GamePro TV Goes Cable! See Pg. 236

GENESIS • SNES • NES • TURBODUO • CDs • NEO•GEO • GAME BOY • GAME GEAR • LYNX

GAMEPRO

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January 1993
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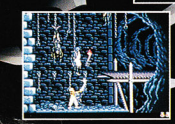

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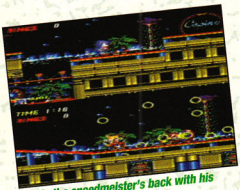
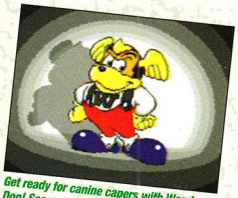


Sonic the speedmeister's back with his buddy Tails. See page 46.



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Under Yoda's watchful eye, Luke explores the swamps of Dagobah.

Luke uses an AT-ST walker to attack stormtroopers inside the rebel base.

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Here's the coolest moves for all 12 World Warriors. See page 105.

Check out the new Turbo Street Fighter II: Champion Edition.

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High Ho, Silver! Awaaaay!

By The GamePros

We're gonna have a revolution! Sega and Turbo Technologies Inc. (TTI) are in full-scale, compact disc-slinging mode. TTI's been at it longer, but Sega's currently making the bigger splash. They've launched a massive, glitzy, TV ad campaign – MTV, the Fox Network, even Nickelodeon. However, once you blow away the hype, you can check out Sega's CD action to understand why video gaming's future has a silver lining.

Sega put 220,000 Sega CD units into the marketplace with at least 50,000 more on order. Sega's bean counters are busy tallying up the sales count from Xmas. The result should be interesting, but don't worry, eventually they're gonna sell the hardware.

The Sega CD's $299 price point is sticky, but that won't last. Remember, just last year the $99 Genesis sported a $189 price tag. Over time, expect the price of the Sega CD to drop, especially when Nintendo gets into the CD business (possibly later this year).

Sega's invested $5 mill in its Sega Multimedia Studios in Redwood City, California. It's here to stay.

The first generation of CD games are tantalizing, but it's already clear that even better games are on their way (see the Sega CD previews and OverSeas ProSpects this issue). The games currently bundled with the CD unit are understandably safe bets. Sherlock Holmes Consulting Detective showed off its live-actor, full-motion graphics on the TurboGrafx-CD. Sol-Feace is a solid shooter. The Sega Classics – Revenge of Shinobi, Columns, Streets of Rage, and Golden Axe – are top-notch cartridge games ported directly to CD, where they're sort of like four lonely passengers with an entire jumbo jet to themselves.

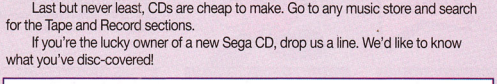
Of the standalone games, Night Trap and the Make Your Own Music Videos (four separate discs starring Kris Kross, INXS, Marky Mark, and C&C Music Factory) nicely demonstrate CDs potential to mix full-motion, live-action, high-quality, CD sounds and interesting game play. One day they'll make fine bundled additions to the Sega CD box. Gamers will find more challenge, familiar fun, and terrific CD enhancements in Wonder Dog by JVC, Sewer Shark by Sony/Imagesoft, and Black Hole Assault by Bignet.

Video game powerhouses are also ready to support the Sega CD format. Electronic Arts and Acclaim have declared compact disc intentions for '93. Konami's about to commit, and it has its own CD research and development facility in Japan. Lastly, you'll soon be able to take your pick from the Capcom Sega CD rumors.

Last but never least, CDs are cheap to make. Go to any music store and search for the Tape and Record sections.

If you're the lucky owner of a new Sega CD, drop us a line. We'd like to know what you've disc-covered!

GamePro's Game Rating System



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

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Screen shots shown are from the Super NES version of the game.

The Addams Family™

The name of the game

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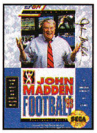

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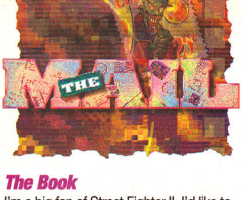

The Book

I'm a big fan of Street Fighter II. I'd like to know all of the moves for each character. Instead of covering three characters in each magazine, how about making a guide book for all the characters and their moves?

Michael Schlienger, Lake Placid, FL

(It's like you're reading our minds, Michael. Very soon your wishes will come true when GamePro presents "The Official Street Fighter II Strategy Guide for the SNES and Champion Edition Arcade Game." The book will feature over 2000 color screens that illustrate in-depth tips and tactics for every character. You'll get character profiles on all 12 World Warriors, and the book will include specific one-on-one strategies to help you master your favorite character. It's on sale now for $9.95. You can buy the book at your local retailer or use the mail order form in this issue. You'll want to use this "bible" religiously. – Ed.)

I Want a Piece of the Action

In the October ProNews section, you talked about the Action Game Master. When will it come out, and where will it be sold?

Charlie Feinstien, San Francisco, CA

I have some questions about a portable system that was in your October issue's ProNews Report section. Does the Action Game Master have a flip-up screen with high-resolution? How big or small will this unit be? How many batteries will power it, and will an AC adapter be supplied?

Michael J. Sherrer, North Arlington, NJ

(The Action Game Master is a 16-bit portable system that runs about the same size as a Game Gear. It will come with a 3.2" color screen, or you can view the action on a TV by using the game's video port. The system will have its own set of games made specifically for it, and you'll be able to buy adapters to play NES, Super NES, and Genesis carts on it. Each adapter will cost about $50-$70, and will plug into the back of the system like a Game Genie. The game can be powered by four C-cell batteries. Look for the system in a video game store near you by September 1993. – Ed.)

Super Stuck

What should I do? I bought a NEC SuperGrafx from Japan last year, and now it's discontinued. Now I'm stuck with a $300 system and four games that I've already mastered. Can you help me get new game titles for my SuperGrafx? Otherwise, I'll have a collector's item on my shelf forever. Please help me.

James Noe, Palm Harbor, FL

(James, don't fret. You do have a collector's item on your shelf, but thankfully it's a functional one. The SuperGrafx system was never released here in America, but it was quite popular in Japan. The system was an enhanced version of the PC Engine, the Japanese equivalent to TTI's TurboGrafx-16. NEC's SuperGrafx plays carts that are intended for the PC Engine, as well as supercharged chips made specifically for the SuperGrafx. To get a hold of some PC Engine carts, you can go through a number of mail-order companies or stores that specialize in overseas video games. – Ed.)

Backspin

Yo, GamePro, I am looking for a special Videodisc-based arcade game that I played a few years back called Space Ace. It was a sequel to the original Dragon's Lair game. Actually, I'd love to buy any of the old Videodisc-based games, like Cliff Hanger, Super Don Quixote, and even the new Dragon's Lair II. I called the local video game dealerships, but none of them carries these types of games, except for the new Dragon's Lair game which is quite expensive. One time, a dealer told me it would take a lot of money to fix one of these games if it broke and advised me against buying one. Do you know where I can get one of these games? Also, will these titles, or similar ones, be released to work with the new CD systems on the market?

Alex Avila, Stockton, CA

(Yo, Alex, you've touched on some really intriguing subjects here. First off, to find an old Videodisc game system with everything still intact may require some serious digging. Keep your eyes open for classified ads in the pages of Replay Magazine, and you may stumble upon one of these games. They'll probably sell for around $500. The reason these games are so rare is because the Videodiscs themselves have become collector's items. Since the discs work in any Laserdisc system, many were taken from the arcade machines and sold separately at auctions.

By the way, the dealer who told you that the systems were expensive to maintain was correct. The older systems utilized the first generation of Pioneer's Laserdisc technology and included lasers that eventually overheated or burned out. However, the new Laserdisc games, like Dragon's Lair II, use the latest in Laserdisc technology to make them much more reliable.

To answer your question about CD games, in short, yes. The CD systems do have the technology to play cartoon-like animation. Eventually we'll probably see conversions of games like Dragon's Lair and Space Ace. Keep reading our pages. As soon as we know something for sure about these games, we'll let you know. – Ed.)

Top Ten List

Me and my friends think you should have a list every month of the top ten best games. It would help us get the best out of our game systems.

Steve Jakobsen, New York, NY

(This is an interesting proposition. Write us, GamePros, and tell us what you think. – Ed.)

SF II by 8?

Since Capcom makes games for both the NES and the SNES, will they be coming out with an NES version of Street Fighter II?

Jason Ash, Wheat Ridge, CO

(Whatta ya know? Just for you, Jason, we called Capcom and they informed us that they're working with a third-party NES licensee to license Street Fighter II for the 8-bit system. Soon you won't have to own an SNES to play Street Fighter II at home! We'll keep you posted on all of the latest and greatest on this new game. – 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
Dear Editor
P.O. Box 3329
Redwood City, CA 94064

Thanks for your input!

TEST YOUR ELECTRONIC ARTS AQ (EA ATTITUDE QUOTIENT):

R U A GENESIS GENIUS?

PART 4

What's your Electronic Arts AQ (Attitude Quotient)? Take this quiz* and see if you have what it takes. Write the answers to all seven questions on your completed entry form and send it in. If you have a high AQ you could win 3 Genesis titles from Electronic Arts.

*Missed the first three quizzes? No sweat. It only takes one quiz to test your AQ.

QUESTION #1

Q: IN JOHN MADDEN FOOTBALL™ '93, WHICH NEW FEATURE *WON'T* YOU FIND:

A. The "No Huddle" Offense.
B. 38 Pro Teams, including the eight greatest-ever teams as picked by Madden himself.
C. Halftime show featuring Roseanne Barr-Arnold.
D. Game stats for players and teams saved on battery back-up.
E. Madden's digitized voice, blasting out comments like "Boom! Where'd that truck come from?"

QUESTION #2

Q: IN NHLPA® HOCKEY '93, A ZAMBONI™ IS:

A. A naked fan streaking across the ice.
B. When the puck gets stuck in the goalie's jock.
C. The grunt you hear when a stick hits something other than the puck.
D. When the line to the ladies room wraps three times.
E. The machine that grooms the ice between periods.

QUESTION #3

Q: IN LHX ATTACK CHOPPER™, THE HELICOPTER IS SO TOP SECRET THAT:

A. Pilots have to fly blindfolded.
B. No one has ever seen one in operation.
C. They can only fly at night or on Superbowl Sunday.
D. They're made of glass so they don't even cast shadows.
E. The guy that designed the rotor doesn't know what it goes to.

QUESTION #4

Q: IN BULLS VS LAKERS AND THE NBA® PLAYOFFS™, THE *EA SPORTS™ T-METER* IS:

A. A new device for making clutch free throws.
B. A dipstick for the locker room tea service.
C. Jersey size for players over seven feet tall.
D. A unit to measure how far coaches throw chairs.
E. A rap version of the Star Spangled Banner.

QUESTION #5

Q: IN CRÜE BALL™, HEAVY METAL PINBALL, YOU CAN:

A. Talk with a Liszt.
B. Eat a bowl of Schubert.
C. Smash a bust of Beethoven.
D. Get a Handel on your life.
E. Get off on Chopin veggies.

QUESTION #6

Q: IN LOTUS TURBO CHALLENGE™, THE OPERATIVE F-WORD IS:

A. Flatulent.
B. Frilly.
C. Female.
D. Fast.
E. Foul.

QUESTION #7

Q: IN ROAD RASH™ II, WHICH WEAPONS CAN YOU CARRY:

A. Clubs and chains.
B. An accordian and a license to use it.
C. A boom box playing Barry Manilow's Greatest Hits.
D. A bag of chili pepper suppositories.
E. A dead white poodle named Fifi.

THINK YOU HAVE A HIGH AQ? PROVE IT! WIN BIG WITH ELECTRONIC ARTS.

SEND IN YOUR ANSWERS AND SEE THE ENTRY FORM BELOW TO FIND OUT WHAT YOU COULD WIN.

ANSWERS TO PART 3:

#15 D #16 C #17 B #18 E #19 D #20 D #21 B

ANSWERS TO THE PRO BOX FROM PART 3

#1 Thrynn #2 The Fierce Fish Win the Cup #3 Natasha #4 Incredible Eagle

WATCH FOR QUIZ PART 5
for the answers to Quiz Part 4.

FAST FINISHER BONUS

Wear it on your sleeve! Free Electronic Arts "EA Attitude" T-shirts to the first 50 entrants who send in completed entries. Earliest postmark wins.

PROVE YOU HAVE A HIGH AQ:

Just fill out this form and mail it to us. All completed entries qualify for a drawing to win any 3 Genesis games from Electronic Arts, including these hot soon-to-be-released titles:

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JAMES POND™ III — Pond is back, and wetter than ever! This time he's got the help of a springy new sidekick, Furrel Frog. Control fish or frog in this new exciting adventure in the James Pond series.

Your Answers
#1_____ #2_____ #3_____ #4_____ #5_____ #6_____ #7_____

Name _____

Address _____ Apt. _____

City _____ State _____ Zip _____

Daytime Phone _____ Birthdate (month/day/year) _____

Send completed Quiz to:
AQ QUIZ PART 4, Electronic Arts, 1450 Fashion Island Blvd. San Mateo, CA 94404
(Entry must be postmarked by 3/31/93, drawing will be held 4/16/93.
Winner will be contacted by mail.)

_____ I would like to be a Genesis game advisor to Electronic Arts. Give me a call sometime.
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ELECTRONIC ARTS®

By the Whizz

3DO: An Enigma

Just when you thought it might be safe to make your CD dreams come true, there's a hunk of mystery hardware that's out to "Trip" you up.

3DO, the San Mateo, California-based company headed by Trip Hawkins (founder of video game giant Electronic Arts) is currently developing another CD platform, which rumor and speculation have built up as the best system, yet. Although the device is sealed in a murky cloud of non-disclosure agreements, the tidbits of tantalizing info that are leaking out are too juicy to pass up.

3DO's UFO (Unidentified Fun-time Object)

The 3DO device will likely be a compact disc-based system, but that could be just part of its appeal. Some sketchy reports have the system sporting a powerful 32-bit CPU, a high-powered graphics compression setup, and a supercharged CD-ROM drive. Naturally, you'll be able to hook it up to your home stereo system.

The 3DO system will reportedly be capable of displaying awesome full-motion animation unlike anything seen before and with none of the access lag time noticeable in current CD systems. The 3D graphics are rumored to be out of this world ("3DO"="three-dimensional optics?"). Coupled with superb CD audio, the device will reportedly change the way people think about video game systems.

What about the software? Probably, applications will range from encyclopedias, which relay info via animation, full-motion video, and sound, to interactive movies, where you act out a role. Games? Didn't we mention that Hawkins founded Electronic Arts?

Plenty of Players

Speculation about the company's probable partners is as intriguing as the system itself. Time Warner, Inc., Motorola, Matsushita/Panasonic, Lucas Arts, and even IBM have all been mentioned in connection with the endeavor. One theory has Matsushita/Panasonic spearheading the hardware development efforts for a 3DO system, and IBM and Time Warner will create a new interactive TV channel that will work with the hardware to open a gateway into millions of homes. 3DO system owners would then be able to upgrade their game systems into a full-blown, interactive, TV box.

Veils Lifted?

Software development systems are already on view. Conferences for prospective game developers are taking place. 3DO is mum on the system. However, it plans to release some info at the Consumer Electronics Show in Las Vegas later this month. Stay tuned, this story is good!

Is It Live or Is It QSound?

Forget surround sound and remember QSound. This sound processing/recording technique has been called "the next step up from stereo" and it's coming to video games.

Easy Listening

You've seen 3D graphics? With QSound, you'll hear 3D sound. QSound is a multi-channel, digital sound, processing system that's been called a three-dimensional stereo sound processing tool. QSound processing enables sound engineers to place sound outside the normal stereo sound field, creating a multi-dimensional listening environment. A sound mix with QSound processed elements can be played back over any two channel stereo system or audio format, such as compact discs, audio tape, cassettes, video cassettes, laserdiscs, television, or radio. You can hear the effects of QSound on recordings, such as Sting's "The Soul Cages," Madonna's "The Immaculate Collection," and Luther Vandross's "Power of Love." In movies, listen for its effect in "Robin Hood: Prince of Thieves."

Sounds Real

QSound records sound in such a way that you'll think you're listening to a ventriloquist throwing his voice when the sound is played back through your stereo sound system. It pumps sound through stereo speakers, but it can make listeners perceive sound as if it's originating from outside your speaker area. For example, if you're flying a helicopter video game, the aircraft rotors sound like they're buzzing around your head, but not through your sound system!

In Your Ear

As you might suspect, the QSound effect depends on an airtight connection through the ears to the brain. The masterminds at the QSound Company in Calgary, Canada, had to learn how the human brain processes sound information. They conducted over 550,000 listening experiments with various groups of people. Although no one's discovered how the human hearing system works, the QSound questers discovered how to create the illusion of individually placed "pieces" of sound. That's QSound.

The QSound Company is currently exploring a joint venture with two unnamed video game powerhouses to create a joystick for use with cartridge games. This stick will house special QSound processors and it'll connect to a regular stereo sound system. For CD games, it's already possible to record effects and music in QSound. Personal Computer Gamesters may find QSound coming to a sound board near them very soon. Game companies exploring QSound so far are Broder-

bund, Electronic Arts, Ocean, Sierra On-Line, and Virgin Games. Capcom is reportedly creating a Street Fighter II arcade machine with QSound capability, as well.

QSounds Good

Sounds like your ears are in for a treat. If tinny video game sounds and tunes usually send you screaming from the room, all that may change with QSound.

The TelePlay Modem Connection

Last Spring, the Cutting Edge hooked you up with the TelePlay Modem (see GamePro, April '92). When winter thaws in '93, the TelePlay should make an appearance. Let's redial Baton Technologies in Phoenix, AZ, for an update.

Dialing for Gaming

As you may recall, the TelePlay is a 2400 baud modem that will enable you to play NES and Genesis games across a telephone line. In fact, with the TelePlay, an NES owner can challenge a Genesis owner to a game and vice versa. The 8-bit TelePlay connects to the slot underneath a NES. You then connect a standard telephone jack to the TelePlay and plug in a TelePlay-compatible game cart. Then you enter you opponent's phone number, press a button, and play.

The Genesis version fits into the regular cartridge slot, and you then slide the TelePlay cart into another modem slot. According to Baton, this design makes the TelePlay compatible with the Sega CD, too. An SNES TelePlay is also on the drawing board.

NES owners who purchase a TelePlay and then later purchase a Genesis can connect their NES modem to the Genesis with a special adapter. That's right, it goes from the Genesis to the TelePlay that's connected to the NES and then to the phone line.

The unit also features a keyboard connector that accepts any standard IBM PC-compatible keyboard. Baton plans to create special TelePlay cartridges for word processing and electronic communications with on-line services, such as Compuserve and Genie.

Long Distance Games

When the TelePlay makes its debut in May, five games are scheduled to appear with it. Terran Wars is a Star Wars game that puts you in command of an outer space fleet. Battle Storm is a tank fighting game. In colony, you command a fleet of battlewagons in a battleship game that takes place during WWII. Siege and Sorcery is a strategy game that sounds something like the Stratego board game. Finally, you fly biplanes on various missions in unnamed aerial combat game that's set in World War I. By Xmas '93, Baton plans to have three more games on the market.

TelePlay Calling

The TelePlay Modem could expand your video game horizons. Now you can reach out and zap someone. Just don't dial a wrong number.

Advertisement

All The Hudso

Super Adventure Island

For play on the Super Nintendo Entertainment System

- Editor's Choice Gold Winner from Electronic Gaming monthly
- Spectacular Graphics Combined with incredible music
- Power-up feature transforms hero into wild skateboarder
- Weapons include: stone axes, boomerangs and fireballs

Adventure Island 3

For play on the Nintendo Entertainment System

- Combat a mysterious invasion of primitive Adventure Island
- Explore eight gigantic islands on your guest to save Jeannie Jungle
- New dinosaurs and weapons are included to defend Master Higgins
- Uncover secret bonus zones and hidden items for extra power

Adventure Island

For play on the Game Boy System

- Master Higgins goes portable in this classic South Pacific game
- Crack open treasure eggs for massive points or handy shortcuts
- Hunt through bizarre islands filled with sneaky killer traps
- Dodge snakes, bats and more as you search for your lost friend

Special note to consumers:
If you are unable to find any of these titles at your local retailer, you can order direct by calling: (415) 495-4486!

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Best From n Soft

Felix the Cat

For play on the Nintendo Entertainment System

- Journey through nine levels of intense animated adventure
- Felix's Magic Bag of Tricks Provides dozens of helpful items
- Features many character's from Felix's zany cartoon series
- Enter hidden Magic Bags for super bonuses and power-ups

Bonk's Adventure

For play on the Game Boy System

- Classic video game character now available for the GAME BOY
- All-new transformations and power-ups for our cave boy hero
- Do flying head-spins and Pile-driver moves to "bonk" bad guys
- Multiple challenges in the special trial areas for extra points

Bomberman II

For play on the Nintendo Entertainment System

- New power items and poison skulls highlight the excitement
- Features include options for 2 or 3-Player simultaneous play
- Build up bigger and better bombs to blow away the enemies
- Over 50 levels of incredibly bombastic heroics in 1-Player mode

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Saddle up your Sega™ Genesis™ and fill your TV screen with the guns ablazing action of Sunset Riders, the wild western arcade hit of the year.

Bounty hunt the frontier's fiercest fiends through treacherous territory including lawless outposts like Reechforem Gulch. The stampede of bad guys will keep one or two tough hombres busy firing fast and furious at cattle thieves, gunslingers, and Indians who have no reservations about attacking.

The trail is littered with extra bounty loot, six-shooter power-ups and decidedly destructive dynamite. Ride your trusty steed through bonus stages that hold survival items more precious than a sack of gold dust. And get a feel for the trigger in the Versus mode where you and your compadre can shower each other with lead. Hot dang, be sure to hitch up with the most rip snortin', knee slappin' blast from the past that ever rode into town!

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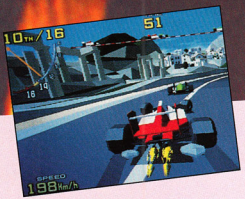
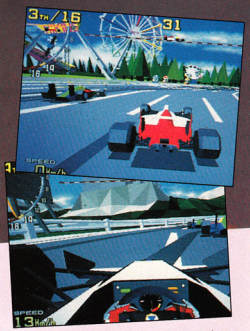


By Hack 'n' Slash

This installment of H.A.T.A. features something for every arcade rat out there. Slide behind the wheel of Virtua Racing, perhaps the most realistic racing simulation ever made. Zoom into outer space with Bucky O'Hare and Space Lords. Tighten your chin strap as you challenge the international courses of MotoFrenzy. Hang on tight, 'cuz the action's fast and furious, and we ain't pickin' up any stragglers!



Virtua Racing (Sega)

Sega's Virtua Racing takes the pole position over all other sit-down driving game simulations. From the moment you slide into the plush seat of the snug driver's cockpit and focus on the 36" wide screen monitor, you realize this isn't going to be any ordinary ride!

Awesome virtual reality-type graphics and an innovative G-force simulation system combine to create an incredibly realistic racing simulation. You'll view the extremely fast and smooth-scaling animation from four different perspectives, ranging from a closeup, driver's eyeview to an extreme overhead helicopter view. Sparks fly as cars smash into barriers and each other. Slip into the pit stop to let your crew patch up your car while you get tips from the computer pit crew leader. When you take hard turns, the G-force simulator kicks in. You'll feel the weight of your car pull against you as your wheel jerks in resistance and the entire seat shifts your body into the turn!

Virtua Racing offers three skill levels: Beginner, Medium, and Expert. You also get different race courses: Big Forest, Bay Bridge, and the Acropolis. Choose between Automatic and a clutchless, 7-gear Manual transmission that's mounted on the steering wheel. This game comes as an individual unit with the G-force simulation, or as a multi-player configuration for up to eight players. Awesome digitized racing sound effects, such as the high pitched rev of the engine, burning rubber, and thunderous crashes, add to the realism.

Virtua Racing is virtual white-knuckle excitement!

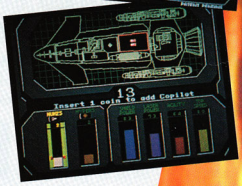
Space Lords (Atari)

Space Lords is a visual and strategic tour de force. One to four players link up to compete for the title of Space Lord in this ultimate, outer space dogfight.

You and a copilot man an intergalactic fighter against another team that is located adjacent to your monitor. Player One controls both the speed/directional thruster and a pistol firing grip for the forward-mounted guns. Your copilot rides shotgun and controls just the aft-mounted guns. At the start of each round, you can customize your ships' shields, speed, and armament depending on how many points you've earned in the previous round.

Space Lord features eye-popping state-of-the-art graphics. Fully-modeled, well-rendered images populate a universe that's teeming with enemy ships, asteroids, and harmful outer space phenomena like exploding stars and nebulae. To stay alive, you'll have to keep an eye on the automatic targeting and radar system. The action is fast and furious as you dodge asteroids and take aim at enemy ships. Fluid animation and thunderous sound effects enhance the space battle effect.

In outer space, no one can hear you scream...nor cares if you're alive. Do you have what it takes to be a Space Lord?



MotoFrenzy (Atari)

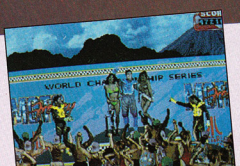
At first glance, MotoFrenzy may seem like just another sit-down bike racing game. However, take a seat and you'll discover the big difference when you get a swift kick in your...er, exhaust pipe! From its "Rump-Thump" feature to its wacky race elements, MotoFrenzy is one-of-a-kind!

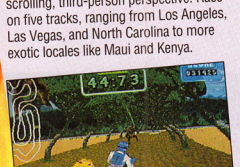
MotoFrenzy is a one- or two-player competitive dirt bike racing simulator with a life-size bike chassis seat, handlebar controls, and a large screen monitor. Your view of the race is from a forward-scrolling, third-person perspective. Race on five tracks, ranging from Los Angeles, Las Vegas, and North Carolina to more exotic locales like Maui and Kenya.

The purpose of the game is to finish the race any way you can, even if you have to bump and run your competition off the track. Get this, you can even shoot your opponents with your forward-mounted machine guns! This is where the weirdness begins. You'll encounter all sorts of strange sights and obstacles on the course, such as tornadoes, rhinos with "Kenya" painted on their sides, and huge monster trucks out to squash you. Jump off an embankment or get shot from behind, and you'll feel it, courtesy of the Rump-Thump feature!

MotoFrenzy features beautiful graphics that combine standard pixel art with digitized images. Smooth, flowing animation create an effective racing experience. Whimsical animated interludes and side attractions are sure to amuse and distract you from the business at hand. Be sure to note the overabundance of digitized bikini babes!

