

See  
GamePro  
The TV Show!  
Coming Sept. 9/11

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

# GAMEPRO

#1 VIDEO GAME MAGAZINE

## The Amazing Spider-Man!

Spidey & Sega Spin Spectacular  
New Games! Plus:  
Win \$1000  
In Prizes And Rare  
Spider-Man Comics!  
See Pg. 36

Super NES!  
Buyer's Guide To All The  
Games Coming This Fall!  
Hot Previews  
See It Here First!  
Ninja Gaiden III  
And Star Wars

Cool Carts!  
Fantasia • Little Mermaid  
Mega Man For Game Boy  
Phantasy Star III



FRANCIS MAO

An IDG Communications Publication

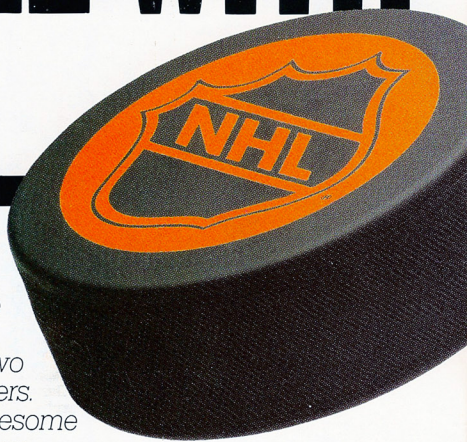
August 1991

\$3.95 Canada \$4.95 UK £2.80



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*This is definitely the ultimate power play.*

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*mayhem you love about professional hockey.*

*It's all here in NHL Hockey.™ The most action-packed, fast-paced, and high-contact Genesis game to come along since John Madden Football.™*

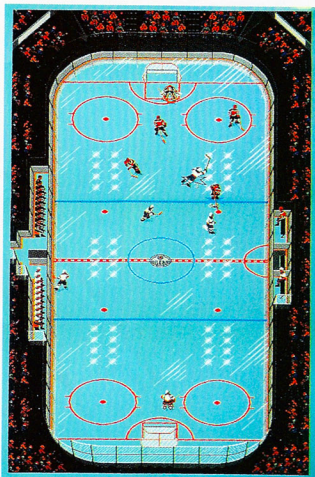
*In fact, the same guys who tackled Madden designed NHL Hockey. So you think they'd miss any of the sport's finer points? Get real.*

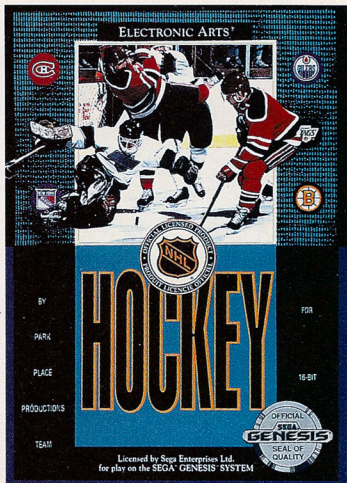
SEGA  
**GENESIS**

*Every player is modeled on his real counterpart. With 14 different attributes based on 1990-91 team and player stats. So you can be ol' 99 drilling the Oilers. Or any player on your favorite NHL team.*

*With over 500 players, there's more NHL action than you can shake a stick at.*

*Your goalie has as many saves as the Red Cross. Kick saves, glove saves, stick saves. You can even pull him for an all-out assault.*

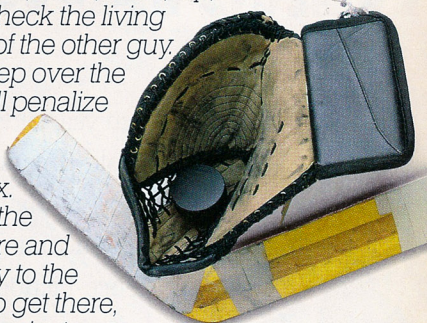




There's total player control, too. Take ballistic slapshots, execute sly backhands, flick passes to teammates; make great kick, glove, or stick saves; pick fights, slash, hook, trip, high stick, or check the living day-lights out of the other guy.

But if you step over the line, the refs will penalize you. Then cool your skates in the penalty box.

The goal of the game is to score and brawl your way to the Stanley Cup. To get there, you'll face-off against every obstacle the pros do.



Intense, head-banging realism makes NHL Hockey the hottest game on ice.



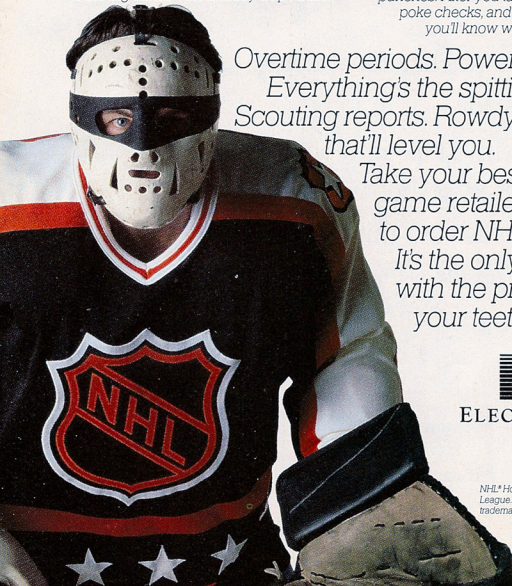
If you have all the right moves, you get invited to the big dance—the Stanley Cup Finals.



This game definitely doesn't pull any punches. After you taste a few hip checks, poke checks, and shoulder checks, you'll know what we mean.



Everything measures up perfectly to the NHL. For example, our Boston Garden ice is smaller. Just like real life.



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# RENOVATION DOES WHAT



And seven year olds. And 22 year olds. And even the old-timers at Video Games & Computer Entertainment. Where they awarded Renovation Products with the Best Science-Fiction Video of 1990 for Whip Rush — one of seven heart-pounding titles currently released.

If that isn't enough, Whip Rush was awarded the "Standard of Excellence" award from SEGA.

Which goes to show, when you're a winner, you're bound to make some waves.

We're making waves with other hot action games like Final Zone, Arrow Flash and Granada.

You can blow enemy ships into oblivion with our #1-rated 8-meg shooter — Gaiares. If action adventure is your thing, then Valis III is awesome. *(It's the 8-meg sequel to the other great Valis games.)*



# NINEYEAROLDS WANT.

You'll face a wild, imaginative assortment of fierce enemies in Gain Ground (*for two players*). Whip Rush, the award-winning sci-fi adventure game will blow you away! Arcus Odyssey (*soon to be released*), is a killer 8-meg role-playing action game. And with Dinoland (*another soon to be released game*), you can join Dinobunz and his friends on a wild, prehistoric adventure — pinball style!

Our critics have spoken. And we say "thanks."

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Hang on to your controller, 'cause Renovation does what nineyearolds want.



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Excellent	8	Excellent	8
Outstanding	9	Excellent	8
Outstanding	9	Very Good	7
Outstanding	9	Excellent	8

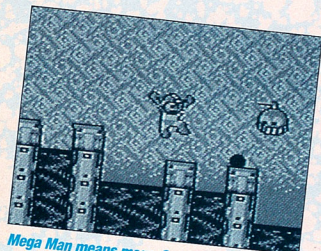
**ELECTRONIC GAMING**  
MONTHLY



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now you have learned the  
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level dungeon, is tormenting a  
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## BY THE TIME YOU GET THRU YOU'LL GET MARRIED, GROW

Get a life. Actually, get multiple lives, and a couple of wives, and some kids too. It's up to you. Welcome to the world of Phantasy Star III, the new role-playing odyssey from Sega™ that spans three generations of characters. It's big, real big.

What do you expect? It's from the same people who gave you mind-benders like Phantasy Star II™ and Sword of Vermilion™. And take our word for it, you're in for the long

haul with this one. Phantasy Star III will take you hundreds of hours to complete, if you're lucky.

Besides, you can always buy the hint book. Which could come in handy with a game that unfolds into four different endings. Of course, finishing Phantasy Star III will take a lot more than a hint book. It'll take endless skill and intense concentration. Not to mention a good chunk of your life.





# OUGH PHANTASY STAR III, OLD, AND DIE THREE TIMES.

SEGA  
**GENESIS**

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# TV or not TV

## By The GamePros

Alright, we've been beating around the bush long enough!

By now everyone knows "The Flash," "thirtysomething," "Midnight Caller," and even "Twin Peaks" are but TV memories, banished to the Land of Reruns, Cable, and UHF. What types of shows have television execs in their wisdom decided to run in this new-found air time? How about GamePro!

That's right everyone's favorite video game mag is about to expand its act to a weekly television show! Our show will be called "GAMEPRO." Original, huh? We aren't going prime time like the aforementioned casualties of the video wars, but how does Saturday and Sunday afternoons (around lunch time) grab ya?

GAMEPRO debuts on September 28, 1991. It's being distributed by Samuel Goldwyn Television, the same folks that bring you that soon-to-be-classic showcase of video mayhem-for-fun-and-profit, "American Gladiators." In fact, tune in Gladiators next season and see if you can figure out what video game mag has its name plastered around the side of the ring.

Your host will be J.D. Roth; fresh from the hit kids goo and games program, "Funhouse," on the Fox Television Network. No, Bart Simpson wasn't available, but take it from us, J.D.'s great. Among other slick F/X moves, the dude will actually step right into your favorite video games to help bring the latest, greatest reviews, news, and tricks to life.

Naturally, GAMEPRO will follow a magazine-type format. GamePros will immediately recognize their favorite sections of the magazine such as Pro Reviews, S.W.A.T., the Cutting Edge, Ask the Pros, and Hot at the Arcades. (However, no Adventures of GamePro, yet.) In fact, if you've been paying attention the last few issues you noticed the new corner elements, those cool labels that identify the magazine sections. Those are actually graphics created for the TV show that will introduce each segment of the program. And since all of us at GamePro Magazine will be responsible for the show's cutting-edge content, that means you have a say, too!

GamePro the TV Show was developed by Pye/Jaffe Productions in conjunction with GamePro Magazine. The program is produced by Kelly Broadcasting and, as we said, distributed by Samuel Goldwyn. All that means is that the show will show in 78 of the top television markets in the U.S. Look out New York! Look out San Francisco! Look out Los Angeles! Look out Chicago! Look out Boston! Look out Cleveland! Look out Ottumwa! Ottumwa? That's Iowa, homeys. GamePro's really coming to town!

(PS. Mark Sept. 28 on your calendars and watch for next month's listing of all the television stations broadcasting GAMEPRO.)

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### GamePro's Game Rating System



Poor

Fair

Good

Great

HOT!

### Sample



Graphics

Sound

Gameplay

FunFactor

Challenge

**Graphics:** Judges the cart's pix, animation, and artistic design; **Sound:** 5 = Turn up the volume! 1 = Noise pollution; **Gameplay:** Rates how smoothly the game's command interface and controller functions translate into onscreen action and fun; **FunFactor:** Here's the bottom line: Is it fun?

**Challenge:** Rates the computer's smarts and game skills, but remember a low rating here isn't necessarily bad and vice versa. See Graphics, Sound, Gameplay, and especially FunFactor.

# READY, AIM, PUNISH!

SPECIAL  
APPEARANCE BY  
SPIDER-MAN®



Rocket missiles are the perfect weapon to blow up enemy choppers.

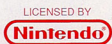
Bazooka-toting mercenaries lurk in the deadly jungle brush.

Voodoo and drug smugglers? Time to break their spell...Punisher-style!



Crime. The stench is everywhere. But now Jigsaw and his band of drug lords will be taught a lesson in justice — Punisher-style!

There's nowhere for them to hide. Packing his M60 machine gun, nitro-charged grenades and heat-seeking rockets, The Punisher™ will hunt them down from the urban New York jungle to the voodoo-infested wilds of South America... destroying everything evil in his sight! With Spider-Man® at his side, hundreds of enemies will be given the ULTIMATE PAYBACK!





## A Tip-sy Gamer

I would like to share my feelings on the tip book issue. I'm an RPG fanatic. I can still remember my first encounter with an RPG. It happened to be Phantasy Star for the SMS. By the time I had given up, I was about ready to be committed to the nearest rubber room.

Shortly after my utter failure with Phantasy Star, I read about the soon-to-be-released Phantasy Star II for the Sega Genesis. Tip Book included! I thought that even I should be able to finish a game with a "cheat book." I bought the Genesis and the game. That book taught me the logic behind RPGs. I finished the game in a respectable time and came away with new confidence.

After finishing PS II, I decided to attack the original with no help. I finished in record time.

Games are supposed to be enjoyable. Needing help every once in a while, doesn't mean you're stupid. Sometimes it's hard to see the forest for the trees. I feel that I'm a fully capable RPG player now, but just in case...it's nice to know that help from tip books is close at hand.

Jim Rogers, Sacramento, CA

## Telegenesis - Truth or Tall Tale?

I received a Genesis for Christmas the year before last, and when I read the November 1990 issue's ProNews Report, I was horrified to find out that the Telegenesis Modem had no planned release date yet. Are they ever going to be sold in the U.S.?

Thomas Pierson, Huntington, IN

**(According to Sega of America the Telegenesis has been postponed, possibly permanently, because they feel that the level of gameplay in these games does not meet their standards for fun and excitement. Rather than producing technology for the sake of that technology, Sega is more interested in producing products that they believe are truly special. - Ed.)**

## Arcade Blues

I am 21 and an avid Nintendo Entertainment System player. But when I go to a local arcade - I can only watch because I'm physically impaired.

Is there an arcade system on the market today that can be played by persons that are physically impaired, wheelchair bound, or who have limited use of arms and hands? I think it would be great to have arcade games adapted so that all persons can play them.

Eric Cook, Ridgeway, PA

**(An excellent question, Eric. Unfortunately we have not seen nor do we know of any arcade games which have been specifically adapted for the physically impaired. However, after doing a little research we came across a few organizations, one called the American Amusement Machine Association (AAMA), who according to their executive vice president, Bob Fay, have had this very subject brought to their attention in recent months. They are currently researching the possibilities of manufacturing specialized arcade game casings, which would cater to handicapped persons.**

**You can make a difference, too. Let organizations such as the AAMA, know that you would like to see some changes made. Write to them and encourage anybody you know who's interested to do the same. Write to: AAMA, 12731 Director's Loop, Woodbridge, VA 12731 and AMOA (Amusement and Music Operators Association), 401 North Michigan Ave., Chicago, IL 60611 - Ed.)**

## The Waiting Game

I live in British Columbia, Canada. What really frustrates me is that when a new game product is scheduled for a certain release date in the U.S., there's no telling how long it will be before it reaches B.C.

Kevin Lindsay, Kamloops, BC, Canada

**(There may be some confusion about what exactly the term "American release" means. That actually covers the whole of North America, Canada and Mexico included. So, essentially the games appear in all three countries simultaneously. According to an industry expert there are a couple of reasons why your wait may be a bit longer in Canada.**

**First of all, certain types of freight (air vs. boat, truck, or train) are faster than others. Another reason could be decisions made by retailers. If a Canadian video game retailer doesn't have a title within a few**

**weeks of the scheduled release date, chances are (if it didn't get held up in shipping) they don't plan to carry that title. Ask them if they've placed an order for the title you're looking for. If they haven't, ask them if they can place a special order or, perhaps, direct you to another source. Remember, the retailers are there to provide a service to you, so don't be afraid to ask them for what you want. - Ed.)**

## Hog Wild

I am appalled by the blatant oversight of animal rights exhibited by the members of your staff in making the rules of entry for your Sonic the Hedgehog contest. I am referring to Rule Number 4: "Members of the Hedgehog species are ineligible to enter." I myself am a hedgehog and I would love to enter your contest along with some of my friends. I can't imagine what kind of an edge we would have on any other participants. I demand that you refrain from making such prejudiced rules in future contests!

Sam Hog, Hedgeland, CA

**(So sorry, Sam, we didn't mean to get your spikes in an uproar! We can't allow hedgehogs to enter the Sonic contest because our carefully selected panel of contest judges are hedgehogs, and they didn't think they could judge their own species without exhibiting biased opinions. Better luck next time. - Ed.)**

## So, Tell Us What You Think.

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

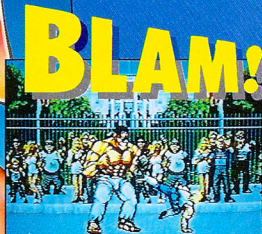
GAMEPRO Magazine

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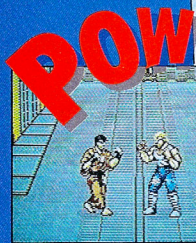
P.O. Box 3329  
Redwood City, CA 94064

Thanks for your input!

# BETTER GET



The Kansas Tornado Kick should send this guy to the moon!



Think you're bad, huh? Go head to head with your bud!

Yo! This ain't no plastic trophy contest! You gotta watch out 'cause these street fighters don't mess! They're some of the toughest, meanest, quickest dudes ever to chew on nails, know what I'm sayin'?

Lay down some serious pain! Karate man or Crusher, take your pick! Your bud's coppin' a 'tude? Then let him have a piece! But ya' better get **STREET SMART** first, or you'll have a hard time finding all your teeth with one eye!



Just kickin' around tryin' to make a buck!

# BEFORE YOU GET HURT!

Introducing:

# TEAM GAMEPRO

Here it is, at last – Team GamePro! Congratulations folks, we're happy to have you all on board.

Here's your first assignment: Sit tight (no phone calls, please) and you'll receive your special Team GamePro packet in the mail, complete with a Team GamePro T-shirt and further top secret instructions.

## 10 and Under

Allemeier, Mark  
Greensburg, PA  
Amerongen, Will  
New York, NY  
Boot, Nathan  
Vancouver, WA  
De Matters, Cody  
Accord, NY  
Driskill, Abby Christine  
Hammond, LA  
Feldman, Brian  
Winter Springs, FL  
Hull, Derwood  
Hagerston, MD  
Hwang, Eric  
Rutherford, NJ  
Kornberg, Danny  
Redwood City, CA  
Korneberg, Bernie  
Palo Alto, CA  
Kurtzy, Dave  
Madison, WI  
Mercier, Daniel  
Ontario, Canada  
Miles, Nicholas  
Alexandria, VA  
Minzer, Paris  
Dallas, TX  
Pan, Wesley  
Westlake Village, CA  
Polo, Kelli  
Chicago, IL  
Reinhard, Eric  
Richmond, ME  
Reinhardt, Mike  
Troy, MI  
Robinette, Brant Basil  
Alberta, Canada  
Rodas, Fernando  
Jamaica, NY  
Sanders, Donovan  
Houston, TX  
Sanders, Dylan  
Houston, TX  
Stone, Lee  
Palo Alto, CA  
Smith, Taavo  
Cambridge, MA

## Over 18

Wolfe, Thomas  
Mt. Vernon, IA  
Yamashita, Collin  
& Ian  
Houston, TX  
Arnold, Douglas  
Lahaina, Maui, HA  
Ayoub, Elizabeth  
West Covina, CA  
Blandford, David  
Norco, CA  
Bosik, Alan  
Belmont, CA  
Bretschneider, Ric  
San Jose, CA  
Carpenter, Jan  
Riverside, NY  
Cash, John  
New Bedford, MA  
Cass, Candy  
Deltona, FL  
Childress, Steve  
Eufess, TX  
Chow, Roland  
Whittier, CA  
Colucci, John  
Lyons, IL  
Dunlap, John  
Concord, MA  
Elbert, Steve  
St. Louis, MO  
Fabich, Jason  
Robbinsville, NJ  
Flores, Pete  
Oklahoma City, OK  
Fortuniewicz, George  
Yonkers, NY  
Garcia, James Bowyer  
Corpus Christi, TX  
Glasser, Joe  
Trenton, NJ  
Greenmitch, Tom & Brian  
San Francisco, CA  
Guerrero, T.C.  
Bronx, NY  
Hansen, Tom  
Griffith, IN

Hazlerigg, Mike  
Decatur, IL  
Heinlein, Owen  
Las Vegas, NV  
Herrnilla, Jonathon  
San Antonio, TX  
Hilgendorf, Greg  
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Hodge, Keith  
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Hudson, Sidney  
Butler, GA  
Huff, John  
Ventura, CA  
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Vallejo, CA  
Kisse, Paul  
Ozark, MO  
Lee, Dan  
Skokie, IL  
Leigh, Jason  
B. C., Canada  
Lyons, John  
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MacArthur, Dan  
Anaheim, CA  
Maurus, Marc  
Redford, MI  
McEween, Warner  
Fayetteville, GA

Miller, Gary  
Indian Head, PA  
Miller, William  
Oak Park, IL  
Mussman, David  
Lincoln, NE  
O'Neal, Gary  
Murfreesboro, TN  
Palmer, Randy  
Arlington, VA  
Penny, Dan  
Everett, WA  
Phinney, Edward  
Glenside, PA  
Pusateri, James  
Scranton, PA  
Ramin, Paul  
Cody, WY  
Raymo, Rick  
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Miramar, FL  
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San Jose, CA  
Snow, Randy  
Blair, OK  
Stasitis, Robert  
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Stokes, Christopher  
Markham, IL  
Sziel, Patrick  
Chicago, IL  
Turnispeed, Maria  
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Wainwright, Suzanne  
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Wood, Wes  
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Piano, TX  
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Blake, Pete  
Ontario, Canada  
Blanchard, Jason  
Armo, ID  
Bowser, Adam  
Nova Scotia, Canada  
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Urbana, OH  
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Pechman, Matthew  
Miami, FL  
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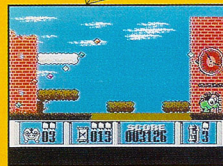
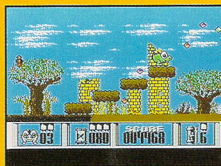
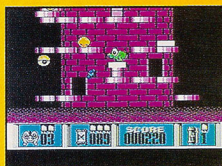
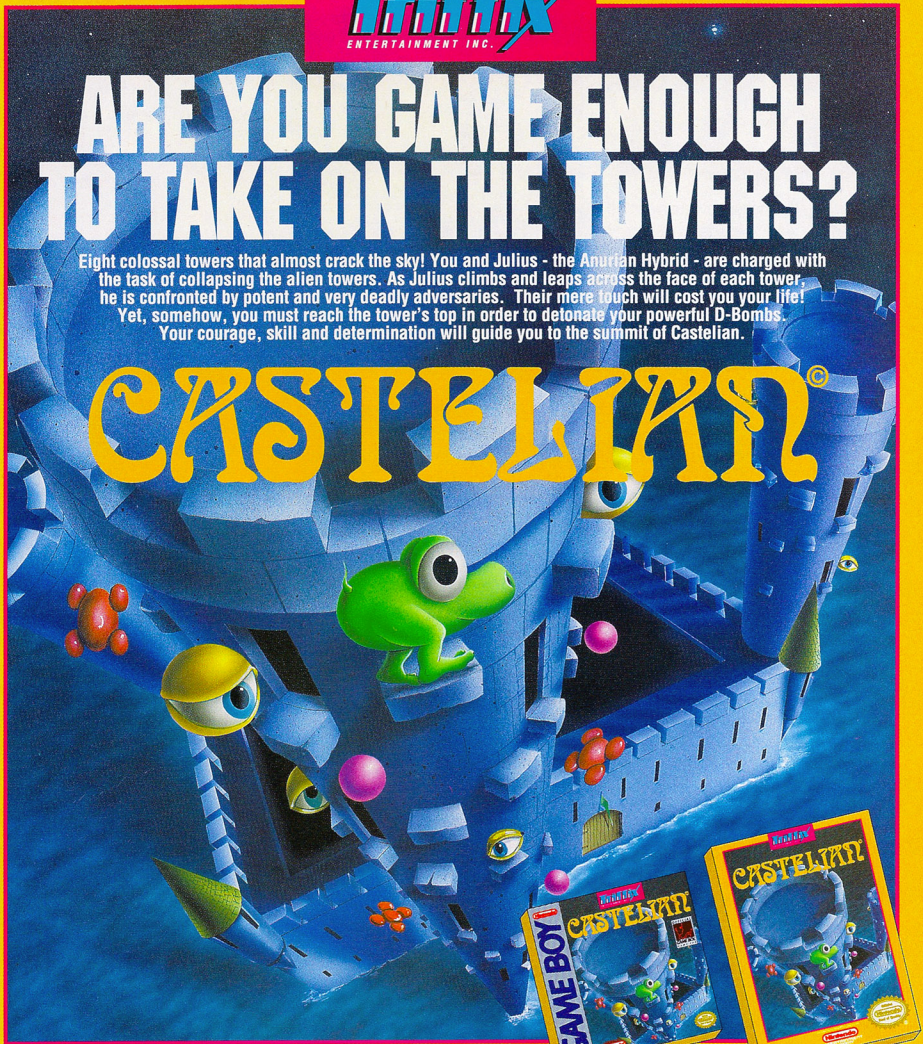
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Hubbard, OH  
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# NINTENDO PRO REVIEW

By Slasher Quan



No matter how many times would-be video role-play game heroes conquer the nameless villain in the nameless land who kidnapped the nameless princess, another really mean guy comes along and repeats the process! Faria by ASCII Entertainment (formerly Nexoft) is one of those RPG carts that's just like déjà vu all over again.

