tries to skewer you with a Body Spear or Torpedo. Throw ducking Fierce Fists when he uses elastic limbs from a midrange distance.

vs. M. Bison



Stand away at a safe distance and use a Rolling Attack to nail Bison. Charge the move in mid-Roll and use it over and over until he's demolished. If Bison executes a Scissor Knee, make him taste the bad medicine of a Flying Claw.

vs. Chun Li



Don't, don't, don't use Electricity when Chun Li's jumping, or she'll Heel Kick you! Instead, Block back and Charge up energy when she tries a combo. Then use the Rolling Attack to send her reeling. Use leaping Roundhouse Kicks to take her down in midair, or she'll use an Air Shoulder Throw.

vs. Blanka



Now it's mutant vs. mutant! Zap Blanka with electricity when he tries a triple-hit combo, and use a Roundhouse kick to stop his Rolling Attack. Take a conservative stance when you play yourself, or you'll be creamed!



After crunching Bison, Blanka is surprised when an unfamiliar woman steps out from the

spectator crowd. She claims to be his mother, but Blanka doesn't believe her. Then she notices his anklet and cries out with joy, "Jimmy!" Blanka cries, hugs his mommy, and finally remembers his past.

wheels, the Boom will peg him at the edge of the screen! When he bounces off the wall, make Vega suffer with a series of flying Roundhouse Kicks.

GUILE



Head to Head

vs. Ryu



Use a Flash Kick or a jumping Roundhouse to stop Ryu's Hurricane Kick. Try a Foot Sweep to take down Ryu when he begins his Fireball motion.

vs. Chun Li



To stop Chun Li's Head Stomp, you must wait until her foot's just about to hit your head. Then use the Flash Kick to send her reeling. A Sonic Boom takes out her Whirlwind Kick or Lightning Leg.

vs. Vega



Throw slow-moving, Jab-button Sonic Booms from a safe distance. Even if Vega cart-

vs. Zangief



From a safe distance, toss Sonic Booms at Zangief, and use a Foot Sweep if he attempts a Spinning Clothesline. Implement a Flash Kick to protect yourself from the devastating midair Spinning Pile Driver combo.

vs. Dhalsim



Sonic Booms put out Dhalsim's fire, and a jumping combo will take him down. If Dhalsim tries the more devastating Yoga Flame, leap and land right next to him. The flame will swirl around you, but won't harm you.

vs. Blanka



Pull Down-Back to Charge both the Sonic Boom and Flash Kick simultaneously. If Blanka uses a Rolling Attack or Electricity, give him a Sonic Boom shock. If he jumps Towards you for a combo, Flash Dance the poor sap.

vs. E. Honda



The Sonic Boom is faster than the Hundred Hand Slap or Sumo Head Butt. Use Flash Kicks to keep wide boy at a distance.

vs. Balrog



Toss Sonic Booms when Balrog begins a Turn Punch attack. If Balrog muscles in too close, use Spinning Back Fists to knock him dizzy.

vs. Guile



Keep up a Sonic Boom onslaught until Guile leaps Towards you. Then catch him with a Flash Kick. If he misses a Flash, throw him just when he lands.

vs. Ken



Stop Ken's Fireballs with Sonic Booms, then use a Spinning Back Fist to make him pay the price of Street Fighter tech-

nique ignorance. Use Flash Kicks to counter Ken's Dragon Punches.

vs. Sagat



Use Sonic Booms to nullify Sagat's high and low Fireballs. Jump into the air and Charge Down to sucker Sagat into using a Tiger Uppercut. Flash when he misses.

vs. M. Bison



Fight fire with fire. When Bison executes a Flaming Torpedo, toss a Sonic Boom. Use Flash Kicks against his Head Stomp. Try a jumping Roundhouse to eliminate the Scissor Knee attack.



Guile stands poised to destroy Bison and end the reign of terror that battered him emotionally and physically. But his wife and daughter appear a moment before the death blow and urge Guile to spare the dictator's life. Living well is the best revenge, so Guile returns home to his family and leaves Bison humiliated and defeated as payment for Charlie's death.

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5

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Five first place winners will receive a prize package featuring a copy of the mega-selling title Street Fighter II for the Super NES, plus a Street Fighter II Collection Edition t-shirt, baseball hat and sticker set, and a 1-year subscription to GamePro magazine!

1

Grand Prize Winner

One winner will receive a \$1000 gift certificate good for video game hardware software and accessories at the Toys R Us store nearest them! What a bonanza!

10

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Redwood City, CA 94064

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TRUE ARCADE ACTION. You'll find that the only thing missing from our new Super Advantage is the coin slot. Okay, so we added an extra long cord. And our joystick is easier to carry than an arcade machine, not to mention a few thousand bucks cheaper (that means under \$50, suggested retail price). Bottom line is, this is about as close as you can get without grabbing a crowbar and—well, you get the picture.

The layout's familiar, and the construction's tough enough to handle the most intense *street fight* or the *ultimate battle* for the universe. We've also added a few features you won't find in the arcades—state of the art effects designed specifically for today's most radical games. No wonder we call it the...

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OVERSIZED JOYSTICK.
8-way directional control provides true arcade action.

VARIABLE SPEED SLOW MOTION.
Slow down the entire game when things get out of control.



TURBO SPEED.
A fully adjustable fire-control system (up to 30 shots per second).

AUTO TURBO.
Continuous firing that's hands-free. You won't find this anywhere else.

FIRING BUTTONS.
Instantaneous response, and built to last.

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Messier, Coffey, Kurri, Linden, Savard, and the 544 other guys who play hockey at the highest level. The deadliest marksmen, the enforcers, the brightest stars of the pro game.

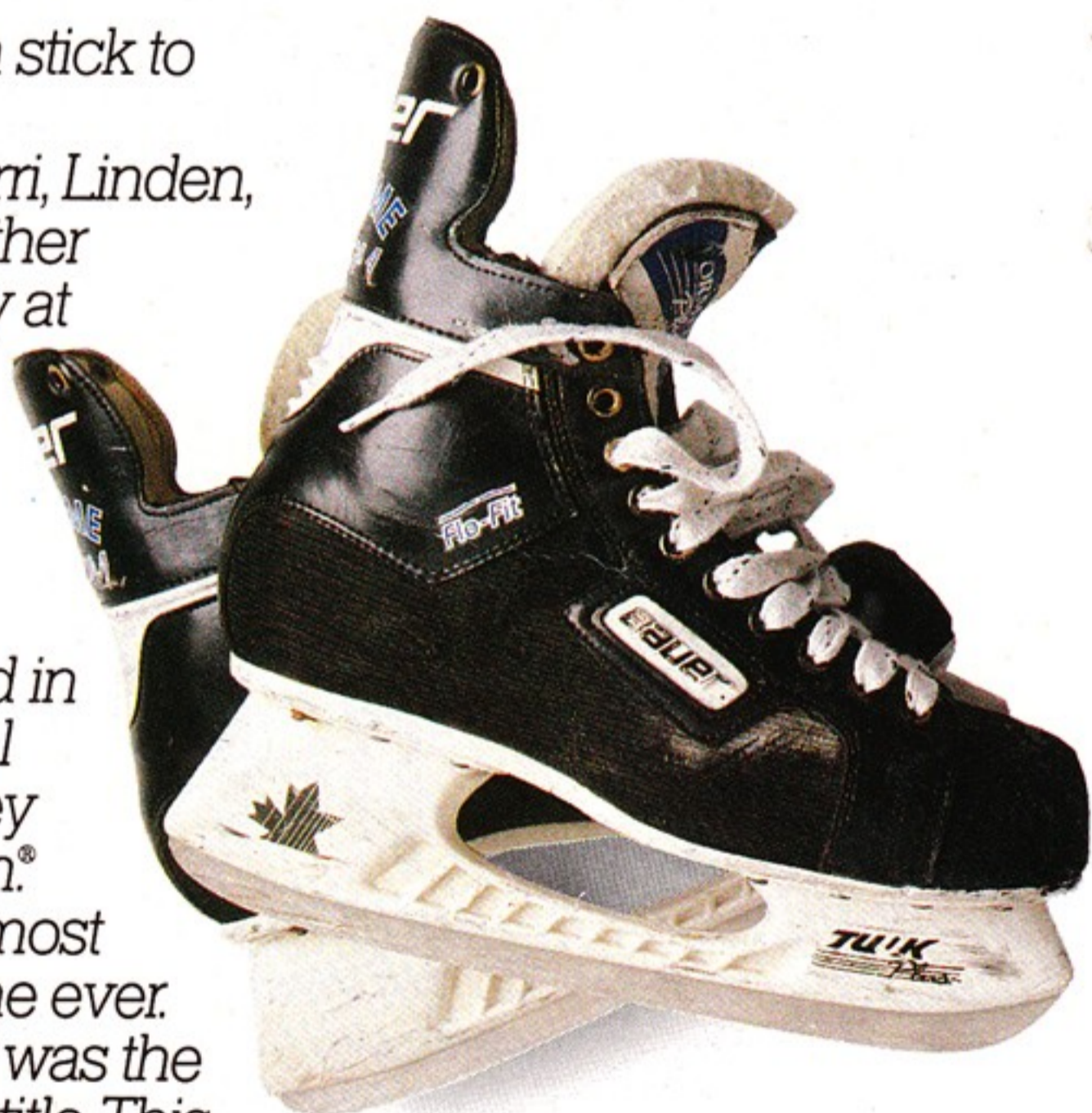
They're all captured in NHLPA® '93. The official game of the National Hockey League Player's Association.® The all-new version of the most action-packed hockey game ever.

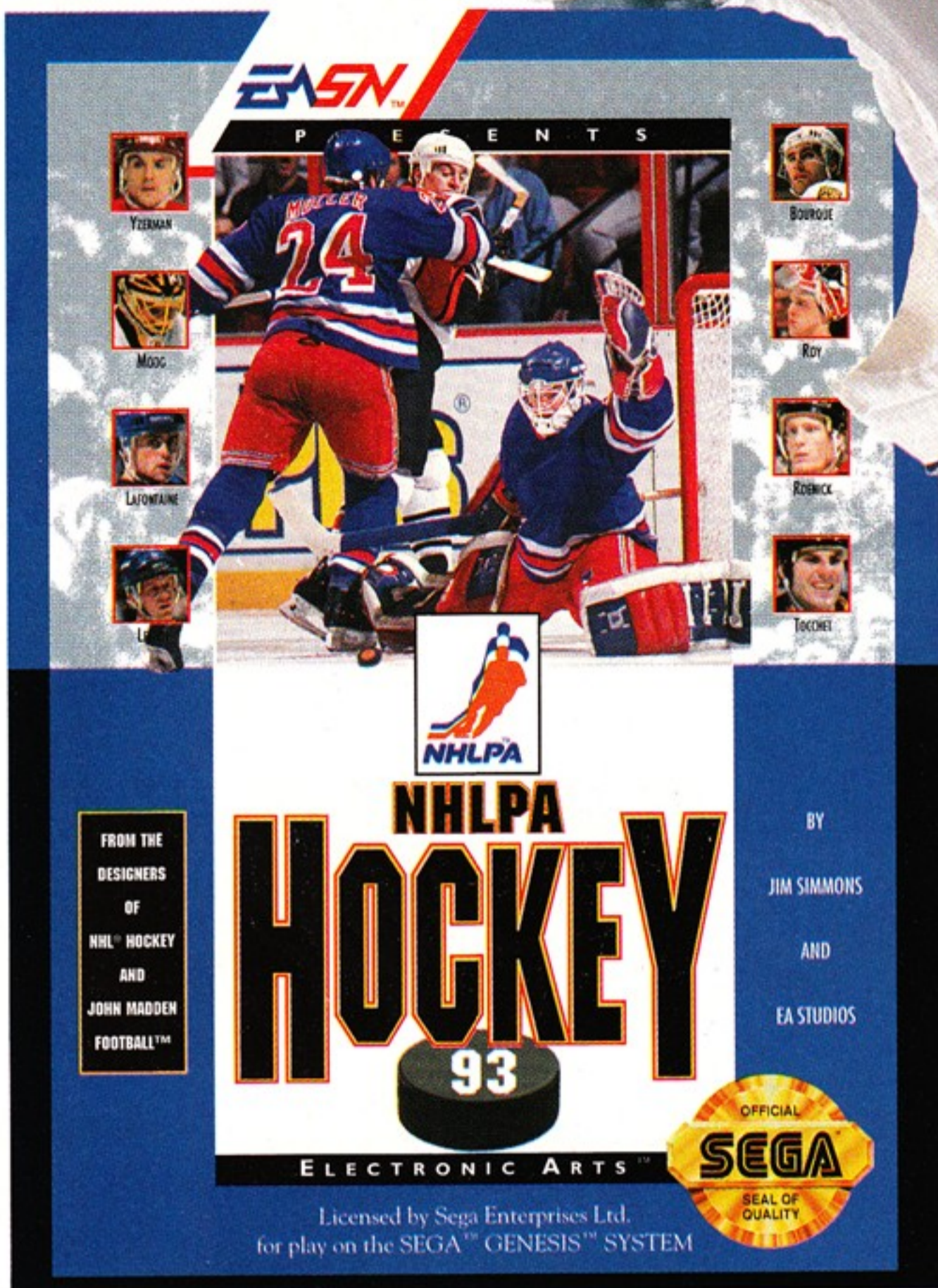
Last year, NHL® Hockey was the top-selling Genesis™ sports title. This year, the same game designers deliver even more explosive game play. Check out all the players. The complete, accurate team rosters from the 1992 season. Plus 1993's new Ottawa and Tampa Bay expansion rosters.

NHLPA '93 is the finest the sport has to offer. With more new pro moves than you can shake a stick at.

Faster, tougher to beat goalies who leave the crease to clear loose pucks, or lunge and dive to smother shots. Individualized moves, like glass-breaking slap shots, nimble stick action, and brutal body checks. Each player skating his own unique game.

Hot new defensive techniques and an improved computer opponent raise the electricity in power play situations.





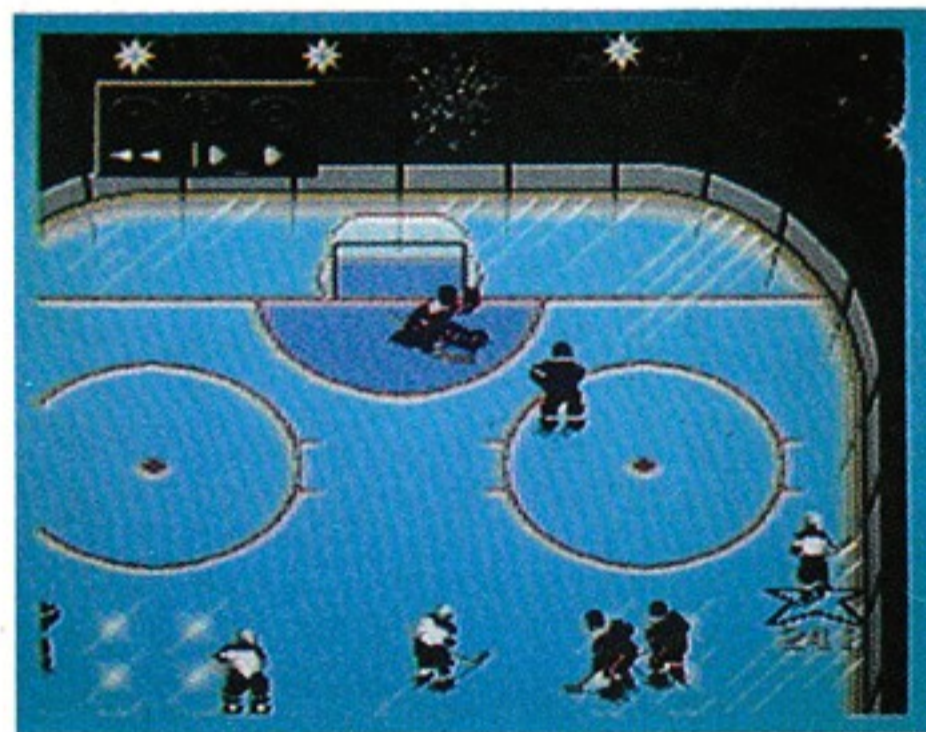
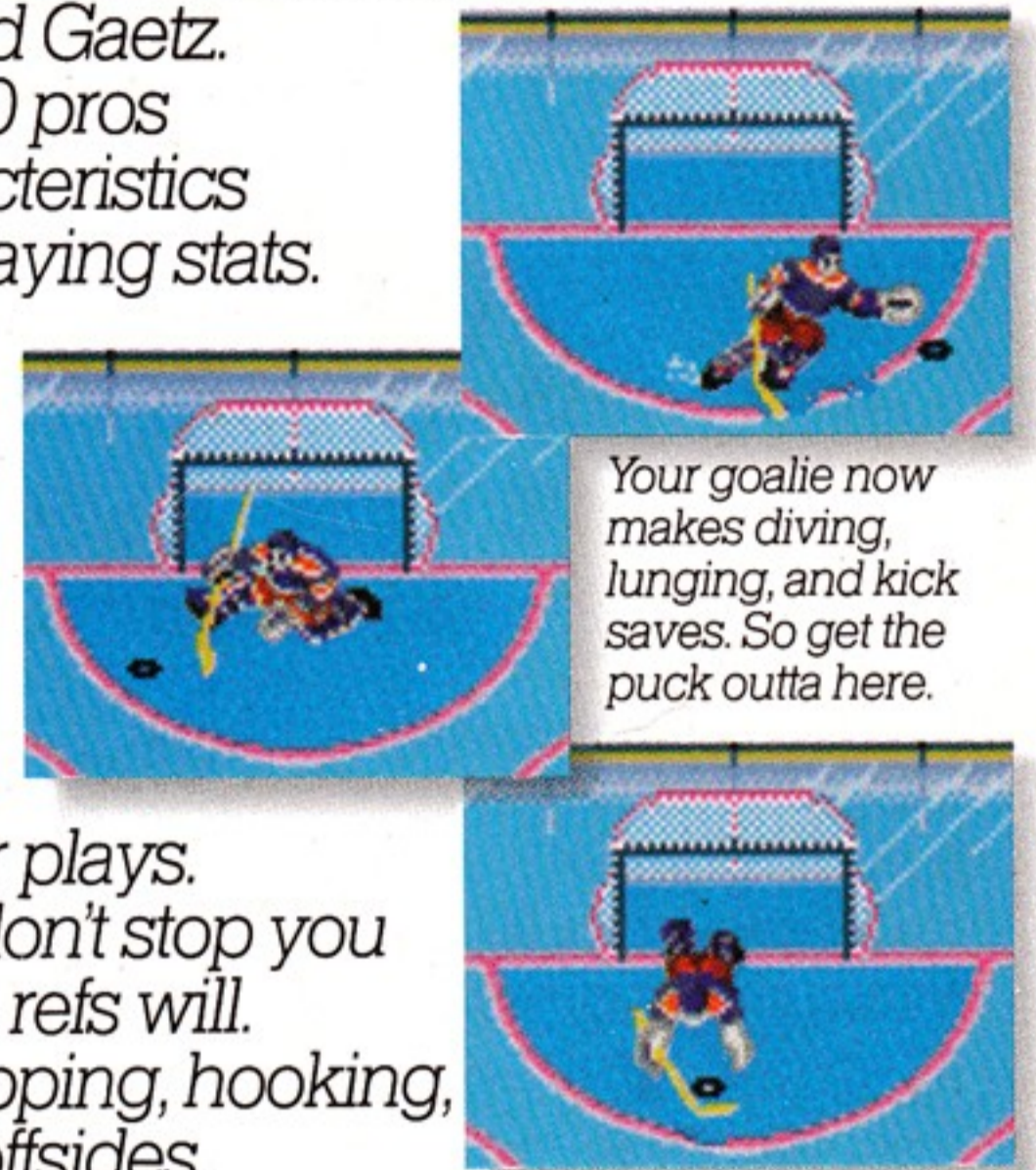
Standing between you and the trophy are scorers like Larmer. Goalies like Belfour. Intimidators like Probert and Gaetz.

Each of the 550 pros rated on 14 characteristics based on 1992 playing stats.

Some of the pros are better defensemen, others scoring machines, others are specialists at killing off opponents' power plays.

If these guys don't stop you in your tracks, the refs will. Calling you for tripping, hooking, cross-checking, offsides,

interference, or icing. The more severe the penalty, the longer you're in the sin bin. There are even injuries that can knock you out for the game.



Talk about a game with impact. Personalized moves include Doug Wilson's cannon-like slap shot.



EASN's Ron Barr is all over the ice like a Zamboni®.



Score with the names of the game. NHLPA '93 is the only place you'll find all 550 pros.

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The coverage of EASN™, the Electronic Arts Sports Network, lets nothing slide. Spectacular camera angles. Sportscaster Ron Barr. The exclusive crowd Noise-O-Meter™. Highlights from other playoff games. Instant replay. Commentary.

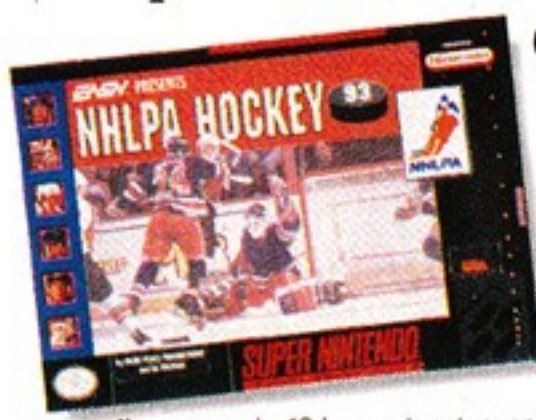
Stick with the pros: NHLPA '93 and the Electronic Arts Sports Network. Skate over to your local EA dealer or order by phone anytime: (800) 245-4525.

And get the greatest hockey game by a long shot.

Now available on Super NES™



If it's in the game, it's in the game.



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95 cents for first minute, 75 cents for each additional minute.

Joe Montana III Talks a Good Game

NFL Sports
Talk Foot-
ball '93
Starring Joe Montana



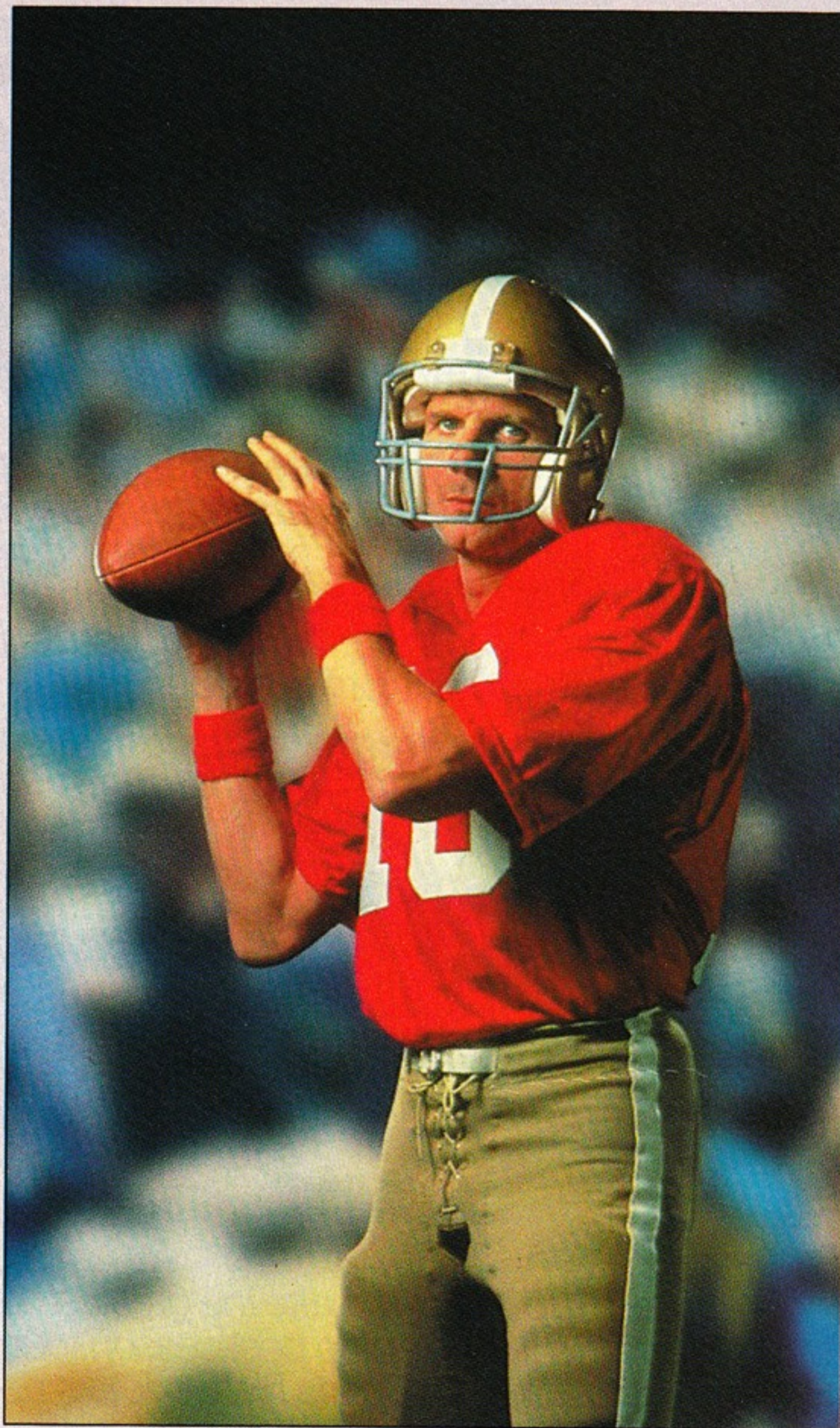
By Weekend Warrior

Although Joe Montana's real on-field performances have been touch and go the past few seasons due to injuries, Joe's still throwing straight and true on the Genesis. NFL Sports Talk Football is a major improvement over last year's hit sports cart, Joe Montana II. All the best features of Joe II have been retained, if not improved. Several new features make Joe III an even more well-rounded and enjoyable football game. Read the following scouting report to see if Joe Montana III is worthy of joining your video game roster!

Playing in the Big Leagues

The most notable addition to Joe III is the inclusion of all 28 NFL teams, including their names, logos, and team colors. Each team features dozens of plays and player combinations, reflecting their actual strengths and weaknesses. Select the Redskins for power ball control, the 49ers for finesse, or the Eagles for their explosive offense and dominating defense. Sure, it's a computer simulation, but the impression that you're playing with actual NFL teams adds an exciting feeling of authenticity!

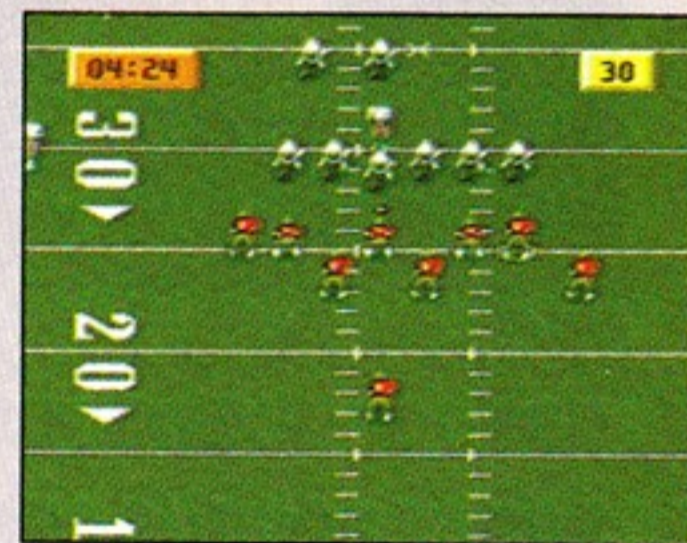
Practically all the graphics are new or have been enhanced. From the well-animated spinning NFL logo at startup, to the sharp, digitized crowd scenes broadcasted on the large stadium Fan-O-



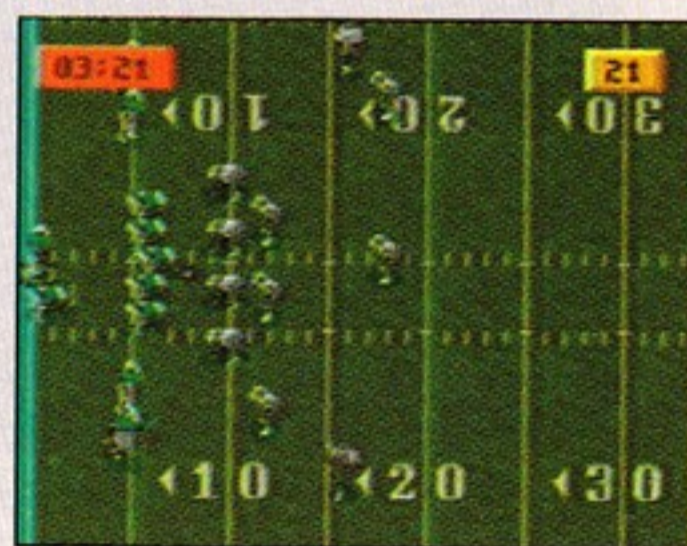
Shades of the NFC Championship matchup?

Vision screen, the programmers spared no effort in blitzing the Genesis' graphic capabilities.

especially useful for run and short yardage passing plays. Openings in the defense and shifts in the offensive line are a cinch to spot. The Horizontal view is crucial for long yardage passing plays, since it provides a wide-angle view 10 yards on either side of the line of scrimmage. This enables you to drop back, avoid sacks, and spot the open receiver.



PROTIP: Hit Pause before hiking the ball. Study the defense and spot possible routes other than those dictated by the playbook.



PROTIP: The Horizontal view is best for spotting open receivers.

Talk Tough

Joe Montana III upgrades the Joe II Sports Talk feature with a larger vocabulary and more spontaneity with the on-screen action. Plus, the announcer throws in personal insights, such as "I can't believe it!" when a team calls a really stupid play. Additional digitized sound effects such as the prime time soundtrack, stadium crowd, referee, and bone-crushing impacts, effectively add to the realism.

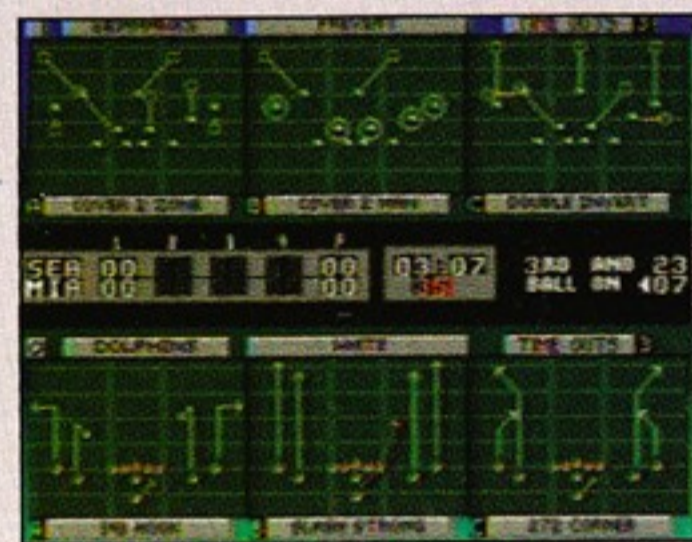
On-screen action has also been improved. Players move more realistically, and they are more responsive to controls. Four points of view are now available; Horizontal, Vertical - Offense, Vertical - Defense, or Blimp view, which reduces all the players to ant-like proportions. By providing a clear overview of both offensive and defensive alignments, the Vertical view is



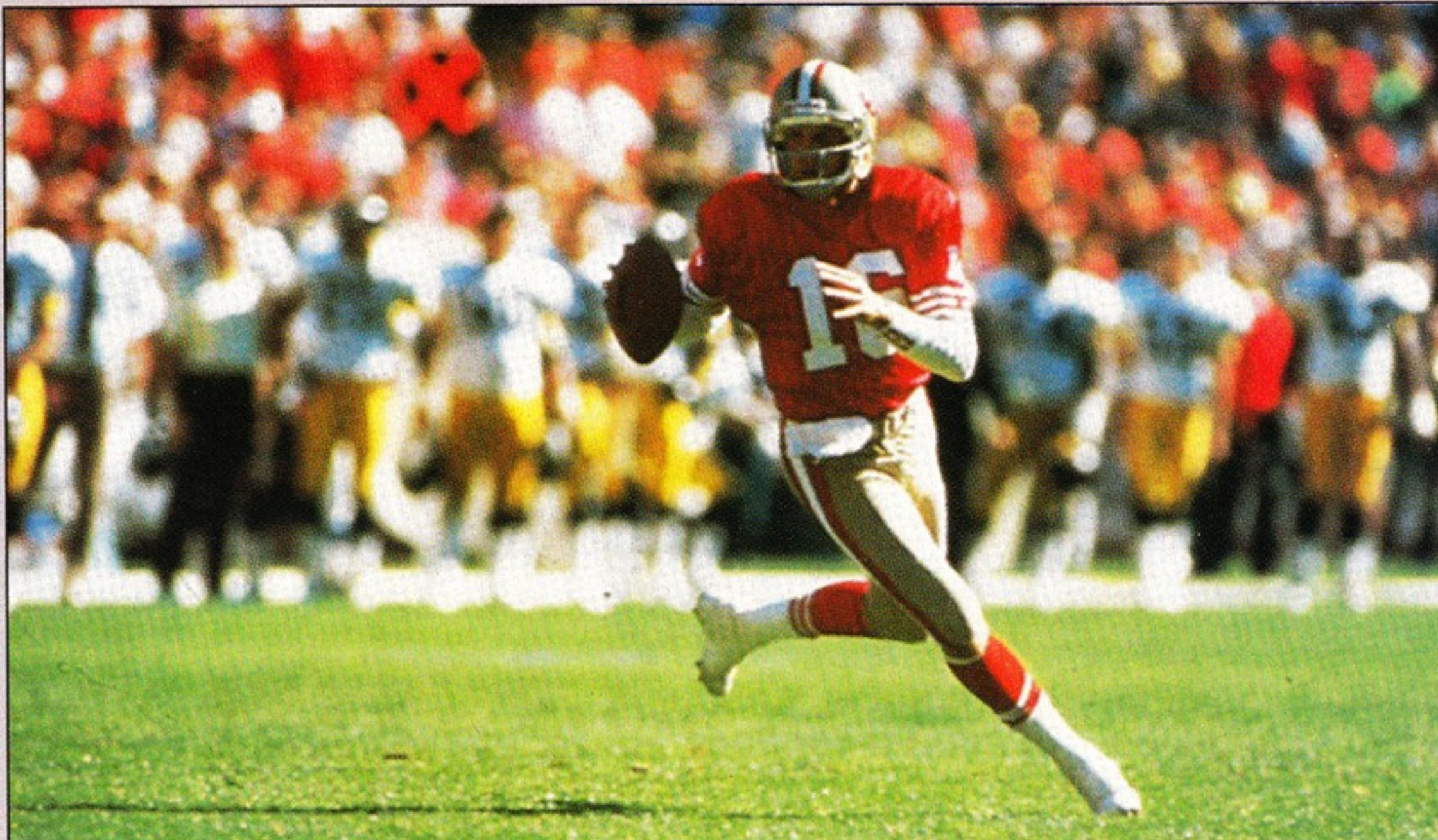
PROTIP: To confuse your opponent, call Audibles without switching the play.

X's and O's

Joe Montana III's play-calling features are slightly different from its predecessors. You are now presented with a diagram of all the players in each formation before viewing the plays available for that formation. You can also position the QB in the shotgun. Unlike Joe II, Joe Montana III features different plays for different teams depending on their abilities. Joe Montana Football's strongest attribute is its playbooks, which are clearer and easier to understand than any other football



PROTIP: Memorize all three plays, so you can call them as audibles.



game, with every run and pass clearly diagrammed. One Joe II feature that's missing, however, is



Play pigskin per personal perogatives!

the ability to choose the mirror image of every play. In football, you need all the options you can get!

Pigskin Programming

Joe Montana III is a well-balanced combination of gridiron

simulation and arcade action that offers an impressive load of features and options. Three different levels of game play, one-and two-player combinations against each other or the computer, and dozens of customizing options make this game appealing to gamers of any skill level. Take time to practice at the Exhibition level against the computer, because the Play-offs are extremely challenging and frustrating.

Three Times the Charm

Joe Montana III is a noteworthy improvement upon its predeces-

sor. The high quality graphics, extremely responsive game play, the Sports Talk feature, the vast options, and authentic NFL statistics make this one of the premiere football carts for the Genesis or any other system. Just like Joe Montana, this game is a first string starter all the way!

NFL Sports Talk Football '93
Starring Joe Montana by Sega

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	5.0	5.0	ADJ. Adjustable
\$69.99		Sports		
12 megs		One or Two Players		
Available now		Passwords		

John Madden '93: Bigger and Better

John Madden Football '93 Genesis

By Weekend Warrior

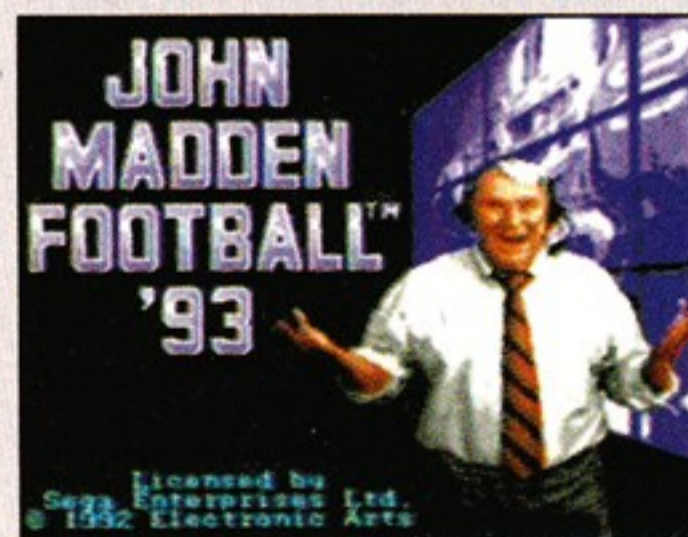
Winter time means bundling up, frosty breaths, hot chocolate, and FOOTBALL! John Madden Football '93 for the Genesis continues the seasonal tradition. At first glance, Madden '93 doesn't look or play much differently from John Madden '92. However, once you get down to serious business, you'll notice a wealth

of All-Star enhancements. Is it possible to improve upon one of the best football video games available on any home gaming system? Let's tackle the issue, shall we?

New and Improved

First and foremost, game play is now faster and smoother, because now it's powered by 8 megabits of horsepower. The on-screen action is more responsive to controls. The computer takes less time to select plays, and it's a tougher opponent. All the graphics have been enhanced, and there

are game play additions galore.



New season, new togs, and new digs!

All 28 NFL teams reflect their current strengths and weaknesses based on their performances during the '92 season. In addition, John Madden '93 adds eight of the greatest teams of all

time to its roster, including San Francisco '84, Oakland '76, and Miami '72 (the only team to go undefeated through an entire season). Plus, there are two All Madden teams. Yes, you may enter tournament play with dream teams!



Continued on page 142.

A Refined Game

Several refinements and additions have added to the realism of game play. Each team is now able to call No-Huddle Offenses, and the quarterback can instantly down the ball to stop the clock. Offensive and defensive plays are the same as in Madden '92, but a new split-screen play-calling feature in two-player mode isolates your play selection from your opponent's, which makes it easier to read. Extensive player and team stats, plus new commentary by John Madden, start off each game. Be sure to read Coach Madden's comments; they often identify the key strategies.

The new coin toss feature allows the loser of the toss to choose which goal to defend. This means you can play with the wind at your back, which can add valuable yardage to field goal attempts and "Hail Mary" bombs.

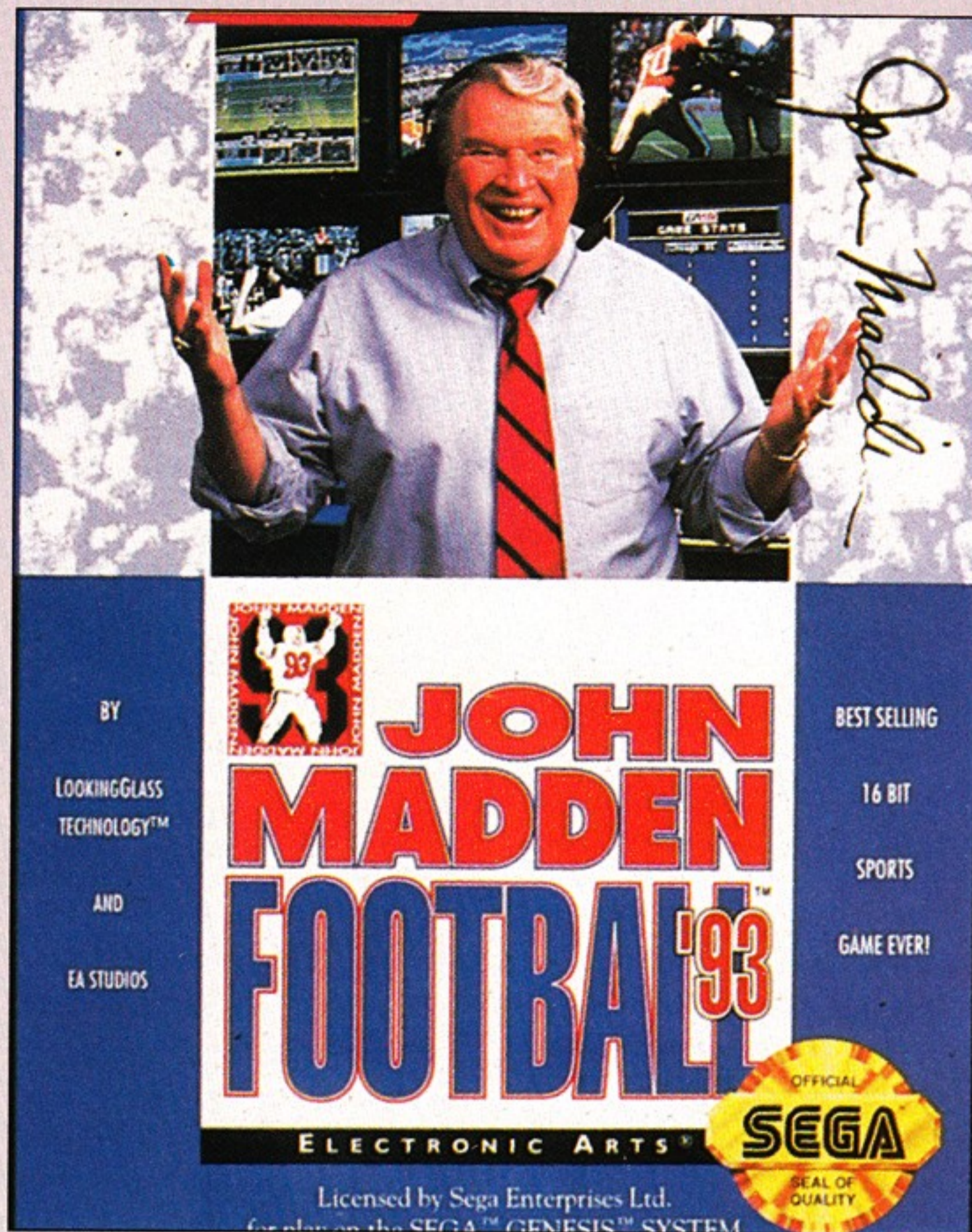


Hey! No cheat peeks at your opponent's play-calling!

Penalties are still an arbitrary decision by the computer zebras. Unlike the NFL, which has ruled out instant replay reviews, you may contest penalties by seeking instant replay of the infraction. Plus, you're also allowed one automatic penalty overturn per each game. Good thing they don't allow this in the NFL!

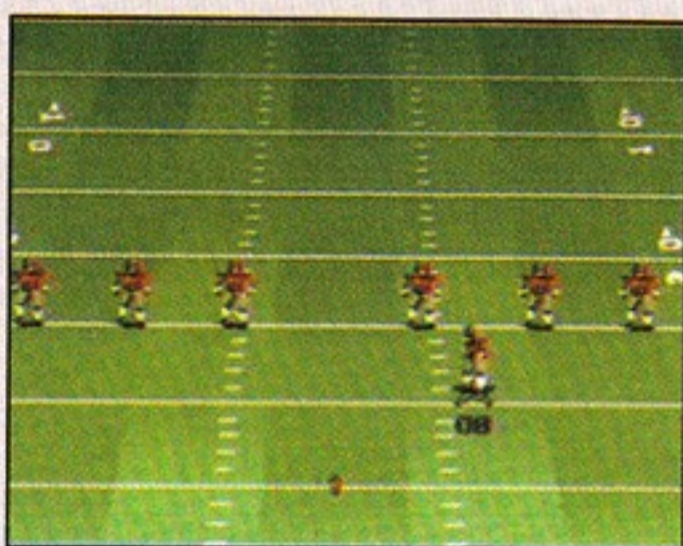
PROTIP: Save your penalty overturn trump card for long yardage yielding situations.

PROTIP: When shooting from the shotgun, move your quarterback to allow extra time for receivers to get their marks.



The Grass Is Greener

Overall, the graphics are sharper, more detailed, and even better animated. New additions, such as endzone crowds, clothesline tackles, head butting, and players taunting each other, add to the sense of realism. Many of the graphic enhancements can be observed in detail via the IsoVision Instant Replay Camera that enables you to scan from any player's point-of-view throughout the entire playing field during Instant Replay.



PROTIP: For recoverable outside kicks, call an audible at the line. Then kick sharply to the right sideline, and use only 25% power.

He Must Be Heard

A couple of new additions to the sound department round out Madden '93. A new, ultra-hip theme song introduces this cart. An ear-

ful of digitized "Maddenisms," such as "Where'd that truck come from?," "He'll remember that number!," and "Boom, he's on his back!" are peppered throughout the game. Thankfully, Electronic Arts has kept sound effects and crowd noise to a minimum, and there isn't a repetitive, mind-numbing soundtrack.

Goal to Go

Electronic Arts has done it again and made the best even better. John Madden Football '93 is even more fun to play than Madden '92. Football diehards will definitely welcome the new play features, the additional teams, and the tougher computer opponent. Regardless of which version of John Madden Football you play, it's clearly the benchmark for all other football video games!

John Madden Football '93 by Electronic Arts				
Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	5.0	5.0	INT. Intermediate
\$59.95		Sports		
8 megs		One/Two Players		
Available December		Passwords		

Madden Pulls Out an SNES Winner

John Madden Football '93



By Weekend Warrior

Concurrent with the release for the Genesis, John Madden Football '93 kicks off a new season for the SNES. The SNES version has practically all of the same hot new features as the updated Genesis version, and it's a major improvement over the original John Madden Football released last year. Sharper graphics, faster game play, and smoother animation make this game a strong candidate for SNES Sports Cart of the Year!

All American

Unlike some of the other SNES football carts, which are conversions of programmed Japanese football games, John Madden is clearly programmed right here in the U. S. of A. This game looks, sounds, plays, and feels just like the real thing. The characters are in proportion with the surroundings, and players move believably to a realistic selection of plays.



A dream matchup of power versus finesse.

Although the 28 teams are named only by city, they are based very accurately on the strengths and weaknesses of the 28 real NFL teams and their performances during the '92 season. In addition, Madden '93 features 10 extra teams to choose from – eight of the

Continued on page 144.

LONGER PLAY OR YOUR MONEY BACK



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PRESENTS JOHN MADDEN FOOTBALL '93



all-time greatest teams and two All-Madden squads of superstars.

Tastes Great, Less Chunky

Madden '93's most evident improvements over its SNES predecessor are the graphics and animation. The first SNES Madden Football moved slow and chunky in comparison to its Genesis counterpart. Now, only the faintest bit of awkwardness occurs whenever there is a turnover, and the screen flips to face the opposite direction. All players, backgrounds, and movements have been enhanced, so they're practically identical to their Genesis kin. New moves, such as Head Butting, Player Taunting, Shoestring Catches, and Clothesline Tackles, have been added to the repertoire of moves and grooves.