In MotoFrenzy, anything goes!





Bucky O'Hare (Konami)

In the tradition of Konami's other smash hit four-player action games, such as Teenage Mutant Ninja Turtles, X-Men, and G.I. Joe, comes Bucky O'Hare. Based on the hit afternoon cartoon series and a very successful toy line, this game is a visual and aural arcade feast!

The graphics in this side-scrolling action/adventure game are better than the TV cartoon! Extremely detailed and finely rendered multi-layered backgrounds create a believable sense of perspective. Captain Bucky O'Hare, Dead Eye Duck, Jenny, and Blinky the Android are all large, well-rendered, and smoothly animated characters.

You'll be amazed by the size and the speed of some of the bosses. Each character possesses a different weapon and uses special fighting skills as they face off against the vile hordes of the Toad Military Forces. An assortment of power-ups and bonus items appear sporadically to assist our quartet of heroes in their endeavor to rid the galaxy of warty evil.

An intense rock 'n' roll soundtrack, plus tons of digitized speech and sound effects make you feel like you're playing the cartoon, not a video game. The only predicament you'll have with Bucky O'Hare is whether to watch or play!

SONIC 2.™ NOW FOR GAME

Be prepared. The game designers at Sega™ have developed Sonic The Hedgehog 2,™ the first 4 meg game for the Game Gear™ color portable video game system. The super-fast hedgehog is on a mission through lots of new zones to save his friend Tails. This time, there are more enemies to conquer, more friends to save, and more crazy stunts, like riding railcarts and hang-gliding. And, as if Sonic 2 wouldn't be

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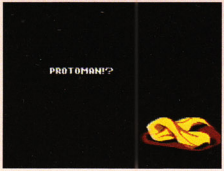
SEGA GAME GEAR
COLOR PORTABLE VIDEO GAME SYSTEM

NINTENDO PRO REVIEW

By Slasher Quan

In the annals of robo-history, before the famous doctor we all know and love gave the breath of mechanical life to our hero, he created the very first android ever. However, this prototype 'droid had a few screws loose, and it slipped away into the galaxy to spread chaos!

Sound like another cheesy installment in the Data vs. Lore saga on Star Trek: The Next Generation? No way, we're talking Mega Man V! Proto Man, Dr. Light's original invention, appears to have gone on a helter-skelter robo-rampage. His army of eight all-new 'bots trashes the city and kidnaps Dr. Light. Mega-ally, Dr. Cossack, flashes the proverbial MM signal in the sky, and Mega Man is hot on the trail of his renegade brother!



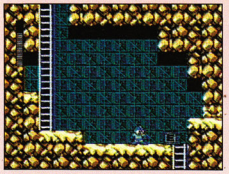
In his haste to escape the scene of the crime, Proto Man drops his scarf!

All in the Family

Mega's duel with his bad-blooded bro is the fifth in Capcom's premiere NES series. This top-notch but predictable sequel perpetuates the qualities of its predecessors – sharp 8-bit graphics, snazzy music scores, fast action, tons of weapons, and, of course, Doc Wily (hint, hint).

As in the previous games, you step into Mr. Titanium's boots and battle eight robots in any order to snare their weapons. Once you've sent the crazy eight to the scrapyard in the sky, you move on to Proto Man's four-level castle. Crash his party and you'll steamroll into the final four-stage fortress, owned and operated by you-know-who. In total, the 16 levels are identical in length and difficulty to MM 4.

PROTIP: As you acquire weapons, use your newfound powers to nail other bosses. For example, slow down Gyro Man with the Gravity Hold, and shatter Crystal Man with the Gyro Attack.

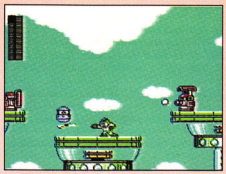


PROTIP: Make your life easier with the classic Energy Tank loop trick. Take a Tank, commit suicide until the game's over, continue, and grab the tank again. Carry a full stock of Tanks before entering Proto Man's domain.

Mega Moves

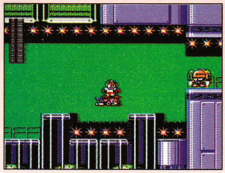
MM's well-rounded arsenal is enhanced in spots, but nearly unchanged. His main tool of the trade, the Mega Buster, can shoot pellets or power-up to unleash a big blast. Supplemental weapons can be garnered by nailing Charge Man, Napalm Man, Gyro Man, Stone Man, Crystal Man, Wave Man, Star Man, and Gravity Man. By collecting hidden letters that spell M-e-g-a-M-a-n-V, Mega Man can also call a new friend into action, an attack robot named Beat.

PROTIP: Use the Super Arrow as a stepping stone to reach high-up Energy Tanks and save yourself from long falls.

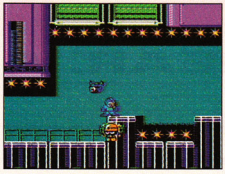


PROTIP: Most guns have a "waiting period," which restricts firing to only one shot at a time. To counter this problem, press Start to Pause, then press Start again to un-pause. This will remove on-screen bullets and enable you to fire your gun again without waiting.

On the transportation side of the fence, Mega Man gets a dashing assortment of movers and shakers. MM's best friend, Rush the robo-puppy, can propel him as a coil or provide an airlift as a jet. The Wire and Balloon Adaptors from MM 4 are gone, replaced by a Super Arrow that acts as a sticky plunger and helps the Man scale walls. One water-based area puts Mega Man in a jetski boat for a thrilling shoot-em-up sequence. As always, Mega-controls are flawless.



PROTIP: When confronted by a sticky Phase Block situation, use Rush Jet to take the high road and bypass this nuisance altogether.



PROTIP: Look for one Beat letter in each of the first eight levels! You'll need this buddy to "beat" through Doc Wily's kingdom.

MEGA MAN V

Robot Ruckus

Like a fine old oak tree, Capcom preserves the traditional side-view Mega Man game play, while injecting a measured dose of "new and improved" to the enemies. Familiar foes make reappearances, and some get facelifts, such as the Hard Hat Macs and their gaggle of kids. Factory-fresh creations include Crystal Warriors, Crazy Chickens, and Flying Robo-Fish. The mechanical menagerie keeps players on their toes, but the password feature brings the challenge down to Earth.

PROTIP: To dispatch the Head of the Deep in Wave Man's level, wait until its nostrils peek out of the water, then leap and open fire.

Mega Rehash

Capcom must get some sort of cash-back rebate for recycling video games, because 1993's Mega Man is déjà vu all over again for disciples of the series. If you're one of the few NESers who've never fired up the Mega Buster or thrown Rush a bolt, this installment is a great place to start your Mega-training. For MM die-hards, the game's still first-class, but it's only a baby step for robot-kind.

Mega Man V by Capcom

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	5.0	4.5	INT. Intermediate

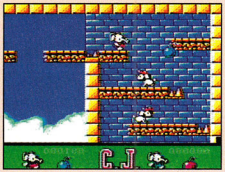
Price unavailable	Action
4 megs	One Player
Available January	Passwords

By Kay Oss

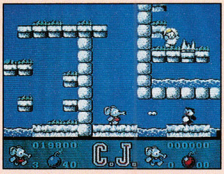
If you liked Camerica's Quattro Adventures, you'll love Quattro Arcade. With the exception of the repetitive, average music, this cart's an improvement over Camerica's first four-in-one offering with better graphics, more challenge, and a two-player option for all four games. Although none of these games are gonna win an award on their own, as a package they make an interesting foursome.

CJ's Elephant Antics

CJ is a cute, little elephant who's been captured from the wild. He's en route to the zoo when his airplane accidently opens and he falls into Paris, France. Armed with only an umbrella, which he uses as his parachute, CJ attempts to make his escape by hopping and maneuvering around brick platforms and over walls in this four level, side-scrolling adventure.



PROTIP: Use your bomb on the animals below you, or on the ones that crowd ledges.



PROTIP: Don't stand near the edges of walls that are next to moving spikes. Jump over the spikes by leaping one brick away from the edge.

During his journey, CJ encounters pesky critters. He protects himself with 20 bombs and an unlimited amount of peanuts, which shoot through his trunk. Be warned: Most animal nuisances take at least two peanuts to "Pop."

Elephantiasis

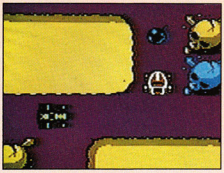
Don't be deceived by this game's cartoony graphics. It's harder than it looks, and it's definitely not the easiest game to master in this cart. Keep the cutesy twangy music down, and you'll have a fairly good time.

CJ's Elephant Antics

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	4.0	3.5	BEG. Beginner

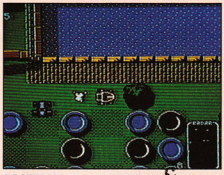
Stunt Buggies

The toughest game in this cart, Stunt Buggies, may send you round the bend. An inventor has given you a miniature buggy. When you hop in, a trap door opens and you're transported to strange new worlds.

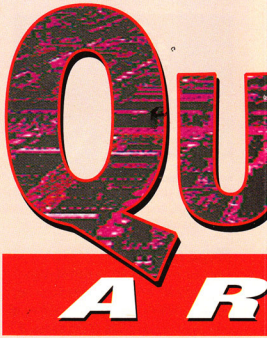


PROTIP: Beware of the bombs picked out by the radar map in the lower right-hand corner. Evil vehicles are waiting to run you over. It's best to steer clear if you don't need the power-ups that blast from the vehicles.

Cruise your buggy vertically and horizontally through flat, primary color, maze-like levels with an over-head view perspective. Your goal is to drive through each maze and collect enough bombs to clear the level. Unfortunately, you're not the only car on the road. Other vehicles gang up on you and send you into a tailspin.



PROTIP: When you go for the bomb on the far left edge of the maze in Level 1, run over the mushroom and then turn back. A vehicle will follow you. Dust him with your tail pipe smoke. If you're quick, you can run over him while he's confused and grab the bomb without taking any damage.



Buggy On Down

This game is more frustrating than fun. The music isn't exciting and your buggy doesn't always respond to your controls. You might want to ease on down the road to the other games in this cart.

Stunt Buggies

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.0	2.5	ADV. Advanced

F-16 Renegades

This shooter puts you behind the controls of an F-16 jet versus a megalomanic's army. Fly against helicopters, jets, tanks, battlements, and other combat machines. Your view of the action is from an overhead perspective. Fortunately, you have unlimited ammo to beat off a screen load of fighting vehicles.

The bright, cartoony graphics, don't give this vertically-scrolling shooter much of a military feel, but it does have the best sound of any of the games in the cart, mainly because there's no music! Cool sound effects of bullets firing and metal exploding are much more enjoyable. The major defect in this game is sprite slowdown, of which there's plenty when too many sprites crowd the screen.

PROTIP: To beat the Level 1 boss, get on his tail and shoot. His bullets will fly right over you

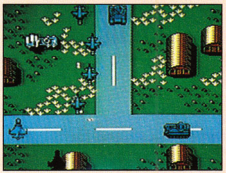
Flyboys

As a standalone shooter, this game wouldn't fly. However, it makes a good addition to round out this cart.

F-16 Renegades

Graphics	Sound	Control	FunFactor	Challenge
3.0	4.0	3.0	3.5	INT. Intermediate

QUATTRO ARCADE



PROTIP: To fly right through a level, stay to the far left of the screen and hold down Button A (the fire button). You'll reach the boss with at least one life left.

Go! Dizzy Go!

Dizzy's arch enemy, the evil Wizard Zaks, kidnapped Dizzy's friends while they were picnicking. Now, Dizzy must defeat the wizard's maze and save his friends by collecting the food they've dropped throughout the game's five, dangerous levels.

Go! Dizzy Go! doesn't look, or play, anything like its Quattro Adventure predecessor. This colorful puzzler is fun! You view the maze from a straight-on view, much like you would a puzzle in a newspaper. The controls guide Dizzy smoothly through five blocky worlds filled with stinging enemies. You can push some blocks to move them, but you must move around others. Be careful, however, because enemy creatures are lurking nearby as well.

PROTIP: If you get the flashing fruit in the right order, you'll double your points.

PROTIP: Don't grab the spiral power-up. It makes the blocks dissolve quickly, which is not necessarily what you want. You may need to use some blocks to trap enemies instead of killing them.

Dizzy is one lucky embryo, because these mazes are filled with power-ups. He even gets a bonus round after every stage, which just racks up the points.

Sunnyside Up

This version of the standalone game stands up to its overseas popularity. It may not be a tough egg to crack, but its simple pleasures keep you addicted.

Go! Dizzy Go!

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	3.5	4.0	BEG. Beginner

Quattro Arcade by Camerica
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Shooter/Puzzler/Action, Two players

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By Andromeda

Wanted: Planet Overlord. The right candidate will be an adventurer with a strong pioneer spirit. Experience in colonizing and making planets habitable for human populations is a strong plus. The ability to manage complex economic resources is a must. Experience in battling merciless alien races required. Possibilities for promotion endless – successful applicants will have the opportunity to create and rule their own planet systems. Send all applications to the leaders of the Galactic Federation. Those with an aversion to strategic simulations need not apply!

Go Forth and Multiply

Rev up your brain cells, gamers. Overlord by Virgin Games is a massive one-player strategic simulation game in the style of SimCity and Populous. The Galactic Federation's interested in colonizing four barren planet systems in the Epsilon Galaxy. They're willing to give you the job of planet Overlord if you can successfully build the Starbases in four planet systems into a system-wide empire. Unfortunately, Rorn, leader of a nasty race of aggressive aliens, wants to colonize the same systems. Get the picture?

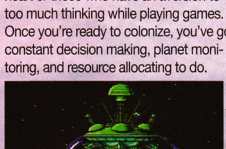
When you take command as Overlord, you'll immediately notice the game's superior NES graphics and complex menu system. It looks really cool, but Overlord's appeal is very specific. More than a few gamers are gonna find Overlord is just too complicated for blastoff. The standard icon-driven point-and-click control system takes some getting used to, and, if you don't read the massive manual, your planets will be doomed.

Would-be Overlords who survive and master the initial information onslaught will find themselves drawn into an absorbing simulation. You can attempt to colonize the four planet systems in any order, but there's an obvious progression of difficulty. If you begin a normal game, you've got a single Star base and the rest of the system to conquer. You can Save a game in progress, or select a Preset Game, which randomly gives both you and Rorn a number of different planets and resources.

PROTIP: Begin with the eight planet Ristotsu system and work your way up to the 32 planets of the Yottsu.

Divide and Conquer

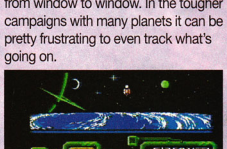
Overlord is not for the gaming faint-of-heart or those who have an aversion to too much thinking while playing games. Once you're ready to colonize, you've got constant decision making, planet monitoring, and resource allocating to do.



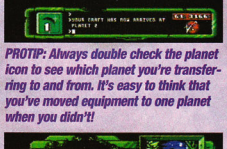
PROTIP: Your first step in any game is to purchase an Atmosphere Processor and use it to begin formatting a new planet for habitation. Planet conditions range from Unformatted (no atmosphere) to Volcanic (lots of minerals for mining) to Tropical (good farming) and more.

PROTIP: Don't forget that you can always transfer the funds generated from the colonized planets back to your Starbase. However, you've got to spend money to make money. Plow your profits back into improved equipment and resources for your colonies.

Once you've got a planet going, it's all uphill. It's up to you to purchase equipment, send it to different planets, check on food levels, monitor energy levels, gauge fuel levels, and oversee population growth for each of your different colonies. You also have to monitor and transfer the necessary monetary resources from colony to colony, set taxes, investigate and colonize new planets, spy on the enemy, and prepare to defend each colony from Rorn's inevitable attack. Got a headache yet? All of these activities involve constant, and frequently confusing, movement from window to window. In the tougher campaigns with many planets it can be pretty frustrating to even track what's going on.



PROTIP: Always double check the planet icon to see which planet you're transferring to and from. It's easy to think that you've moved equipment to one planet when you didn't!



PROTIP: Don't forget to buy Cargo Cruisers. They're an excellent way to shuttle resources among your different colonies. For example, Farming Stations work more efficiently on Tropical planets. Colonize a Tropical planet, stock it with Farming Stations, and then use Cargo Cruisers to move the food to less fortunate colonies.

PROTIP: The second item each planet needs is a Farming Station. If you want your colony to grow, you need people to populate it. No food, no people!

PROTIP: Satellites are a good place to begin with any new planet. They generate energy that beams to the planet's surface. Mining and Farming Stations won't work without energy.

The only change of pace occurs when Rorn attacks one of your planets or you attack one of his. The action then switches to an overhead-view of the battle scene. You observe your forces and Rorn's as they fight-to-the-death over the disputed planet.

PROTIP: Never neglect the defense of your colonies. Stock up on weapons, or all your hard work will end up for naught when Rorn overruns your planets. Remember, the best defense is a good offense!

'Lord Have Mercy

Overlord's an 8-bit masterpiece, albeit one with a limited appeal. Who would have thought that such a cool simulation could be stuffed onto an NES format? Unfortunately, most gamers probably aren't going to have the patience or interest to master Overlord's complexities. But if you're one of the few, the brave, the die-hard simulation power-mongers, Overlord's a brave new adventure looking for a master.

Overlord by Virgin Games

Graphics	Sound	Control	FunFactor	Challenge
				ADV.
4.5	3.0	3.5	4.0	Advanced

$49.99	Strategy
2 Megs	One Player
Available now	Battery backup

NINTENDO PRO REVIEW

THE SIMPSONS™ BARTMAN MEETS RADIOACTIVE MAN

By Scary Larry

Bart Simpson, superhero? It's enough to make you feel sorry for the forces of evil! Bartman Meets Radioactive Man is Acclaim's latest NES adventure starring the family that put the "e" in family values.

Bart-Time Help Wanted

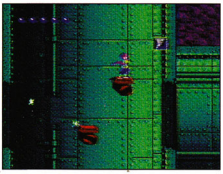
What has the Bart-ster gotten himself into this time? Well, this time he's jumped into the latest issue of his favorite comic book, "Mighty-Hero, Radioactive Man!" Radioactive Man has been imprisoned in the Limbo Zone by Brain-O the Magnificent. In this side-view, multi-scrolling, action/adventure cart, Bart must fight the good fight through four Chapters (13 levels total) against the three Guardians of the Zone—the Swamp Hag, Dr. Julius Crab, and Lava Man.

PROTIP: In the junkyards, don't miss the special Limbo Zone Warp symbol that transports you to an other worldly bonus stage. There you can collect 1-ups and power-ups. Be sure to shoot the alien in the lower left corner to get a flying power-up.

PROTIP: To beat the hairy Swamp Hag, freeze her fishy three-eyed Blinky's until you reach her level. Hit her with a freeze shot, then move in close and whack her with a punch. Repeat this until she's swamp gas.

Watch the Cape, Man

Bart's superhero skills are fairly down to earth, but they get the job done. He starts out with fists of fury and a nice little spin kick. He can find power-ups to blast Laser Bolts from his eyes and shoot freezing Ice Crystals. A Tornado icon makes him an invincible, whirling dervish. If you're lucky enough to find it, there's an icon that even enables him to fly.



PROTIP: In the reactor level, don't be fooled by the long winding passages. Move right until you see this Tornado icon. Stay on the upper moving platform as it rises. The exit is just to the right.

In true comic book fashion, Barty's foes are deadly, mutated creatures bent on getting him out of their way forever. Look sharp, this cart wastes no time in sicking a load of bad guys on ol' Bart. He barely has time to say "Ay Carumba!" before another radiated wrong-doer is in his face.

PROTIP: To find the flying icon on the second stage of Dr. Crab's underwater fortress, fall by the second slimy waterfall. The icon's near the bottom.

PROTIP: Beat Dr. Crab by hitting him directly between the claws when he drops down on you. He'll bounce off the wall and dent it. After three tries, he goes through the wall. Follow him and repeat the procedure until Crab's cooked.

Mighty-Hero, Mighty Good

Bartman Meets Radioactive Man is solid Simpsons fun. The game play is basic punch, run, and jump, with a few added tricks, such as flying and swimming. The graphics aren't too bad, thanks to the comic book-like bright colors. Overall, the game dishes out a healthy challenge, and some areas will strain your brain. The real fun is knowing that you're Bartman with a mission. Warm up the reactors, guys, 'cuz here comes Bartman!

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Bartman Meets Radioactive Man
by Acclaim

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	3.5	4.0	INT. Intermediate

$49.95
Available Now
Action /Adventure

One Player

GIVE YOURSELF SKIDMARKS.

Go fast. Really fast. Really really really fast. Get the world's #1 race game for Super NES.™ With simultaneous, head-to-head, 2 player racing. It'll squish you into your seat.

KEMCO

Coming soon: X-Zone, the revolutionary new Super Scope™ game you shoot from the hip. Phalanx, the hyperspeed Super NES™ shootout in space. And Ka-Blooey, the mind blowing puzzle game.

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TINY TOON ADVENTURES CARTOON WORKSHOP

By Van Goat

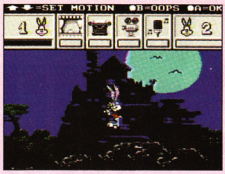
It's a video game. No, it's a cartoon. No, it's, it's...Tiny Toon Adventures Cartoon Workshop. Huh? Read on! This is not a game. Cartoon Workshop is a build-your-own animation program that uses characters and elements from the smash hit Tiny Toon Adventures cartoon series. Similar to other breakthrough art carts, such as Mario Paint and Art Alive, this cart proves that you can have fun on your home video game system without lasers, monster bosses, or evil ninjas!

Lights, Camera, ACTION!

Cartoon Workshop places you in several roles – writer, director, set decorator, composer, and cinematographer as you create cartoon segments that run up to five minutes in length. All your favorite Tiny Toons characters are waiting off-stage, including Buster Bunny, Babs Bunny, Furrball, Plucky Duck, Calamity Coyote, and Little Beeper. The handy menu system enables you to scroll through and choose among a wide selection of stage settings, sound effects, music, props, and dialogue captions.

It's show time!

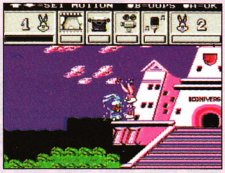
Before you start thanking the Academy, you have to learn the basics of making films. The first order of business is to prepare the setting and decorate the stage. In addition to 11 solid color backgrounds, you get eight, ready-made, scenic backgrounds, including a spooky castle, a forest, a schoolyard, and a desert. Each background is several TV screens wide, and you may connect several backgrounds together.



Don't worry Buster, those are just rubber bats.

Toons and Tunes

Next up is the casting call. Up to two Tiny Toon characters can be on-screen at the same time. Each character features a repertoire of animated moves, such as jumping, walking, and specific individual character movements. Some movements are quite detailed, such as Calamity Coyote jumping on a detonator and exploding in a puff of smoke, while others offer limited animation or no animation. As writer/director, you choose which animated clips best suit your setting and story. A wide assortment of props, such as explosions, water drops, fishies and bubbles, are also available.



Unlike real actors, these guys do anything you tell them to!

You can add dialogue, music, and sound effects to your Oscar winner. A list of over two dozen captions are available, including key Tiny Toons phrases such as Babs' "To die for!" As for the sounds, various soundtracks create different moods, and audio effects. Bumps, klunks, slams, and bangs add extra punch to the on-screen action. You can't save your cartoon on the cart, but it's easy to save it by copying it onto a videotape!

Should we have a "thunk" or a "clunk?"

Thumbs Up!

A salute to Konami for creating a groundbreaking game cart that is both fun and educational. Although the game is aimed at younger players who watch Tiny Toons, players of all ages will have fun creating their own cartoons. Who knows, this cart just might just send future Steven Spielbergs and George Lucases on their way to Hollywood!

Tiny Toons Cartoon Workshop by Konami

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	4.0	5.0	N/A

Price unavailable
Available February

Animation program
One Player

GET 'EM BY THE CROSS HAIRS.

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

KEMCO

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

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F-117A STEALTH FIGHTER

By Frequent Flyer

Now you see 'em, now you don't. That's what the Stealth Fighter does on enemy radar screens. Still, your first glance at MicroProse's F-117A Stealth Fighter flight sim for the NES might make you want to sign up with the other side. Stick with it, though, and you'll fly into a commendable jet combat game.

High-tech Meets Low-tech

F-117A Stealth Fighter is a solid, first-person perspective, combat flight sim. You fly classified missions into six theaters, where success opens up three other secret missions.

The view from inside the cockpit is standard issue NES stuff. The graphics aren't supersonic, but they won't send you into a tailspin either. There are some nice screens in-between the action, and a nifty instant replay feature. The sounds, however, deserve Stealth treatment: they're best left undetectable.

Instant replay reminds you of your screw-ups.

Turn, Burn, and Learn

The flying and the fighting are the attractions in this cart, and F-117A delivers. The solid controls make the actual flying simple, but if you're really lame you can switch on an Autopilot.

PROTIP: Whenever you lose control of your aircraft, try switching on the Autopilot. It may save your can.

Where you need to concentrate is on your well-equipped instrument panel, which is outfitted with displays for Altitude, Speed, Damage, Chaff, Flares, Ammo, and your missile count. The key instruments are a long-range radar screen and a vital short-range radar screen. You'd better get familiar with all this gadgetry if you want to survive your sorties.

The controls are great!

The opposition launches well-planned attacks against you. You have to shake and bake to lose the enemy interceptors and homing missiles. Sea-based and land-locked antiaircraft missiles and guns take highly accurate potshots at you, too.

PROTIP: If your ejection seat is damaged, keep trying to make it work. What other choice do you have?

Set enemy anti-Stealth skills (both airborne and ground-based) to four levels. At any level, you'll soon seriously question all the hub-bub about Stealth technology, because these 8-bit guys have no trouble finding you!

Stealth technology can't fool enemy jets.

PROTIP: If you can't shake an enemy on your tail, slow down quickly. He might fly past you, and then you've got him in your sights!

Friendly Fire

To counteract the bad guys' tactics, you can select five weapon loads that feature various quantities of Sidewinder Air-to-Air Missiles and Maverick Air-to-Ground Missiles. You also get a Vulcan cannon loaded with over 900 rounds of ammo.

PROTIP: Enemy fighters don't take off if you're below 3,000 feet.

You can fly solo, or you can recruit a fellow flier. Your bud can join you as weapons officer, or he can fly against you in a fighter-versus-fighter showdown

Stealthy Flying

Like real-life Stealth Fighter pilots, NES fighter pilots are a special breed, and you should be a card-carrying member of that select group if you climb into the cockpit of this cart. The opposition is tough, the graphics aren't. Fly a Stealth Fighter? Okay, but this first-person flight sim could be any other NES combat aircraft. With Stealth Fighter, it's best not to have a fear of 8-bit flying.