## Ultima with an Attitude

Faria mixes the role-playing game style of Dragon Warrior and Ultima with the action-oriented scenes of The Legend of Zelda. The great swordswoman (insert your name here) is drafted to rock 'n sock a sinister sorcerer known simply as the Wizard, who's scoped out the kingdom of Faria for his next conquest.

If Faria's graphics look familiar, it's because they are. In the countryside, towns, and caves, you survey the surrounding terrain from the traditional bird's-eye view, but when one or more of the Wizard's warriors pulls a surprise ambush, you battle it out in an angled overhead perspective straight from Zelda.



**Sometimes Faria keeps you in the dark.**

The caves are extra tough because you only get a tiny ring of illumination provided by a pee-wee flashlight.

**PRO TIP: When you first start off, don't tread the dim paths of the forest - you'll be massacred for sure. Try it later when you've pumped up your powers.**



**PRO TIP: Your peepers can't interpret the magic spectrum, so until you obtain an appropriate set of lenses, certain magicians will remain invisible. Compensate by tracking them down at the source of their mystical bolts.**

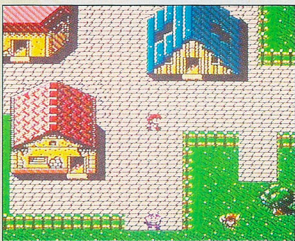
Like most fantasy adventures, you'll have to query villagers for the real scoop on this shady Wizard character and solve mini-tasks enroute to your ultimate goal. Naturally, building up your character's levels and skills is essential to advancing the crusade. An estimated 40 hours of playing time means saving with the battery backup frequently.

**PRO TIP: After rescuing the princess the first time (hint, hint), the king is very grateful and he throws a party in your honor, but the cavalier he serves poisons all the villagers. The antidote you need is across the sea, but before the ship's captain will grant you passage, you must first speak to the proprietor of the Hospital in Ehdio.**

**PRO TIP: In addition to boosting your maximum hit points and other vital stats, level-ups completely restore your health. Plan accordingly and don't use medicine if you're about to raise your level.**

## Shopping Spree

Don't leave town without them: swords, bows, shields, armor, magic, and spells. Also, loads of neat-o items are on sale everywhere. You eventually need all this gear



**Shopping trips in town are critical.**

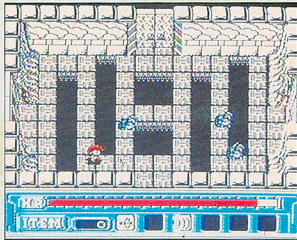
plus unique treasures which aren't available in any stores. The Adventurer's Guide included with the cart does an excellent job of clueing you in to the best purchase selections and where to find them.

**PRO TIP: If two types of one product are for sale (such as a Dirk and an Iron Sword), save up for the more expensive one.**

**PRO TIP: When you set off for a tower, remember to bring a Flash Ball and a set of Wings so you can zip home instantly in case of trouble.**

## Towers of Power

In Faria's towers, you'll shake bones with all sorts of creatures, not to mention some truly devious tricks and traps. These labyrinths are rougher than an experimental rat maze, so sketch a map as you progress. The alternative is to fork out \$3 for Nexoft's special-order hint poster.



**PRO TIP: You can wipe out some denizens of the towers over and over again to build up mondo experience and bucks.**

**PRO TIP: Try pushing on all the walls to open secret passages. If you're making a map (and you should be), mark which walls you've tried so you don't bump into them a second time.**

**PRO TIP: Half-sized narrow pathways look walkable, but if you stride them you'll slip through the cracks and plunge down a floor.**

**PRO TIP: In rooms where fire blazes block the exits, wait for the patches to disintegrate before heading for the high ground. Barge through and you'll surely be scorched for heavy damage.**

**PRO TIP: Take the slippery tiles one step at a time or you'll careen out of control.**

**PRO TIP: There's a big, nasty something-or-other holding the princess hostage in Gelve Tower. Crank out a shower of arrows when combat begins and finish the deed with your sabre.**





**PROTIP:** Where possible, hide behind the barricades and hack at the monsters from your safe spot.

**PROTIP:** To beat the silver scissor-thingy boss in Brown Tower, you need a gold rock. Look for it in the First Cave (location D on the world map inside the manual).

### Another Role, Another Play

Originally released seven years ago in Japan (the American NES didn't even exist then), Faria shows its age when com-

pared to more evolved "quester" carts such as Final Fantasy. For example, the buildings aren't labelled, which can be a pain in the chain mail if you just want to buy a spell refill but can't recall where to find the Magic Shop. Also, there's no way to adjust the message speed, so some dialogues drag on forever.

Let's face it, folks, there are bunches of great fantasy titles out there, so a new entry needs a special twist or innovation to earn a name for itself. Faria offers neither, but its strength is an involving journey that keeps your pencil busy and your fingers numb. That may be enough for

dedicated role gamers, particularly those itching for a Zelda-ish spin off. If you're into old-time RPG, you'll fare well with Faria.



**Faria by ASCII Entertainment**  
**\$54.95, Available now**  
**2 megs, battery backup**



By Riff-Raff



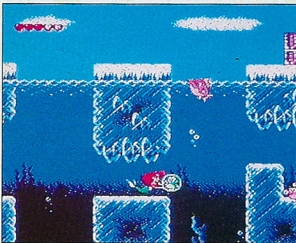
Once upon a mari-time, Hans Christian Andersen wrote a fairy tale called "The Little Mermaid." Then, Disney produced a blockbuster animated movie of the same name. Now, Capcom brings the seafaring saga to the NES.

As in the movie, our heroine, Ariel, falls for her prince, Eric, and leaves the sea to become human. However, in this five level action/adventure cart, there'll be no happily-ever-after until Ursula, the sea witch, is dealt with. She's taking over the oceans, so Ariel must become a mermaid again in order to save her fishy friends.

## Bubble Trouble

The Little Mermaid looks excellent! The characters are top notch Disney reproductions. The animation's similarly splendid; Ariel's movements are practically graceful!

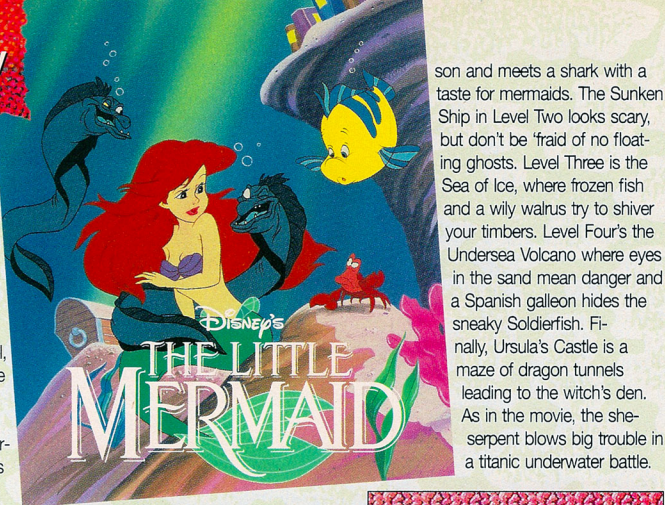
She's also a 'maid to order for her adventure. Her powerful flipper tail stirs up a mess of trouble for the bad guys in the form of bubbles...air bubbles, that is. Two swishes trap the finny fiends.



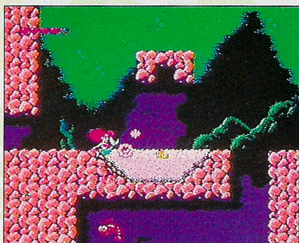
**PROTIP:** To kill two birds with one stone...er, two fish with one bubble, snare a fish and use it like a shield or shoot it into another fish.

Keep an eye open for Magic Shells. You can chuck them at bad sea things or use them to break open Treasure Chests, which usually contain pearly power-ups.

**PROTIP:** Some enemies can only be defeated with shells. If you just carry a shell into enemies, it lasts longer.



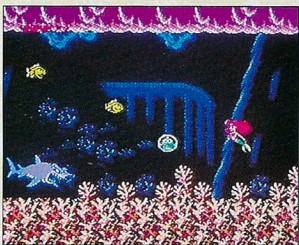
son and meets a shark with a taste for mermaids. The Sunken Ship in Level Two looks scary, but don't be 'fraid of no floating ghosts. Level Three is the Sea of Ice, where frozen fish and a wily walrus try to shiver your timbers. Level Four's the Undersea Volcano where eyes in the sand mean danger and a Spanish galleon hides the sneaky Soldierfish. Finally, Ursula's Castle is a maze of dragon tunnels leading to the witch's den. As in the movie, the serpent blows big trouble in a titanic underwater battle.



**PROTIP:** Search the seas top to bottom to find seashells. Swish your tail along sandy areas and you might even find other bonuses, too.

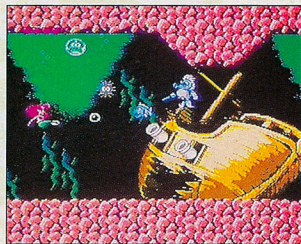
## Nautical Naughties

The Little Mermaid features average, multi-scrolling action that's repetitive, but it won't make you sea sick. Every level leads to fishy bosses, that you fight basically the same way: capture the fish guards and toss them at the boss.



Use the bosses' guards against them!

Level One is the Sea of Coral, where Ariel teaches a school of fresh fish a les-



The Soldierfish guards the galleon.

**PROTIP:** To tip the scales in your favor versus Level Two's eerie eels, wait at the bottom and strike when you see the whites of their eyes.

**PROTIP:** To beat Ursula, stay below her body and wait for her to fire fish. Capture one and you can figure out the rest.

## A Sea Breeze

The Little Mermaid's a class act all the way. However, experienced sea-faring gamers will sail right through the cart, and average NES swimmers will get an average work out. The game's target audience, little kids, should find it a great catch, though, especially with the "no damage" option. For some players, The Little Mermaid will make a big splash!



The Little Mermaid by Capcom

\$44.95

Available now, 1 meg

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# GAMEPRO

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# GAMEPRO

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By **Andromeda**

Everyone's favorite video game hero-in-the-round is back to vanquish the wicked King of Eggerland one more time. The Adventures of Lolo III combines the best of the previous carts in this well-rounded series with some brand new mind-bending twists, including an underwater stage.

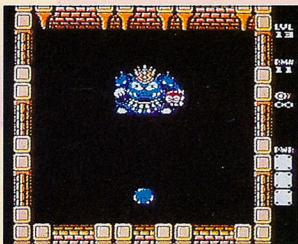
In this biggest cart yet in the Lolo saga, our roley polley hero and his sis Lala must save their fellow villagers who've been turned to stone by that rotten egg who calls himself a king. To rescue the villagers the rotund duo must wend (or wobble in this case) their way through the village, conquering 17 different levels (100 rooms in all as well as some big, bad boss encounters).



*Lolo and Lala journey through their village to battle the evil King.*

## The Gang's All Here

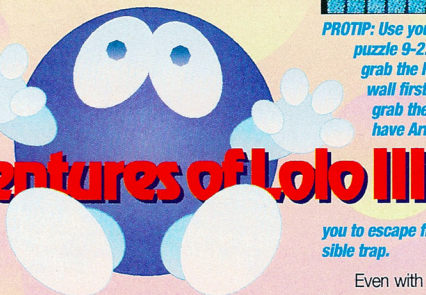
Each of the different rooms in the game is a puzzling labyrinth of obstacles, including trees, rocks, Emerald Framers (moveable blocks), lava streams, and more. And that's not all – a cast of char-



*The King of Eggerland tries to kidnap Lala once again.*

acters familiar to Lolo groupies everywhere is back in full force. The crew includes Snakey, Medusa, Rocky, Alma, as well as the new fish on the block, Moby. Each of the creatures has its own unique way of making Lolo's life miserable.

**PROTIP: Don't forget that sometimes when you shoot Snakey away he comes back in a different place!**



# Adventures of Lolo III

## They're Baaaaack!

As always Lolo or Lala (you can be either one) clear each room and reach safety by grabbing all of the Heart Framers and then, finally, the Treasure. Armed with your brain cells and special items they earn when they grab different Heart Framers (i.e. Egg Shots, Bridges, Arrow Direction Changers, etc.) our heroine or hero must complete a series of moves in a specific order to escape.



**PROTIP: Level 3-3 requires a classic Lolo move. To get past a barricade of three horizontal blocks in a row first push the far left block up and then push the far right block up. Now, push the middle block to the left or right and proceed up through the middle!**

**PROTIP: If there are creatures that chase you after you grab the last Heart Framer in the room (like Skulls), the solution usually involves grabbing the Heart Framer nearest to the Treasure Chest last.**



**PROTIP: Use your special powers to solve puzzle 9-2. Here are a few hints – grab the Heart Framer on the right wall first to get two Egg Shots. Next, grab the lower left Heart Framer to have Arrow Changing ability. Now, proceed to the center four Heart Framers. This activates your Arrow Changing power and enables you to escape from this seemingly impossible trap.**

Even with your brains and their brawn this Lolo adventure is by far the toughest yet for our fuzzy friends. Levels 1 and 2 are standard early Lolo...but they're just a warm up. Once you reach Level 3 the puzzles grow steadily more difficult. By Level 11 solving some of the puzzles requires more than 30 moves, executed in an exact order. You'll have a headache in no time at all!

**PROTIP: For practice with some standard Lolo puzzles visit Grandpa in either of the two trees.**

## A Well-Rounded Personality

Lolo fans are a dedicated bunch, and they won't be disappointed with the cute-as-always graphics (including new animated sequences) and tougher-than-ever gameplay. Gamers, if you enjoy puzzler fare you haven't lived until you've "Loloed and Lalaed." PS. If you've never met Lolo do yourself a favor – begin with Adventures of Lolo and work your way up to Lolo III!



**Adventures of Lolo III by HAL America**  
Price not available  
Available now

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**MYSTERY WORD GRID**

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		T		
S	C	O	R	E
	D			
				E


**WORLD LIST AND LETTER CODE CHART**

SCORE . . D WOUND . . H  
 DODGE . . R SWORD . . L  
 SHOOT . . T LASER . . K  
 ENTRY . . I FORCE . . O  
 POWER . . E MAJOR . . Z  
 PITCH . . W BLAST . . Y

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**Kiwi Kraze**



**By Brother Buzz**

Tiki's a Kiwi out to save Phee-Phee. Smelly Wally Walrus bagged her and all his birdie buddies. So he must search the zoos of New Zealand to find them.

If Kiwi Kraze sounds too cute, well, the simple storyline is. But don't let that keep you from checking out this fun and intricate adventure game.



*This game's a "krazy" zoo!*

The game requires a steady hand and patience as Tiki hops, swirns, and flutters through

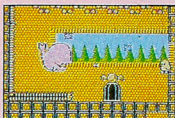
five woods (four levels each) of multi-scrolling, maze-like birdbrained action. Once in a while he gets a lift when he steals a balloon from his foes. But watch out! Every level is packed with spikes and sharp corners that make kiwi shishkabob. Hermit Crab, Kool Koala, and Robo Kitty are a few of the 12 types of cartoony creatures and bosses after Tiki's tail.

Tiki protects himself with a bow and arrow, a ray gun, and bombs that he swipes from fallen foes. Four Magic Items, extra lives, secret rooms, and Warp Zones are practically everywhere!

**PROTIP: You can move left and right as you fall. It's sounds simple, but it's a key move.**

Kiwi Kraze is a nifty game that been's ported over from the Mega Drive (see Overseas ProSpects, GamePro, Nov. '90), and it has a

distinctly Japanese flavor similar to Psycho Fox or Bonk's Adventure on other systems. The graphics are excellent, the gameplay's top-notch, and the challenge drives you "krazy." Kiwi Kraze is fine-feathered fun.



*PROTIP: When you encounter the Ice Whale at the end of Stage 1-4 stay to far right of the screen where his water bursts can't reach you and wait.*



**Kiwi Kraze by Taiho**  
**Price not available, Available now, 1 meg**

**Conan**



**By The Missing Link**

Conan is the barbarian who would be king. All he has to do is venture to six monster-infested locales to recover the four missing Urns of Aquilonia. Easier said than done.

Conan by Mindscape is a tough, thought-provoking, single-player action/adventure cart. The action is pretty straightforward stuff with lots of running, jumping, hacking, and slashing. The thoughtful part comes into play when the game forces you to think before you leap. For example, there are certain monsters that Conan can't destroy unless he has a particular weapon. Finding that weapon is a trick unto itself.



*PROTIP: You cannot find the Trident, the weapon you need to kill the Golden Lion, unless you cut the hanging skeleton loose.*

PROTIP: Conan's fists are his best form of defense against the Skeletons of the Catacombs of Belveras.

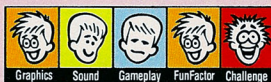


*PROTIP: Once you behead Medusa, you'll find yourself standing on a ledge which seemingly leads to nowhere. Don't be afraid to take a flying leap directly to the right. Hint: Two heads are better than one when you jump into oblivion.*

Gameplay, unfortunately, is rough. The problem is that certain movements, such as squatting, require you to use the direction pad and hit a button simultaneously. If your timing is off, Conan may wind up leaping into a pit of fire instead of simply kneeling down to pick up an item.

**PROTIP: Achilles, a large stone-faced man who lives in the desert, has terrible foot problems. Maybe you should poke around to see just exactly where it hurts.**

Conan's a good-looking, basically fun cart, but it complicates an intriguing adventure with uncoordinated gameplay. If you've got the patience to tame this barbarian, check out Conan.



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By C.T. Aslan

One of the most popular movies of our time is being brought to your NES by the folks who brought it to the big screen way back in 1977, Lucasfilm, Ltd. Star Wars will feature most of the major plot elements of the original movie. The game opens with Luke Skywalker on the Tatooine Desert in his landspeeder. He must search for Obi-Wan Kenobi, who will give him a Light Saber and school him in the ways of the Force.

Next, it's on to the town of Mos Eisley where Luke must fend off Imperial Storm-Troopers and recruit Han Solo, pilot of the Millennium Falcon. Then the duo must rescue Princess Leia from Darth Vader, who is holding her prisoner on the Death Star.

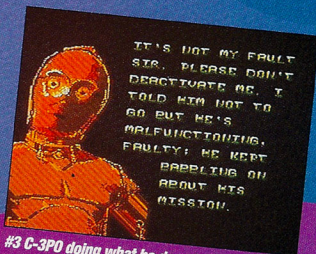
Star Wars is a real standout in the NES world. It features an incredible mix of different types of game play: side-scrolling battle segments, four first-person 3-D space flight action sequences, and top-down travelling in the Tatooine Desert and in the trenches of the Death Star. You can also play to seven different endings!

Non-linear game play (you decide what order you complete areas) and multiple character control also help make Star Wars the cart to get this Fall. Look for it some time in October – and look for the sequel, The Empire Strikes Back, sometime in January 1992.

# STAR WARS™



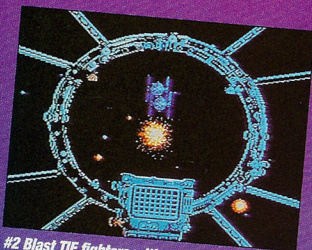
#1 Luke cruises the Tatooine Desert in his landspeeder. In this part of the game, Luke must search caves for Obi-Wan Kenobi, rescue R2-D2 from the Sand Crawler, and recruit Han Solo for his mission.



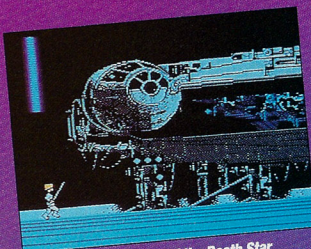
#3 C-3PO doing what he does best – babbling.



#5 When in town, be sure to check out the Cantina band – they're hot!



#2 Blast TIE fighters with the blazing guns of the Millennium Falcon.



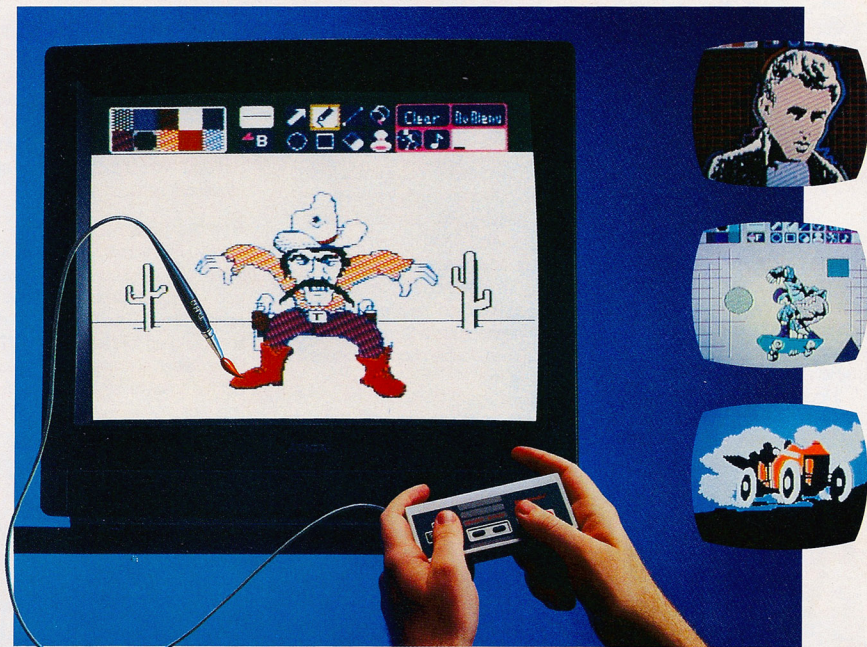
#4 Luke in the hangar of the Death Star (that's the Millennium Falcon to his right).