PROTIP: As in real football, you must drop back and give time for your receivers to get open.

Right on the Numbers

Another improvement is the wealth of stats and information. In addition to Madden's useful pre-game analysis of each team, at halftime the game reports exten-

sive stats for the starters at each major position, such as quarterback pass/completion and the backfield's run/receiving productivity. This enables you, the coach, to determine who's having a good day and gear the next half's plays to those players.

The improved IsoVision Instant Replay function now features a player identification feature that highlights each player by number. Use this feature after every big play to keep track of your hot players.



Use the identification feature during Instant Replay to find out who's "on" and who's "off" for the game.

The computer is a tougher opponent in Madden '93. Plus, its play-calling time has been cut in half. It's sometimes so fast that you may find yourself scrambling on defense to get a play called before the offense hits the line of scrimmage! Keep your defensive audible plays in mind, when you find yourself in such a situation.

John Madden '93 features the same great digitized oomphs, grunts, and bone-crushing tackle sound effects as the original. Excessive crowd noise is kept to a



PROTIP: Alter the quarterback's cadence and execute fake snaps to try to draw the Defense offsides.

Third and Long for SPAF

Super Play Action Football



By Colorful Commentator

After months of sneaks, peeks, promises, and delays, Nintendo finally fields its 16-bit edition of Play Action Football for the SNES. Unfortunately, it wasn't entirely worth the wait.

Strong Starters

Super Play Action Football kicks off with some great options to set-up the gridiron for possible glory. One or two players choose from Varsity, College, or NFL skill settings. Varsity is simplistic and perfect for beginners, with a limited selection of plays and moves.

minimum, and there is no distracting soundtrack. However, the SNES version doesn't feature the digitized "Maddenisms" of the Genesis version.

SNES MVP

John Madden Football '93 is a major refinement of an already excellent game. Debates over the difference between the SNES and the Genesis versions are now a moot point. Owners of the first SNES John Madden are sure to appreciate the improvements of its sequel. Fast, realistic action, hot graphics, and prime time game play make John Madden Football '93 a surefire first-round draft pick!

John Madden Football '93 by Electronic Arts				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.5	4.0	4.5	4.5	Intermediate
\$59.95		Sports		
8 megs		Two Player		
Available now		Passwords		

At the college level, the 97 teams are based on real teams, with corresponding strengths and weaknesses. However, the names are fake (Moldy Cross instead of Holy Cross, Fluke instead of Duke). With a battery to save season play, you can play a full season and advance through the Top 20 rankings based on the strength of your opponents. End your season ranked in the upper echelon and you'll advance to a post-sea-



Read all about it in the Nintendo newspapers.

Continued on page 146.

Take It To The Streets...

CRASH 'N' THE BOYS™ STREET CHALLENGE

"Crash" Cooney and his posse from Southside High own every sports record in Spring Hill history. Legends? Heroes? Not in this town—where Todd Thornley and all the rich snobs up on the Hill think Southsiders are low-lives.

So Todd and the silver-spoon mama's boys at the three "Hiller" schools have issued a desperate challenge to save their fading reps: Let's take it to the streets in the Southside...no rules...no refs...no penalties—and we'll see who comes out in one piece.

And just in case the Hillers can't handle Crash 'N' The Boys, Todd's rich daddy has fielded Team Thornley—a ringer group of super-athletes from Thornley Industries.

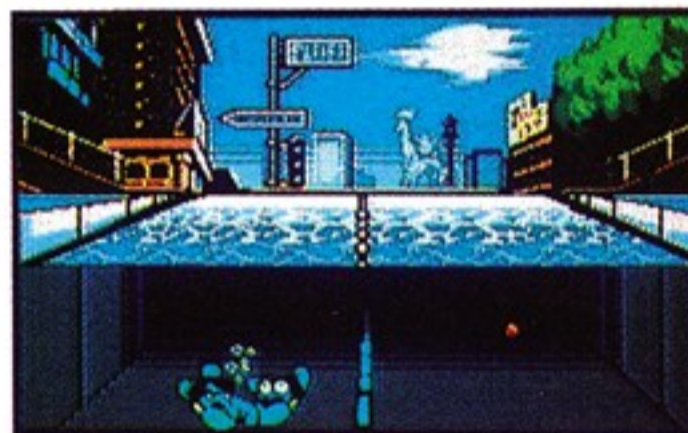
Five radical events. Five motivated teams. Five members per team. Only one winner.



Southside's Crash Cooney sets another 400M Hurt-les course record. Crash and the Southside Boys—Cheese, Noise, Dragon and Sting-Ray—put the Hillers to shame.



Todd Thornley forgets to let go and takes a ride in Hammer Throw Golf. His Washington High team has been humiliated by Crash once too often. This time it's personal.



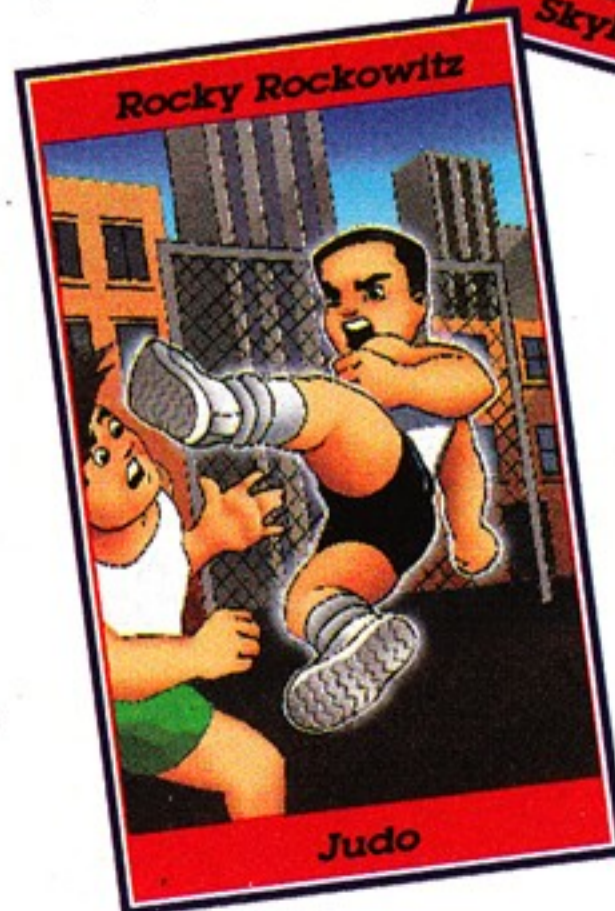
"Spreck" Spreckles, Jefferson High's captain shows his lethal moves in the Water Slaughter. He thinks Lincoln and Washington are almost as bad as Southside. Almost.



Artie Van Smythe vaults from rooftop to towering rooftop in the Skyline Scramble. Lincoln High's team captain despises the Southsiders—especially Crash.



Rocky Rockowitz makes use of the devastating super kick in the Judo event. The elite, computer-controlled Team Thornley is out to crush Hillers and Southsiders alike.



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son bowl, just like the real thing! College's playbook and action moves are significantly expanded over Varsity.

For pros in training, officially-licensed SPAF packs all 28 National Football League clubs with actual names, logos, and power ratings – but no real players. The season and play-off modes mirror the NFL's system, with three wild card entrants and three division winners qualifying in each conference. Game play here is enhanced with more moves, more audibles, and more massive play books.

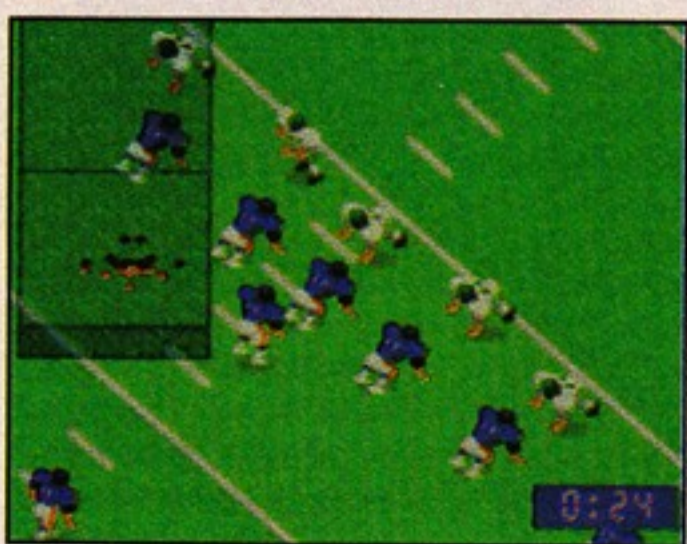
Flags on the Play

Super Play Action's game play is good, but not outstanding. The sharp, overhead-view graphics show large player sprites and field details. However, the perspective is narrowly focused on a small cutaway of the field. To judge passing distances, you must refer to radar – a confusing process. The sound effects and music are minimal.

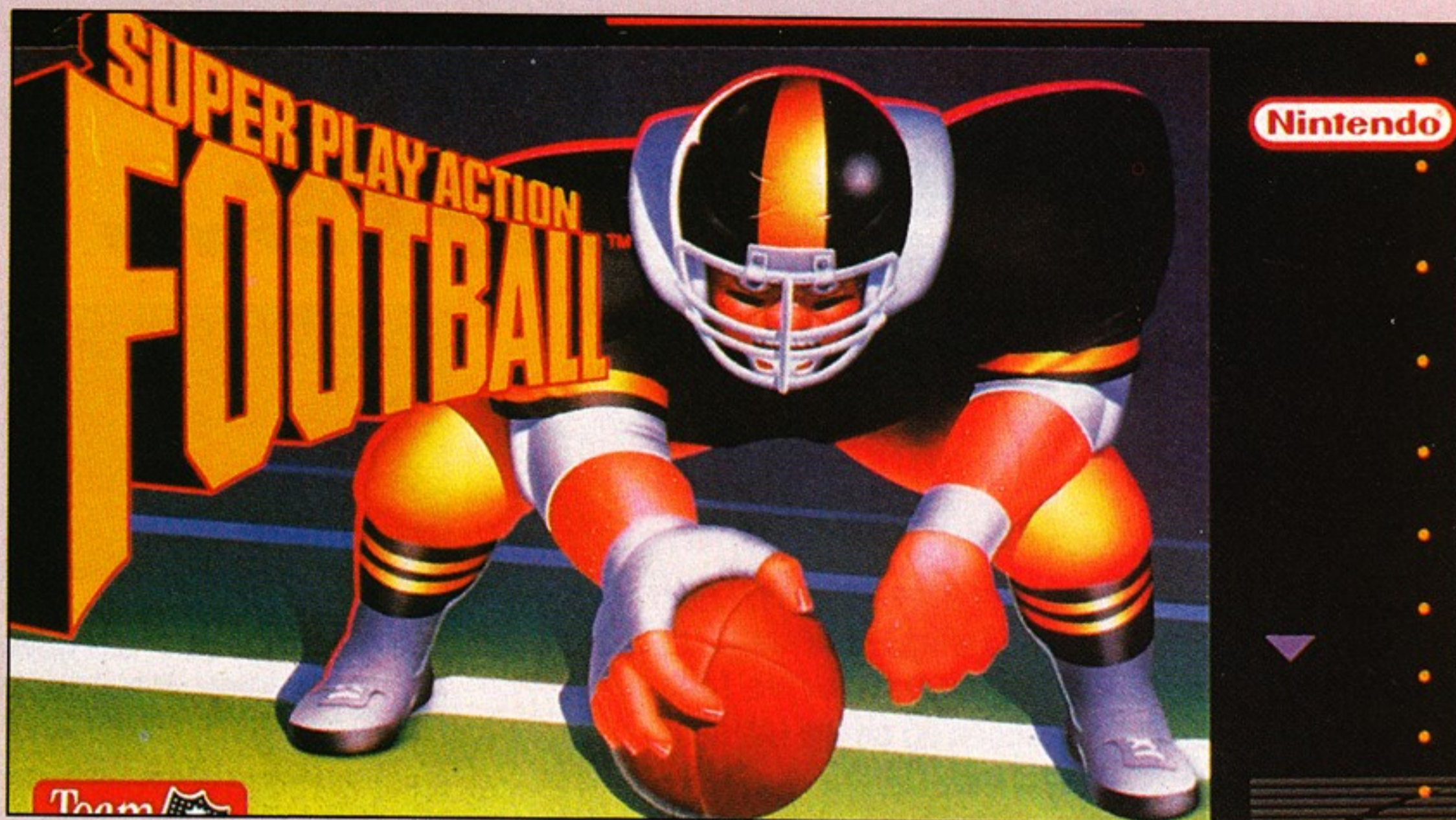


PROTIP: When you're facing into the wind, go for an onside kick.

The control functions adequately, but the array of actions – run, dive, dash, throw long, throw short, lateral, etc. – can be complicated to learn and master. Football purists will get psyched by SPAF's play-calling system,



PROTIP: Double up your defensive linemen to overload the computer and sack the QB.



which depicts formations as complicated chalkboard-style diagrams. In two-player games, you can hide your selection from opponents by tapping two buttons together à la Tecmo Bowl for the NES.

Play-off Potential

SPAF is a solid football simulation with realistic team stats, an accurate playbook, and skill level options. Unfortunately, it lacks the crisp, understandable control and playability of its competitors. Super Play Action qualifies as an SNES wild-card.

Super Play Action Football by Nintendo				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	3.0	3.5	3.0	Adjustable
\$49.95		Sports		
8 megs		Two Player		
Available now		Battery backup		

Pro Quarterback Looks Marvelous

Pro Quarterback



By Athletic Supporter

Tradewest's Pro Quarterback for the Super NES looks "mahvelous." But looks aren't everything. Because, you know dahling, it's better to feel good than to look good – at least when it comes to gridiron action.

Pro Quarterback made its name in the arcade football league, but it breaks new SNES ground with some of the most lifelike graphics you'll find this side of the National Football League. The game's developer, the Leland Corp, shot actual videotape footage of athletes and digitized the images into the SNES program. The extra effort they put into the animation and

graphics paid off in a big way. It does look "mahvelous."

However, the game lacks two basic qualities: First, each team only has eight players instead of the standard eleven, second, there's no ultimate prize. There's no Super Bowl Trophy or play-offs at the end of a long, hard-fought season. Despite these drawbacks, Pro Quarterback is worth the price of admission for its graphics and realistic action.



The QB is deadly from the shotgun.

Down and Dirty

This one-player cart puts you as close to the action as any game on

the market. Instead of an overhead or a side-view of the field, Pro Quarterback puts you on the field for every block, tackle, and touchdown. Like John Madden Football, Pro Quarterback offers you a vantage point from behind the quarterback. This angle will also pan and follow the flight of the ball on a pass play. This is



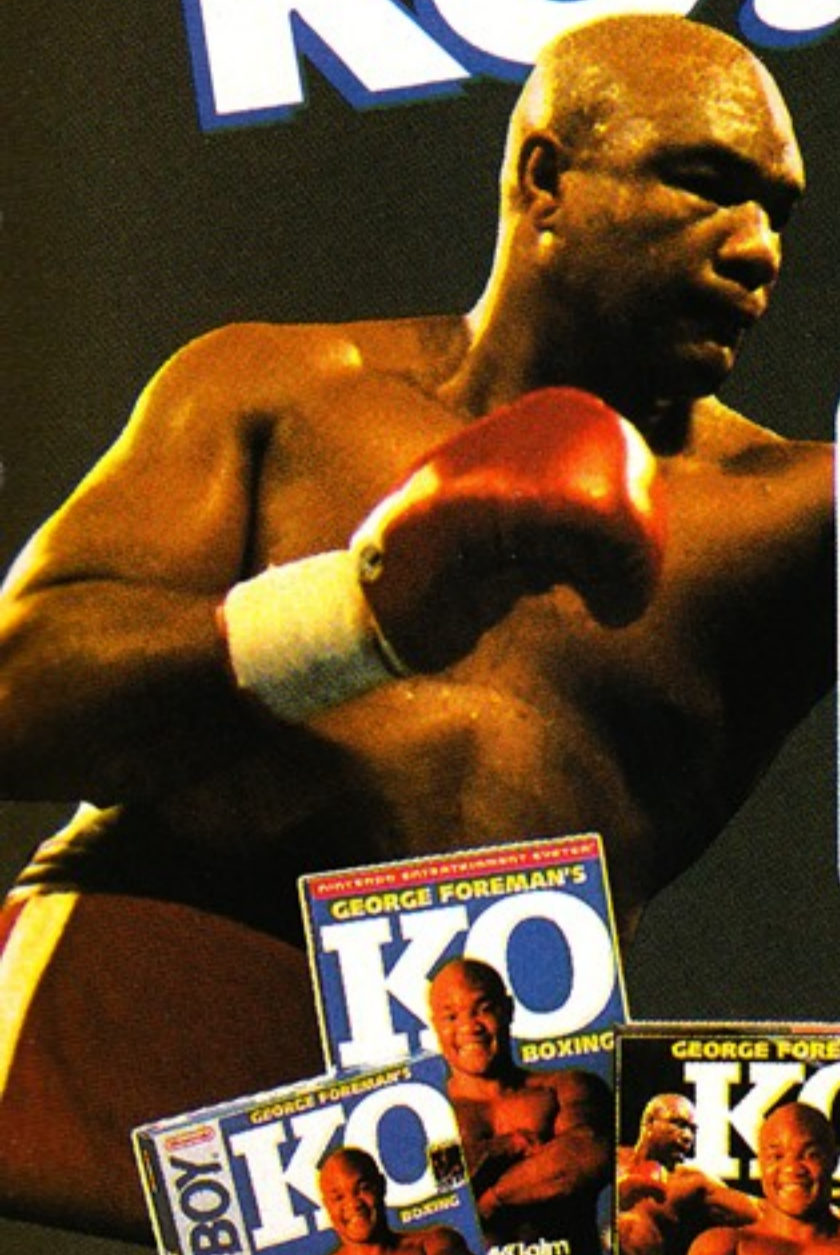
PROTIP: The computer's defense loves to blitz. Counter the blitz with screens, draws, and flare passes to your running backs and tight ends. Your offensive playbook has enough variations to move the ball effectively.

Continued on page 148.

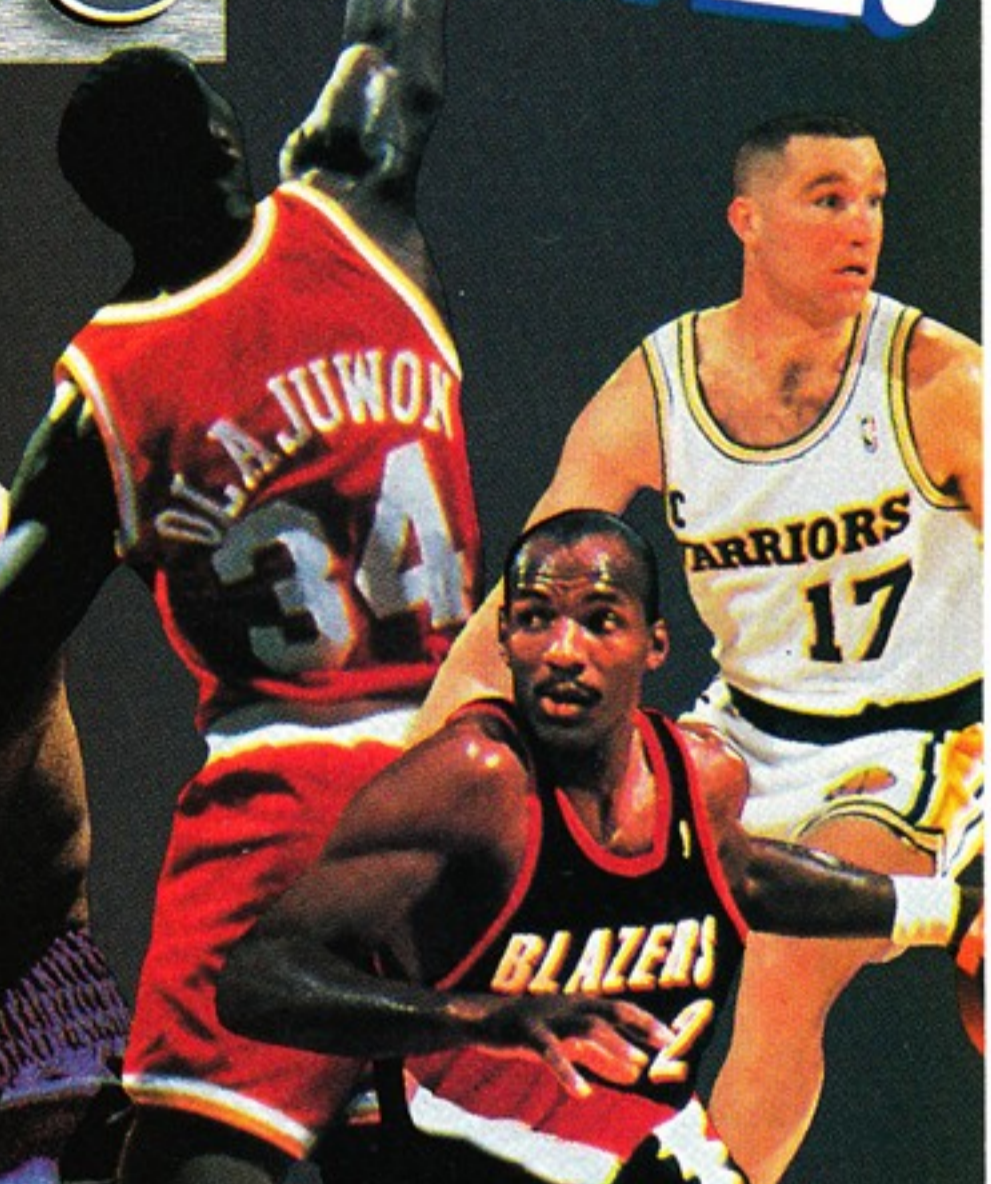
IT'S A KO!

PLAY WITH THE PROS!

JAM IT HOME!



GEORGE FOREMAN'S KO BOXING™



NBA® ALL-STAR CHALLENGE™



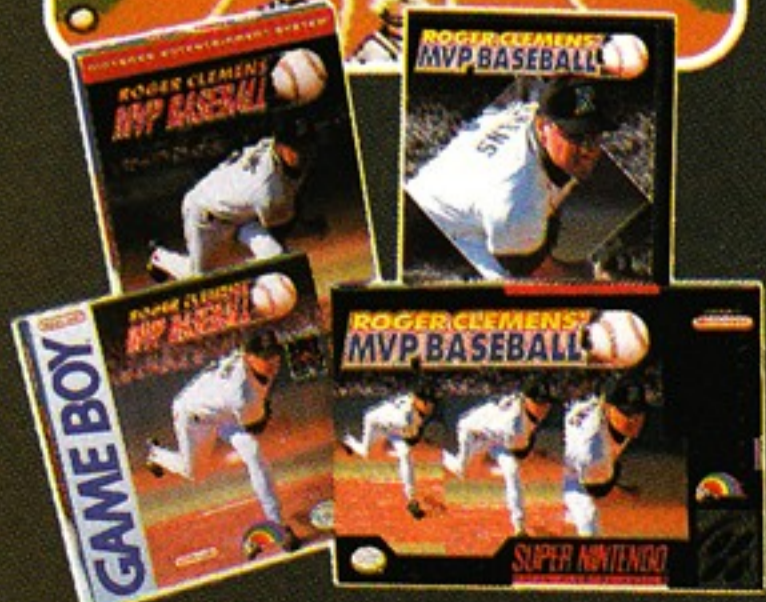
FEEL THE HEAT!



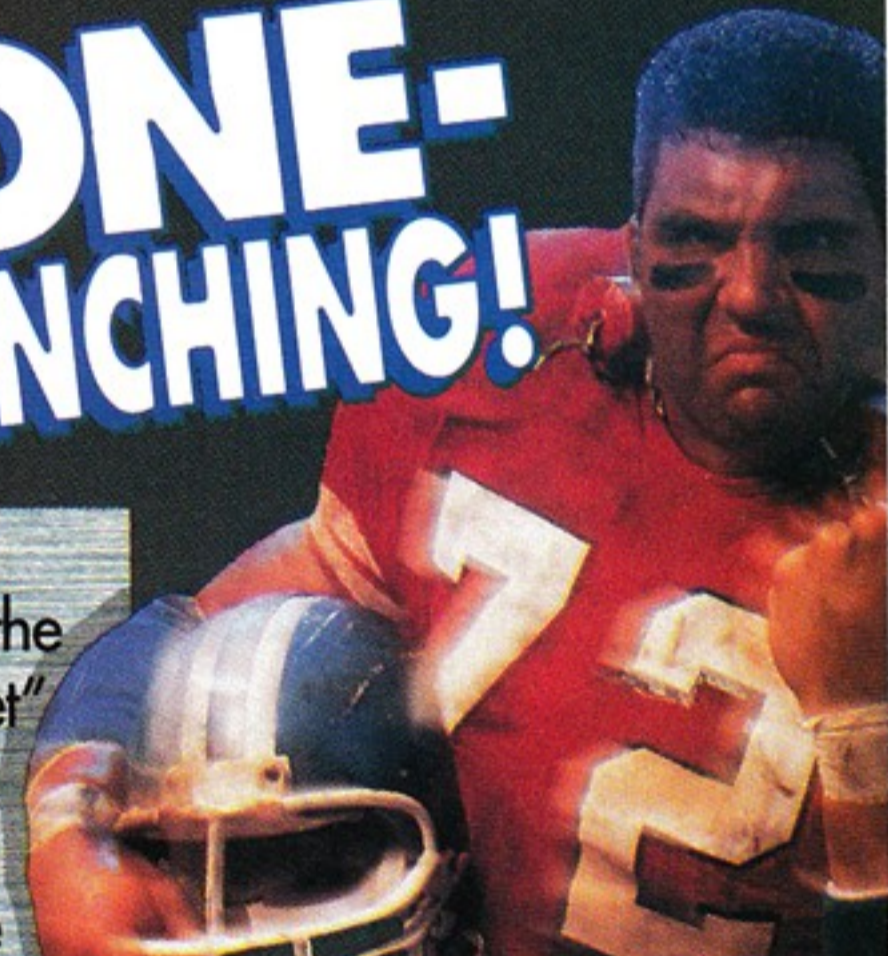
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great if you're looking for realism. However, the view doesn't change when you're on defense, which makes it very difficult to defend deep routes.

Kicking Off

If you don't like playing alone, Pro Quarterback has a couple of ways to get your friends involved. You and a buddy can team up to take on the computer or you can challenge a friend in a head-to-head confrontation. All the home cities of the NFL are present, but you won't find any Jerry Rices or Joe Montanas since the game wasn't licensed by the NFL. Since

none of the NFL's teams are represented, all the squads are evenly matched. You can choose between 2-, 5-, 15-, or 20-minute quarters. You also have the option of picking from six different types of fields that range from artificial turf to mud. Each field will affect the play and speed of the players. **PROTIP: You're automatically the middle linebacker before every defensive play. Don't be afraid to switch to another player. If you've got a hunch it's going to be a pass play, switch to one of the defensive backs.**

You Make the Call

Pro Quarterback, unlike some football carts on the market, offers

a wide variety of offensive and defensive plays. Although there are only eight men on each side, it still feels like regulation football.



PROTIP: Just as you're about to get tackled, press A or B, and the ball carrier will try to break the tackle. Timing is everything here. If you press the button too early, nothing happens. Press it too late, and you're pancaked.

You've got more than 30 offensive and 20 defensive formations to choose from. Like in the NFL, men in motion and formation shifts are common on offense. On defense, you can play a soft zone or a Prevent defense.

PROTIP: After you throw a pass, release the controls to have the receiver catch the ball on his own. This is best to do when you're just learning the game's controls.

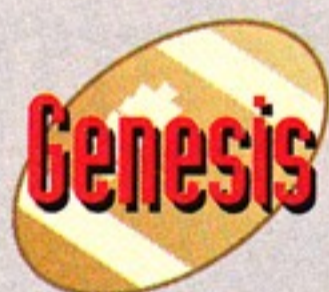
He Could Go All the Way

Pro Quarterback isn't the most sophisticated football game on the market, but its graphics and realistic play are more than enough to make up for any of its shortcomings. If you ever wondered what it's like to be an NFL quarterback, look no further than Pro Quarterback.

Pro Quarterback by Tradewest				
Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	3.5	3.5	Intermediate
Price unavailable		Sports		
8 megs		Two Player		
Available December				

Flying Edge Fields the Genesis Impact

Super
High
Impact



By Colorful Commentator

Super High Impact took token-flippers out to the footbrawl game, and now it's rarin' to tackle the Genesis! Reprogrammed by Iguana Entertainment and published by Flying Edge, this cart's just as rowdy, rambunctious, fun, and frustrating as Midway's arcade counterpart. You'll love to hate this gridiron game!

Prior to game time, you set up the field for one or two players versus the computer or you and a friend go helmet-to-helmet. You also pick from 18 teams with big-league names but fake players. The CPU-controlled adversary's



skill level is adjustable. The only gaping hole in Super High's configuration line is a lack of season and play-off action.



You can't take home a championship, but win and you'll hit the showers Gatorade-style!

Heavy Hitters

NFL officials would cringe at Super High Impact's violent rules. The cart's a brutal spectacle for the eyes, ears, and bloody noses.

The game really gets in your eardrums with buzzed music and players who mouth off before, during, and after downs. The crudities range from semi-violent threats ("Yer toast!") to low cuts at the opponent's personal fortitude ("You mama's boy!").

Coaches bark commands, refs call the TDs, and the Hit-O-Meter rates the severity of heavy-duty tackles.

If Super High Impact sounds righteous, check out the glorious graphics! The small but awesomely-animated players celebrate and do the video shuffle after touchdowns and decapitating hits. Some of the heavier impacts are rewarded with lost

Continued on page 150.



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builds as the levels go higher and the blocks fall faster and faster. You find our 50,000 word dictionary knows all. You're in the mood for 2-player mode so you take on a friend. So much to do, so little time. More challenging than Tetris? You have our word on it.

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helmets and uniforms! The close-up zooms of the players and coaches are sweet.

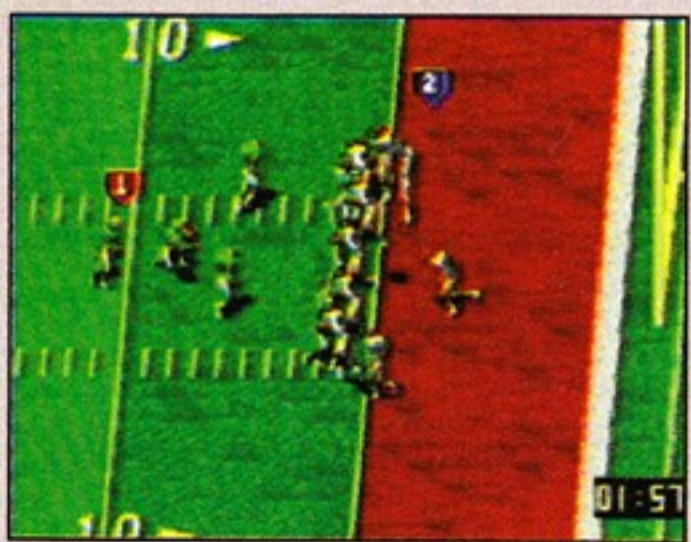


The agony of impact!

Helter Skelter

While Super High is a visual and audio marvel, the cart's chaotic, side-view game play is good news and bad for football followers. The 16 offensive and defensive formations are good, but execution is sometime problematic. The action itself is so fast and infuriating that you'll likely be left in the dust.

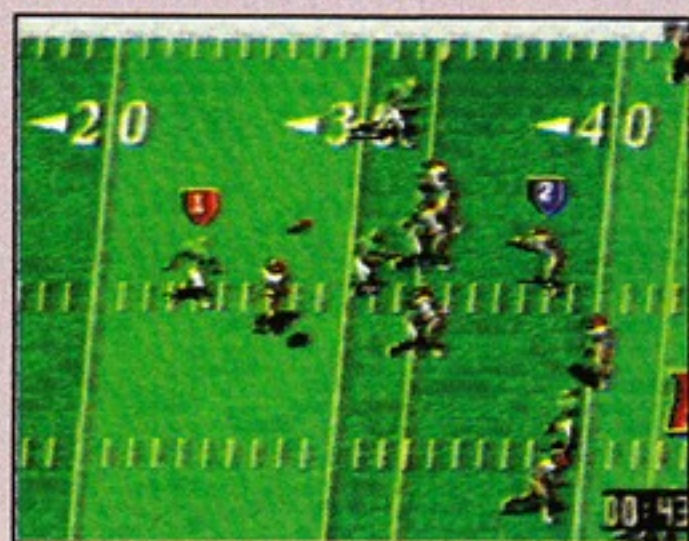
Offense is as much a question of survival as scoring. Once the play begins, the defenders invariably bust the line of scrimmage using the outrageous Turbo blast. Runners and QBs don't stand a chance in the backfield, so the most effective plays are quick midrange passes. However, the simplistic control makes aiming passes and directing their distances impossible.



PROTIP: On an extra point or field goal, tap Button C repeatedly for your best chance at a block.

On defense, stopping the run's no problem, but disrupting pass plays is a crap shoot. Even using Turbo, you usually nail the receiver after he catches the ball. Although you can speed up, spin, dive, tackle, and switch players smoothly, one glaring flaw is your inability to choose a line player prior to the snap.

Despite lively, thrilling action, Super High is too imbal-



PROTIP: Select Zone Buster and throw to the lower receiver for an easy completion that rarely fails.

anced on the offensive side of the ball. The cart's most enjoyable in

player vs. player mode, because the insanity factor works both ways. In single-player mode, the computer usually scores at will, but so can you with a few tricks up your jersey sleeve.

It's Gotta Be the Cleats

Super High Impact is worth the price of admission just to see the trampled wide receivers and hear the unsavory comments spouted by the linemen. Flags on this car-

tridge include out-of-control action and the lack of play-offs, but two players are certain to get their dollars' worth busting a few guts. Super High Impact breaks the testosterone barrier!

Super High Impact by Flying Edge				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.5	5.0	3.5	4.0	Adjustable
\$49.95			Sports	
Available Now			Two Players	

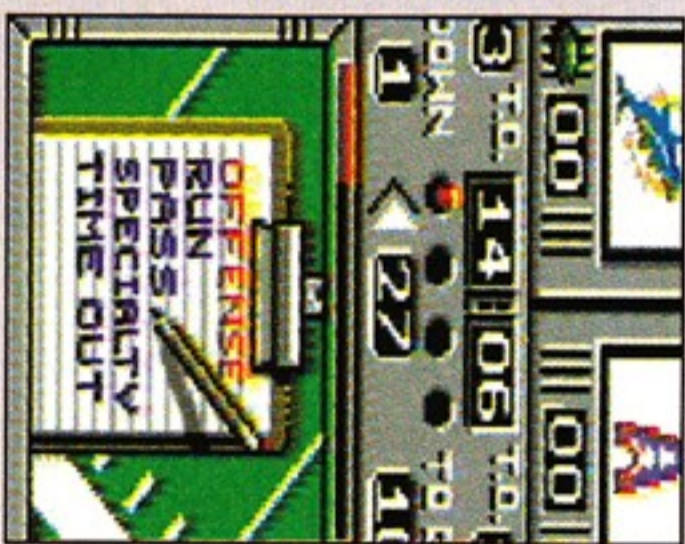
Compact Football

Lynx NFL Football



By Otter Matic

You now can do the impossible. You can hold all 28 NFL football teams in the palm of your hand. Atari's latest sports cart for the Lynx, NFL Football, is officially licensed by the NFL, meaning you get all the real team names, uniforms, and cheerleaders. What you don't get is a realistic set of players or an adequate set of controls.



The Playbook's at your fingertips.

The Lynx Bowl

This is the big one – the game you and your teammates have been waiting for all season. In NFL Football, you're faced with a one-game, do-or-die situation. It is, of course, the Lynx Bowl, where the two top teams in the NFL duke it out for ultimate supremacy. Each game begins by giving you the

advantage of receiving the kick-off, but after that there are no more handouts.

PROTIP: If you're down to a real important play, call a Time Out. Now you can scroll through the playbook without being rushed to call a play.

Graphic Gridiron

In this one-player, bird's-eye-view sports cart, you can choose from a playbook of 33 real plays designed by a real-life offensive coordinator. The viewpoint of the game is from a sky cam that hangs directly above the field.

When a lot of defensive action is happening, the camera focuses in on the players. When you take it to the air with a pass, the camera zooms out so you can see a larger area of the field. This effect, coupled with the smooth animation, scores some serious points for NFL Football.



Three cheers for the home team!

That Darn Cursor

When you're on Offense and you choose a passing play, press B and a Passing Cursor appears to help you aim your pass. You must place the cursor directly over the receiver and release your button for a completion. Unfortunately, the control for the cursor is very sensitive, so it's difficult to consistently aim with accuracy.

When you choose a running play, it's even harder to gain yardage. The controls are pretty straightforward for a Hand-Off, however, once your runner receives the ball, you have no jumping, spinning, or side-arming in your repertoire. Your only defensive hope in a running play is evasive action.

PROTIP: For a high pass completion percentage, learn exactly where your receivers will be on any given play. They always run their routes perfectly. All you have to do is aim the passing cursor at the right place at the right time.

What'd He Say?

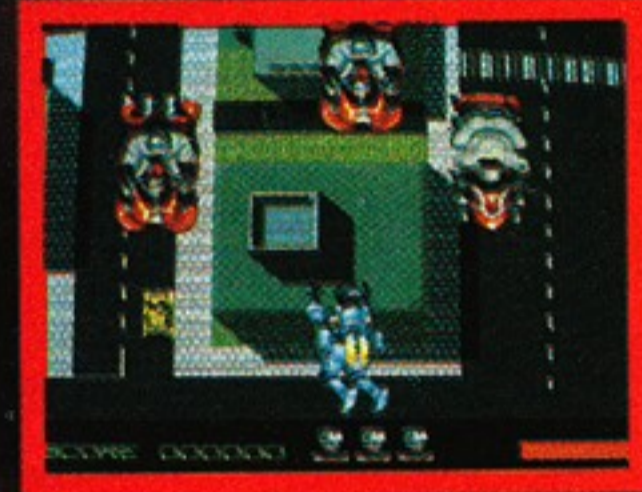
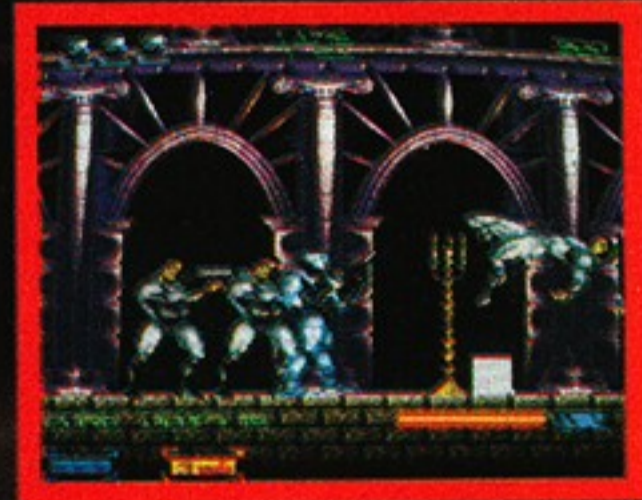
NFL Football has more than just crowd noise that sounds like static. The game uses actual digitized voices to announce important events like "First Down," or "Safety." After being frustrated



Pass for big yardage!

Continued on page 152.

ROBOCOP 3™



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The name of the game



by the controls of the game you'll find this a welcome surprise. Listening to the sound bytes and keeping an eye on the Scoreboard are both necessary for planning your game strategy.

Punt

If you're a Lynx owner and a football fanatic, you may want to grab this one by the laces. If

you're looking for a realistic football simulation, you run a deeper pattern. Lynx Bowl Tickets probably won't sell out this year.

Lynx NFL Football by Atari				
Graphics	Sound	Control	FunFactor	Challenge
				BEG.
3.0	3.0	1.5	2.5	Beginner
\$39.99		Sports		
2 megs		One Player		
Available Now				

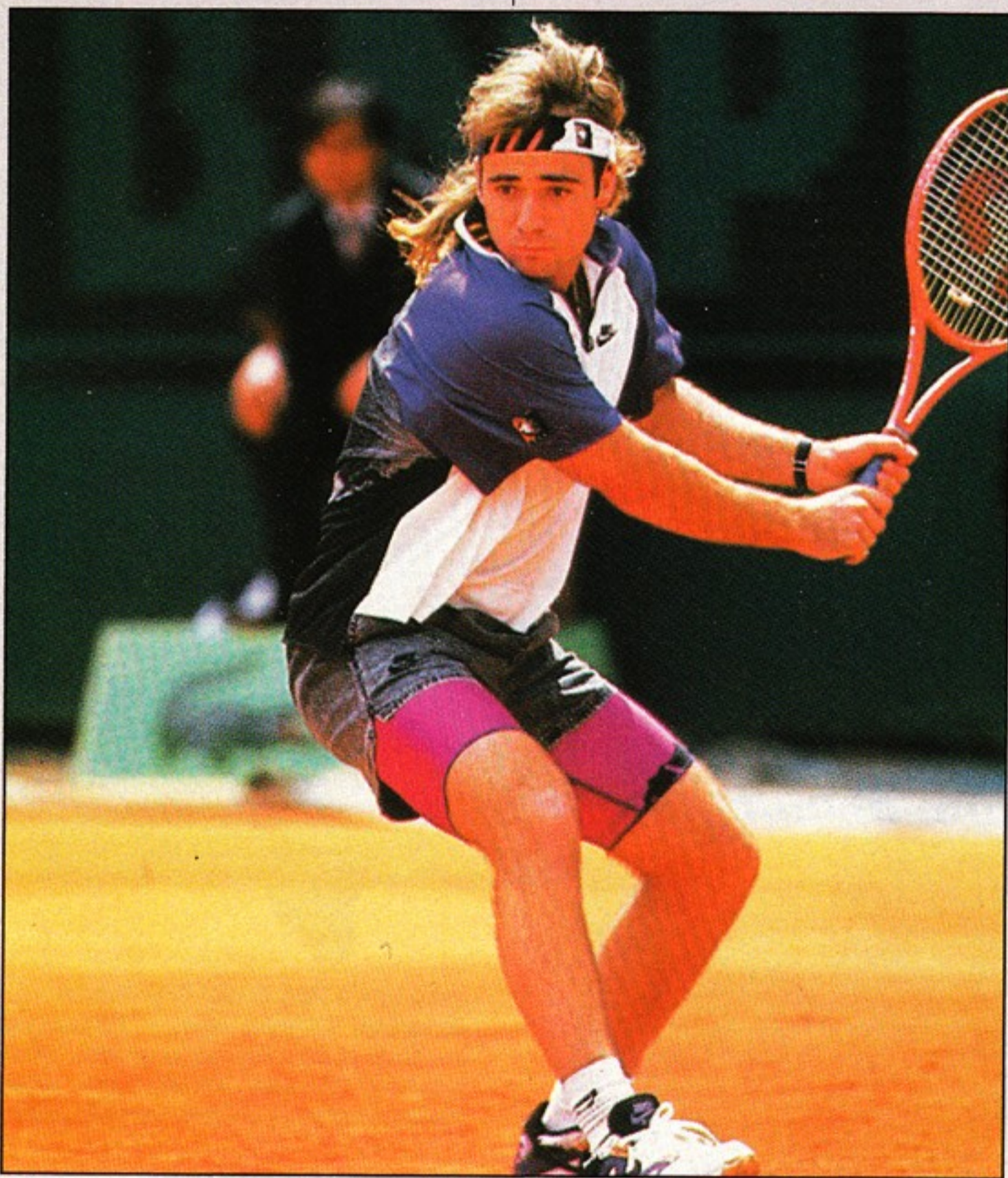
TecMagik's Agassi: Good Looks Out of Control

Andre Agassi Tennis Genesis

By Athletic Supporter

Andre Agassi Tennis has all the features and super-cool graphics to make it a Grand Slam winner,

blow away the competition. It's the controls that leave something to be desired. No matter which player you select, (you have eight to choose from) they are too slow to keep up with the competition. Even after you've figured out which shots to hit, you'll be con-



but what fun is a game if it takes you weeks to get past the first level? The answer – not much fun at all.

Image Isn't Everything

The graphics for Andre Agassi Tennis are totally cool. They

tinually frustrated by not being able to reach the ball in time. The people at TecMagik swear that as you advance your player will get quicker. That might be true, but as your player becomes better so does your opponent.



PROTIP: Be like Andre. After each shot, get back to the center baseline. If you're off to one side, your opponent will blast a winner into the open court every time. If you're in the middle of the court, you've got a better chance to get to each shot.

Game, Set, and Match

You've got a wide selection of game modes to choose from in Andre Agassi Tennis. You can play singles, doubles, a skins match, or just practice your ground strokes with an automatic ball server that would make your local club's Pro jealous.

In the singles and doubles tournament mode, you play the first round against the computer's opponent. You get eight pros to choose from, including the long-haired teen idol himself. Each player has his/her own unique style. The other players compete simultaneously behind-the-scenes with you. Winners are paired for the matches that follow. Each of the four tournaments that make up a season are played on different surfaces. They range from the grass at Wimbledon to the clay at Rolan Garis. Each surface has its advantages and disadvantages. Four matches make up a tournament. Get through the first three and you're playing for a championship title. Be prepared 'cuz these guys can really stroke it.



PROTIP: Since each of the eight players has different abilities, play to their strength. If you're Andre Agassi don't try to be John McEnroe. Andre's a baseliner and that's where he's most effective.



PROTIP: When serving, press A and Down for a fast serve. Aim for the center service line. Your chances of getting an ace more than double if you go down the middle.

Mo' Money, Mo' Money, Mo' Money

Winning a tournament is crucial to becoming a better player. With each victory, you collect more prize money. After winning a tournament, you get to go to the Training screen. There, you actually purchase better playing attributes, which range from foot speed to a better forehand. To stay at the top of your game, you've got to make money and regularly increase your skill on the Training screen.

The Skins tournament is an excellent way to rake in the cash – even if you lose the tournament. Every winning point means 'mo money, 'mo money, 'mo money. The stakes for each point start at \$10 and double each time the ball crosses the net. The longer the rallies, the bigger the pot. Each ace is worth \$1,000.