F-117A Stealth Fighter by MicroProse

Graphics	Sound	Control	FunFactor	Challenge
3.0	2.5	4.0	4.0	ADJ. Adjustable

$49.95
4 megs
Available now

Flight Simulator
Two Players
Passwords

GET A MONSTER BONE.

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

KEMCO

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

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By Feline Groovy

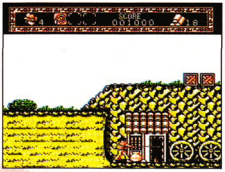
The Young Indiana Jones Chronicles have taken prime time television by storm. They just might do the same thing on the NES if gamers take a shine to Jaleco's video version. Join in on the action as Indy sets out to fight for peace and prosperity in the heat of the Mexican Revolution, and through the sludge and misery of WWI and WWII trenches in France and Germany.

Far Flung Adventure

In each country of this side-scrolling adventure, you are required to complete a specific mission. In the desert wastelands of Mexico, your task is to punch-out Poncho Villa and his thugs and retrieve a rare Egyptian icon from the evil Claw. In France, you take to WWI trenches in order to get past Big Bertha. Then take to the skies of Germany in a biplane and go against the infamous Red Baron. Lucky you, you have three lives and five continues to get through these eight stages.

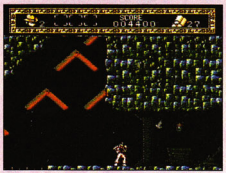
Never A Dull Moment

Our young friend has lots of weapons at his disposal! You begin the game with a handy Simon Belmont-style whip. As you travel along, you can find additional weapons, such as Bombs, Rocks, Knives, Rifles, Machine Guns, and Pistols. You can only use one at a time, and as soon as you take a blow you revert to fist power until you grab a new weapon. The good news is that you can collect weapons as easily as you can lose them, and better still, both Indy and his firepower are easy to control.



PROTIP: Old weather-beaten shacks in Level 1 conceal loads of goodies. Confiscate the goods by positioning yourself to the left of any door and punching.

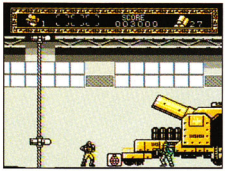
THE YOUNG INDIANA JONES CHRONICLES



PROTIP: Once you encounter the sloping wooden boards in Level 1's mine shafts, run to the right, climb the ladders, and continue right again. Don't go left, or you'll be ambushed by falling sandbags.

A Pale Comparison

Any TV Indy watcher knows that the music and special effects are first rate. Unfortunately, Jaleco wasn't tough enough to continue the tradition. Indy's sprite is small and fuzzy. While the background terrain is varied, it isn't very exciting to look at. They fared a bit better in the music department, though the urge to crank up the volume probably won't be overwhelming.



PROTIP: Destroy Big Bertha's guns in Level 2 by grabbing the stash of grenades that appear on-screen. The moment you have the stash, head back to the moving platforms. Ride the platforms up and lob a grenade when you reach the highest point. Remain still, and wait for the platform to reach the ceiling which will dump you back to the lowest platform. Repeat this four to five times.

PROTIP: If your bi-plane's wings feel a bit shaky while you cross enemy airspace in Level 3, you can play it relatively safe by holding down on the fire button and cruising at the top of the screen.

Jones'n

Without a doubt, there's much to see, and do in The Young Indy Chronicles. The action is challenging and moves at a pretty good clip. The variety of weaponry and the strategy required to use it wisely keep the game interesting, and takes the edge off its rather dull looks. If you're an Indy fan and a moderately advanced gamer, you might consider taking a step back in time with Mr. Jones.

The Young Indiana Jones Chronicles by Jaleco

Graphics	Sound	Control	FunFactor	Challenge
				INT.
2.5	3.0	3.5	4.0	Intermediate

Price unavailable	Action/Adventure
2 Megs	One Player
Available now	Continues

PHAR OUT.

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

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

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WELCOMETOTHENEXTLEVEL

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Put

An interview with Terry Banks, Tester/Sega Menacer.™

a shooting

How is the Menacer any different from other video shooting games?

There are four different ways you can play with the Menacer. Hold it in your hand for a sure shot, add the stabilizer to shoot commando style, add binoculars for dual vision, or use all three for full tilt action.

gallery in your

How does it work?

Aim at the screen, and fire. The infrared receiver reads the laser beam from your fire and feeds the message into your Genesis™ machine. You see the damaging effects immediately. And with Accu-Sight™, the on-screen crosshairs can be turned on or off, so your accuracy is unbelievable.

living room without

They're all shooting type games?

No, actually. Six different kinds of games are included, and there's real variety. WhackBall is more of a skill game. It's very challenging. Most people can't even get past the third level. And Arena™ will be bringing out T2™ The Arcade Game™ soon. If you're the aggressive, competitive type, it's your game.

ruining

What's your favorite game?

Ready, Aim, Tomatoes!™ is pretty sick. You blast bad guys with tomatoes to protect ToeJam and Earl.™ You can even power up and machine gun tomatoes at them. The game speeds up as you go, so it gets to be super challenging. But that's what makes it fun. All the games are fun in that way. It's really a terrific way to take out your frustrations.

your wallpaper.

SEGA

GENESIS PRO REVIEW

By The Unknown Gamer

Now that Sega's official sultan of speed, Sonic The Hedgehog, has officially zipped onto retail shelves across the country, it's time to see just what makes the speedmeister tick in this sizzling sequel.

Better the Second Time Around

Everything gets better with practice, and Sega's proving that with a more than suitable sequel to 1991's Game of the Year. Sonic The Hedgehog 2 is everything you loved about Sonic The Hedgehog, plus more – more Zones, more enemies, more companions, more play modes, and more players.

Sonic was set for early retirement, ready to rest on the laurels of his '91 achievements. Unfortunately, Dr. Robotnik (Sonic's arch-enemy) decided to play it fast and loose with the forest creatures one more time. This time, the bad doctor's hatched a new sinister weapon, the Death Egg. Sonic's got to scramble the Doc's cracked plot, or the forest and its creatures are cooked.

Tough luck for Sonic, but great news for Sonic lovers everywhere. Fans of the personable homehog will be delighted to discover that Sonic isn't gonna battle the Doc solo. Enter Tails. This perky two-tailed creature of the fox persuasion is about the cutest companion that any Sonic fan could ask for. In the one-player mode, Tails tags along and does his best to help Sonic by grabbing rings and whomping bad guys. In the innovative two-player mode, Tails and Sonic work cooperatively or go head-to-head competitively in a unique split-screen format. Although the split-screen's tough to follow due to its small size and the super speed of the characters, it's an interesting change of pace.

Sonic and Tails go head-to-head in this two-player split-screen mode.

PROTIP: Make Tails help you in one-player mode. Jump towards an enemy, and then leap back. Tails will usually leap forward and do the dirty work.

Some Things Change, Others Remain the Same

Experienced players will recognize some of the locales from the first game, like the Emerald Hill Zone. However, Sonic 2's eight Zones (with two stages apiece) are packed with imaginative and original, new scenery. If you thought you saw it all in Sonic The Hedgehog, "you ain't seen nothing yet." For example, Sonic rides through vacuum tubes in a Chemical Plant, zips across corkscrew speedways in the Emerald Hill Zone, frolics through giant pinball and slot machines in the Casino Zone, and swings from vines in the Mystic Cave Zone.

What goes around comes around in the Metropolis Zone.

Sonic 2's game play mechanics are the same as Sonic 1's with a few cool exceptions. The dude with a 'tude still skims, jumps, grabs rings and power-ups, and races across the screen. Only this time around, if you can believe it, he's even faster! When you hit the Chemical Zone, Sonic streaks across the screen at speeds never-before-seen in a video game. The mighty hedgehog also has a new secret weapon – the Spin-Dash. Just push Down and hit Button C to make Sonic rev up for super dashes that'll take him where no hedgehog has gone before.

PROTIP: In Sonic The Hedgehog it was always a good idea to carry at least one ring. This advice is twice as good in Sonic The Hedgehog 2!

Sonic 2's graphics are actually better than the original's. The rich variety of scenery, slightly larger sprites, and extra-added attitude help the spunky hedgehog paint video game magic. Sonic's music isn't quite as impressive through. The tunes have a slightly tinny quality at times, but there's a new and improved theme song for each of the Zones.

Sonic and Tails get more than a little impatient if you keep them waiting.

Simple Sonic

If there's a downside to Sonic The Hedgehog 2, it's that the game's just not tough enough. Players of all levels will be able to work their way through most of the game in relatively short order. Although Dr. Robotnik's mechanical animals are abundant in some levels, other levels, like the Casino Zone, are sparsely populated. Per usual, Dr. Robotnik's bad boss incarnations at the end of each level are imaginative but relatively easy to beat.

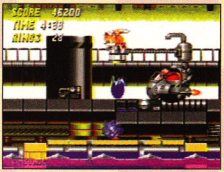
Fortunately, each level is large and features many different paths and many delightful surprises. It's easy to whiz through a Zone. The challenge and the fun lies in uncovering all of the Zone's hidden secrets.

PROTIP: Every time the cracked Doctor appears, Sonic has to figure out how to bonk him eight times to send him packing. In the Hill Top Zone, jump, curl into a super Sonic bullet, and bonk him 'til he's done for.

Gamers who sail straight through all of the zones have another surprise in store for them. You'll only see the game's true ending if you snag all the Chaos Emeralds from Bonus Rounds that are scattered along the way. Sonic and Tails enter Bonus Rounds by tagging special signposts scattered throughout each Zone. Then they take off in a tunnel race, where they try to snatch a specific number of rings. You view the 3-D action from behind the speedy duo, as you try to grab rings and dodge what look like bowling balls. Theoretically, the Genesis isn't capable of scaling, but Sonic's Bonus Rounds are gonna make you wonder!

PROTIP: When you enter a Bonus Round, you lose all your rings. If you're close to 100 rings, which earns a 1-up, you might want to skip the Bonus Round – unless you're hunting for Chaos Emeralds!

PROTIP: Don't forget to jump. You can grab high-flying rings and dodge the bowling ball-like obstacles.



PROTIP: To beat Dr. Robotnik in the Chemical Zone, position Sonic on the yellow platform in the middle of the screen. When Robotnik appears on either side of the screen, bounce and bash him two times. Then duck and cover. If Sonic's ducking, Robotnik's evil chemicals won't hurt him.

Aquatic Ruin Zone:

PROTIP: Destroy Robotnik in the Aquatic Zone by jumping on the arrows that lodge in the pillars. From there, it's an easy jump to hit Robotnik. Don't forget to dodge the next flying arrow.

More of a Good Thing

It's tough to follow a classic, but Sonic The Hedgehog 2 earns top honors. There's enough stuff that's new and different in Sonic 2 to make it a must-have cart for fans of the original. Probably the best thing about Sonic 2 is that it's just plain fun. Beginning and hardcore gamers alike will enjoy this fast-paced romp with His Hedgehogness and Tails. We can't wait to see what Sonic's gonna do on CD. In the meantime, Sonic 2 gives ya plenty of fabulous gaming to pass the time.

Sonic The Hedgehog 2
by Sega of America

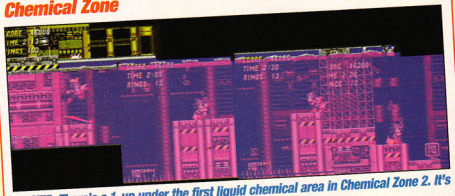
Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	5.0	5.0	INT. Intermediate

$54.99	Action
8 megs	Two Player
Available now	Continues

Casino Zone

PROTIP: *The Casino Zone's a great place to rack up a few free lives. Between the tons of rings and the slot machines, where you can score big with extra rings, it's easy to rack up 100 rings for a 1-up.*

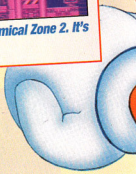
Chemical Zone



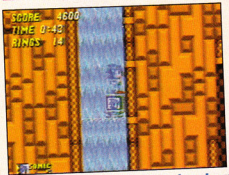
PROTIP: *There's a 1-up under the first liquid chemical area in Chemical Zone 2. It's on the third platform to the right.*

Aquatic Zone

PROTIP: *In Aquatic Zone 2, there seems to be a dead end to the far right of the bottom of the water. Bounce off the yellow button to ricochet around the 180, and knock the top of the column. It will then drop low enough for Sonic to use as a springboard to catapult him onto the higher ledge to the right.*



Emerald Hill Zone



PROTIP: *To find a hidden 1-up, drop down this waterfall in Emerald Hill Zone 2.*

Mystic Cave Zone:

PROTIP: In the Mystic Cave Zone, nail the glow bug creatures when they're NOT glowing.

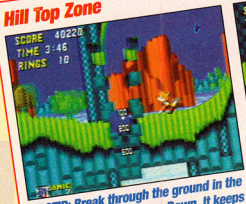
Mystic Cave Zone

PROTIP: In Mystic Cave Zone 1, use the yellow button to sail through the air and grab the vine. This opens a log drawbridge, and then you're in business!

Mystic Cave Zone

PROTIP: Defeat Dr. Robotnik in the Mystic Cave Zone by dodging the falling stalagtites (don't worry – the rocks won't hurt you). Then nail him twice each time he lowers his spikes.

Hill Top Zone



PROTIP: Break through the ground in the Hill Top Zones by holding Down. It keeps Sonic in a ball, and he'll blast through when he makes contact.

PROTIP: When you reach the earthquake area where the lava is rising in Hill Top Zone 2, use the platforms to escape by leaping up and to the right.

Oil Ocean Zone

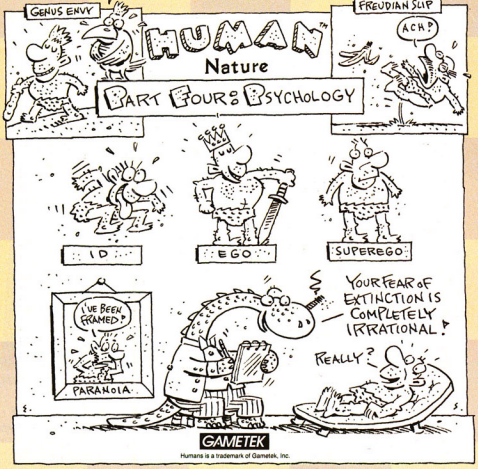
PROTIP: The fans in the Oil Ocean can make you blow where you don't want to go...and also where you do want to go! Use them to your advantage.

PROTIP: The oil's pretty gooey on the Oil Ocean's surface. When Sonic falls into it, keep jumping and you might be able to leap to a safe ledge.

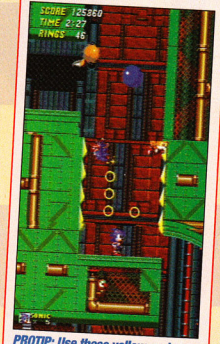
Metropolis Zone

PROTIP: In the Metropolis Zone, make the giant bolts move up the screw by running on them in the right direction!

Advertisement



Metropolis Zone



PROTIP: Use these yellow springboard areas in the Metropolis Zone to leap up and out of seemingly impossible situations.

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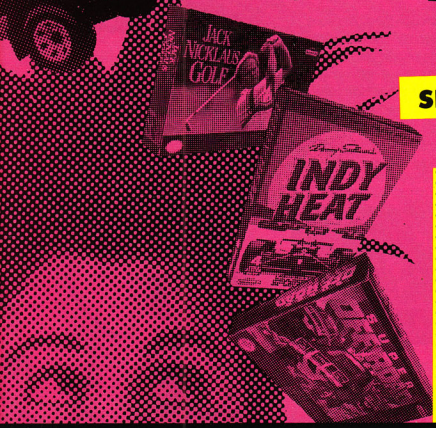

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By Gideon

Clear the streets! Electronic Arts' smash motorcycle racing cart, Road Rash 2, returns in an all-new, souped-up edition with new tracks, bikes, options, opponents, and more importantly, head-to-head action. Tired of the usual video game fare and looking for a driving simulation that really flies? Then tighten your chin strap and take this cart for a spin!

The Need for Speed

Road Rash 2 plays exactly like its predecessor. You control a high-powered racing bike from a sharp third-person, behind-the-bike perspective. Your only controls are the brakes, throttle, and attack buttons. There are five levels (each with five tracks) set in different parts of the United States — Hawaii, Alaska, Vermont, Tennessee, and Arizona. Finish in the top third on each track and you advance to the longer, and more treacherous, upper levels. Sound easy? Not! You face a field of 14 other racers, all determined to punch, slap, and kick you off the road if they get the chance. Watch out for nasty players carrying spiked bats and chains. However, if you time it just right, you can snatch away their weapons and use them yourself!

PROTIP: Repeatedly hit C when opponents sneak up from behind, and they'll approach on the side you're punching.

In addition to your unscrupulous opponents, hazards and obstacles threaten to end your ride permanently. Regular traffic, oil slicks, gravel patches, rocks, and worker's barricades are to be expected, but watch out for wandering deer and cows. Hitting a bovine doing 120 mph nets you a year's supply of red meat!

PROTIP: Launch off the small rocks and stones on the sides of the road.

PROTIP: Jumping straight nets the most distance.

PROTIP: Jump over wrecks and fallen bikers.

PROTIP: Ride through a cow and hear it "moo!"

Tearing through the picturesque countryside "slightly" over the speed limit isn't encouraged, so be on the lookout for squads of smokeys determined to nab you and your fellow racing enthusiasts. You can get arrested by taking too long to get back to your bike after a crash or by smashing into a police barricade. Get caught, and it's game over!

PROTIP: Hug tight when going into curves.

PROTIP: Hit the brakes immediately when you go into a skid.

PROTIP: Follow the dotted yellow line for maximum safety. You can easily swerve left or right to dodge oncoming obstacles.

PROTIP: It's OK to punch and ram police bikers! Just don't spill out near them!

PROTIP: Take out opponents instantly by bumping them into signs and cars.

Don't Love Thy Neighbor

The one thing that kept the first Road Rash from achieving "instant classic" status was the lack of two-player competitive play. Road Rash 2 makes up for that and more by featuring great two-player, split-screen racing, and one-on-one split-screen action with the weapon of your choice. You can also take turns on the full screen to see who nets the best time and finish. Not to worry, the split-screen graphics and game play are just as nicely detailed and responsive as the full screen's. Not only can you race against your buddy, but you can also punch his lights out!

The Price Is Right

Winning races nets the prize money you need to upgrade your bike into an even meaner machine. A whole bevy of bikes is available for trade and purchase. Ultra Lights, Super Bikes, and Nitros (three classes of bikes) present a ride suited for a specific strength and strategy. Ultra Lights are extremely manueverable but lack in horsepower. Super Bikes are powerful but heavier and difficult to control. Finally, Nitros are immense bikes with massive horsepower and Nitro bursts that peel the asphalt right off the surface! Save up for the exact bike that's sure to fit your racing style. But remember, it's not the horsepower, but the driver!

PROTIP: Since the screens in two-player mode are 50% smaller, the controls are 50% more responsive.

PROTIP: Save up for the right bike for you instead of blowing your dough on the first new bike you can get.

Road Hog

Road Rash 2 is a noteworthy improvement on an already excellent game. The new tracks, hot game play, and two-player competitive play clearly set this apart from its predecessor. Sharp graphics, plus the smooth and believable driving simulation animation warrant an extra look. Different hip themes for each track and plenty of digitized sound effects add to the realism of the racing experience. If you're looking for a game that truly gets your heart pumpin' and keeps you on the edge of your seat every second of play, Road Rash 2 is your ticket to ride!

Road Rash 2 by Electronic Arts

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	5.0	5.0	EXP. Expert

$49.95
8 megs
Availabile December '92

Driving simulation
Two players
Password feature

By N. Somniac

Cowabunga, dudes! Konami takes on the Genesis and pulls out all the stops with Teenage Mutant Ninja Turtles: The Hyperstone Heist, a 16-bit graphic and game playing work of art. Every aspect of this cart is top-notch, from the startup animation to the final end Boss. This cart is an action/adventure video game piece de resistance!

Start Spreading the News

The Turtles' archvillain, Shredder, has latched his slimy hands onto the Hyperstone from Dimension X, and he's using it to shrink the Big Apple into apple fritters! It's up to Michaelangelo, Donatello, Leonardo, and Raphael to do what they do best – track down Shredder and return New York City to its rightful size. One or two players choose Turtles and embark on a five-level, side-scrolling action extravaganza.

Pick your favorite Turtle.

You'll immediately notice the Hyperstone Heist's beautiful graphics and crisp animation. The programmers pillaged the Genesis' graphic vaults to present large, colorful, highly detailed characters, and silky smooth on-screen action.

The backgrounds of each of the five levels are also extremely detailed. They cleverly use shadows and gradations to add depth to the scenery. You fight through the sewers and streets of New York City, a mysterious ghost ship anchored in N.Y. harbor, Shredder's secret hideout, and a gauntlet of villains. Ultimately, you face Shredder for the final showdown in the Technodrome.

PROTIP: Use jump attacks to knock down large gangs with a single blow.

PROTIP: In two-player mode, fight back-to-back to cover each other's behind.

Playing for Kicks

This cart features great, fully-animated, fighting action controlled by

PROTIP: Wear down Leatherneck with repeated combinations of a jump attack and several hits. Then, jump back before he can chomp on you.

combinations of the Attack, Jump, and Dash buttons. Each Turtle fights in a different style depending upon his specific weapon. Each one also possesses special power techniques, such as Leonardo's Bamboo Split and Donatello's Hurricane Attack. In especially tight

situations, each Turtle can initiate a Deadly Attack, which enables them to instantly defeat all the enemies around them. Unfortunately, using an Attack sucks up two valuable life units. The Boys need to save their Deadly Attacks for the huge Bosses at the end of each level, such as the Krang's Robot, Leatherneck, and Rocksteady.

PROTIP: The knife-tossing yellow Foot soldier always throws his blades directly at the spot where you're standing. So, jump up as soon as he makes his move.

Pizza Time!

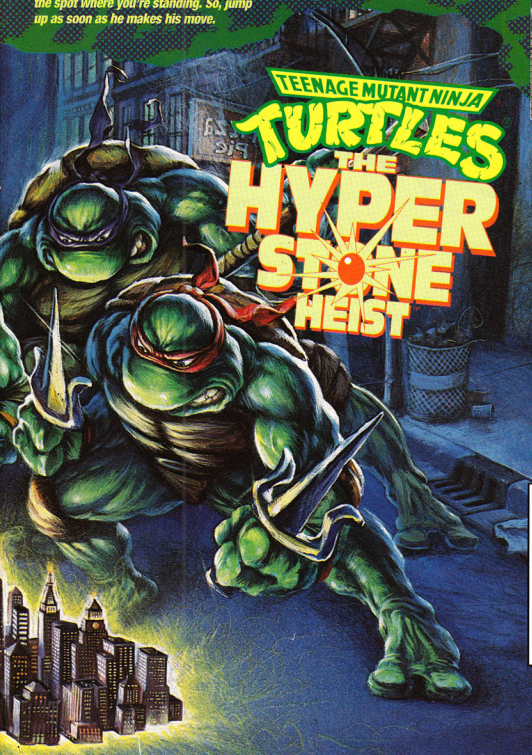
Unfortunately, only 10 life units stand between your character and Turtle soup. However, find a Pizza to instantly rejuvenate your life bar. Moreover, you receive an additional Turtle life for the first 100 villains you defeat, and for every 200 thereafter. Additional help is available from the Options Menu, which enables you to set the difficulty level and set up to five Turtle lives and five Continues per game.

Exercise your right to choose.

PROTIP: Use the Sliding Kick attack to knock down several enemies in a row. Follow up with your Turtle's power technique.

Shell-Shocked

Teenage Mutant Ninja Turtles: The Hyperstone Heist brings excellent arcade-quality graphics, sound, and game play to your home unit. The variety of options guarantees fun and challenge for gamers of all ages and abilities. Although the story line and the objective are simple, there are plenty of moves and challenges to make you spin in your shell. The Turtles make a big splash for Konami in their Genesis debut !

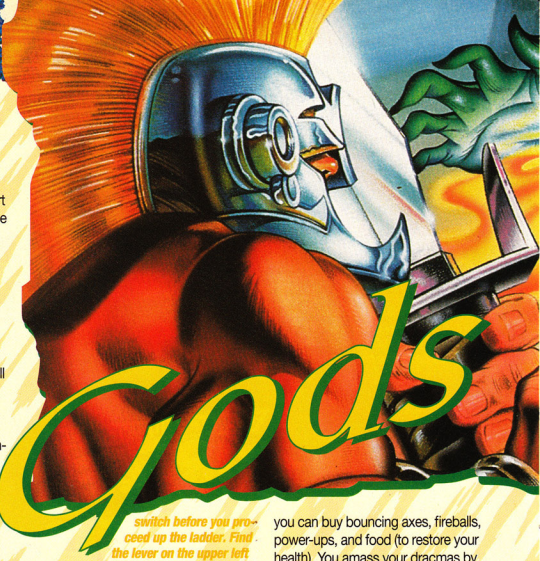


Teenage Mutant Ninja Turtles: The Hyperstone Heist by Konami

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	5.0	4.5	ADJ. Adjustable

$54.95 Action/Adventure
Available December '92
Two Players

Gods



By Scary Larry

Your prayers have been answered and the Gods are with us. Mindscape has converted this imaginative and clever personal computer action/adventure cart for the Genesis. This inspired twist on the now familiar, side-scrolling, action game genre will knock the lightning bolts right out of your hands.

Gods Help Us

The gods have issued a challenge. Any mortal who can beat their fiercest monsters, reveal their most cunning traps, and escape their labyrinth-like citadel will gain mankind's most coveted prizes: Immortality and a rightful place among the gods of myth and legend.

Gods is a one-player, action/adventure, brain twister with a mythic touch. You play a Greco-Roman warrior, who roams through detailed, hieroglyphic-like backgrounds, that are straight off the walls of a Greek temple. Overall, the artwork is heavenly. The music backs them up with mystical hip-hop, a cross between U-2 and a Dionysian Depeche Mode.

You begin the game unarmed, but as you travel through four Cities (each containing three Worlds), you pick up weapons and power-ups. You need all the weapons you can get to beat huge, fantastic, end-level Guardians, such as the Centurion, the Minotaur, and the Dragon, who have a chip on their shoulders against mortal men. Not to worry, O Brave Warrior, these monsters don't stand a prayer against your mighty mortal muscle.

PROTIP: In World 1's first City, open the switch on the upper right-hand side of the first level and destroy the traps. Close the switch before you proceed up the ladder. Find the lever on the upper left side of the screen, open it to destroy the traps to your left, and then close it. A stone will move below you to reveal a teleport gem shortcut.

So, you may ask, what chance does a mere mortal have against such a heavenly host? Not much! Each level is overflowing with trickery and deceit in the form of false floors, hidden passages, and monsters that appear at random to chomp on your heroic butt.