#6 The character selection screen enables you to take the role of one of the three main Star Wars characters (once you've located them) or to gain advice and knowledge from C-3PO, R2-D2, or Obi-Wan Kenobi. You can also switch weapons here.



# OK Partner, DRAW!







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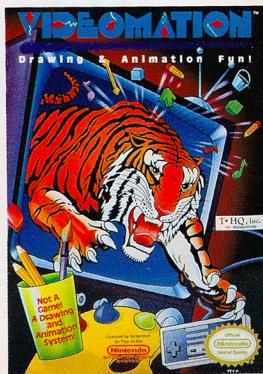
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TOY HEADQUARTERS





By Slo' Mo

It's tough to keep a good ninja down, and NES martial artists know Ryu Hayabusa of the Dragon Clan is a great ninja. *Ninja Gaiden III: The Ancient Ship of Doom* will materialize any day now. Here's what we've dug out of the cart so far.

## A Ninja with Attitude

Ace Ninja Gaiden CIA analyst Irene Lu uncovers another world-threatening plot, but once again the bad guys find her out, too. (Somebody get that girl a good disguise kit!) Poor Irene plunges to watery doom courtesy of her assassin — Ryu Hayabusa!

It looks bad for our favorite Nintendo ninja as he takes the rap for Irene's murder, but did he or didn't he do it? Even he's not exactly sure what's going on.

## Basic Video Ninjitsu

Ryu's quest to avenge Irene, clear his name, and bring the evil dudes to justice takes him across the usual *Ninja Gaiden* landscapes. This third episode of the *Ninja Gaiden* saga covers seven deadly stages, each divided into multiple rounds of martial arts action. Ryu's adventure takes him to far out and far-flung locales such as a hellacious high-tech bio-lab, a castle fortress, a scorching desert, inside a lava-filled cavern, and through a murky swamp.

Naturally, Ryu dishes out a slew of of *Ninja Arts*, which he can grab after he downs adversaries. There are six weapons in all including the familiar Fire Dragon Balls and the Fire Wheel. The new weapons are a Strider-like power sword and double chopping blades that

rip through the air above and below you. This time around, too, he can jump up, grab some scenery, and scurry horizontally hand-over-hand.

Graphics stay right in step with the other *Ninja Gaiden* carts. That means great Japanese-style, vertically and horizontally-scrolling graphics. You'll dig the multi-scrolling scenery, too. And, of course, no *Ninja Gaiden* cart would be complete without those dramatic story sequences between stages.

## Ryu's Rules

Will Ryu find out what happened to Irene? Will he dig out the evil power behind the vicious evildoers? What is the Ancient Ship of Doom? Will Irene return from the dead for *Ninja Gaiden IV*? Gee, *Ninja Gaiden III* raises a lot of questions. But the answers, as always, are at your fingertips.

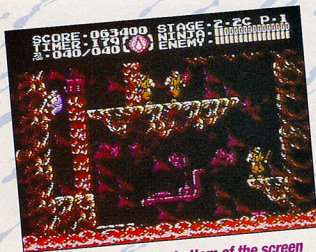
***Ninja Gaiden III* by Tecmo  
Available September**



#1 The desert's full of life — and death! Don't stop to shake the sand from your sandals or the sinking sand dunes will bury you alive.

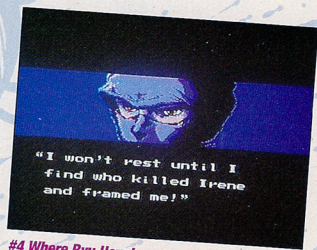


#3 Ryu has to rumble in the jungle, where sometimes it's a good idea to just hang around.

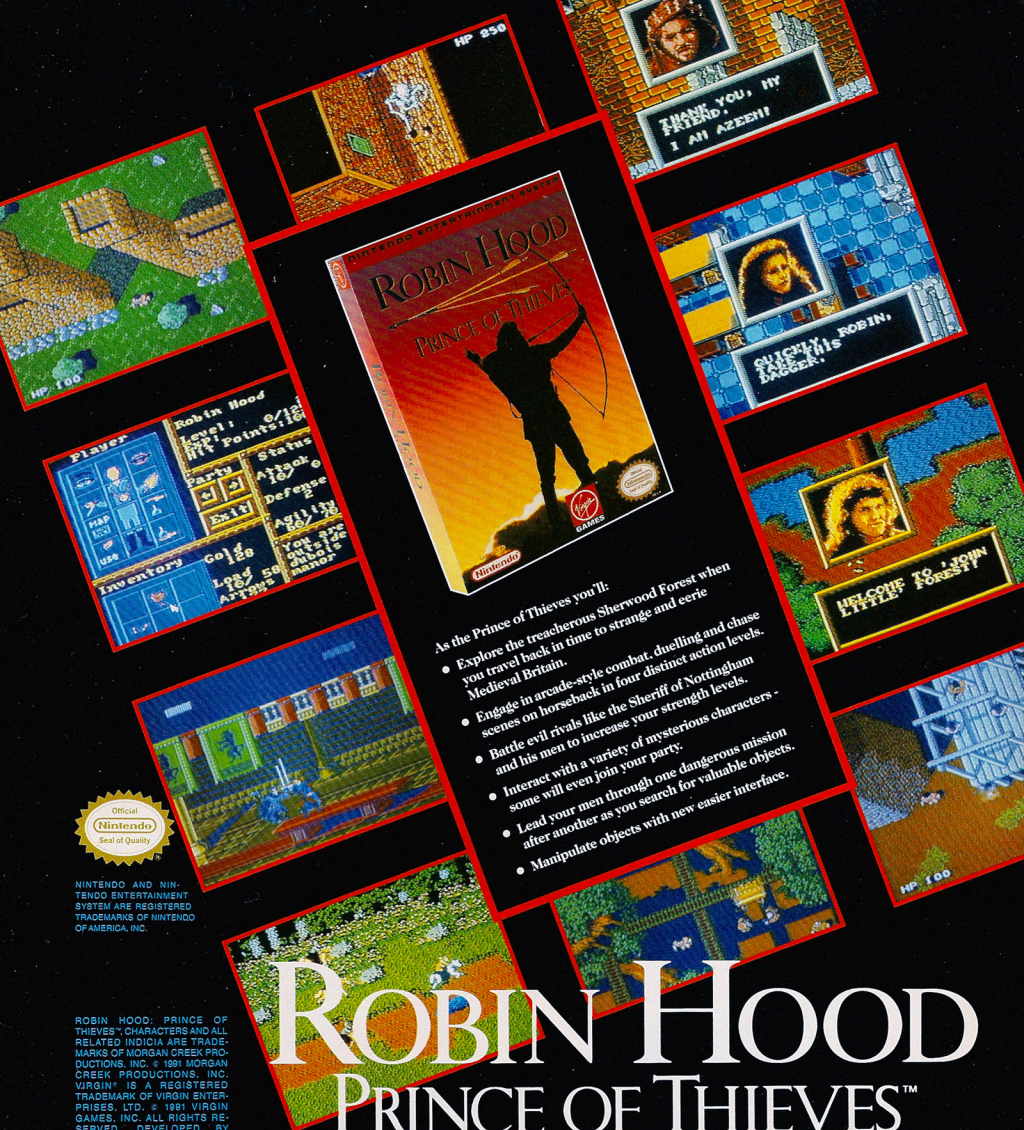


#2 The lava flow at the bottom of the screen slowly fills this cavern and chases you up the screen in this vertically-scrolling round.

# Ninja Gaiden III



#4 Where Ryu Hayabusa goes, trouble usually follows and that's just the way *Ninja Gaiden* disciples like it.



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# SUPER NES MADE IN JAPAN!

## The Raw and the Cooked: Pizza X at the Famicom Space World Show

*(Editor's Note: This report showed up one day at the offices in a pizza box – no return address, no phone number, no nothing. Frankly, we didn't know what to make of it. But several overseas phone calls and some help from our Japanese friends have convinced us that this unknown reporter's info on Super Famicom (Super NES in the U.S.) software is pretty reliable. Who is this guy?)*

Pizza X here. Boy, it's good to be back in Japan. I'm here for some inside scoops, to visit some video game programming houses, and to scope out the Famicom Space World (Nintendo Show). The temperature in Tokyo is 75 degrees, a little humid, but pleasant. Before I attend the show, I must go to the Akihabara district where I can find the best electronics, CDs, and video games, all at great discounts!

On to the Famicom show at the Makuhari Messe International Exhibition Center, a 35 minute, 160 yen

(\$1.20) train ride from downtown Tokyo. There are 50 software houses showing unreleased Japanese titles, encompassing more than 150 games, approximately 30 for the Super Famicom, 73 Famicom, and 47 for Game Boy. It was estimated that over 300,000 people would attend the Famicom Space World. There were that many and more!

## Showtime!

The spacious Makuhari Center had plenty of room in which to display the myriad software. The first day of the show, by invitation only, was the best since the crowd was minimal. Pizza X cruised, greeted friends, and played the best games. On the other days, I felt like cold California roll in a sushi bar.

What's new and what's not for the Super Famicom...Pizza X saw nothing new in the way of ideas or game concepts. Fully three-quarters of the games were upgrades from 8-bit programs.

## The Best

There was, however, one game that Pizza X considers "different." Oto Girisu, scheduled for release in Japan in October '91 by a programming house called Chinun. According to Pizza X's sources, the same programmers who did the famous role-play game (RPG) Dragon Warrior (Dragon Quest in Japan) worked on this game. This 8 meg program is a unique RPG. Instead of manipulating a charac-

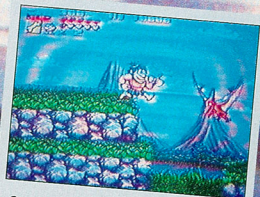
ter, you follow instructions from the screen to travel to various lands and experience different adventures. The choices you make – which fork in the road you happen to choose or which house you explore – influence the outcome of the game so that each time you play the game is different.

The best looking Super Famicom game at the show was far and away the Capcom offering Super Ghouls 'n Ghosts, scheduled for release in Japan in August '91. Insider tips to Pizza X indicate that the release date may be pushed up to July for this beautifully drawn and executed action/adventure featuring smooth as silk animation. You may have seen a game of this name on the Genesis, however, this is a new generation with a new set of graphics and a new level of game play. This game gets four pizzas out of a possible pizza rating of five!

Pizza X also liked Irem R-Type II. The graphics are hot with smooth and natural scrolling. Although this horizontal shooter is a take off on Irem's arcade hit, this version has added elements of game play and different weapons. Pizza X can now keep his quarters in his pockets and play this game at home. Four pizzas, extra cheese.

Next best is Raiden Densetsu by Toei, to be released August '91. This vertical shooter is a well-executed and true copy of the Japanese arcade megahit. It's supersonic aerial combat action

The hidden  
Pizza-cam  
weaves  
through the  
crowd.



Go prehistoric with Joe and Mac!



Play SD Battle Dodgeball versus Japanese cartoon superstars!



Super Ghouls 'N Ghosts is a winner in any language.

makes excellent use of the Super Famicom's large pallet of colors. Three and a half pizzas.

## The Rest

Some other excellent games deserving mention, but not pizza rated are as follows: Joe and Mac (Data East) due in September '91, is a breath of fresh air for Data East. Taken from their arcade hit, Caveman Ninja, this comical prehistoric adventure has big well drawn sprites and two player simultaneous action. Check it out – a real looker.

Final Fantasy IV (Square) is due out July '91. The adventure continues in this 8 meg RPG. Nice mode 7 scaling effect for traveling over land. Not a game for the casual video game renter – this is a keeper.

Jerry Boy (Epic/Sony) is slated for August '91. This game will be called Jelly Bean in the United States. It's a Mario IV-alike, meaning hop and bop action with weird worlds.

Super Professional Baseball (Jaleco) is due May '91. Would you have been disappointed if Jaleco had not made a baseball game for the Super Famicom? Not to worry. The new look features larger players and an interesting rotation effect when the players bat in order.

Pinball (Naxat) is a newcomer to Nintendo, but not to the video gaming world. Pizza was only able to see the game in demo mode. However, this

game seriously mimics their Devil's Crush Pinball released for the TurboGrafx-16. We may all be in for a treat. It was the only Super Famicom pinball we saw.

Culture Brain Baseball, due June '91 appears to be the 16-bit sequel to Baseball Simulator 1.000. This is comic baseball with a twist! You can hurl weird mystical balls and strike out your opponent in one pitch.

The following games looked pretty good, too, but Pizza will have to report details later: SD Battle Dodgeball (Banpresto) – the famous Japanese SD creatures play ball, Wanderers of Ys III (Tokin House), due June '91 – a hack-n-slash role play adventure game; UN Squadron (Capcom), due July '91 – international jet combat; Hyper Zone (HAL) – August '91 first-person, space craft combat; Strike Gunner (STG) (Athena) – a stunner gunner; Gamba League Baseball (Epic/Sony) – that's a Japanese baseball league; and SimCity (Nintendo) – we build this city!

## Pizza to Go

Oh, oh. Pizza X sees his two X-friends (Taco and Sushi). We must get together and trash the show. Guess that leaves no time for the Pizza-man to share with GamePro readers rumors of new Nintendo projects waiting in the wings – until next time.

(...if there is a next time. Seriously, who is this guy? – Ed)

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**UN Squadron: Air combat with an international flavor.**

**Intense Super Famicom action and R-Type II.**

# 16-bit Gamer's Guide

Part  
3

You can't buy one yet, but when the Super NES appears this fall, itchy-fingered gamers will be able to do more than stare wistfully at it. If good intentions mean anything a truck-load of games should be available by Christmas. Here are the ones we tracked down this month.

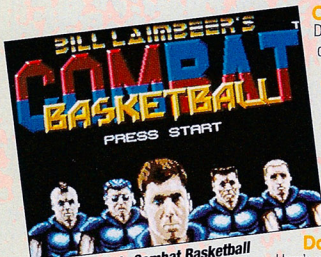
## The Super NES

### Actraiser

Get into some cool-looking world-building. You play the guardian angel, who watches over some teeny tiny people. You hack-n-slash some great-looking creatures then you help your people build up their world. Repeat the process until you build a civilization. (By *Enix*, Available October '91)

### Bill Laimbeer's Combat Basketball

If you think the Detroit Pistons' intimidating style of play is the scourge of the NBA now, wait until the year 2030. That's when Bill Laimbeer becomes the Commissioner of Basketball! This beat-em-up cum five-on-five basketball cart sounds like a natural. (By *Hudson Soft*, Available October '91)



Bill Laimbeer's Combat Basketball

looks outasight. (By *Taito*, Available Fall '91)

### Drakken

Be careful when you say "Drakken" that's dragon-speak for great RPG/arcade fantasy adventure and you just might draw a crowd of fire-breathing behemoths. The realm is immense and the 3-D graphics are cool. (By *Kemco Seika*, Available Fall '91)

### F-Zero Race

Hop into one of four proton-powered hovercars and hold on! This futuristic racing cart takes you across seven, out-of-this-world courses. It's a big time white-knuckle ride. Not for players prone to motion sickness. (By *Nintendo*, Available Fall '91)



Final Fight

### Castlevania IV

Dracula just can't leave that Beaumont family alone. Now he's stalked them into the SNES in this intense medieval action/adventure game. (By *Konami*, Available Fall '91)

### Caveman Ninja

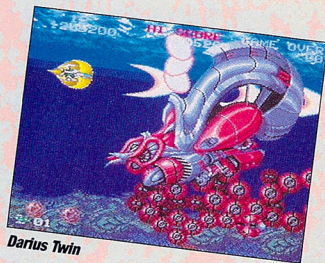
This is the home version of the fun dinosaur-beat-em-up from the arcades. Calling these guys prehistoric ninjas may be stretching it, but the fighting's right on. (By *DataEast*, Available Fall '91)

### D-Force

The year is 1991, a powerful oil-rich dictator in the Middle East has waged war on the world. (Hey, this sounds familiar.) You must navigate your high-tech, nuclear helicopter through 10 deadly levels over six unfriendly countries to infiltrate enemy headquarters. (By *Asmik*, Available Fall '91)

### Darius Twin

Here's a shooter's shooter. As a pilot of the Silver Hawk squadron you try to conquer 12 planets. It definitely ain't easy! But it



Darius Twin

### Final Fight

Why tamper with success? Capcom doesn't as it brings its hit coin-op beat-em-up almost unchanged to the SNES. Knuckle-busting Mayor Haggar and his street fighter pal, Cody, must rescue Jessica from the Mad Gear Gang. Each good guy busts unique moves against street punks, samurais, and other bad guys. Stay outta this town. (By *Capcom*, Available October '91)

### Gradius III

What's a video game system without a horizontally-scrolling aerial shooter? We don't know, but this intense outer space combat cart is a knockout! The graphics alone are stunning! (By *Konami*, Available Fall '91)

### Hot Trick Hero

Now you can play soccer inside the house. Choose from eight different countries and bring home the gold. The action's great with stunning kicks such as the Pele-style somersault shot. Better hope your feet don't fall you. (By *Taito*, Available Fall '91)

Continued on Page 30.



## Jelly Bean

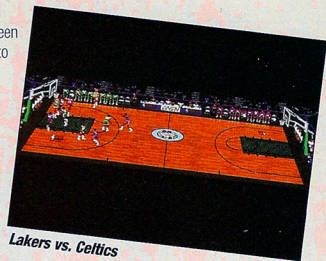
In this comical fantasy adventure cart, you're the rightful heir to the throne of a mythical kingdom who's been turned into a jelly bean by an evil witch. You have to travel through eight worlds in a distant fairy universe to beat the witch. (By Sony/Imagsoft, Available November '91)

## John Madden Football

For video gamers football season never ends. Play with any of the 29 pro teams including the All-Madden All-Stars in a Regular Season, the Playoffs, and Super Sunday in any weather condition. Each player's ranked according to strength, speed, and intelligence using skills and attributes of real players. You get over 200 offensive and defensive John Madden plays. Blitz, dive, scramble, break tackles, call audibles – players can do just about everything except get athlete's foot. (By Electronic Arts, Available September '91)

## Lakers vs. Celtics and the NBA Playoffs

Five-on-Five pro hoops? All sixteen 1991 NBA playoff contenders? Full player rosters? Complete set of actual NBA stats? 1991 All-Star teams? From both conferences? The players look like themselves? They've got their real-life moves? Air Jordan? The Magic Man's magic? Tip-ins? Sound unreal? It isn't. (But shouldn't that be "Lakers vs. Bulls?") (By Electronic Arts, Available October '91)



Lakers vs. Celtics

## Legend of the Mystical Ninja

The graphics look cute, but the fighting's a monster in this wild action adventure cart. Visit a video version of ancient Japan as you battle dragons, play carnival games in a crazy amusement park, and even ride psychedelic tigers through the jungle. Ten stages, good luck. (By Konami, Available Fall '91)

## PGA Tour Golf

It's an amateur golfer's dream – you play the Tour! Tee-up against 60 real-life pros in four challenging tournaments. Ten PGA stars offer playing hints, but you have to make it happen. Put backspin on the ball, chip and run, putt from the fringe, or blast out of the sand trap. You also get fly-by aerial views, a zoom window for close-ups, and multiple camera angles while the balls in flight. Fore! (By Electronic Arts, Available September '91)



PGA Tour Golf

## Pilotwings

First you learn to fly for fun: skydiving, in a bi-plane, with a hang glider, and strapped to an experimental rocket pack. Survive and you pilot a state-of-art attack chopper in a hazardous rescue mission. This cart looks great! (By Nintendo, Available Fall '91)

## Play Ball

Just another baseball cart? Doesn't sound like it. This game features a high degree of control over your ballplaying. Pitchers can hit the corners, batters can time their swings to go to the gaps or to the opposite fields, and outfielders can crash the walls. (By Sony/Imagsoft, Available November '91)

## Populous

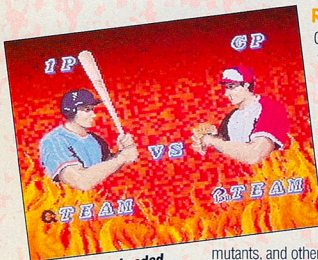
You become the Deity of Goodness as you forge through hundreds of worlds of varying environments, manipulating nature to eliminate the infidels with more than 400 levels of difficulty. Your tools? Earthquakes, volcanic eruptions, and floods. These same phenomena provide your people with land to build settlements, plough fields for farming, and manna. (By Acclaim, Available Winter '91)

## Raiden

Loosen up your trigger fingers, the hottest vertical shooter from the Japanese arcades is headed your way. You fly deadly high-tech hardware against equally deadly, evil machines. (By Electro Brain, Available Fall '91)



Pilotwings



Super Bases Loaded

## RPM Racing

Get your motor runnin'! This top notch auto racing cart features split screen views so you can see all the wheel-burning action. You get 120-plus tracks and you can design your own. (By Interplay, Available December '91)

## Sim City

You become a city planner extraordinaire. Select from more than 1,000 possible sites to build cities from the ground up. Add airports, seaports, stadiums, and amusement parks by taxing the citizens, but remember you come up for annual evaluation. It's a power trip and fun. (By Nintendo, Available Fall '91)

## Smash TV

You loved it in the arcades, you played it in the NES. Now the ultimate TV game show where the top prize is your life is going 16-bit. Armed with lasers, grenades, smart bombs, and force fields, you battle drones, mutants, and other vile futuristic creatures through a seemingly endless series of competition rooms in front of a live studio audience. It's showtime! (By Acclaim, Available December '91)

## Super Bases Loaded

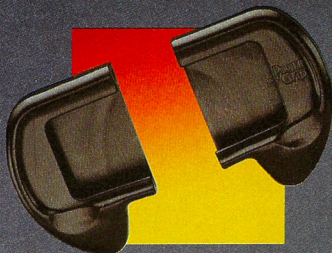
Ryne Sandberg, eight time consecutive Golden Gloves second baseman for the Chicago Cubs, backs up this game all the way. Your goal is to play perfect video baseball. The game rates you in 13 skill areas. You start with 100 points and then lose points for strike outs, getting picked off base, fielding errors, etc. You get twelve video game teams. The basic playing perspective is from the pitcher's mound with a fielding view of the hit balls comin' at you. (By Jaleco, Available October '91)



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**Super Ghouls 'n Ghosts**

### Super Bottletank

Operation Desert Storm visits the Super NES with a vengeance. This first-person tank simulator features actual Desert Storm battlefield maneuvers, day and night combat ops, and digitized VCR-quality graphics. You want high-tech offensive hardware? How about 120 mm cannons, armor-piercing Sabot shells, HEAT (High Explosive Anti-Tank) shells, and a thermal image targeting system. (By *Absolute Entertainment*, Available *Winter '91*)

### Super Ghouls 'n Ghosts

This is the SNES version of Ghouls 'N Ghosts, where loyal Sir Arthur traverses haunted lands in search of the evil Prince of Darkness. It's an all-time classic from the arcades and another 16-bit game system that shall remain nameless. Arthur's back to do it all again with his trusty sword, magic spells, daggers, scythes, and, yes, underwear, too. (By *Capcom*, Available *November '91*)

### Super Mario World

Do we have to describe this one? Video gaming's Italian superstar takes on 96 outrageous levels with his new pal, Yoshi. We recommend not buying this cart — it comes packaged with the SNES. (By *Nintendo*, Available *Fall '91*)