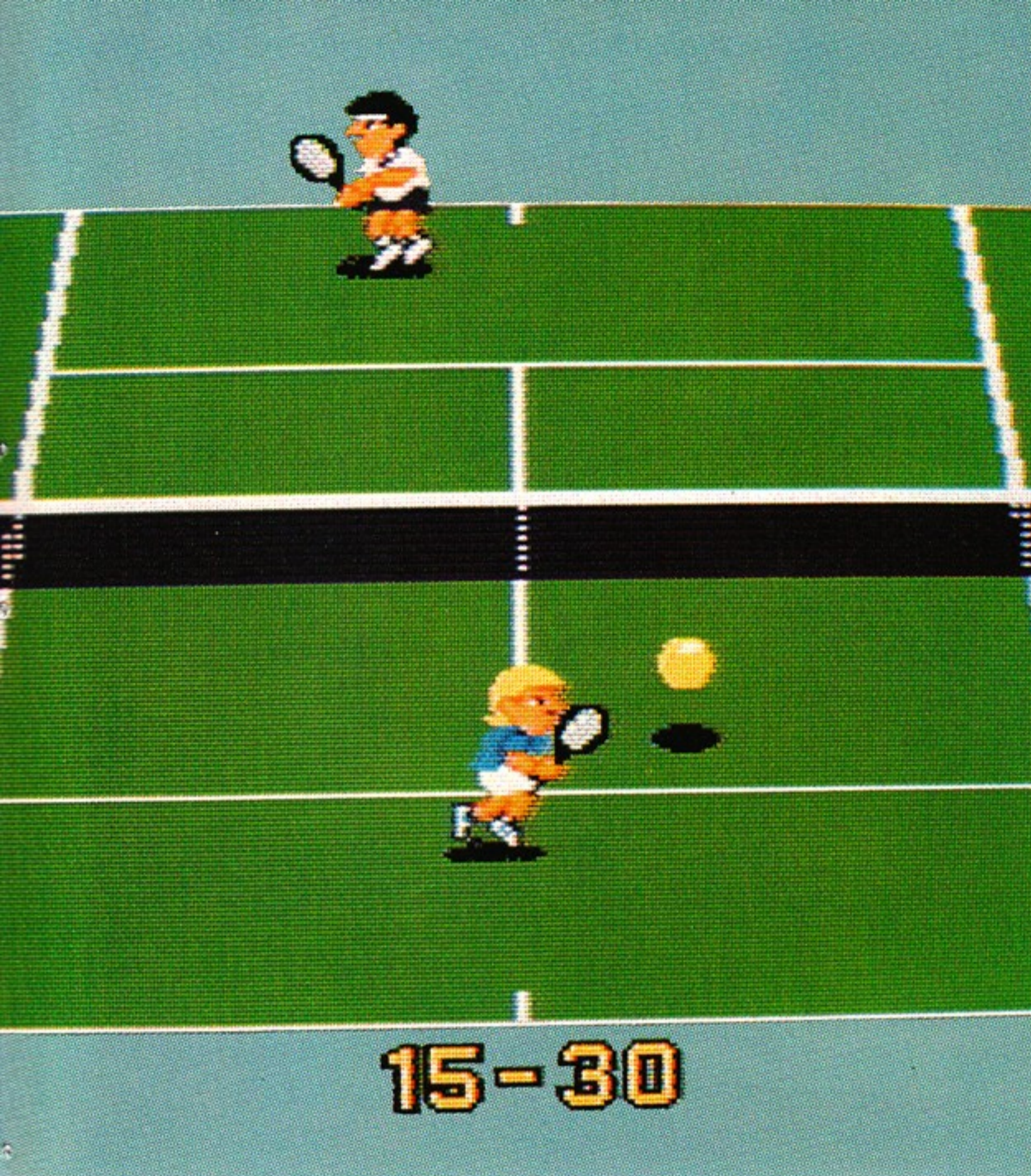
PROTIP: When returning serves, be ready to hit the ball early. Press A almost as soon as the computer serves. The longer you hold down A, the harder and deeper the return.

Looks Ain't Everything

With a few modifications, Andre Agassi Tennis would be a sure winner. Without improved skills for your player at the lower levels, this game has a fault. Agassi's lookin' slow, but smooth.

Andre Agassi Tennis by TecMagik				
Graphics	Sound	Control	FunFactor	Challenge
				ADV.
4.5	3.5	1.5	3.0	Advanced
Price not available		Sports		
4 megs		Two Player		
Available Winter '92				

Continued on page 154.



WHY PLAY THIS... IF YOU CAN PLAY THIS!

You've seen it all before. The short, squat, stubby cartoon-like players. The overhead view. The awkward feel. You've probably even asked yourself: Is this the best a 16-bit home video tennis game can be? With all that power available, do these games have to wind up looking only slightly better than an 8-bit cart? **Of course not.**



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Charge the net and slice a winner!



Actual Genesis screens may vary.

Exclusive Interview

Andre Agassi on Video Games, Wimbledon, and Being a Teen

One thing's for sure, on the tennis court Andre Agassi is more than just long hair and bicycle tights. Image, up until this summer, had meant everything for Agassi. After a terrible slump this spring, which saw his ranking drop to No. 17 in the world, Agassi put aside his image-first persona and started to concentrate on what's made him famous - his tennis prowess.

Agassi shocked the tennis world in July by beating Goran Ivanisevic in a five-set match to win the Wimbledon finals. Although Agassi had won more than 15 professional tournaments, he had never won a grand slam event. He made it to the quarterfinals of the U.S. Open before he was beaten by the then No. 1 in the world, Jim Courier.

In Andre Agassi Tennis by TecMagik, gamers can find out what it's like to be Andre. The game includes singles, doubles, and a skins tournament that allows you to make big money. While playing in the first-ever Trident Championship Cup in

Charleston, S.C., Agassi spoke with GamePro about a wide variety of subjects, including his new video game.

GamePro: Andre, how do you feel about being immortalized in a video game?

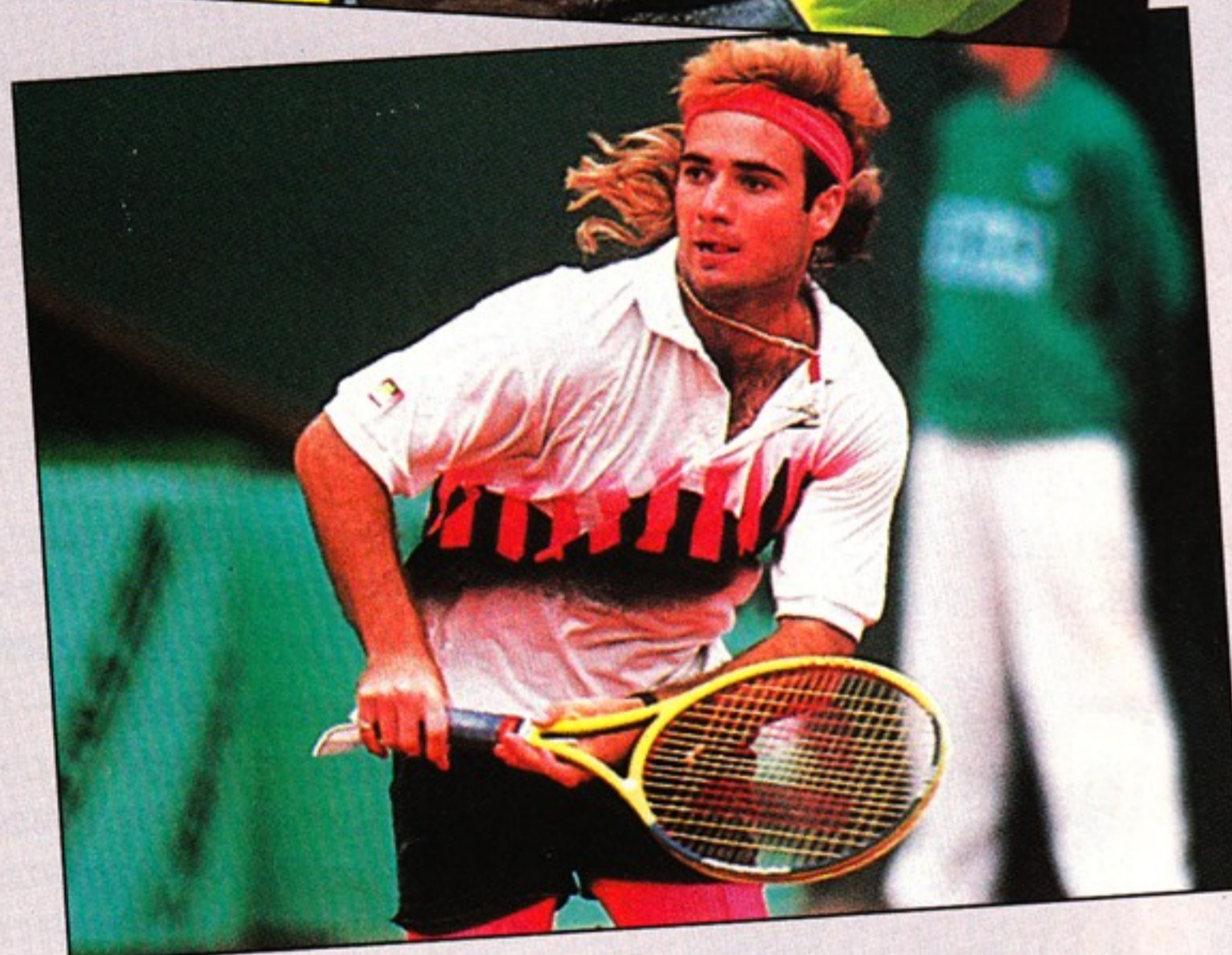
Andre Agassi: *I think it's pretty cool. I hope everyone likes it. I had just a little input into the game. I can't wait to see it in the stores.*

GP: What is your gut reaction about your success at Wimbledon?

AA: *When you win Wimbledon, you are recognized, at least for the moment, as one of the best players in the world. No question, winning an event like Wimbledon is humbling. Nothing's bigger in the game. It's what tennis is all about.*

I know it's a cliché to say that if my career ended tomorrow I've achieved it all, but it's true. Now, it's a question of going out there and playing for the enjoyment of it.

GP: How has your life changed now that you've won the big one?



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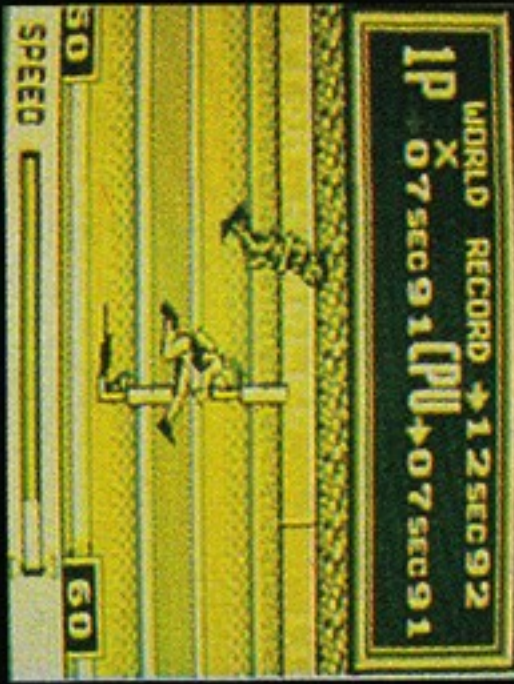
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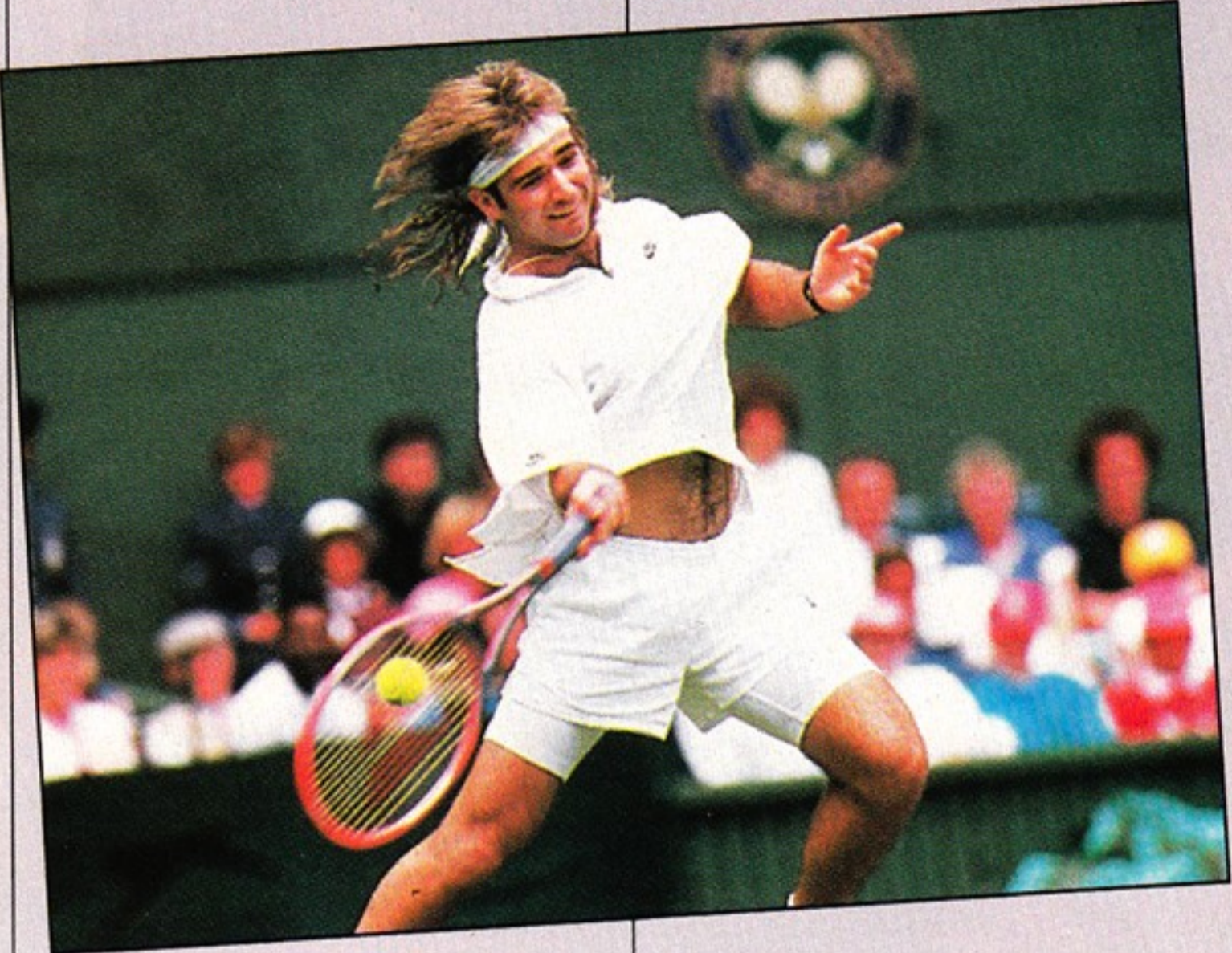
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AA: My life hasn't changed at all. What has changed are peoples' perceptions about me. There were doubts in a lot of people's minds about whether I was capable of winning a big tournament or winning in five sets. It's nice to get those things off my back.

AA: At first I thought it was great. I still like the attention, but I've learned that there are more important things in the world. I've got a girlfriend (Wendy Stewart) and she means everything to me. We've been together for a long time and that's not going to change.



GP: We understand that you eat a relatively unhealthy diet, even when you're training. Does this affect your game?

AA: People criticized my diet before the summer. Well, I had a pretty good summer. I don't hear them talking about it any more and I eat the same stuff.

GP: A lot of teenage girls plaster pictures of you in their lockers. How do you feel about being a teen idol?

GP: How did you feel about not being picked for the U.S. Olympic Team?

AA: It would have been nice to have been there. I was for it. I think I would have given us a better chance to win a medal. But, I don't spend too much energy being disappointed about things. There are too many things to be thankful for.

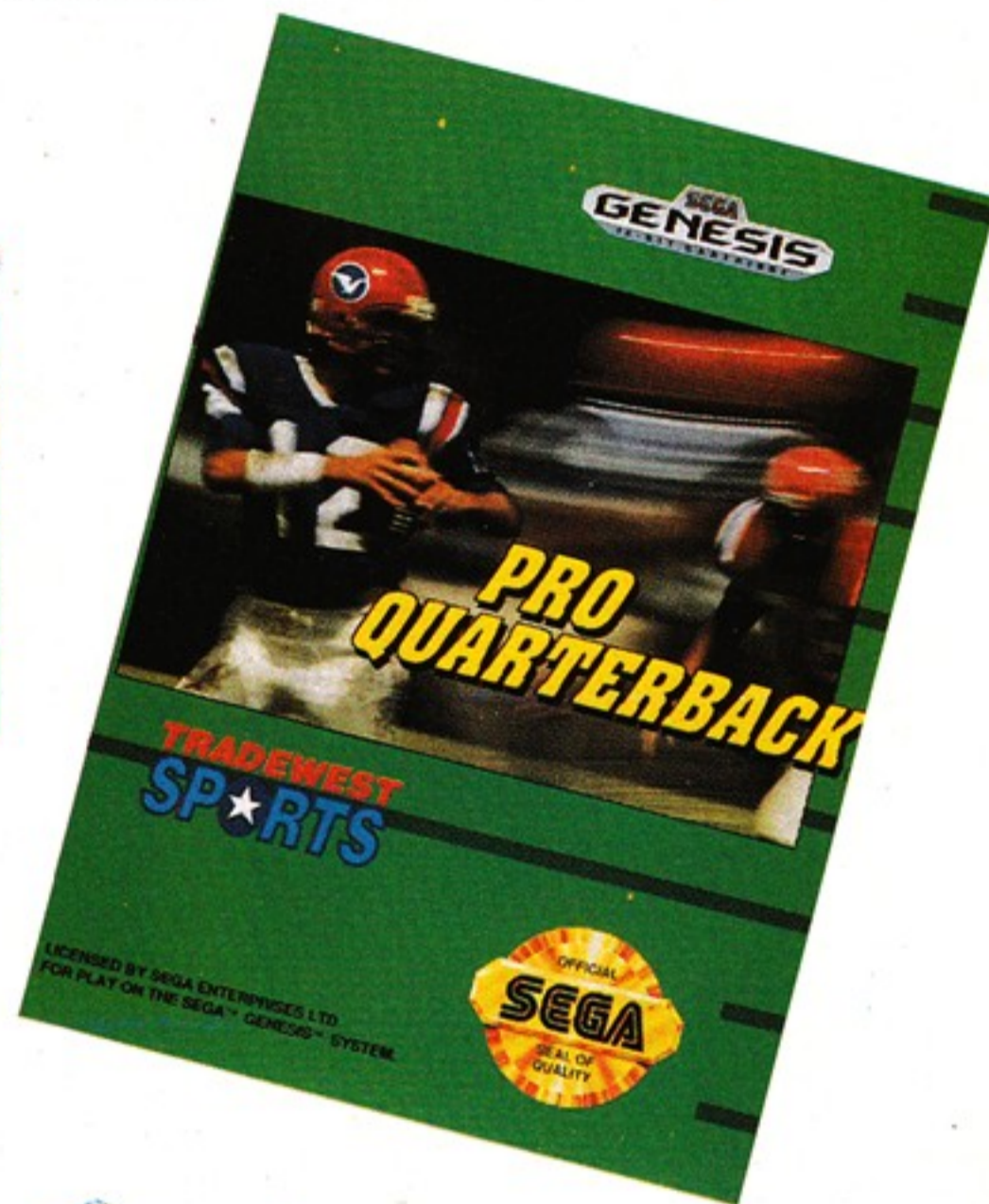
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1. EXPERT MODE THAT FULLY UTILIZES THE HIRYU NO KEN. 2. EXCITING FIGHTING MODE THAT REQUIRES SIMPLE CONTROL. 3. COMMAND BATTLE STYLE, ANIMATION MODE FOR PLAYERS WHO WANT TO ENJOY THE STORY. 4. AND LAST BUT NOT LEAST, VS TOURNAMENT MODE WHERE EIGHT PLAYERS CAN PARTICIPATE.

THE FIGHTING GAME HAS FINALLY COME THIS FAR! THE ULTIMATES 150 TECHNIQUES!

IT HAS GOT YOUR BASIC TECHNIQUES, LIKE PUNCHING AND KICKING. ALONG WITH THROWING, FINISHING AND ALSO THE NEW FEATURE, OVERTURNING TECHNIQUE IS AVAILABLE! OUR OWN SYSTEM REPRODUCES OVER 150 DIFFERENT TECHNIQUES THAT HAS ALL ELEMENTS OF FIGHTING SKILLS! A FIGHTING GAME THAT IS NOW CLOSEST TO PERFECTION!

STORY MODE HAS A POWERFUL ENEMIES TOO!

A MYSTERIOUS ENEMY THAT HAS SUPERHUMAN SKILLS AND TECHNIQUES MOVES SUPER QUICK AND ATTACKS WITH A BIG HAMMER, GIVING FLYING WARRIORS A LOT OF TROUBLE. WHEN YOU FIND THE TUSK SOLDIERS AND THE MOONLIGHT WARRIORS AMONG THE FIGHTERS, TRANSFORM INTO THE FLYING WARRIOR AT ONCE AND FIGHT AGAINST THEM IN THE FIGHTING DIMENSION. USE MAGIC SPELLS AND OTHER ITEMS WISELY! YOU'LL HAVE A SHOWDOWN WITH DARGON AT THE END!

WIN THE TOURNAMENT! UP TO EIGHT PLAYERS CAN PARTICIPATE IN THE VS TOURNAMENT MODE!

UP TO EIGHT PLAYERS CAN PARTICIPATE IN THE VS TOURNAMENT MODE! MORE THAN 150 TECHNIQUES ARE AVAILABLE FOR YOU TO CHOOSE FROM OF COURSE. YOU CAN ENJOY THE GAME BY YOURSELF OR WITH YOUR GOOD FRIENDS. PUSH THE START BUTTON! LET'S SEE WHO IS GOING TO WIN THE TOURNAMENT!



WHAT IS THE NEW HIRYU NO KEN SYSTEM?

THIS GAME HAS FOUR DIFFERENT MODES. FIRST, YOU CAN ENJOY EXCITING ATTACKS AND ARE NOT REQUIRED TO DEFEND YOURSELF IN FIGHTING MODE. SECOND, EXPERT MODE FOR FIGHTING MANIACS, IT'S GOT JOINT TWISTING, OVERTURNING, COMBINATION TECHNIQUES AND MUCH MORE! THE FIRST VIDEO GAME THAT LETS YOU PLAY A FULL SCALE FIGHTING GAME! FOR BEGINNERS AND THOSE PEOPLE WHO ENJOY THE STORY, THERE IS COMMAND BATTLE STYLE, ANIMATION MODE, AND VS TOURNAMENT MODE THAT LETS UP TO EIGHT PEOPLE PARTICIPATE. IT'S A SUPER GAME SYSTEM!

NEW HIRYU NO KEN SYSTEM



EXPERT MODE

HIRYU NO KEN SYSTEM WAS REFINED AMAZINGLY.

WE CORRECTED THE OLD VERSION'S SHORTCOMINGS AND UPGRADED THE SYSTEM WHICH PRODUCES THE HIGH-LEVEL MODE THAT LETS YOU ENJOY SUPERB FIGHTING ACTIONS! COMMAND OVER 120 FIGHTING TECHNIQUES THAT HAVE ALL THE ELEMENTS OF THE FIGHTING SKILLS!



FIGHTING MODE

YOU CAN ENJOY EXCITING FIGHTS WITH SIMPLE OPERATIONS.

THE STIRRING FIGHTING MATCHES THAT HAVE A LOT OF FIGHTING TECHNIQUES CAN BE PLAYED WITH SIMPLE BUTTON OPERATIONS! EVEN BEGINNERS CAN ENJOY THE FULL SCALE FIGHTING ACTIONS!



ANIMATION MODE

STORY MODE IS MUCH MORE FUN AND INTERESTING!

FOR THOSE WHO ARE NOT CRAZY ABOUT FIGHTING ACTIONS, COMMAND BATTLE STYLE, ANIMATION MODE IS AVAILABLE NOW! AND THE SUPER NES™ MAKES THE FLYING WARRIORS SO COOL! ENJOY THE ACTIONS BETWEEN THEM AND DARGON WHO'S RISEN FROM THE DEAD AS A BLACK GHOST!



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CULTURE BRAIN USA, INC. Bldg. D-130 18133 NE 68th St. Redmond, Wa 98052



Are these really for Game Boy® !?!



2 GAMES IN 1!



IT'S LIKE 2 GAMES IN ONE CARTRIDGE! IS THIS REALLY ON THE GAME BOY?

YOU CAN PLAY VARIOUS KINDS OF CONTACT SPORTS: IN FIGHTING SIMULATOR MODE ONE OR TWO PEOPLE CAN PLAY, OR IN THE FIGHTING ACTION GAME MODE. MANY FEATURES LIKE SIDE SCROLLING ACTION, AND COSMIC SAUCERS ARE AVAILABLE.



ON DINOSTAR, MECHA COLONY, KING'S PLANET, ... "NINJA BOY 2™", ANOTHER GREAT ADVENTURE BURST INTO SPACE!

JACK AND RYU WENT ON A SPACE TRIP WITH THEIR PALS, WHERE THEY CAME ACROSS THE GALANDS, FIERCE PIRATES OF SPACE. WHAT THEY ARE AFTER IS CONTROL OVER THE UNIVERSE WITH THE MIGHTY POWER OF 7 TREASURES. RIGOROUS BATTLES AROUND THE TREASURES BREAK OUT WITH YOU IN PART OF THE ACTION AGAIN!!

HARDWARE HELPERS

Game Genie by Galoob, Genesis \$50-\$70, Available now; Super NES \$50-\$70, Available December '92; Game Boy, price undetermined, Available January '93
Product Information: (516) 868-8835

Pro Action Replay

(Genesis, SNES, Game Boy)



They're baaaaaack! Innovation picks up the Pro Action Replay product line where Coast-to-Coast Technologies left off. Genesis, SNES, and Game Boy Replays are ready to take potshots at their Game Genie rivals.

The Replay uses a setup identical to the Genie: cart goes into Replay, Replay plugs into system. Simple enough. Also like the Genie, you can insert codes listed on "Code Cards" that are included with the package.

The brain surgery comes when you get to create your own codes! The documentation takes you through the step-by-step Trainer process. Essentially, you must isolate a vital statistic from the game (lives, energy, or ammo) and feed the stat into the Replay several times. The Replay generates a code with an unlimited amount of that statistic. Try out endless Teenage Mutant Ninja Turtles in TMNT IV, or an army of Mega Men in Dr. Wily's Revenge.

Pro's main weakness is the limited selection of codes — fewer games and less codes per cart than the Game Genie. However, the Trainer option more than makes up for this failing. Patient players will want to Replay it again and again and again.

Pro Action Replay by Innovation, Genesis, Super NES \$69.99-\$79.99, Available now; Game Boy \$49.99-\$59.99, Available now
Production Information: (800) Innovation

CALLING ALL CONTROLLERS

If you've been reading your GamePros, you have a good idea of the controllers to beat (GamePro, December '90 and March '92). Now check out hands-on evaluations and sneak previews of new controllers you should consider sticking under your tree.

Super NES

Nintendo Traps a Mouse



The first true video game point-and-click interface is now possible with Nintendo's Mouse, a rodent modeled after personal computer mice. The eye-pleasing Super NES rodent is color-coded to match SNES system specs, and it plugs into the standard control port. You move the contoured unit with one hand. A ball built into the Mouse tracks your motion and moves the on-screen cursor accordingly. You click in commands with two inset buttons.

Nintendo's Mouse is packaged with a Mouse pad and Mario Paint, an edutainment cart that brings paint brushing,

By Slasher Quan & Bubonic the Blowfrog

'Twas the night before X-mas and all though the mag, readers were hankerin' for Hardware Helpers to gift-wrap and tag. We made a list, checked it twice, and play-tested the latest gadgets, gear, controllers, and device. Stick these in your stocking — and happy holidays!

MAKE A WISH

Having a bad time fighting the bosses? No problemo! Galoob and Innovation have some gadgets up their sleeves that'll help you rock your Genesis, Super NES, and Game Boy worlds.

Game Genie

(Genesis, SNES, Game Boy)

Last year, Galoob spread terror into the hearts of Nintendo lawyers and joy into the controllers of NES players. Now the Genie's available in Genesis, SNES, and Game Boy models.

You slip a cartridge into the Genie, then plug the joined units into your system's cart slot. Then you fire up the power and access a code screen ready-made to grant your wishes.

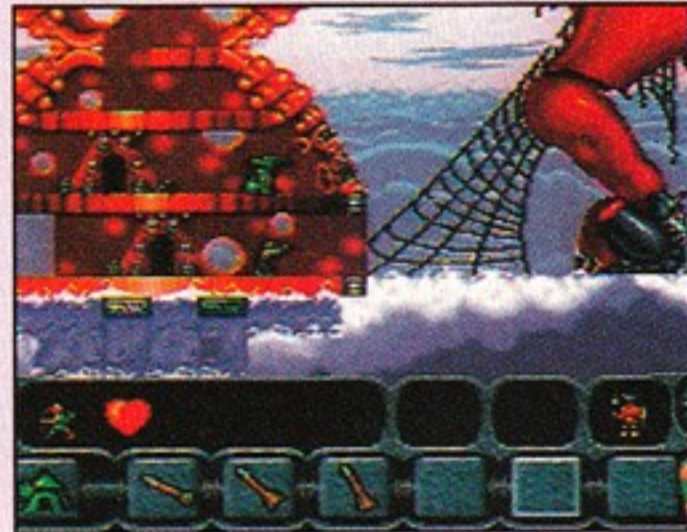
A manual packed in the box contains a wide selection of codes for from 50 to 100 compatible carts. You plug in up to five codes that will grant extra lives, power-ups, level warps, invincibility, and other keen cheats. Your wish is you-know-who's command.



In addition to basic "beat the game" codes, you also get handicaps to make the action tougher. Plus, you'll find a few really weird codes that can change the laws of gravity, enable you to run backwards, or perform other impossible tasks.

The Genie's only failing is its inability to generate new codes. However, Galoob plans to support the various GGs with a \$5, quarterly, code update magazine. Rub these Genies. They're worth their weight in gold.

animating, and sound scoring into your living room.



Take a peek at Utopia and King Arthur's World, a few of the first Mouse-compatible carts from third-party publishers.

Nintendo's future Mouse-compatible software plans are sketchy, but third-party developers are already trying to build better meese games. Look for American Sammy's massive 12-meg, role-playing game, *Might & Magic III*, when it arrives in summer '93. In *Jaleco's Utopia*, available this December, you oversee a space colony's development and wipe out rival aliens. Also by *Jaleco*, *King Arthur's World* is a new slant on *Lemmings* with armies of archers, engineers, soldiers, and wizards to replace those furry, suicidal rodents.

Mario Paint and Mouse by Nintendo, \$59.95, Available now
Product Information:
(206) 885-7529

Street Fighters Stick It To 'Em



You hold an oblong object in your left hand as your right hand frantically busts kicks and punches. *Yoga Flame!* *Dragon*

Punch! *Spinning Pile Driver!* What is this? A bad kung fu flick meets pro wrestling? No way, big, tall, and ugly! This is what it's like to play *Street Fighter II* for the SNES with the *Capcom Fighter Power Stick!*

The *Power Stick* is a light, but heavy-duty, cool-looking piece of equipment. It's armed for battle with a V-shaped layout. Buttons L, X, and R form the top row of buttons, and Y, B, and A comprise the bottom row. This means all your attacks are conveniently located on the unit. No more finger-dancing in the heat of combat!



Enter the Options Mode and select the "CPS Fighter" setting to configure your buttons correctly.

The joystick is small with a good-size thumb knob on top. The movement circle around the stick is tight, enabling you to nail any direction with minimal movement. This is a good concept, but it takes mucho practice to adjust from the long and thin U.S. stick style to this small and squat Japanese stick style. Once you learn the moves, the control is excellent.

The *CFPS'* features don't stop with good *Street Fighting* control. You also get individually selectable, three-speed Turbo-fire and Auto-fire for all six attack buttons. Slow motion utilizes the same three-speed system.

Additionally, the *Power Stick* is compatible with both the *NES* and the *SNES*. For *SF III* or any other game, the *CFPS* is a great power-up.

Fighter Power Stick by Capcom, Price unavailable, Available now
Product Information:
(408) 727-1665

The Triton Game Master



Triton's brainiacs have created another controller with a memory – the long awaited *SNES* version. The *Game Master* shares the appearance and not-so-ergonomic design of its *NES* and *Genesis* cousins (see "Get in Control", *GamePro*, March '92). Also, the buttons and joystick feature the same highly responsive qualities. The L and R buttons are, however, awkwardly placed on the back side of the controller, instead of along the top spine. This definitely takes some getting used to.

Similar to its predecessors, the *SNES* version enables you to record combinations of *Directional Pad* movements and button presses. Then you can replay them with the touch of a button. Once recorded, these combos can be sped up by using the *Accelerate* button, repeated by using the *Repeat* button, and repeated hands-free by using the *Auto* button. In addition, you can slap adjustable-speed *Turbo* on any fire button.

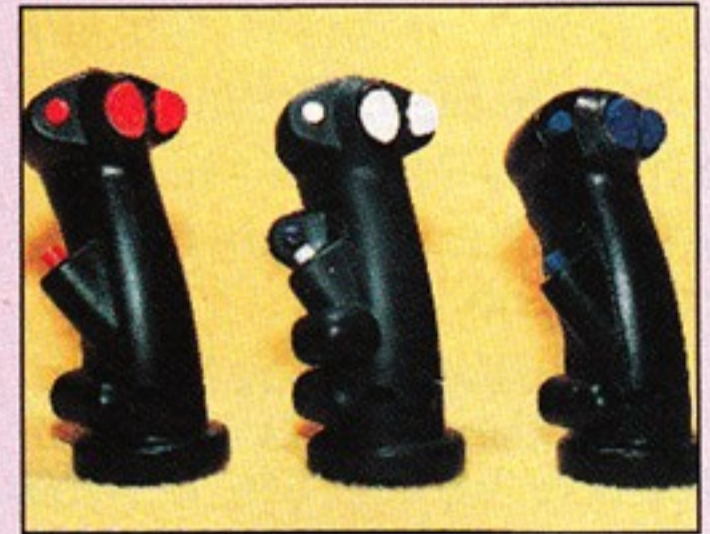
For *Street Fighter II* players, the good news is that you can easily program special attacks, like *Fireballs* and *Dragon Punches*. The bad news is that multi-hit combination attacks are virtually impossible due to the *Master's* limited amount of memory. We also found that if you try to apply *Accel*, *Repeat*, or *Auto* to recorded special attacks, the controller doesn't execute the moves perfectly each time.

Despite an inconsistent *SF II* showing, the *Triton Game Master's* powerful recording capability can be the difference between beating a final boss or

being defeated in most *SNES* carts. This is one pad you don't want to forget.

Triton Game Master by Triton, \$29.95, Available December
Product Information:
800/354-8697

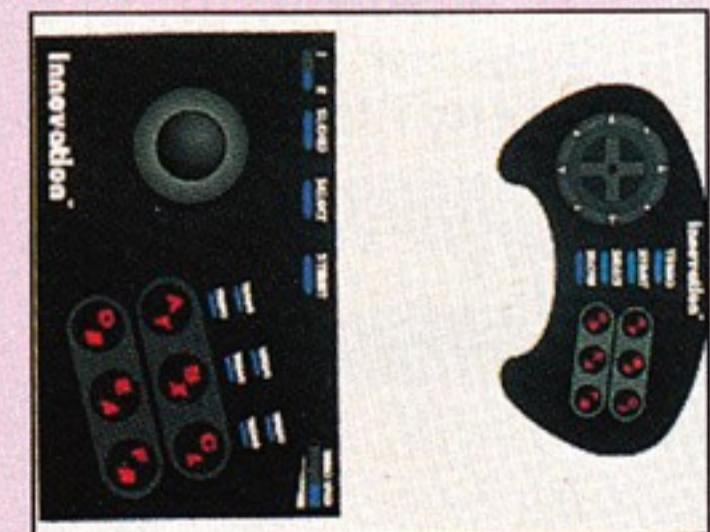
16-Bit Game Handlers



IMN Control is putting its best hand forward on 16-bit systems. The *Game Handler* is now available for the *Genesis* and on its way to *SNES* players (see the *NES* version in *GamePro*, March '92). You control the action with one hand on a free-floating stick without a base, called the *Handler*. Buttons protrude from the sides, which you tap with all fingers. Movement with the *Game Handler* is so fast sometimes you confuse your game system's processor and pull off otherwise impossible stunts. For example, *Mario* can run sideways in *Super Mario World*. *IMN* also plans an adaptor to convert *NES* *Handlers* into *SNES* units.

Game Handler by IMN Control, Genesis \$49.95, Available now; Super NES \$54.95, Available now
16-Bit Adaptor \$15-\$20, Available January '93
Product Information:
(800) 800-7185

Innovation's Multi-System Controllers



If you've had it up to here with tangled controllers for your home game systems, *Innovation's* working on a solution.

Continued on page 162.

The Ultra Pad and Ultra Stick will be fully compatible with your Genesis, Super NES, TG-16, and Neo-Geo. Features on the drawing boards include rapid-fire, slow motion, and a six-button, arcade-style layout similar to Street Fighter II. A separately sold UHF receiver will turn the units into remote controllers.

Ultra Stick and Ultra Pad by Innovation, Pad \$50, Available February '93; Stick \$60, Available December '92; UHF Remote \$30, Available December '92
Product Information:
(800) Innovation

STD's Programmable Plans



STD claims its forthcoming SN and SG Programmable joysticks never forget. Equipped with an arcade-style stick and see-through design, the Programmables enable users to program up to four directional and fire presses into moves. Battery power backs up three programmed moves, and a fourth is saved during the current game session. Look for SNES and Genesis Programmable Pads early next year, too.

SN and SG Programmable by STD Entertainment, \$50, Available January '93
Product Information:
(410) 785-5661

Genesis

asciiPad SG

Easily the Ferrari of Genesis pad controllers, the asciiPad SG is ergonomically designed



to fit comfortably in your hand. It features a notably thin and smooth body with easy-to-reach, responsive buttons and switches. The buttons are flatter than the standard Genesis controller's, and they have convex surfaces. It's easy to switch between buttons, and quick, multi-button combinations are a snap. Independent Turbo and Auto settings come in handy for side-scrolling games. The slow-motion option is limited to only one speed.

At \$24.95, the asciiPad SG is an awesome deal that shouldn't be passed up. Heck, even if you don't own a Genesis, the SG's good looks may tempt you to buy one. SG could make you a Superior Gamer.

asciiPad SG by Asciiware, \$24.95, Available now
Product Information:
(415) 570-7005

PRO-2



The PRO-2 looks so much like the Genesis standard controller that you could rename the standard unit and call it PRO-1. The first main difference lies in the Set button, which enhances A, B, and/or C with Turbo-fire. Three red lights indicate the Turbo action. Set and Start can be used to activate slow motion. Unfortunately, slow mo's speed seems to vary with no way to control it.

The second nifty feature is a mini-joystick that screws solidly into the pad and works quite well. It stays put, even during your toughest maneuvers. On the downside, the PRO's light casing feels less durable than the standard pad's. Overall, PRO-2's turbo feature makes it a good second controller for the Genesis.

PRO-2 by Innovation, \$15.99, Available now
Product Information:
(800) Innovation

PORTABLE POWER-UPS

You're twisting blocks in Tetris, stomping mushroom men in Super Mario Land, or chasing after Doc Robotnik during a heated round of Sonic when ker-zap – your twin alkalines blow out! Don't despair! These hand-held power sources should salvage those hefty battery bills.

Solar Boy



Innovation gets full credit for a snappy company name and a truly innovative product – the Solar Boy, a light-activated, strap-on power supply for your Game Boy. Your GB fits snugly inside the SB, a hefty plastic harness with a strip of solar cells on its back. The solar cells use nickel-cadium technology to absorb sunlight, or artificial light, and translate the energy into AC power. A five hour charge provides up to eight hours of game play. Just in case you're a night owl gamer, a DC jack enables conventional charging methods.

Yes, Solar Boy's pricey, but we say go for it. It's a good long-term investment, safe for the environment, and most of all, a great conversation piece.

Game Gear gets Solar early next year, too.

Solar Boy by Innovation, \$39.99
Product Information:
(800) Innovation

Handy Power Kit



STD Entertainment juices up GB and GG owners with the Handy Power Kit. It enables you to play your portable with standard DC power, car cigarette lighter power, or a belt clip-on battery pack.

The battery pack charges for play in 90 minutes, and provides a full eight hours of GB play, or two hours of GG action. Indicator lights tell you when it's ready to go. The Handy Power Kit's a good buy for power at home, in your car, or on the run.

Handy Power Kit by STD Entertainment, \$49.95
Product Information:
(410) 785-5661

Super Charger



If you're a gamer who goes more than one way, it's time to come out of the closet with Innovation's Super Charger. The pricey, but well worth it, unit charges your Game Boy, Game Gear, Lynx, TurboExpress, or PC Engine GT (Japanese TurboExpress). You'll get three to eight hours of power in exchange for five or six hours of charging.

Super Charger by Innovation, \$39.99
Product Information:
(800) Innovation

Continued on page 164.



Brain Transplant, \$39.99.*

Here's a brainy idea: Pick up *Mystic Quest*,™ the world's first role-playing game especially designed for the entry-level player.

• Easy-to-read icons put your head in the game immediately. Skull-tingling action keeps it there. Then there's constantly



SQUARESOFT™

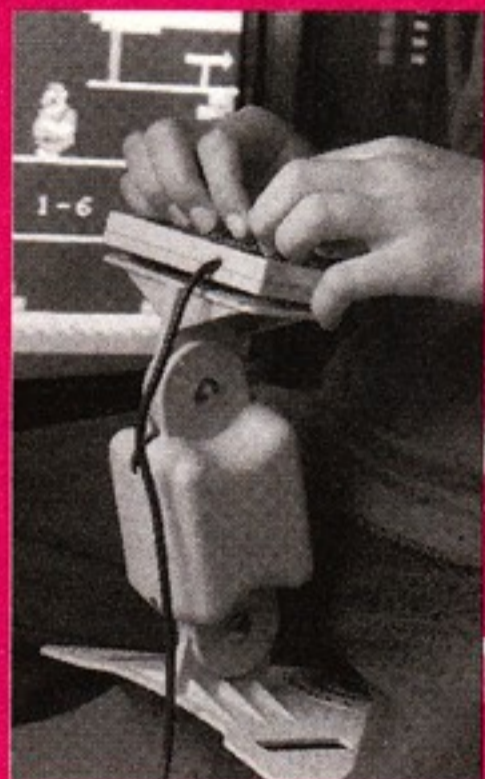
changing 16-bit characters and enough heady combat to scramble your synapses.

And a free strategy book offer comes in every box.

All this for just \$39.99.

Hey, you don't need to be a brain specialist to see what a smart deal that is.

OMNI STAND



**The Answer
to Your
Video Game
Controller
Problems!**

**PUMP UP
YOUR
SCORE!**

\$29.95

Plus \$4.50 shipping & handling
MI residents add 4% sales tax

Experience increased comfort and performance with your video controller by using our "Go Anywhere" OMNI STAND.

SIT, STAND OR KNEEL

- Holds controller for you so your hands are free.
- Sit-upon saddle configuration, molds to your body and seat
- Stand also attaches quickly to your belt for stand-up use
- Comes with two platforms to accommodate all controllers
- Also use with transmitters for model planes, cars and boats
- Reduces hand and body tension
- Less fatigue means higher scores!
- Click stop adjustments top & bottom
- Made of high quality A.B.S. plastic
- Money Back Guarantee

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Made in U.S.A.



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Or send check or money order to:

Synchronized Suns, 3601 Berry Road, Ypsilanti, MI 48198

VISIONARIES

Hand-held users know a clear view of the small screen is invaluable. Take a peep at 20/20 vision enhancers for your Game Boy and Game Gear.

ClearView



Game Boy players know the woes of scratched, blurry screens. Beeshu's ClearView is an exact replica of your current Game Boy lens, but without the scratches.

ClearView by Beeshu, \$4.99
Product Information:
407-877-2100

MagniGear



This plastic magnifier by Beeshu attaches to your Game Gear and magnifies the screen 2.5 times. If you're a Game Gear player, this will give your eyes a break.

MagniGear by Beeshu, \$9.99
Product Information:
407/877-2100

Night Sight

Tengen's Night Sight, now available for Game Boy, provides light and a magnifier for the small portable screen.

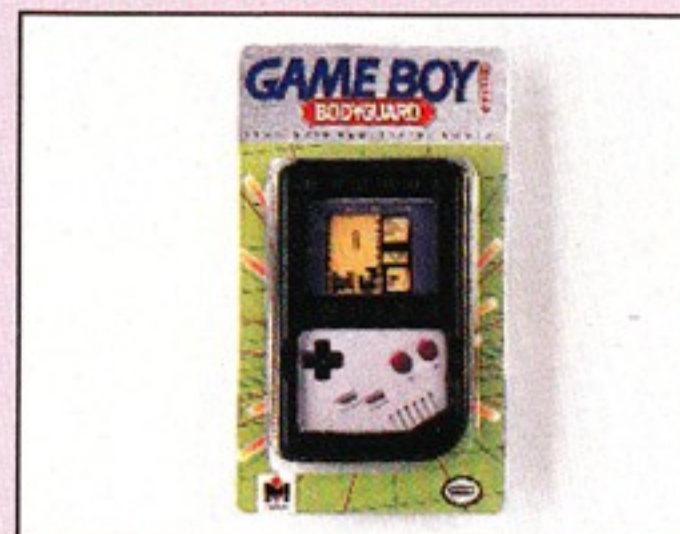
Night Sight by Tengen, \$16.95
Product Information:
(800) 2-Tengen

CARRYALLS 'N' CASES

Carrying cases are great remedies for wire tangle-itis and cartridge overflowus. We covered a score of cases for the Game

Boy in GamePro (January '92, pg. 137). Now get your games together with cases for other home and hand-held systems.

The Bodyguard



Redding Group's Bodyguard is a rubberized protective cover that fits your Game Boy like a glove. It has openings for the controls and the screen. You can play your favorite GB titles safe from bumps, drops, dust, and scratches. The rubber material also provides a better grip on your system. The Bodyguard won't protect you from the bullies, but it'll protect your Game Boy.

The Bodyguard by Redding Group, \$9.95, Available now
Product Information:
(800) 347-4300

Game Gear Carryall

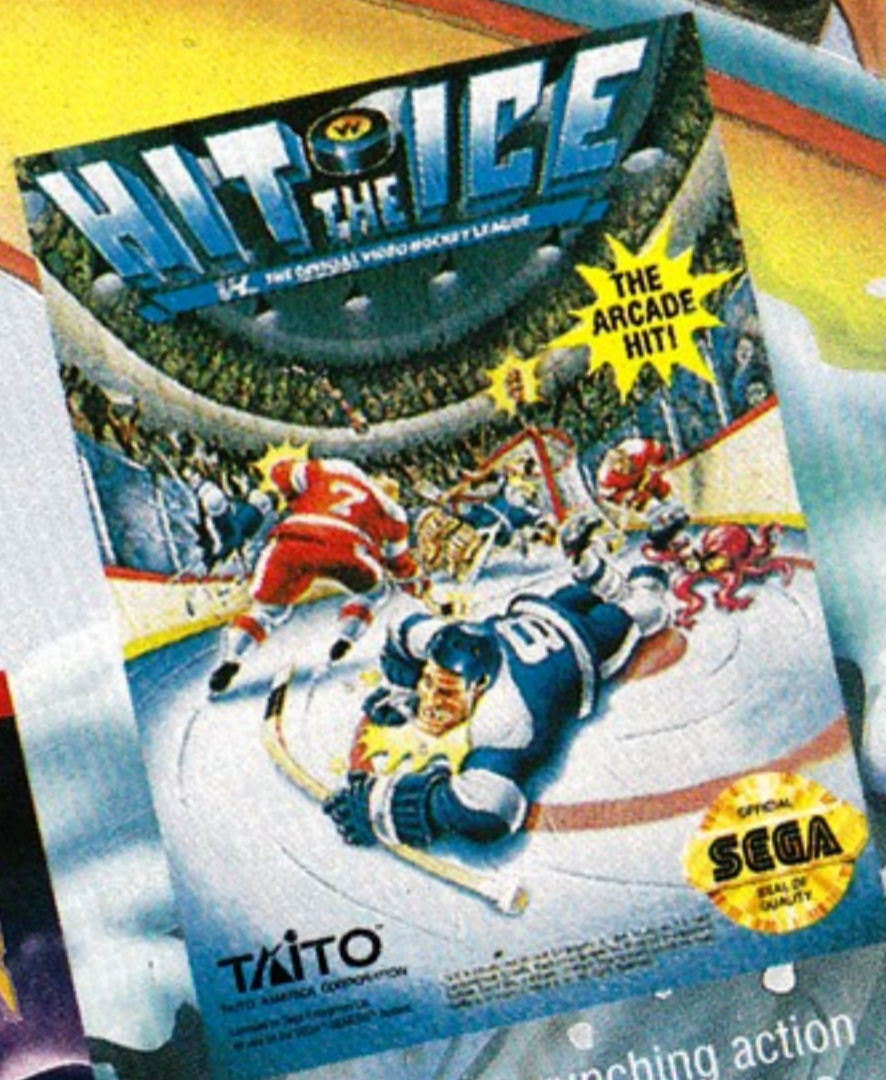


The hard-case GG Carryall is a durable traveler for Sega gamers on the go. It packs room for the system, eight carts, extra batteries, a Gear-to-Gear cable, a car adapter, instruction booklets, a TV tuner, and an AC adaptor or a battery pack. This rugged unit also has a shoulder strap for on-the-road GG expeditions.