Wanted: Spiritual Guidance

Gods will make you justify your claim to immortality. During your search, you'll find levers that open and close secret passages. The lever action is what sets this game apart from your typical hack 'n' slash cart. It can drastically effect your ability to reach certain destinations. It can also hinder or help your hunt for the ends of the Worlds, where you must fight for immortality against the Guardians.

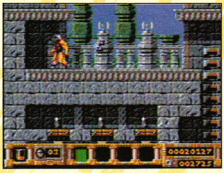
The things that you really need to finish the game don't come cheap. At the end of the second World in each City, the Shopkeeper strolls by to collect your cash and sell you his stash. For a price, you can buy bouncing axes, fireballs, power-ups, and food (to restore your health). You amass your dracmas by finding treasure and by defeating monsters and collecting their gems.

PROTIP: Use the thieves to your advantage. There are items in areas that are inaccessible to you, but not to a thief. Wait until he grabs the item. Then place one of your items on the ground to attract him. Dust him when he gets close, and grab both items.

To Err Is Human; to Forgive Is Out of the Question

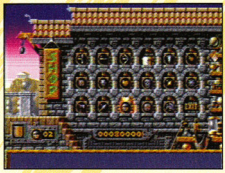
It's a good thing there's no time limit in this game, since Gods will wrack your brain and chew up your spare time. Some of the puzzles are so hard and require such intense thought that they definitely bump this game up out of the minor leagues.

PROTIP: In the third City's first World, follow this level until you reach the ladder on the right. Climb down the ladder and continue to the right of the lever. Kill all the monsters and return to your starting point.

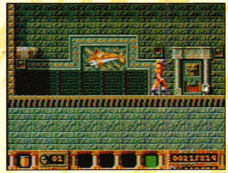


A key will drop. Take the key and go back down the ladder. Continue right and pull the lever to activate the Death's Head. Proceed up the next ladder and go right. A stone will move above you and the hint, "Here's a shortcut," will appear below you. Follow the ladder up and to the right.

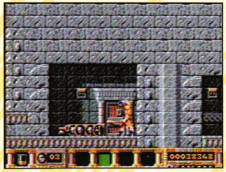
PROTIP: Long falls will drain your health. Look for a nearby ladder to latch onto, or find a shield icon that renders you invincible for 15 seconds.



PROTIP: After you beat a Guardian, write down the password and use it to restart your game. You'll start over with 80,000 smackers and a chance to buy an extra life, among other things.



PROTIP: In the second City's second World, you can get all the pieces of the mosaic if you return the skull to the crypt, the globe to the wizard's study, and the jar of herbs to the apothecary. Got it? Good.



PROTIP: Don't buy weapons from the Shopkeeper in the third and fourth Cities. All the weaponry that you need will be in one of the rooms. Instead, buy power potions to make the weapons more powerful.

Divine Inspiration

Gods isn't supreme, but it is divine. The movement of the main character is a little quirky, and quirky is not what you need in a tight jam. The bosses are a little easy to master, especially if you have spare men, but the pilgrimage to them is definitely 99% of the fun. You can play this game to eternity and still find hidden rooms and shortcuts. Gods is great! Gods is good!

Gods by Mindscape

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

$49.95
Available now
Action/Adventure

One Player
Passwords

By Capt. Controller

Slip into your suit of armor and grab your sword! You're gonna need both during your search to find a kidnapped princess and the stolen treasures of Camelot. Galahad is the latest fruit of Electronic Arts' growing tree of action/adventure games.

You play the honorable son of Sir Lancelot from King Arthur's fabled Round Table. EA has written its own chapter in the legend of Galahad posing you against your long-time foe, the evil wizard Miragorn, who you'll eventually meet in a fight to the death.

Tough Tin

The concept behind this game is about as old as the Arthurian legend. You visit three Worlds where you run, jump, and chop your way through 21 fast-paced, side-view, horizontally-scrolling levels of medieval mayhem. At the start of each stage, you receive a specific task, like "Head West to the cave and recover the magical crystal." You must achieve this goal to continue your search.

PROTIP: On World 1's first level, the portal to the next level is to your extreme right, but you need a key. Travel left to the cave. Once inside, jump over the pendulum to find the chest containing the key.

PROTIP: Since all of the passages within the caves look similar, draw maps to keep track of where you've been, or retrace your steps to locate the exit.

Galahad will test your Genesis valor. Bats and birds try to sink their teeth and talons into you. Archers, snakes, and giant bugs all seek to bring a premature end to your quest. Most of the enemies are hard to kill, and new foes quickly reappear in their place. Fledgling knights should adjust the game Options to Training Level.

PROTIP: When you drop underground in the third stage of World 1, you encounter a giant monster with a retractable neck. To defeat him, stay to the left (near the wall). When the monster's neck is fully extended, hit its head several times with your sword. You'll also earn an Extra Life icon.

Bargain Hunter and Gatherer

To give yourself a fighting chance, collect coins and jewels to purchase better weapons and armor from the Weapons Masters. You'll find coins by slicing through treasure chests, or your adversaries. To enrich your adventure further, some chests hold valuable items, such as health power-ups.

PROTIP: In World 1's second level, head left and find the Weapons Master's house on a cliff. You'll need to hop on a carriage to get your initial boost up the cliff.

PROTIP: On the first level of World 1, use your sword to hit the spears that spring from the ground. Sometimes extra coins appear.

Royal Graphics, Common Sounds

The impressive detail, color, and animation of Galahad's graphics help breathe life into a weathered game concept. Sound-wise, everything's great except for the annoying score that plagues the game.

A Knight in Shining Armor

Galahad is a quality quest. Great graphics, prolific levels, and tough villains will occupy your adventurous spirit for many moons. Be a gallant lad and face the challenge of Galahad.

Galahad By Electronic Arts

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

$49.95	Action/Adventure
Available now	One Player
8 megs	Passwords

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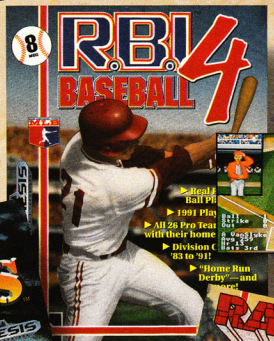

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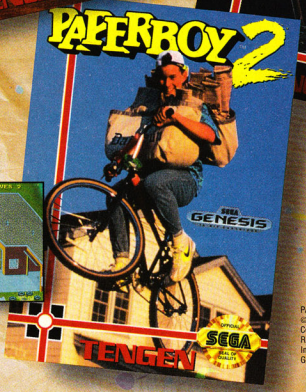

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UNIVERSAL SOLDIER

By Sister Sinister

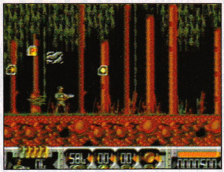
Luc Devreux has returned from the dead yet again – this time for the Genesis. An identical portover from the SNES version, Accolade's Universal Soldier has lots of levels to be discovered, but little to keep you searching till the end.

Boot Camp

Although there are few cinematic links in this game, Universal Soldier shares the same story line as Carolco's popular movie that starred Jean Claude Van Damme. You, as Luc, are a government-made "Ultimate Human Fighting Machine," a Unisol, but you're not the only one! One of your Unisol comrades has gone berserk and started a rampage of destruction. To stop his insanity, you must blast your way through 11 multi-scrolling levels.

PROTIP: If you want to skip straight to Level 2, use this password: CHSGM

You have a vast cache of weapons at your disposal. Although you begin with only a simple laser gun, you can upgrade its blast by collecting tokens and diamonds. These turn your bullets into devastating laser beams, ricocheting fire bombs, and multiple shots. You also get three Power Lines that wipe out anything in the near vicinity. However, you'll really slice through the opposition with your ability to turn into a Shirakin blade that drops mines as it cuts a deadly swath across the screen. Your ultimate defense, though, is your Super Weapon, which lights up the screen by firing all of your weapons at once.

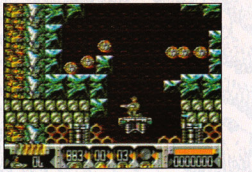


PROTIP: Whenever a stone platform appears out of thin air, activate a Power Line. The platform will spew out myriad power-ups.

Be All You Can Be

In the movie, Van Damme plays the big musclebound Unisol dude, but in the game your little soldier is not. Although his movements are smooth, controlling him is a test of patience. You'll find that you turn into a rolling Shirakin at the most inopportune times, such as when you're tediously scaling a wall. On the other hand, it's hard to pack all of this game's weapon options into a three-button controller. Universal's repetitious 8-bit-looking graphics aren't much better than the controls. Luckily, the sound changes every level to keep you pulsating along.

PROTIP: When you drop down to the deep blue sea in Level 4, immediately head down to your left. You'll find several power-ups, weapons, and Shields. While you're still enclosed by a Shield, head down and over to your right for more treasures.



PROTIP: In Level 5, you immediately drop down to a lower area. On your way down, you'll pass a row of seemingly unreachable 1-ups. Once you get to the bottom, don't fire your Super Weapon. Instead, shoot at the honeycomb on the side of the walls to create a ladder. Use the ladder to crawl up to reach the 1-ups. Warning: Don't try this if your patience factor is low.

Soldier's Fatigue

War is tiring, and so is this game. Video game veterans may find there's enough exploring to keep them active as a Universal Soldier for at least a couple of tours of duty. However, all in all, don't join the Unisols without thoroughly reading the contract. You may find that being a Universal Soldier is just not that Damme exciting.

Universal Soldier by Accolade

Graphics	Sound	Control	FunFactor	Challenge
3.0	4.0	2.5	3.5	ADJ. Adjustable

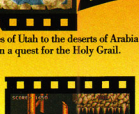
$54.95	Action
8 megs	One Player
Available now	Passwords, Continue

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

INDIANA JONES and the LAST CRUSADE™

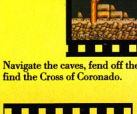
From the caves of Utah to the deserts of Arabia... You're Indy on a quest for the Holy Grail.

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

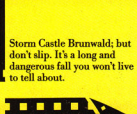


Navigate the caves, fend off the enemies and find the Cross of Coronado.

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



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



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

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

Available for Sega™ Genesis™ and Game Gear™

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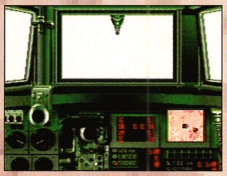
U.S. GOLD

By Otter Matic

Following Operation Desert Storm, Absolute rolled out Super Battletank: War in the Gulf for the SNES (See ProReview, June '92). Now Genesis tank troopers can play their own war games. This one-player tank simulation throws you into the cockpit of an M1A1 Abrams Battletank that's equipped with all the high-tech battle gear you need to lead a mobile assault.

Get Tanked

Super Battletank: War in the Gulf is meant to be a realistic simulation of desert warfare with 10 hard-nosed missions. The first-person point-of-view accurately conveys both the suspenseful anticipation and the supercharged fast action of a ground assault. When you successfully complete a mission, you attend a press conference, complete with nightly newscast double-talk. Your enemies include Soviet-made T-72 tanks, Soviet Mi-24 HIND helicopters, SCUD missile launchers, and heavily fortified strongholds.



PROTIP: To launch a surprise attack, get within firing range, immediately use your smoke screen, and fire your 120 mm cannon. Each time you fire a shell, the smoke clears for an instant, and you can aim your next shot.

Super, Super Off-Road

Don't let anyone tell you that "they don't build tanks like they used to," because this baby's built Abrams tough! You're equipped with 7.62 mm Machine Guns, 120mm Cannons, Laser-guided Shells, a Smoke Screen, and a Night Vision Scope.

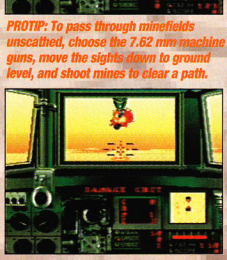
You can toggle between two views, a behind-the-dashboard battle screen and a long-range radar map. The graphics in the battle screen aren't as sharp as they were in the SNES version, but they're still pretty decent. The screen's instrument panel has been slightly upgraded from the SNES version and includes a more detailed short-range radar map that displays your tank and the enemy's tanks from an overhead view. This important detail enables you to avoid enemy shots, because you can see which way an enemy's gun is pointed without reverting to the long-range radar map.

Where Have All the Buttons Gone?

The controls of Super Battletank are a little hard to use. To accelerate or decelerate, you have to press a combination of Start and Up or Down. This is a bit tricky when you're in the middle of heavy enemy fire. Also, shooting and steering simultaneously is a little confusing. For example, when you steer left, your guns aim left.

PROTIP: Keep close watch on your fuel and ammunition gauges as you plan your attacks.

PROTIP: To pass through minefields unscathed, choose the 7.62 mm machine guns, move the sights down to ground level, and shoot mines to clear a path.



PROTIP: When your damage is high and you have only one enemy left, use the laser-guided shells. You can destroy most enemies with one missile before they get you.

Diggin' in the Dirt

Super Battletank is a good military strategy game with enough realism to make anyone want to dodge the draft. Don't expect a cheery armor-plated arcade game. This is a challenging test of your skills as a strategist and sharpshooter. At least, unlike real combat, you can always play again.

Gary Kitchen's Super Battletank: War in the Gulf by Absolute

Graphics	Sound	Control	FunFactor	Challenge
				ADV.
3.5	3.0	2.5	4.0	Advanced

$57.00
4 Megs
Available Now

Tank Simulation
One Player

Turn on the power.

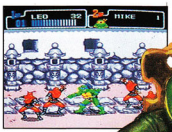
Now You Can Hook Up To Your Sega™

For the first time ever, Teenage Mutant Ninja Turtles®-The Hyperstone Heist™ from Konami® plunges the Turtles headlong into the shell-shocking world of Sega™ Genesis™. Dare to take this **all new** adventure on solo or double dare to duke it out with a partner and you're in for a ninjitsu jolt of action that'll leave you green! Will all this awesome power go to our heroes' heads? The quick-kicking quartet is on the hot seat again thanks to that mondo master of mayhem Shredder, and this could be Sayonara, dudes. Shredder stole the Hyperstone, a gem with the power to shrink New York City. Now catch that totally bogus bully before he makes the whole world small. Uncool!

KONAMI®

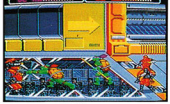
The Turtles Genesis.™

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



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

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



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

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

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

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

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By Linoleum Blown Apart

If you thought Out of this World was out of this world, then get set to flash forward to Flashback, a new Genesis game that U.S. Gold is set to bring to the States. Delphine Software of Paris, France, the creators of Out of this World (see GamePro, May '92), also programmed Flashback. It looks like they're out to redefine the graphics standards for action/adventure games!

Déjà Vu

Conrad Hart is a budding scientist, who's studying material transmutation. Using his compact magnetic resonance analyzer glasses, he can see the magnetic spectrum of any object or living creature. When he turns his high-tech gaze on Earth's high society, he finds out that they're indeed high – high on molecular density!

These aliens disguised as politicians, military officials, and multi-millionaires kidnap Conrad, erase most of his memory, and dump him in the jungles of the planet Titan. The only thing Conrad remembers when he wakes up is that he must escape!

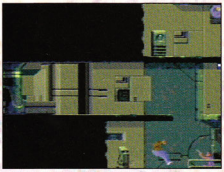
If you enjoyed Out of This World, then you'll go ballistic over this awesome-looking, six-level adventure that blasts through Earth, other worldly planets, and even a murderous TV show. Like Out of this World, Flashback features great, polygonal graphics, but these are even better. Delphine rotoscopes pix of real people and flashes them on-screen at 24 images per second. The effect's so real, it's scary.

When our hero pulls himself up ledges, runs, jumps, and crouches, it looks like an animated movie. In fact, Conrad's moves are so life-like that when he whips out his gun from under his coat, you'll run for cover. However, he needs all the firepower he can muster to protect himself from extraterrestrials who want to make him lose his memory – FOREVER!

Flashback to the Future

If you're hungry for more info about Flashback, take Hart! Look for more on Conrad in the next issue of GamePro. You might even meet his makers – if he doesn't meet them first!

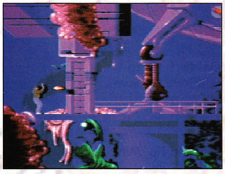
Flashback by U.S. Gold
Price unavailable
12 megs, Available February



Blown away by a gun-toting opponent.

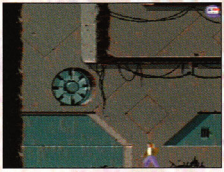
Check out the cinematic graphics. He's a spy of the molecular kind.

"Wake up, Conrad, and don't forget your Holocube – the key to your memory salvation."

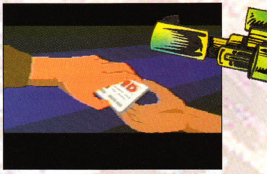


Toto, we are definitely not in Kansas anymore!

Conrad buys a vowel.

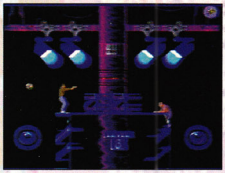


With gun loaded, Conrad skims along the wall.

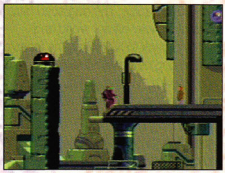


Better go to the DMV before you play this game, 'cuz you'll need your ID card.

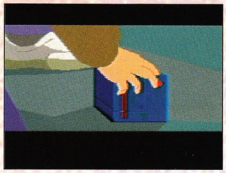
Scale new heights.



You don't always want to be in the spotlight.



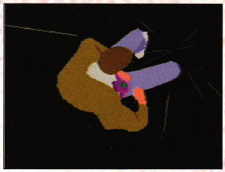
Even though he's dressed in pink, he'll have no trouble blowing you away.



This isn't a Rubix cube! There's only one answer to this puzzle.

Ready, aim, fire!

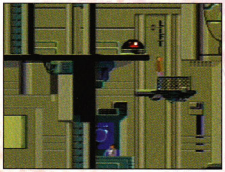
Somebody's going to eat a bullet sandwich.



Down the hatch to transport to new worlds.

Conrad is no peeping Tom. He's hiding for his life.

Conrad is the Hart of the world.



Going up, second floor: Spys, Villians, ID cards, Men's apparel.

SEGA CD

PRO REVIEW

By Bro' Buzz

If you want to catch a speedy hedgehog, you need a good dog. Wonder Dog by JVC Games has the chops to give Sonic a serious run for his money. Good thing for Sega, this canine caper takes place in the Sega CD.

Dog Gone

The planet K-9 is in deep doggie doo, in more ways than one! The peace-loving pooches are about to be invaded by the rabid Pitbully Empire. Shades of Superman...err, Superdog! In desperation, K-9's leading scientist injects his newborn pup with a secret Wonder Dog Serum. Then he kennels his son in an intergalactic Boneship, and shoots him off to a newly-discovered, faraway world that contains a large, but primitive, population of dogs. You got it – Dog days are coming to Earth!

CD's best friend!

Wonder Dog is an excellent side-view, multi-scrolling action game that's cute and cuddly, but cunning and challenging, too. W.D. finds that Earth is no dog-lovers paradise. The dogfaced hero must fight his way off our world and planet-hop back to K-9. There he faces a dog-beat-dog battle with the Pitbully Space Armada. The game features five Worlds, consisting of 19 total Zones.

How much is that doggie in the spaceship?

Animal Rights

Wonder Dog runs up against a herd of weird creatures, both extraterrestrial and earthbound. On Earth, Alley Cats, bully Bull Dogs, Dizzy Ducks, sour-puss Bloodhounds, moldy Moles, even dog-eating Earthworms nip at your heels. In Space, you encounter giant Space Rats, Flying Pigs, mutant Monkeys, Teapot Droids, Invisible Men, and poisonous gas-spewing whatzits. There are also packs of teeny, tiny bunny rabbits and hedgehogs that motor around your feet. JVC claims that there are over 400 enemies lurking on-disc, and we're still counting 'em!

PROTIP: When you meet the twin balloon guys at the end of Zone 1 on Earth, aim your Stars at their balloons.

PROTIP: When you meet the Invisible Man on the Looney Moon, aim your Stars at his hat.

PROTIP: Some foes are hiding, so always toss Stars ahead of you.

The disc's challenge level requires above-average skills, and you only get three hits until you're in the doghouse. Don't worry, your thumbs will be dog-tired, but the game's fun factor will force you back for more!

PROTIP: Tiny critters are friends until you hit them once, then they come after you.

Best of Show: Graphics & Sounds

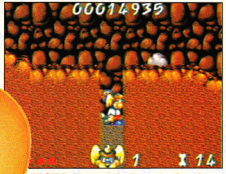
If you hate dogs, this disc may turn you around. The game's graphics are gorgeous. Wonder Dog flashes some cutesy expressions guaranteed to make you go "oooh" and pulls some mean moves that will make you go "ahhh." This mutt's got personality to the bone. Even Wonder Dog's beastly enemies have unique flair in their hair. The background scenery is also great, truly-inspired madness. The opening animated sequences are superb. They're like watching a TV cartoon.

Wonder Dog sounds great, too. No howling at the moon here. Unlike typical video game tunes, the jazzy music actually has rhythm and a toe-tapping melody. The character voices are crisp and clear, too.

Move over Rover

The game's controls have definitely graduated from obedience school with top honors, and you barely notice the CD lag time. When the little doggie lands on Earth, the Wonder Dog formula kicks in. This puppy does more than fetch and retrieve. He's got a powerful leap, and he can motor like a greyhound to near-Sonic speeds. Wonder Dog has inbred canine tendencies, too, so he loves to dig. That's good, because a wealth of hidden levels lie underground.

PROTIP: You can bounce on some objects, such as box springs, to get extra height on your jumps.



PROTIP: You might have to develop canine instincts to find the hidden underground levels. Some good places to dig are obvious, some are not.

PROTIP: When you reach outer space, remember that the lower gravity effects your jumps.

PROTIP: Search the high areas for bonus rounds.

All sorts of video ninjas use throwing stars, but W.D.'s Shooting Star weapon is one of the coolest video game variations, yet. You can regulate the power of your toss to whizz it at enemies, or adjust the trajectory to flick it at tricky angles.

PROTIP: To hit some bad guys, you must bounce your Stars off the ground or off the sides of the screen.

Hot Dog

It looks like Wonder Dog has marked his territory on the Sega CD. This disc lays the strongest claim to the best of the CD breed so far. Until Sonic The Hedgehog discovers discs, the Dog rules. If you're looking for a reason to buy a Sega CD, here's a good one. Wow and bow-wow!

Wonder Dog by JVC Games

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

$49.95
Available now
Action/Adventure

One Player
Passwords

By Scary Larry

Icy sweat runs down your forehead and stings your eyes as you try to get a crucial gun sight on an incoming enemy. Mission control is blaring orders and directions at you in one ear, and it's goin' right out the other. Do you have what it takes to get a grip and finish this fight?

Flight Fright

Cobra Command is an innovative peek at the future of CD gaming, which lands a little short of the pad. This one-player, killer 'copter game spins and whirls you through 10 stages of fast-flying, sharp-shooting, aerial action.

As you battle the enemy, you'll fly through a truly awesome array of sights, including the Grand Canyon, the ancient ruins of Rome, and Easter Island. Your view of the action's from inside the cockpit. The digitized graphics give the game a realistic 3D effect, but their overall fuzziness is tough on the eyes and may give you a sense of vertigo. The sound is CD clear with digitized speech, deafening explosions, and some tail-kickin' copter tunes.

PROTIP: Your machine gun overheats, so use short bursts of fire to fry the enemy.

PROTIP: You'll hear plenty of talk from your ground command. Ignore everything.

Instead, watch for the yellow arrow on the bottom of the screen and follow it. Make sure you follow the direction of the arrow until it stops blinking.

Turn and Burn

You might think flying a combat helicopter is pretty tricky, but this game does the work for you. Too bad! Wanna-be chopper pilots would enjoy the action more if they could control their own destiny.

Your weapons are standard gunning gear – machine guns and missiles. You'll need them to destroy an entire fleet of enemy aircraft, including planes, copters, and jets. Don't keep your head in the clouds, though, because the ground is booby trapped with tanks, turrets, and other tough guys. You'll also need to hunt down some of your enemies and flush them out of their fortresses in the forests, the hills, the seas, and the mountains.

PROTIP: Remember where your enemy is when you get shot. When you return, they'll be waiting in the exact same spot. Don't move your gun sight. You'll waste them the second time around.

PROTIP: Although you see two ground targets here, only hit the first one. Then pull up and hit the chopper. If you try to hit the second ground target, the delays slam you into the fortress entrance.

PROTIP: When you reach this wall, mission control screams, "TURN LEFT!" Blast the wall first, then go left.

Chopper Liver

This copter game is nice to play, but kind of fuzzy to watch. The graphics lack sharpness and represent a strange new world for most gamers. The animation is smooth and very colorful, but you have no real control over your heli or your surroundings. As a matter of fact, the only thing you really control is your gun sight, and that definitely grounds this chopper. Cobra Command spins, but doesn't quite land on target.

Cobra Command for the Sega CD by Sega

Graphics	Sound	Control	FunFactor	Challenge
4.0	5.0	3.0	4.0	INT. Intermediate

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Available now
Shoot-em-up

One Player
2 continues

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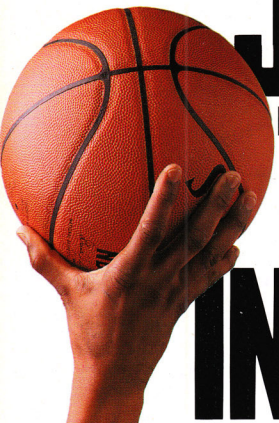
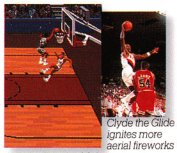
JAM WITH THE BEST IN THE NBA.



Barkley's Monster Dunk. Drexler's Tomahawk. Malone's In-Your-Face Jam. Rice's 360° Slam. Manning's Double Pump Jam. Ewing's Bounce-Ball Slam.

When Charles drives, get out of his way or get bounced like a basketball.



Clyde the Glide ignites more aerial fireworks than the Fourth of July.

Welcome to Jam City. Bulls vs. Blazers™ and the NBA® Playoffs.™

The game that raises pro basketball to new heights. With the complete rosters of all 16 1992 NBA playoff teams. The '92 East and West All-Star squads. And 5-on-5 action so hot, it scorches the hardwood.

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Leave the defense flat-footed with Hardaway's unstoppable UTEP 2-step.

The Mailman's In-Your-Face Dunk always makes a huge splash.

Kemp's Off-the-Glass Jam always shatters the competition.

Daugherty's inside moves make him Cleveland's center of attention.