### Super Mega Force

How about Super Mega graphics? Try to pilot this vertical shooter through thumb-burning aerial combat. (By *Toho*, Available *Fall '91*)

### Super Play Action Football

This is hard-hitting video football. You get super player control, and you can take on the NFL, the College Football League, or even the Pee Wee Series. Stat freaks will love this one. There are 28 teams to manage, and gamemasters can keep records of everything from yards passed to completions and touchdowns, not to mention watching team rankings rise and fall. (By *Nintendo*, Available *Fall '91*)

### Super R-Type

This classic arcade outer space shoot-em-up has flown through just about every gaming system there is. Why? It features great graphics and great horizontally-scrolling combat action. That's "great" as in GREAT! (By *Irem*, Available *Fall '91*)

### Super WWF WrestleMania

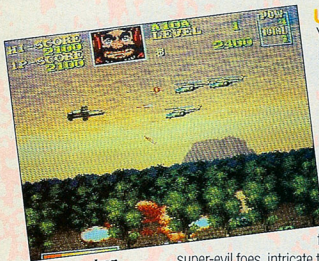
What's a big time game system without big time wrestling? We're not sure but body slams, head locks, suplexes, and back breakers never looked better. You get Hulk Hogan, The Ultimate Warrior, Million Dollar Man, and other World Wrestling Federation superstars in fully digitized graphic glory. Is it real or is it pro wrestling? (By *Acclaim*, Available *Winter '91*)

### Ultraman

Japan's favorite super robo-hero is about to zoom into American TV, but not before he lands in the SNES. It's an awesome beat-em-up featuring great moves versus your favorite rubber-suit monsters. (By *Bandai*, Available *November '91*)



**Ultraman**



**UN Squadron**

### UN Squadron

You want air combat you got it. This multinational peace-keeping force must preserve the balance of power by blasting some nasty arms dealers out of the sky. You fly nine missions with four bonus stages. Select from 6 high-tech, authentically-detailed aircraft including the A-10 Thunderbolt and the F-20 Tiger Shark. (By *Capcom*, Available *December '91*)

### Wanderers from Ys

Wander into the Ys legend and you'll be beset by fantastic RPG gaming, gorgeous graphics, and hours of fun. (By *American Sammy*, Available *December '91*)

### Zelda III

Every NES player who's cool knows the Legend of Zelda, or ought to. This 16-bit installment returns you to the fantasy world of Hyrule, as the indomitable hero, Link. Take your role-playing skills to the limit against super-evil foes, intricate traps, tough puzzles, and treacherous terrain. (By *Nintendo*, Available *Fall '91*)

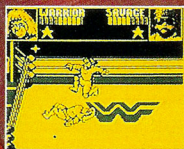
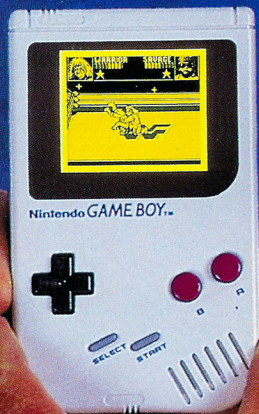
### Due in '92

Want more? Here are a few for '92: Big Run by Jaleco, Chessmaster by Mindscape, Equinox (the sequel to Solstice) by Sony/Imagesoft, Hole-in-One Golf by HAL America, Hook (as in "Captain") by Sony/Imagesoft, Hyper-Zone by HAL America, Konami Football from Guess Who?, Might and Magic II and III both by American Sammy, NCAA Basketball by HAL America, Nolan Ryan Baseball by Romstar, Robo Mech by Electro Brain, RoboCop 3 by Ocean, Sardian by Asmik, The Simpsons by Acclaim, Super Adventure Island by Hudson Soft, Super Double Drizzle from Konami, Super Off-Road by Tradewest, Teenage Mutant Ninja Turtles by Konami, Ultrabots from DataEast, Ultima V by FCI, Wing Commander by FCI, and X-Men by Acclaim.



**Super Adventure Island**

# THE ULTIMATE GAME BOY GAME.



### INCREDIBLE WRESTLING ACTION!

Take on your favorite WWF Superstars with the piledriver, suplex, dropkick and more!



### OUT-OF-THE-RING MAYHEM!

Watch out for a powerslam!



### TV INTERVIEWS:

Anybody want to take on these 24\* Pythons?



### TURNBUCKLE TURMOIL!

Unless a devastating flying leap on your opponent!



Step into the ring with Ultimate Warrior™, Hulk Hogan™, Mr. Perfect™, Million Dollar Man™, Ted DiBiase™ and Macho King Randy Savage™!

Licensed by Nintendo  
for play on the  
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SYSTEM



Photo: Steve Taylor

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# PRO REVIEW

By Rigor Mortis

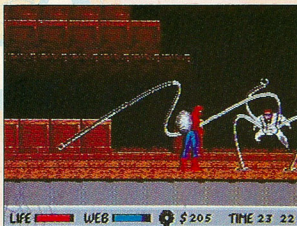


Arachnid aficionados arise!!! After months of sneak peeks, a certain web-slinging super-

hero has finally made it to the video game screen, and it's well worth the wait! Sega's Spider-Man for the Genesis is a visually stunning and extremely challenging game that should please any hardcore gamer! So, grab your Web Shooters and swing on!

## So Much to Do, So Little Time

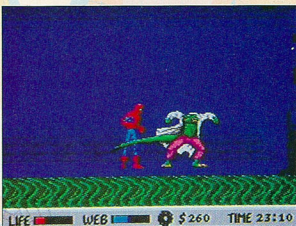
The Kingpin has hidden a nuclear bomb somewhere within the city, but he's publicly accused our hero of planting it. Spider-Man must locate and diffuse the bomb before half the city ends up in the upper stratosphere. To diffuse the radioactive menace, Spidey must collect the five keys that control the bomb's detonator. To protect his evil scheme, the Kingpin has hired a Spider-Man rogues gallery of arch-villains: Doctor Octopus, the Lizard, Electro, Sandman, the Hobgoblin, and Venom.



**PROTIP:** Doc Ock can only harm you with his tentacles. Stay between his tentacles and use Doc's face as a speed bag!

As Spider-Man you must swing and punch your way through seven grueling levels, which cover such varied locales as an abandoned warehouse, the rat-infested city sewers, the city power plant, and the city park. Each level has its own distinctive enemies and challenges with a supervillain waiting at the end. Oh, by the way, you only have 24 hours in which to

make it all the way through, or all your efforts will have been for nothing! Hey, no one ever said the superhero biz was easy!



**PROTIP:** The Lizard can only attack with his tail. Use the Web Shield to force him into a corner and keep punching him until you take him out.



**PROTIP:** Swing above the toxic sewage waste which saps your life meter!

**PROTIP:** Continuously jumping covers more territory than simply walking or crawling. This saves Web Fluid and time.

**PROTIP:** It takes two hits to eliminate a rat.

## "With Great Power, Comes Great Responsibility."

Spider-Man was born when, as Peter Parker, he was accidentally bitten by a radioactive spider and became endowed



**PROTIP:** Use your Web Shield to force Electro into a corner. Make sure you're standing on a non-metal surface since Electro zaps mega currents through all metal. Stay low and hit him repeatedly with web shots.

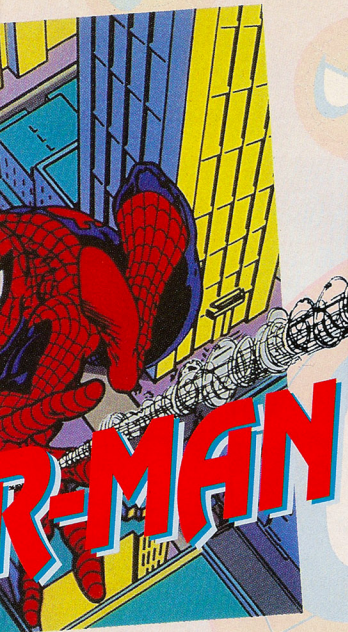


with spider powers. As Spidey you can stick to any surface, climb walls, and even sit upside down. This is an extremely useful ability, since most of your enemies are gravity-bound.

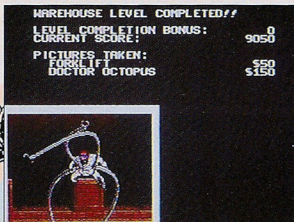
With the aid of your Web Shooters, you can swing across vast spaces and dangerous terrain, take out enemies from afar, or create an impenetrable Web Shield, which renders you momentarily



**PROTIP:** Use the Web Shield option whenever you venture into new, uncharted territory. It could provide you with the few seconds you need to duck out of sudden danger!



Spider-Man can return home as Peter Parker to replenish his life meter, however, this move isn't recommended since the 24-hour clock runs down three times as fast in this mode. Spidey is better off searching a level for hidden power-ups since returning home also returns you to the beginning of the level!



**PROTIP:** *Supervillain snapshots net the highest amount of money. Take them as soon as they appear.*

**PROTIP:** *Not all power-ups provide the same amount of energy for the life meter. Learn which ones are useful and which ones aren't!*

### A Faithful Adaptation

Comic book fans will be thrilled by Sega's faithful adaptation of the Spider-Man mythos. Spidey looks, moves, and fights exactly as he does on the four-color newspaper page. The villains are all consistent with their comic book counterparts and the graphics are stunning! The eerie soundtrack is appealing, and the sound of the Web Shooters is just like the "THWPTT!" sound in the comics! You'll think that the comic book has come to life on your TV screen.

Simply put, Sega's Spider-Man is a visual feast and a challenging delight! Its various difficulty options make this game accessible to gamers of all skill levels. Spider-Man is fast, dynamic, and exciting, just as you'd expect. You'll go "bug-y" over this cart!

invincible. Your supply of Web Fluid is limited, so exercise extreme prudence when you use it. Creating Web Shields and swinging on web lines is the quickest way to eat up fluid, so use them only when it's absolutely necessary.

Spider-Man's alter ego, Peter Parker, is an ace photojournalist for the Daily Bugle. You have at least three opportunities to take pictures of the action on each level. Pictures of villains warrant high payments from the Bugle, which in turn enable you to buy more Web Fluid at the end of each level. What's amazing is that you actually take screen grabs of the action occurring onscreen the moment you snap the picture! You've got to see this to believe it!

**PROTIP:** *You're awarded an extra photo shot every time you fully replenish your life meter.*



**Spider-Man by Sega**  
Price not available  
Available August, 8 megs

# SPIDER-MAN

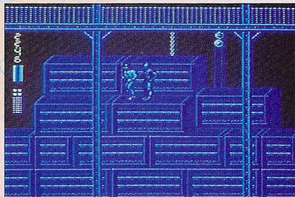


**By The Spam Weasel**

Your friendly neighborhood Spider-Man is swinging his way to the Sega Master System, too. The 8-bit version of ol' Web-head may not be as graphically glitzy as its big brother for the Genesis, but there's a lot more to the SMS cart than meets the eye!

The plots of the two games are basically the same. The Kingpin is framing Spidey (so what else is new?). Webs has seven levels in which to clear his name with the city of New York and specifically the police, who treat him like a major bad guy. The Web-slinger's favorite bad guys are all here to party: Dr. Octopus, the Lizard, Electro, the Sandman, the Hobgoblin, Venom, and, of course, the Kingpin

**PROTIP:** *When playing in the Difficult or the Nightmare skill level, you can kick out the lights in the warehouse on level one. Once all the lights are smashed, the enemies can't see you, so they won't attack.*



**How romantic...a dimly lit warehouse...and a cadre of sweaty thugs!**

**PROTIP:** *Break open the boxes in the upper right area of the warehouse. You might find Life-Ups and Web-Ups.*



**Leapin' Lizards!!!**

**PROTIP:** You can scale the Lizard by continuously webbing him as you move closer, then ducking and kicking him when you're within range. Repeat this maneuver until ol' reptile breath is in slumberland.

This cart is no Genesis clone – in fact, in some ways, it's even better than the 16-bit version. It's certainly harder! The multi-scrolling SMS version makes you defeat every lackey in a level before facing the big villain. In the Genesis version, running away is as good a strategy as staying to fight.

There are also plenty of neat tricks in the SMS version you won't find in the



**PROTIP:** You can find the special black Spidey suit by playing in Nightmare mode on the Lizard level. When you reach the last pit where the key is hidden go to the bottom of the ladder and jump down, you'll surface wearing the black suit.

Genesis cart. Spidey can find a Game Gear and play a video game within the game. And yes, comic book fans, he can also find his special black Spidey suit.

Spider-Man packs a ton of great action and sharp graphics into 2 megs. It's truly "amazing."



**Spider-Man by Sega**  
Price not available  
Available Fall '91, 2 megs

**A:** I live in the sewers (and not just because the rent is cheap).

**B:** Eight arms are better than two!

**C:** My friends say I have an 'electric' personality.



**D:** I love days at the beach.

**E:** I never need to rent a costume on Halloween.

**F:** I once fit Spiderman like a glove.

Identify this sinister sextet (pulled from Sega's Spider-Man games for the Genesis and Sega Master System, as well as the pages of Spider-Man comics) and you could win a special Spider-Man comic book package worth \$500\*.

Send a postcard or letter identifying the six villains pictured above. If you're selected as our Grand Prize Winner you'll receive this special Spider-Man comic book package including:

### ONE FIRST PRIZE

The Amazing Spider-Man #3 – Featuring the first appearance of one of Spidey's greatest foes – Doctor Octopus. (value: \$350 and rising)

The Amazing Spider-Man #50 – Featuring the first appearance of The Kingpin, the final villain you'll face in the Genesis and

Master System Spider-Man games (value \$60 and rising)

Strange Tales #110 – This is the first appearance of Dr. Strange, the mystical hero who helps you in the Master System game. (value \$50 and rising).

The Spectacular Spider-Man #1 – A spinoff of The Amazing Spider-Man (value \$8 and rising)

Marvel Tales #1 – This mag features a reprint of Amazing Fantasy #15, the first time Spider-Man appeared anywhere! (value \$18)

Web of Spider-Man Annual #1 – Another spinoff comic (limited value, but great reading!)

Spider-Man vs. Wolverine (1st printing) – This is one of the hot comic book titles right now – almost guaranteed to rise in value over the next year!

### Other prizes include:

#### TEN 2ND PRIZES

A Spider-Man Game for the Sega Genesis and a Marvel Masterworks hardcover book reprinting the first 12 issues of The Amazing Spider-Man comic.

#### TEN 3RD PRIZES

A limited edition Spider-Man/Sega T-shirt

Send your entry along with your name, address, phone number, and what game systems you own to:

Sega Spidey Contest  
GamePro Magazine  
P.O. Box 3329  
Redwood City, CA 94064

Then check out the December 1991 issue of GamePro to see if you're a winner!

### Rules:

- No purchase necessary to enter
- Winners will be notified by December 1, 1991. All decisions are final.
- Entries must be postmarked by September 1, 1991. Entries become property of GamePro Magazine.
- Employees of GamePro, Marvel Comics, Sega of America, Inc. and their affiliates are ineligible to enter.
- Taxes are the responsibility of the winner.
- Void where prohibited, restricted or taxed by law.
- GamePro and Sega reserve the right to cancel this promotion at any time with appropriate notice.
- Winners' names and prize information may be used by GamePro and Sega for any promotional or advertising purposes without further compensation.
- The value of the Spider-Man comic book package is based on the 1991 Overstreet Comic Book price guide (Approximately \$500).
- Condition of comics subject to availability.

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# FLYING WARRIORS

## CHAPTER 9 : A NEW ENEMY

Long before the Earth was born, There was a desperate struggle between the Light Dimension and the Dark Dimension. It was a long & destructive war. By finally obtaining the MANDARA power of the universe, dragonlord from the Light Dimension defeated demonyx, the lord of the Dark Dimension. Demyonx however left an ominous prophesy when he was sealed, saying "When an evil red star appears, I will revive." Now returns the red star; he was being revived. However, There was another prophesy. "When the world is in crisis, 5 warriors from the Light Dimension will fly down from the sky." The warriors in this prophesy to fight against the Dark Dimension are the FLYING "WARRIORS"!



CULTURE BRAIN'S COMIC  
FOR YOUR NES® GAME



The FLYING WARRIORS have fallen into DARGON's trap at the world contact sport match in NY. While RICK was taken into DARGON's Fighting Dimension and struggling against DARGON, each of the rest of the FLYING WARRIORS, MARY, HAYATO, & GREG was having a tough time with their own encounters. What's going to happen now? Are they going to let the Dark Dimension take over the world again?!



HEY RICK, GIVE UP ALL HOPE FOR WINNING! YOU'RE NOT STRONG ENOUGH.



OH... MY VISION IS GETTING DIM... IS THIS ALL I CAN DO? IS HE GOING TO TAKE OVER THE WORLD FROM NOW ON?



# CULTURE BRAIN'S

NO, I MUST STOP HIM.  
THERE MUST BE SOME WAY TO  
DEFEAT HIM!  
WHAT IS IT?  
HOW CAN I FIND IT?

OH, THE MANDARA  
POWER! IT MIGHT WORK!  
IF I'M RIGHT, IT WILL  
REVERSE DARGON'S  
POWER BACK TO  
HIMSELF.

THAT'S THE ONLY WAY  
TO GET HIM!

THE MANDARA!!  
PLEASE GIVE ME  
THE MIGHTY  
POWER!

WHAT A FOOL!  
I USED TO BE A GUARDIAN  
FOR THE POWER, REMEMBER?  
IT WON'T WORK ON ME.

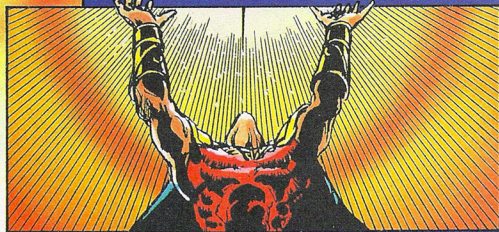
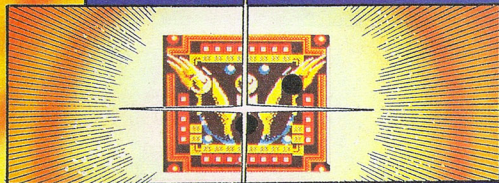
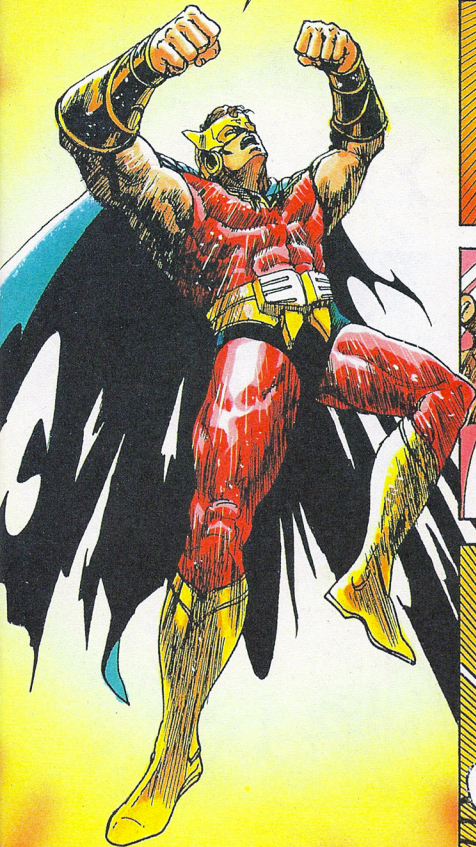
YOU'RE WRONG DARGON!  
IT RESPONDS TO THE POWER OF JUSTICE,  
NOT THE POWER OF EVIL.  
DIDN'T YOU KNOW THAT PRINCIPLE,  
GUARDIAN OF THE MANDARA?

AVAILABLE FOR YOUR NES.®



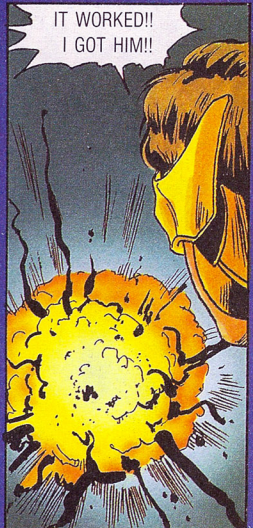
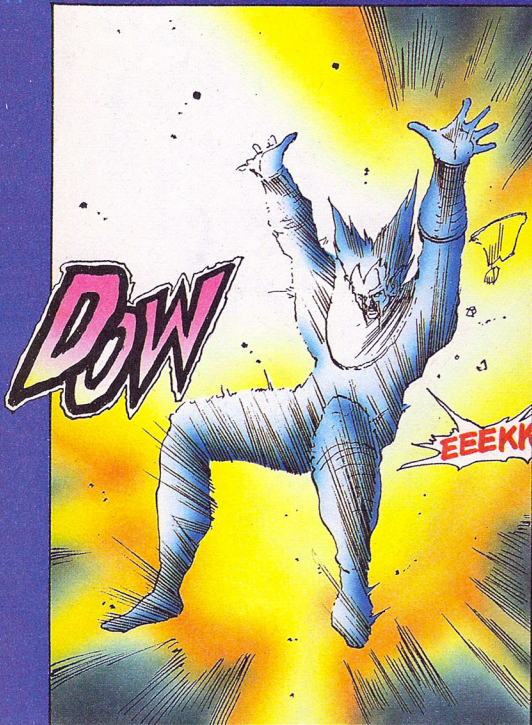
# COMIC FOR YOUR NES<sup>®</sup> GAME.

THE SUPREME POWER OF  
THE UNIVERSE!  
GIVE ME YOUR ENERGY TO  
DEFEAT DARGON'S EVIL WILL!!





# CULTURE BRAIN'S



#### THE MYSTIC SPELL

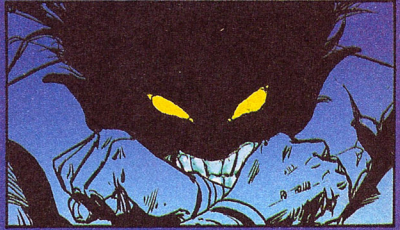
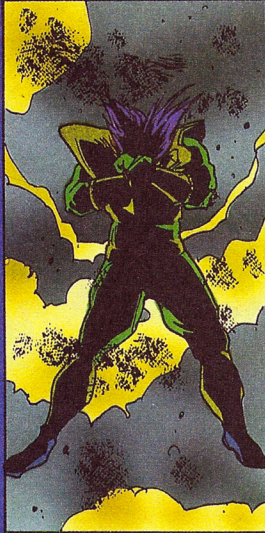
The mystic spell is a highly dense energy emission which is incredibly powerful and destructive. Only super humans like "FLYING WARRIORS" and "DARGON" can use this. This spell can be obtained by concentrating all the spiritual energy into one spot, and emitting it all at once. There are different kinds of mystic spells, and all are unique. The "FLYING WARRIORS" and "DARGON" use the following spells:

- RICK - The spell of the SUN
- MARY - The spell of the FLAME
- HAYATO - The spell of the WIND
- GREG - The spell of the THUNDER
- DARGON - The spell of the DARK



# AVAILABLE FOR YOUR NES.®

# COMIC FOR YOUR NES® GAME.



THE COMIC SERIES WILL DIFFER SLIGHTLY FROM THE NES®  
GAME OF THE SAME TITLE. PLEASE ACKNOWLEDGE THIS.