Game Gear Carryall by Asciiware, \$19.95, Available now
Product Information:
(415) 570-7005

Other cases are available from Dynasound Technologies
Product Information:
(612) 635-0828 and Nuby
Product Information:
(603) 532-8724

CATCH THE TAITO WAVE



There's bone crunching action for Sega Genesis too. Unless you want some free dental work you had better stick in the mouthpiece, strap on the pads and CHECK it out!



This head bangin', hard checkin', free-for-all will rattle your bones and send you flyin' into the next county. So, lace 'em up and CHECK it out!



You and your three pals will journey through maze after maze packed with crazy creatures and hair raising adventure. They'll have you climbing the walls and hanging from the ceiling.



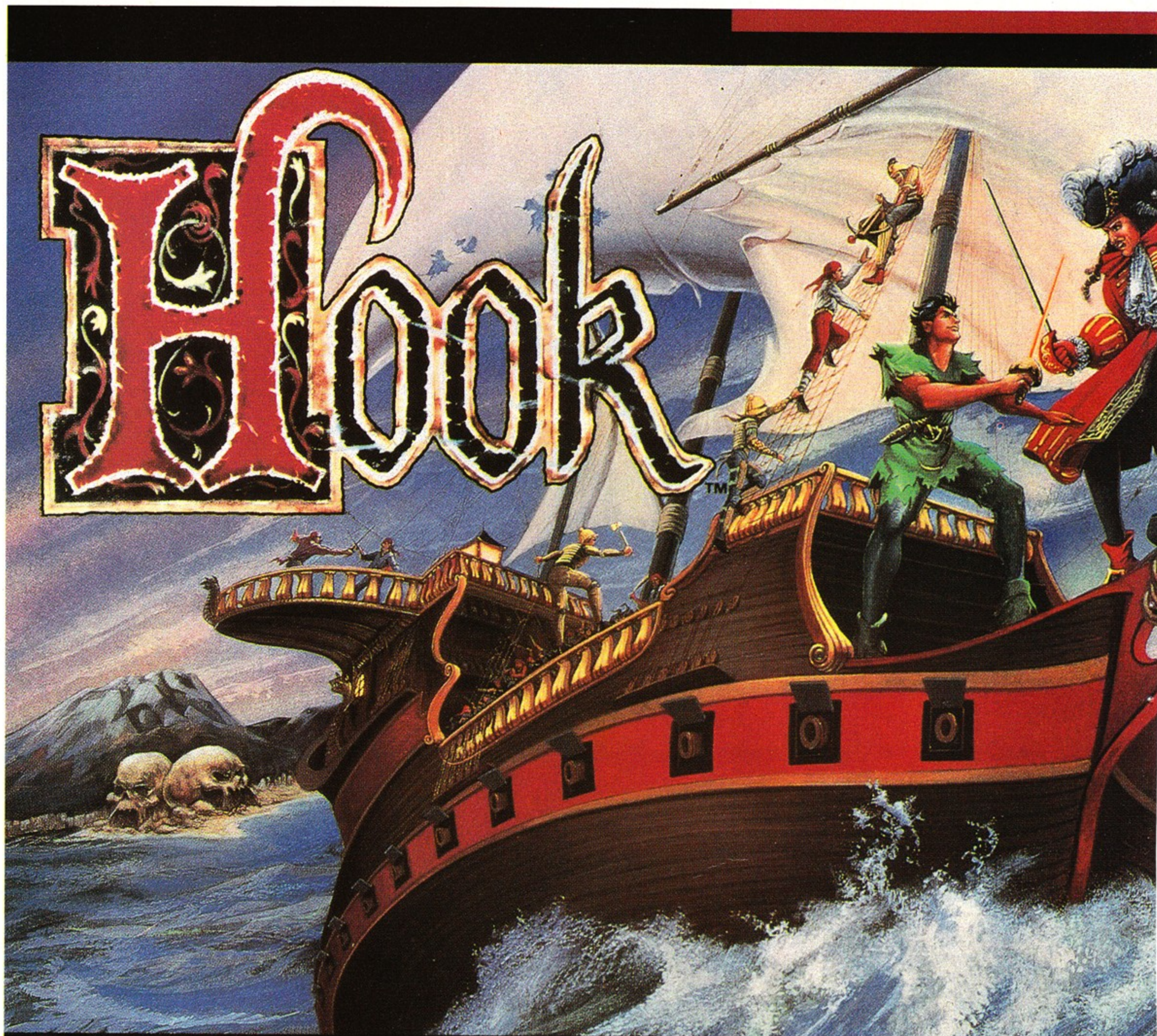
While supervising the Button Pusher Division of Spacely Sprockets, George Jetson notices that the robots and computers are malfunctioning. With the help of Jane, Judy, and Elroy, George's mission is to find and stop the cause of this problem.



You and your trusty boomerang are on a secret seek and destroy mission. This is action with a cutting edge that will keep on comin' back for more.



Fred uncovers a treasure map and sets off on a wild adventure to find the loot. Help Fred through seven adventure-filled stages in this journey.



SUPER NINTENDO
ENTERTAINMENT



*Hook fights dirty,
so watch out for his tricks*



*Flying's your greatest power,
but keep your eye on the flight meter*



*You'll face pirates armed with
bows and arrows in Neverland Forest*



*Here's your chance...
you've got him where you want him*



Nintendo®



NINTENDO
SYSTEM

Also available for NES and GameBoy.

THE CRITICS ARE HOOKED!

Check out what they're saying about the incredible new Super NES version of Hook.

"...one of the hottest action games I have ever played. The music is absolutely beautiful and the graphics are top-notch."

— SUPER NES BUYER'S GUIDE

"Hook is intelligently made from start to finish. Its execution is excellent."

— GAME PLAYERS NINTENDO GUIDE

"Hook's multilayered, smoothly scrolling visuals inspire comparisons to Super NES legends, such as Actraiser and Super Castlevania IV. The music is so good, you'll want to crack open the cart and see if there's a Compact Disc inside! Five-star game play. Hook succeeds in every way." — GAMEPRO

Hook. The ultimate adventure for your Super NES. You'll be Hooked too!

SPECIAL TREASURE!

Receive a **FREE Hook soundtrack cassette** when you buy any NES, SNES or Game Boy **HOOK VIDEO GAME and HOOK VIDEO MOVIE.**

To get your free Hook cassette mail in the Universal Product Code (UPC) from the package of any Hook video game and the Proof of Purchase tab from the Hook video movie (no photocopies, only original packaging will be accepted) along with your name and address and \$1.50 for postage and handling to:

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Limited to residents of the United States. While supplies last.



LICENSED FOR PLAY BY
Nintendo®

SUPER NINTENDO
ENTERTAINMENT SYSTEM





By Doctor Dave

Everybody's taking to the streets these days for a few rounds of fisticuffs – Street Fighter-style. The latest entry in the battle for street fightin' king is Art of Fighting, a Neo•Geo cart that boasts a whopping 106 megs.

Takin' It to the Streets

In Art of Fighting, you can get your brawling one of two ways. In the One-Player mode, you fight as either Ryo or Robert, two street-smart martial arts experts. The dynamic duo is searching for Ryo's kidnapped sister, Yuri, who's being held hostage by a mysterious Karate master. To find Yuri, you've got to go head-to-head against six other fighters throughout South Town. If you defeat them all, you battle two final bosses.

In the Two-Player mode, you get your street fightin' down and dirty with head-to-head arcade-style action. Each player can choose to be any one of the eight fighters. Some are old familiar faces, and some are new kids on the street fightin' block. Check out the screens for a rundown on this new cast of characters.

Jack



Jack's a tough biker with a deadly punch.

Lee



You'll battle Lee and his spectacular moves in China Town.

Mickey



Mickey's got information you need, but you have to defeat him before he'll give it to you.

John



Fans of Guile will note more than a passing resemblance in John.

Ryo



Use Haow-Ken to blow away tough opponents.

Robert



Robert's determined to help rescue Yuri.

King



King's the only female fighter in the game. Battle her in a restaurant called L'Amour.

Art of Fighting

Discover

Ys

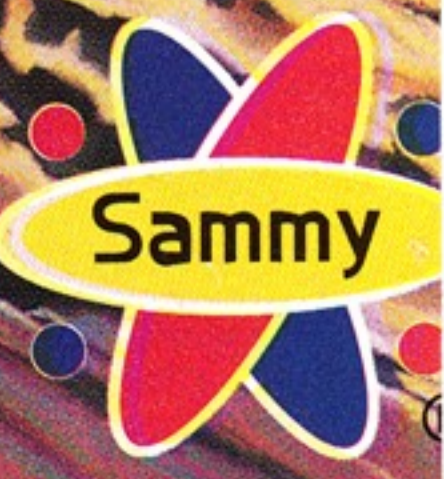


Welcome

to the tale of Ys, young warrior! Grab your sword and your wits, and prepare for an adventure of steel, sweat and cunning! As Adol the Wanderer, you're up against the vile Galban and his legion of bloodthirsty beasts. Travel the land and uncover the clues that will lead to the lair of evil itself, and watch as the dramatic tale of Ys unfolds!



WANDERERS FROM Ys™ III
AMERICAN SAMMY CORPORATION
2421 205TH STREET, SUITE D-104
TORRANCE, CA 90501



WANDERERS FROM Ys III is a trademark of American Sammy Corporation, 1991.



Bonus Rounds



Target practice, freshal-style.



Bust a block of ice with your bare hand.



Bee...? Well, you get the picture.

Each fighter has a set of basic kick and punch moves, as well as several special techniques. Ryo and Robert have the best variety of moves, but none of the characters has the wide range of moves found in Street Fighter II. The fighters monitor damage on a life bar, but they also have to watch their Ki (psychic energy) bar. In Art of Fighting, it takes Ki energy to perform special moves. If your fighter is out of Ki, he's out of luck. A special move enables you to restore your Ki. While restoring your energy, however, you're vulnerable to attack. You can also taunt your opponent to take away his Ki.

Each battler must earn their ultimate weapon (the Haow-Ken move) by successfully mastering each of the three bonus rounds. This deadly move deals

50% damage to your opponent's life bar and requires all of your Ki.

A Work of Art

The first things you'll notice about Art of Fighting are the huge sprites, the spectacular graphics, and the ultra-cool

Todo



Todo's the first opponent you must defeat in the story mode.

music and sounds. The characters are well-animated and move smoothly. When you beat your opponent up, his face swells and blackens. An unusual feature is the zoom capability, where your view of the action zooms in for a close-up when you and your opponent are within a certain distance of one another. The zoom looks neat, but the shift throws off your timing in mid-move. Sound-wise, the music rocks and each character has their own digitized voice.

We'll review Art of Fighting and reveal tips and strategies for each player in an upcoming issue. In the meantime, look for the coin op version at an arcade near you. Come out fighting!

Art of Fighting by SNK
Available December

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GAME BOY PRO REVIEW



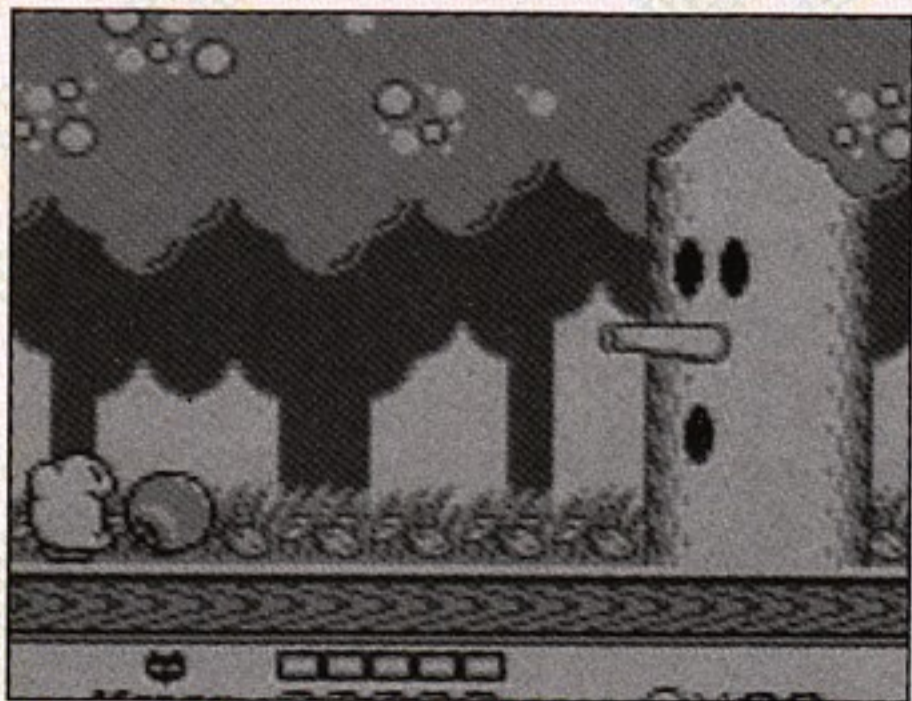
By Linoleum Blown Apart

Kirby is an irresistibly cute, bubble-like creature that Japanese Game Boy fanatics have come to love. Now Statesiders can love him, too. Nintendo has brought this walking, flying, and blowing hero to America in a totally different type of game.

When You Wish Upon a Star

On a star far, far away, there is a land known as Dream Land. It's inhabited by, what else, Dream Landers. It was a euphoric place until the gluttonous King Dedede and his rotten band of thieves stole all the food and as the treasured Sparkling Stars, which the Dream Landers need to gather food. Now, it's Kirby to the rescue! And guess who plays Kirby?

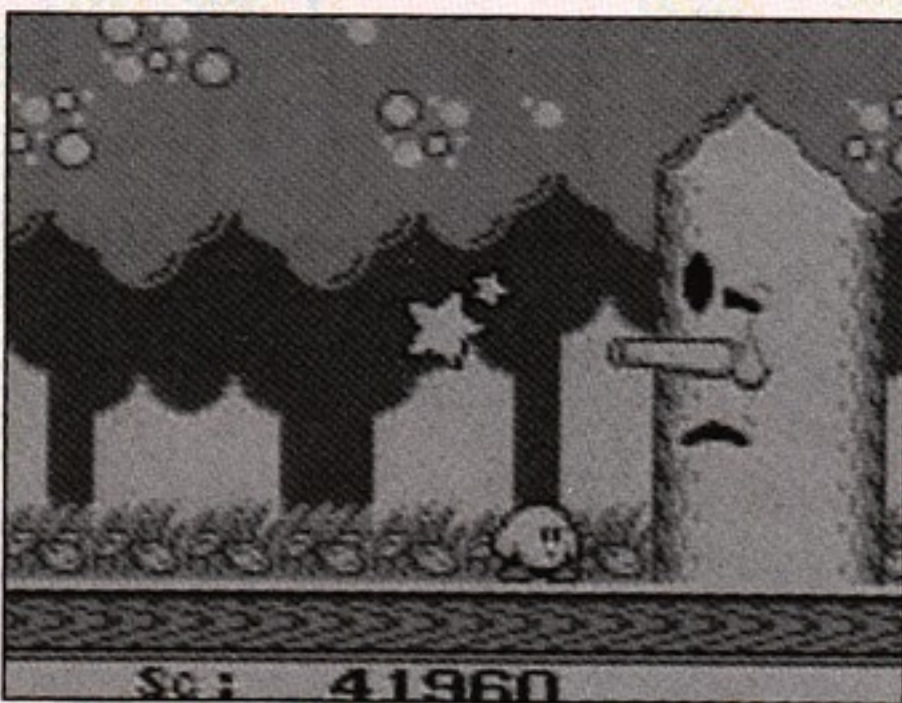
In this five-stage, side-scrolling adventure, you don't have weapons. You just have a powerful sucking mouth. Your little blowster, Kirby, can vacuum in some enemies and then spit them out to destroy other enemies. He can also suck in air to make him fly and to create devastating Air Pellets. Some enemies and all the bosses can't be sucked in or puffed away. But, you'll usually find unusual items close by to make them see stars.



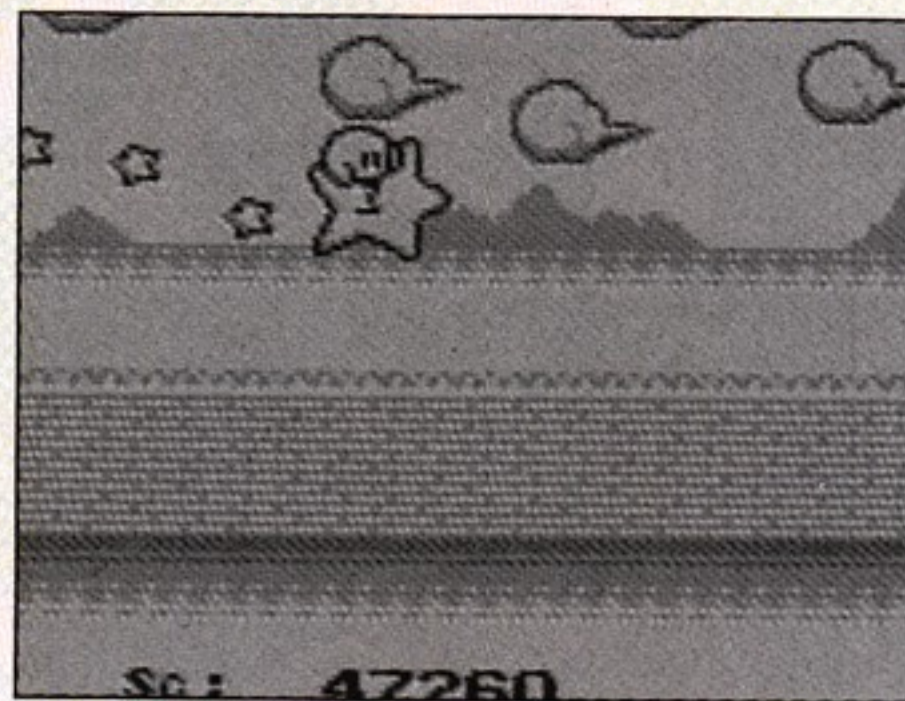
PROTIP: To beat the Tree Boss, suck in the falling apples. Then jump up and spit them at the tree's nose.

Breath-saving Items

With Dedede's bad guys to slow you down, you'll need a few sparkling surprises. Luckily, rejuvenating items are scattered throughout the game to help



Grab these two stars to be reunited for a jig with some dream pals.

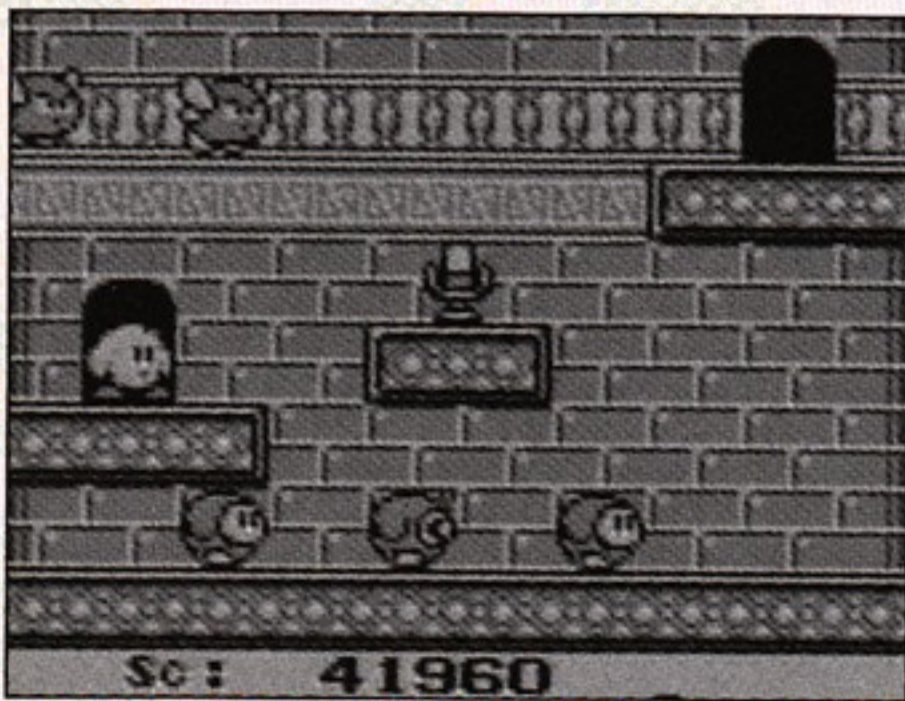


Shoot to a new star!

Kirby's DREAMLAND

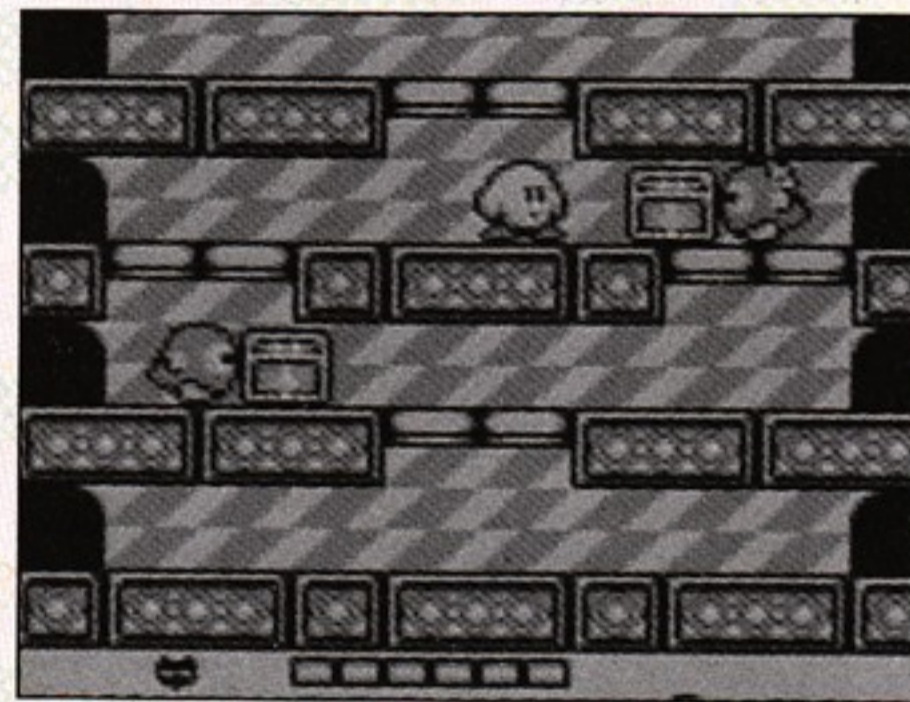
beef up your strength and vitality. A Lollipop makes you a rolling steamroller. A Microphone shatters your enemies like a crystal glass. Spice Food enables you to spit Fire Pellets. A Mint Leaf gives you a fresh-smelling stream of Air Pellets. A Bag of Magic Food completely restores your Vitality Bar, but Pep Brew only coughs up two Vitality Bars. Lastly, you can also find 1-ups.

PROTIP: If you're running low, search EVERY door for a helpful item.



PROTIP: To kill all of Dedede's men in Castle Lololo's first room, jump to the ledge with the microphone. Suck it in and then spit it out. Your voice will crack all your enemies.

The graphics in this game are detailed and cute enough to make you giggle. Kirby gives you the same warm and fuzzy feeling you get when you look at a kitten or a puppy. Awwwww. The sounds are average, but they keep up the pace.



PROTIP: The best way to beat that TV-pushing boss is to stand in the middle of the third ledge from the bottom, which has two ways to exit. Suck up the TV as soon as he pushes it out from either side. Then run to the free exit, spit the TV at him, and drop down immediately. Jump to the ledge again after the danger has passed.

Dry Up and Blow Away

Kirby's Dream Land will make your Game Boy dreams come true with great graphics, a fresh game play concept, and hours of fun. Suck it up and take on this adventure! It'll blow you away.

Kirby's Dream Land by Nintendo

Graphics	Sound	Control	FunFactor	Challenge
				INT.
5.0	4.0	4.5	4.5	Intermediate
\$19.99		One Player		
Available now		Continues		
Action/Adventure				

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YEAH MAN, IF WE CAN'T STOP THESE SLUGSTERS FROM ASSEMBLING THAT SLIME MACHINE IN TIME THE WHOLE EARTH'S GOING TO BE A TOTAL SLIMORAMA!

THERE IT IS, DUDE!

WATCH OUT!

GLADIATORS UNITE!!

GOT IT!

WHOA DUDE, THAT WAS A LITTLE TOO CLOSE!

UH-OH!

TO BE CONTINUED...



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GENESIS
16-BIT CARTRIDGE

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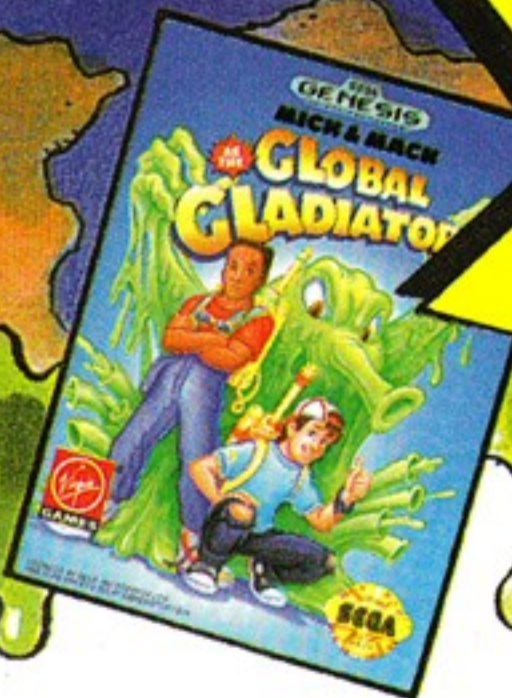
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GAME BOY PRO REVIEW



By Rampant Saxon

Meet the Flintstones, Taito's modern stone-age family for the Game Boy.

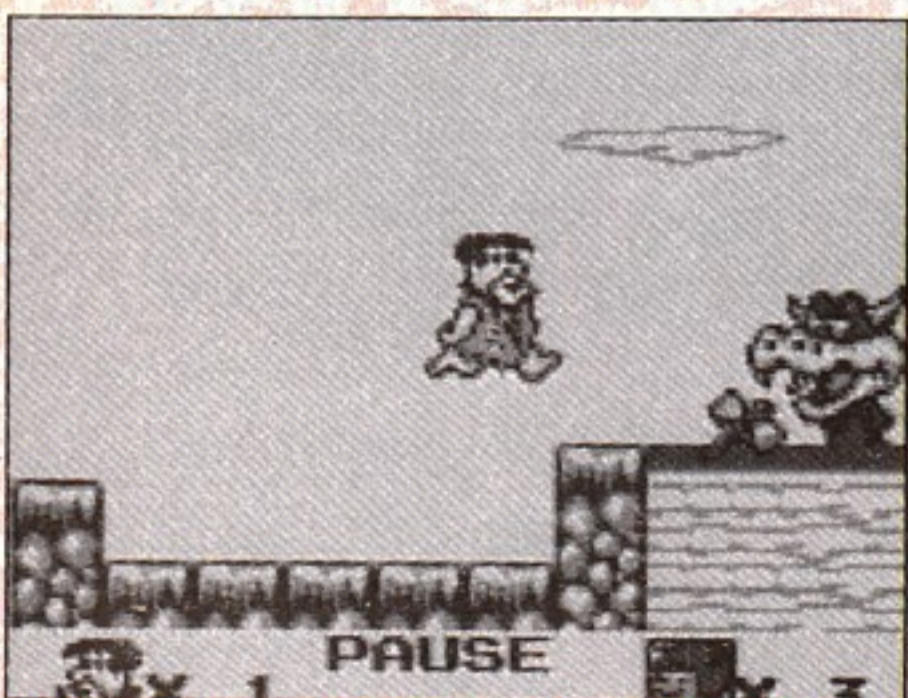
Fred and Wilma's anniversary is coming up, and Fred wants to make it special.

Wilmaaaaaaaa!

Fred's found a treasure map in the Bedrock quarry, so he's off to find the treasure for Wilma. If you think the Flintstones are too neanderthal for your tastes, this cart's simple, yet addicting, game play will make you want to study evolution.

The beasties in this game both help and hinder you. You play Fred, who's armed with an unlimited number of hammers. Throw a hammer to hit a critter once and they freeze. Then you can use them to scale rooftops, cross rivers, or spring to new heights for that 1-up. Be quick, though. If they unfreeze while you're still standing on them, you'll be stoned.

Fred is no Jack Sprat, but he's no lumbering dinosaur either. He's a nimble jumper, just don't expect to see him take off into a sweat-breaking run. However, Freddy boy's saunter is enough to get him through the game, and it's easy to control.

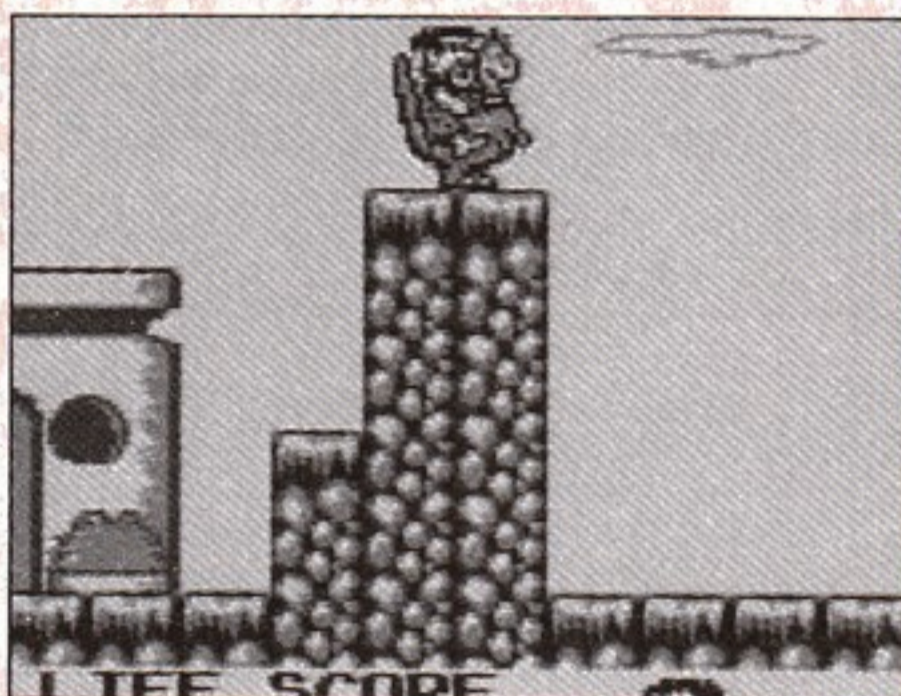


PROTIP: To beat the fire-breathing dragon boss at the end of Stage 1, stand next to the wall that's just before the water on the right-hand side. Duck when he breathes his fire. Then quickly jump up and throw your hammer.

To spice up the action, keep an eye open for helpful artifacts. You're on a hunt for Wheels, icons depicting a helmet-head, and Dino-looking Leap-a-saurus icons. Wheels and helmet heads convert into points towards an extra heart, which adds to the four you start out with. When you come across a Leap-



a-saurus icon, you'll hop on it's back for a high-hoppin' ride. One hit, though, and you're back on your feet.



PROTIP: If you're riding a Leap-a-saurus, you don't need any animals to lift you to new heights. So, throw your hammer continuously to demolish oncoming critters.



PROTIP: In Stage 1, the cow skull constantly spits out animals. Beware when you stand next to it.





What are you expecting? Modern-day creatures?

Yabba Dabba Doo Time!

Overall, this game takes you back...back to the good times! The graphics are nicely animated, down to the slithering snakes and leapin' Leap-a-saurus. The repetitious Flintstone's theme song does nothing to entice you to continue, but the inventive game play keeps you going. Moreover, the Flintstones' fun factor is anything but prehistoric.

Fred Flintstone's off on another cartoon adventure. Don't miss tagging along with this Hanna Barbarian. Yabad-abadooooooooo!

Flintstones by Taito				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	2.0	4.0	4.5	Intermediate
Price unavailable 1 meg Available January		Action/Adventure One Player Three continues		

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Lazlos' Leap

PRO REVIEW

Ren & Stimpy



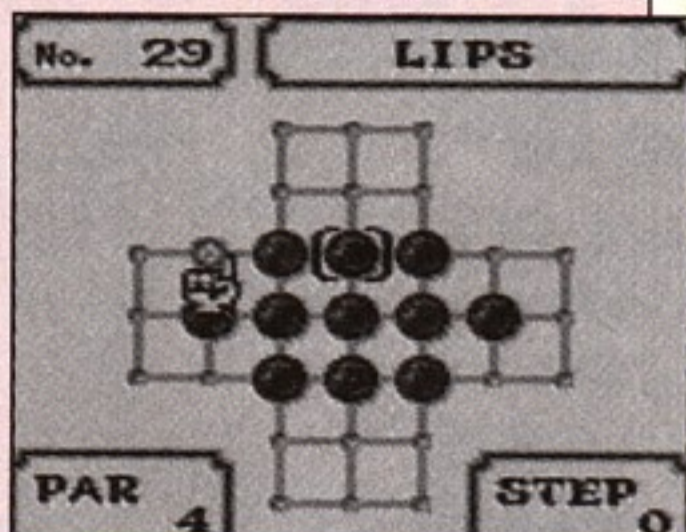
by Kay Oss

Leapin' Lizards, Checkers has taken a new twist on the Game Boy. DTMC has 100 two-player checkers puzzle games to chose from in Lazlos' Leap.

Par for the Course

Lazlos' Leap features a cross-shaped board with checkers placed in various layouts. Similar to Chinese Checkers, you have to eliminate checkers by leaping one checker over another adjacent checker, either horizontally or vertically. The checker you leap over automatically disappears. To win, you must have one checker left in the center of the cross.

PROTIP: In Puzzle 2 (FISH), start with the checker to the far left and keep jumping around to your right. You'll have this puzzle whipped in no time.



PROTIP: On edges with only three spots, try to always keep one spot open or you'll usually create a no-win situation.

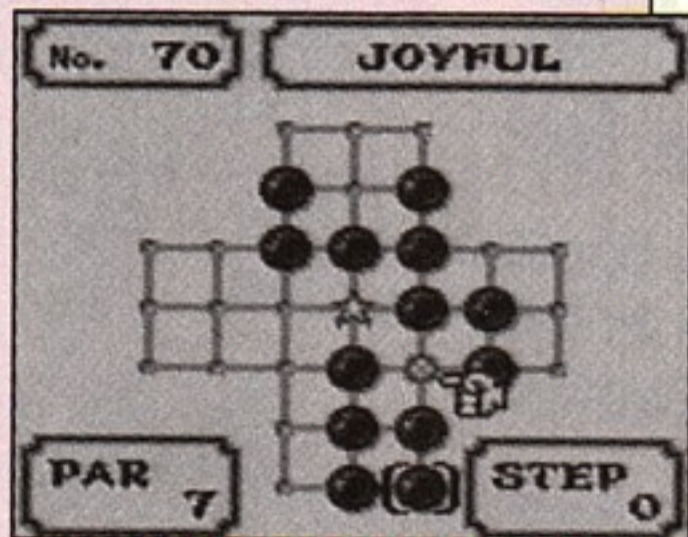
You don't have to work your way to the top to challenge yourself. At any time, you can jump to any of the 100 puzzles offered. Of course, the higher the puzzle you choose the more checkers you have to clear and the harder it is. Each game has a par to beat, and luckily, they increase with every game as well.

Lazlos' doesn't make a big

leap in graphics or sound; fortunately the latter can be turned off. The challenge, however, is tough and sometimes frustrating. Consequently, if you don't have the patience for puzzlers, your interest may wane. This game is much like the Pyramids of Ra by Matchbox, but not nearly as innovative and fun (See GamePro ProReview, July, '92). For more entertainment, try the two-player challenge against a friend.

Leap Aside

If you like the ancient art of strategic Checkers, then by all means leap on this one. But if you're just a regular puzzle fan, you might want to look before you leap.



PROTIP: Try to take care of the outside checkers first. They're impossible to reach if you let them hang out.

Lazlos' Leap by DTMC				
Graphics	Sound	Control	FunFactor	Challenge
3.5	2.5	4.0	3.0	ADJ.
Price unavailable		Puzzle		
.5 meg		Two Players		
Available October				

By Kay Oss

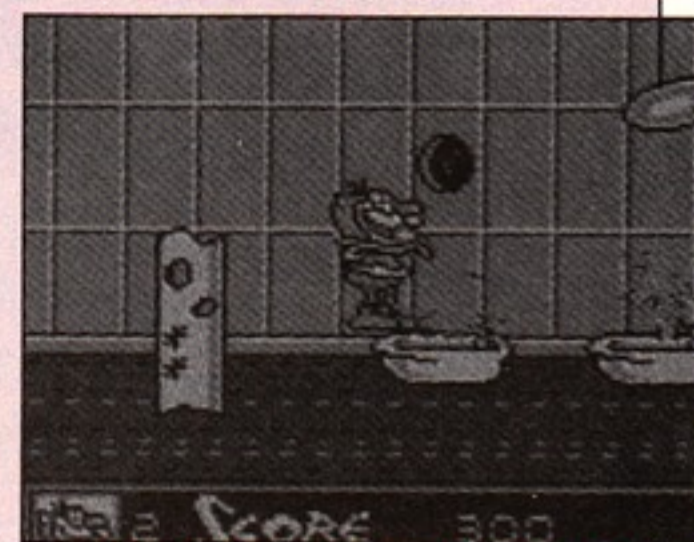


Blast off in the year 400 billion on a 9,999 day mission with the new cult comic heroes, Ren and Stimpy. This

Game Boy version of the wacky and weird cult TV cartoon show about a neurotic Chihuahua (Ren) and his dim cat friend (Stimpy), seeks to cash in on the show's popularity. Too bad it lost its sense of humor during the trip from big screen to small.

Oh Joy!

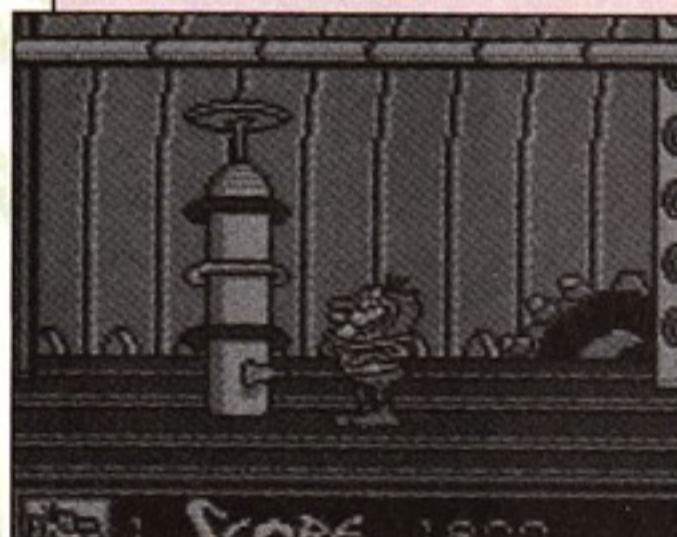
Cadet Stimpy has accidentally cut the lifeline to Commander Hoek. Now he has to reach the Cargo Bay to open the hatch for Ren by travelling through four worlds with about five levels each. That's where you come in. You, as Stimpy, must run, jump, and spit your way to the Cargo Bay. Easier said than done in this, side-



PROTIP: To get past the spouting bathtubs, stand on the left-hand edge of the first tub. When the water starts to spout, leap high and land on the right-hand edge of the second tub. Now you can jump over the Swiss cheese-looking blockade.

view, horizontal-scroller.

The action in this game is more frustrating than fun. Although the graphics are elaborate, the obstacles are hard to see. Stimpy's only weapon is his mouthful of spit wads, which knock down some enemies and not others. Advancing through the game is no light-weight task. You only have three lives to get through the whole spaceship, and each life can only take four hits.



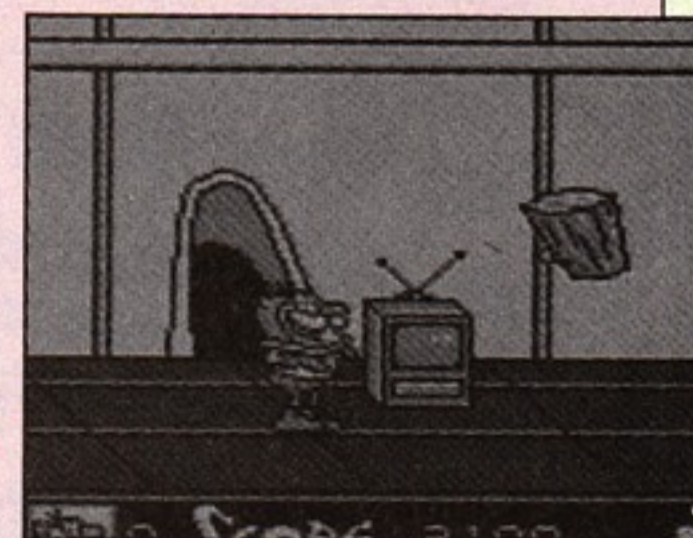
PROTIP: To get past the electric-scrolling poles in Level Three, start walking just as the second bulb is lit.

Stimpy's a hefty cat. Maybe this adds to his slow jumps and moves. If you're listening for that great Ren & Stimpy soundtrack, forget it. The only reason to keep the volume up is to hear Ren call Stimpy an "eediotttt." and hear Stimpy exclaim, "Oh joy," when he uses up his last life.

PROTIP: Don't waste your spit on salt shakers in Level Four. They're indestructible.

You EEDIOTTTTT!

With grating sound and frustrating game play, this Game Boy show's much more fun to watch than it is to play. If you're a Ren & Stimpy fan, you should whip up some powdered toast and switch on your TV.



PROTIP: The bouncing wood block never bounces past the TV in Level Four. So stand to the right of the television and aim your spit wad carefully.

Ren & Stimpy by T.HQ				
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.0	3.5	ADV.
Price unavailable		Adventure		
1 meg		One Player		
Available December				

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GAME GEAR PRO REVIEW



By Earth Angel

Sure, you'd never want an Alien in your body, but how about sticking one in your pocket? If so, Alien 3 by Arena Entertainment might be just the hand-held style action you're looking for.

In Space, No One Can Hear You Scream

Based on last summer's movie, this vertically- and horizontally-scrolling arcade-style action cart leaves Ripley stranded on the prison colony, Fiorina 161. The good news is that she's not alone. The bad news is that her companions consist of a dangerous bunch of prisoners and a horde of hungry Aliens.

The Company's dangerous plot is to preserve the Alien race and use it to achieve world domination. Ripley's assignment is to destroy each and every Alien to save humanity. To do this, she must rescue prisoners and destroy voracious Aliens located throughout the 15 stages of the prison colony.



PROTIP: Watch for little green clumps in floors and ceilings. They indicate that Aliens are lurking in walls just waiting for you to walk by. If a Face Hugger tries to suck your face, rapidly hit Left and Right on your directional pad to shake 'em off.

Fortunately for Ripley, she packs more firepower in the game than she did in the movie. Throughout the prison colony, she can find Grenades and ammo for her Flame Thrower, Grenade Launcher, and Machine Gun. Although Ripley can swap weapons any time she wants, the buttons you need to hit to



PROTIP: Shoot diagonally downward and upward to destroy Alien Pods and Aliens hanging from the ceiling.

swap them require precise timing. You'll find that you jump or swap weapons when you're not trying to, and that you can't swap quickly enough when you need to.

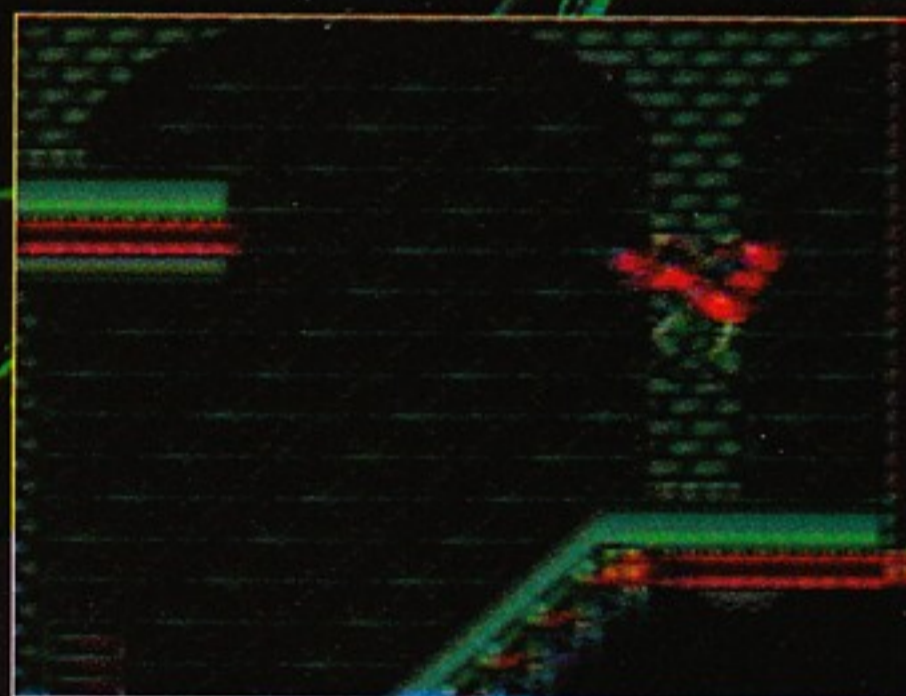
PROTIP: The best weapons for Alien hunting are the Flame Thrower and the Grenade Launcher.



PROTIP: To avoid getting an Alien surprise, shoot continually as you advance down tunnels and up staircases.

Do It for Newt

Ripley's got to complete each stage by rescuing all of the prisoners on the level. Her effort ends when she either runs out



PROTIP: Don't stand too close to an exploding Alien - you'll take fallout damage.

of time or gets nailed once too often by an Alien scavenger. With just three tries and no continues, the odds are with the Aliens and advanced gamers.

PROTIP: Search for hidden Life boxes. Once you know where they are, return to grab them when you need them.

Get Alienated

Veteran Alien hunters shouldn't expect Alien 3 for the Game Gear to pack the same pulse-pounding action as the Genesis version. The Game Gear obviously doesn't pack enough power to match up with the 16-bit special effects. However, challenging game play and lengthy stages give the game more punch than average Game Gear fare.

Alien 3 by Arena Entertainment

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	4.0	ADV. Advanced

\$39.95
Available November

Action
One Player

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SimEarth™

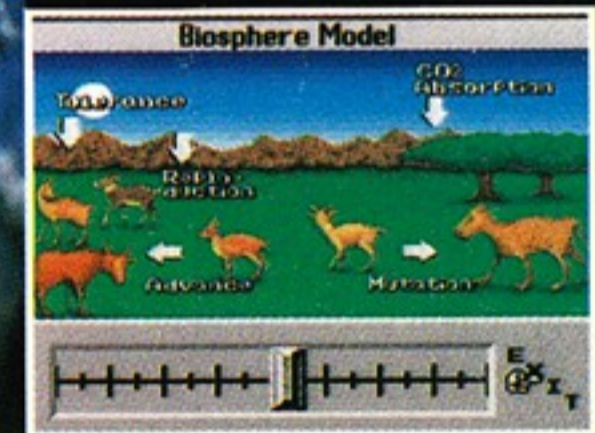
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Control one of 8 planets or randomly generate your very own



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LYNX PRO REVIEW



By Kay Oss

Ready to play cops 'n' robbers? Atari's Dirty Larry: Renegade Cop puts you on the streets with the toughest cop in Steelburg. Larry's just wrecked his third car this week. No more cruising, he's back to walking the beat.

Cruisin' for a Bruisin'

Larry's done it again. He failed to follow correct procedure when he arrested Mr. Big. So now, Mr. Big and his nefarious gang are out to rule the streets. Of course, Larry's going to stop 'em.



PROTIP: Don't waste your bullets. Low-level attackers can be popped with only two shots.