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By Earth Angel

The Sega CD will plunge you into excellent gaming, thanks to some oldies but very goodies – and they're free. The first disk in the Sega Classics series features four of the all-time best arcade titles and Genesis mega-hits. Each of the games looks and plays the same as the original cart, but all of them feature upgraded sounds, including digitized voices. Even better, this Classics disk comes bundled with your Sega CD. For most folks, these four games are probably a walk down memory lane, but here's a little reminiscing just in case.

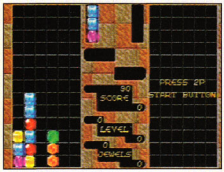
It's four, four, four games in one.

Revenge of Shinobi

The ancient art of ninja fighting has survived for eons, and so has Revenge of Shinobi, one of Sega's oldest and best games for the Genesis. In its latest reincarnation, everyone's favorite ninja looks the same, plays the same, but sounds a lot better with his new digitized voice and a little help from the Sega CD sound chip *(See GamePro, April '90 for a ProReview on the Genesis game).*

Golden Axe

Golden Axe was a big hit in the arcades and a big hit for the Genesis. Become a Warrior, an Amazon, or a Dwarf and hack 'n slash your way to victory against evil Death Adder *(See GamePro, Jan. '90 for a ProReview on the Genesis game).*



Columns

Mesmerize yourself with this mysterious puzzler that was originally bundled with the Genesis. Sega's answer to Tetris features several different mind-bending one- or two-player options, and new Sega CD music. It's a gem, *(See GamePro, Sep. '90 for a ProReview on the Genesis game).*

Streets of Rage

Streets of Rage sends Axel, Adam, and Blaze out onto the streets of the city in search of a mob of kung-fu creeps. Square off in hand-to-hand, foot-to-face, bottle-to-head, and, well, all kinds of street fightin' combat. The game hasn't changed from the Genesis version, but this time it has an excellent voice *(See GamePro, Oct. '91 for a ProReview on the Genesis game).*

MUHAMMAD ALI REGAINS THE CHAMPIONSHIP FOR THE FOURTH TIME!

★ Why settle for anything less than "The Greatest?"

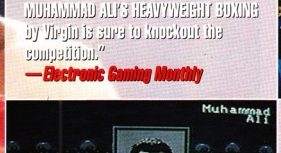
★ Adjustable round lengths!

★ Tournament or exhibition mode!

"The graphics are top-notch and include some incredible rotation like you have never seen on the Genesis. ...this cart is a boxing fan's dream. MUHAMMAD ALI'S HEAVYWEIGHT BOXING by Virgin is sure to knockout the competition."

—Electronic Gaming Monthly

★ 360 degree rotating ring so you don't miss any of the action!



★ Special Collector's Edition Muhammad Ali Sports Card included!

★ Arcade or simulation-style boxing!

★ Digitized sound so real you can feel that blow connect!

★ One or two player simultaneous play!

★ Atmospheric crowd responses!

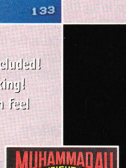


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Photo: James Drake for Sports Illustrated

We're not talking any lightweight offer here!

Enter our drawing to win one of 30 pairs of boxing gloves or one of 75 Muhammad Ali sport cards hand-signed by the champ himself! Just send in your Muhammad Ali Heavyweight Boxing Game warranty card by June 1, 1993 to register automatically.

SEGA CD

If you were lucky enough to score a Sega CD, you probably want some games! Here's some preview info about some of the hot games due out soon for the Sega CD.

Chuck Rock
(Sony Imagesoft)

High-tech meets low-tech. Chuck Rock's bringing bell-bashing, odor-kicking, stone-throwing action to the CD. You get 19 levels (that's five more than the Genesis version) set in five prehistoric worlds. Sony promises awesome, never-before-seen animation sequences.

Available January

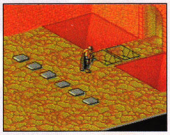
Gallagher's Gallery
(American Laser Games)

Gallagher is a nationally known standup funny guy who loves to smash watermelons and other produce with a huge, oversize mallet. Now you can take a front row seat without wearing your raincoat. Instead, take aim with a Menacer at live, full-motion video in this first-person, shooting-gallery game. Pick off weird targets, such as alarm clocks, gum ball machines, and, yes, disagreeable foods.

Available Summer '93

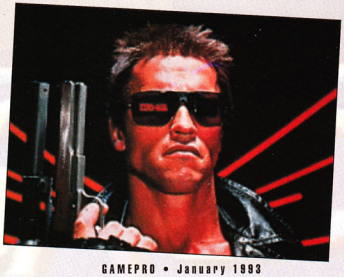
Heimdall
(JVC Games)

Set sail across ancient seas in a gorgeous-looking RPG quest for fighting, fortune, and fantasy.



You guide the Viking Heimdall's six-person party as they explore ruins and dungeons on massive, mysterious islands. A first-person perspective attack screen puts you into face-to-face fights with monsters and assorted mystic beings. Get this, battle-weary RPG fans, you control your attack and it's arcade fast!

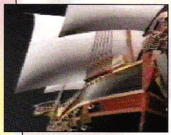
Available February



Hook
(Sony Imagesoft)

Captain Hook has his hook around your kids, and he's vowed never to let them go. Now you must return to Never Never Land and face your destiny as Peter Pan! This CD will mix real footage from the blockbuster movie with 12 levels of intense game play. Hook is sharp!

Available First Quarter '93.



Jaguar XJ220
(JVC Games)

Here's your chance to cruise in a classy English chassis. You sit behind the wheel of the revolutionary Jaguar XJ220 as you take on 16 tough courses in international locales, such as Britain, Brazil, and Japan. You can even use a track editor to create your own race from scratch...just don't scratch the paint on your shiny new Jag.

Available March

Mad Dog McCree
(American Laser Games)

Outlaw Mad Dog McCree and his gang have taken over a Wild West frontier town. They've locked the sheriff in the town jail, and now they're tearing up

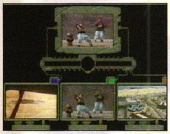
Continued on page 78.

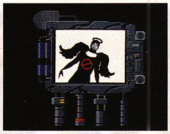
the saloon, the post office, and even the stables. This first-person gunslingin' showdown will feature full-motion video of real actors. You must save the townsfolk (and the horses) and find Mad Dog's hideout. This game sounds like it would go well with the Genesis Menacer. It might.

Available Summer '93

Make Your Own Music Video with C+C Music Factory
(Sony Imagesoft)

Make Your Own Music Video with INXS
(Sega)





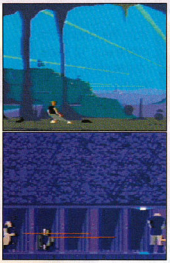
Make Your Own Music Video with Kris Kross
(Sony Imagesoft)

Make Your Own Music Video with Marky Mark
(Sega)

You want your MTV? You've got it now – anyway you like it. Use actual clips from hot videos, exclusive original footage, and special effects to create your own music video. Save 'em with your VCR and party down!

All available now

Out of This World
(Virgin Games)



(Genesis version. CD screen may vary.)

Lester Knight Chaykin's blasted himself right out of this world! If he ever wants to make it back to Earth, he must brave the dangers of a strange new dimension, and make a friend in the process. At least the game's superb rotoscoped animation is quite at home in this CD version of the great Genesis game.

Available March '93

Prince of Persia
(Sega)

The evil Jaffar is going to marry the Princess – but he never asked her permission! Once again the Prince of Persia must rescue his love from a fate worse than death. Sega's still counting up the hundreds of rooms and levels in this CD.

Available December '92

Sherlock Holmes Consulting Detective II
(Sega)

Everyone with a Sega CD has Consulting Detective I, but they'd better hurry up and solve all those mysteries! Sherlock is on another case in three new suspicious tales: "The Two Lions," "The Pilfered Paintings," and "The Murdered Munitions Magnate." You'll get more full-motion video, starring the same actors.

Available March

Star Trek The Next Generation (Sega)

There's a deadly mystery brewing in the galaxy, and it's making the Federation, the Romulans, the Klingons, and even the Ferengi fearful. (Can the Borg be far behind?) Now they're all searching for the Infinity Device, which promises to solve the vexing interstellar riddle. Star Trek: The Next Generation will be an action/adventure game that offers planet-side exploration and galactic brinksmanship, just like the TV show. Take it from us, the graphics may be the best in the universe (see GamePro, Oct. '92).

Available June

The Terminator (Virgin Games)

(Genesis version. CD version may vary.)

Time travel can have deadly consequences. Ask Kyle Reese. In the year 2029, Kyle must fight past deadly robo-killers in post-holocaust Los Angeles and find his way back to present-day LA to protect the life of Sarah Conner, the woman who holds the key to the human race's survival. Why? The "Terminatah" is coming. This CD will feature 12 minutes of digitized footage from the blockbuster movie.

Available January

The Secret of Monkey Island (JVC Games)

Yo ho ho, me Hearties! This hilarious, seventeenth century, swashbuckling adventure is set in the Caribbean during the Golden Age of piracy. Young Guybrush wants to sail under the skull and crossbones in the worst way, but he needs to solve all of Monkey Island's puzzles before he can set sail.

Available December '92

Wing Commander (Sega)

(SNES version. CD screen may vary.)

Continued on page 80.

SEGA

When the cat-like Kilrathi invade your galaxy, it's time for you to jump into the fray and kick some tail! In this awesome, first-person, space fighting combat game, you must track down Kilrathi spaceships and send them to kitty heaven by outflying and outgunning them. This disc promises to feature great cinematic sequences (see SNES ProReview, this issue).

Available February '93

Wolfchild (JVC)

Revenge is a dish best served cold! When a young boy witnesses the destruction of his father's biogenetic research lab, he sets to track down the terrorist group behind the attack. The kid enters Project

Wolfchild's transmutation booth a scared boy, but emerges as a cold-blooded, lycanthropic warrior! Be prepared to howl through 10 Worlds of arcade-style action.

Available December '92

The Games of '93

Keep an eye open for these spinnin' Sega CD games. We'll pass on more info in future issues of GamePro.

Available January

RISE OF THE DRAGON (Sega)

SPIDERMAN (Sega)

Available February

STELLAR 7 (Sierra On-Line)

CITIZEN X (Sega)

Available March

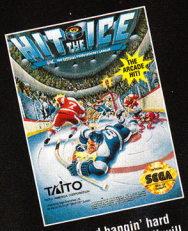
LEISURE SUIT LARRY (Sierra On-Line)

METAL FANG (JVC Games)

MIXED-UP MOTHER GOOSE (Sierra On-Line)

NIGHT STRIKER (Taito)

CATCH THE TAITO HEAT WAVE



This head bangin' hard checkin', free-for-all will rattle your bones and send you flyin' into the next county. So, lace 'em up and CHECK it out!

Oversized mutant morsels are at their boiling point. Indulge in a menu of madness, so spicy, it will make your eyes water. These dirty dishes need to be cleaned up, so grab your pan and start cookin'!

Cogswell has violated the rights of the aliens by setting up a mining colony. Help George gather gadgets that will help him get to the colony and shut down the power. George's clumsy habits will have to be overcome.

This hard-hitting cart will cause some real headaches. You'll need to unleash your fatal fists on some bad dudes and crazy creatures. So, punch-in because this job will take a real superhero!

Behold! The ultimate brain buster! Rotate maze after maze as you try to get your ball through before time runs out. Levels of geometrical motion will keep you dizzy. You'll have a ball!

Fred uncovers a treasure map and sets off on a wild adventure to find the loot. Help Fred through seven adventure- filled stages in this journey.

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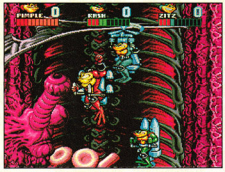
TAITO
THE ONLY GAME IN TOWN.

BATTLETOADS™

SPECIAL FEATURE!

The belly of the beast's not a nice place to visit, and you wouldn't want to live there either.

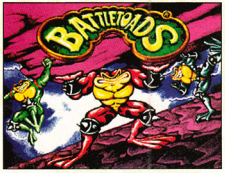
Last year, a toadally awesome band of water-logged heroes, named Rash, Pimple, and Zitz, made a big splash in the video game world. It was only a matter of time before America's favorite amphibians, the Battletoads, were headin' for bigger-than-8-bit ponds (See GamePro, May '91). Now they're ready to leap frog into the arcades with their first-ever coin-op, and they're also making the 16-bit scene on both the SNES and Genesis systems, all courtesy of Tradewest. All this hip-hoppin' action is programmed by Toad-fu masters, Rare Coin-It. Join us for a sneak peek at the arcade and SNES adventures of the star-trekkin' toads.



Going down, way down. The Toads use their handy Turbo Packs to fight their way out of the belly of the beast.

THE ARCADE GAME

She's back...the Dark Queen, that is. This time, her wickedness is lurking near the Galactic Corporation's defense fleet aboard her wicked rocket, the Gargantua. Our home-toads are rarin' to rumble against the Queen and her villainous sidekicks – Big Blag and Robo-Manus. Ever cautious, the Dark Queen's not taking any chances. This time she's brought along some reinforcements in the shape of new baddies: like Admiral Oink, General Vermin, and the Robo-Rat!



The Toads are coming, the Toads are coming…

Each of the three toads are packing their usual repertoire of blows, body slams, jabs, and uppercuts. Needless to say, they can also steal weapons from enemies and take rip-snortin' rides on super speedy vehicles.

Professor T-Bird briefs the home-toads on their mission.

The toaderiffic trio – Rash, Pimple, and Zitz.

Rev up your spaceboards, Aqua lungs, for eight missions of toadacious, arcade-style, three-player action. In Mission 1, Professor T. Bird's gonna fly the Vulture close enough to the Gargantua to allow the Toad trio to hop on-board. Battle across the wing and past General Slaughter in order to reach the space

Rats! General Vermin's one nasty rodent, especially when he's got his rat pack in tow.

It's a robo-rampage as the Toads fly through space on their Space Gliders.

boards parked at the end of the Mission. Battle Robo-Rat across the outside of the Gargantua in Mission 2. Missions 3 and 4 take the Toads down, way down, into the belly of the beast. Someone's kissin' Santa Claus, but unfortunately it's the Dark Queen in Mission 5. The Toads have gotta get Santa back, or Christmas

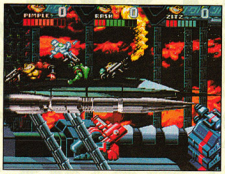
is all washed up. In Mission 6, the Toads really fly as they escape from the Gargantua and climb aboard Star Gliders. Mission 7's all about lost and found. Caught in a maze, the Toads search for a way out as Robo-Manus comes looking

All's fair in love and war. If an anvil comes their way, the Toads are gonna use it on someone's head.

Sizzlin' succotash. The Toads are really poundin' the pork when they take on this meaty gang of pigs.

No snoozin' on the job. Make use of this battledozer to plow right through the action.

It's a rat-pack rumble when the webbed feet hit the road in this nasty encounter.



Who said Toads can't fly spaceships and battle alien spacecraft?

to rock 'n' roll their world. The big ending's a grand finale of bad news as Rash, Zitz, and Pimple face the who's who of evil – Big Blag, Robo-Manus, and the Dark Queen.

Sounds toadally cool doesn't it? We can just about guarantee that it'll make you bug-eyed! Look for Battletoads to hop into an arcade near you soon.

Battletoads by Tradewest
Available Spring '93

SNES PREVIEW

By Earth Angel

Some creatures never learn, and the Dark Queen (toadom's arch-enemy), seems to be one of them. Her Majesty's latest wicked plot involves the Psicone Corporation's latest invention – the Total Reality Integrated Player System. This handy unit enables players to integrate themselves into a unique computer-generated portal via quantum-mechanical osmosis. Unfortunately, during a test run of the unit, an unforeseen event occurs.

Professor T. Bird, the Battletoads, the President of the Psicone Corporation and her daughter were observing the

No, it's not a skin disease. It's Rash, Zitz, and Pimple – the Battletoads.

T.R.I.P.S. 21, when suddenly three mysterious shapes appeared on the horizon of the computer portal. Was it a bird? Was it a plane? No way, toad-face, it was three Psyko Pigs on horseback! In fact, it was the Pigs of the Apocalypse. In a flash, these porcine raiders had snatched the President's daughter and Zitz!

The Toads get pretty horny in their latest saga.

Take out this giant Psyko Pig by whacking him with a column.

This rascally rodent tries to lure you in his direction with a giant magnet.

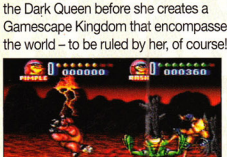
The Dark Queen's pulling out all the stops. She's even resorted to firing rodents out of cannons!

Continued on page 84.

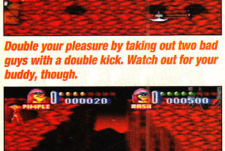
Continued from page 83.

Toads for Two

Professor T-Bird suspects that the Dark Queen is behind the kidnapping, as well as the mysterious leakage of the Gamescape into the real world..er..the real Battletoads world. All this is, of course, bad news for the Battletoads, but great news for SNES gamers. It's up to that toadally terrific duo of Pimple and Rash to rescue the hostages and stop the Dark Queen before she creates a Gamescape Kingdom that encompasses the world – to be ruled by her, of course!



Double your pleasure by taking out two bad guys with a double kick. Watch out for your buddy, though.

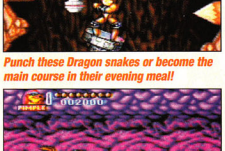


Pick 'em up and let 'em fly.

Get ready to make beautiful music with the Toad's new cymbal move.

So, in typical toad-acious style, you begin yet another Battletoads saga. The SNES version features eight levels of vertically- and horizontally-scrolling, two-player, arcade-style Battletoads action.

Punch these Dragon snakes or become the main course in their evening meal!



Look familiar? The Toads have to do that Speeder Bike thing again.

The awesome amphibians have to fight their way across mountaintops, through forests, inside Karnath's giant snake lairs, across an old roller coaster, through a gigantic game room, and finally, down to the Tower of Shadow's lowest level, where they'll confront the Dark Queen and her heinous sidekick, Silas Volkmire.

The webbed-footed wonders have the usual repertoire of moves at their disposal, plus some radical punching and kicking that'll impress even Teenage Mutant Ninja Turtle fan club members. As they leapfrog their way through the

Goodbye yellow-backed Toad!

Pimple's gonna plant his hobnailed boot on some Psyko Pig's butt!

various levels, the bug-eyed heroes also like to hop on board a variety of vehicles, including Speed Bikes.

Get On the Web Foot

When we took our sneak peek at an early version of Battletoads in Battlemaniacs, we found toadally cool graphics and game play that was just as hip-hop as the ever-popular NES game. So, get rarin' to rumble. Battlemaniacs is gonna be one of 93's best games for the SNES. We'll jump into the game in-depth in an upcoming issue of GamePro.

Battletoads in Battlemaniacs by Tradewest
Available Spring '93

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3. GRAND PRIZE. One (1) grand prize will be awarded. The grand prize winner will have his or her name and likeness used as a character which will appear in one future edition of a DC Comics Inc. comic book. The grand prize has a retail value of less than $50.00 as valued by the Sponsors. No other prizes will be awarded. All entrants hereby agree that if they are selected to receive the grand prize they consent to, and by acceptance of the grand prize the participant selected agrees to sign a waiver and release in which he or she consents in writing to the right of Sun Corporation of America, DC Comics Inc. and their respective affiliates and agents to use his or her name and likeness for advertising and publicity purposes and as a character in one DC Comics Inc. comic book without additional compensation of any kind whatsoever. Failure to sign the waiver and release will result in forfeiture of the grand prize. Unless the participant selected forfeits the grand prize, whether intentionally or unintentionally, the grand prize will be awarded.

4. PRIZE DRAWING. The random drawing on or after May 15, 1993. The grand prize winner will be notified by mail by May 31, 1993. Odds of winning will be determined based upon the total number of entries received by Sponsors.

5. The grand prize is not transferable, assignable or redeemable for cash. Sponsors reserve the right to substitute the grand prize with a prize of prizes of comparable value. The grand prize winner and/or parent or legal guardian is solely responsible for any and all applicable federal, state and local taxes.

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SUPER NES

PRO REVIEW

By Scary Larry

The future is now, and it's not a pretty picture. Earth's limited fossil fuel resources have finally run out. The Pacific States' Marine Corps has been hired to defend the last of the fossil fuel reserves. The problem is bad guys need gas, too, and they're willing to fight for it. Enter the Cybernators, a team of human-operated machines with a definite war-like attitude. This branch of the Corps is definitely looking for a few good mechanics.

Kick Some 'Bot

Cybernator by Konami is a side-scrolling, one- or two-player action/shooter that you're gonna have to see to believe. It sports incredibly hot game play for the SNES with cool graphic detail, gorgeous animated backgrounds, and bigger-than-life explosive action.

This cart practically melts under the blistering pressure of your thumbs as you try to fly, walk, and shoot your way through the seven War Zones. Cybernator moves quickly, despite its bulk. The action is ferociously fast, making the stages seem a little short.

Cybernator's looks could kill. Take special note of the spectacular multi-dimensional graphics and animated backgrounds in the difficult outer space asteroid belt level. The explosions are huge, sometimes taking up half the screen, and they add to the ultimate kill-or-be-killed feel of the game. The small details in this game are awesome, like the way the humans scurry around frantically after you beat their 'bot, or the way your gunfire digs small holes in the floor. Attention has also been paid to the sound, which wields some cool be-'bot tunes and crisp sound effects.

PROTIP: To run through the entire first level without taking much damage, repeatedly press Button B. Although you won't collect any weapon power-ups, your Cybernator will moonwalk through enemies faster than they can shoot him.

PROTIP: If you do decide to shoot it out on Level One, don't waste your ammo shooting at the green shielded 'bots. Instead, switch to punch and pull the old one-two on them.

Me and My Cybernator

Despite the fact that your Cybernator comes equipped with a heavy-duty arsenal,

you'll find the challenge is as hard as titanium, especially when you discover you've only got one life and three continues.

Your Cybernator's working weapons are a Vulcan Rapid-Fire gun and a walloping Punch that dispatches most metal heads looking for trouble. During the game, snag power chips that increase your weapons' deadliness. There are also extra weapons to grab along the way, such as missiles. You can also blast all sorts of things, such as asteroids and metal containers, to discover hidden power-ups, weapons, and life bonuses that help to keep you going. Additional defensive and offensive tools include the ability to fly for short distances and a shield you can activate to protect yourself from most objects.

PROTIP: Beware, your enemies will try to nail you by shooting underneath the edge of your shield.

Mechanical Mayhem

You think you don't need these deadly frills? Think again. All kinds of mechanical enemies are gunning for you. There are gun turrets and robot close encounters of the most deadly kind, all looking to put your suit in the shop. You also come up against mechanized boss 'bots at the end of each stage, who put the squeeze on your aluminum in a big way. You have to be all that you can be to keep ahead of the action. The dents that the enemies put in your armor are small, but they add up quickly. Always keep an eye on your health meter, and destroy anything destroyable in your search for health bonuses.

PROTIP: You can only activate your shield when you're standing on something solid. Don't try putting it up when you're airborne, or you'll collect an asteroid hit across the head that's guaranteed to hurt.

PROTIP: Point your gun downwards throughout the first stage of Level Three. Some robots release their human crew, who in turn attack you with ground fire.

PROTIP: Avoid these flying mines. They take a mega dose of your health when they hit. Instead, try to jump over or run past them.

PROTIP: To beat the boss in Level Two, pick up missiles in the early part of the level, stand on this ledge, and fire your missiles until you run out of ammo. Then, switch to your Vulcan gun and fire away while you dodge and weave among the asteroids.

PROTIP: Destroy all these generators, and quickly walk through the explosions. When you hit the level where laser guns pop up, jump up quickly and try to skid your way through when you land.

Metal Mania

Cybernator is rust proof. There's no slowdown or glitchy sprite behavior. The game play is smooth and on target, and the control of the character is inhibited only by your reflexes. If your thumbs are up to the challenge, Cybernator delivers. It pulls you into its steely world and keeps you hooked until unleaded gas everywhere is free from enemy hands. This cart definitely deserves a metal.

Cybernator by Konami

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	INT. Intermediate

Price unavailable
Available February

Action/shooter
One Player

WING COMMANDER

By Frequent Flyer

SNES Space Cadets, attention! Here's your chance to kick some big-time extraterrestrial tail! The Terran Confederation is up to its neck in a nasty 20-year war against the Kilrathi, a ferocious feline race. You're a hotshot rookie pilot, newly assigned to a refurbished space fighter battle wagon, the TCS Tiger's Claw. Your mission: to defeat the Furballs!

Wing Commander by Mindscape will blow your mind! It's a flawless portover of a modern-day personal computer classic. The basic game is a first-person perspective, inside-the-cockpit, space fighter simulator, where you fly or die against the killer Kilrathi forces. However, this sleek space interceptor is surrounded by entertaining, interactive, game play elements.

Scramble!

Galactic Good Looks

The cart's graphics and sounds are top-notch. The fighting sequences, in particular, are out of this world! The slick, scaling graphics enable you to get so close to other ships that you can literally slam into them. Cinema sequences feature an even mix of movie-style shots, which make the story line flow. The closeup shots when you talk with other characters are excellent. The music's appropriately spacey and dramatic, and the sound effects help you "feel" every shot you make and every blast you take.

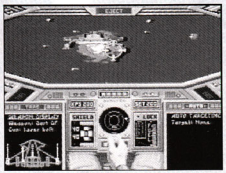
The Commander gives the orders...

...you obey!

The Forever War

Saying that you get your money's worth with this game is an understatement. The war against the Kilrathi is organized into 13 Series with 40 total missions, although this info is not apparent during the game or in the manual. Whether you win or lose a Series determines the next Series you take on. For example, if you keep winning, you emerge victorious from the Wing Commander wars, but you will not have played all the possible scenarios. Naturally, victory or defeat also alters the flow of the story line.

A Series can encompass five types of missions. In Defend, you guard a stationary position, such as a base or a jump point. In Escort, you guard a larger ship. Intercept requires you to seek out and engage Kilrathi vessels in a certain area. In Patrol, you fly through unsecured territory to find trouble. Strike pits you against a particular enemy target.

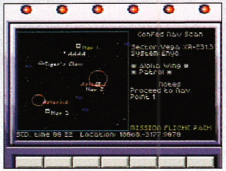


PROTIP: To destroy large enemy vessels, get behind them and shoot missiles "up the pipe."

Sinister Spaceways

The action runs a nice balance of flying and fighting. To find the cunning, cat-like enemy, you always rocket to areas called Nav Points. However, unlike some combat flight simulators, you don't suffer stretches of long, uneventful flying. You must stay alert, because your flight path might be cluttered with asteroids, mines, or Kilrathi patrols.