I... L... CAN'T  
EVEN  
STAND UP!



HERE I COME DARGON!  
RECEIVE THE BLOW  
OF JUSTICE!



HIRYU-NO-KEN!!!

飛龍の拳!!!

SKRASSH!!!



AARRGH!!



I'LL LET YOU GO  
THIS TIME,  
BUT YOU CAN'T  
GET ME RICK.

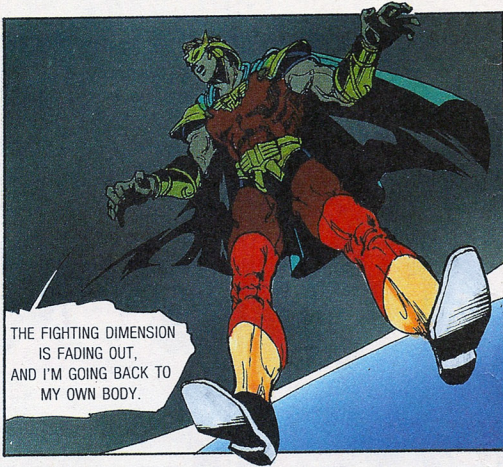
REMEMBER  
RICK,  
I'LL BE BACK.



DARGON...  
HE WAS A FORMIDABLE OPPONENT  
OH, HERE IS AN ORB OF JUSTICE.  
WITH THIS I'LL BE ABLE TO  
OBTAIN OTHER PARTS OF THE  
MANDARA AT ONCE.



# COMIC FOR YOUR NES® GAME.



THE FIGHTING DIMENSION IS FADING OUT, AND I'M GOING BACK TO MY OWN BODY.



HAYATO, MARY, GREG!  
WHERE ARE YOU?  
ARE YOU ALL RIGHT?



EEKKI!



WHAT HAPPENED? HE STARTED TO LOSE STRENGTH. ANYHOW IT IS A GREAT CHANCE FOR ME NOW.



W'DAC!

HERE YOU GO FOOL! YOU'VE DECEIVED ME LIKE A DOLT, BUT NOW IT'S MY TURN TO GET YOU.



### TOURNAMENT MODE

This game contains TWO independent games. A heroic adventure, and the vs tournament game, all in ONE ROM. The vs tournament game is a very realistic MARTIAL ARTS game, with a unique defense and offense system. This system makes this game different from other NES® games, you choose your favorite contact sport with many cool techniques, from SIX available sport. You can enjoy this vs tournament by yourself, or with a friend. If you haven't tried it yet, why not try it now!



CLAP!



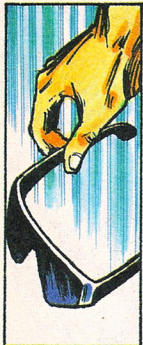
YOU'RE FINISHED!

THE COMIC SERIES WILL DIFFER SLIGHTLY FROM THE NES® GAME OF THE SAME TITLE. PLEASE ACKNOWLEDGE THIS.





FLYING  
WARRIORS™

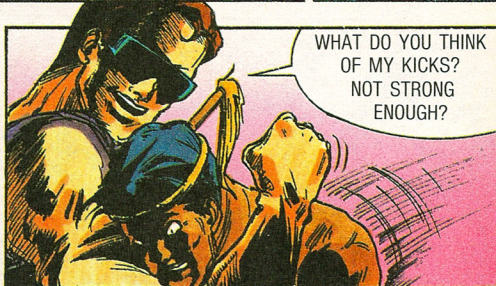


# TRIAL GAME! "FLYING WARRIORS"™ TRIAL GAME!

Have you tried Culture Brain's game "FLYING WARRIORS"™ yet?  
 no? why not? maybe it's because your local toy store doesn't carry any,  
 or you don't know if it's a good game or not,  
 or you simply don't have enough allowance money to buy one. But, you want to play it, right? right.  
 Here's good news for those who haven't played "FLYING WARRIORS"™, but wants to try it out.  
 We are going to send to 200 people our game cartridge on a trial basis,  
 on the condition of submitting a review upon returning it.

For more information, write to:

Culture Brain USA, inc.  
 15315 N. E. 90th.  
 REDMOND, WA. 98052



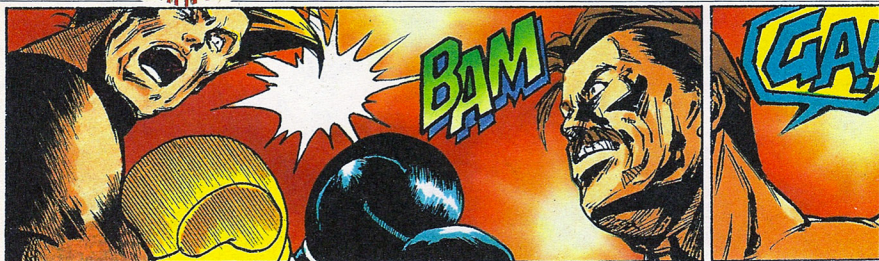
## NES® U.S. TOURNAMENT

LET'S MAKE CULTURE BRAIN'S U.S. TOURNAMENT HAPPEN !!

WE'RE PLANNING TO HAVE A VS GAME TOURNAMENT. IN ORDER TO MAKE IT HAPPEN, WE NEED YOUR SUPPORT. THE MORE RESPONSE WE HAVE, THE CLOSER WE'LL BE TO MAKE IT HAPPEN. WRITE AND LET US KNOW HOW YOW FEEL ABOUT THE TOURNAMENT.

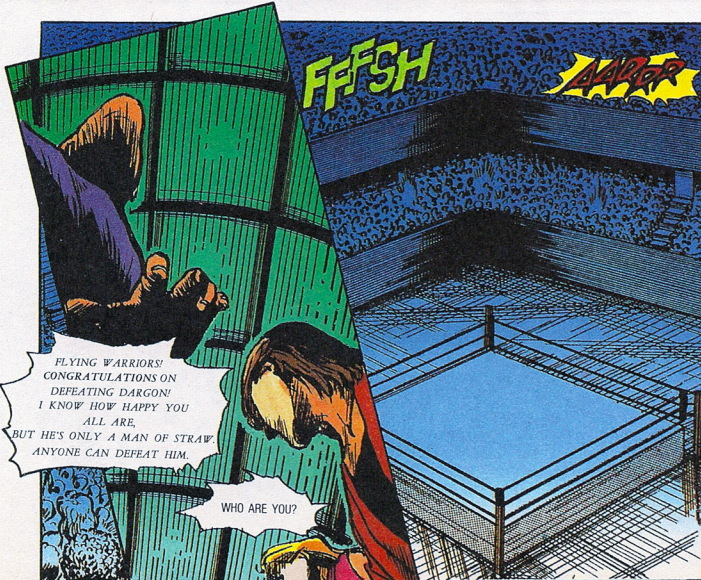
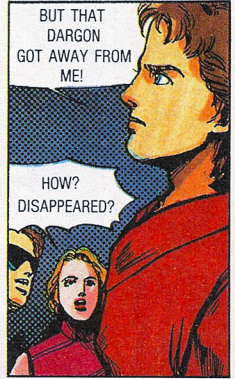
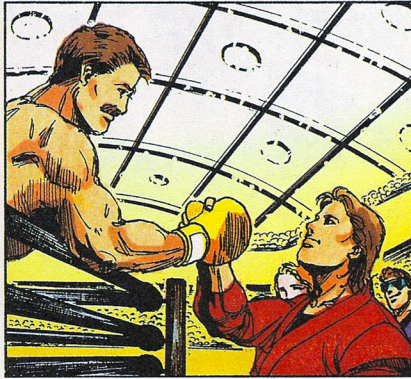
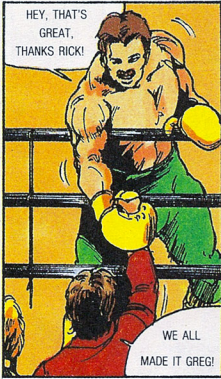
WRITE TO:

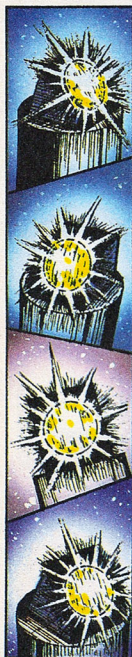
CULTURE BRAIN USA, INC. FW TOURNAMENT DEPT. 15315 NE 90 TH REDMOND, WA 98052





# COMIC FOR YOUR NES® GAME.





I'M ZAKROS OF THE  
MOONLIGHT WARRIORS.  
DARGON'S NOTHING.  
HE'S FOR A LITTLE KID  
TO FIGHT WITH. NOW,  
I WILL INVITE YOU TO THE  
DARK DIMENSION TO  
ENCOUNTER ME.

DARK DIMENSION?  
MOONLIGHT WARRIOR?

**FLYING  
WARRIORS**<sup>TM</sup>

**NEXT ISSUE**



The fight up until now was just a forerunner of the main battle with the dark dimension. The "FLYING WARRIORS" don't even know it's real nature. Look forward to the next issue to find out. Also in the next issue, the last comrade will appear and join the "FLYING WARRIORS". It's going to get exciting!

**REALISTIC!!  
THRILLING!!**

**HOT NEWS!!  
COMING  
SOON**

The "FLYING WARRIORS"<sup>TM</sup> game will be available for your new Super NES<sup>TM</sup> soon! You'll enjoy their exciting and dramatic adventure, with incredible graphics, and stunning sound! In the vein of the game developers, Culture Brain's project team is now making the game with the latest Technology available. You'll know a new hit was born when you play this game. Hot news!! coming soon!! You can look forward to the new and astonishing "FLYING WARRIORS"<sup>TM</sup> game for your super NES<sup>TM</sup>!!!

Send a fan letter to:  
Culture Brain USA, inc.  
15315 N. E. 90th.  
REDMOND, WA. 98052

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# Little NINJA BROTHERS™

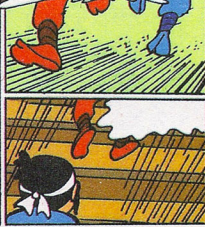
WE ARE JACK & RYU, THE LITTLE NINJA BROTHERS! WE ARE HERE TO TAKE YOKAN, THE CAPITOL CITY OF OUR CHINALAND, BACK TO US FROM THE YOMA CLAN AND SAVE THE PEOPLE! TODAY WE ARE GOING TO FIGHT THE DECISIVE BATTLE WITH THE YOMA CLAN, AND GET BLU BOLTAR. SEE HOW WE DO IT!



HA! SAVE CHINALAND AND THE PEOPLE? DEFEAT ME? FOOLS! LET'S SEE HOW MUCH THOSE LITTLE WIMPS CAN TAKE! HA, HA, HA!!

H E L P !!

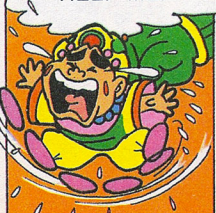
WHO'S THAT? BLU BOLTAR MUST HAVE GOTTEN SOMEBODY! LET'S GO!



OH, THAT'S THE EMPEROR'S SON. BEING A GENTLEMAN, I DON'T LIKE FIGHTING. HERE'S A DEAL. I'LL GIVE THIS KID BACK TO YOU IN EXCHANGE FOR THE "BELLS OF PRISM" YOU'VE COLLECTED. HOW ABOUT THAT?

HELP ME!  
HELP ME!

GWA, HA, HA!  
I HAVE BEEN LOOKING FORWARD TO MEETING YOU, LITTLE NINJA BROTHERS



WHO ... IS HE?



HOW DO YOU KNOW ABOUT THE BELLS OF PRISM?"

CULTURE BRAIN™

I KNOW EVERYTHING ABOUT WHAT YOU ARE AFTER.  
I WILL BECOME A GOD WHEN  
I COLLECT THEM ALL.  
THOSE BELLS BELONG TO  
ME!! GIVE THEM TO ME  
RIGHT  
NOW!



YOU'VE GOT TO BE  
KIDDING?

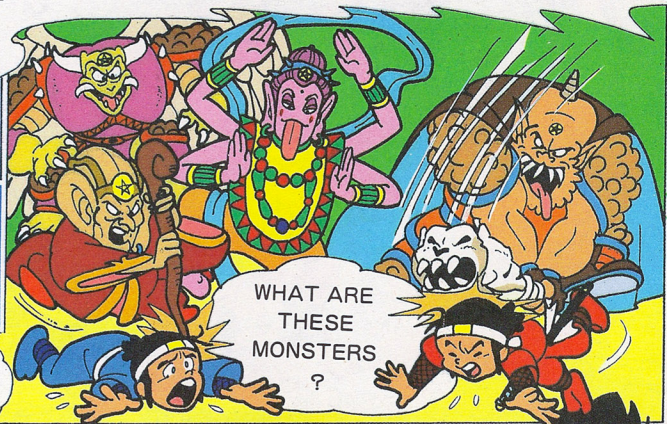


THE MENTOR DIDN'T EVEN  
SAY ANYTHING  
ABOUT  
BECOMING  
A GOD!

WELL, IT'S TOO BAD  
THAT WE DIDN'T  
COME TO A  
MUTUAL  
CONSENT,



COME ON EVERYBODY!  
GET THESE KIDS!



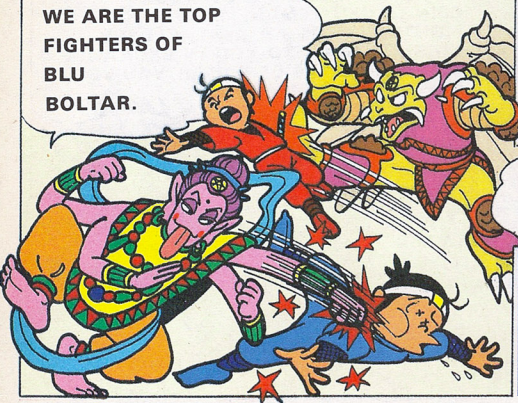
WHAT ARE  
THESE  
MONSTERS  
?

I AM  
GOMORA.



I AM DR.  
SENKI.

WE ARE THE TOP  
FIGHTERS OF  
BLU  
BOLTAR.



JACK!  
RYU!  
HOLD ON!



SHINENKAI  
&  
MAKUSEN!

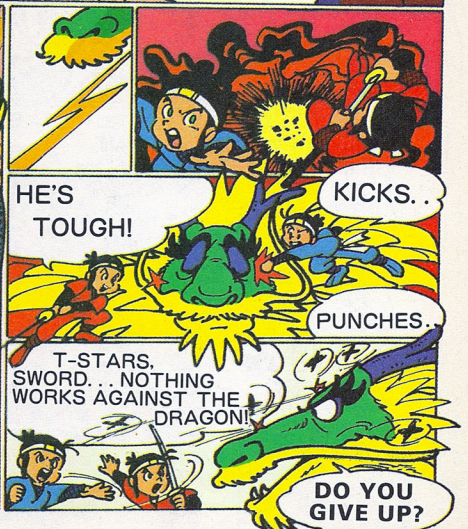
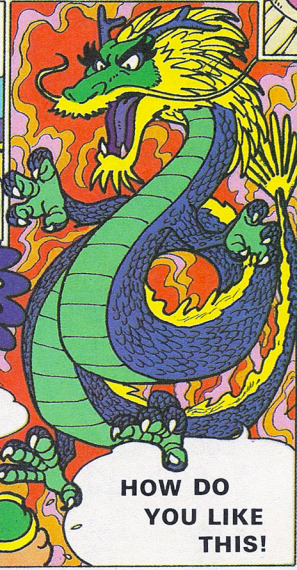
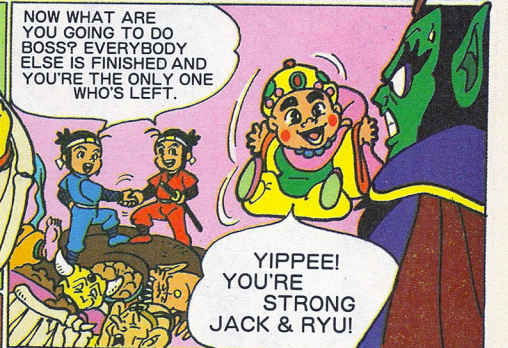
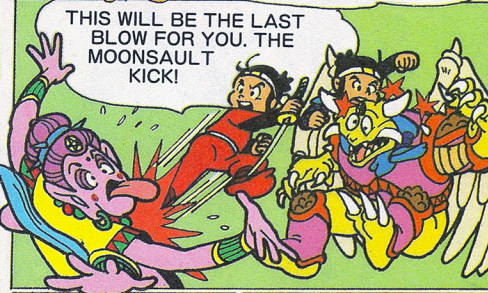


THEY ARE  
STRONG AS  
TRUE TOP  
FIGHTERS  
ALWAYS ARE!  
BUT WE'LL  
SEE.



AVAILABLE FOR YOUR NES.®

THE COMIC SERIES WILL DIFFER SLIGHTLY FROM THE NES® AND GAMEBOY™



AVAILABLE FOR YOUR GAME BOY™  
GAME OF THE SAME TITLE PLEASE ACKNOWLEDGE THIS.

**NINJA BOY**

WHO SAID WE GAVE UP?!? RYU, LETS TURN UP THE CARD!

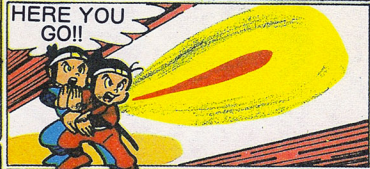


THE MIGHTY BALL!



WHAT?

HERE YOU GO!!



SHAMEK!



WE MADE IT!!

OH MY BABY. PRINCE BONBON. ARE YOU ALRIGHT?



THIS IS ANOTHER BELL FOR YOU. HURRY UP AND FIND THEM ALL TO SAVE MY CHINALAND.

WHAT DO YOU MEAN BY THAT? WE'VE JUST GOT BLU BOLTAR. THE BOSS OF THE YOMA CLAN!

OH NO! HE'S NOTHING. YOU MUST DEFEAT KING GULP IN MT. CONE-RUM. HE'S THE BOSS.

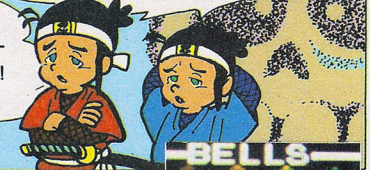
YOU DON'T KNOW HOW MUCH I APPRECIATE YOUR KINDNESS. NINJA BOYS! THANK YOU SO MUCH!



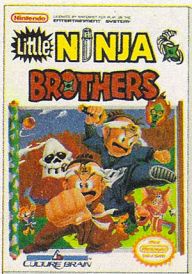
GOSH. ONE ENEMY AFTER ANOTHER! WHEN CAN WE TAKE A BREAK?

AS LONG AS THAT HUGE MONSTER LIVES IN MY COUNTRY, PEACE WILL NOT RETURN TOCHINALAND.

GO NINJA BROTHERS! MT. CONE-RUM IS YOUR NEXT DESTINATION!



WE'VE GOT FOUR BELLS. THREE MORE TO GO!!



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RUSH TO YOUR LOCAL TOY STORE!

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# Call 1-900-446-8477. GamePro's Hot Tip Hotline!



## It's Brand-New—The Nintendo Tip of the Week!

It's rowdy, it's radical, and you can get it every week on the GamePro Hot Tips Hotline. Each week we'll feature a different tip or tactic for one of your favorite Nintendo games, guaranteed to help you beat your best...and beat your friends. So keep the Hot Tips Hotline number near your phone...because you never know when you'll need a quick Nintendo fix!

## Using GamePro's Hot Tips Hotline Is Easy!

**Just Dial 1-900-446-8477** to get our Central Headquarters Menu. When directed to do so:

**Push "1"** to hit the fast track to GamePro's Hot Tips Bulletin Board which features tips and strategies for Nintendo, Genesis, TurboGrafx-16, Sega Master System, and Game Boy games.

**Push "2"** for a one-way ticket to the Game Developer's Beat, which features more game tips and tactics, info on new game releases, special events, contests, and more!

**Push "3"** if you want to listen to our radical Nintendo Tip of the Week.

### The Hot Tips Bulletin Board

If you choose **Option "1,"** the Hot Tips Bulletin Board, the Hotline will direct you to press certain numbers on your phone to pick the game system you have, and the game title you want to hear tips on. Be sure to have a pencil and paper handy to write down the tips!

### The Developer's Beat

If you choose **Option "2,"** the Developer's Beat, you'll be asked to key in the extension number of the developer of your choice. You can find their extension numbers on this same page.

### The Nintendo Tip of the Week

If you choose **Option "3,"** it's easy—all you do is listen!

**\$1.75 for the first minute,  
90¢ for each minute thereafter.**

Be sure to get your parents' permission to use the Hotline if you are under 18 years of age. Messages subject to change without notice.

## GamePro's Hot Tip Hotline Program Guide

### The Hot Tips Bulletin Board

#### For the Nintendo Entertainment System – Battletoads!

These outrageous amphibians are hopping into a space age chase to invade the Dark Queen's domain. It's up to you, Fearless Frog, to save the day. So be sure to call the Hot Tips Hotline for "space ace" tips and tactics!

#### For the Sega Genesis – Sonic the Hedgehog!

An evil scientist has turned our Hedgehog hero's buddies into mechanical monsters! As Sonic, you'll experience some thumb-blistering action as you battle these hedgehog headhunters! And the Hotline has some prickly hints sure to tickle your fancy!

#### For the NEC TurboGrafx-16 – TV Sports Basketball!

Dribble on down to a championship season with a dream team lineup and five of your toughest ProGamer pals! But don't do any hotdoggin' without calling the Hotline for the latest hoopster hints!

#### For the Sega Master System – Spiderman!

The amazing Webhead once again swings into action in the Big Apple. This time, our arachnid friend must defeat every villain on each level! But with tips from the Hot Tips Hotline, Spidey will find his crime solving goes as smooth as silk!

#### For the Game Boy – Mysterium!

Bubble, bobble, toil and trouble. The mysterious art of alchemy can help save an ancient insect civilization! But bubbling pools of fire, acid, or mercury threaten unschooled novices. So before you try that next experiment, tap into the Hotline!

### The Developer's Beat

#### 6639 Acclaim Entertainment

Call now for hot tips, secret hints, and sneak previews of brand new Acclaim and LJN games!

#### 1388 Activision

Call for information on how to get your \$10 Savings Certificate—good towards purchase of our Nintendo games!

#### 9320 ASMIK

Call now for secret codes, tips, and previews of brand new ASMIK games!

#### 5924 CAPCOM USA

Tips & Tricks for our latest hit game, **Little Nemo the Dream Master!**

#### 2246 Data East

Dial Data East for a sneak peek at our dangerous new title **Werewolf**, plus get game tips for some of our most popular Nintendo titles ever!

#### 4623 HAL America

**Kabuki-Quantum Fighter**...the challenge begins!

#### 1255 Hi Tech Expressions

Tips, news, and reviews on great games like **Orb 3D**, **The Hunt for Red October**, **Muppet Adventure** and **Remote Control!**

#### 9457 Hudson Soft

Enter the Hudson Soft game sweepstakes! Don't delay! You could be the lucky winner!

#### 3111 Jaleco

Do you have a chainsaw without gas? Stuck on **Maniac Mansion**? Call in weekly for helpful hints.

#### 6852 KOEI

Call now for tips on our newest hit, **Nobunaga's Ambition III!**

#### 3345 NEC

Call now to hear about all the killer games for the TurboGrafx-16 system!