This side-scrolling action game is standard police issue. The game play is simple point-and-shoot action. The variety kicks in with the graphics, which are excellent. Notice the trash on the ground, the garbage spilling out of trash cans, and the ripped wallpaper in the hotel. You even get entertaining story line graphics between levels.

You, as Larry, cruise through seven, intricately detailed levels fighting oncoming thugs. Mr. Big's mobsters range from gun-toting Gang Dudes to Pyromaniacs, who set themselves on fire and run wildly at you.



PROTIP: When you hear the motorcycle rider coming, shoot offscreen. You can blow him away before you see him.

Wise Guys, eh?

Larry starts out with a pistol and 20 bullets. Luckily, some bad guys cough up 10 bullets, while others add onto your lifeline. These life-saving power-ups appear randomly, so use your ammo sparingly and avoid hits as much as possible.



Watch out for 1-ups! It'll hang over your head if you don't pick'em up.

As for sound, there's no looping music, which is a plus. Just simple "bangs" and punching noises. The

opening story line has a great menacing music track to get your adrenaline pump started.



PROTIP: Don't even try to use your gun against the big guy in the White Hotel. He'll get in yer face and beat you up before you can pull the trigger.



PROTIP: Don't stand too close to the Pyromaniac when you destroy her. Her last breath of flames will burn you.

Go Ahead Make Your Day

Even though this game is straight forward with few surprises, its lack of continues gives it a nominal challenge. The bald, musclebound meanies in the hotel are no girly men. They're tough and they like to get in yer face. However, after a few cruises through a level, you'll be able to easily predict when and where thugs come your way. You'll then be able to shoot them offscreen.

If you're an aficionado of Lynx graphics, throw on your trench coat and fight crime with Dirty Larry. If you need finger-burning action, you'd best look on different streets.

DIRTY LARRY

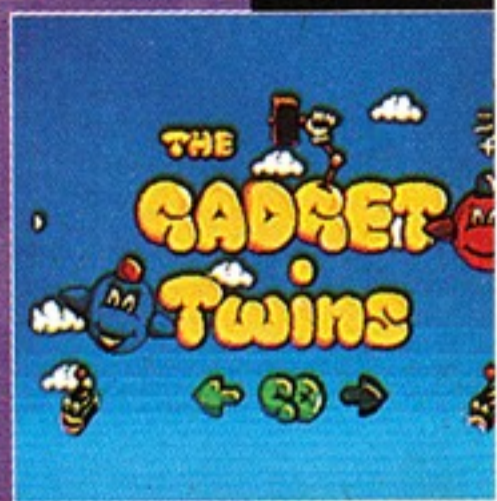


Dirty Larry: Renegade Cop by Atari

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	4.0	3.0	INT. Intermediate
\$39.99 2 megs Available now		Action One Player		

Mechanical Madness in The Gadget Kingdom.

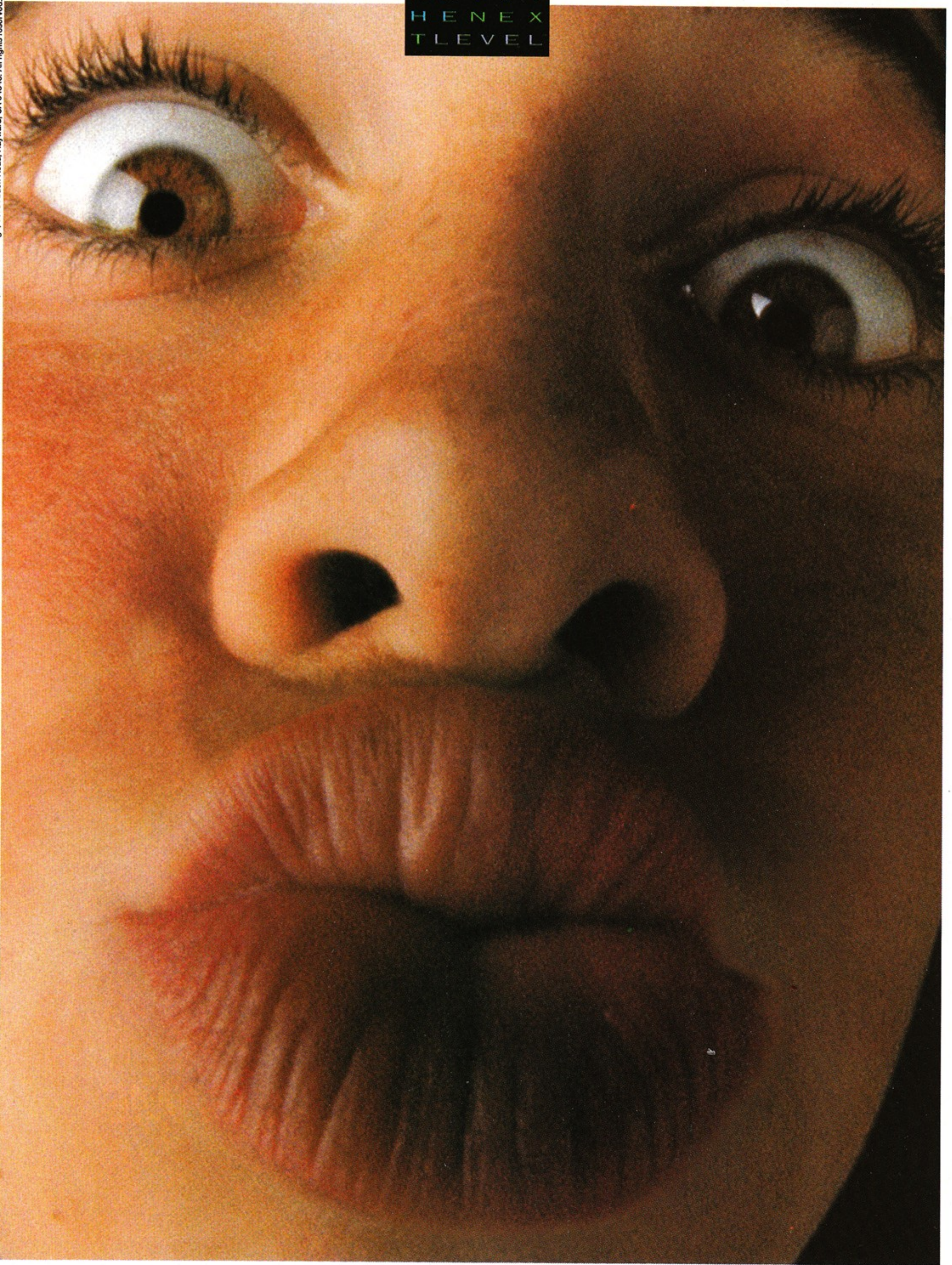
The Gadget Kings Gem has been stolen, BOP and BUMP have been summoned to get it back. Follow them on a wild ride through the oceans and atmospheres in their quest to track down the evil THUMP and return the gem to the Gadget Kingdom. Twelve levels of the wildest arcade-action ever seen on the Sega™ Genesis™. Use any number of BOP and BUMP'S strange but effective defenses necessary to defeat their enemies. But watch out, because most of the inhabitants in this world of mechanical madness have a few surprises of their own. Sega Genesis Gadget Twins™ is a masterpiece of mechanical mayhem.



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60

How to get

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some free



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inside); and a check or money order for \$3.50 US dollars (no cash, stamps, or C.O.D.'s) to cover shipping and handling (make it out to "Game Gear Christmas Promotion"). We'll send you one of the following games, according to availability* (fill in your preferences below): Shinobi™, Columns™, Chessmaster®, Solitaire Poker™, World Class Leaderboard™ Golf, or G-LOC™. Send it to Game Gear Christmas Promotion, P.O. Box 4957, Hayward, California 94540-4957. All items must be postmarked *no later* than Jan. 31, 1993.

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Scissors icon at the top left. Vertical text on the far left edge: "Sega reserves the right to send a substitute title, in the event that the titles requested are not available. Sega will send you one of the Game Gear cartridges eight to twelve weeks from receipt of all completed redemption materials. Offer not valid in combination with any other Sega Game Gear offer. Valid in U.S. only. Void where prohibited, limited, or taxed. Columns system (SKU #2100) also qualifies for this offer."

SHORT SHORTS

Nintendo

Quattro Arcade (Camerica)

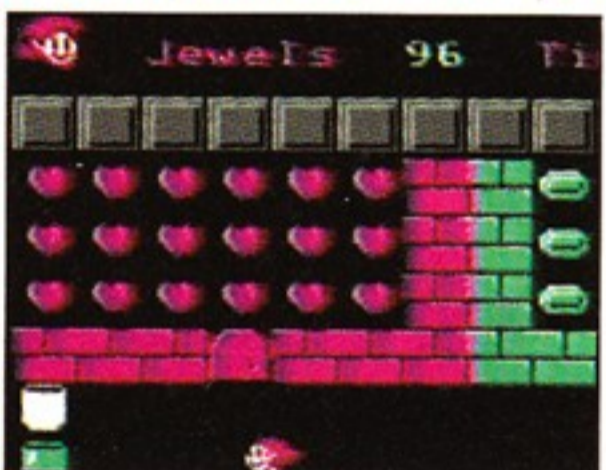


Four games-in-one will make you leave your quarters in your piggy bank! Follow-

ing in the footsteps of Quattro Adventures, this cart contains four independent games. The odds are with you that at least one game will be worth your money. Go round the bend with Stunt Buggies. Have a yolk of a time in Go! Dizzy Go! Become an air combat ace with F-16 Renegade. And lumber up the Eiffel Tower with CJ's Elephant Antics.

Available now

Trolls (American Video Entertainment)



Yep, the cute ogre dolls with the long, brightly-colored hair have jumped off the shelf. These

naked innocents have windsurfed onto a magical island with a hidden treasure. Dye your hair and take it nice 'n' easy, because you're not the only ones on this island.

Available now

F-117A Stealth Fighter (MicroProse)



Soar to the speed of sound and beyond in this flight simulator. Grab the controls and

hang on. The realistic behind-the-cockpit perspective will send you flying. You won't need a copilot - this is a solo flight.

Available December

Genesis

Flashback (U.S. GOLD)



Conrad Hart discovered that Earth's high-ranking officials are really extraterrestrials out to dominate the globe. As Conrad you are conveniently captured and your memory is erased. You're transported to an alien world for an incredibly realistic adventure. This is no flashback to regular 16-bit gaming but actually a flashback to

Out of This World that blasts graphics and game play into the gaming future.

Available February



Genesis

Sunset Riders (Konami)



One of the first Konami games to cross 16-bit lines will blind you. Saddle up and guide

your four sharpshooters on a roundup for their lives. Four players can strap on the holsters of Steve, Bill, Bob, and Cormano. Gallop across the horizontally-scrolling levels with an itchy trigger finger for the Boss. With villains and critters blocking your way, you'll have plenty of target practice. Better not stay in the saloon too long, 'cuz these gunslingers won't wait.

Available December

Lotus Turbo Challenge (Electronic Arts)



Rev up and gear down for a tire-screaming race across eight different stages and

terrains. You'll see America and its car-spinning hazards from behind-the-wheel of the elite cars of Lotus, the Spirit, or the Elan convertible. If the CPU runs out of gas, grab a friend for the challenge. Buckle up for the ultimate race against the clock.

Available December

Crüe Ball (Electronic Arts)



Okay, all you pinball wizards, you'll get the chance to hit all your bumpers and bells, 'cuz this

pinball simulator is coming to your Genesis. This multi-scrolling screen keeps up with the fast-paced overhead-view of the ball and rocks to the metal music of Motley Crüe. You can even "bump" the machine to bounce your ball around, but you may "Tilt" yourself out of the game.

Available now

Home Alone (Sega of America)

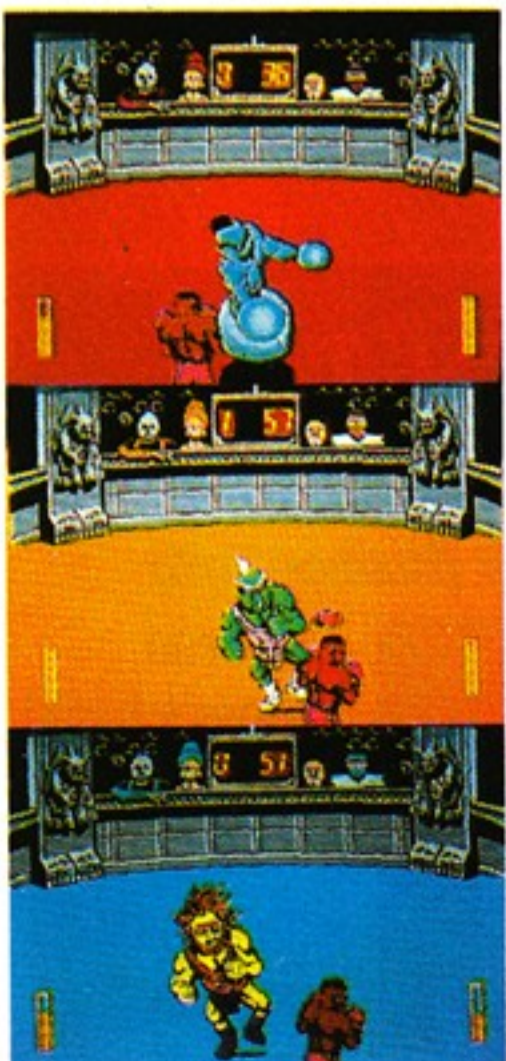


Lock your doors! Those no-good crooks, the Wet Bandits, are on your doorstep and

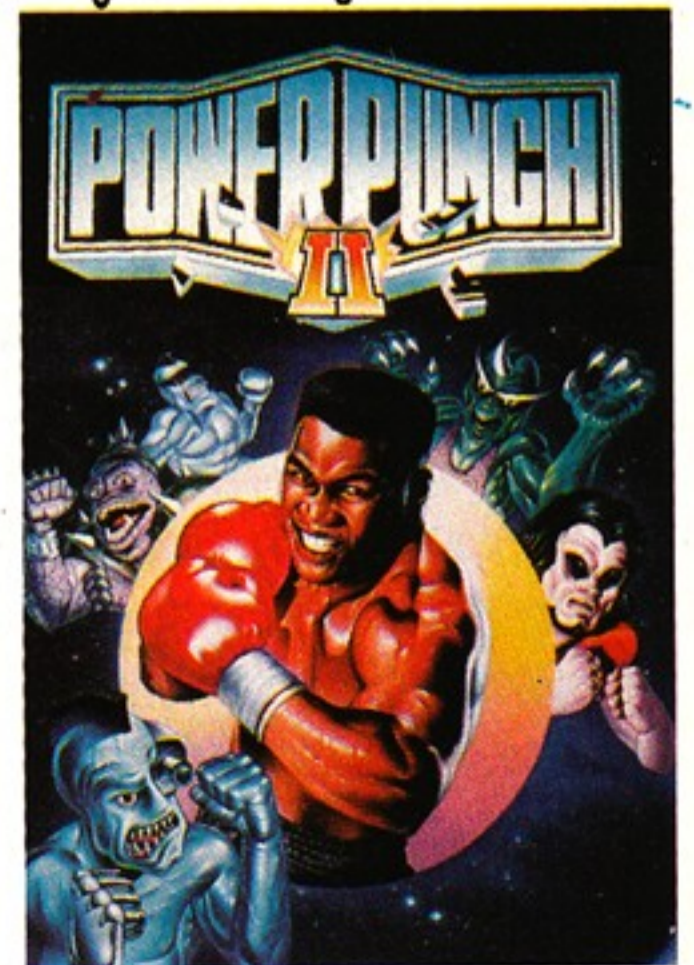


Try hitting this guy below the belt.

Introducing Power Punch II.



The Champ is back! With new super-charged graphics and a ring full of other-worldly opponents itching to re-arrange his face. The competition will be fierce as you shake claws and come out fighting the most vicious mutants, cyborgs and creatures to ever hit the galaxy. Or anything else. Each possess ferocious strength, inhuman stamina and warp drive speed. To walk away a winner, you'll have to use every trick in the book. Power Moves and Punching Tools like super nova jabs, steller upper cuts, and hyper-awesome rights and lefts. Hit the right combination and...POW!...alien heads will roll! It won't be a pretty sight. But as any Heavyweight Champion of the Universe knows-when the going gets tough, the tough get Power Punch II.



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they're after your TV. It's Kevin to the rescue. Assembling wacky weapons from household items, Kev sets traps to make these bumbling robbers turn themselves in. Blueprints of six different houses give Kev a sled-riding start. Who needs Crime Watch? You'll never be home alone.

Available December

TaleSpin (Sega of America)



Quit spinning your wheels and take to the skies in the Sea Duck with Baloo and Kit. Better not

keep your head in the clouds in this 'round-the-world adventure. Don Karnage and his Air Pirates are out to plant their flag on your air ship. Surf the skies for this cart, because it will leave you with a belly full of laughs.

Available now

SNES

Shanghai 2: Dragon's Eye

(ActiVision)



You'll mix and match a pile of decorative tiles throughout the Orient in this Mah-Jongg look-

like. One or two players can join in on the relaxing, but competitive, fun. Be sure to order Take Out, 'cuz you could be Shanghai'd for awhile.

Available December

Super Batter Up (Namco)

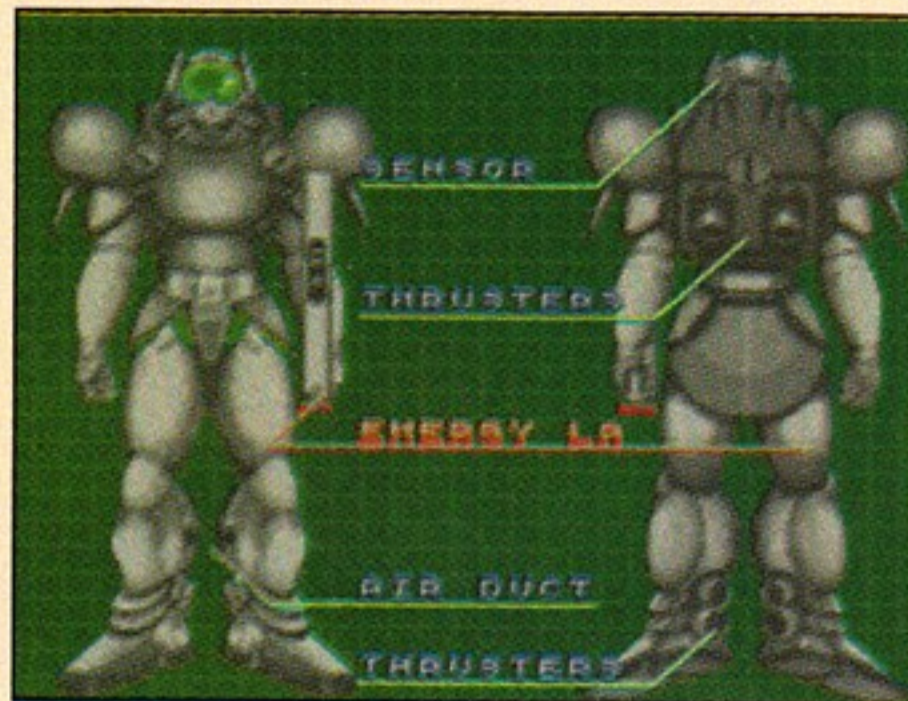


As you watch the World Series, flip on your own baseball game during the Seventh

Inning Stretch. Super Batter Up is licensed by the Major League Baseball Players Association. You choose from 26 teams in the American and the National Leagues. You and a friend can throw peanuts at the screen as you swing for the fences in three

SNES

X-Zone (Kemco)



Dust off your Super Scope. You'll need an infrared shooter to regain control of the Nation's research center whose main computer has gone berserk. The Mode 7 graphics will keep your head spinning as you blast your way through four war zones. There's no turning back! You're in

the X-Zone – that's short for eXterminate, if you didn't know.

Available now



major league stadiums. Smell the hot dogs and take me out to the ball game.

Available now

Best of the Best (Electro Brain)



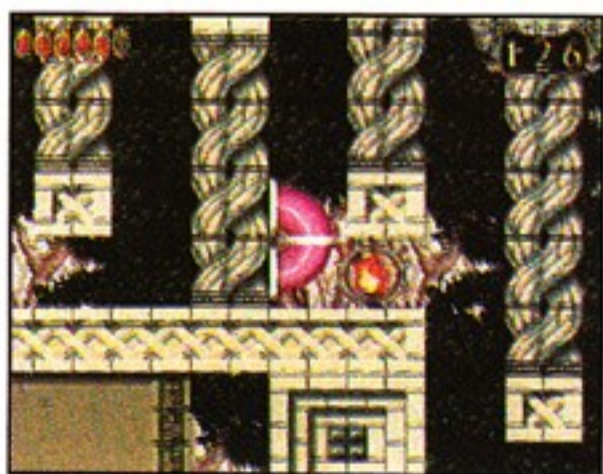
Join the kick boxing world circuit. You're a young master who has spent your last 20 years

kicking your way to the top. The international sport of kick boxing is running rampant on this continent and you're here to prove who's best. Jump into this side-view ring and go for the KO.

Available now

TurboDuo

Somer Assault (TTI)



you must roll head over tail around this side-view screen while keeping enemies at bay. Your search sends you through the

Slink through the Zodiac in this TurboChip shooter with a twist. As a Slinky-like device,

12 astrological signs. Crystals won't be able to help you through these cosmos.

Available December

Samurai Ghost (TTI)



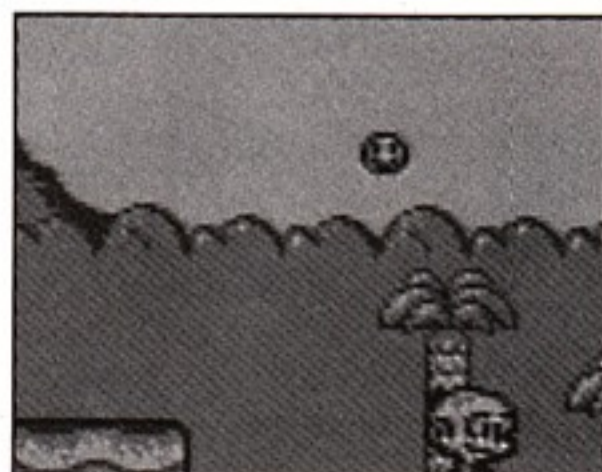
The year is 1199 and the soul of the evil Shogun Yoritomo is not dead. He and his men have

merely retreated to the Darkside to regroup. Grab your sword, samurai, 'cause you're going to travel to the Heart of Darkness in this seven zone, side-scrolling, hack 'n' slash, TurboChip game. Your aim is to make sure Yoritomo's soul never rises. Good Luck.

Available December

Game Boy

Bonk's Adventure (Hudson Soft)



The head banger's back! The prehistoric little dude with a 'tude has been Samsonized –

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AND SURVIVAL INSTINCTS ARE CRITICAL AS YOU PLAN STRATEGIES AND SELECT SECRET WEAPONS TO COUNTER DOZENS OF ATTACKS SPANNING FIVE EXPLOSIVE NEW LEVELS. NEVER AGAIN WILL YOU GET THE CHANCE TO ENCOUNTER A WAR OF THIS MAGNITUDE. SO EITHER CONFRONT CONTRA FORCE OR SUFFER A STORM OF REGRET.



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he's got dangerous hair power. Don't cut it. King Drool's hard to fool and he's kid-napped the Moon Princess. Use your noggin' and get back, get down, and do the Boogaloo with Bonk.

Available Early '93

Game Gear

Super Off-Road (Virgin Games)



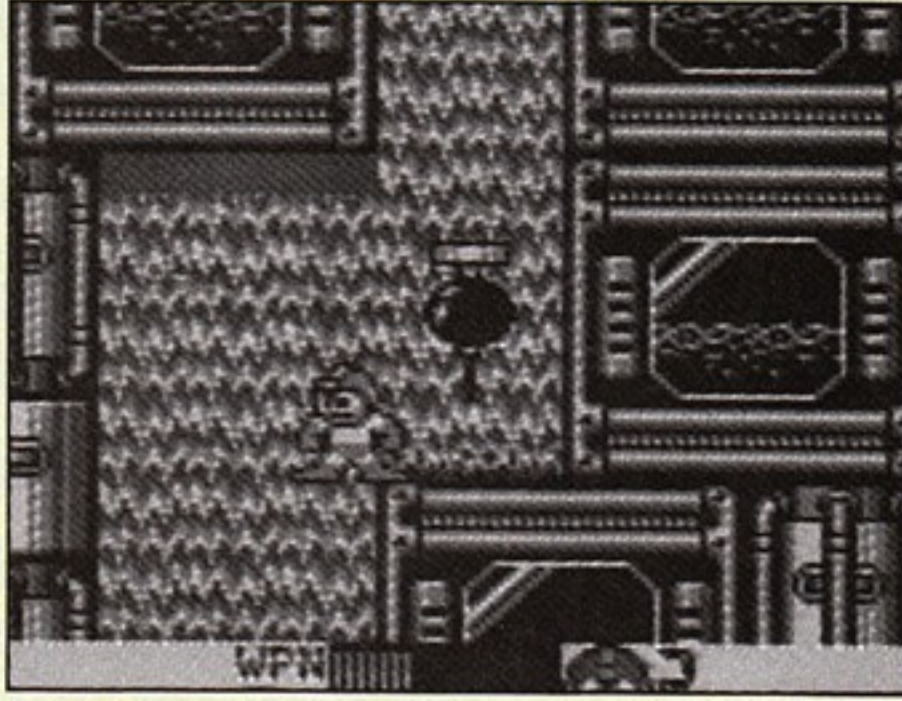
Some mud-slinging road race action is shifting gears and landing in the palm of your hand.

Take this four wheeler for a spin. You should be familiar with these tracks. They've been around the block a few times.

Available January

Game Boy

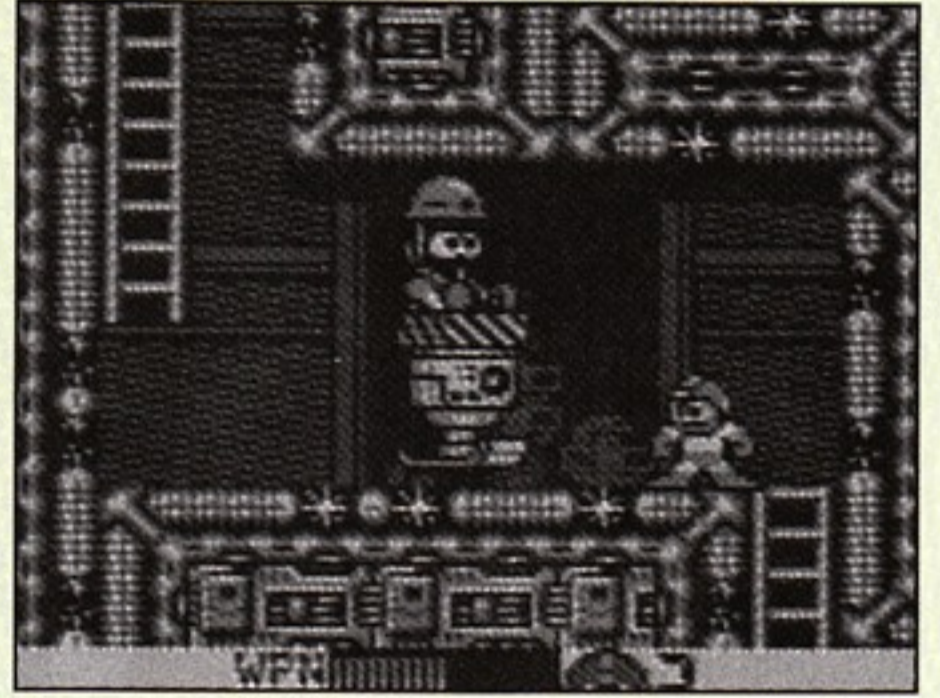
Mega Man 3 (Capcom)



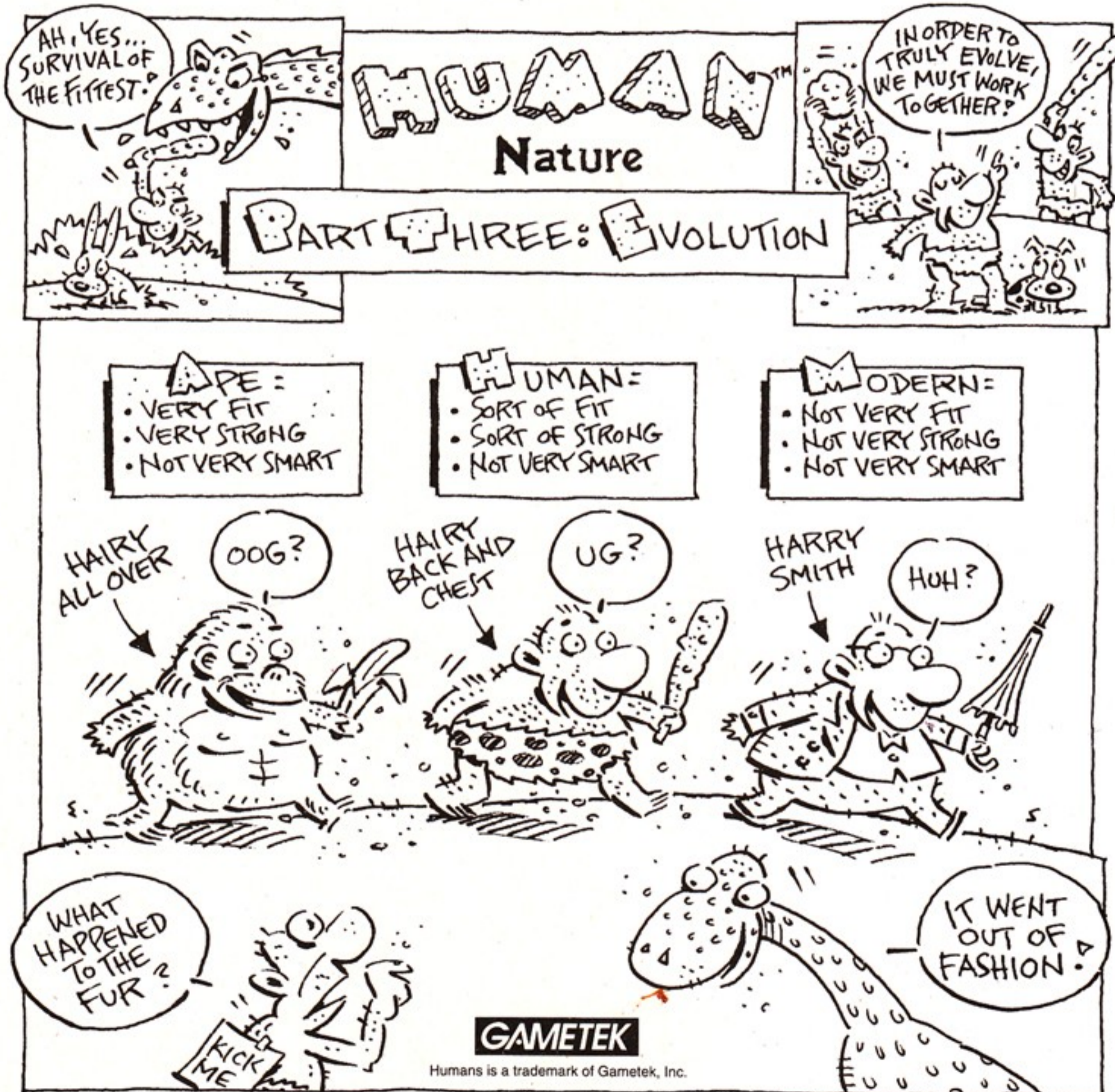
Red Alert, Mega Man fans, Dr. Wily has taken control of an oil platform and he's drilling through the earth's crust. So go up against your favorite enemies, such as Snake Man and Drill Man. Grab their weapons to take on new nemeses, such as Punk and Dr. Wily's Machines. Don't fret, my little musclebound midgets,

you'll have some help from allies Rush and Fliptop. "Come in Mega Man!"

Available January



Advertisement



Humans (Gametek)



Grab your club and beat the bushes. Your task is to advance evolution just one more step. In

this game of survival of the fittest, you must work together to master humanity's great advances, such as wheel building and fire making. Grab your Game Gear by the hair and cave into this cart.

Available December

Lynx

Dinolymphics (Atari)



Cave men had Olympic games way before Barcelona, but you won't see swimming,

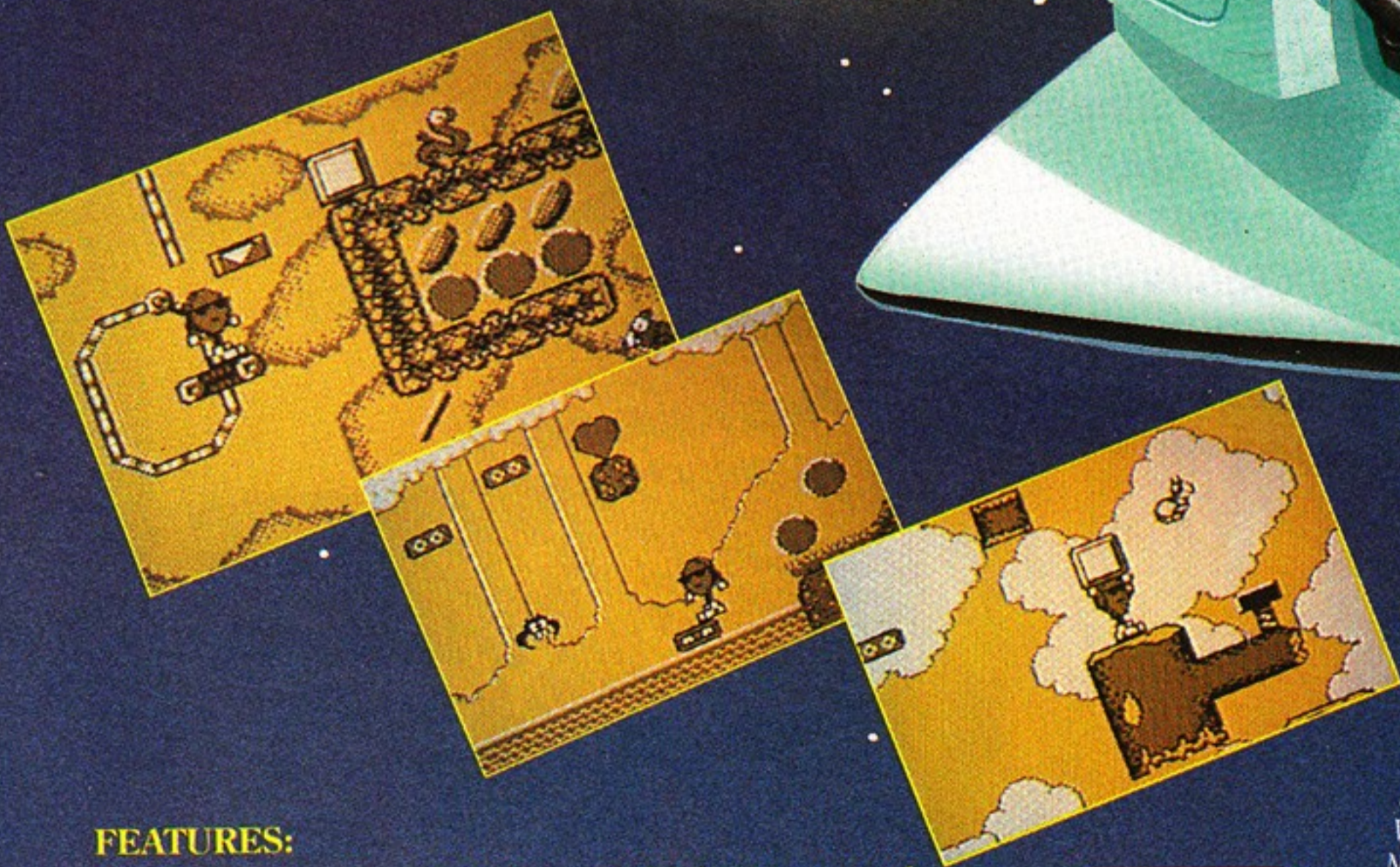
running, and diving in this cart. You and another cave dweller have to work together to survive in these Olympic games. The King and the Shaman will be your cheer-leading section. So pick up your wheels, and let the games begin!



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No Purchase Necessary. Entries must be received by 3/31/93
Adventure limited to \$4,000 for transportation and lodging.
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SWATPRO



Tiny Toon Adventures (Nintendo)

3-Up Starship!



Play as any Toon, except Buster. Collect a Happy Heart for your inventory, and proceed to Elmyra at the end of Level 1-2. At first, avoid her and the exit. Get caught by Elmyra just as the timer counts down to any multiple of 10, such as 160, 170, 180, etc.

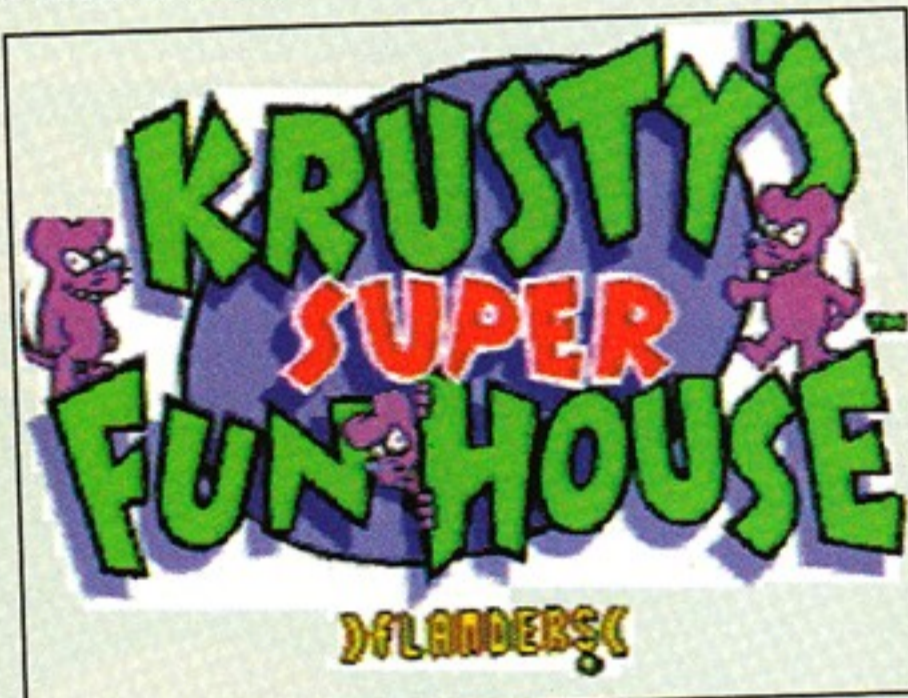


If you do this properly, a bonus Starship stage will appear and you fight Duck Vader! Beat Vader for a 3-up!

Deb Bondurant, Boise, ID

Krusty's Super Fun House (Genesis)

Passwords



Type in these clearance codes to warp anywhere in Krusty's Super Fun House:

- Level 2: WHOAMAMA
- Level 3: FLANDERS
- Level 4: BROCKMAN
- Level 5: SIDESHOW

Juan M. Gonzalez, Inglewood, CA

Gun*Nac (Nintendo)

Level Select and Invincibility!



Good news, gunners, you can now explore any area of Gun*Nac. At the title screen, enter the Config.Sys mode and set the Sound Test to 05. Now you can choose any area in the game!

Julie Freeman, Tampa, FL

Game Genie Codes!

Taz-Mania (Genesis)



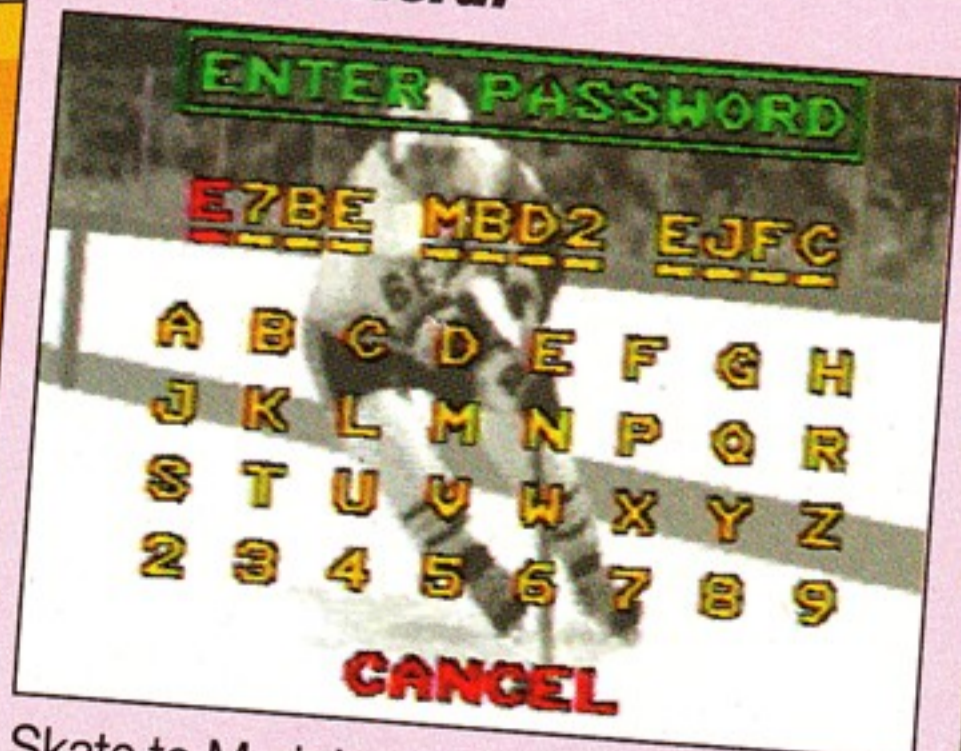
Use these codes with the Genesis Game Genie:

Start with 20 Lives: EAJT-JABY+EAKT-JAB2

60 Seconds of Invincibility after Eating a Star: BB4T-ERAN

Mario Lemieux Hockey (Genesis)

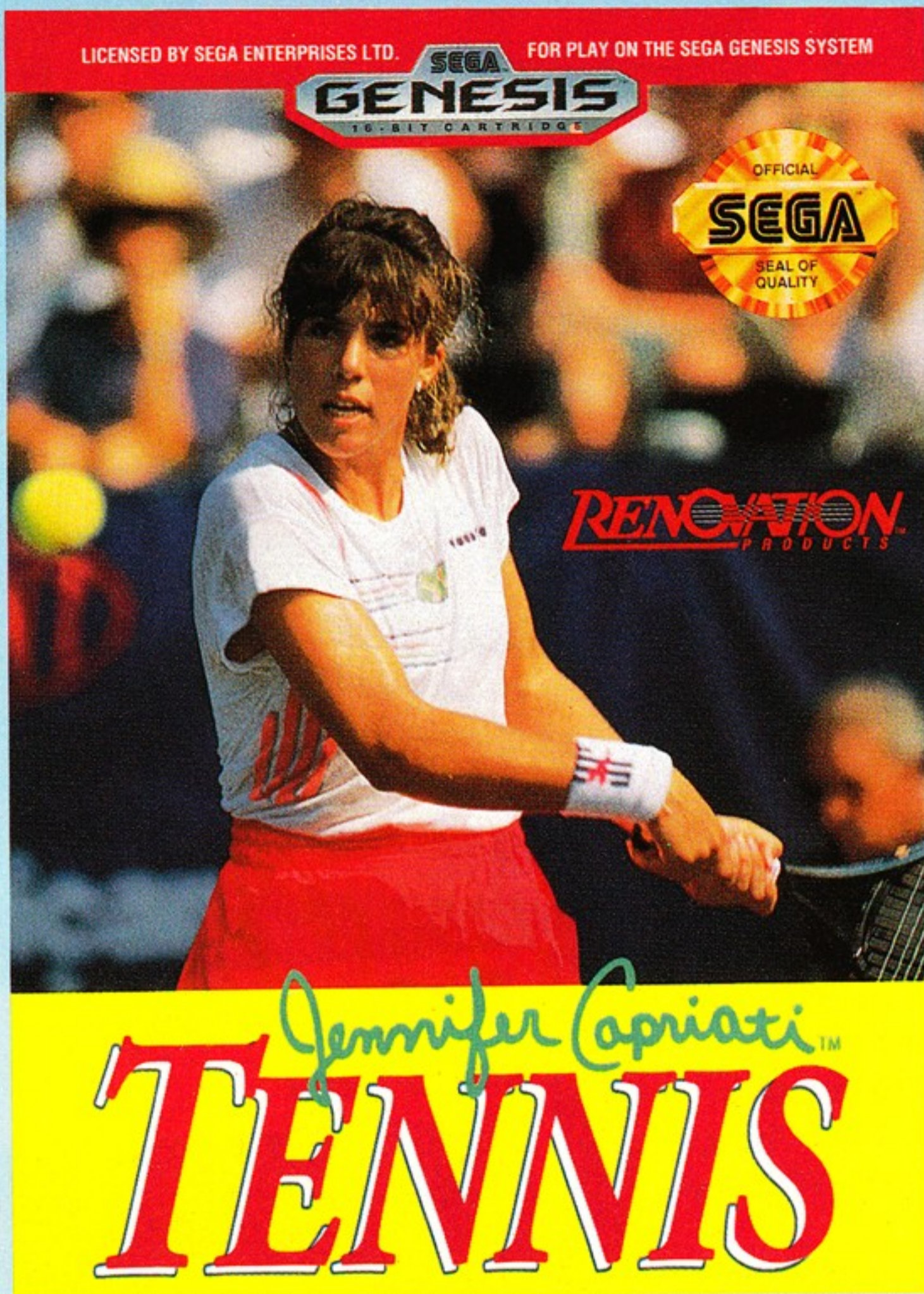
Final Password!



Skate to Mario's final round with this password:

E7BE MBD2 EJFC

Jonathan Boyce, Warwick, Bermuda



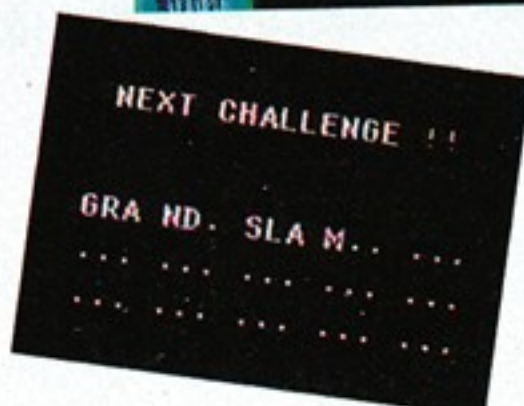
Enter the Jennifer Capriati Tennis Champions '93 Contest and See

Olympic gold medal winner Jennifer Capriati brings together some of the best players in the world to challenge you with power serves, baseline thunder, net volleys and exciting point rallies. All the realism of tennis is here, from the skid of a backhand shot past your opponent to the overhead smash for the match. Even create your own players for the circuit tournaments or just a quick exhibition match to build up your skills. And don't forget doubles because teamwork is always important in professional sports. Looking for a great match of tennis? It's right here in Jennifer Capriati Tennis, from Renovation Products for the Sega Genesis system.

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A Great Match.



What Gamers May Win:

GRAND PRIZE — One (1) all expense paid trip for two (2) to see Jennifer Capriati play in a tournament to be determined by Jennifer Capriati. Also included in the prize is a special meeting and autograph session with Jennifer, plus two (2) Renovation Products T-shirts.

FIRST PRIZE — One (1) free game cartridge from Renovation Products to fifty (50) lucky entrants in the Jennifer Capriati Tennis Champions '93 Contest.

SECOND PRIZE — One (1) free Renovation Products 100% cotton T-shirt to five-hundred (500) lucky entrants.

How To Enter:

To qualify for the Champions '93 Contest, participants must win all four tournaments in Jennifer Capriati Tennis. When a player has won the complete circuit, a champions screen will be displayed with the statement "Congratulations on your great victory!" followed by the closing credits listing the creative designers behind Jennifer Capriati Tennis, plus a special option password. A photo of any of these screens will be accepted as proof of winning the circuits.