PROTIP: In a pinch, you can shoot asteroids, but you won't survive long with that tactic. Also, you can't fly around asteroid fields.



PROTIP: You don't have to reconnoiter every Nav Point to successfully complete a mission.

When you zero in on the Kilrathi, the fighting's as hot and heavy as SNES combat action gets! The outer space

PROTIP: To score hits on long-range shots, line up the target on the ends of the cross hairs, not inside the center circle of the sight.

dog...err, catfights always pit you against unfavorable odds. Enemy fighters gang up on you, and sometimes you don't know they're there until they've blasted your human behind.

PROTIP: When you're on a Kilrathi's tail, you may have to slow down to stay there.

If you want to practice, you can find a simulator in the pilot's ready room. It's a video game within a video game that's a challenge in its own right, and it'll give you a good taste of the action to come.

Practice makes perfect.

Hi-tech Hardware

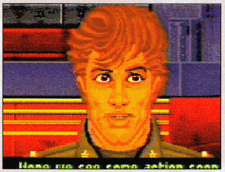
The sci-fi technology isn't meant to be the show here, but you get some cool gear. You fly four types of Fighters. The ships vary in their external appearance, but they all handle alike.

PROTIP: Regular Dart missiles are most effective on Kilrathi craft coming at you.

Your ship's control panel is lean but mean. It takes practice to eyeball all the critical displays and toggle switches in the heat of battle. You get a main-view screen, left and right Video Display Units (VDU), and a Radar Display. You live or die by the Radar Display, which reveals friends and foes when you can't see them.

Here Kitty, Kitty!

Interpersonal and interspecies communications play an important role in this cart. You always fly with a Wingman, who can be any one of eight different individuals. You can make the Wingman attack a certain target with you, attack independently, or fly in to save your laser-fried can. Forming a team with a Wingman is a key strategy, but sometimes your comrade's personality makes it hard for you to control him.



PROTIP: Watch out for Maniac. He gets so pumped during a fight that sometimes he shoots you!

PROTIP: The Kilrathi don't like to attack you if you're close to a larger ship, such as the Tiger's Claw or a Draymon transport.

There are also four Kilrathi aces on the prowl. Like you and your fellow flier, these "cats" have individual skills and personalities, too. You can get into some intense sub-space name-calling, sort of "mano a gato." If you hate cats, this cart's for you!

PROTIP: The Kilrathi hate to be taunted.

Wing It

Wing Commander is a great space combat flying cart that takes the SNES one step beyond. It'll take all your video flying skills to turn the Kilrathi Empire into kitty litter, and along the way you also play an active role in an entertaining story line. If you yearn to turn and burn among the stars, bring Wing Commander into your space.

Wing Commander by Mindscape

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

$49.95 Simulation
Available December '92 One Player

By N. Somniac

Mario Paint

Mario Paint, Nintendo's latest accessory/cartridge for the SNES, provides a compelling form of video gaming that will enthrall and stimulate players just as much as an action/shooter. Instead of lightning reflexes or memorizing patterns, the key to this game is experimentation and creativity.

Reach for a Rodent

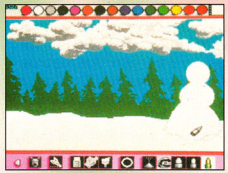
Mario Paint consists of the game cartridge, an SNES mouse controller, and a mousepad. Not a toy, the SNES mouse stacks up admirably to other computer mouses in terms of weight, handling, and on-screen responsiveness. The mousepad, however, is a plastic pad that often doesn't provide enough traction for exact drawing or controlled movements. Not to worry. The mouse works fine on almost any flat, smooth surface.

Similar to Sega's Art Alive!, Mario Paint is primarily a computer drawing program. But the SNES mouse, and a vast assortment of options and features, catapult this accessory into another category altogether. In addition to drawing full-color images on-screen, Mario Paint has Animation, Music Composition, and even an enjoyable, fast-paced video game feature that transforms your cursor into a fly swatter against swarms of flying insects.

It's a game...No, it's a drawing program...No, it's a music program...No, it's a...!

Paint by Pixel

Although intended for a younger audience, Mario Paint's drawing features are extensive enough to captivate gamers of any age. The sky's the limit for artists of all ages. Cute icons identify a vast assortment of tools, including various brushes, a 15-color palette, an airbrush, a paint brush, geometric shapes, and a stamp designer/editor. The ability to rotate/flip elements, input text, clone, and Undo commands are also available. A Save/Load feature enables you to store existing images onto the cartridge's memory any time during a Paint session. Unfortunately, there's no battery backup.



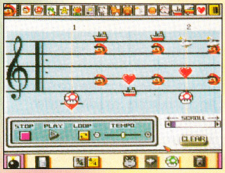
PROTIP: When you use the Fill Paint Brush tool, make sure your object's line isn't broken or color will spill out onto other items.

PROTIP: Airbrush your 15 colors together to create new colors.

PROTIP: Transfer any flat image to the screen by placing a dot at the head of your mouse and using it as a guide to "trace" your mouse on top of the image.

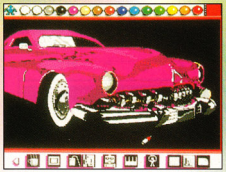
Lights, Camera, Action!

The unique Music Composition feature enables budding Mozarts to create their own melodies to accompany their artwork, or use one of the existing tunes. In addition to a full range of notes, you can add a library of sound effects, including animals and well-known Nintendo gaming sound effects like the Game Boy's "Ping" and Yoshi's "Zip." The simple icon-driven system makes writing music a snap.



Write music with mushrooms, cats, and flowers.

The Animation Feature enables you to create mini-movies by storing up to nine different images ("cells") that you can bring to life on-screen. Use a Path function to draw an invisible path for the animated object to follow. You control how large the image is and how fast it will move on-screen.



PROTIP: Duplicate an image for the animation cells and then make minor alterations within each cell.

A Perfect Primer

Although accessible to players of any ability, Mario Paint's cheerful demeanor and whimsical icon-driven format indicate that it's primarily geared towards a younger audience. The SNES mouse and its user-friendly options make this the perfect introduction for kids to computers. However, there's definitely enough interaction, complexity, and options to keep older gamers just as interested. A nice change of pace from other SNES fare, Mario Paint's a work of art!

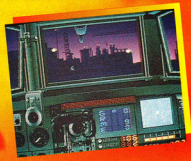
Mario Paint by Nintendo of America

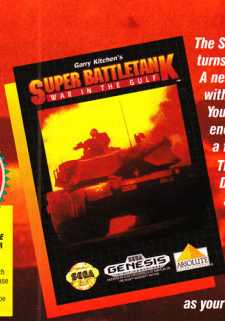
Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	5.0	4.5	N/A
				Not Applicable

$59.95 Price
Available Now
One player

Drawing program

FEEL THE HEAT!





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By Doctor Dave

If you're hunting for a fresh, action/adventure game for the SNES, your prayers have been answered – in fact, a few prayers might also help you face the demonic horde in this cool cart. Musya by Seta U.S.A. hits side-scrollers from a different angle, the Japanese angle.

The Way of the Warrior

Musya (which means "The Warrior") is based on Japanese legends with a storyline that dates back to the ancient samurai days. You guide Imoto, the sole survivor of a vanquished army, through a dark abyss to rescue Shizuka, the keeper of the Talisman that imprisons the Evil One. Shizuka's been abducted by the Evil One's minions, and you must prevent his release.

PROTIP: Look for enemies everywhere, including the ceiling.

Sinister Looks

Musya takes place across five levels in fairly classic action/adventure style. You thrust and jab through a ghoulish gang to face an even more bizarre monster. Defeat it and you learn a magic spell before you move onto the next level.

Tanuki, the monster badger, is the first boss you face.

The action takes place entirely underground, so the game's atmosphere, as well as its graphic style, is dark and gloomy. The overall quality of the pix is slightly above average, but you'll encounter some wicked-looking demons.

PROTIP: If you survive the fifth level, don't relax!

You run into all manner of beasts that have given Japanese kids nightmares for centuries, such as the turtle/vampire Kappa, the demonic Tengu, and the mischievous Tanuki. To Seta's credit they've kept the actual Japanese names and also retained the essence of each creature's legendary background. The vocabulary will twist American tongues, but it provides a neat and unusual insight into the folklore of a foreign culture.

PROTIP: You can easily defeat Kappa by firing your powered-up spear through the solid rock to hit him.

Help from Beyond

Musya puts a formidable magical arsenal at your disposal. Imoto starts out armed with only a spear, but along the way he collects a handful of power-ups and five magic spells. Lightning, Fire, and sticky Web are spirit-defying powers. Heal recovers hit points, and Help calls upon the spirit of one of your fallen comrades to fight at your side.

PROTIP: Your spear powers up to five levels. Each one increases your range.

PROTIP: Pressing Button A to spin your spear will protect you against most small enemies.

Naturally, the forces of good are on your side. The Butsuzo are mystical beings who are the Evil One's sworn enemies. If you can find them, they restore your hit points, grant you invincibility, and zap all on-screen enemies.

Make Mine Musya

Musya is a solid demon fighter that holds its own among SNES action/adventure carts. It packs plenty of strong arcade action. The graphics are unique, and the music's not bad. The accurate depiction of mythical Japanese creatures adds an interesting twist to the action. The manual even contains an entertaining recounting of an ancient Japanese legend, "Tengu's Last Trick." Get some culture with your combat, try Musya.

Musya by Seta USA

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.5	4.0	INT. Intermediate

$59.95
8 megs
Available Now

Action/Adventure
One Player

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By Video Head

The Delta City destroyer of evil-doers is back...and this time he's on the wrong side of the law! RoboCop goes renegade in this Ocean of America title. Your task (should you choose to accept it) is to get the mechanized officer-of-peace through the deadly streets of Detroit, fighting the Rehabilitation Cops (Rehabs), and rescuing your friends (Nikko and Marie Lazarus) from the clutches of the OCP Tower.

Fire One

RoboCop also scores with its weapons and controls. The sci-fi cop's got a standard arsenal, including a single-shot gun, a three-way shot, a laser gun, and a missile launcher. The interface between you and the cybercop is very tight and highly usable. You easily select and swap weapons via your right or left buttons. While the action may seem slow at first, RoboCop's actually supposed to slowly thump his way through the game's fantastic-looking derelict streets. After all, who can move quickly in a ton of armor and hardware?

PROTIP: When you jump onto moving objects, note that the edges of the objects are dangerous. Land fully on the object, or you'll die!

ROBOCOP 3

Slow but Sure

The action's extremely cool as our pal RoboCop lumbers through the streets of the Motor City in this sharp-looking, single-player, walk 'n' gun action/adventure cart. Beware, though, only experienced RoboCops are gonna survive this challenge.

Sound and graphics combine to give RoboCop a jagged edge. When he hits the pavement, RoboCop's got to battle a bunch of extra evil and generally not nice Splatterpunks. Throughout the game (and in a terrifically colorful manner) the graphics give you a real sense of Detroit's desperate straights. The futuristic tin-man clumps through the littered city streets. During the later stages, he dons a jetpack to take on the Rehabs and their tanks from the air. The crisp sounds add real depth to the action and they're better than your average run-and-gun.

PROTIP: Don't bother to try to shoot or punch the bikers in Level One. Time their runs, and jump off of crates to avoid them.

PROTIP: Don't be afraid to swap weapons, and watch your bullet count 'cause it's limited.

PROTIP: Punch your way out of close-in fighting. Your weapons are useless in these situations.

PROTIP: To limit your damage, crouch when you shoot.

Tough, but not Invincible

RoboCop's challenging enough to put even experienced gamers to the test. This one-man army absorbs lots of damage during his travels. Your only hope is to survive long enough to reach the Energy Pods in each level. The folks at Ocean even put a tough time limit on each level and gave you three lives with five continues. This means you're gonna spend a lot of time right back where you started from. The downside? Beginner and intermediate gamers may find the game too frustrating.

Glorious Graphics, Rough Ride

The bottom line on RoboCop? The graphics and sound are way cool, and you and your cybercop have no problem communicating. However, this classy package is tempered by brutally difficult challenge. Some players will feel frustrated early on and find that RoboCop 3 crosses that difficult-to-nail-down line of challenge vs. fun. All in all, RoboCop's gonna blow you away!

RoboCop 3 by Ocean

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	4.5	4.0	Expert

$59.95	One Player
Available now	Continues
Action	

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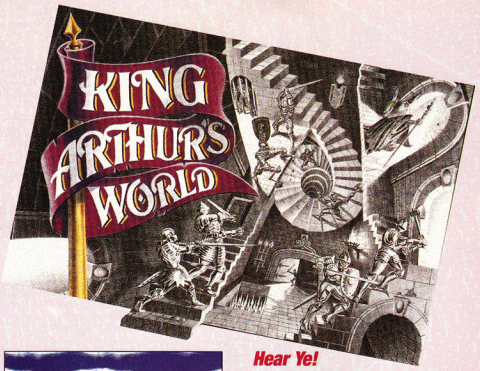
By Capt. Controller

Imagine being the King of a foreign land where troops of soldiers follow your every order and seek out gilded treasure in your name. Now, stop imagining and start playing Jaleco's latest puzzle game, King Arthur's World.



Furry Knights

Here's some bad news for history buffs: King Arthur's World doesn't correspond to any of the Arthurian legends, but it does take place in a side-view multi-scrolling medieval landscape with knights, castles, and boiling oil. The general game play is similar to Sunsoft's Lemmings. You command task-oriented mobs that, without your help, walk aimlessly into obstacles. Your mission is simple: Lead your troops from your home tent to the treasure chest at the end of the level suffering only a few casualties. Then you must move your King along the new safe path to claim the treasure. How's that for chivalry?

King and Cart

In the course of the game, you must allocate your resources and determine how and when King Arthur's Knights, Soldiers, Archers, Barrelmen, Engineers, and Wizards can best be used to overcome obstacles. The game begins with five training levels that are designed to familiarize you with the capabilities of each character. There are three realms, which contain about eight levels each of mind-bending puzzles that can be solved several ways.

PROTIP: Early in each mission, enemy troops are everywhere. Be sure that Engineers, Barrelmen, or Wizards are escorted by Knights or Soldiers.

PROTIP: To make the game easier, use the Army option at the start of the game to give yourself additional resources and troops.

Ye Royal Mouse

King Arthur's World supports a controller, or the new SNES mouse. All commands are executed by selecting icons at the bottom of the screen. You can move troops with the directional pad, or by moving the mouse.

PROTIP: You must always protect King Arthur. Use Soldiers or Knights to scout out the territory before allowing him to leave the base tent.

PROTIP: Enemies use deadly slingshots from the roofs of castles, forts, and buildings. To defeat them, have your Engineers build and operate a Catapult. It takes three Engineers to operate it. Be sure to adjust the trajectory.

Hear Ye!

Not only does King Arthur's World make history by being one of the first mouse-supported games for the SNES, it also is one of the first to offer stereo surround sound. Although the tunes aren't symphonically spectacular pieces, they are kind of catchy and definitely cute.

See Ye!

The folks at Argonaut Software, this cart's developer, did a great job of making the characters and backgrounds very colorful and full of animated life. Although the detailed sprites aren't very large, they are easy to distinguish. For instance, you won't confuse an Archer with a Barrelman.

Re-Quest Ye!

If you're looking for a fast-paced puzzle game, chances are you'll become frustrated with the slow pace of this game. However, if you want an intriguing strategic puzzler that requires creative thinking, journey into King Arthur's World. You'll want to play it day and knight.

King Arthur's World by Jaleco

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

Price not available	One Player
Available March	Passwords
Puzzler	Surround Sound

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By Willy Y. Pout

Grrr...Here's a monstrously popular arcade classic for the SNES that promises a beastly time. King of the Monsters is an interesting beat-em-up game with a mutant twist.

Street Fighters, Too

Prepare for destruction on a grandiose scale as you take off on an eight level rampage through four of Japan's biggest cities – Okayama, Osaka, Kyoto, and of course, Tokyo (the capital of creature movies). Impossible? NOT...that is, not if you're a gigantic Supercreature.

puter or go head-to-head against one of your friends in the two-player mode. You can even choose the same monster for mirror-image, head-to-head bashing.

King Pin

The rules of this beastly wrestling match are simple – pin your opponent for three counts and you'll be King of the Monsters. If neither monster pins the other and time runs out, both monsters lose.

Creature's Features

Although the Supercreatures all have similar moves and powers with slight variations on some special maneuvers, the only real difference between them is the way the moves are animated. Too bad there weren't more strengths and weaknesses.

Tanks a Lot

The Supercreatures can also snag passing military vehicles and use them as weapons. Crush tanks and battleships before you pick them up. Jump and grab planes and helicopters out of the sky.

PROTIP: Although these military weapons come in handy, their main purpose is to protect the city from you! So, be careful! Their bullets will damage your life gauge.

KING OF THE MONSTERS

PROTIP: Score extra damage against your opponents by slamming them into the high voltage wire that cages them inside the cities.

PROTIP: Wait until the other monster's life gauge reads zero, and then pin him down.

You wreak havoc in King of the Monsters as any one of four equally-matched, gigantic Supercreatures. As a mostrous mutant, challenge the computer or go head-to-head against one of your friends in the two-player mode. You can even choose the same monster for mirror-image, head-to-head bashing.

Mediocre control means your Supercreature doesn't always do what you want. Each monster can run, jump, kick, punch, charge, and pull off a combination of holds and throws. Each also has a special weapon that they can beam at their opponents and a unique charge move. Unfortunately, although these moves look different, they do similar damage. Collect power-up points to increase the strength of your creature's special attacks and their special weapon. Power-up points appear when you slam a monstrous opponent to the ground.

PROTIP: The special weapon beam takes a few seconds to generate. Use it only while your opponent is down.

PROTIP: Use the charge move as your opponent gets up.

PROTIP: After they bounce off the high voltage line a first time, use your monster's charge move to slam the opposing monster against the line one more time.

The End

Although it's a howling good time, King of the Monsters for the SNES is not as good as the Neo•Geo and arcade versions of the game. The screen is cluttered with graphic details, and the animation is pretty average. However, the sound does a good job of mimicking a typical Godzilla vs. Ghidra film. Adding up all the pros and cons, the fiery action, cool moves, and icy-hot fun (especially in the two-player monster-mashing mode) still make for a royal good time. King of the Monsters will bring out the savage beast in every gamer.

King of the Monsters by Takara USA

Graphics	Sound	Control	FunFactor	Challenge
3.0	4.0	3.5	4.5	ADJ. Adjustable

$59.95	Beat-em-up
12 megs	Two Players
Available now	Continues

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SUPER NES PRO REVIEW

By Scary Larry

Here ye, all Dragon slayers! It has come to our attention that unemployment amongst ye of the dragon slaying profession hath gone through the roof. Well, ye need look no further, nor doest thou need to scanneth the want ads. We have the opportunity thou seeketh.

Charcoal Breath

If your blood runs hot at the mere mention of lizardly goings on, then Data East has a side-scrolling, action/adventure SNES cart that should singe your sinuses. Dragon's Lair is here, and although it's not a true portover of the classic animated laserdisc arcade game, it has the feel and fun of the medieval mishaps that made the original a smash hit.

PROTIP: Beware of the boiling battlement pots! The ground around them is very slippery. If Dirk isn't careful, he'll end up doing the Camelot trot right off the ledge.

PROTIP: If you're having trouble finding the right exits on dungeon levels (there are sometimes more than one), try to drop all the way to the floor and look for water. Swim to the right to find the real exit.

Dare to Be Different

In this alternating two-player game, you recreate the role of Dirk the Daring. Dirk must battle through five Stages with 25 levels of nail-biting, sword-swinging action in search of his beloved Daphne, who's been kidnapped by the evil Mordroc. As Dirk, wind your way through Mordroc's castle by fighting across the embattlements, into the interior, and finally into the rank, reptilian bowels of the castle. In one hand, you carry your trusty sword; in the other, an assortment of Dragon-slaying items, such as Axes (very weak), Knives (better), and Shurikens (the best). You also discover, in true adventurer fashion, an assortment of goodies, like shields, 1-ups, weapons, and coins.

PROTIP: Don't break the crystal while you exit from the first dungeon. If you do, you'll receive the axe, which is ineffective against the powerful snake boss on the next level.

PROTIP: Be very careful when you throw shurikens – one miss and your weapon boomerangs back at you.

Dragon's HO!!!!

You're gonna need all the weapons you can acquire and more to battle the ugly assortment of characters hangin' out around your homeboy. In addition to the snakes, bats, monkeys, and a very persistent, annoyingly-accurate dragon, there are haunted anvils, false floors, burning ropes, and other inanimate dangers. You actually have to think to get

past some obstacles, unlike some hack and slash games. Warning: If you like your fighting straightforward, you might find Dragon Lair's puzzles a frustrating jaunt.

PROTIP: Anvils that don't vibrate when you move near them are safe to touch. You'll need to move these GENTLY to cover unseen fires below you.

Dungeon Drudgery

Dragon's Lair has a few nicks in its shield. The game requires you to make some fairly difficult leaps of faith, which show you what it's like to fall off a castle. The graphics, though clean and well-animated, tend to be repetitive and the levels don't change (Battlement, Interior, Dungeon).

All in all, the challenge of this game should attract arcade slashers, while the cartoony graphics will appeal to kids. Hopefully, you're up to the quest, because Daphne's time runneth ever shorter.

Dragon's Lair by Data East

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

$49.95	Action/Adventure
4 megs	Two Player
Available December '92	Password

Bubsy: Claws Encounters of the Furred Kind

By Feline Groovy

You've been following his tail for the past several months in GamePro. Now, our bobcat with a 'tude is hopping close to his SNES springtime finish. Welcome to Bubsy's unveiling.

Spinning Yarn into Gold

The Earth has been invaded by Woolies, the inhabitants of the planet Rayon. They're in search of yarn, which fuels their high-fiber plasma engines. Aware of their Woolie planet's wool shortage, Rayon's Twin Queens, Polly and Esther, have sent their best Yarn Plated Saucers of Silk to gather more string – but they didn't reckon on having to deal with a yarn-spinning critter like Bubsy.

With a Sonic-like twist, Bubsy will run, hop, and soar into your hearts by collecting yarn balls instead of rings. This kitty's sitting pretty with over 50 animated actions and a digitized voice. Both will captivate you and make you laugh through all five multi-scrolling worlds, each with three levels. The action doesn't stop, even after you've stopped chasing your tail. Bubsy ends his saga with a bonus level. While you claw your way through this cart, don't forget to stop and take a look at the colorful, cartoony, elaborate graphics. If you like its looks, wait till you hear the music and sounds.

In addition to Woolies, Bubsy catfights with a prairie full of enemies, such as Horny Toads, Gila Lizards, Giraffes on Trains, Gum Ball Machines, and more. His only weapon is his furry clawed feet, but they can slap a pretty mean womp to the head.

A Pleasurable Catfight

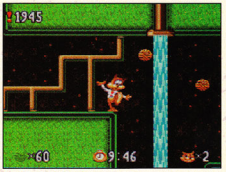
Bubsy is going to be one cool cat. But don't take our word for it. See for yourself. Bubsy will scratch out a review in an upcoming GamePro issue.

Bubsy: Claws Encounters of the Furred Kind
by Accolade
$59.95, 16 megs, Two Players, Available March

Hereeeee's Bubsy.

Bubsy's job can be a cheesy business.

Glide through the air with the greatest of ease.

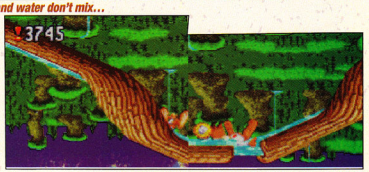


Lookout, Bubsy!

Bubsy, the cave-dweller?

These Woolies don't stand a chance against our ball of brawn.

Like most cats, Bubsy and water don't mix…



…but he'll enjoy doing the twist in this long log ride!

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Believe it or not,

An interview with
Scott Bayless, CD developer at Sega.

the brains behind Sega CD™

What are the technical advantages of Sega CD?

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

don't wear pocket-

So the games will be more realistic?

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

protectors or glasses

What do you mean "interact"?

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

held together with tape.

Do you have a personal favorite CD game?

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

(Those guys work for our competitors.)

SEGA
GENESIS

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STREET FIGHTER II

Strategy Guide

#5

Tons of new moves and combos for Street Fighter II – Champion Edition.

PLUS! First look at TURBO Street Fighter II – Champion Edition!

Street Fighter II

Champion Edition

What's new about Street Fighter II: Champion Edition? Well, you may think you know it all, but die-hard world warriors everywhere are lining up at the arcades to get their fists on Turbo Street Fighter II: Champion Edition. Check out page 133 for more info on this hot new upgrade. Before you go, check out our rundown of the hottest moves for each of the 12 World Warriors in regular Champion Edition. Even better, Dr. Dave has kindly included his favorite Champion Combo for each of the Street Fighters. Battle-scarred vets should flip through these pages to make sure they know it all before they take on Turbo Champion Edition. Rookies, we suggest you break into the Street Fightin' circuit with the Champion Edition, and then head for the Turbo Champion Edition when you're ready for the ultimate challenge.

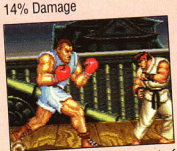
New and Improved Moves

Balrog

Balrog retreated to a battered gym in Las Vegas and worked out against five sparring partners – all at one time! When he became overwhelmed, he kept the pressure on his enemies by developing a way to use continuous Turn Punches, Dashing Punches, and Dashing Uppercuts in sequence. Anything goes in the Street Fighter circuit, so Balrog added a deadly Head Butt to his repertoire. Balrog remains vehemently opposed to kicks. Consequently, in the Champion Edition, the fistfighter uses low blows instead.

Dashing Uppercut

14% Damage



This move's the key to most of Balrog's combos. To launch a mighty Dashing Uppercut, Charge back, press Towards, and hit any kick button.

Turn Punch

25% Damage

To toss a Turn Punch, Charge all three kick buttons. Release the buttons to make Balrog whirl into action.

M. Bison

Champion Edition

Six-Hit Dashing Uppercut Combo
49% Damage

1) Leap Towards your adversary and pull Back and Down to Charge. Throw a midair Fierce just before you land.

5) With perfect timing (and a lot of luck) you can dizzy any World Warrior, except Guile, twice in a row.

2) Land, continue to Charge Down and Back, and tap Short three times from a ducking position.

3) As you throw the third Jab, immediately Push Towards and hit Short again to deliver a deadly Dashing Uppercut.

4) While standing, tap Fierce to throw a final dizzying hit.

Scissor Knee
14% Damage

Charge Back for three seconds, then press Towards plus any kick button. You'll flip out with a Scissor Knee.

Flaming Torpedo
17% Damage

Charge Back, then press Towards plus any punch button to spiral down the screen in your opponent's face. The stronger the punch button used, the faster you'll fly.