#### 2779 SETA USA

Awsome tips on new and upcoming games! Free prizes for joining the **Q Billion club!**

#### 7443 TAITO Software

Stay tuned for high-level hints and winning strategies for **Puzznic**, **Dungeon Magic**, and **Chase HQ** for the Game Boy!

#### 8421 Taxan

Get the hot newsletter, **VIDEO-DICTION**, plus sneak previews into **G.I. Joe**, and **Magician**.

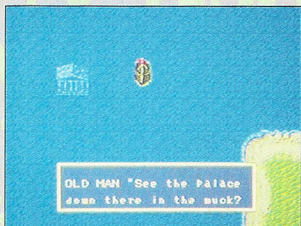
# GENESIS PRO REVIEW

By Maid Marion



"A few months ago, a woman washed up on a nearby beach. Like a pebble dropped into a still pool, this minor event rippled through your world, triggering an epic adventure..." And so begins the third in the now-classic role play series, Phantasy Star. At the beginning of this one player Genesis title you discover that all of civilization was destroyed during the Dark Times when brave Orakio and his cyborg army battled evil Laya in her quest to rule the world.

Now, 1,000 years later, you as Prince Rhys, a young Orakio warrior, set out to rescue your kidnapped bride-to-be from the Layans. The different experiences you have and the choices you make determine the outcome of the game as you explore seven different worlds and two moons. To finish the



**Remember this palace in the water. You'll need to return to it later on.**

game you must play through three different generations of characters who age, marry, grow old, and die during the game. In fact, the choices you make, such as deciding which of two different women to marry, alter the flow of the game, determining which characters you will become in the second and third generations and ultimately leading you to one of four different endings - all of which tie in with Phantasy Star II.

## That Old Familiar Feeling

The style of game play is familiar to fans of the Phantasy Star trilogy. As you journey throughout the countryside you view the action from a 3/4 overhead perspective and then a first person perspective when you go into battle. You've also got



**Spectacular enemies lie in wait for you.**

easy access to standard RPG windows that enable you to arm your characters, decide how to fight, use spells, and just plain strategize!

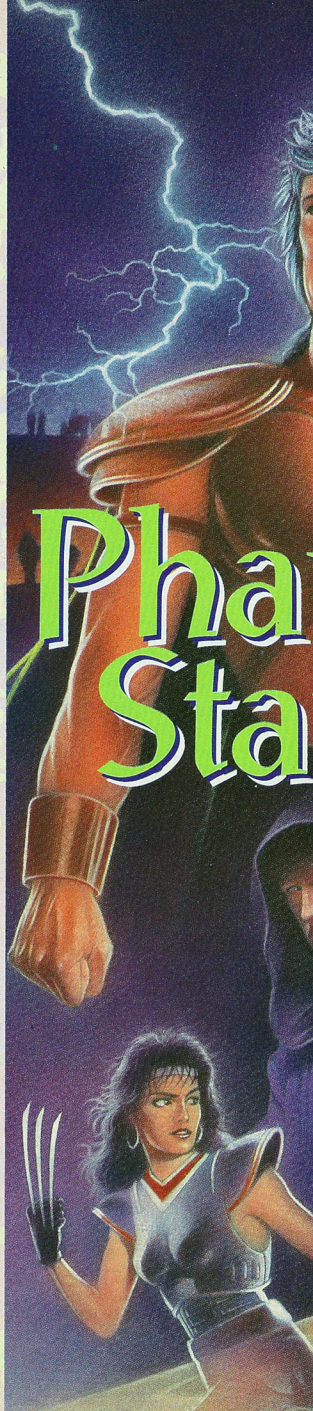
In each of the three different generations you and your companions (who you'll meet along the way) wander from area to area in classic role play style, searching for special items and clues to help you solve your quest.



**PROTIP: The Sapphire is one of the first prizes you search for. You'll find it in a cavern on the island south of Yaata. Inside of the cave head in a westerly direction.**



**PROTIP: You meet your first companion, Mieu, near a lake northeast of the town of Ilan. Mieu, a cyborg with special abilities,**

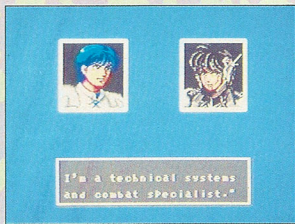






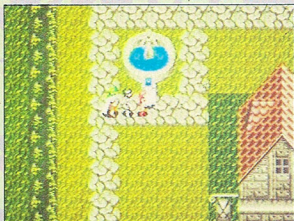
# Phantasy Star III

**remains in your party through all three generations. The captain of the boat in the port town of Yaata won't take you sailing until Mieu is in your party.**



**PRO TIP:** To defrost Aquatica journey to the town of Hazatak, near the center of the desert world of Aridia. Here you're joined by two new companions, Wren (find Wren in a cave west of Hazatak) and Lyle. Wren is the only one who can fix the weather control system located in a tower to the east of Hazatak.

Along the way you'll do battle with hordes of all-new frightening creatures in some of the most difficult battles yet in the Phantasy Star trilogy, including creatures such as the deadly Moos and the poisonous Glowtoad. Your battles with



**Walk into the fountain in Shusoran to read a secret passage.**

these devastating enemies enable you and your party to build up your experience points, weapons, and levels of strength in order to survive ever increas-



**If you walk along the shores you'll find the weakest enemies.**

ing perils. It's up to you to arm your characters and decide how to best use their unique strengths, including spells, to successfully battle your foes.



**PRO TIP:** When you reach the town of Shusoran buy a Ceramic Shot for Wren as quickly as possible.

**PRO TIP:** Near the end of the first generation just before you battle the King of Cille, give all of Lyle and Lena's equipment (except for the basic necessities) to Mieu and Wren. Since Mieu and Wren continue with you into the next generation they can hang on to equipment. Anything left with Lyle and Lena is lost!

## Three Strikes and You're Out?

Fans of the series won't be disappointed with this latest epic adventure. The gorgeous 3-D graphics, including beautiful landscapes and wonderful animation, are enhanced by an above average sound track. Is this the best Phantasy Star adventure yet? The answer to that question is up to you! Will there be a Phantasy Star IV? Only Sega knows for sure but we're willing to bet 1,000 Mesetas that there will be. (P.S. Sega will be providing a hint book with clues and maps to help guide you through each of the three different generations.)



**Phantasy Star III: Generations of Doom**  
by Sega of America  
Price not available, Available now

ILLUSTRATION: ERIC LEE

# STORM



Razor  
Soft™

# WORD

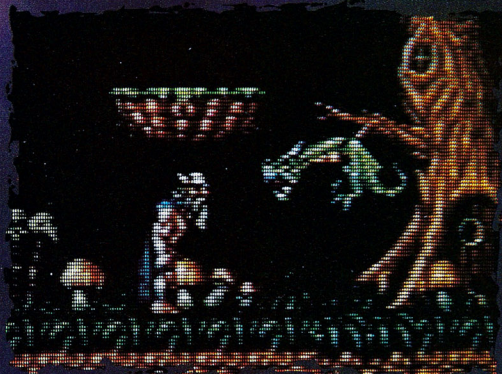
TM

**THRILL TO...**  
Beautiful, Entombed Princesses.

**CHILL TO...**  
Psychotic, Death-Dealing Sorcerers.

**SPILL TO...**  
Deranged, Draconian Firedogs.

**RUN LIKE H...  
FROM...**  
Hideous, Head-Stomping  
Hopgoblins.



"Spent hours searching for magical treasures . . . even longer trying to use them."  
—Trey Green, Game Reviewer



"Battled awesome monsters!" —Aaron Van Stavern, Game Tester

"If you liked 'Ghoulis,' 'Stormlord' will blow you away!"  
—Barrett Ryals, Game Tester



**4 Megabit  
16 Bit Graphics**

Licensed For Play On



**This Game Has Not Yet Been Rated.**

# GENESIS PRO REVIEW



By *Andromeda*

No, you're not imagining things. The animated Disney movie classic, *Fantasia*, is making its way to the Genesis. *Fantasia*, the movie, captivated movie goers everywhere with its spectacular animation. Now *Fantasia*, the video game, is ready to do the same to video gamers.

## **The Stuff Dreams Are Made Of**

Mickey, the Sorcerer's Apprentice, is sleeping on the job. While Mickey catches forty winks an evil wind whirls down from Bald Mountain and steals the notes right off the sheet music Mickey's supposed to be minding for his boss, the Master. What does Mickey do? Why just what any clever, but tired, mouse would do – he goes after the bad guys in his dreams.

The wicked wind has whirled the notes far and wide across the land of *Fantasia*. Mickey's got to search through four different worlds (Water, Earth, Fire, and Air), each with multiple areas, to find the lost notes.

The landscapes Mickey sleepwalks through are spectacular – some delightfully dreamy, and others a nightmare. From a madcamp romp through an enchanted dungeon populated with dancing furniture and brooms to a prehistoric world with diving pterodactyls and crystalline underground caverns this cart packs some of the most luscious graphics you've seen yet for the Genesis – awake or asleep! And, yes, the famous

nal tunes from the movie, such as The Nutcracker Suite by Tchaikovsky, and you'll find yourself more than enchanted.

## **Making Your Points**

OK, so Mickey usually looks great, but can he play? YES! Super Mario-style gameplay with plenty of hopping, jumping, and grabbing secret items make this more than just a "Mickey Mouse" cart. Nifty options enable you to pick difficulty (Easy, Normal, Hard) as well as the number of Dreams (lives) and Continues to magically tailor the adventure to your skill level. Play is based on the damage system – Mickey begins with four life hearts and loses them via close encounters of the wrong kind with his enchanted enemies.

To pass each world you must collect a certain number of notes or points (depending on the difficulty) level you select-

ed). Each note you find is worth 20,000 points and gives you temporary invincibility. Sometimes it rewards you with an extra life or health.



**Land in this treasure chest and you'll warp backwards.**

twirling ballet hippo does appear! Now add in a soundtrack based on the origi-

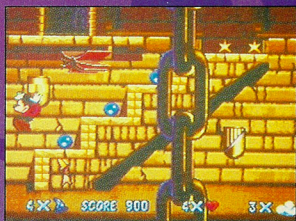


**PRO TIP: Snag this note high in the Water World sky for a special reward.**

Score other points by grabbing special items (i.e. Crystal Balls, Stars, Potions, or Dinosaur Eggs) as well as dropping on all the magic critters with

# Fantasia

Mickey's famous bounce attack or zapping them with spells you earn by grabbing Magic Books.



**PROTIP:** Bouncing on creatures often makes special items appear. For example, wait until the first Broom that dances along the bottom of the screen at the very beginning of the game reaches the stairs and then bounce on it. Your reward is three Crystal Balls, Two Stars, and a Magic Book.

**PROTIP:** Don't automatically exit at the end of an area. If you've grabbed some special items and bounced on more than a few beasties, do a little backtracking - you may find new special items have appeared.

Bonus Rooms are marked by special wooden doors with friendly-faced knobs! You can only enter once, but it's worth the trip because inside each room you collect a score of special items - if you can dodge the enchanted creatures.



Doors like these are the entrances to hidden rooms packed with bonus items.



This fairy marks the entrance to the underground caverns.

And if you spy a fairy flitting around don't flee. She's marking the entrance to a hidden secret area that is often loaded with special items and maybe even a symphony of notes.



**PROTIP:** Not all secret rooms are marked with wooden doors. For example, behind this shadow in the second part of Water World's dungeon is a secret room.



**PROTIP:** If you accidentally land in the Water World's undersea level and want to swim

straight through this watery nightmare just swim across the top of the screen, and zap fishy foes with a few spells.



**PROTIP:** Be sure to go through the Earth World's underground caverns. They're packed with special items, including more than a few notes.

## Mickey, You're So Fine!

Yup, it looks great, it sounds great, and it plays great. It is great! Fantasia is a dream come true.



Fantasia by Sega of America  
Price not available  
Available now

While the Apprentice Sorcerer slept  
his master's music was stolen away.  
Now his dreams must restore the notes  
so the music again can play.



# GAME BOY PRO REVIEW

By The Unknown Gamer



The call from Mad Doctors Anonymous was expected. I've been tracing a pattern of robotic mischief for about a week now. And where there's mischief, there's always my nemesis, Dr. Wily.

## MEGA MAN in Dr. Wily's Revenge

"Is this the Meta Man residence," squeaked a nervous voice at the end of the line.

"That's MEGA Man," I snarled. Sheesh! After saving the crummy world three times, you'd think they'd get the name right!

"Uh...right. Any how, Mr. Man, Dr. Wily hasn't been showing up at the Mad Doctor's Anonymous meetings lately, and we..."

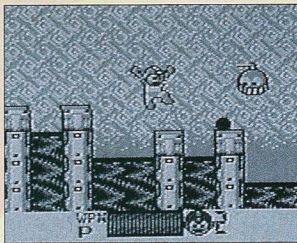
"Say no more...I'm on my way! This looks like a job for Mega Man!"

### The Boys Are Back in Town

Dr. Wily is at it again and, as always, Mega Man is the only robot brave enough to take him on. The mad doctor has resurrected evil robots from the original Mega Man game: Ice Man, Electric Man, Cut Man, and Fire Man, plus some of your favorites from Mega Man 2: Quick Man, Heat Man, Bubble Man, and Flash Man.

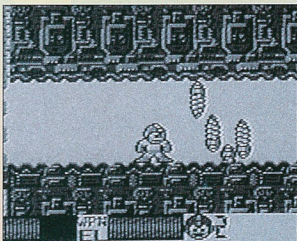
Initially, you'll have to take on the robots from MM #1. You can start with anyone you want, but there are no weak links among these guys – all the levels are equally tough. If you played the original Mega Man game, you have a big advantage. All the obstacles (Bladers, Mets, Fleas, Spines, etc.) are the same.

**PROTIP:** This password starts you off with Electric Man's Thunder Beam: **B1, D1, C2, A4, B4.**

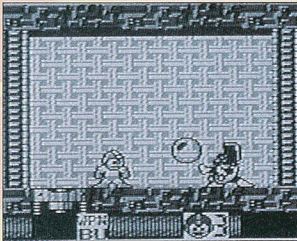


**PROTIP:** When you're hopping from post to post in Fire Man's World, keep backtracking to bring out NEW Bladers. They're easy to destroy and they release power pills and energy pellets.

Once you dispatch Ice Man, Electric Man, Fire Man, and Cut Man, it's on to Dr. Wily's lab. The lab has all the obstacles you've just faced in the last four levels – but this time they're all in one place for your gameplaying convenience.



**PROTIP:** This area of Dr. Wily's lab is a great place to grab power pills and energy pellets.



**PROTIP:** Bubble Lead works great against Heat Man.

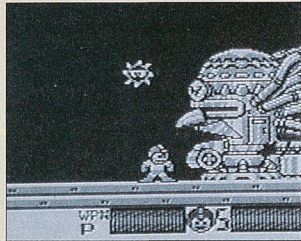
### It's All Done with Mirrors

At the end of the lab is the teleportation room where you can zip off to battle the evil robots of Mega Man 2. You get a large power pill after each battle you survive. And after four battles, you get to take on a new villain, Mega Man Hunter.

MMH is no fragile plate of glass, even though he does use mirrors as his main weapon. He'll reflect your blasts right back at you if you're not careful, but destroying him nets you the biggest prize of the game – the Mirrorbuster.

### The Doctor Is In!

It's no big surprise that Dr. Wily is waiting for you at the end of this game. The Doc's invented yet another large, havoc-causing machine. The guy obviously has a talent for this sort of work. Maybe he should get a job with General Motors.



"So...what kind of mileage do you get with that baby?"

**PROTIP:** Use the Mirrorbuster to reflect Dr. Wily's weapon back against himself to destroy his machine.

### Nuts and Bolts

Mega Man in Dr. Wily's Revenge has the great gameplay and graphics that has come to signify the Mega Man games. It doesn't get an "A" for Originality – this cart is really just a rehash of past MM carts. But I'll take a high quality rehash over a poorly done original cart any day. From the success of the Mega Man series on the NES, it looks like most of you will too!



**Mega Man in Dr. Wily's Revenge**  
by Capcom, \$29.95  
Available September '91, 2 megs

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# Trax

# PRO REVIEW

# Altered Space

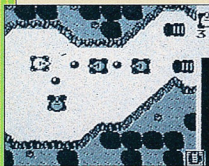


By Bro' Buzz

In Trax, nasty invaders have turned your once-peaceful country into a huge parking lot for their marauding tank army. Your defense is one rusty tank with a turret that only turns clockwise. You've got to admire HAL America's notion of fair odds.

### Tanks Alot

If you like vehicular shoot-em-ups, you'll dig Trax. In this sharp-looking overhead view, multi-scrolling tank cart, you carry on a running gun battle across four hazardous stages. In four-player mode you'll party hearty with up to four friends across 12 different landscapes. Naturally, you need a Nintendo Four-Player Adapter, four Game Boys, and four Trax carts.



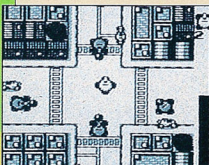
**PROTIP:** Fire at least two shots at a time. That way you can intercept an enemy shot and get him before he shoots again.

**PROTIP:** Inch forward in suspicious territory. Sometimes you can detect enemies at the top of the screen.

**PROTIP:** Shoot mines to wipe out enemy tanks.

You'll cross treads with eight of the weirdest GB bosses around such as the giant propeller-hurling helicopter-bot and the bizarre Clown Prince. They all look great and fight hard.

Trax doesn't skimp on the action. Your tank turret only turns one way, but you can grab four types of cannons, and your tank really moves.



Even the terrain looks good.

**PROTIP:** You don't have to grab every weapon icon. Gasoline and extra lives are the only critical icons.

### A Little Tank That Could

Trax is an above-average shoot-em-up with excellent graphics. The Trax tank's a little cutesy, but the cart dishes out a good fight. If tanks are your thing, make tracks with Trax.

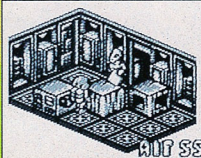


Trax by HAL America  
Price not available  
Available Sept, 1 meg



By Andromeda

Humphrey the Astronaut has been captured by a crew of Zaks who hope to add him to their collection of galactic specimens. Humphrey may be somewhat of a stuffed shirt, but he's not about to let any Zakian taxidermists touch him. To



Prepare for close encounters!

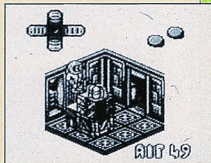
avoid becoming a Zakian museum piece, Humphrey must make his way through eight levels of the Zak rocket ship in order to find an escape capsule.

### Lost in a Maze

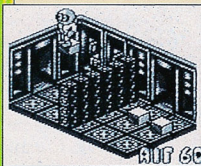
Each level of this one-player title is a maze-like collection of rooms filled with obstacles ranging from alien robots to mines to spiked floors. In each room, Humphrey must find the elevator that leads to the

next floor. Here and there Humphrey can grab helpful special items — a Particle Disruptor, a Circuit Breaker, a Memory Interface Device, and Airtanks (which he needs in order to avoid breathing the poisonous Zakian atmosphere). The perspective of the game is 3-D, with gameplay similar to Solstice for the NES.

**PROTIP:** To locate a special teleportation device on Level 1 follow these instructions. From the first room go West, North, East, East, North, West, North, and East. In the upper left hand corner of this room you'll find a secret door to another room that holds the teleportation device.



**PROTIP:** Grab Airtanks whenever you can. They're the key to survival. In the very first room grab the box, pile it onto the box just barely visible at the rear of the room, and then jump to the top of the column and grab the tank!



Boxes are always there to be used.

**PROTIP:** Humphrey's space suit is very fragile! Almost anything and everything makes the suit leak or explode!

**PROTIP:** You won't find a memory interface until you reach the second level. In the meantime your best bet is to map each and every room!

### A Good Use of Space

Altered Space is a nice combo of adventure and puzzler-type action — an intriguing challenge for patient gamers. Great graphics, even if you'll get a little blind trying to see them. Just don't get too spaced out!

Altered Space by Sony/Imagesoft  
Price not available  
Available now  
1 meg





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by Bondwell

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# G-LOC

# PRO REVIEW

# Super Monaco GP



By Toxic Tommy

G-LOC is a scaled-down version of an excellent Sega jet combat coin-op (see *Hot at the Arcades*, GamePro, September '90). Here you pilot nine missions to annihilate the evil Future World Army. Fly the first eight in any order you like as you blast certain numbers of enemy air-craft, tanks, or ships.

## Two Is Better than One

G-LOC's graphics are sharp, but uninspired. The enemy hardware and the scenery – desert, sea, and air – look good, but there isn't a lot of variety.

The aerial combat versus the computer is also pretty good, but standard stuff. You get a first-person, from-the-cockpit view of the action. You see enemies either coming straight at you or from the rear as they pass by. Use the directional pad to position your sights on them and blast 'em. You can climb, dive, and bank left and right. If you're attacked from behind, you can pull a mean loop, which is the only major move in the cart.

**PRO TIP:** If you pull a loop to escape a bogie on your tail, be prepared to shoot, you almost always wind up on his tail.



Straight ahead action!

At least beating the computer requires some strategy. Each mission has a time limit, and completing a mission scores points, which you need in order to upgrade weapons, replenish fuel, and re-arm.

**PRO TIP:** Upgrade armor and fuel capacity first, then trade for a Vulcan cannon.

You'll double your G-LOC fun, however, if you link two Game Gears. Now you and a friend can romp all over the skies in best of three, five, or seven dogfights. Each pilot views the action from his perspective, it's great!

## Gear Superiority

G-LOC is a solid Game Gear cart although it doesn't cover any new territory for solo jet jockeys. Gear-to-Gear, however, it's an outrageous game – the only way to fly.



**PRO TIP:** Save missiles for tanks and ships. Guns are good enough to intercept fighters.



The wild blue yonder!

By Bro' Buzz



Super Monaco GP's burning rubber through the Sega video game circuit – coin-op, Genesis, and Master System. Next stop, the Game Gear.

Super Monaco GP is a cool portable motor racing game, even though the graphics are pretty standard stuff. Like most racing carts, you drive with a behind-your-car view, however, unlike the other Super Monaco's you don't get a rear view mirror feature.

## The Brake Fast of Champions

Becoming champion is a near-grueling test of your video driving skills. Shift gears, finesse tight curves, and stomp on the accelerator! Be prepared for mucho spin outs. If you ever make it to the top, you'll understand why pros go nuts spraying around a huge bottle of champagne when they win the real thing.



**PRO TIP:** Turns come up quickly, so hit the brakes (with the auto transmission) or downshift (with the manual tranny) as soon as a turn-arrow sign appears.



**PRO TIP:** Use the light Vapor engine for curvy road courses. However, the Firenze V-12's the monster you want for straight tracks.

The Grand Prix takes place on 16 tracks in international locales such as Brazil, Australia, England, and Japan. You get curvy road courses and flat-out speed tracks. Your challenge is to score championship points by finishing in 7th place or better.

**PRO TIP:** If you're averaging 6th or 7th place finishes, start over, you'll never make champion.

To win you must learn to modify your racer to fit the course you're driving. You can choose from two spoilers, two types of tires, four engines, and two trannies – auto and 7-speed manual.

**PRO TIP:** Use Wing Type-1 for straight tracks and Wing Type-2 for curvy ones.

## A Classy Chassis

The Super Monaco GP carts feature the toughest auto racing around, and this Game Gear version maintains that tradition albeit in a smaller format. Beating Super Monaco GP takes real drive.