To enter, fill in the form or print your name, address, phone number, age and the words "Jennifer Capriati Tennis Champions '93 Contest" on a 3" x 5" card. Then mail your entry form along with a photo of your winning TV screen to: Renovation Products, P.O. Box 641357, San Jose, CA 95164-1357. All prizes will be awarded to qualifying entries in the order they are chosen.

Contest Rules:

This contest is sponsored by Renovation Products and National Mailing Service. Only one entry per person. No purchase necessary to enter. Winners will be notified by mail. Chances of winning are determined by the total number of entries received. Contest ends January 31, 1993. All entries must be postmarked by this date. Only valid in U.S.A. Void where prohibited. Employees of National Mailing Service, Renovation and their families are ineligible to enter. National Mailing Service and Renovation reserve the right to cancel this promotion at any time with appropriate notice. Winners' names and prize information may be used by National Mailing Service and Renovation for promotional or advertising purposes without further compensation.

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Did You Remember
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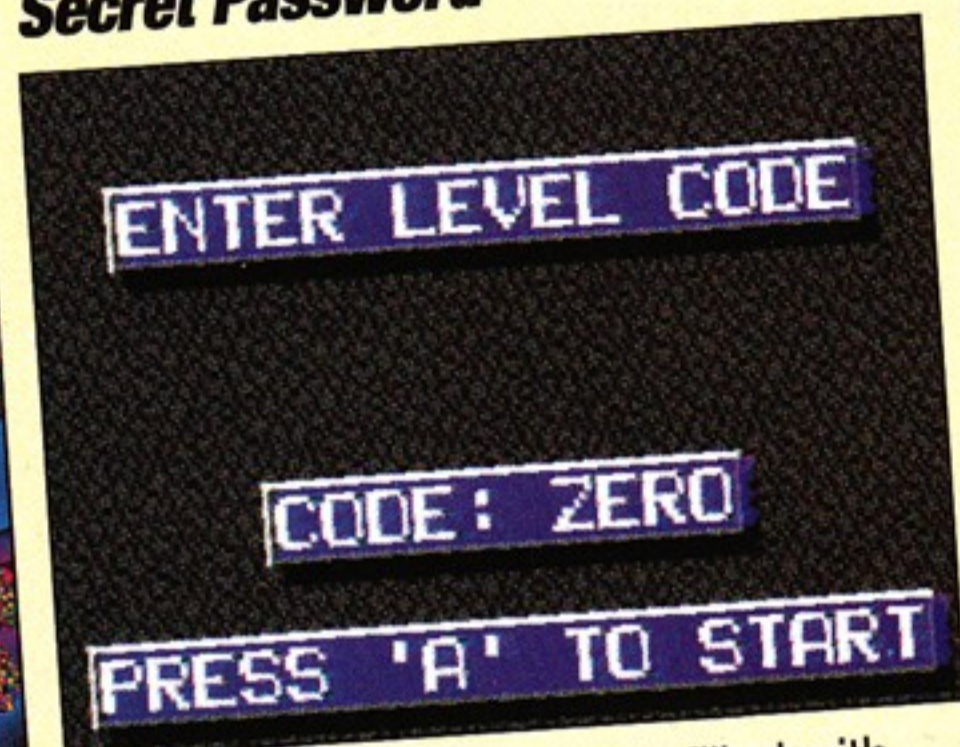
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SWAT PRO



Crystal Mines II (Lynx)

Secret Password



Zap to a secret stage that's filled with treasure in Crystal Mines II. Simply enter this password:

ZERO

Ian Diaz, Salt Lake City, UT

Taz-Mania (Genesis)

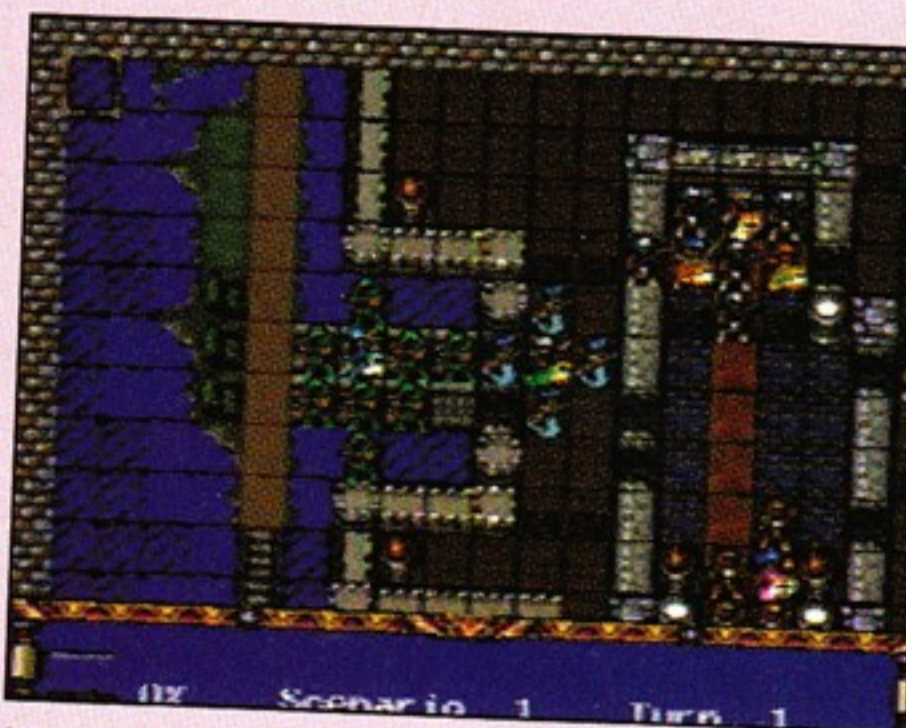
Unlimited Continues!



In the second section of the Badlands, climb to the highest ledge, then move left and grab the 1-up.

Warsong (Genesis)

Scenario Select!



Now you can choose any level in Warsong for the Genesis. Begin the regular game, then press A to reduce the map. Move the cursor to the upper left-hand corner of the screen. Next, move the cursor one space Right and one space Down.

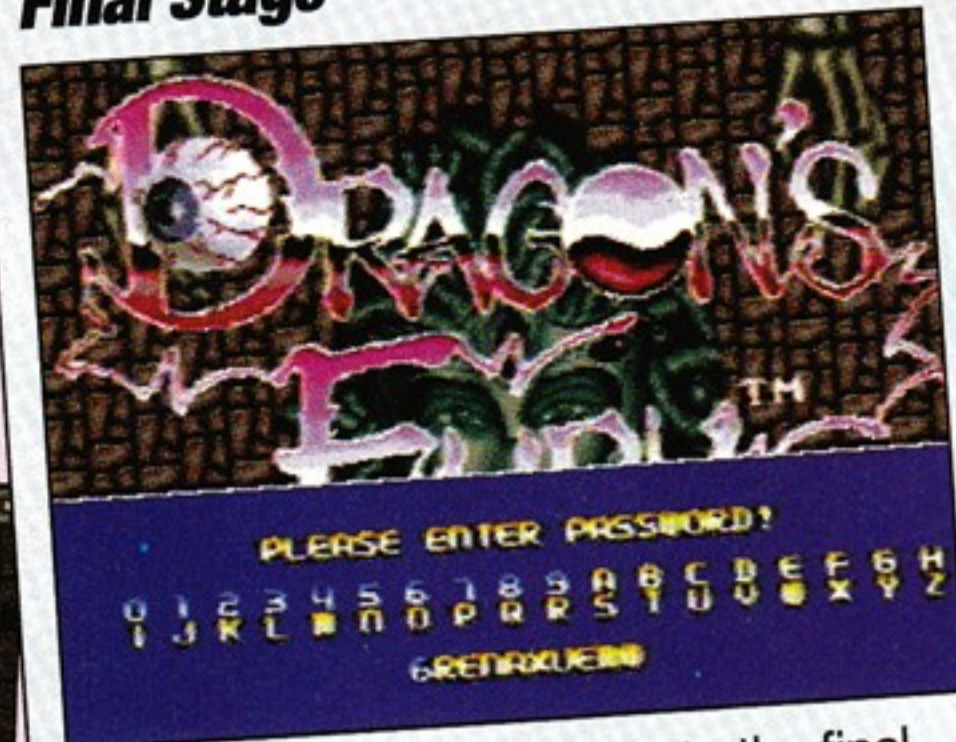


Finally, hold down Button B until a Scenario number appears. Press Up and Down to pick a stage!

Mia Maddalena, Palo Alto, CA

Dragon's Fury (Genesis)

Final Stage



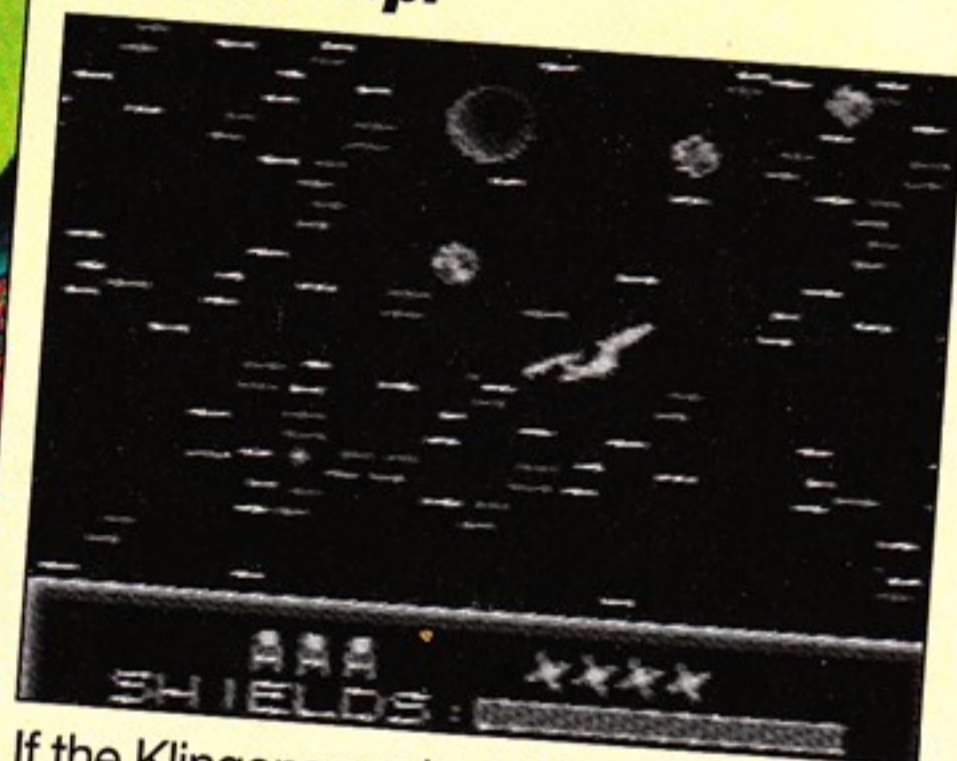
Enter this password to skip to the final stage of Dragon's Fury for the Genesis:

6RENAXUEMW

Eddie D. Crosta, Miami, FL

Star Trek (Game Boy)

Instant Warp!



If the Klingons are breathing down your exhaust pipe, you can warp out of trouble. Simply hold down Left, then press Select for an instant star warp. You can only use this escape once per level.

Simon Reynolds, Tahoe City, CA



Walk right, and you'll find a rock monster. Hop on the monster's head, then jump up and grab the Continue.



Finally, cross the bridge and chow down on bombs until you die. Now repeat this entire process to rake in as many Continues as you need!

John Ozarchuk, Norton, OH



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- GRADIUS III
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- HOLE IN ONE GOLF
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- LEMMINGS
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- PAPERBOY 2
- PGA TOUR GOLF
- PILOT WINGS
- PIT FIGHTER
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- HERZOG ZWEI
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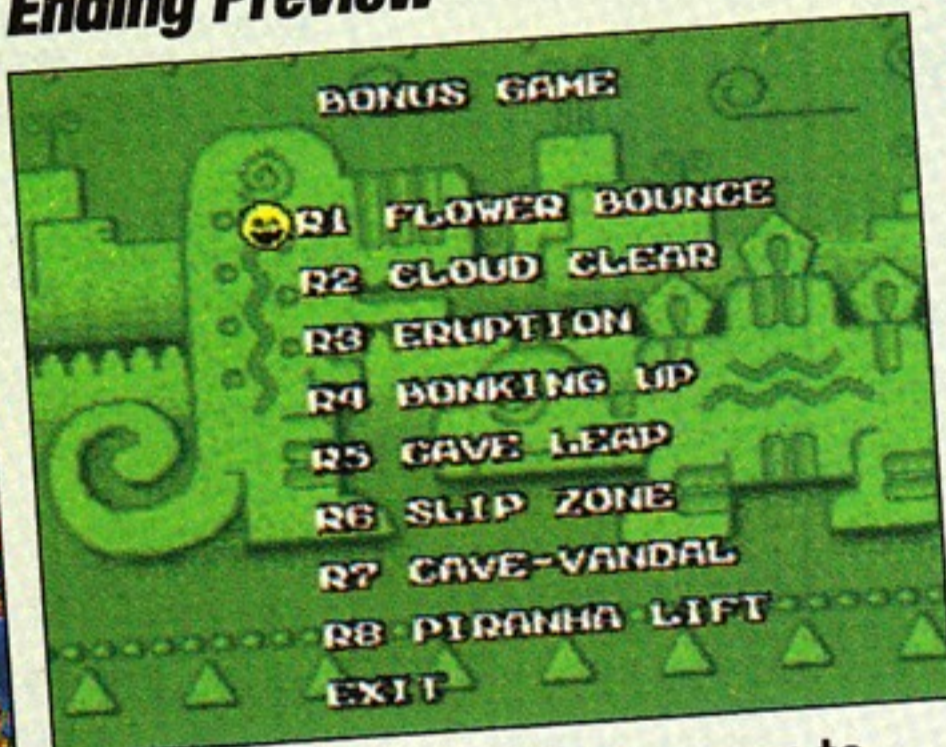
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SWAT PRO

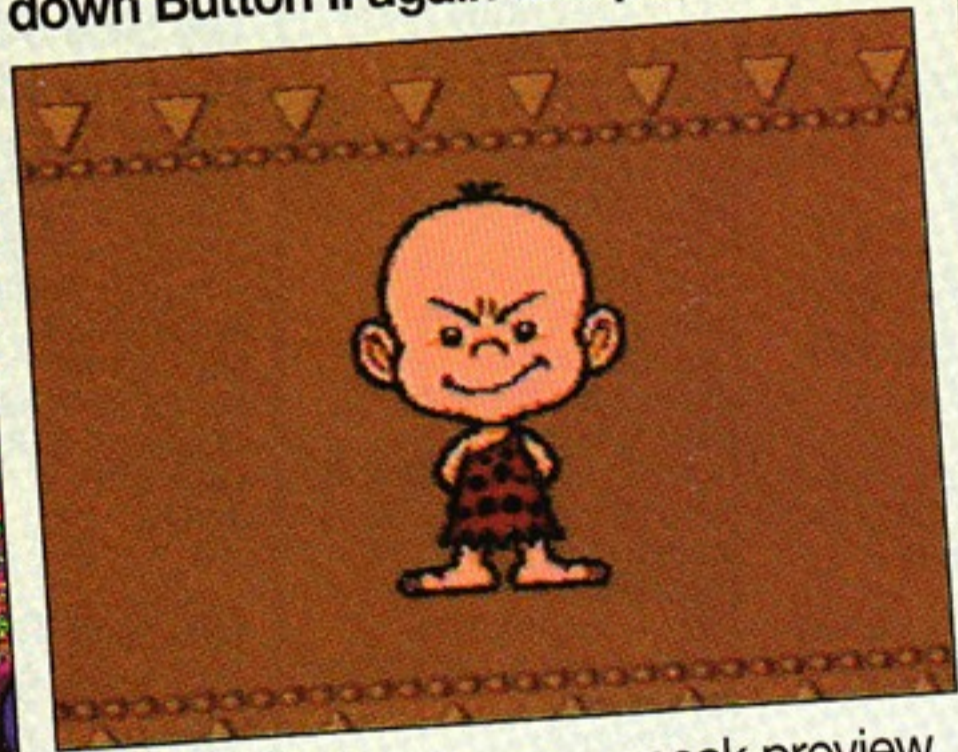


Bonk's Revenge (TurboGrafx-16)

Ending Preview



Wait for the game select screen to appear, then hold down Button II and press Run. You'll enter a bonus game practice menu. Highlight Exit, then hold down Button II again and push Run.



Check it out! You'll see a sneak preview of Bonk's ending sequence.

Cliff Pfenning, Portland, OR

The Legend of the Mystical Ninja (Super NES)

Continue Code



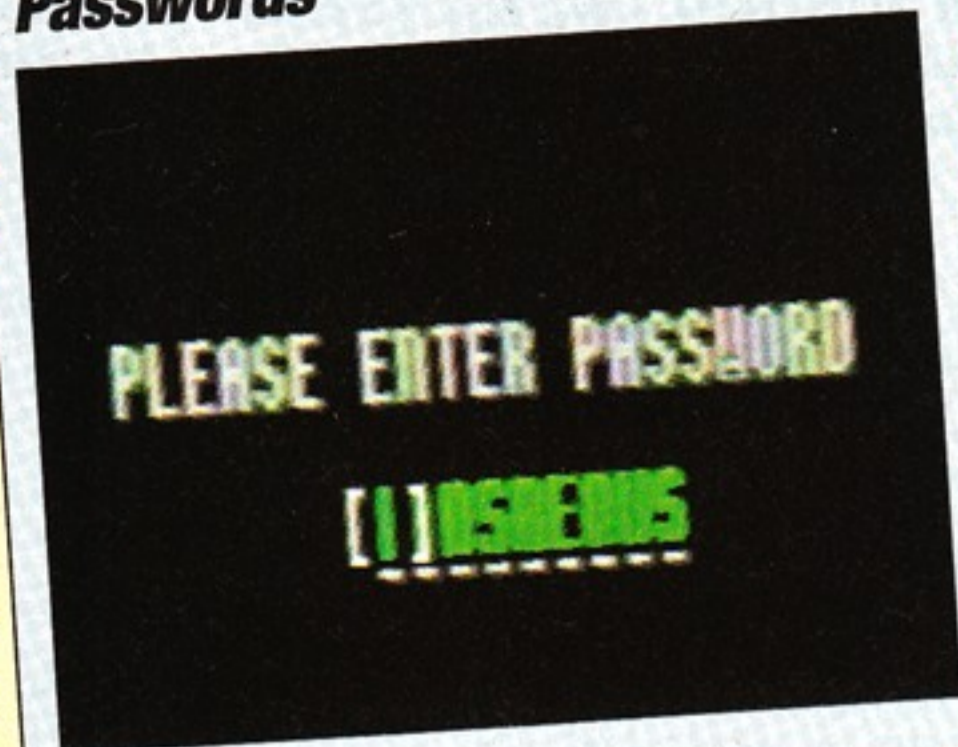
Jump into Mystical Ninja's Level 9 action with this password:

Z+LHd H

Kim-Hahn Hoang, Fremont, CA

David Robinson's Supreme Court (Genesis)

Passwords



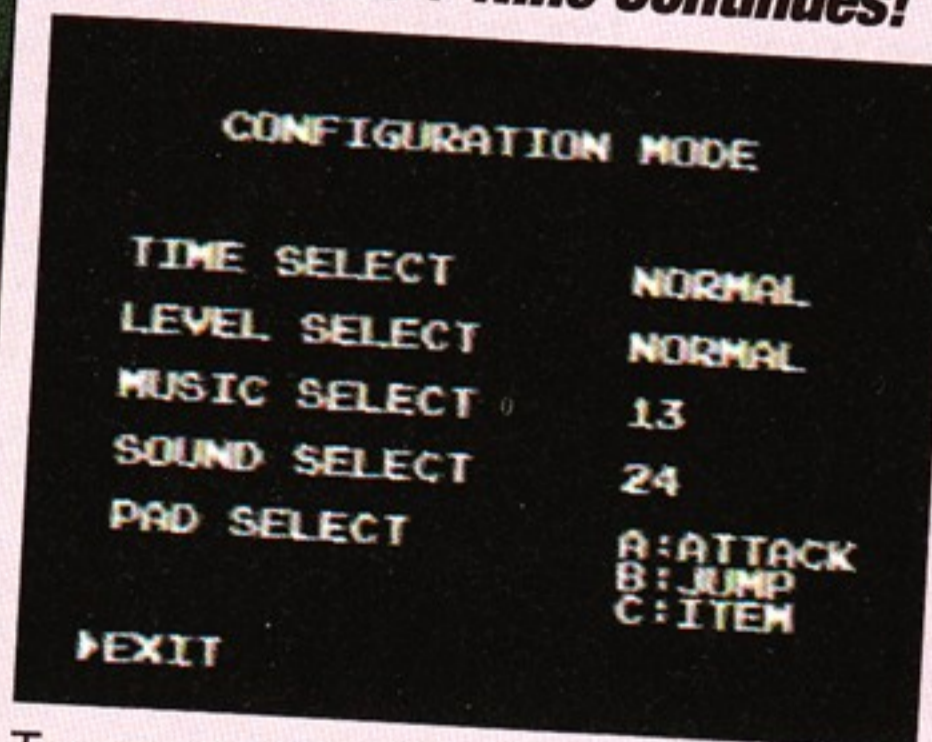
Score! Slam dunk these passwords in David Robinson's Supreme Court and have a ball with this well-rounded cart.

Most Valuable Player: IIDSREQUS
Championship: IIDSREQ3R

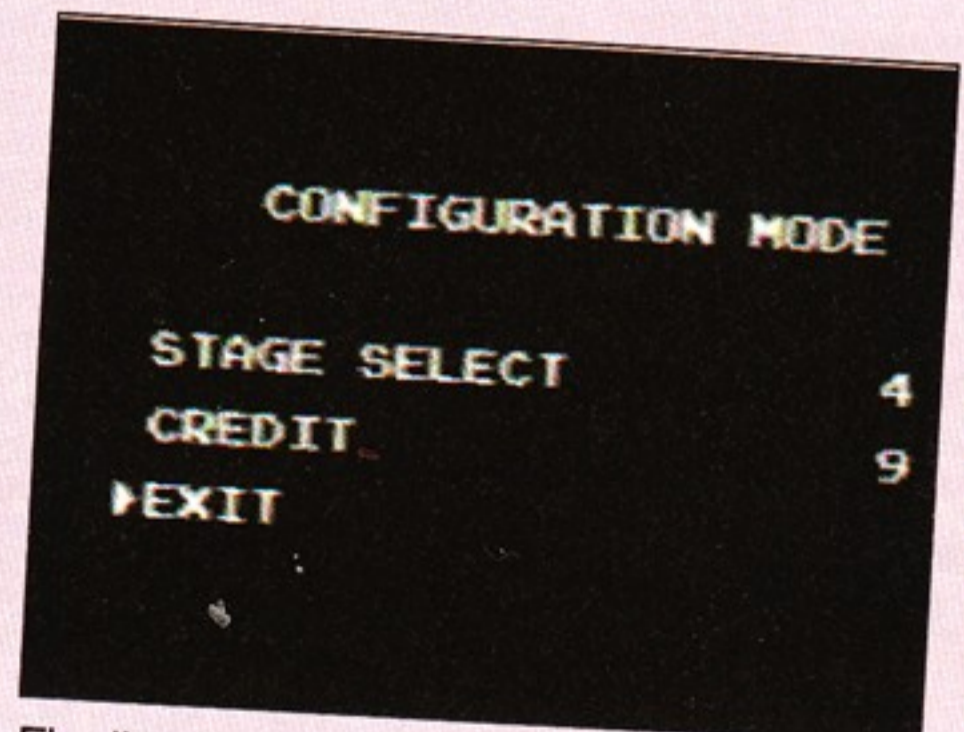
Regino Alvarez Ramos, Cayey, Puerto Rico

Thunder Fox (Genesis)

Stage Select + Nine Continues!



To arm yourself with nine continues and a round select in Taito's Thunder Fox, do the following: At the title screen, push Start to enter the game select screen. Choose the Configuration mode. Move the cursor to Music Select and press Button A 13 times. Then move the cursor to Sound Select and press Button A 24 times.



Finally, move the cursor to Exit and press Button A, then Button B, and finally Button C. Choose levels and add continues with Button A!

Larry Wright, Chicago, IL



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SWATPRO

TIPS-TACTICS
PASSWORDS

Super Star Wars (Super NES)

99 Lives!



Fight your way to Stage 5, the Land of the Sand People, and keep moving until you reach the second platform-jumping section.



Inside the cave, shoot the sky with your phaser to load up on five free Luke lives!



Fall off the cliff and hook left to land safely in a cavern.



Now kill yourself, then repeat this process again and again to max out your extra lives count.

Bubonic the Blowfrog, The Swampy Offices of GamePro

Magic Sword (Super NES)

Level Select, Bonus Health



Here's an enchanted trick that will get your blade slashing in Magic Sword. Highlight the Exit entry in the Options screen, then hold down L, R, and Start



Now you can select your starting vitality and the game's level.

Eve Talbott, San Francisco, CA

The Legend of Zelda: A Link to the Past (Super NES)

Maximum Cash!



You can stock up your rupee stash with this easy technique. Simply find a cave with free money, grab all the rupees, and leave. Return to the cave and rake 'em in all over again.



This is particularly effective in the cave under the large rock outside of the Desert of Mystery's entrance. Other easy cash flow sources include the games of chance that are located throughout Hyrule. Look in the Lost Woods for a high-stakes, high-reward game that you can use to earn mucho dinero, no problemo.

Ryan Pohlman, Naperville, IL

Do You Have a Secret Weapon?

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SCORE BIG



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1 Grand Prize— 27" TV set plus a stereo system plus a Super Nintendo system, plus a SUPER ADVANTAGE® from Asciiware™!

1 First Prize— a Super Nintendo system, a SUPER ADVANTAGE® from Asciiware™ and a Nintendo Game Boy plus all Namco SNES and Game Boy games released by December 1992!

5 Second Prizes— all Namco SNES and Game Boy games released by December 1992.

15 Third Prizes— one each of Namco SNES and Game Boy games.

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1. On the back of the **Super Batter Up** box who is up to bat for Oakland? _____
2. What's the score shown in the Post Game Show on the back of the **Super Batter Up** package? _____
3. What keeps you close to the action in **Wings 2-Aces High**? _____
4. What three types of missions do you perform in **Wings 2-Aces High**? _____
5. Name **Dig Dug's** enemies. _____
6. Name two weapons used in New **Dig Dug**. _____

No purchase necessary to enter. One entry per person, please. Your answers must be correct to win. Your entry must be postmarked no later than February 1, 1993. Winners will be randomly drawn from among eligible entries on February 15, 1993. Winners will be notified by mail. After February 28, 1993, you can obtain a list of the winners by sending a self-addressed stamped envelope to the Namco Hometek office. Prizes are limited to one per household. Winners are responsible for all taxes. Void in Canada and elsewhere prohibited by law. This contest is subject to all federal, state and local laws and regulations.

Send all entries to Namco Hometek, Inc. Attn: Score Big



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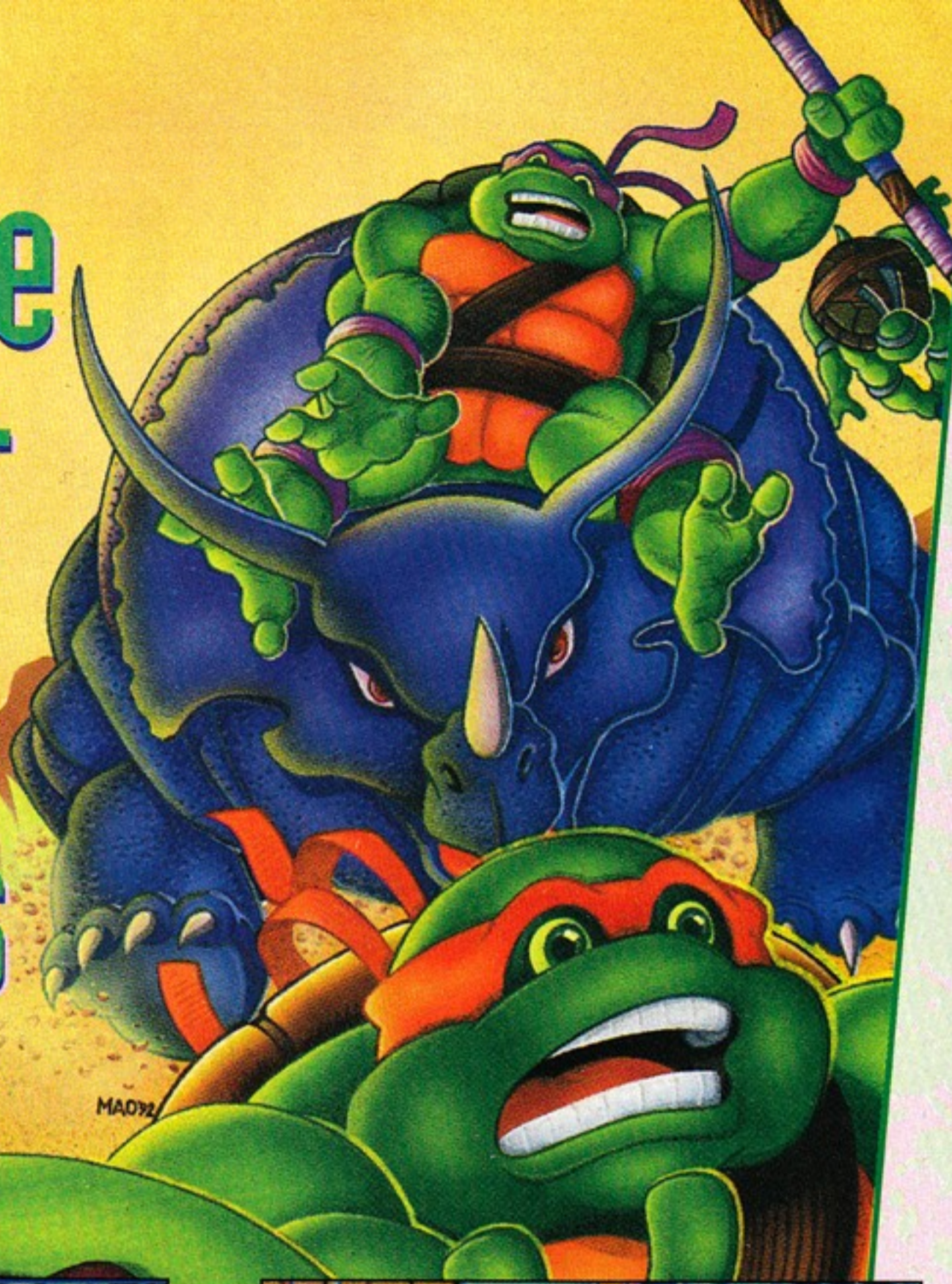
GAME BUSTERS



By Boss Music

When Shredder sends the Turtles back in time, it looks like our half-shelled heroes are finally history. Never fear, Turtle power is here! If you manage to cow-abunga your way to the end of this cart on the Hard difficulty setting, you'll give 'em shell with a special ending.

Teenage Mutant Ninja Turtles IV



1) **PROTIP:** Lie low when Krang's brain swoops at you. Then leap and nail his back with your float/swing maneuver.



2) In the final shell shock, Level 10, you run into Shredder and he's ready to dine on Turtle soup. He's swallowed a tube of mutant goo, and now there's no turning back!



3) **PROTIP:** When Shredder surrounds himself with a yellow wall of flame, step lively. He's about to toast your toes! Jump up and over the flames just as he pitches his arm.



4) **PROTIP:** If Shredder puts up a wall of blue flame, he's firing up his mutant powers to transform you into a normal pet turtle. Dodge under the blue shots, then trap him in the corner and wail away.



5) **PROTIP:** To topple Shredder, use continuous jump kicks and super moves in-between his heat wave attacks. Two players working together can outlast him!



6) After saving the Big Apple, the Turtles kick back and watch as the Statue of Liberty's restored to her rightful place on Manhattan island. Then, they catch an airlift aboard the Turtle Blimp with their favorite female reporter, April O'Neil.

THIS GUY'S BREATH COULD KILL YOU!

GOOD THING HE'S ON YOUR SIDE!

Forget the mouthwash! Firebrand, the last remaining guardian of the Ghoul Realm, must use his sizzling breath to save the empire. An unknown army has swept across the realm, smothering it in darkness. As Firebrand, you must incinerate your enemies as you find your way through the darkened realm. Ghouls everywhere will be counting on you! For once, bad breath is something to be proud of!

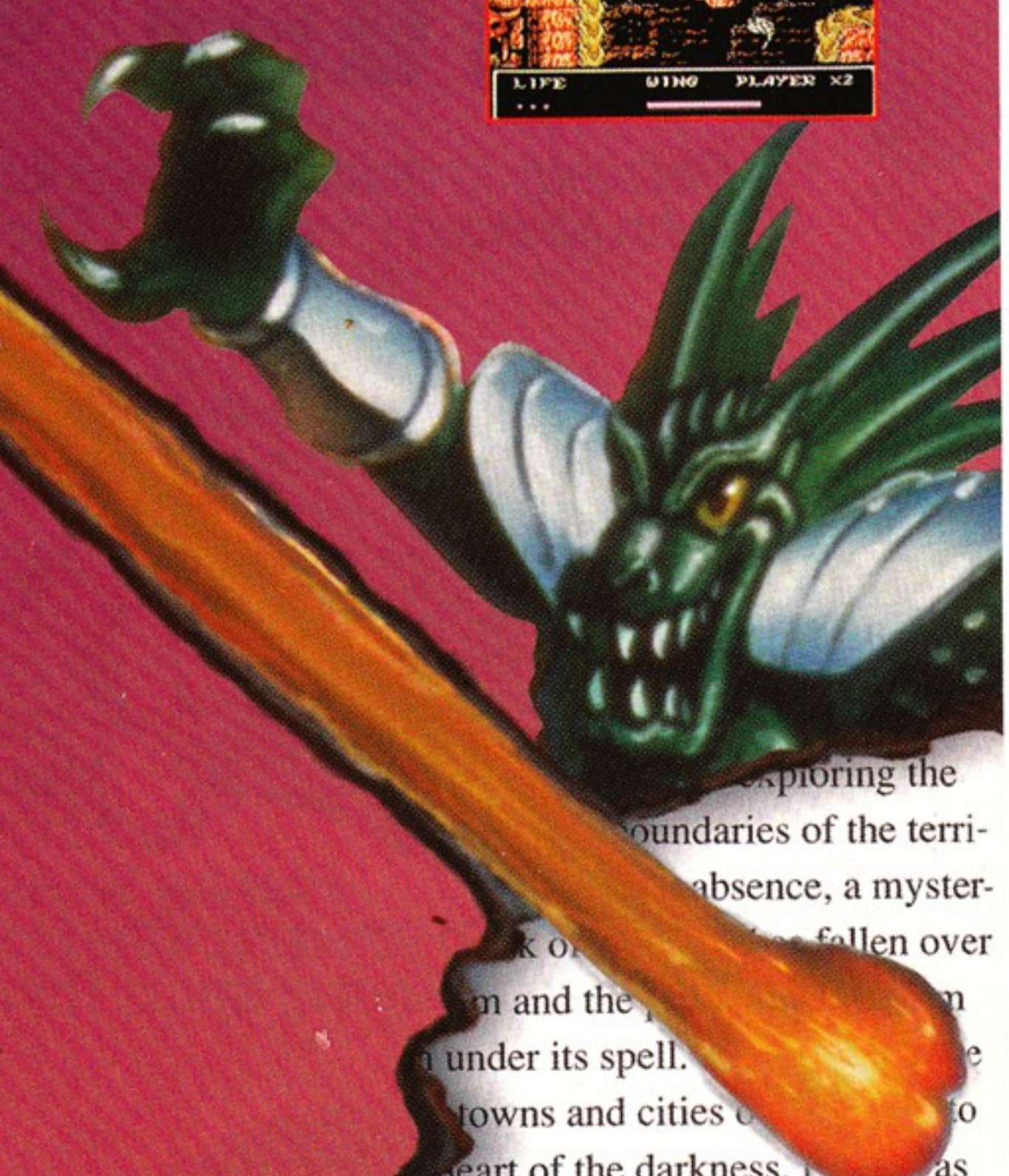
Fly through the realm and fry your enemies!



Search through the village for critical clues.



Sink your claws into walls and ceilings as you go.



Exploring the boundaries of the territory, in the absence, a mysterious force has fallen over the land and the people under its spell. The towns and cities of the heart of the darkness. The last gargoyles. The hero can jump, fly through many treacherous stages containing ghouls and other creatures. The hero is in search of magical items in the cities and towns.

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Plus the '92 All-Madden team and his Greatest Ever squad.

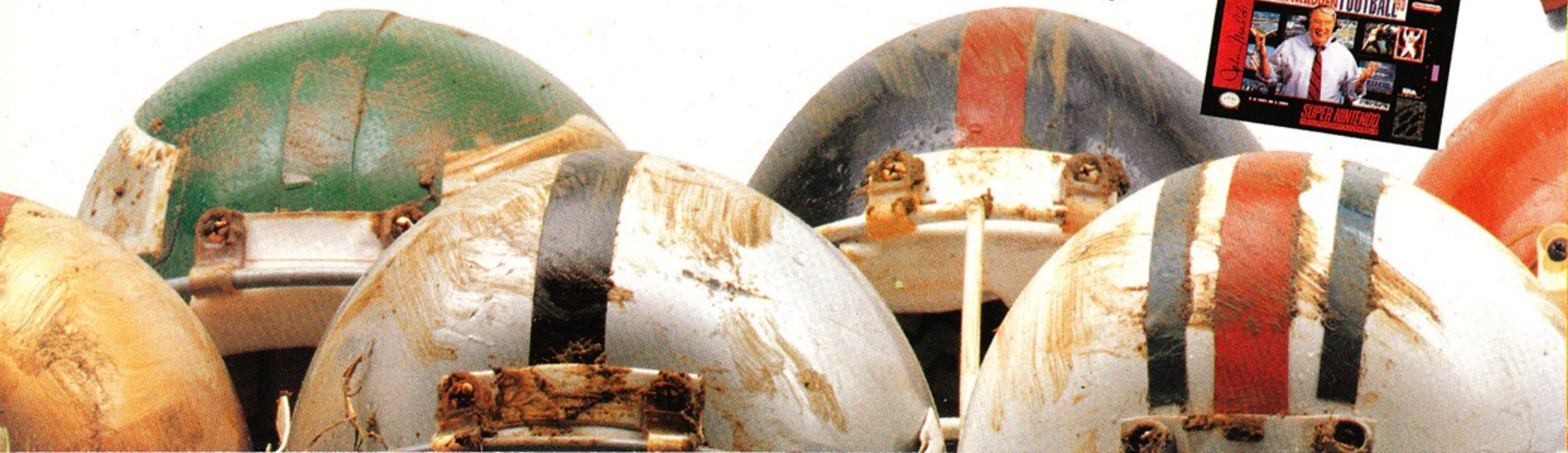
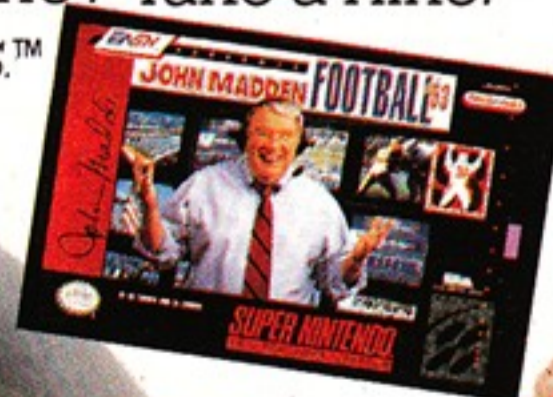
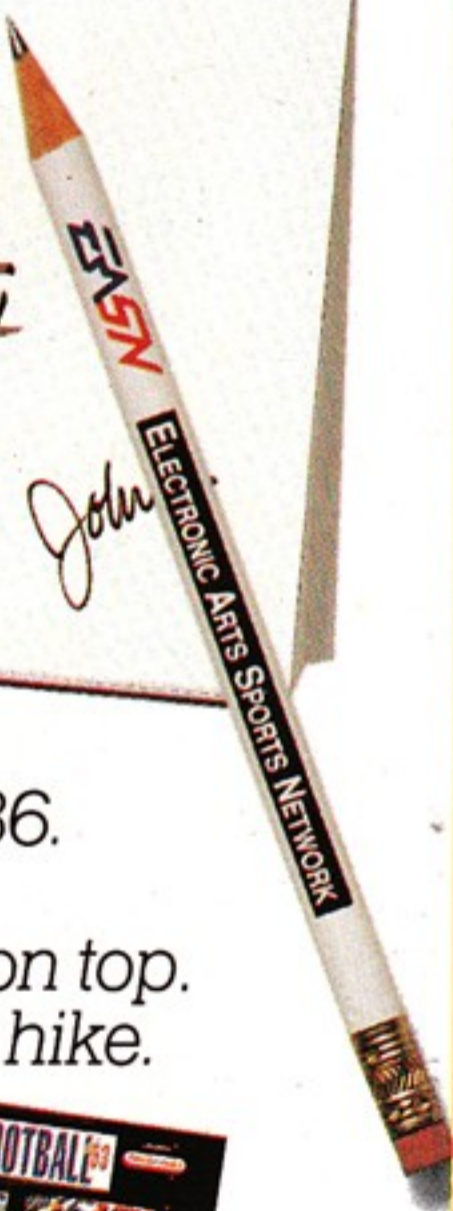
So you can pit the Hogs against the Steel Curtain. And see who lands on top. In all, thirty-eight different teams. Think you can find a more hard-hitting game? Take a hike.

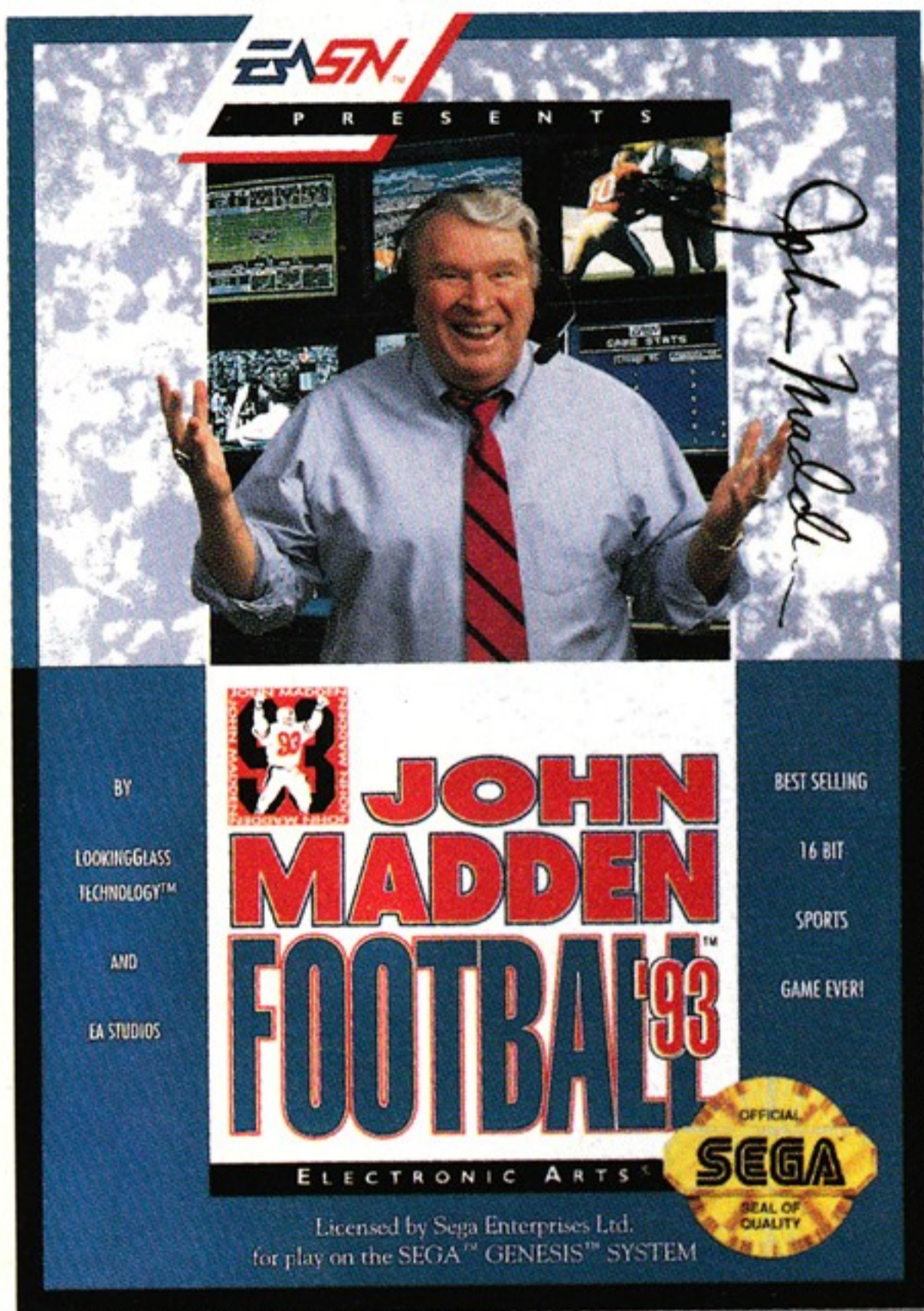
Now available on Super NES.™

8 GREATEST TEAMS

- MIAMI '72
- OAKLAND '76
- DALLAS '77
- PITTSBURGH '78
- WASHINGTON '82
- SAN FRANCISCO '84
- CHICAGO '85
- NEW YORK '86

Here are my picks.



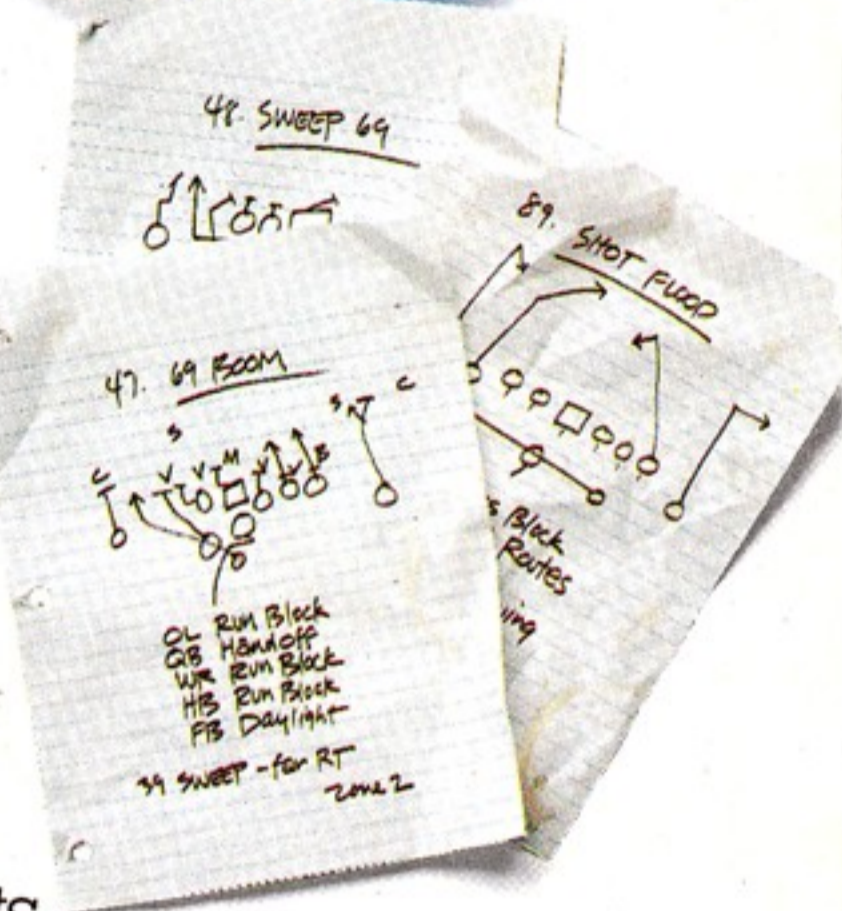


Talk about a game with Madden written all over it. Madden '93 has yards of plays. A total of 125 including new audibles. Each from the pen of John Madden. Including the no-huddle offense and a quarter-back kills the clock play.