Our favorite Champion Edition Combo:

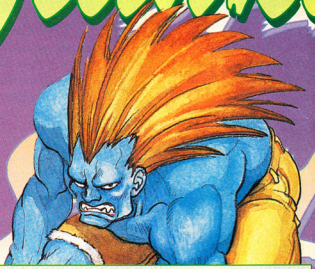
New and Improved Moves

Head Stomp
13% Damage

Charge Down, then press Up plus any kick button to blast off into the sky and stomp on the opponent's skull.

M. Bison trained in secret for the Champion Edition, and he's ready for all challengers. Now he can control his Flaming Torpedo and string several special techniques in sequence during heated battles. It's rumored that Bison draws his power from a "dark side" of psychic energy.

Blanka



Blanka returned to the Brazilian rain forest to practice his timing and precision for the Champion Edition tournament. Although he's still the beastie boy of the Street Fighter crew, Blanka can now keep himself under control when he executes the Rolling Attack. He's also befriended his fellow World Warriors, who he joins in seeking M. Bison's destruction.

Our favorite Champion Edition Combo:

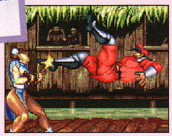
Seven-Hit Re-Dizzy Combo

43% Damage

1) After you've made your opponent dizzy and knocked him down a first time, immediately use a Roundhouse Slide to move extremely close to the fallen body. While sliding, Charge Back to use the Scissor Knee.

2) As the dizzy opponent stands up, duck. While still Charging the Scissor, throw three ducking Jab Punches.

3) While Charging, stand up and press Jab to start the Two-in-One while at the same time preparing to use the Knee.



4) Now quickly press Towards plus Forward Kick to execute the Two-in-One Scissor Knee technique.

5) The Knee will nail the enemy twice.

6) Duck and toss a Strong Punch.

7) Complete this devastating combo with a standing Forward Kick. You can use this combo to daze the enemy over and over until he or she is a quivering mound of flesh! The key to pulling this combo is careful, controlled, Jab button presses.

New and Improved Moves

Improved Rolling Attack

14% Damage

Charge Back, then press Towards plus any punch button to use Blanka's improved Roll. Now he'll stop over an enemy's fallen body instead of rolling right past it.

Easy Electricity

17% Damage

Tap any punch button to fire up Blanka's Electricity in a jiffy. You can fry enemies quickly and efficiently.

Chun Li

Our favorite Champion Edition Combo:

Roll Into Bite

25% Damage

1) If your opponent is a full screen's distance away from you, Charge Back. Then, press Towards plus Strong to use the Rolling Attack.

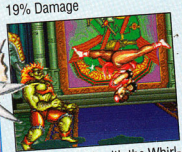
2) As you land, immediately press Strong again for an instant Head Bite move!

3) If you're approximately half a screen away from the enemy, use a Jab Rolling Attack instead of Strong to Roll right into the Bite.

New and Improved Moves

Improved Whirlwind Kick

19% Damage



To go into orbit with the Whirlwind Kick, Charge Down, and then press Up plus any kick button. Chun Li's Champion Edition Whirlwind Kick is faster, and it does more damage even if it's blocked.

Improved Lightning Leg

14% Damage

Leap Towards an opponent while rapidly tapping any kick button. Chun's Lightning Leg does more damage in the Champion Edition, even if the opponent blocks the move!

Chest Flip Kick

7% Damage

Leap Towards the enemy and hit Forward to deliver a deadly kick to the chest. Afterwards, Chun automatically flips backwards out of danger.

An acrobat at heart, Chun Li worked out at the gym and developed new applications for her famous midair moves. Now she can flip away to safety, or somersault and kick enemies to confuse them. Her new aerial maneuvers are very distracting to her foes.

Champion Edition

Our favorite Champion Edition Combo:

Roundhouse Lightning Leg

35% Damage

1) Jump Towards the enemy with a Fierce.
2) As Chun Li lands, simultaneously hit Fierce and rapidly tap Roundhouse. First, the Fierce will deck the opponent.
3) Then, the Lightning Leg will "kick in."

Triple-Hit Combo

21% Damage

1) If your opponent is dizzy, stand close and toss a ducking Jab.
2) To complete the combo, fry your opponent with a Two-in-One Yoga Fire.

New and Improved Moves

Two-in-One Yoga Fire

15% Damage

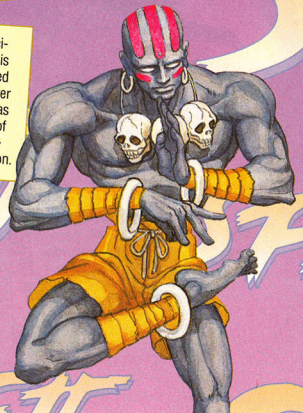
Stand close, pull straight Down, and hit Forward to deliver an ankle kick. While you're using the ankle kick, immediately complete the controller motion to blow a Yoga Fire.

Instant Spear/Torpedo

10% Damage

Jump Up, and then press Down plus Fierce or Roundhouse to execute the Instant Spear/Torpedo. In Street Fighter II, Dhalsim could only pull this move at the peak of a jump. In the Champion Edition, he can pull it anywhere, anytime!

Followers of the Yoga discipline know that perfection is impossible. Dhalsim studied theories of velocity, and after extensive meditation, he was able to improve the speed of his body attacks in preparation for the Champion Edition.



Dhalsim

Guile

Although Guile can throw waves of sound at his enemies, he realized he had no way to propel his body during a battle. To compensate for this weakness, Guile developed a knee thrust technique which will surprise and bewilder his opponents. He also used an Armed Forces obstacle course to practice flipping head-over-heels into the air. The result is a deadly, double-hit, Flash Kick maneuver.

New and Improved Moves

Double-Hit Flash Kick 17% Damage

Charge Down, then press Up plus any kick button to use Guile's Flash Kick. If you use the Roundhouse button to deliver the Flash Kick, you'll nail the opponent twice with this improved technique.

Knee Thrust 8% Damage

Hold Back or Towards and press Forward Kick to slap a flying knee right in the enemy's face.

Four-Hit Standing Flash Kick 45% Damage

1) Leap Towards the enemy. As you fly through the air, hold Charge Down. While jumping, throw a Fierce chop to the head just before you land.

2) Now land, and begin to push Up to use the Flash Kick. Midway through the motion, use a Fierce standing Uppercut.

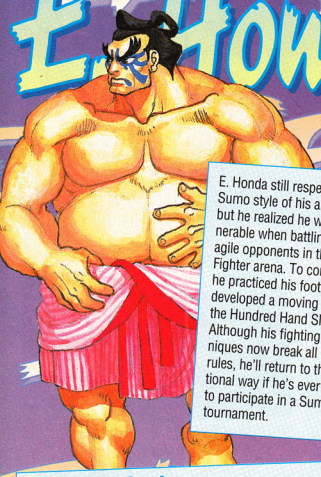
3) Complete the Flash Kick motion and push Roundhouse.

4) If your opponent's large, the Flash Kick will double-hit for a total of four hits.

Our favorite Champion Edition Combo:

Champion Edition

E. Honda



E. Honda still respects the Sumo style of his ancestors, but he realized he was too vulnerable when battling more agile opponents in the Street Fighter arena. To compensate, he practiced his footwork and developed a moving version of the Hundred Hand Slap. Although his fighting techniques now break all Sumo rules, he'll return to the traditional way if he's ever invited to participate in a Sumo-only tournament.

New and Improved Moves

Head Bash
20% Damage

Hold Towards the enemy and push Roundhouse to grab your enemy's skull and slam it with your knee.

Moving Hundred Hand Slap
11% Damage

Tap any punch button rapidly to activate Honda's Hundred Hand Slap. In the Champion Edition, you can move left and right while in mid-Slap.

Body Splash Combo
31% Damage

1) Leap Towards the enemy and position yourself to land on the other side of his or her body. As you fly, press Foward to take a dive with Honda's Sumo Splash.

2) Land, turn around, and immediately press Forward while ducking close.

3) The double-hit Knee Bash plus Splash add up to a triple-hit tidal wave.

Our favorite Champion Edition Combo:

Champion Edition

Ken

Tired of people calling him a Ryu clone, Ken decided to prove his individuality by adding spice to his special techniques in the Champion Edition. Brash and impatient, Ken pumped up his leg speed to make his Hurricane blow over enemies faster than ever. He also gave his Dragon Punch a longer reach. Some say Ken has become too reckless for his own good.

Ryu

Our favorite Champion Edition Combo:

Four-Hit Dragon Punch Combo 57% Damage

1) To add a quick but effective opener to the Triple-Hit Dragon Punch Combo, leap Towards the enemy. As you fly, use a Roundhouse Kick.

2) Just as you land, pull Towards and execute a Standing Fierce.

3) Close this killer combo with a Double-Hit Dragon Punch.

4) The fourth hit will more than take your opponent's breath away.

New and Improved Moves

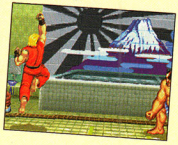
Improved Fireball
7% Damage

Press Down, Down-Towards, Towards, and any punch button to throw faster-than-ever Fireballs.

Improved Hurricane Kick
14% Damage

Ryu's Hurricane Kick is deadlier than ever. Press Down, Down-Back, Back, and any kick to fly forward with a devastating spinning kick. Now, one hit will knockdown the opponent.

Improved Double-Hit Dragon Punch
33% Damage



Press Towards, Down, Down-Towards, and any punch button to throw a quick Uppercut. If you Fierce Dragon Punch close to the enemy, you'll score two fast hits. The Dragon Punch has a longer reach in the Champion Edition.

Improved Hurricane Kick
6% Damage

Ken's Hurricane Kick is faster in the Champion Edition. Press Down, Down-Back, Back, and any kick button to execute this deadly spin-kick move.

Completely dedicated to perfecting his Shotokan karate art, Ryu diligently practiced his Fireball move inside a peaceful dojo until the flames shot out from his fists faster than any mortal had ever seen before.

One day he journeyed to a secluded beach. Just as a storm broke, he executed his Hurricane Kick. The wind swept him into the air, and he learned to spin higher during battle.

Champion Edition

Our favorite Champion Edition Combo:

Fireball into Dragon Punch

1) This Ryu standard works well with many of his opponents in the SNES version and the Champion Edition. Toss a Fireball.
2) If your opponent jumps over it, quickly move Towards him and annihilate him with a Dragon Punch as he's coming down.
3) This move's easier if you leave the joystick pushed Towards after you've tossed a Fireball. You're then poised for an instant Dragon Punch.

Tiger Fireball

9% Damage

Push Down, Down-Towards, and Towards to begin the motion. Then press any punch button to throw a high flame strike, or press any kick button to toss a low Fireball.

Four-Hit Knee Combo

38% Damage

1) Jump Towards the opponent and throw a Roundhouse Kick.

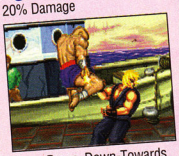
3) As you use the Short, bust the Tiger Knee motion as described in the Two-in-One Tiger Knee technique.

2) Land, and use a standing-close or ducking-close Short Kick.

4) The Knee will double-hit, adding up to four hits. If you're too far away from the opponent to connect with Step 2's Short Kick, skip it and use the Knee for three hits.

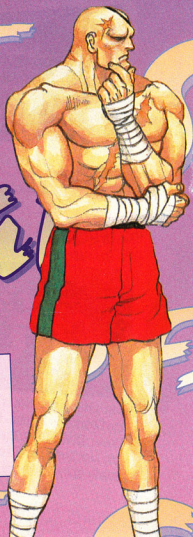
Tiger Knee

20% Damage



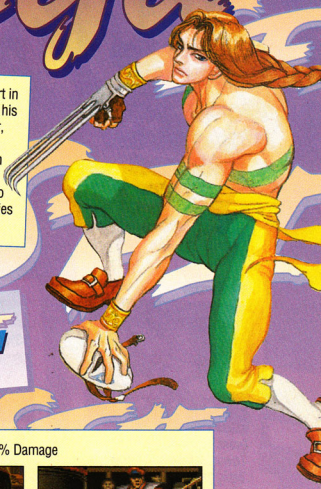
Press Down, Down-Towards, Towards, Up-Towards, and any kick button to slam the opponent with a flying knee.

Sagat



Sagat still cherishes the heritage of his progenitors. After lengthy research and practice in his Thailand home, he perfected the dreaded Tiger Knee move, which hadn't been executed correctly in this world for hundreds of years. He also developed a throw he can use on his small of stature Champion Edition opponents.

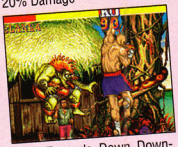
Vega



Vega practices his martial art in the pastures of Spain. From his part-time job as a bullfighter, Vega learned a technique to grab, choke, and knockdown raging bulls. He brought his new move into the fight pit to stun and throw midair enemies in the Champion Edition.

Tiger Uppercut

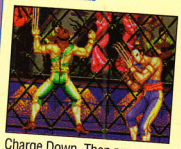
20% Damage



Press Towards, Down, Down-Towards, and any punch button to extend Sagat's limber body into an all-out Uppercut. The stronger the punch you use, the higher Sagat will jump into the sky with his fist extended.

New and Improved Moves

Wall Climb



Charge Down. Then press either Up-Left or Up-Right plus any kick button to leap up and grab the wall. Finish off the move with an Air Suplex, or spread your claws into a graceful and lethal Swan Dive.

Four-Hit Combo 25% Damage

1) Jump Towards the opponent and Charge Back while you're flying. Just before you land, throw a Fierce.

3) As you press Short, immediately complete the controller motion to execute the Tumbling Claw. The double-hit Claw polishes off this lethal four-hit combo.

2) Land, and use a Short Kick while still Charging Back.

Our favorite Champion Edition Combo:

Tumbling Claw

14% Damage

Charge Back, then push Towards and tap any punch button to tumble with an outstretched claw.

Zangief

New and Improved Moves

More than anything else in the world, Zangief loves a fair fight. When his defeated enemies cried, "Foul!," after Zangief crunched their skulls repeatedly with Spinning Pile Drivers, he decided to give them a break. He now bounces Pile-Driven foes to safety in the Champion Edition. Similarly, Zangief considered his foes' Fireball techniques unfair. To disrupt their projectile assaults in the Champion Edition, Zangief copied former rival Mike Haggar's Spinning Clothesline.

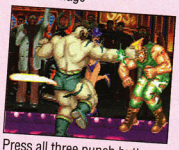
Improved Spinning Pile Driver

43% Damage

Press Towards, Down-Towards, Down, Down-Back, Back, and then Towards plus any punch button to use Zangief's Spinning Pile Driver. In the Champion Edition, you'll bounce away to safety after you use the maneuver.

Moving Spinning Clothesline

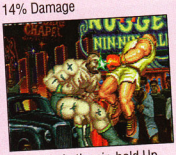
13% Damage



Press all three punch buttons together to spin with outstretched fists. Now you can move while you spin!

Improved Stomach Crunch

14% Damage



Jump Up in the air, hold Up, and press Strong or Fierce to flatten flying foes. Use the Crunch to knock the opponent dizzy in just two hits!

Champion Edition

Our favorite Champion Edition Combo:

Clothesline Combo 28% Damage

1) Leap Towards the opponent and be sure to land on the other side of his or her body. While flying, bust a Fierce Body Splash.

2) Land, and use a ducking Short Kick or Jab Punch.

3) Quickly tap all three punch buttons for a Spinning Clothesline finisher.

TURBO STREET FIGHTER II

Champion Edition

If you thought you'd seen everything Street Fighter II: Champion Edition had to offer, think again. Capcom's created a new version of the game, Turbo Street Fighter II: Champion Edition. If Turbo Champion Edition hasn't made its way to your local arcade, plead, beg, harass, and demand until the arcade contacts Capcom. The new version of the game, which is available now, is a simple upgrade kit that adds on to existing standard Champion Edition units. Unofficial Turbo versions have floated around for some time, but they're glitchy and not worth your playing time.

Look for this title screen to know that you're playing the official Turbo Champion Edition.

What's New?

The first thing you're gonna notice about Turbo Champion Edition is the speed. Turbo's game play is 10% faster than the Champion Edition. More speed means lightning fast combos, which ups the challenge for even veteran fighters. Plan on relearning your timing. It's more crucial in this version than ever before. Miss a combo, and a good opponent'll have you dizzy in an instant.

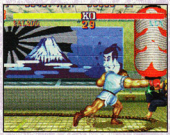
Sound and graphics remain the same, except for characters that have new moves. New moves? Yes, you heard us right. Capcom's reprogrammed different parts of the game to give each of the characters roughly equal strengths and weaknesses. They've removed some cheap traps, weakened some of the stronger characters, and buffed up some of the weaker characters with new moves. Read on for the low-down on the changes we've discovered so far.

Balrog

Turn Punch

Balrog's Turn Punch is even deadlier in Turbo Champion Edition. He now has the ability to Charge it to different strength levels. For every two seconds you Charge the punch, the power goes up about 10%. Connect with a fully charged Turn Punch, and you'll wipe out 50% of your opponent's life bar! By saying "one," "two," etc., a digitized voice lets you know how charged the punch is when you deliver it. If your punch is fully charged, you'll hear the word "final."

To use the new Turn Punch with deadly efficiency, press and hold down all three punch buttons to Charge to the max. While still holding the punch buttons, use the kick buttons to try and dizzy your opponent.



Once your opponent is dizzy, immediately let fly with the fully charged Turn Punch to annihilate them.

Dashing Punch

Good news for Balrog fans! In Turbo Champion Edition, the mighty man's Dashing Punch hits high…

…and low! This makes it easier to keep those deadly combos rolling, even if your opponent ducks.

Ducking Uppercut

Balrog's Ducking Uppercut used to fly over standing close attackers. Now it hits them high and does some serious damage.

Bison

In the original Champion Edition, lots of gamers felt Bison

was much stronger than the other characters. Battle-scarred battlers hated his "cheap" corner moves.

Watch out Bison! Capcom's adjusted the big boss' moves so that he's not quite the man he was before. First off, the Flaming Torpedo isn't quite as deadly. Do the Torpedo with a Fierce, and you'll deliver three hits instead of the four or five in the Champion Edition. Perform a Flaming Torpedo with the Jab button, and you'll discover it only hits one or two times.

To tone down Bison's deadly corner traps, Capcom altered Bison's moves so that opponents can stop the Scissor Kick with a crouching Jab. Although Bison's combos are still deadly, Bison players will find the re-dizzy is very difficult. It's best to begin Bison combos with a Scissor Kick since it's easier for your opponent to block the attack.

Chun Li

You asked for it, you got it! Chun Li's got the most noticeable change in the game. She now tosses deadly Fireballs!

To execute Chun's firey new projectile, press Back, Down-Back, Down, Down-Towards, Towards, and Fierce punch. Chun Li can use her Fireballs to block oncoming enemy projectiles.

You can use Chun's Fireballs as part of Two-in-One moves. Deliver a ducking Foward Kick.

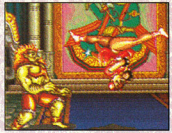
As you're kicking, begin the Fireball motion.

Finish by tapping Fierce to toss the Fireball.

Combine the Fireballs with existing moves to create new and deadly combos, like this Three-Hit Fierce Fireball. Jump Towards, and tag your opponent with a flying Fierce.

Then land, and nail them with a standing-close Strong. While you're tagging them with the Fierce, begin the Fireball motion.

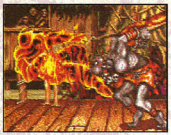
Conclude the combo by hitting Fierce a final time to deliver a deadly Fireball.



If Fireballs aren't enough for you, Chun Li's also got a new and improved Whirlwind Kick. Now she can execute this deadly move while she's jumping. Just Charge Down, jump, and then press Up plus Short. Surprise your opponents by adding the Helicopter Kick to your combos.

Dhalsim

The rubber man's got a new mysterious move that'll leave opponents dazed and confused. Just Charge Down and then press Up, followed quickly by two buttons simultaneously. Depending on which buttons you choose, Dhalsim will disappear, Teleport, and reappear in a different area of the screen.

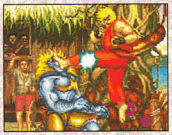


Dhalsim can use this move to escape or to try and catch his opponents off guard and nail them with a combo.

Honda

Honda's Head Butt is now deadlier than ever. He can even use it to travel through Fierce Fireballs! Activate Wide Boy's Head Butt just before the Fireball hits you. You'll travel through the Fireball and smack your opponent. Even better, the Head Butt is now fast enough to use in combos.

Ken/Ryu



Now the dynamic duo of Ken and Ryu can use their Hurricane Kick while they're jumping. Press Up to jump, then before you reach the peak of your jump, press Down, Down-Back, Back, and then press Short and Forward simultaneously. This enables you to fly into the Hurricane move in midair. Use the Hurricane Kick as part of your combos to blow away suprised opponents.

Sagat

In the Turbo Champion Edition, Sagat's Tiger Uppercut was too easy to stop in mid-move.

In Champion Edition Turbo, the Tiger Uppercut is instant. It's easier to catch your attacker off-guard.

With its new speed, the Tiger Uppercut is a nice move to include in a three-hit combo.

Vega

Vega's Tumbling Claw is new and improved in the Turbo Champion Edition.

Instead of rolling once and then jabbing with his Claw, Vega rolls three times very fast and then sticks out his claw.

This enables Vega players to attack with the Tumbling Claw from farther across the screen.

Even more deadly, use the Tumbling Claw to trap opponents in the corner and deliver up to five hits. You'll hit once for each roll, and twice for the Claw.

Featuring all 12 World Warriors - Champion Style!
M.Bison
Sagat
Vega
Chun Li
Ken
Dhalsim
Blanka
Guile
Balrog
Ryu
Zangief
E.Honda
FRANCIS MADURE

Take It To The Streets...

CRASH 'N' THE BOYS™
STREET CHALLENGE

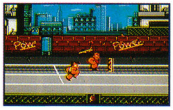
"Crash" Cooney and his posse from Southside High own every sports record in Spring Hill history. Legends? Heroes? Not in this town—where Todd Thornley and all the rich snobs up on the Hill think Southsiders are low-lifes.

So Todd and the silver-spoon mama's boys at the three "Hiller" schools have issued a desperate challenge to save their fading reps: Let's take it to the streets in the Southside...no rules...no refs...no penalties—and we'll see who comes out in one piece.

And just in case the Hillers can't handle Crash 'N' The Boys, Todd's rich daddy has fielded Team Thornley—a ringer group of super-athletes from Thornley Industries.

Five radical events. Five motivated teams.
Five members per team. Only one winner.

Hot Sports Action For 1-4 Players!



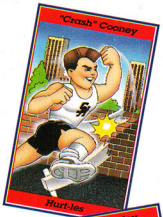
Southside's Crash Cooney sets another 400M Hurt-les course record. Crash and the Southside Boys—Cheese, Noise, Dragon and Sting-Ray—put the Hillers to shame.

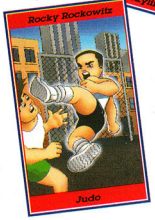
Todd Thornley forgets to let go and takes a ride in Hammer Throw Golf. His Washington High team has been humiliated by Crash once too often. This time it's personal.

"Spreck" Speckles, Jefferson High's captain shows his lethal moves in the Water Slaughter. He thinks Lincoln and Washington are almost as bad as Southside. Almost.

Artie Van Smythe vaults from rooftop to lowering rooftop in the Skyline Scramble. Lincoln High's team captain despises the Southsiders—especially Crash.

Rocky Rockowitz makes use of the devastating super kick in the Judo event. The elite, computer-controlled Team Thornley is out to crush Hillers and Southsiders alike.





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THE UGLY!

THE BAD

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

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Super S... Softw... Shoot...

Special Feature

By Boss Music

It's a showdown at high noon for the Super NES Super Scope. The first round of compatible cartridges has finally been fired, and from the gun smoke in the air we can tell more games are on the way. Check out five new Scope software reviews and previews. You decide if these games deserve a 21-gun salute.

The Federal government's mainframe computer system has malfunctioned and unleashed a series of nuclear strikes targeting the very people it was supposed to defend. It's up to you to prevent global X-termination. Let the War Games begin!

X Marks the Spot

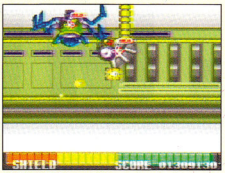
X-Zone by Kemco is the class of the SNES Super Scope carts currently on the market. It's the first game ever to utilize the Cursor button, which projects a cross hair on-screen, enabling you to shoot without looking through the gun sight. This is a great new feature, backed up by an X-cellent, if fairly short and straightforward, first-person shooter.

Shoot first and forget about the questions.

In the game, you're on a solo commando mission. Your assignment is to blow up the computer's X-Zone perimeter defenses, blast through the door, pulverize the interior guardians, and rearrange the CPU's microchips with machine gun bullets and homing missiles. No pansy strategizing, talking, or RPGing here – just good ol' fashion shoot 'til it stops hovering.

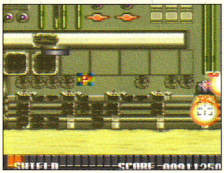
Zoned Out

At any given time, this game tosses an unbelievable number of nasty, but good-looking enemies on-screen, breaking all SNES laws for maximum sprites without slowdown. Mix yourself a coffee and a Jolt cola milkshake, chase it back with a handfull of Vivarin, and you're just about ready for this game's intensity level.



PROTIP: When you're confronted by a barrage of baddies, sweep your Super Scope across the screen to mark them with red indicators. Then release the fire button to launch a volley of homing missiles!

In Stage 1, you parachute down to the X-Zone in question while the ground and gaggle of enemies rush towards you in a Mode 7 extravaganza. Stage 2 scrolls you across a windswept side-view desert. Stage 3 is a side-scrolling break-in attempt. Stage 4 is a 3-D forward-scrolling area with long, twisting, indoor tunnels filled with creepy crawlies. The Cursor control is flawless, but for some unfathomable reason, normal shooting through the gun sight is misaligned and unplayable. The Cursor is the best, and only, way to play. Speaking of play, you'll get plenty of it since continues are limited to three. X-Zone's challenge is also adjustable, and the game has multiple endings.



PROTIP: In Level 3, nail the wall's built-in guns for easy power-ups.

A/V X-tasy?

X-Zone has some really slick visual FXs and great pix of smooth-moving enemies, but the background color shading is simply below par compared to the top of the SNES class. When you only have one music track for an entire game, it better be fairly catchy. Fortunately, X-Zone's is. The sounds are winners.

Good Gunnin'

You always want more of a good thing. While not graphically superior, X-Zone is short and sweet. If you're a Super Scope slinger, definitely add X-Zone to your target practice routine.