Drive 16 international tracks.



G-LOC by Sega  
Price not available  
Available now

Super Monaco GP by Sega  
Price not available  
Available now



Enjoy  
Hudson

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# LYNX PRO REVIEW



**By Gideon**

In these days of super-powered Italian brothers and mutated ninja reptiles, you may have forgotten the great granddaddy of all video game heroes – Pacman! Fortunately, the good folks at Atari haven't forgotten this video game legend.

## Maze-less Adventures

True to the prestigious Pacman legacy, Pacland is a fun and challenging game! It's adapted from its arcade counterpart of a couple of years back, but it breaks from the format of all the other Pacman games by eliminating the mazes and placing a running and jumping Pacman onto horizontally-scrolling levels of gameplay.

# PACLAND

Pacman scampers through various environments such as towns, deserts, canyons, and forests filled with his old nemesis, those pesky ghosts that hunt him wherever he goes. In this game, however, the ghosts zoom around in a variety of vehicles, including cars, buses, airplanes, and even pogo sticks! Fortunately for Pacman, precious power pills



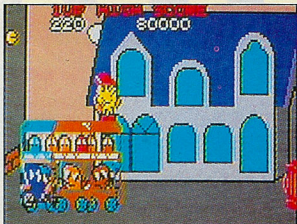
**PROTIP:** Wait a couple of moments before ingesting the power pill so the ghosts become closer targets.

pop up at various points on each level turning him into a lean, mean, ghost-chomping machine!

As Pacman you must help the fairy princess Buttercup pass through the 20 treacherous levels in Pacland. The road through Pacland is filled with all sorts of traps and treachery, including floating log bridges and wide, ultra-deep pools of water. Our round hero is also under the gun since he only has a set amount of time to make it through each level.



**PROTIP:** Jump up and push on all the obstacles. They often trigger yummy bonus treats, including secret warps!



**PROTIP:** Ride on top of a ghost. It's the one place they can't touch you!

**PROTIP:** Learn the patterns of the ghosts and the obstacles before you jump. They often do quirky things!

## A Pac-ful of Fun

Expert gamers, don't be fooled by Pacland's innocent-looking graphics and simple game play. This is a challenging game, which requires concentration and excellent reflexes. Gameplay is smooth

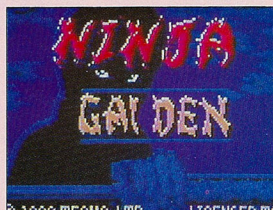
and the graphics are sharp and appealing. Even the Saturday-morning-cartoon soundtrack quickly grows on you. Simply put, Pacland packs a powerful good time!



**Pacland by Atari**

**\$34.99**

**Available July, 1 meg**



In the May 1991 issue we reviewed Ninja Gaiden for the Atari Lynx. At that time, we were informed that the test ROM we received was a final version – it wasn't.

We never take unfair advantage of a handicapped opponent, therefore, we crossed swords with the full-strength Ninja Gaiden. In our previous review, we applauded every aspect of the game except for its weak challenge and the fact that there was only one type of bad guy clone.

Ninja Gaiden à la Lynx is still not as challenging or as complex as its NES counterparts, but it isn't as much of a disappointment as we thought. A white-robed ninja joins the ski mask fiend. One-on-one both these guys are no match for average gamers, but a mob of clones swamps you on every level, forcing you to be quick or dead. However, the unlimited continue option still makes this game easy to finish. Your challenge should be to try to finish this game without using any continues.

With all the new improvements in mind, we recommend Ninja Gaiden as a well-balanced cart with plenty to offer dedicated video ninjas. Sometimes you have to create your own challenges.



**Ninja Gaiden by Atari**

**\$39.99**

**Available July, 1 meg**

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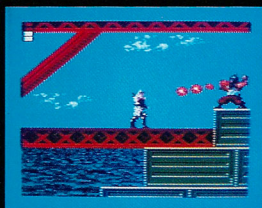
NOW AVAILABLE NATIONWIDE

# AND READY TO GO.

Game Gear™ turns the whole world into your personal playground. That's because the new color portable video game system from Sega™ comes ready to play and packed with possibilities. For one thing, every Game Gear comes with the popular Sega hit, COLUMNS™, pictured left. And that's just the beginning. With Game Gear you can play arcade favorites like G-LOC™, SUPER MONACO GP™ and SHINOBI™ anywhere you want. Or run, climb and leap through the CASTLE OF ILLUSION STARRING MICKEY MOUSE. And lots more games are on the way. They all look great because Game Gear has 32 on-screen colors out of a palette of 4096. The backlit screen means you can play in any kind of light. Even total darkness. And don't forget Game Gear's many optional features. Plug in the TV Tuner\*\* and your Game Gear becomes a hand held color television. Plug in headphones and you've got multi-channel stereo sound. Game Gear also has the added convenience of multiple power sources. It operates on batteries, an AC adapter or a car adapter. So wherever you go, you've got power to spare. Remember, there're lots of ways to go. But with Game Gear you go in style.



SUPER MONACO GP



SHINOBI



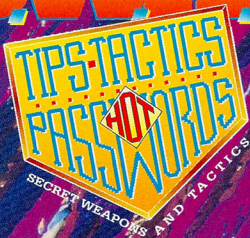
CASTLE OF ILLUSION STARRING MICKEY MOUSE

**GAME GEAR™**  
COLOR PORTABLE SEGA GAME SYSTEM

\*Screens shown are actual Game Gear games photographed on a video monitor for reproduction purposes.

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# SWAT



## Xexyz (Nintendo)

### Passwords!

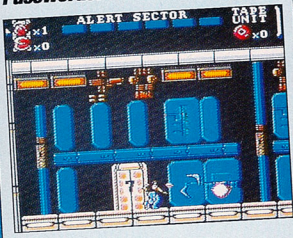
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- 1-3 58E8B 11F91
- 2-1 361B7 C9185
- 3-1 7955E BFC1E
- 3-3 696B3 BA491
- 4-1 C9646 47D1E
- 5-1 5F5A4 90D9B
- 5-2 07A50 8D614
- 6-1 0CB01 5E88F
- 7-1 C519D 33814

- 7-2 217B1 5719B
- 8-1 0A21D 2D814
- 9-1 6FD8D C660A
- 9-2 6F769 32C0A
- 9-3 99363 B4585
- 10-1 482F8 B9A1E
- 11-1 34D30 26E0A
- 12-1 CA249 BDD85
- 12-2 568A8 E2D85
- 12-3 DF44E 0BB00
- Bonus A2A4A 6A8A0
- Bonus BBA13 57912

**Dave Higgins, Lagrangeville, NY**

## Power Blade (Nintendo)

### Passwords!

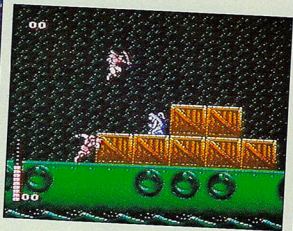


- Stage 2 - B2712209
- Stage 3 - G3784D2
- Stage 4 - 6843D12F
- Stage 5 - 1BJ39FK4
- Stage 6 - J23KGBBK
- Stage 7 (Last Stage) - 77KDIOGJ

**Tommy M. True, West Chazy, NY**

## Shadow of the Ninja (Nintendo)

### Nine Men!



To play a one-player game with nine men try the following trick: Choose a two-player game and let one character get killed. Now, wait until all of the lives from the other characters decrease. At the last life hold down both Buttons A and B and the first character reappears with more lives!

**Egbert Sayers, Barbados, West Indies**

## Splatterhouse (TurboGrafx-16)

### Sound Test

To check out the sounds of Splatterhouse by this trick. During the title screen, when the rain is falling, press Run and then press Select three times. Next, press Button I while simultaneously holding down lower Left on the directional pad. Next, hit the Select button again and you're into the Sound Test Mode. Use Left and Right on your directional pad to select music. To start hit Button I.

**Eric, New Haven, CT**

## Solar Jetman (Nintendo)

### Super Password

To begin at Planet 14 with 15 Nippon Ships, \$799,993, a Super Mapping Device, Shields, and Boosters try the following password:

ZHHZQQQNNNN

**David Wright, Hastings, MI**

## Dr. Mario (Nintendo)

### Pick Your Pictures

There are some pictures in Dr. Mario that you can only get by passing certain level combinations. For example, if you thought you'd never see the day when pigs fly, check out #5. To get the pictures just pass the particular level combination. The next screen that appears is three viruses sitting on a tree with the words, "Congratulations level \_ and speed."

Don't press Start or the screen disappears. Wait a while, and the picture listed will fly over the tree!

#	Virus Level	Speed	Picture
1	5	Med	Book
2	10	Med	Chicken
3	15	Med	Spray Paint
4	5	Hi	Turtle
5	10	Hi	Pig
6	15	Hi	Witch

**Kristi Smith, Westminster, CA**



## Moonwalker (Genesis)

### Stage Select

To pick any of the stages, except Stage 6, try the following trick: On Controller 2 hold down Up, Left, and Button A, and then hit Start on Controller 1. The words "Round 1" appear. Just use the directional pad to pick your stage.

**Mr. Kongpheng "Dr. Wierd"**  
Nanthavongsa, Dallas, TX

## California Games (Lynx)

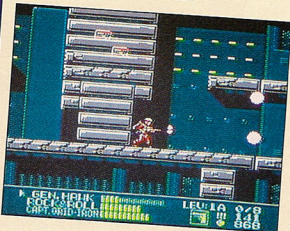
### Ride the Sea Gull

Hey, dudes and dudettes! You can surf on the Sea Gull in California Games. To pull off this nifty trick hold down Button A to make your surfer so slow that he falls down. Do this to the first two surfers and then, on your third surfer, ride the wave until you have five seconds left. Head down to the base of the wave and fall. A Sea Gull will fly by and the screen says, "Are we having fun yet?" When time runs out you'll appear on top of the Sea Gull, falling down along with the bird.

**Greg Chen, Beverly Hills, CA**

## G.I. Joe (Nintendo)

### All of the Passwords!



#### First Quest:

- Mission 2: BRJJOVD8H
- Mission 3: 3ZDX9N5X5
- Mission 4: ORBJHVD83
- Mission 5: NZD39G5X5
- Mission 6: 5ZD3NN5X5

#### Second Quest:

- Mission 1: ZND39N5XF
- Mission 2: BV9J0VD87
- Mission 3: 3N2V9G5X5
- Mission 4: 5X03H8GZ8
- Mission 5: NN2V2R5X9
- Mission 6: X58H8O266

#### Third and Final Quest:

- Mission 1: 3R69N5XGG
- Mission 2: DG239N5X1
- Mission 3: 3G2B9N0XF
- Mission 4: NR8VN5GG6
- Mission 5: VH959V38C
- Mission 6: DHJ59VD87

**Richard Alarie & Kevin Tilson**  
S. Woodstock, CT

## Gaiares (Genesis)

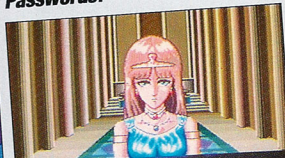
### Configuration Mode

To check out the Configuration Mode in Gaiares just hold down any button and press Start. Remember to release the other button the second you hit Start or the Configuration Mode won't come up. This mode enables you to choose the difficulty of your game, listen to the background music and sound effects, and choose the C.M. language. If you put it on Japanese, exit, and come back - everything will be in Japanese!

**Samuel Beasley, Covington, TN**

## Warrior of Rome (Genesis)

### Passwords!



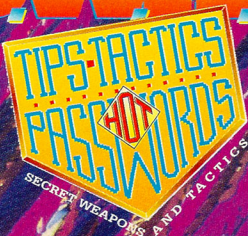
Caesar: "It can't be helped. I am not yours alone. There are many who have need of me."

- Stage 2: L3FHPOZNGW
  - Stage 3: NXDS55JSWF
  - Stage 4: 05TOJZSP5B
- To see the ending mode:  
GREBDWYNNE

**Carlo Hizon, Pampanga, Philippines**



# SWAT



## Tricky Kick (TurboGrafx-16)

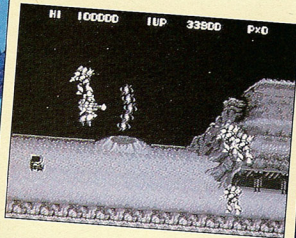
### 60 Extra Levels

Try out a second set of 60 puzzles, more difficult than the first 60, by entering the password: MILKY WAY

After you've entered the password the screen will say "ERROR." Hit Button II twice and a special menu screen appears. Now you can pick any of the six characters on any level in the second stage for a total of 60 new levels!

## Side Arms (TurboGrafx-16)

### Black and White



To play in black and white do the following trick during the title screen: Simultaneously press and hold down Buttons I, II, and Up, and then press Run.

**John Albanese, Lyndhurst, NJ**

## Power Golf (TurboGrafx-16)

### Play as a Left Handed Gopher

To play as a left handed gopher hold Down while pressing Button I to select a player!

**John Albanese, Lyndhurst, NJ**

## Phelios (Genesis)

### Lots of 1-Ups!



In Round 4 of Phelios you can snag lots of 1-Ups when you fight the boss, Antaeus. Just move to the far right hand side of the screen where Antaeus' fire can't harm you and stay there. Fire rapidly and destroy the hands that come out of the fire. You'll accumulate tons of points and about one 1-Up per minute!

**Derick Mattison, Carpinteria, CA**

## John Madden Football (Genesis)

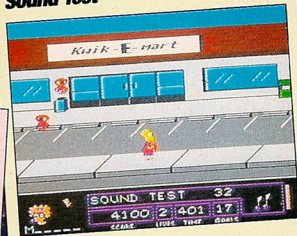
### Keep the Football When You're Kicking Off

To keep the football when you're kicking off to the opposing team follow these steps: First, put the player marker on the kicker. Next, press Button C very fast to get the kicking power as low as possible. Finally, press Button A very fast as you're about to kick to make the kicker leap. If you do this properly the kicker jumps on the ball and the screen says, "Kicking Team Recover!" and you'll have the ball again!

**Asif Rahman, Rockville, MD**

## The Simpsons (Nintendo)

### Sound Test



To check out the sounds of The Simpsons fire a rocket at the "E" in the Quick-E-Mart sign. This puts you into the Sound Test mode!

**Buddy Shaughnessy, Pittsburgh, PA**

## Zarlor Mercenary (Lynx)

### Full Power-Ups!

To get a fully powered ship try the following trick: At the beginning of the game select XQ49. On the third level, second boss, let him kill you once and then finish the level. At the shop buy one of these items: power shot, side shooters, back shooters, auto fire, super shields, or lasers. You'll have everything maxed out except mega bombs and lives, but you can use the rest of your Zarbits on 'em.

**Doug Bishop, Ontario, Canada**

## James Pond (Genesis)

### Open the Exit

To open the Exit on any level before you finish, press the C button and Left on the directional pad simultaneously, then hit the Start button, at the title screen.

When you wish to open the Exit, press A, B, and C together, and rotate the directional pad. The Exit will open, allowing you to leave the mission.

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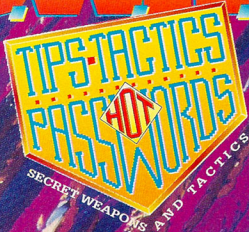
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# SWAT



## Power Blade (Nintendo)

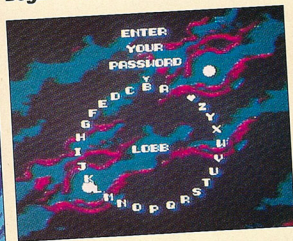
### Sound Test

Check out all the sound effects in Power Blade by holding upper right on the directional pad and the Select button on Controller I and lower left on the directional pad and the A and B buttons on Controller II. Press the Start button on Controller I to bring up the sound test screen.

Use Up and Down on the directional pad to move the arrow icon next to the sound you want to hear. The A button selects the sound, the B button stops it.

## Low G Man and Burai Fighter (Nintendo)

### Begin with 8 Men!



To begin with 8 men in Low G Man enter the password: LOBB (P.S. Use this same password in Burai Fighter to begin with fully powered up weapons.)

**Eric Longdin, Methuen, MA**

## Psycho Fox

(Sega Master System)

### Hidden Warp Zone in World 1-3

To reach the warp zone head to World 1-3's jumping platforms at the end of the stage. Next, jump up to the top of the screen. Near the top you'll find three jumping platforms in a triangular layout. Jump off the lower right platform and

punch the air. The sky will begin to crack. Hit the same spot two or three more times and a black hole appears. If you jump into the black hole you'll enter the warp zone. Slide down the steel slide until you reach two pipes. The first one takes you to World 5-1 and the second one takes you to World 4-1.

**Angel Morales Jr., Tucson, AZ**

## Kickle Cubicle (Nintendo)

### Special Game

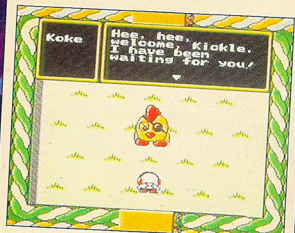


To play a special Kickle Cubicle game try the following: Before turning on the power hold Down on Controller 1. Next, power up your NES - your screen will go white. Now, press Select!

**Darren Sparham, B. C., Canada**

## Kickle Cubicle (Nintendo)

### Preview of the First Boss



To check out the first boss hold Down on Controller 1 and then power up your NES - your screen will go white. Next, press Up on Controller 2.

**Darren Sparham, B. C., Canada**

## Valis III (TurboGrafx-16)

### Level Select

To pick your level in Valis III hold down buttons A, B, C, Up, and Start simultaneously during the title screen. The screen will display a map area. Use Up and Down on your control pad to select your level. Hit Start to go to that level.

**Joseph Ferari, Nashville, TN**

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This month we're playing a little "catch up" as we print the winners for Ask the Readers - Questions I and J. You wouldn't believe the number of responses we received for these brainbusters! And in the case of the Maniac Mansion question, none of the answers were 100% correct. Yep...that's right...we stumped ya! So check out the answers and we'll see you next month with a new batch of Ask the Pros questions!

## ASK THE READERS

### Questions I and J Winners

#### Question I: Maniac Mansion (Nintendo Entertainment System)

Dear ASK THE PROS, I did it! I finally finished Maniac Mansion! I put the evil Meteor in the trunk of the Weird Edsel and blasted it out-a-here! Then, someone told me that there is more than one ending to this game. Can you tell me all the different endings, and tell me what has to be done to get them?

Bob Hamelink, Portland, OR

#### Answer:

There are six different endings to Maniac Mansion. You've already seen the first - After sending the Meteor into orbit, Dr. Fred thanks you. To see the second ending, first kill Dave and then complete the game as you usually would. The next two are "Game Over" endings. To see the first, kill all three kids. You can see the second by causing a Nuclear Meltdown.

To see the fifth ending have Wendy retype the Meteor's manuscript (found in Dr. Fred's office) and then mail it to the

publishing company. When the publisher sends you a publishing contract, show it to the Meteor.

To see the sixth ending, get the publishing contract as described above. Then have Bernard fix the shortwave radio in Fred's room with the radio tube from the old-fashioned radio in the living room. Call the Meteor Police using the shortwave radio (read the wanted poster first) and then give the contract to the Meteor BEFORE THE POLICE ARRIVE. This ending is similar to the fifth ending, but with a surprise twist at the end.

Mike Tobin, Amesbury, MA



Next time I'll do the Letterman show!



Killing off Dave before you win gets you this special ending.

*(Here are a few more variations to the Maniac Mansion endings. If you have Bernard fix the shortwave radio, then contact the Meteor Police and let them into the lab, you can win the game. Also, Michael can develop the commando plans and give them to Weird Ed. Then Weird Ed will get you past the Green Tentacle so that you can put the Meteor into the trunk of the Weird Edsel and blast it into space. The other two variations involve Syd or Razor making a demo tape and getting a recording contract for the Green Tentacle, who then happily lets you pass by to defeat the Meteor. - Ed.)*

#### Question J: Phantasy Star (Sega Master System)

Dear ASK THE PROS, I've been playing Phantasy Star for the Sega Master System for about a year now. It's driving me crazy! How do I get to Lassic? Does it have anything to do with the Aeroprism and the Nuts? Where do I use them? Please answer this letter and end my misery.

Andrew Bush, Silver Spring, MD

#### Answer:

When you reach the outside of Baya Malay and see the screen with the blue sky go to the ITEM screen and USE PRISM. The sky changes colors and a different song begins to play. A castle appears in the upper part of the screen. Again go to the ITEM screen and USE LARMA NUTS. Mayu eats the nuts, goes through a transformation, and flies you up to the castle. After you beat the Guard Dragon enter the big house at the end of the road and you're on your way to defeat Lassic.

A few other tips for all Phantasy Star players: 1.) Before journeying to defeat Lassic get rid of anything that is not necessary to kill him (old armor, weapons, etc). You'll need to keep a TRANSFER, which you use to escape after you beat Lassic, or you must have some spell points left and the Fly Spell. Then buy as many Burgers as possible in order to save magic points for curing people when they're really needed. 2.) After the point where you no longer need to buy things (except Burgers) don't open treasure chests that were held by monsters unless you're sure they hold something important. Many of the treasure chests are actually traps. 3.) When you've found all of the items avoid opening any treasure chests unless you need money desperately.

Joe Wojciechowski, Plainwell, MI

#### Game Got You Baffled?

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

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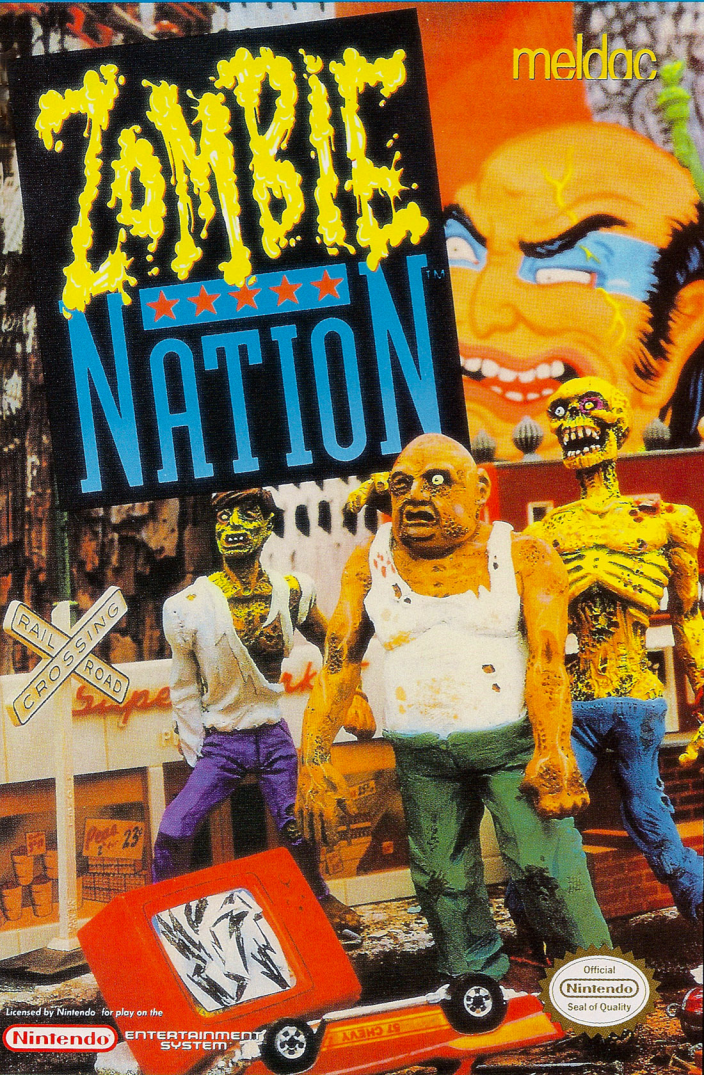
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# THE ZOMBIES ARE COMING!!!!