It's a game of match-ups—Madden's brand of football. Each team scouted by the man himself. Battery back-up saves game and player stats through the playoffs. Make the right match-up at every position and you'll go all the way.

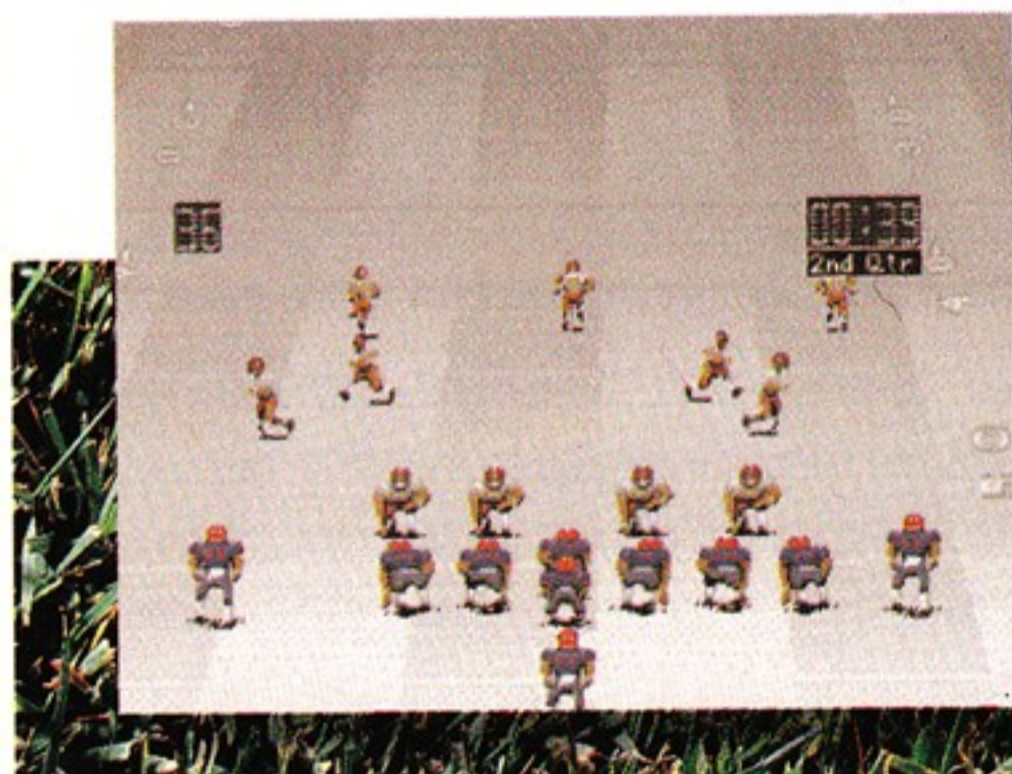
The action's never been more explosive. Shoestring catches. Clothesline tackles. Head butts. Defensive shifts. Safety blitzes. Taunts.

The more intense the action, the more excited Madden gets. Blasting out comments like "Boom!



Madden's playbook has some big surprises. Get caught in the wrong formation and you'll get burned.

"Where'd that truck come from?" It's the true personality of football.



Call the no-huddle offense and you'll give an out-of-position defense the slip. Especially if it's a snowy day in Buffalo.



With head butts and shoestring catches, this game definitely has all the right moves.



A split play-calling screen keeps the other side of the line on its toes. Tougher computer opponents keep you on yours.

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DEATH DUEL

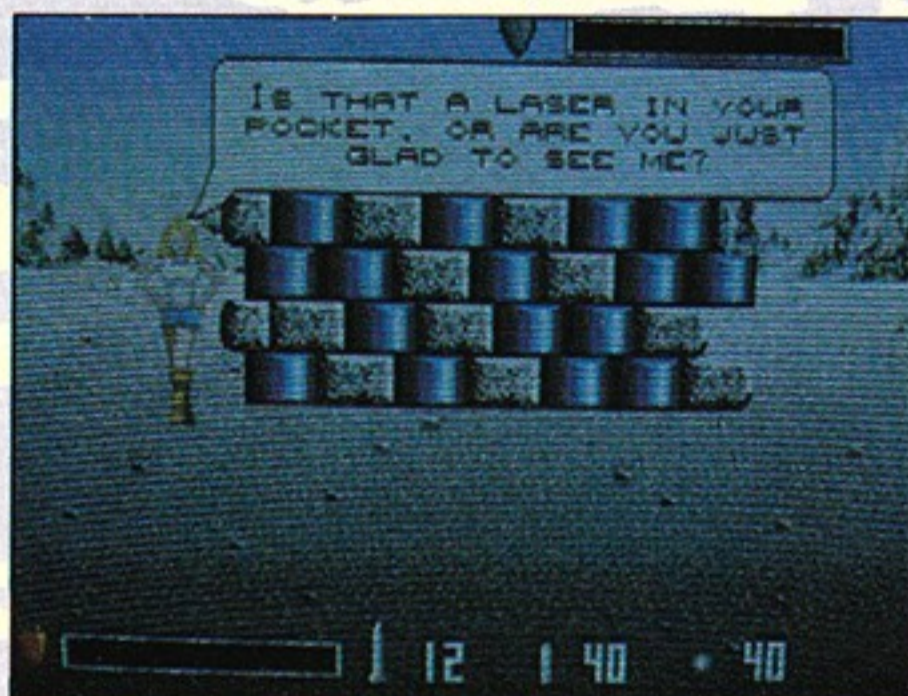
STRATEGY GUIDE

Anyone who takes on Death Duel by Razorsoft (see ProReview, GamePro, October '92) and thinks it's a shooter will find out in short order why the

game's called "Death Duel." Ten galaxies have sent one elite warrior each to claim control of the galactic spaceways. You have been selected to defend the Federation.

Warning: This game gets messy! Each duel allows you the opportunity to dismember your hapless opponent. Precision blows delivered by your vast arsenal will result in a gruesome exhibition of severed limbs. Some opponents reattach their now lifeless limb while others use it as a very effective weapon.

Here's the lowdown on your extraterrestrial competition through Level 4.



Don't be fooled by weak come ons.




The arms dealer's got the hardware you need. Spend your Pheelae wisely, and think twice about his "bargain basement" items.



The Cyborg Graveyard is full of foolhardy fighters.

Shanox Moisail (Level 1)



Name : Shanox Moisail	Strength : 83
Age : 529	Agility : 81
Race : The Krag	Victories : 12

Offensive Techniques:

Shanox the Krag has the unique ability to regurgitate his own intestinal fluids. Although this is extremely distasteful and disgusting, almost any substance will slowly disintegrate when it comes in contact with this acid drool. Needless to say, his weapon is NOT very accurate. Use this handicap against him by moving constantly.

Defensive Techniques:



Shanox's defense is simple but effective.

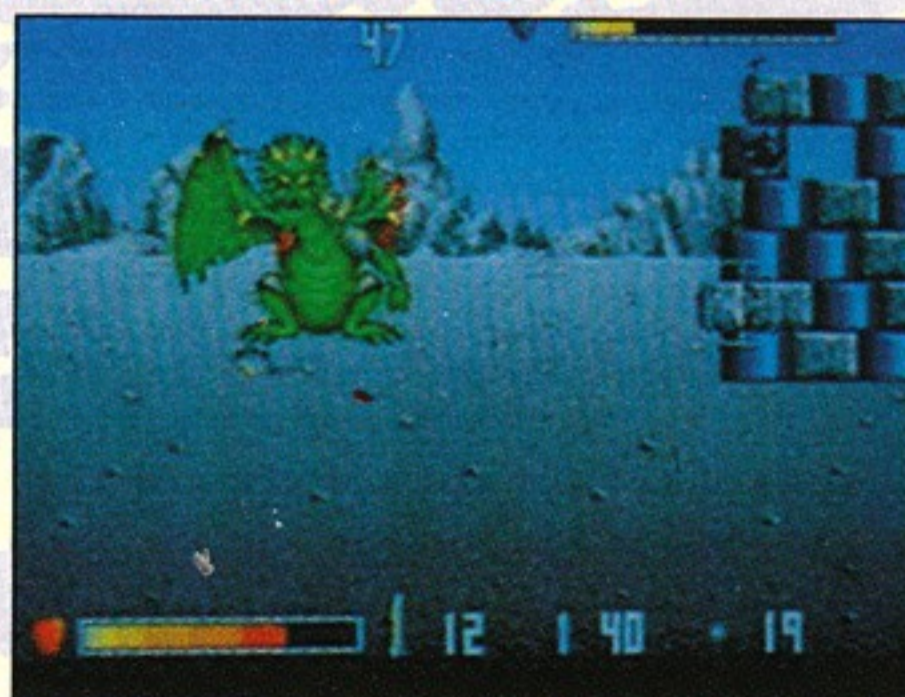
Flying from one end of the dueling grounds to the other is Shanox's unimaginative defensive philosophy. However, only the most skilled warrior can blast him in midair. So, it's probably best if you clip his wings before he takes to the sky.



Shoot fast. Shanox regenerates limbs quickly!

Shanox isn't too bright, but even he realizes the advantages of hiding behind blast barriers. It's wise to immobilize him with a shot to the legs. Beware! Shanox regenerates his limbs and he can restore his fighting capability nearly 100 per cent.

Special Techniques:



Unfortunately, even two heads aren't necessarily better than one.

Krags possess two brains. Even a well-placed missile to the head won't stop him. Also, he can regenerate amputated limbs almost as fast as they hit the ground.

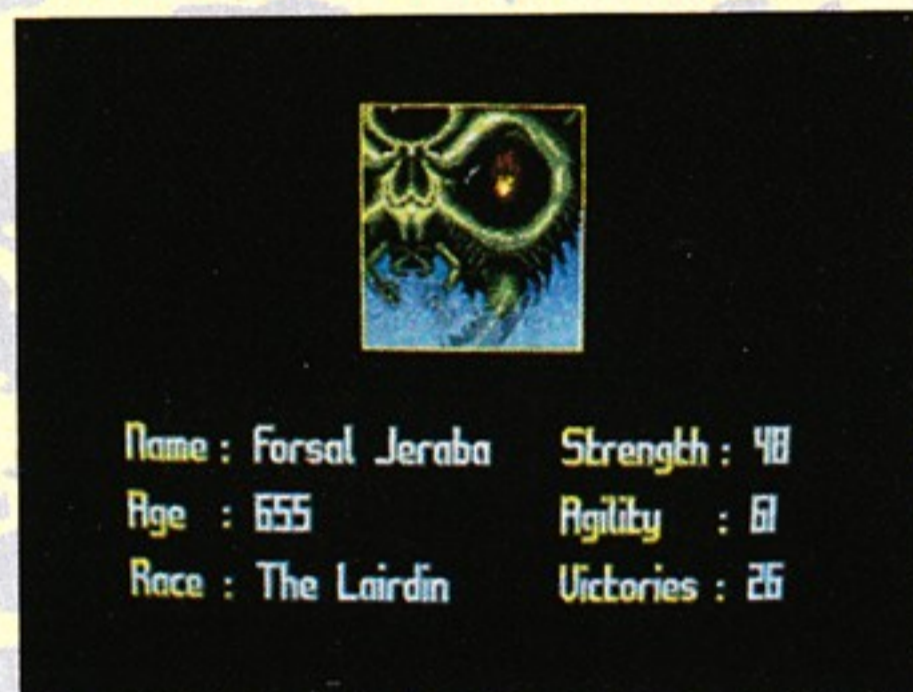
PROTIP: As with many of the opponents, you get bonus Pheelae (money) for mutilating Shanox. If you immobilize him, take out a few of his limbs. Don't spend too much time carving him up. Time and ammunition are a wastin'.



Watch the eyes!

PROTIP: If you're concerned about your defense, watch Shanox's eyes for an indication of when he's going to fire.

Forsal Jeraba (Level 2)



Watch out for the Pod Launchers.

Offensive Techniques:



Forsal's fast, very fast!

Forsal is no insignificant mutant insect. He's wasted 26 opponents in only two years on the Death Duel circuit. Killing is his profession, and nature's equipped him with the right tools for the job. Four chemical pod launchers reside in his scorpion-like tail. Two or three hits by these babies and you're bug food.

Defensive Techniques:



Keep shooting until you're sure he's done.

Like most of the Lairdin race, Forsal is very agile. Speed and agility are his first line of defense as he scurries from wall to wall avoiding attacks. You may find using an Energy Ring to target your other weapons against Forsal's vulnerable parts is the fastest way to dust him.

Special Techniques:



Forsal is a tough bug to squash. He takes a lickin' and keeps on clickin'. His tenacity will sap your ammo, so shoot straight or you're fly food.

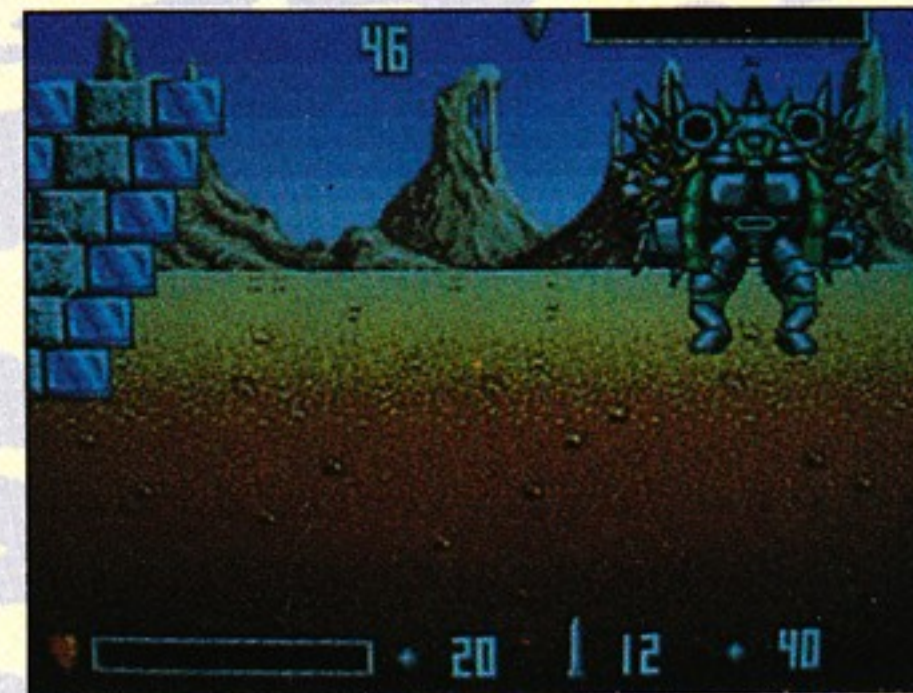
PROTIP: Forsal must open his tail casing to release his chemical pods. Time your shots to strike the open casing before it closes.

PROTIP: If you begin to run high on damage, run from Forsal and use your armor regeneration capabilities. This defensive tactic is useful against any opponent, but you must balance regeneration with the loss of time-bonus Pheelae.

Krax Xarkton (Level 3)



Offensive Techniques:



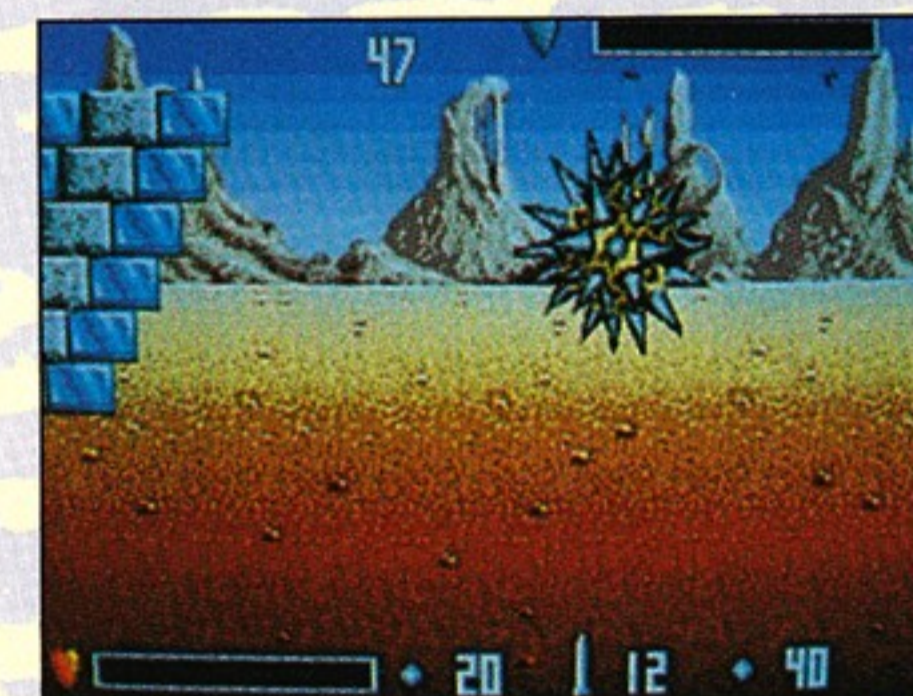
Krax looks formidable.

Krax attacks with a combination of four electroplasmic field launchers. That may sound impressive, but their bark is worse than their bite.

Defensive Techniques:



Now you see him...



...now you don't.

Defense is where Krax reigns supreme. What Krax lacks in offensive firepower, he makes up for in strategy. He prefers to retreat into his indestructible Pruchonian shell rather than fight a well-armed enemy like you. Krax tries to win by exhausting your supply of time and ammo. Don't let him frustrate you. Be patient and precise, and victory will be right around the corner.

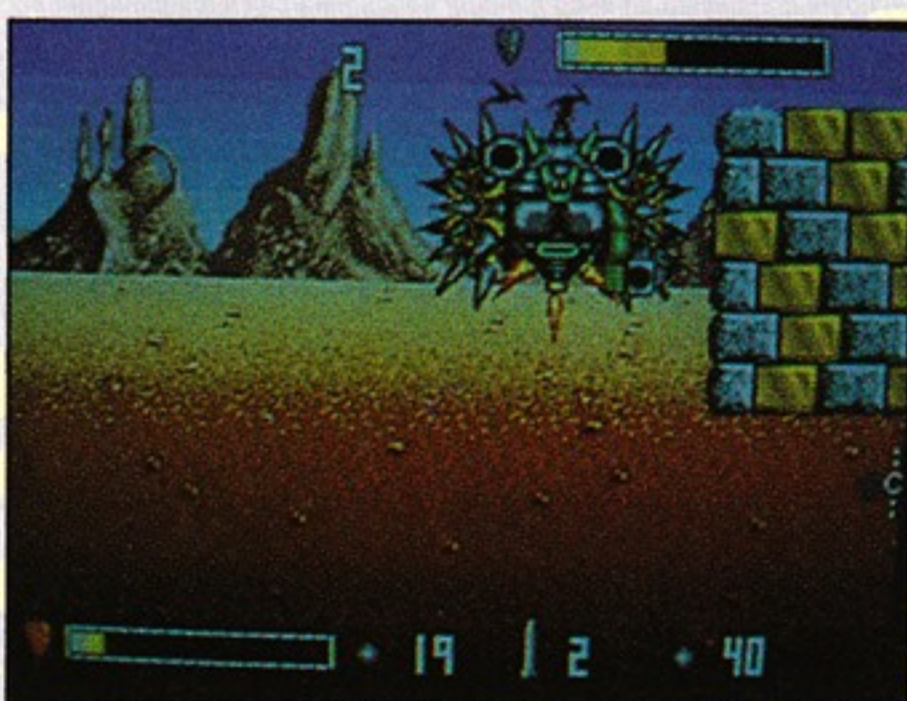
Continued on page 206.

8-MEG DEATH BATTLE STRATEGY GUIDE

Special Techniques:



Blasting the head won't slow Krax down...

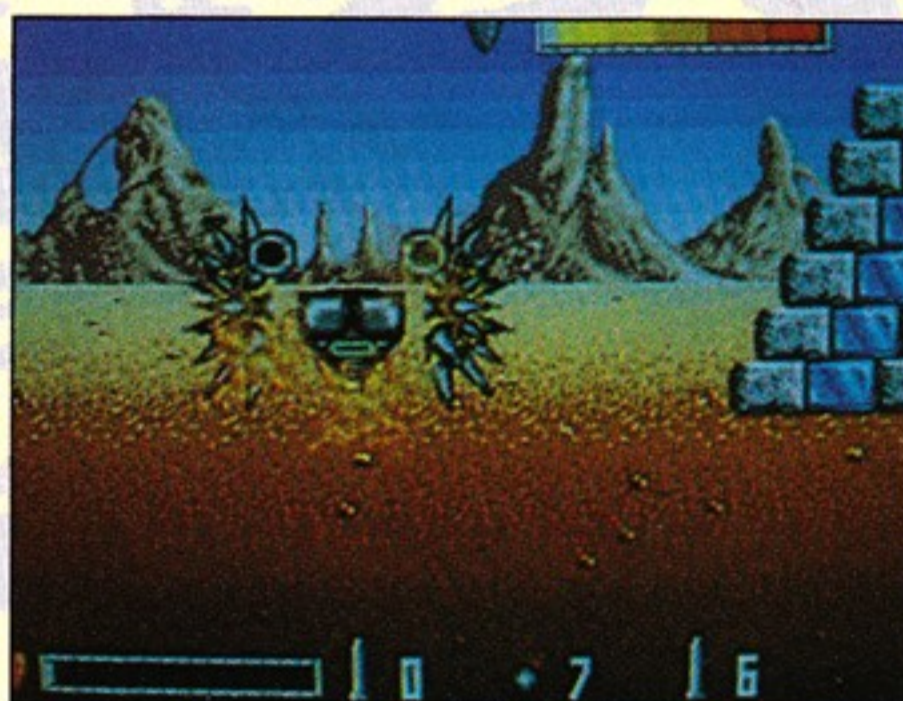


...because he's got a spare.

If his legs get zapped during combat, Krax can use internal stabilizers to continue moving. Aim for the unarmored part of his limbs with a high-power weapon. When you destroy the outer casing of his head, a new stronger head takes its place. The new head is small and hard to hit, so aim carefully.



Xerian Ogres can appear to be invulnerable...



...until you zap body parts in the right order.

PROTIP: Xerian Ogres, like Krax, have interlocked back up systems that make certain body parts invulnerable unless they're destroyed in the proper order.

Darrius Morb (Level 4)



Offensive Techniques:



Darrius is fast on the draw.

Darrius packs the fastest guns west of the Milky Way. His twin RotoBore proton rockets provide him with the ultimate combination of targeting and terminating. In a matter of seconds, he can lock onto your cyborg and blast away with uncanny accuracy.

Defensive Techniques:



Darrius is fast on his feet, too.

Extensive geographic programming enables Darrius to motor around the dueling grounds like no other Class 6 Cyborg. His vapor-laced carbonic armor renders your weapon system's locking mechanisms useless while he's walking.



Watch out for shape changing.



Don't let bizarre looks mesmerize you.

Darrius' most interesting defense is the use of "morphing" to modify his appearance. When he's critically damaged, Darrius may turn into any number of bizarre creations, but he's still the only target in the duel.

Continued on page 212.

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OR VULCAN CANNONS.**

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The sands of time are against you, so you must be constantly on the move, making split second decisions with no margin for error. Is that vessel filled with poison or life giving nectar? Will that floor cave in or open a secret passage? Only the sultan of sin Jaffar knows for sure.

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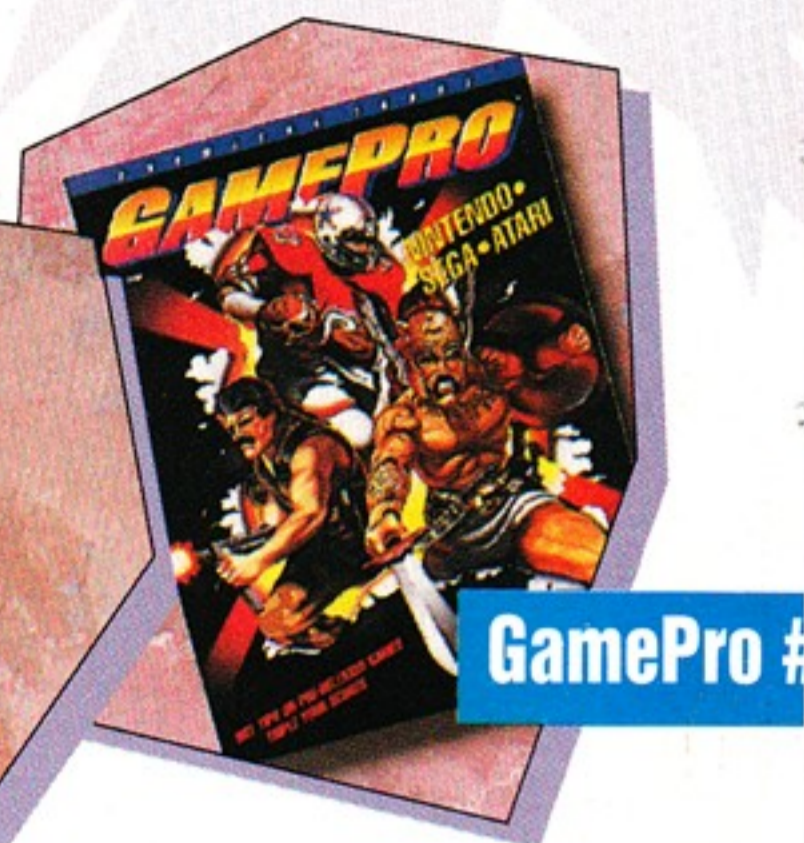


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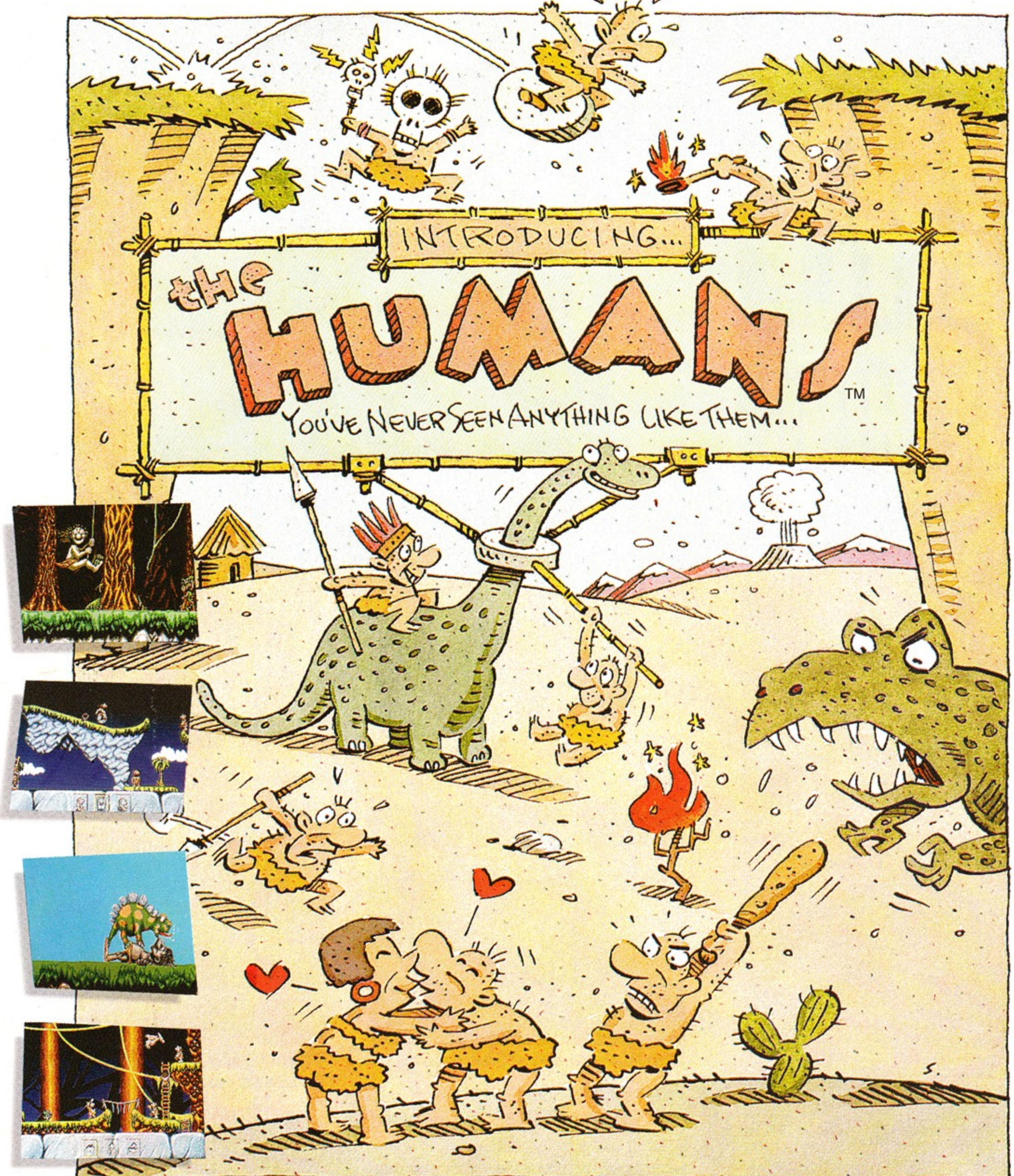
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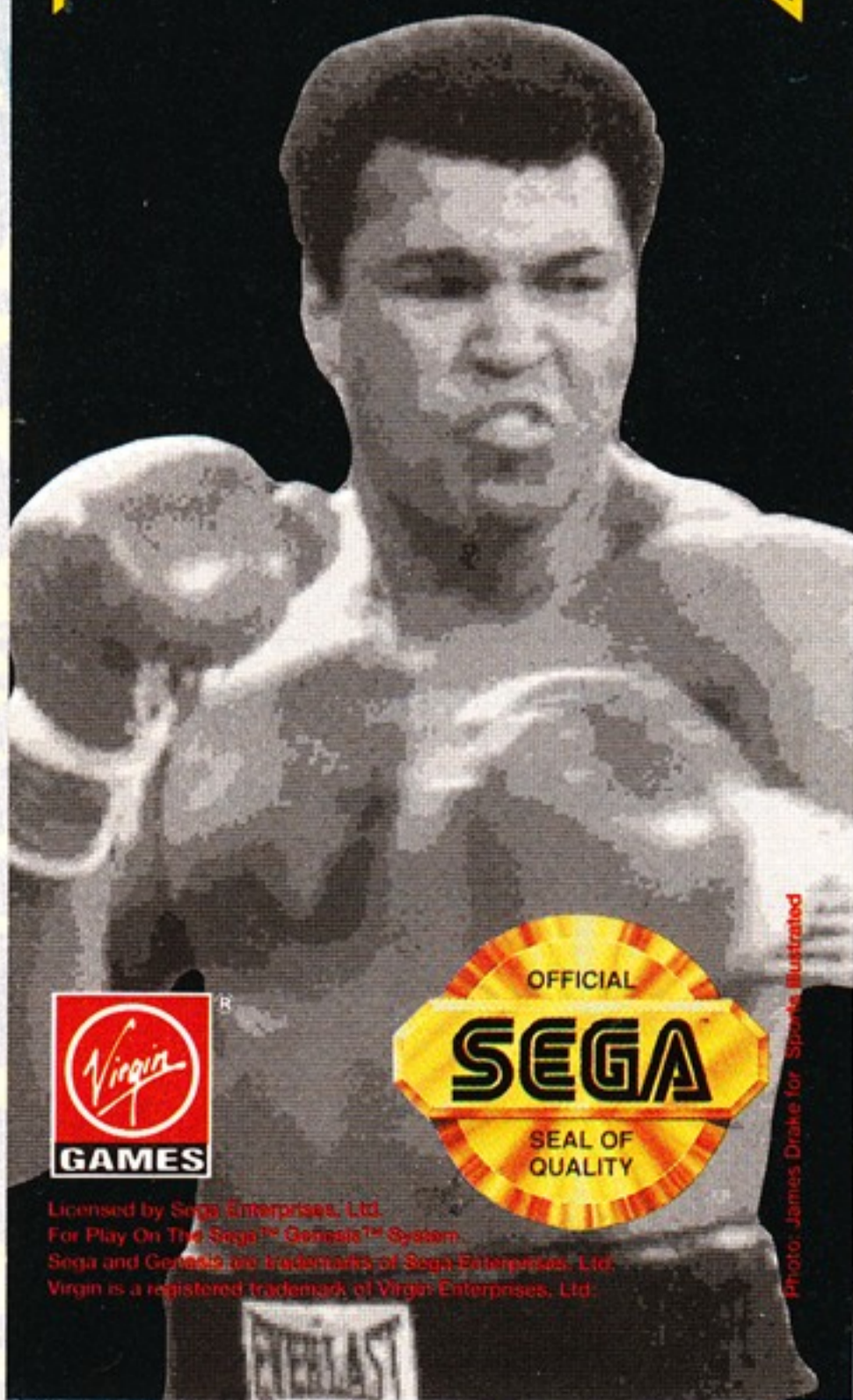
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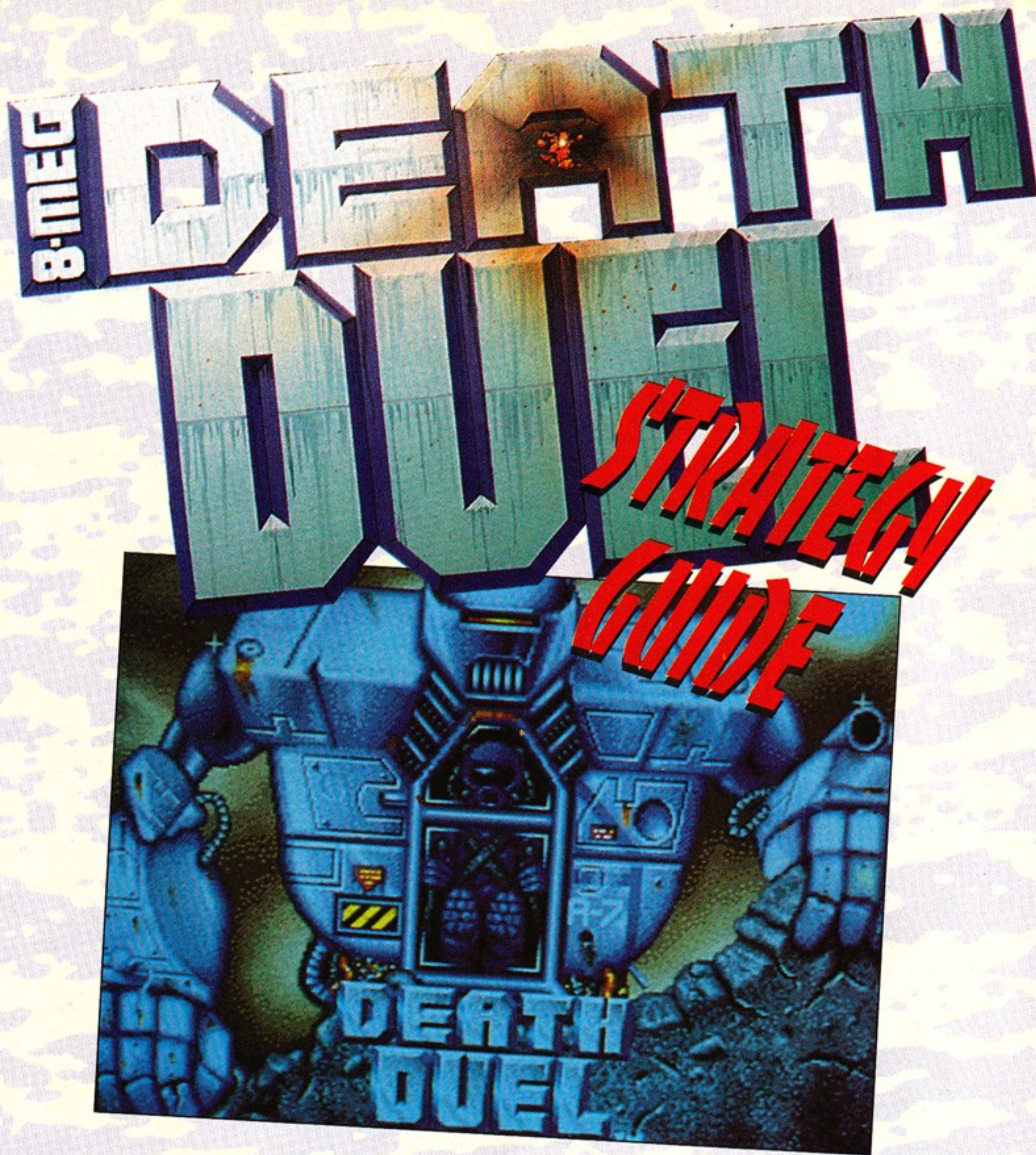
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Special Techniques:



Different shapes have different weapons.

When Darius alters his metallic skeleton, his weapons also change. Be on guard against some hefty artillery.



Sometimes a shape is totally defensive.

Darius may shape-shift into defensive mode, or he may go on the attack.



Get off a shot as soon as possible!

PROTIP: Attack Darius immediately. You must shoot him while he's unprepared. You may not get a second chance.

PROTIP: Try Skimmers or Rockets against Darius. Skilled shooters can rely on grenades for a more cost-effective solution.

PROTIP: Sensors planted in Darius are capable of locking onto targets behind walls. Don't think that taking cover will offer you complete protection.

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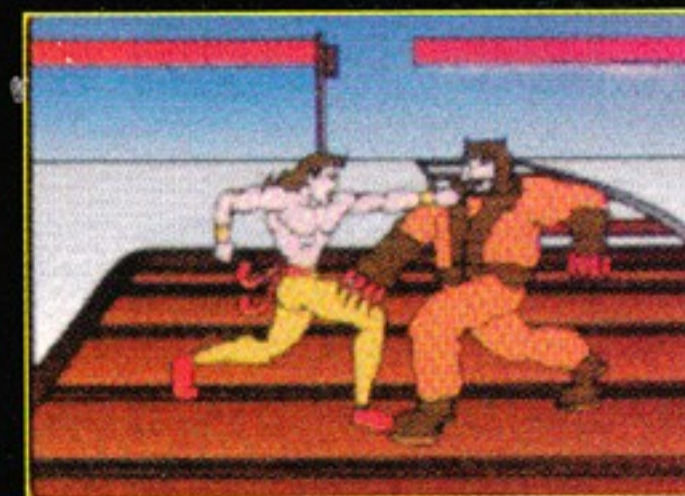
**The action is furious as players kick, jump and punch to victory.*



**The crowd roars as the Victory sign is flashed.*



**Special sound, video effects and 3-D screens add to realism.*



**Weather and seasons change during game play.*

**Screens are only a representation.*

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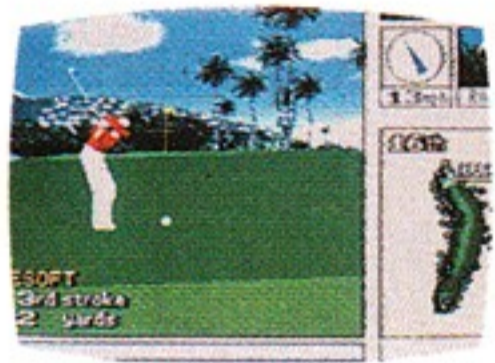
Darkwing Duck



Desert Strike



Castlevania IV



Waialae Country Club



Mystic Quest



Super Off-Road



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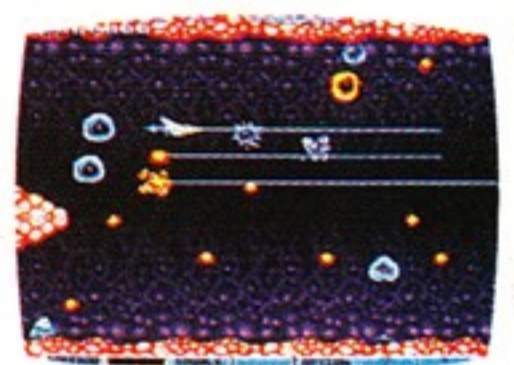
Super Mario Kart



Monopoly



George Foreman Boxing



Gradius III



Magic Sword



Bulls vs. Blazers



Steel Empire



Super Double Dragon



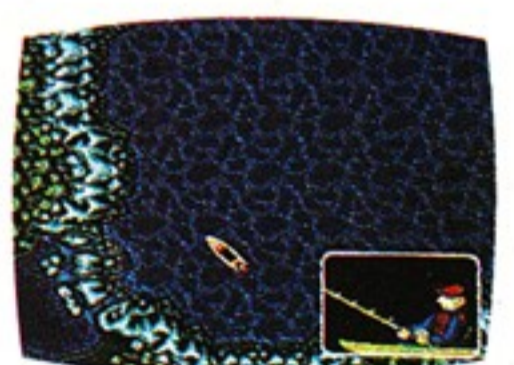
Amazing Spiderman



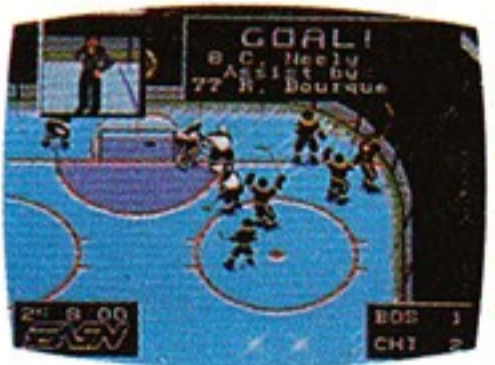
Teenage Mutant Ninja Turtles III



WWF Steel Cage Challenge



King Salmon



NHL Hockey '93



Super Bases Loaded



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1992 index

Yup, another year has come and gone and it's time for the one, the only, the original totally-inclusive (well, sort of) GamePro Index for 1992. This year the index includes hardware, software, and even SWAT. The only thing the index doesn't include is December - hey, just look in the Table of Contents! Enjoy!

Systems Key: **N** = Nintendo, **SN** = Super Nintendo, **M** = Master System, **G** = Genesis, **SCD** = Sega CD, **MD** = Mega Drive, **T** = TurboGrafx-16, **TD** = TurboDuo, **TCD** = Turbo CD, **TDCD** = TurboDuo Super CD, **GB** = Game Boy, **GG** = Game Gear, **L** = Lynx, **SF** = Super Famicom, **PC** = PC Engine, **PCCD** = PC Engine CD, **NG** = Neo-Geo, **C** = Controller

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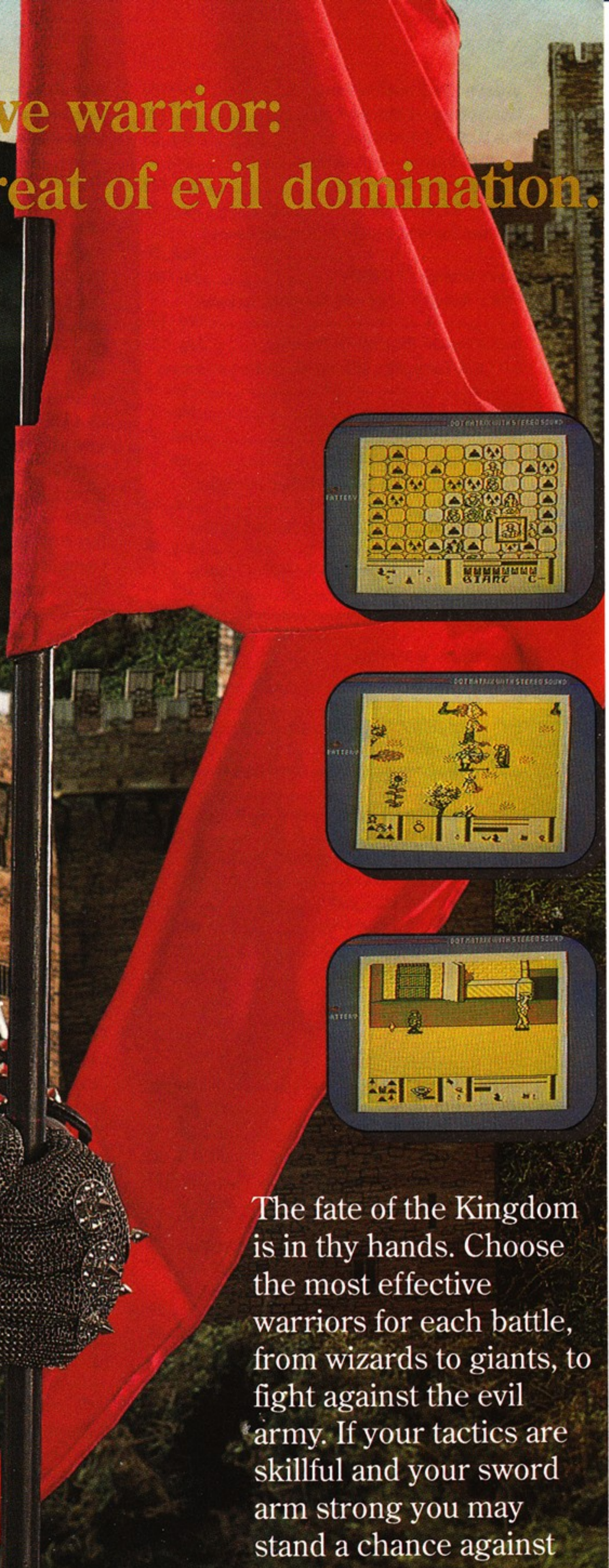
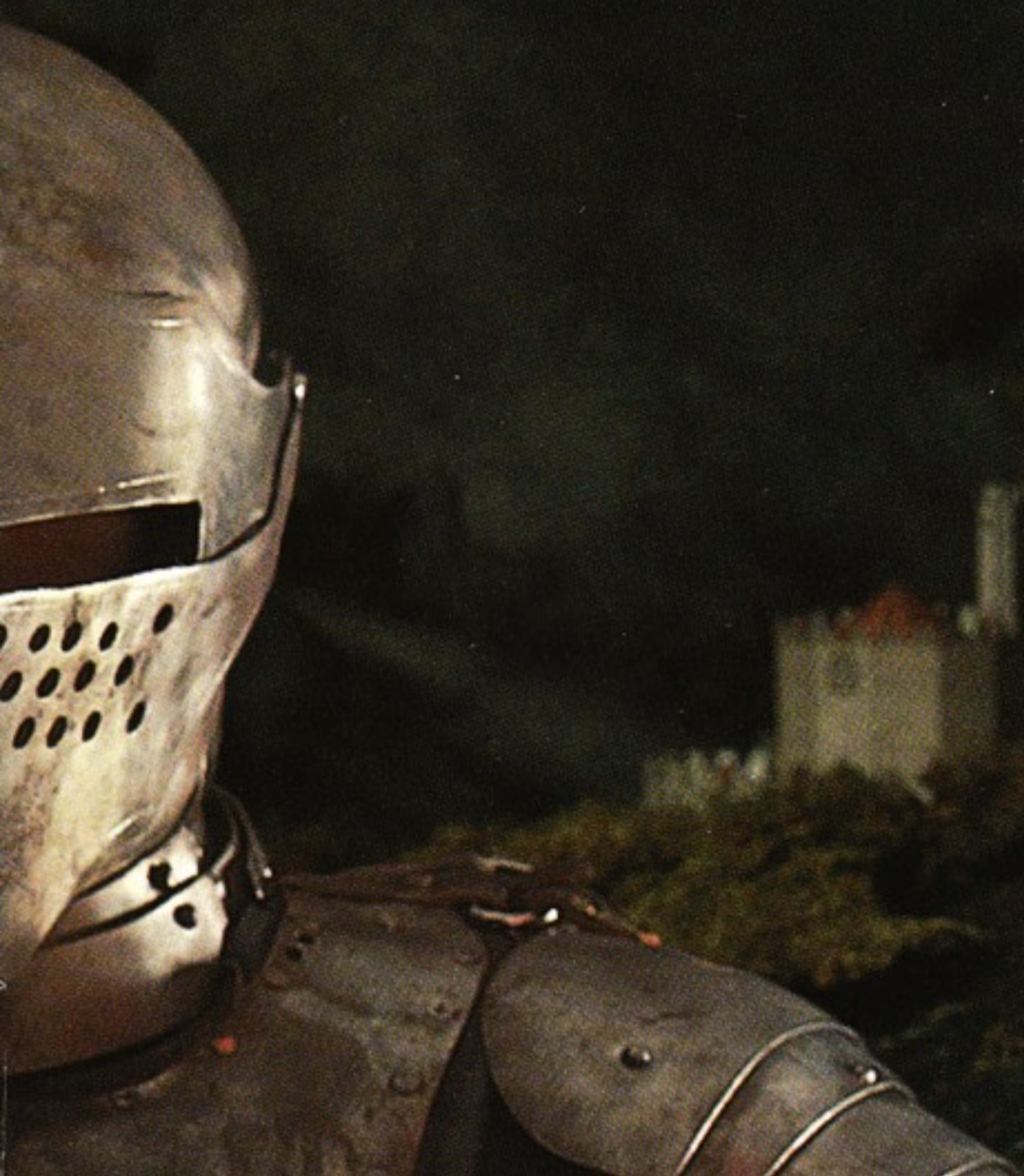
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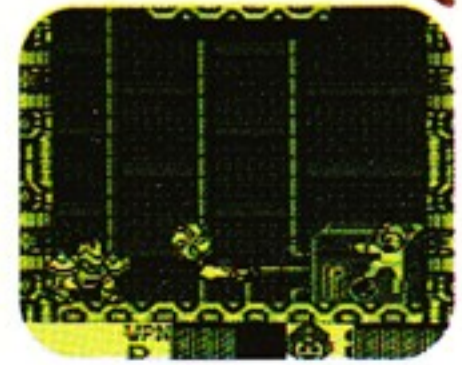


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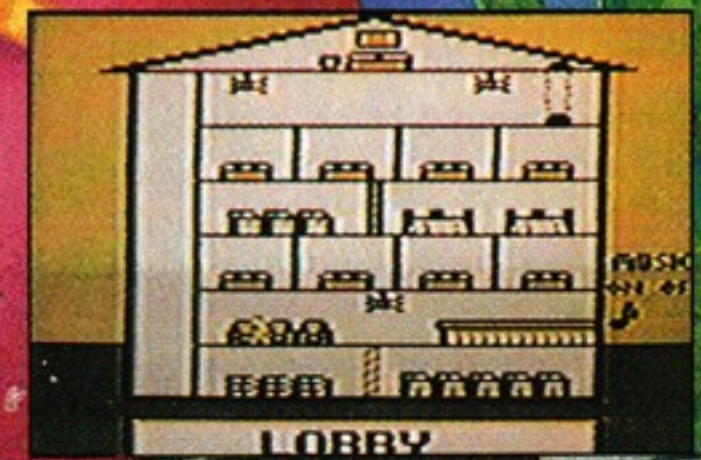
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MOUSE TRAP Hotel™

This game pak for use with the Game Boy Compact Video Game System.



LICENSED BY



ELECTRO BRAIN™

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ROAD RUNNER'S Death Valley Rally

TAKES

REFLEXES

SPEED

CUNNING

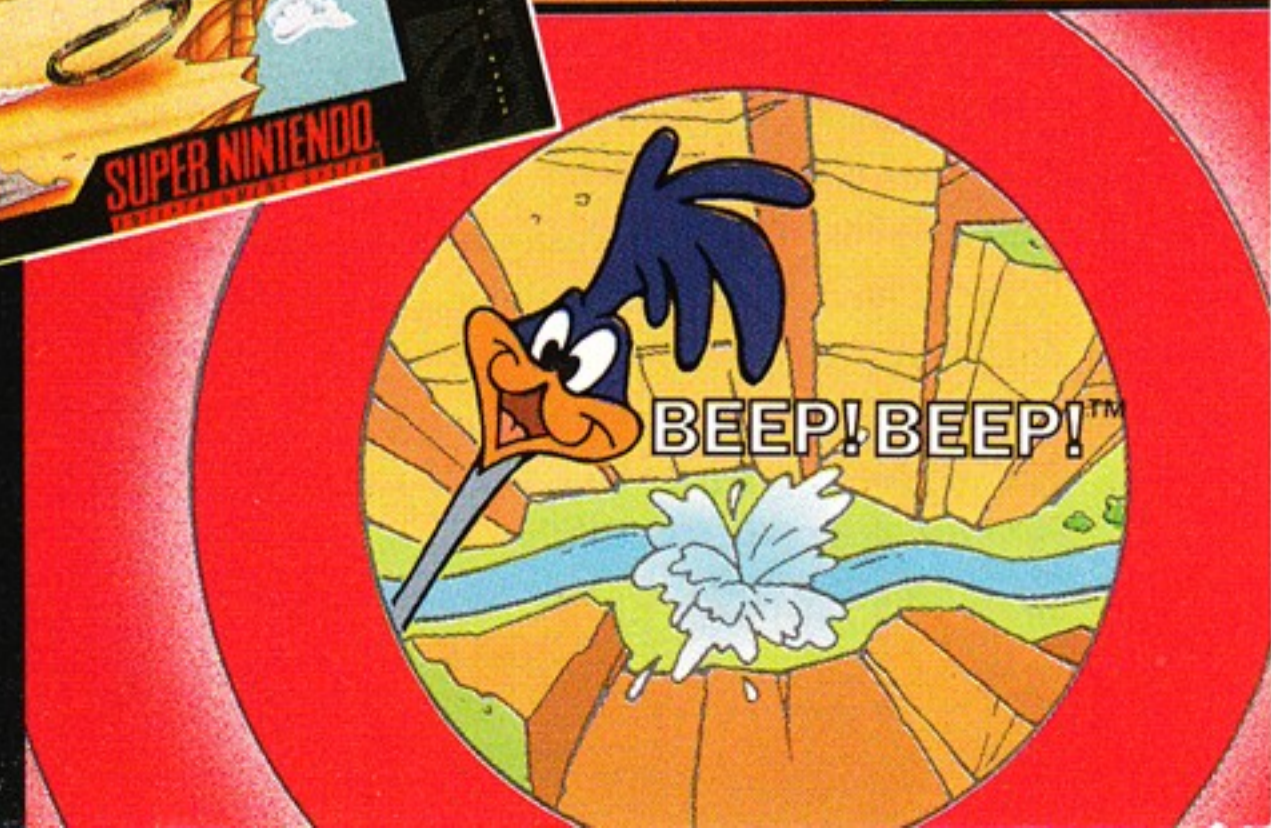
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GUTS

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LOONEY TUNES

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For a game with so many brilliant colors, it also looks good in black and white.

Axelay could be the hottest shooter ever made!

Electronic Gaming Monthly

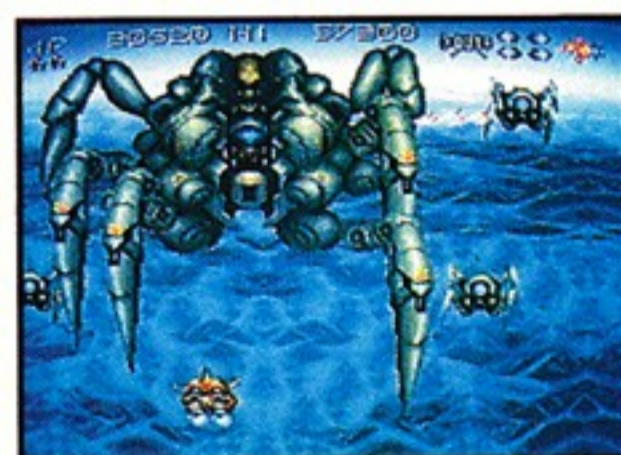
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Axelay's arsenal is pumped and primed for confronting the huge intimidating honchos at the end of each stage.



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Street Fighter II Feels the Need for Speed

In a blinding flurry of fists and feet, **Capcom U.S.A.** announced a new-and-improved revision to its smash hit arcade game, **Street Fighter II: Champion Edition**, at the recent AMOA arcade show in Nashville, TN. Dubbed the **Turbo Rom Upgrade Kit**, the set of electronic memory chips can be installed in existing machines to make them faster and meaner than ever.



Chun Li's fired up in Turbo SF II.



E. Honda's Head Butt is fire resistant.

Created in response to popular player demand, **Turbo SF II: Champion Edition** is maybe 10% speedier than the original Champion. This means you must increase your hand speed proportionally to pull off tough techniques and combinations. Additionally, Turbo balances the powers of characters by bringing superhumans such as M. Bison down to Earth, and pumping up weaker World Warriors. Check out Chun Li's scorching new fireball move! Some special techniques are also enhanced. Well-timed E. Honda Head Butts can pass through fireballs, and Vega's Tumbling Claw travels the length of an entire screen.

PRO Report NEWS



Bison slows down the torpedo.



Look for this logo! It's the official Turbo Street Fighter II: Champion Edition by Capcom.

Finally, fireball-throwing fighters can hurl their projectiles insanely fast or slower than a snail.

As we go to press, Capcom's still brainstorming on more secret attacks and enhancements to add to each character's arsenal. By now, the Turbo SF II kits should be beating down arcade doors across the country, so look for a blow-out Hot at the Arcades report in an upcoming issue of GamePro.

Illegal Street Fightin'

Knocking your friends senseless is an acceptable thing to do, as long as you're brawling on a Street Fighter II machine made by Capcom USA. According to Capcom officials, software hackers have illegally programmed their own Turbo upgrade of SF II: Champion Edition. The version is similar to Capcom's Turbo, only the action moves even faster. In the game, characters can throw fireballs at 45

degree angles, and special techniques can be executed in mid-air. Capcom will more than just say no to the unauthorized SF II – legal action may be pursued.

Where No Mall Has Gone Before

Star Trek is about to seriously seek out new life and visit strange new worlds. **Paramount Pictures** has a licensing agreement with St. Louis, MO-based **Edison Brothers Entertainment** to develop shopping mall-based virtual reality entertainment centers based on **Star Trek: The Next Generation**.

The Star Trek VR centers are expected to use software created by **Spectrum Holobyte** (Alameda, CA), which holds the license for PC and video game software based on Star Trek: The Next Generation (see "On Location: Spectrum Holobyte," GamePro, Oct. '92). Star Trek players will be able to choose game scenarios and the characters they want to portray. Also, many sections of the Enterprise, including the Bridge, the Holodeck, the Transporter Room, and Engineering, will be recreated.

Bullet-Proof Gets Yoshi, Mario, and Golf

Does **Nintendo** like **Bullet-Proof Software** (**Tetris**, **Faceball 2000**) or what? The two companies are joining forces to produce a game, and Nintendo's sharing two of its brightest stars with Bullet-Proof – Yoshi and Mario!

The game's called **Yoshi's Cookie**. It's actually an enhanced version of a Japanese arcade puzzle game called **Hermetica**, which Bullet-Proof showcased at the Consumer Electronics Show last spring. Yoshi and Mario are the stars of the cart. Nintendo gets the NES and the Game Boy versions. Bullet-proof gets the SNES version. Look for Yoshi's Cookie sometime in early '93.

Bullet-Proof Software is also swinging into golf games. They are taking over the marketing chores for **True Golf Classics: Pebble Beach** (see GamePro, June '92) from **T&E Soft**, which has closed up shop in America.

Master SNK's Magic

Neo•Geo martial artists finally get a chance to prove who's the baddest dude around in **SNK's Master the Magic Contest**. In the **Art of Fighting** for the arcades and the home system,



players must discover a top-secret move for Ryo and Robert that's not described on-screen or in the documentation. The move requires multiple directional presses, plus an attack button. To enter the contest, send a letter by January 31, 1993 to SNK that describes how to execute the technique. Address your letters to: Master the Magic Contest, 20603 Earl Street, Torrance, CA 90503. A randomly-drawn grand prize winner gets a Neo•Geo Gold home system, and there are prizes for 1100 other winners, too.

Continued on page 232.

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- Night Trap
- Final Fight
- Terminator
- Wonderdog
- Rise of the Dragon
- Ultima Underworld
- Sewer Shark



MEGA CD

- Dark Wizard
- Time Gal
- Afterburner 3
- Final Fight
- 3x3 Eyes
- Black Hole Assault
- Super League '92
- Cyber Ninja Aleste

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- New Adventure Island

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- Prince of Persia
- Camp California
- Dragon Slayer
- Loom
- Shadow of the Beast



PC DUO

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- Slime World
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- Snow Brothers
- Monster Maker
- Super Darius 2
- Dragon Slayer 2
- Moto Rotor MC
- Bonanza Brothers



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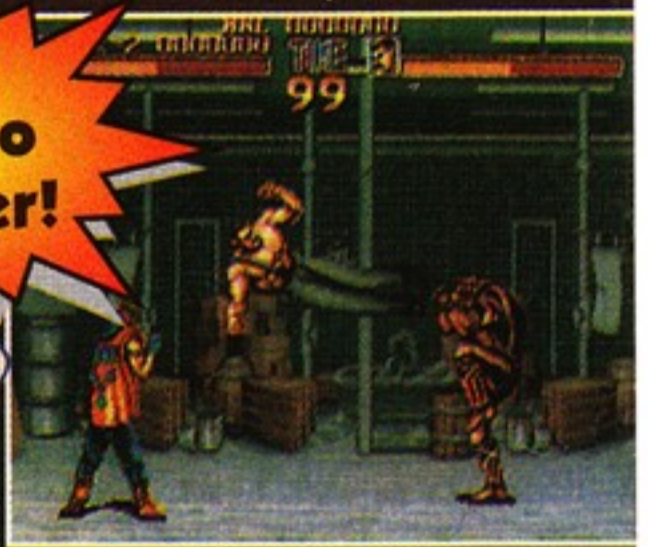
- Art of Fighting
- World Heroes
- Viewpoint



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ART OF FIGHTING (NEO)

EA Acquires Origin, Invades Japan

Electronic Arts (San Mateo, CA) acquired **Origin Systems**. In the agreement, Origin will continue software development at its Austin, TX, office. Origin's PC floppy disk and CD product line include Richard "Lord British" Garriott's **Ultima** series and **Wing Commander**. Currently, Origin licenses home video game versions to **FCI** and **Mindscape**.



Origin - a new addition to the ever-expanding EA family.

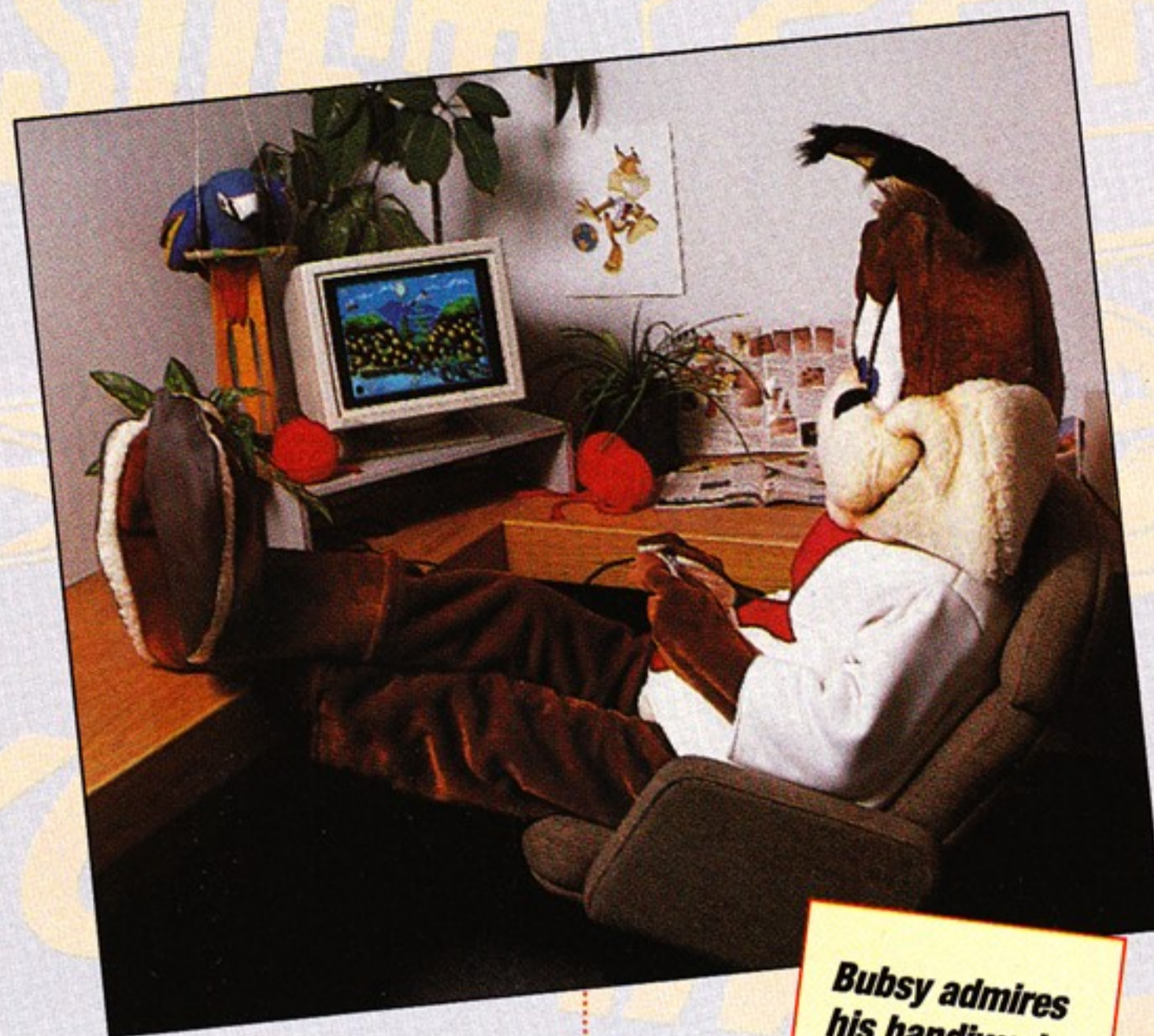
In other EA news, the company joined forces with **JVC's** Japan-based **Victor Musical Industries** division this November and created EA Victor. Headquartered in Tokyo, the company will develop, translate, and publish Electronic Arts software for Japanese systems, including the Sega Mega Drive (Japan's Genesis), the Nintendo Super Famicom (Japan's SNES), personal computers, and CD drives. By year's end, games planned for the Mega Drive are **John Madden Football '92**, **Electronic Arts Hockey**, **Road Rash**, and **Team USA Basketball**.

On Location with Accolade Update

Free Pizza and Bubsy

Now that his SNES and Genesis games are nearing completion, **Bubsy** dips his toe into the final step of product development - play testing. For this, **Accolade** turns to the experts - game players like you!

Accolade stores a warranty card database that tracks vital player stats, such as age, gender,



Bubsy admires his handiwork.

game genre likes and dislikes, and systems owned. A selection of kids of all ages who live near Accolade's San Jose, CA, office are invited over for a Saturday afternoon of pizza, soft drinks, and Bubsy fun.

Gamers are asked to comment on the graphics, music, level layouts, and play control in this preliminary stage. Some suggestions are impossible, like, "Gee, why can't Bubsy be a dog?" but the smart and feasible ideas often end up in the game. For example, a suggestion for more secret areas in World 1 translated into a complex sewer maze.

The Bubsy Bug Hunt

As each new level is completed, testers Cyndi Kirkpatrick, Dan Carter, David Friedland, Steve Graziano, and Danny Pisano try to find programming errors that could freeze the game, alter the graphics, or cause unforeseen actions. Bubsy bugs range from the obvious (screen breakups) to the obscure (water slide malfunctions, mysterious bobcat disappearances). At the nearly-complete "Beta" stage, professional play testers work up to 16

hours a day to make sure the game is bugless!

Nintendo Meets Bubsy

Accolade is not licensed by Sega, but its officially-licensed Nintendo status means the Giganto N's own in-house team tests out Bubsy and stamps on the glitch-free approval seal prior to release. Additionally, Nintendo protects its players from content it deems unsuitable, such as drugs, alcohol, smoking, sex, violence, and religion. A Bubsy b e h e a d i n g looked plain ghastly, so it got the ax. Insanity-inducing catnip, which resembled a certain green, leafy, illegal substance, was replaced with banana peels.

Bubsy On His Way

Accolade's fitting its Bubsy program pieces together. **Bubsy in Claws Encounters of the Furred Kind** should be wrapped up by March '93, so look for preview and review coverage in upcoming issues of GamePro.

Game Mag Editors Assaulted

Bignet and its parent company, **Micronet**, pulled together a metal-fisted tournament in Sapporo, Japan, which pitted magazine editors from Japan, Taiwan, and the USA against each other in the Sega CD beat-em-up, **Black Hole Assault** (see Pro Review this issue). At the tournament, Bignet and Micronet announced their plans to develop games for the SNES, the Super Famicom, and the PC Engine. Bignet also has at least eight games for the Sega CD and the Genesis slated for '93. Unfortunately, we have to report that the Japanese editors fairly dusted the American fighters!

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3. Contra Force
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6. Darkwing Duck
7. George Foreman's KO Boxing
8. Quattro Arcade
9. Power Punch II
10. Mickey's Safari in Letterland

Super Nintendo

1. Street Fighter II
2. Super Double Dragon
3. Super Play Action Football
4. Teenage Mutant Ninja Turtles IV: Turtles in Time
5. F1 ROC
6. NCAA Basketball
7. Simpsons: Bart's Nightmare
8. TKO Championship Boxing
9. Race Drivin'
10. Super Batter Up

Sega Genesis

1. NFL Sports Talk Football '93 Starring Joe Montana
2. Team USA Basketball
3. Evander Holyfield "Real Deal" Boxing
4. Double Dragon
5. NHLPA '93 Hockey
6. Alien 3
7. Ayrton Senna's Super Monaco GP 2
8. Greendog
9. RBI Baseball 4
10. Terminator

This information was provided exclusively to GamePro Magazine courtesy of Blockbuster Video.

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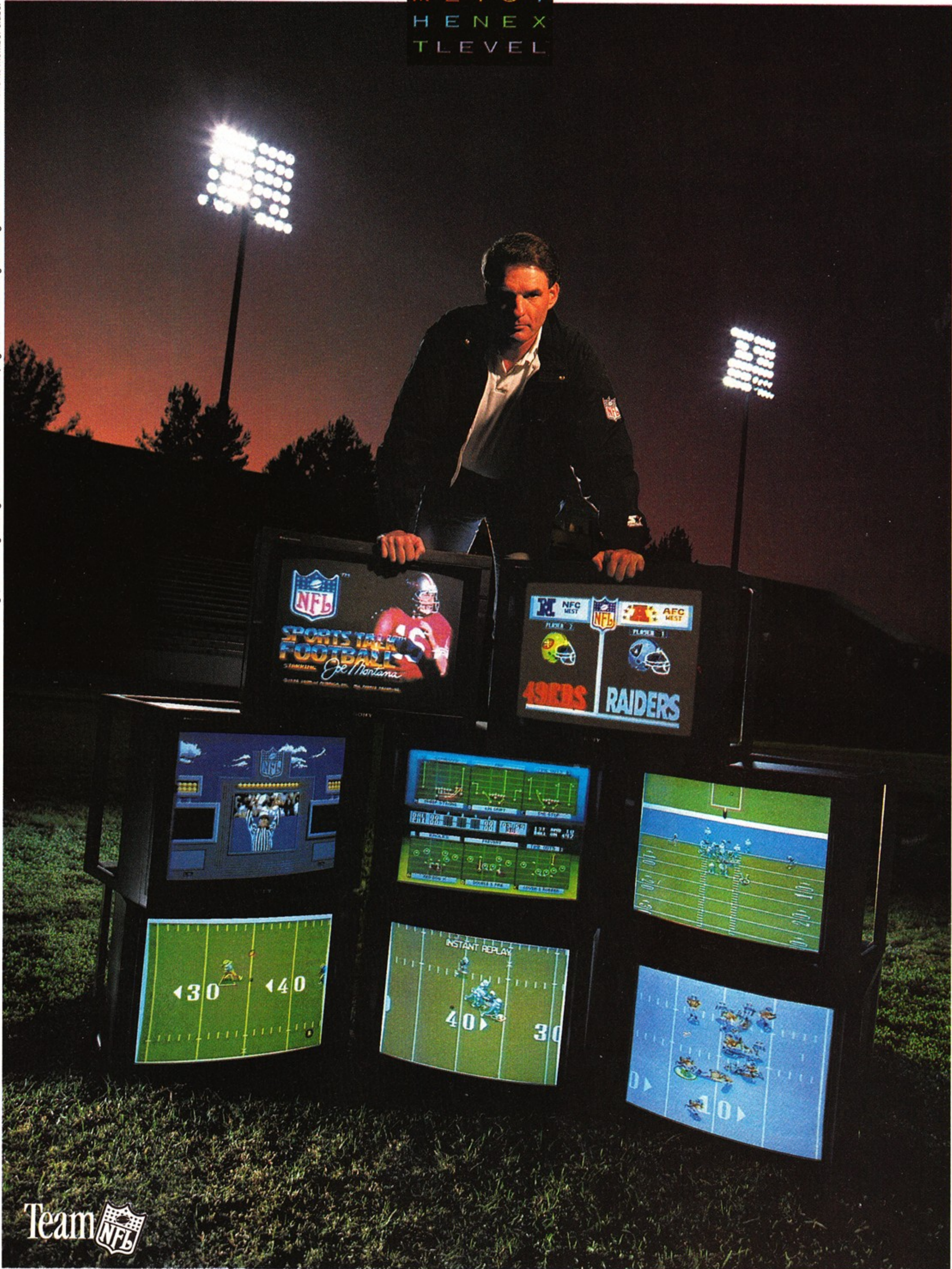
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Team 

NO

*An interview with Tom Walsh—Raider's Asst. Coach/Co-Designer
Sega™ NFL Sports Talk Football '93 Starring Joe Montana.™*

pain-killers.

How is the new NFL Sports Talk Football '93 better than the previous one?

For starters, we used a new process called digitized animation. It's about ten times more realistic, because we actually filmed a real player, Marcus Wilson, running through the plays. We then digitized the image, so it's virtual reality.

No contracts.

How are the plays different?

The previous game had 50 or so plays. The new one has thousands. I worked with Joe Montana to develop a play book based on the real NFL team plays, and each team's plays will be different. The more plays you know, the better you'll do.

No cheesy

So it's like coaching a real team.

Exactly, right on down to knowing the characteristics of individual players and teams. Your skill at choosing the right play at the right time determines whether or not you will beat the opposing team. Just like the real thing.

half-time entertainment.

Could it actually be used to train real players?

Actually, people have said that it would make a good coach's helper, kind of like a live textbook. I used to play football with the guy who developed the game for Sega. And when he approached me to do this, the goal was that it was to be the most realistic and authentic video sport game out there. I think we succeeded heavily. It's a really terrific game.

(Other than that, pretty realistic football.)



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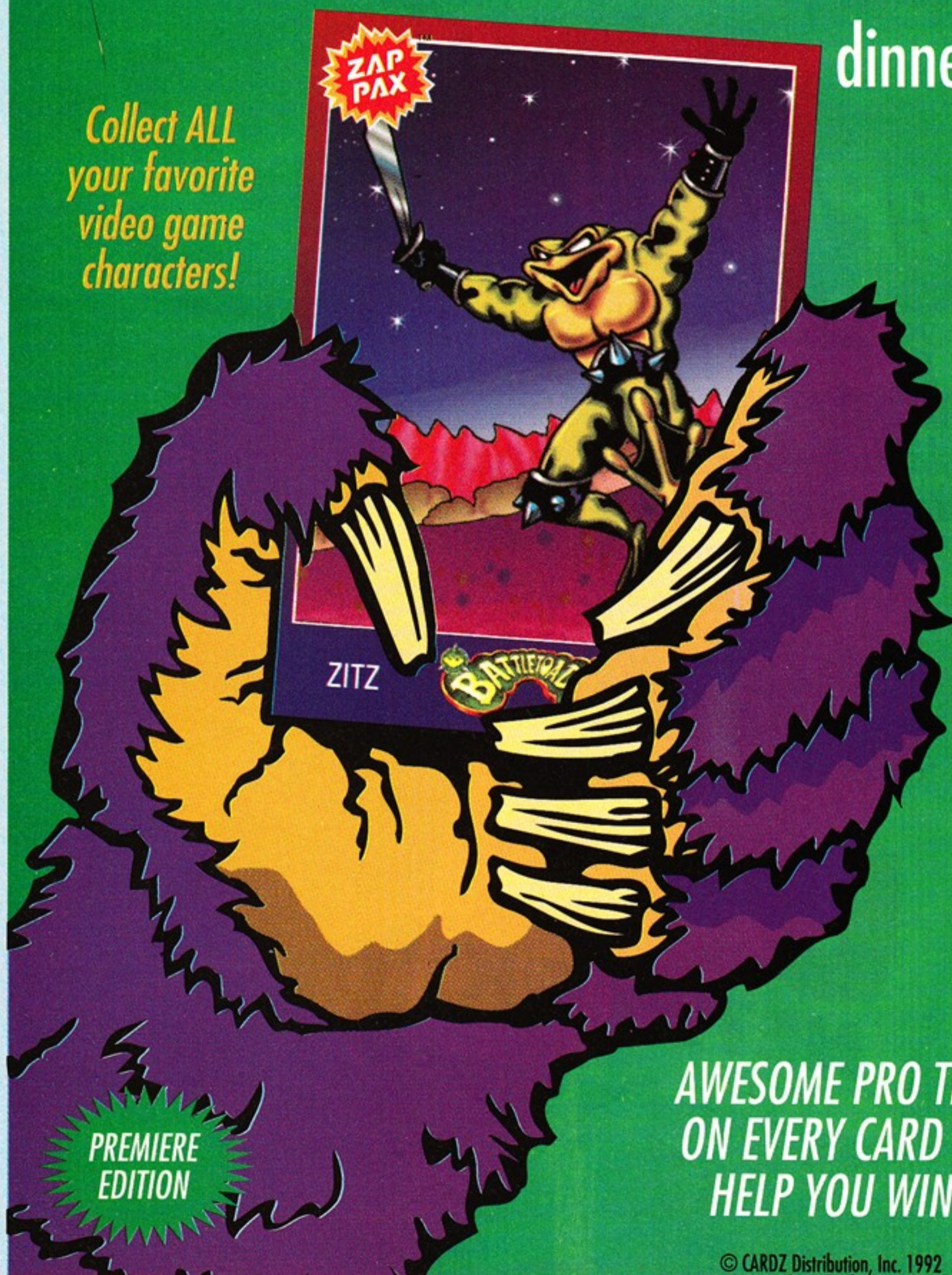
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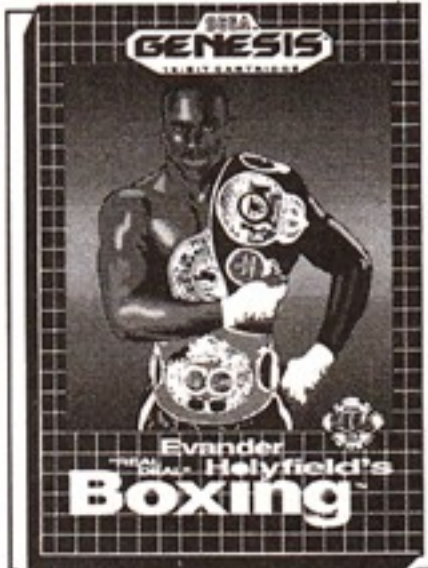
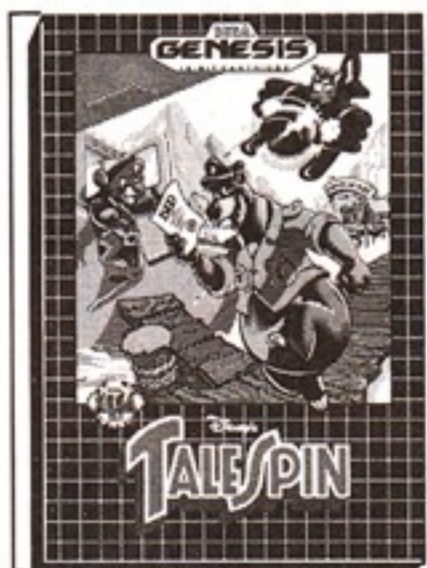
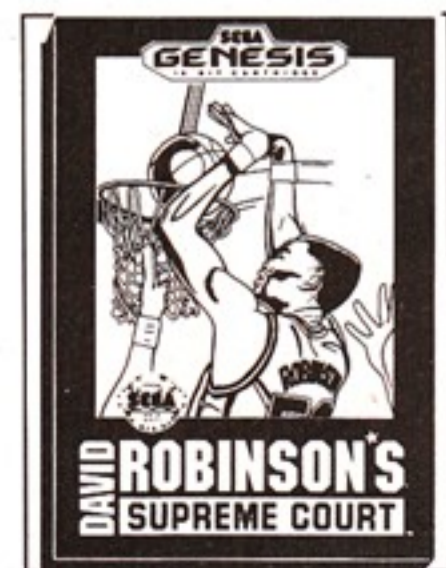


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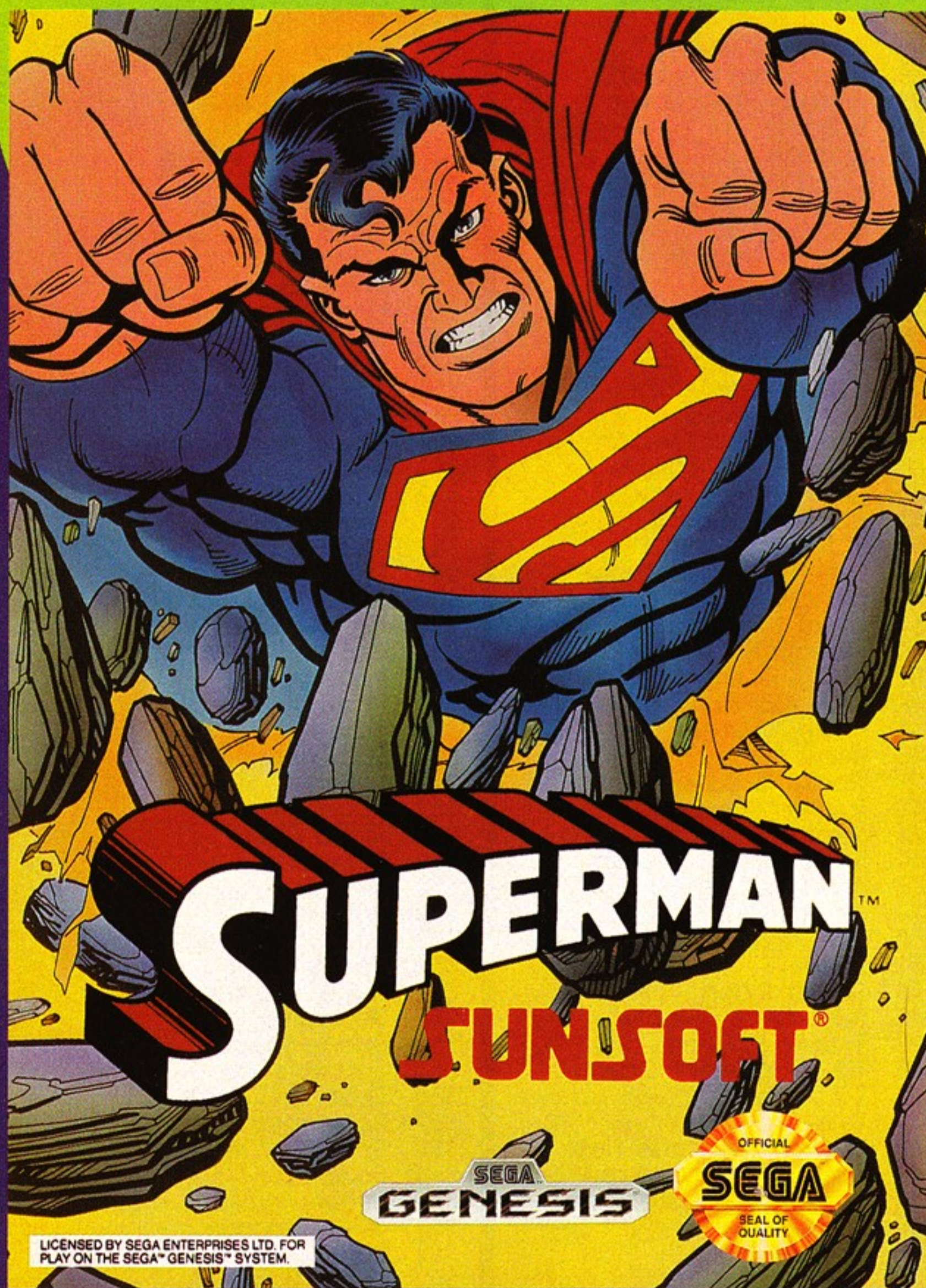
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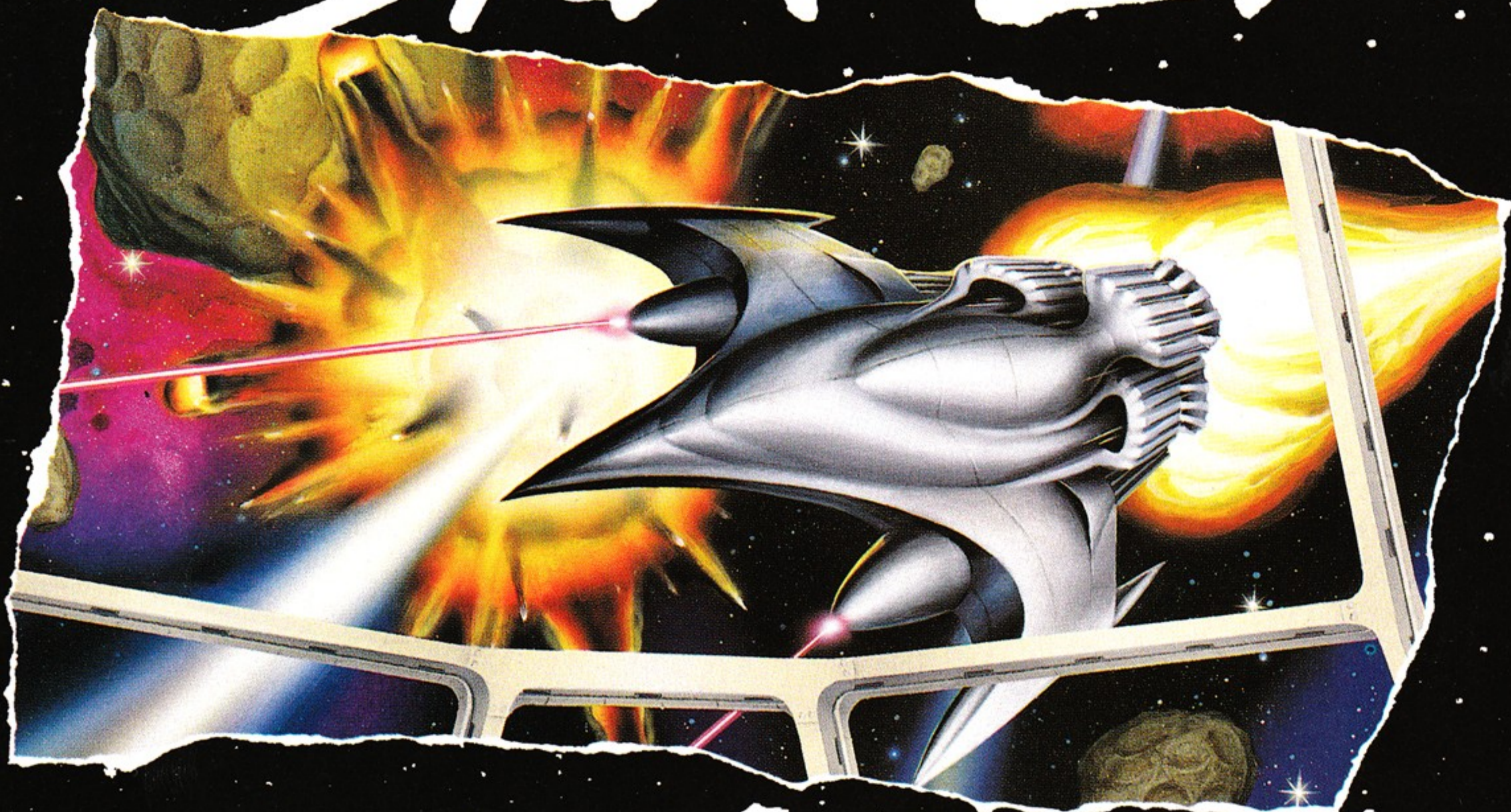


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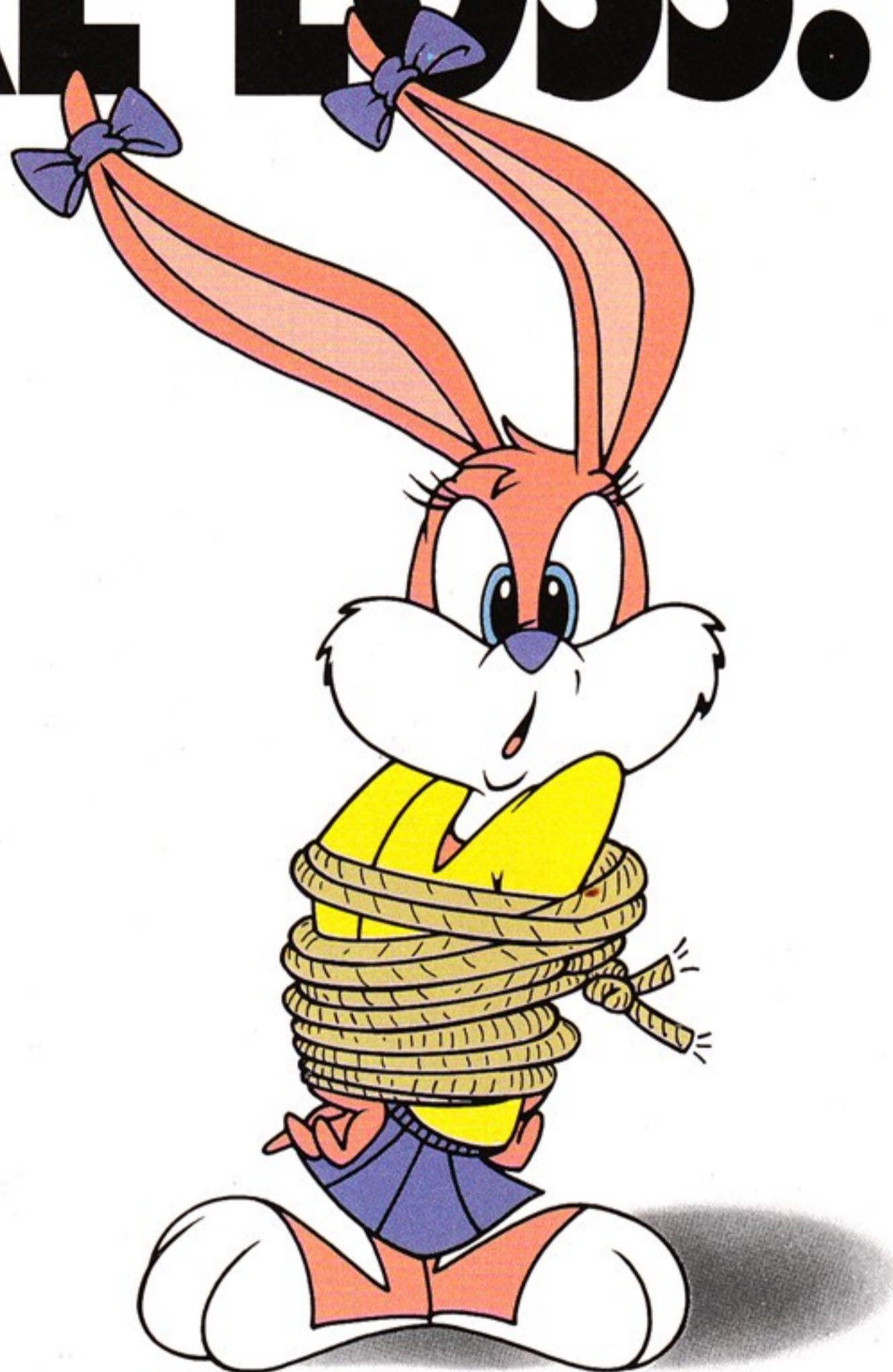
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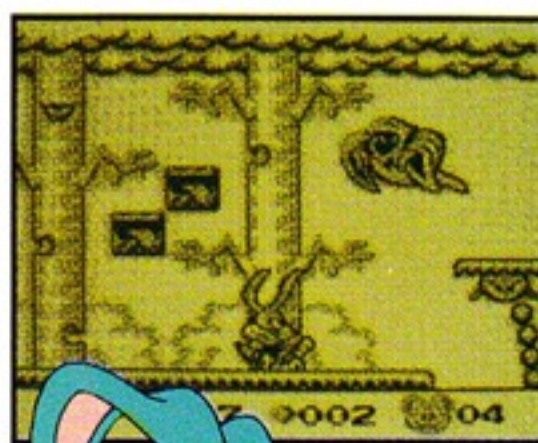
BY ACCOLADE

SUPER NINTENDO
ENTERTAINMENT SYSTEM

PREVENT HARE LOSS.



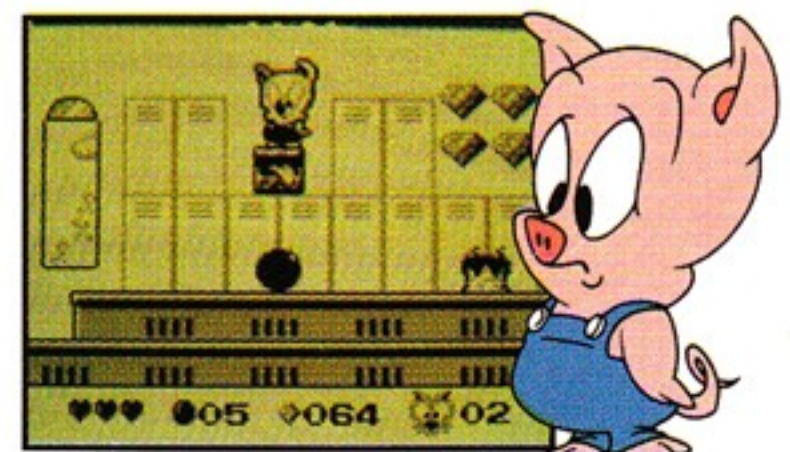
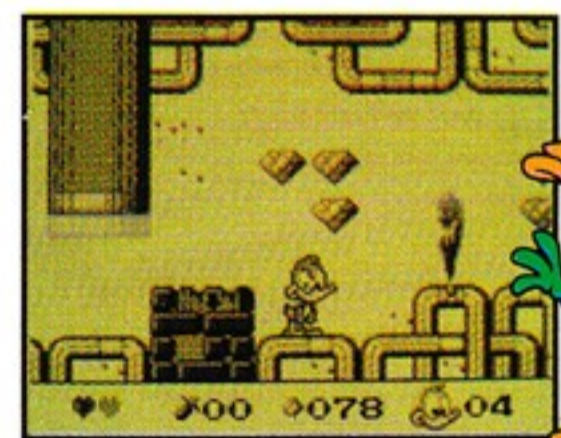
**ALL NEW
GAME!**



and other wacky characters in the most hare brained rescue mission ever conceived.

Babs was about to get her Big Break in this all new adventure for Game Boy,® until Montana Max put her career on the ropes. Now you must join Buster, Plucky and Hamton to help save her dreams of stardom.

You'll bop, spin and fly through four toony levels packed with amazing cartoon-like graphics, including the Pipsqueak Pipe Maze and Groovy Train. You'll also power-up with attack carrots, pineapples and watermelons. Score big points in the Montana Mash subgame. And team up with Dizzy Devil, Furrball



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