By I. C. GOOLS, Times Staff Writer

**NEW YORK**—What appeared to be a harmless meteorite crashing in the Nevada desert has turned out to be Darc Seed, an evil alien creature with horrible powers. By shooting strange rays, Darc Seed has turned the helpless nation into zombie slaves.

Mayor Heminhaw immediately called an emergency press conference where he read the following prepared statement. "I um, er, ah, I am doing everything, ah, er, humanly possible to see to it that ah, this situation er, um, this terrible situation ah, comes to a ah, ahem, a swift and er, um, um, a swift and um, satisfactory close."



## Ground Shaking NES Action

Zombie Nation is a ground shaking action/shooting game for the NES. The object of the game is to wreak total destruction on everything you see (it's a dark and dirty job, but somebody's got to do it). Meanwhile, you need to rescue as many zombie hostages as you can in order to gain enough strength for the ultimate showdown with Darc Seed (he's toast!).



## Devastating Graphics and Pounding Sound

Zombie Nation's graphics are so devastatingly realistic you'll almost be tempted not to demolish them (yeah right!). And the relentlessly pounding sound effects will make you feel like you're right in the middle of the action hammering away at skyscrapers, mountains, and everything else that crosses your path. So don't just stand there like a Zombie, get your copy now!

Distributed by Meldac of America, Inc. 1801 Century Park East Suite 2210, Los Angeles, CA 90067 (213) 286-7040

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Licensed by Nintendo for play on the

**Nintendo** ENTERTAINMENT SYSTEM



# ZOMBIE ★ NATION

# SHORT SHOTS

**Nintendo**

## Trog (Acclaim)



Ever matched your wits against a one-eyed caveman? Chances are you haven't, but, then again, there's a first time for everything. In Acclaim's new two-person, maze-action game, Trog, you play either Spike or Bloop, dinosaurs trying to avoid becoming a steak dinner for the ravenous, meat-hungry caveman, Trog. While Trog chases you across a multitude of islands, you must avoid his snap-happy jaws and collect a variety of colored eggs – the key to completing the level. And that's just the half of it! As the game progresses Trog discovers the wonders of items such as the wheel and fire, which make him twice as dangerous. How do you fight back? Seek out a juicy pineapple and gobble it up, then before you know it you're a giant Tyrannosaurus Rex with an appetite for Trogs! Based on the popular arcade game of the same name, the 8-bit version features the same unique Claymation-style graphics and great gameplay. This is one crazy mixed up game of prehistoric cat and mouse.

**Available August '91.**

## Tom and Jerry (High Tech Expressions)



Speaking of cats and mice, Tom and Jerry are about to go Nintendo! Yes, the troublesome twosome cause more manic mayhem than ever before in their very own single player 8-bit adventure titled, what else, Tom and Jerry. In this hyper-action game, Jerry must rescue his buddy, Tuffy, who's locked up in the attic – guess who put him there?! The search begins down in the basement. From there Jerry must work his way through the kitchen, out the window onto a tree limb, then up onto the roof. And that's only the beginning. Then he must slide down the chimney, scurry through the living room, and, finally, sneak up into the attic. It sounds simple, but it's no mean task when you're just few a inches tall, and you've got a cat and countless other creatures, including Flies, Bats, and Squirrels, hot on your tail! Can Jerry outwit Tom and save his pal or will he get nipped by a cat?

**Available September '91.**

## Wolverine (LJN)



Wolverine, one of the most popular members of Marvel Comics' famous X-Men, has leapt off the comic pages and

into his very own video game. This savvy superhero embarks on a single-player, multi-level journey-for-justice across the United States and Japan. He runs, jumps, crawls, climbs, and, of course, uses his handy Admantium claws as he battles it out against the hideous forces of his arch enemy, Sabretooth. If our hero finds himself in a tight situation, he can call upon his fellow X-Men such as Cyclops, Longshot, Storm, and The Beast to lend a helping hand. In a dog-eat-dog world of criminals and super-heroes, you don't mess with the Wolverine!

**Available August '91.**

## Super Famicom

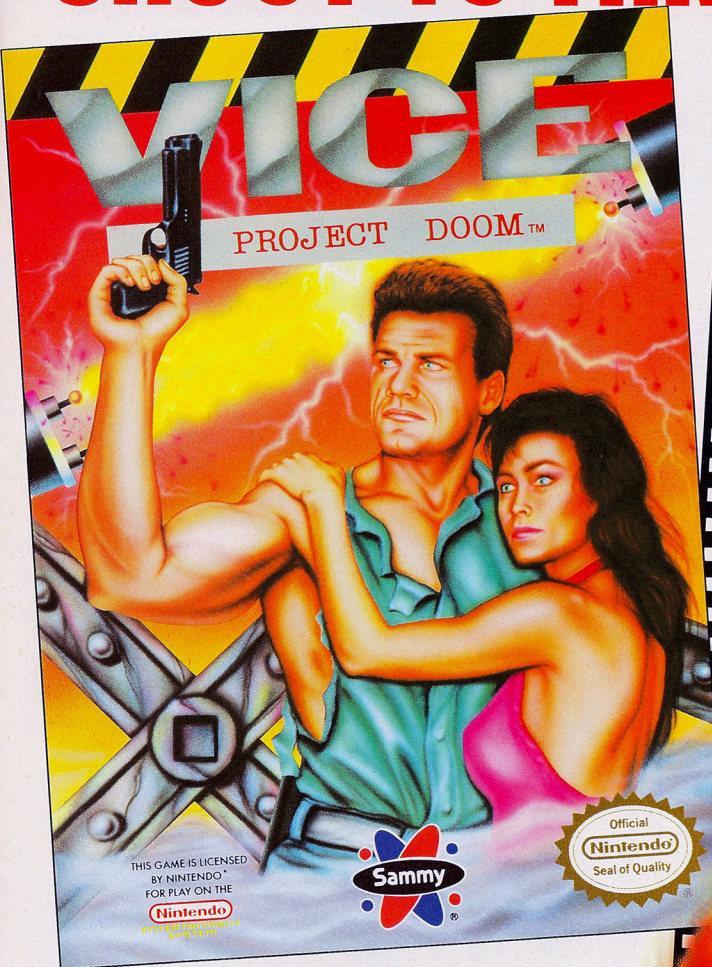
### Gradius III (Konami)



Prepare to jump head first into the Super NES danger zone in Gradius III, one of the premiere Super NES releases from Konami. In this ten-stage, two-field, multi-scrolling super shooter you man a mega high tech spacecraft through the depths of outer space. Why? To save Gradius and the other neighboring planets from the deadly Bacterion, of course. There are three levels of difficulty, so you can tailor the challenge to your skills. Customize your ship with a variety of super weapons (13 in all) by blasting open special blue and orange crystals, which whiz through the atmosphere. Space fighting takes on an entirely new dimension in Gradius III.

**Available September '91.**

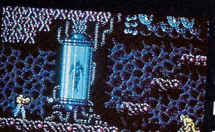
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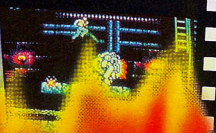
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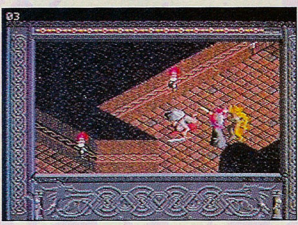
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## Genesis

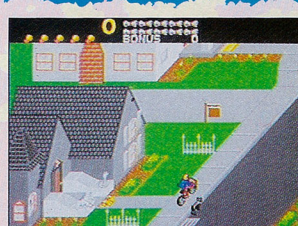
### The Immortal (Electronic Arts)



Mordamir, star wizard of Electronic Arts' popular NES role play game The Immortal, is showing his true 16-bit colors in a Genesis version of the same name. Improved graphics, more gore, additional levels, plus new and terrifying death-traps will both wow you and scare you. As a former student of Mordamir's, you set out to rescue him from the bowels of a dark and forboding medieval dungeon. There you encounter all sorts of evil creatures including trolls, goblins, slimes, and hideous man-eating worms, which erupt out of the floor. Luckily for you, with the bad there is also good, and you'll find it in the form of helpful items, such as Keys, Notes, Magic Scrolls, and more. All that you know, you learned from Mordamir; the question is...is it enough to save him?

**Available Fall '91.**

### Paperboy (Tengen)



Paperboy's ready and waiting to deliver some fun to your Genesis system. This familiar title is an action adventure game in which the seemingly simple task of

delivering papers becomes a wild ride through the mean streets of your hometown. You've got just seven days to deliver all the daily newspapers, keep all your customers happy, and stay alive. Miss deliveries or break a few windows and your customers may cancel their subscriptions - not good! Every neighborhood has its share of hazards, too, so watch out for the vicious dogs, radio-controlled cars, dangerous intersections, and more. If it's mischief you've got on your mind, you can terrorize non-customers by breaking their windows and knocking over their garbage cans to earn extra points. The news waits for no one, so get ready to ride, ride, ride.

**Available August '91.**

## Game Boy

### Blades of Steel (Konami)



The folks at Konami would like you to know that "your Game Boy is about to be put on ice!" How? With the fast action hockey classic, Blades of Steel. You get all the same great options that you did in the original NES version including a choice of eight different teams: Chicago, Los Angeles, Vancouver, Montreal, New York, Edmonton, Minnesota, and Montreal. There's also two player simultaneous play and three league settings (Junior, College, and Professional). As for the action, well, you can pass, check, fend goal, and take a slap shot. It doesn't stop there. Just like a live-action game, your team members can even break out into full blown fist fights. Can't get much more real than that!

**Available August '91.**

# IT'S ULTIMATE BASKETBALL™!

Trash all those other basketball cartridges! **ULTIMATE BASKETBALL™** captures all the thrills and intensity of a real full-court basketball game. You are in command; leading the court, making the plays, and scoring the points.

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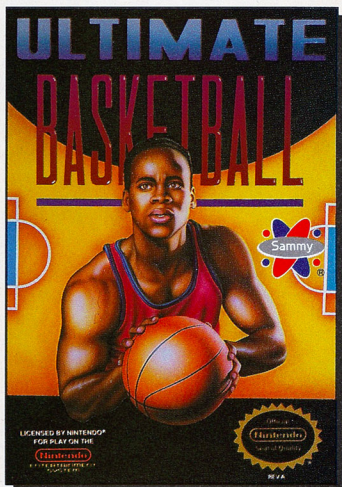
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## The Super NES – It's Official!

At the 1991 Summer Consumer Electronics Show (CES), **Nintendo** announced that it would ship the 16-bit Super NES to retailers throughout the nation by September 1, 1991. The unit will carry a suggested retail price of \$199.95, including two controllers and **Super Mario World**. By the end of this year, **F-Zero Race**, **Pilotwings**, **Sim City**, **Super Play Action Football**, and **Zelda III** will join Mario. Cartridge prices? According to them, no Nintendo SNES cartridge will cost more than \$49.95. Nintendo also announced that its licensees will



Both systems ARE compatible. The only thing that will prevent you from popping your Super Mario Brothers 3 cart into the SNES is the different pin configuration. The NES has a 72-pin connector, while the SNES will have a 62-pin connector.

Of course we've been told by certain sources that Nintendo of America has plans for an 8-bit adapter, specifically it plans to hold on to its adapter until the time is right for its re-

standardized it in 1982. Deciphering CD-ROM formats is a real headache, but for those of you who care, the SNES CD will be a CD-ROM/XA disc player, which follows the XA/CD-I Bridge format. That basically means it's compatible with CD-I players, too. (We'll attempt to sort out the CD-ROM format mishmash in a future Cutting Edge column. — Ed.) The CD attaches to the SNES and the Super Famicom, and Nintendo plans to unveil the unit in Japan and the United States in the 4th quarter of '92. As an interesting aside, Sony's Sony Play Station CD player will incorporate a Super Famicom, but Nintendo will not produce games in that unit's CD-ROM format.

Never to be outdone, **Sega of America** has gone on record as a CD-ROM, err, player. The Sega CD-ROM and several games will debut this Fall in Japan! We got a sneak peek at CES, so see next issue's Cutting Edge for more info.

## NEC Slashes TurboGrafx-16 Price Tag

In an effort to beef up hardware sales, **NEC** has slashed the suggested retail price of the TurboGrafx-16 from \$159.99 to \$99.99. The new price tag went into effect on May 20th, 1991. In addition, NEC will sell a special **"Bonk SuperSet"**, which includes two TurboPad controllers, a TurboTap, and a copy of "Bonk's Adventure."

NEC is also cutting prices on 24 of their games: **Pac-Land**, **Galaga '90**, **Final Twin**, **Victory Run**, **Blazing Lasers**, and **Dungeon Explorer** (to name but a few) will now sell for under \$39.99. Seven titles will cost under \$20!

## Sega's Third Party Party!

Genesisers, get out your umbrellas – 'cause here comes the deluge! A host of third party titles are on their way for Japan's Mega Drive – can the Genesis versions be far behind? **US Gold** has **Leader Board Golf**, **Indiana Jones III**, **Indiana Jones IV**, **The Godfather** (the object is to decapitate horses and leave the heads in the beds of enemies – just kidding!), **The A-Team** (finally...a vid-game with Mr. T), and...drum roll...**Strider 2!**

**Mirrorsoft** (**Arena** in the U.S.) has a bunch of sequels coming: **Predator II**, **Speedball II**, **Xenon II**, **Back to the Future III**, **Alien III** (slated for release in the U.S. in Feb.), plus **Battlemaster** and **Don't Drop Off**, being retitled **"Brat"** (you try to keep a horrible little child who kicks, has tantrums, etc., from injuring himself as he walks along a danger-filled route).

**Virgin Games** is coming into the Genesis market in a big way with **Corporation**, **Terminator**, **Supremacy**, **Monty Python**, and **Judge Dredd**.

**Telenet** has three titles on the docket: **Arcus Odyssey**, **Kuga**, and **Exile**. **Taito** continues their Genesis line with **Saint Sword**, **ThunderFox**, **Ninja Warriors**, **Crowl**, and **The Flintstones**...yabba dabba dudes!

And let's not forget about **Microprose's Gunship** for the Mega Drive.



The Nintendo family portrait.

produce 12 more carts before Xmas (But see the Super NES Buyer's Guide in this issue). The Big N expects to sell 2 million systems and 6 million carts by year's end! Yow!

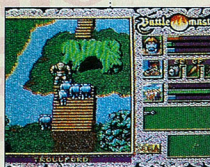
## An 8-Bit Adapter for the SNES?

No. Also at CES, Nintendo announced that the Super NES will not come equipped with any sort of adapter for 8-bit NES carts. Nintendo immediately added that there's nothing in the SNES hardware that prevents an adapter from being made, it's just unwilling to make its customers shell out the extra bucks that an 8-bit adapter would add to the SNES price tag.

lease. They say that's called "smart marketing." We say "let's wait and see."

## Nintendo and Sega Circular Thinking

Hot news from the CD-ROM front. Regarding the SNES CD-ROM drive: **Philips** is in, **Sony** is out. For the past few months, video game rumor-mongers have been linking electronics giant Sony to Nintendo's CD-ROM. Wrong! Nintendo and Sony might have been holding hands, but the Big N tied the CD knot with Philips Electronics. Philips invented the audio compact disc format in 1978 and, together with Sony, stan-



Battlemaster from Mirrorsoft.

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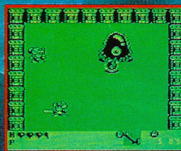
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## Sega Gets Super "Mario"

Yet another sports superstar has joined the Sega family. Pittsburgh Penguin star Mario Lemieux has lent his name to the new Genesis hockey cart. Look for it some time in the Fall.

Last issue we told you about **Joe Montana 2** for the Genesis, but would you believe **Joe Montana** for the Genesis CD-Rom drive? We hear it has real "Joe" voice.

Other Genesis software that we expect to reach you before Christmas includes: **Streets of Rage** – an urban karate game with two-player simultaneous action and a choice of three different characters, and **Decapattack**, a "Ghouls 'n Ghosts" type of game featuring a two-headed mummy named Chuck D. Head.

## Wait! There's More!

One of the hottest Genesis titles at this year's Consumer Electronics Show was **Toe Jam and Earl**,



Funkakaze with Toe Jam and Earl.

the story of two cool, hip-hop aliens from the planet Funkatun who crash on Earth and must find ten pieces of their spaceship so they can blow the joint. This cart got some of the best background music we've ever heard and great sound effects. Toe Jam and Earl is a one or two-player cooperative game with split-screen action when Toe Jam strays too far from his bud (and vice-versa). Try to raise your "coolness meter" from

Weiner to Supreme Funk Lord as you explore 20 wild levels. Could this be the Sonic the Hedgehog of 1991-92?

## Capcom's Greatest Hits

Quick! Name two **Capcom** games you can't buy anywhere, but you'd like to. Everyone who said **Mega Man 1** and **Mickey Mousecapades** gets a no-prize! By September, however, that situation will no longer exist. Due to overwhelming demand, Capcom will re-issue both titles. Okay, keep it down, you **Adventure Island** fanatics! You get your re-issue from **Hudson Soft** this Christmas.

Oh yes, and speaking of Capcom, thanks to all the sharp-eyed readers who tackled the Find the Mistake Contest in last month's ProNews. You correctly noted that we erroneously tagged **Darkwing Duck** as an up and coming SNES title when it'll actually hatch as an NES cart. You get a no-prize, too. (Alright – so we goofed.)

## Video Game Lock Out

A Northern California-based firm, **Niche Technology**, has invented a device that blocks the cartridge slot of an NES or a Sega Genesis, preventing players from using the machine unless they possess the key to the lock. Called "Time Out," the device sells for a suggested retail price of \$9.99 and will soon be available at several nationwide retailers, including video game retail giant Toys 'R Us.

## Konami's Six Player Coin-Op

From the coin-op rumor mill comes this bit of info from those prolific arcadeers at **Konami**. Konami is currently working on the first SIX player arcade machine. The game will feature two monitors, with two sets of three controllers. More on this as we hear it. Also coming soon is **Teenage Mutant Ninja Turtles 2**. This time the Turtles travel through time. With names like Raphael, Donatello, Michaelangelo, and Leonardo, a time-traveling adventure was only natural for the heroes in a halfshell.

## THIS MONTH'S SPECIALS FOR SEGA GENESIS ARE SIZZLING HOT!!!



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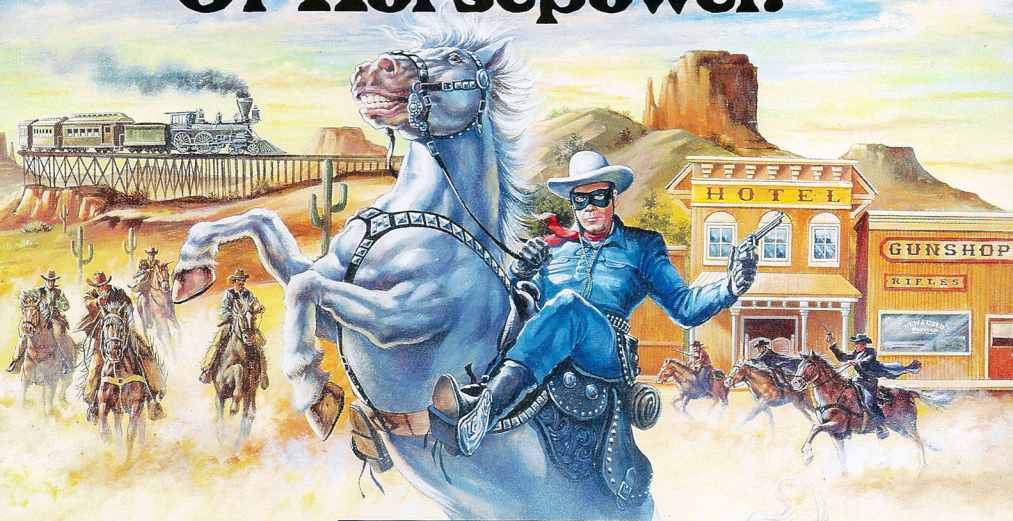
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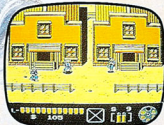
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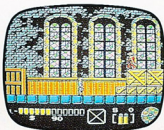
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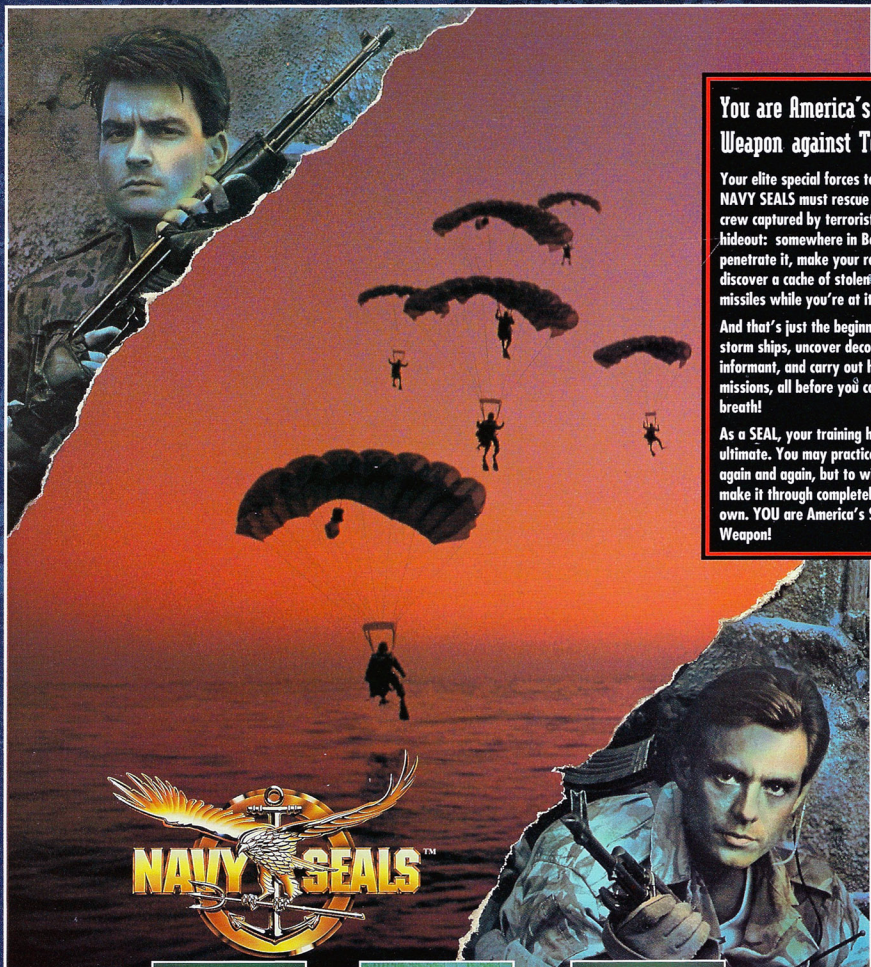
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