X-Zone by Kemco

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.5	4.0	ADJ. Adjustable

Price unavailable
4 megs
Available December '92

Shoot-em-up
One Player
Limited continues

cope are Out

If you think professional wrestling, tractor pulls, and roller derbies are cheesy, you ain't seen nothin' yet. In the 21st century, the successor to those Big Foot vs. Bigger Foot monster truck showdowns is an attraction called Battle Clash. Two humans suit up in giant robot mechs and fight to the death. Guess who's the next lucky contestant?

Clash of the Titans

Battle Clash by Nintendo is a somewhat strategic one-on-one shoot-em-up for the SNES Super Scope. Although not particularly deep or complicated, it's a fun, visually appealing cart for one or two alternating players.

PROTIP: Put up or shut up when you face these guys!

As Clasher Mike Anderson, you're out to avenge your father, who was defeated by a mysterious honor-wrecker named Anubis. You battle through a tough-as-nails lineup of ill-tempered warriors. These guys have the personalities of truck drivers. Their mean machines are bad to the bolt. Some crawl, some walk, some fly, and all shoot.

In the nine Clashes, you take a first-person look at the opposition and attempt to pick apart their weaknesses as you intercept incoming fire. You get

PROTIP: Tasha's deceptively fast. Counter her shots with machine gun fire and toss Bombs when she slows down for a midair breather.

normal bullets, the big bang Charge Shot, Bombs, Lasers, limited use of the Cursor function, a Shield, and a power-up. The two-button control is flawless. Your enemies even bust some smooth moves of their own, such as Edward's disappearing act and Lorca's dance attack.

PROTIP: Nail Alfred's three orbs with maximum-powered charge blasts. Once he's defenseless, blow off his pinhead.

Battle Clash is suspiciously similar to a Genesis game called Death Duel, but in many ways superior. The speedy-scrolling visuals give this cart a constant feeling of motion. The color shading is good. The enemies can be truly massive, and the music score is a finger-snapper. However, don't expect to see any blood gushing when you dismember your enemies.

One Night Only! One Night Only!

Battle Clash is an evening's entertainment. Rearranging the enemies' body structure is a thrill-a-minute, but it doesn't last forever. Adjustable challenge means this game's for gamers of all levels, but unlimited continues take you to the end quickly.

There is a semblance of a story line behind Battle Clash, but it's really 100% pure, senseless violence. Ain't it great? If you stomp and whistle whenever you see the Gorgeous Ladies of Wrestling or a really intense pig radio, Battle Clash is probably worth the price of admission.

Battle Clash by Nintendo

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

$42.99	Two Players
Available now	Unlimited continues
Shoot-em-up	

If Tom Clancy (author of "The Hunt for Red October") ever envisioned a video game based on his work, this SNES version by Hi-Tech would not have been it. Instead of a realistic simulation of commanding a claustrophobic, high-powered, super sub, you get a generic, side-scrolling shooter for the standard controller with a weak Super Scope sequence.

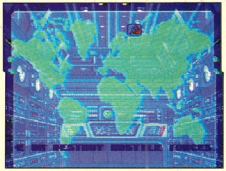
The Hunt Is On

As in the movie, you are Marko Ramius, captain of the Soviet pride-and-joy submarine – the Red October. Fed up with

Continued on page 142.

Continued from page 141.

communist oppression, you must evade the U.S.S.R.'s underwater armada to defect to the promised land – the United States. After this brief introductory mission, the game's story swerves away from the film's entirely. You embark on eight U.S. Government missions, culminating in an overthrow of the communist leadership in Russia.



Red October's missions are mapped in the war room.

Subs Dead Ahead

While Hunt's story is creative, the cart's game play and graphics are an underwater mess. Essentially, you navigate a small-ish sub in a side-view screen and destroy or avoid endless waves of subs, battleships, and helicopters until you reach each mission's end goal. Your opponents strike fear into the hearts of no one – they're tiny, nondescript sprites. The action is uninspired, repetitive, and doesn't hold a candle to other SNES shooters, such as Axelay and Thunder Spirits. The game's music is equally sub-par.

PROTIP: If a sub closes in, don't pull up or it'll nail you. Instead, pull down and launch a SAM.

The Red October is equipped adequately for the dangers of the deep with four types of missiles, a noise cloaking device, and a radar cloaking device. However, the weapons are in limited supply, and you run out all too quickly.

Super S… Softw… Shoot…

Special Feature

Worse yet, there are no continues, which decreases your life expectancy to next-to-nil. It doesn't help that control and movement are somewhat sluggish.

Your Super Scope (or standard controller substitute) gets called in for duty whenever you touch a periscope icon and engage the Commies in a first-person sniper sequence. While this concept is unique, the execution is again poor. Your missiles are slow to reload, and you must "lead" the targets by a ridiculous length to score a hit. It's way too tough and just plain frustrating.

PROTIP: In the periscope mode, don't shoot 'til you see the whites of the chopper's cockpit.

Sink This

Hunt is not without redeeming qualities, but the lack of continues makes its virtues very hard to find. We in the U.S.A. welcome most immigrants with open arms. However, Hunt for Red October can go ahead and deport itself back to Siberia.

The Hunt for Red October
by Hi-Tech Expressions

Graphics	Sound	Control	FunFactor	Challenge
				EXP.
2.5	2.5	3.0	2.0	Expert

$54.95
4 megs
Available December

Action
One Player

Since Acclaim and its various subsidiaries have first-video-game-conversion dibs on all Midway arcade games, it was only a matter of time before Ah-nuld did his deed to the Super NES. Like the Genesis Menacer version (see GamePro, December '92), SNES T2: The Arcade Game, will enable two players to shoot simultaneously with Super Scopes and/or control pads. Mouse owners can use their rodents, too.

...cope ...are ..., Out

Two players whip out Super Scopes, controllers, and/or Mice to make a hasty waste of the Terminators.

It's not clear whether the SNES version will be able to match its coin-op counterpart stride-for-stride. However, it should come close with sweet scaling effects of the Terminator machines as they cross the devastated landscapes and stare you in the face – extreme close-up, extreme close-up!

Look who's baaaaaack – on the SNES!

Like the arcade version, the cart spans six levels that depict famous scenes from the movie, including a futuristic war zone, a truck chase, a messy office building, and an industrial factory. Essentially, you play Arnold and pump the Terminators 'til they're little metal chunks. Then you do it again. Your final target is the T-1000 morph-o-matic, who's been sent from the future to prevent John Connor from altering the past and saving humanity.

Hasta la vista, baby!

If T2 can even get within arm's length of replicating the arcade experience, all you Schwarzeneggarians will be able to sum it up in one word: "Schwing!"

Terminator 2: The Arcade Game by Acclaim $59.95, Available Spring '93

Bazooka Blitzkrieg Preview

What the heck is Bazooka Blitzkrieg anyway? A combination of heavy artillery and a really fancy chess maneuver? Wrong! BB, by Bandai, refers to yet another super-duper omnipotent computer on the fritz. You either unplug the kookoo CPU pronto, or you can pretty much expect it to reformat the world's hard drive! This game, due out in December, offers two Scope game play modes: Blitzkrieg and Boot Camp.

Nail the land speeders in Level 2.

In Blitzkrieg mode, you strike lightning-fast at the malfunctioning mainframe and its four-level army of brainwashed cyborgs. In Level 1, you scroll through side-view city streets in pursuit of the scary-sounding Sylon Deathmobile. Level 2, also side-scrolling, is a riverside hunt for renegade land speeders and choppers. Level 3 vertically scrolls you up a construction site. Level 4 is a side-scrolling foray into the computer's fortress.

The super computer's having an open house, and you're invited.

Boot Camp mode is harsher than a drill sergeant. You and up to three friends compete with each other to rack up the highest score in a shortened version of the regular game. The cart rates your performance, from Blind Bat up to Sharp Shooter. Sorry, no simultaneous action – you each take turns.

From the looks of the video tape we liberated from Bandai HQ, this game's graphics will probably be average. The background multi-scrolling is limited, the colors aren't particularly vibrant, and the skyline detail is negligible. However, the enemies are large and well-defined.

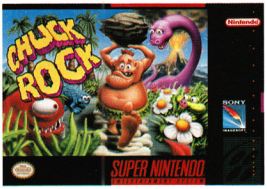
You blitz big, BIG bosses with mucho machine gun fire.

Blitzkrieg should be a solid Super Scope draftee, but we'll strap on those rubber review gloves and give it a thorough physical in a future issue.

Bazooka Blitzkrieg by Bandai America Price unavailable, 4 megs, available now

CHUCK

YOUR SU



He's fat, he stinks and he's one of the best-loved characters ever to climb his way out of the primordial slime and onto your video screen.

In this rockin' new 16-bit adventure for your Super NES,

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ROCKS PER NES!

you'll join Chuck Rock on his belly-bashing, odor-kicking, rock-tossing mission to rescue his wife Ophelia from arch-rival Gary Gritter. You and Chuck, who's equipped with a pea-sized brain and nuclear body odor, have to crush some pretty strange characters, like the wild and wooly mammoth, one mean triceratops and a saber-toothed tiger. Together, you and the Chuckster swim through swamps, travel up volcanoes and shiver your way through the ice age — all in the name of love!

Nineteen levels set in five prehistoric worlds. Eye-popping graphics and very cool animation. If you wanna rock, you gotta get Chuck Rock.

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SUPER NINTENDO ENTERTAINMENT SYSTEM

SONY IMAGESOFT™

TURBO SUPER CD

PRO REVIEW

By Otter Matic

Turbo Technologies' latest Super CD role-playing game, Dragon Slayer, takes place in the kingdom of Farlayne on the beautiful world of Isrenasa. Farlayne was ruled by good King Corwin, until a surprise attack by monsters killed him. Now, Farlayne is under the control of the evil Baron Drax, Corwin's former advisor. Under Drax, Farlayne faded into darkness. The once utopian kingdom was transformed into a city with only one hope of returning to its previous greatness – Prince Logan, Corwin's only son. As the game begins, you, as Prince Corwin, are celebrating your sixteenth birthday, and the long-awaited day of your coronation. Once you're crowned, Farlayne passes into your hands and Dragon Slayer begins. In this six-chapter quest, you draw your sword and set off to avenge your father's death and reclaim his kingdom.

Globe of Ghouls

Dragon Slayer's got all the parts to make a great role-playing adventure, but somehow they don't add up to more than an average whole. On the plus side, Dragon Slayer's got large worlds to explore and a well-done standard role-playing interface. There are two viewing screens: a fast-moving, overhead-view Adventure Screen and a typical RPG, good vs. bad, one-on-one Battle Screen. All the game's non-fighting action (travelling through and conversing with the inhabitants of towns, caves, forts, and towers) takes place in the Adventure screen.

Like the Adventure Screen, the Battle Screen is a menu-based system. It gives the vital stats on both you and your enemies. During battle, you come face-to-face with your enemies, who travel in groups of up to six. Per standard RPG fare, you can fight, defend, cast spells, heal, or the ever-popular, run! Battle-shy gamers who'd rather contemplate the story line than be thrown on the front lines can set the Battle Mode to Auto, which enables the computer to make those battle decisions for them.

During your travels, you'll encounter a seemingly endless cast of baddies, including both familiar and unfamilar role-play critters like Greenslimes, Gars, Sentries, and Snippers. With all of these meanies to drag you down, it's a good thing TTI included the ability to restart your game from the beginning of a battle in which you died – a unique feature that's a real time saver. During battle, your strength increases via the standard hit-point system. You're gonna run into quite a few battles when you step outside of the townships, but you always have the option to fight or run.

PROTIP: To get past the guards at the front gate of the Pits, go to Revere in the Northeast and address the Priest. He'll lead you downstairs to the cave, where you'll rest up and be prepared for the fight. Then, return to the Pits, and the soldiers will let you pass.

Talk Big

A standout feature of Dragon Slayer, and one you'd expect in a CD, is digitized character voices. If you want to get anywhere in this RPG, you've gotta be a good communicator. Of course, you can talk to people in each area by walking into them. Most of the dialogue scrolls along the bottom of the screen, but at every important plot development the Super CD kicks into action with digitized voices. These voices are well-done and add extra depth to the story line. If you pay close attention, these conversations will unveil the story and reveal clues. In addition to the hundreds of voice segments, Dragon Slayer has a pretty cool musical score that's different in each area.

PROTIP: Make sure you've earned enough Experience Points to reach at least Level Nine or Ten before you face the Commander of The Pits.

Lights, Camera...

On a CD, sharp animated sequences should go hand-in-hand with digitized speech, and here's where Dragon Slayer drops the ball. Although you'll see some really sharp cinema screens in the game's intro, you'll have to play to the very end to see any more. The colors and detail of the enemies during the Battle Scenes are only semi-satisfying, as well.

After you defeat the Commander and free the prisoners, you'll meet up with Giles. He'll join the group, despite Markus' protest.

PROTIP: Don't buy the Necro Armor or Weapons. They're bad news.

PROTIP: During your travels, you'll come across some very low-priced, but very special, shoes. Buy these with just a touch of gold, and they'll come in handy later on.

Dragon Slayer

PROTIP: After you recruit Giles, you must return to Revere and talk to the Priest. He'll assemble an army for you to lead against King Drax.

PROTIP: At the beginning of Chapter Two, make sure you get the Pendant of Doom's Tear from your mother, Queen Sylvia.

A Role-Player's RPG

Dragon Slayer's digitized speech, solid controls, and decent story line combine to make it an above average role-playing adventure. Unfortunately, you might expect more graphic punch from a CD. This was the first Super CD to come out in Japan over a year ago. Since then, Super CD RPGs with more cinematic power have been developed. So, expect better Super CD role-plays in the future. In the meantime, Dragon Slayer has enough challenge to keep even hard-core role-players interested to the very end. Dragon Slayer isn't the future of CD gaming, but it's a step forward.

Dragon Slayer by Turbo Technologies, Inc.

Graphics	Sound	Control	FunFactor	Challenge
3.0	4.5	4.5	3.5	INT. Intermediate

$49.99	One Player
Available now	Save game
Role-playing	

Prince of Persia

PRO REVIEW

Forgotten Worlds

By Earth Angel

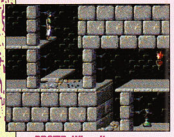
Prince of Persia is sure to win an award as the game that's been translated for the most video game systems. Too bad this Turbo CD version isn't one of the better efforts.

Déjà Vu

Since it's possible that there's someone out there who still hasn't seen Prince of Persia, here's the quick rundown. You play a Prince who's trapped in the prisons of a gigantic palace. The lovely Princess of Persia is held captive by the evil Jaffar, who's told her she must marry him or die.

Your quest is, naturally, to save the Princess. To do so, you must work your way through the 12 levels of the palace, each fraught with nasty obstacles like deadly spikes, poison potions, and scimitar-wielding soldiers. In each level, you'll twist and turn through mysterious passageways, and you've only got 60 minutes to complete them all. Luckily, you can save your game from the last level you complete.

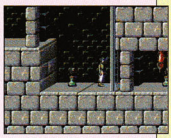
PROTIP: Don't press Down on your control pad during a sword fight, or you'll sheath your sword and your foe will slice and dice you.



PROTIP: When it appears that there's no way out, remember that you can sometimes jump and knock down panels above you.

The Heart of the Matter

Although TTI's CD version of Prince of Persia faithfully replicates the PC game, fans of the classic should note that it doesn't hold a candle to Konami's recent Prince of Persia for the SNES. Musically, Prince of Persia for the CD features a range of haunting Middle-Eastern melodies that serve to set the mood. Although the game's famous animations are precisely replicated and easily controlled via your control pad, the graphic representation doesn't have the depth found in the SNES game. Similarly, the CD's animated story line sequences are static, vs. the beautiful sequences found in Konami's Prince of Persia.



PROTIP: When you reach the first pair of potions in Level 2, quaff the one on the right, but not the one on the left. It's poison!

To Sum It Up

The upshot, if you've never seen the SNES version of Prince of Persia, take on Jaffar hand-in-hand with TTI. However, if you've played Konami's game, you may find Prince of Persia for the Turbo CD of common blood.

Prince of Persia by Turbo Technologies Inc.

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.5	3.5	4.0	Intermediate

$49.99
Available now
Action/Adventure

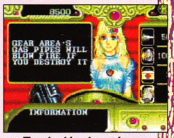
One Player
Save game

By Doctor Dave

You might remember Capcom's arcade hit Forgotten Worlds, and you're trying to forget Sega's adaption of this game for the Genesis. Well, good news, gamers! TTI's resurrected this coin-op classic in a new Super CD-ROM version. The new Forgotten Worlds has all the levels of the exciting arcade game, and it highlights the game play with even better music.

Strap On Your Bad Jetpack and Fly

In this great side-scrolling shooter, you're one of two soldiers with jetpacks. In the original arcade game, two gamers could strap on jetpacks, but only one soldier can battle in this CD disk. Alone, your mission is to bring peace to the Dust World by destroying the evil god Bios who holds the city hostage. To do so, you jet through nine, graphically spectacular stages of multi-scrolling shoot-em-up.



There's at least one shop per stage. In the shops, Silfee will help you purchase weapons and tell you information about the next boss.

PROTIP: Aim for the dragon's heart in Stage 2.

Bios is not gonna give up without a fight. He's populated the Dust World with his own evil army. You face nine awesome boss guys, including the Iceman, the Dust Dragon, the Sphinx, and the Paramecium. Beat them and you battle Bios.

Using your jetpack to navigate, you must battle the enemy with a variety of special weapons that you've purchased from shops with your Zenny, the coin of the Dust World realm. Collect enough Z's to go shopping by annhilating your foe.

PROTIP: Find hidden Zenny along the walls of the Tower of Babel.

Beware of the giant that spits through the clouds in Stage 7!

Unforgettable

Finally, someone's made a memorable version of Forgotten Worlds. The best translation to date, this game features all the levels of the arcade game and nearly comparable graphics. Even better, the arcade music's been redone to create more of a classical mood. Even without the two-player option, Forgotten Worlds is a game you're gonna want to remember.

Forgotten Worlds by Turbo Technologies Inc.

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	4.5	4.5	Intermediate

$49.99
Available now

Action/Arcade
One Player

IT'S A KO!

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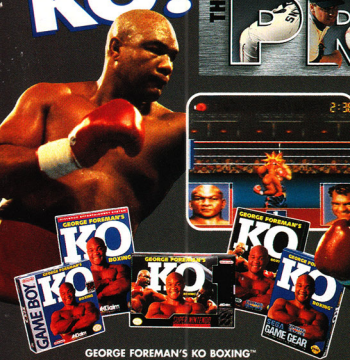

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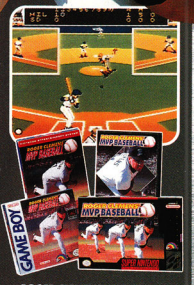

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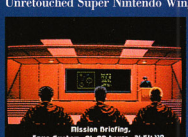
Kick Some Kilrathi Butt!

Unretouched Super Nintendo Wing Commander Screens



More than 40 separate missions that get more complex as you progress

It's like you're the star in a deep space action-adventure movie

Wingmates like "Spirit" cover your tail as you fight the tiger-like Kilrathi

Trounce the Kilrathi and be a hero-Lose and attend your own funeral

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WING COMMANDER

The 3-D Space Combat Simulator

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TURBOCHIP

PRO REVIEW

By Andromeda

An evil sorceress has conjured up enough black magic to put all of the Zodiac signs under her power. She's sent them out into the world to wreak havoc, and there's only one thing that can stop her – a Slinky!?

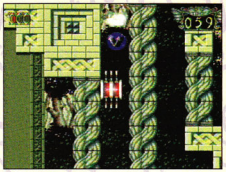
Head-Over-Heels

Somer Assault is a highly original, one-player, action/puzzle game with a great deal of flexibility, but not a lot of long-term playability! Your task is to search 12 different mazes, each hiding one of the 12 signs of the Zodiac. During your labyrinthine search, you'll have to figure out how to get past different obstacles, and you'll have to shoot to defend yourself from the enemies guarding each maze. When you find the Zodiac boss hidden in each maze, you must defeat him to move on to the next level.

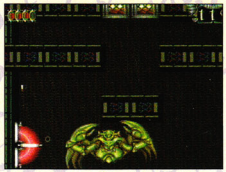
Sounds pretty run of the mill so far, right? NOT! What makes Somer Assault interesting and unusual is that the game's hero doesn't have bulging muscles, sharp teeth, or any other standard video game hero qualities. This game's star looks like a piece of elbow pipe with flexible joints, and it moves like a Slinky, end-over-end.

Somer Assault plays well, but it grows somewhat monotonous in the long haul. Learning to maneuver the little creature is absorbing at first. You must figure out how to move him from block to block, where to jump, how to shoot, what happens when you touch different blocks in the mazes, and which power-ups are the most helpful.

Unfortunately, once you've figured out the game's basics, the challenges from level to level don't vary much.



PROTIP: The 3-Way shot is an essential weapon. It enables you to fire no matter what position you're in. The Bounce Shot is the second most valuable weapon.



PROTIP: To defeat Cancer the Crab in Maze 4, crawl down the left wall. Fire rapidly at him as he crawls away from you. Move up the wall and out of his reach as he crawls towards you. When Cancer blows bubbles, move back down, begin firing, and repeat the procedure.

PROTIP: Sometimes the bosses, like Taurus, will emit streams of power-ups while you fight them. Position yourself to grab everything you can.

PROTIP: Even if you know how to go directly through the maze to the boss, it's usually a good idea to take your time. Journey through the different passageways and stock up on power-ups, especially Life.

Although each new maze has different obstacles and scenery, your basic tools, power-ups, and level of challenge don't advance rapidly enough. Similarly, the enemies and bosses that appear in later levels aren't much more challenging than those in the early levels. It's easy to figure out how to attack them.

Looks Great, Sounds Grate

Graphically, Somer Assault's backgrounds are well done and the bosses move well. The game's regular enemies, though, would benefit from better animation. Cool tunes lend a mysterious mood to the game, but the noise our flexible hero makes as he moves (a squeaky door sound) quickly drives you crazy.

Spring Time

Overall, Somer Assault is an action/puzzler with an admirable amount of originality. Learning to master the springy little hero is a lot of fun. However, the game's levels and enemies don't offer enough variability to hold most gamers' interest. Even so, if you're looking for a novel concept in gaming, or you're a beginner looking for an action/puzzler, you just might want to spring into action with Somer Assault.

Somer Assault by Turbo Technologies

Graphics	Sound	Control	FunFactor	Challenge
				BEG.
4.0	4.0	3.5	3.5	Beginner

$49.99
4 megs
Available November

Action/Puzzler
One Player
Continues

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By Otter Matic

The New York City Police Department and Turbo Technologies are looking for a few good drivers. In Chase H.Q., TTI's new driving game, the NYCPD establishes the Chase Task Force to help clean up the city by handling dangerous high-speed chase operations. As Detective Tony Gibson, a former Formula One race car driver, you and your partner Raymond Brody (riding shotgun) track down murderers and drug dealers in your specially armored, supercharged Chase 928S4.

Fast Asphalt

From a behind-the-vehicle view of the action, you pass houses and Citizen Cars at speeds approaching 200 MPH. In each of the game's five levels, you must catch up with a specific criminal car in one minute or less. When the getaway car appears on-screen, your partner turns on the siren and the flashing red light, and you've got another 60-seconds to turn the wrong-doer's car into road refuse. If you successfully inflict enough damage on the offender's vehicle by bashing and crashing into them, you'll have an automatic arrest.

PROTIP: Shift into Low gear to gain extra acceleration power and to avoid slowing down after bumping into other cars.

Flashy Car

Some of the graphics are sharp and colorful, especially those depicting your car. Check out the special details, including a full rotational view of your car as it spins out, and the sparks that fly off when you bump into tunnel walls. Unfortunately, the detail comes to a screeching halt when you observe the repetitive roadside and background graphics.

PROTIP: To pass other cars unscathed, stay in the middle of your lane and wait until another car is just in front of you. Now, make a split-second decision on which direction to swerve.

Road Rock

The sound effects and the musical score for Chase H.Q. won't rev you up. However, the music is understated enough to enable you to hear the crash sounds as your impenetrable hull takes large chunks out of your opponent's car.

PROTIP: Keep an eye on the timer. It can even run out when the criminal's car is on-screen with yours.

PROTIP: Once you've caught up to the enemy, try to sandwich his car between yours and another car. You'll cause extra damage.

The Feel of the Wheel

Chase H.Q.'s controls are pretty simple. There are only two gears (Low and High), an accelerator, and three Turbos per level. The controls are so responsive that they take a bit of getting used to before you can make a turn without over steering, but their simplicity helps to make the fast-paced action manageable.

Numb Thumb

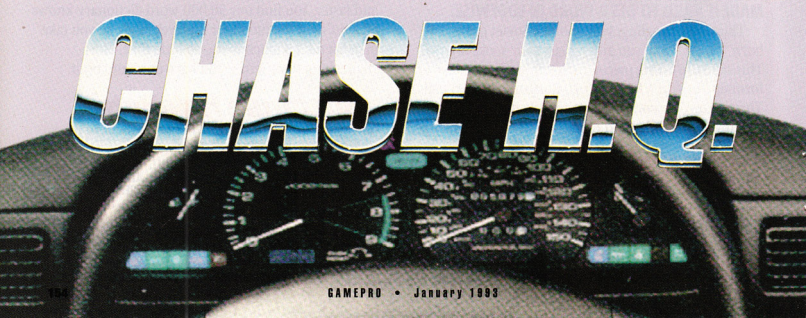
Although Chase H.Q.'s addictive at first, once you've mastered all of the levels, which are pretty similar, the excitement wears out. However, if you're looking to drive fast, Chase H.Q. may be your ticket to ride. Just remember to look both ways before you try Chase H.Q.

Chase H.Q. by Turbo Technologies, Inc.

Graphics	Sound	Control	FunFactor	Challenge
3.0	2.5	3.0	4.0	INT. Intermediate

$49.99
Available now

Driving
One Player



Discover Ys

Welcome

to the tale of Ys, young warrior! Grab your sword and your wits, and prepare for an adventure of steel, sweat and cunning! As Adol the Wanderer, you're up against the vile Galbalan and his legion of bloodthirsty beasts. Travel the land and uncover the clues that will lead to the lair of evil itself, and watch as the dramatic tale of Ys unfolds!

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Head-butts,

An interview with Scott Steinberg, product manager of Streets of Rage 2™ for Sega™ Genesis.™

kidney punches,

How is Streets of Rage 2 different from the first one?

The graphics are awesome. At 16 megs it's our biggest game. Overall there's a lot more of everything; more moves, more intricate maneuvers, more characters. And the characters are a lot bigger in size. So the action is more impactful.

uppercuts, knee-slams,

What are some of the new moves?

Axel™ has new punch combinations that do some serious damage. Blaze™ can do backflips to attack enemies in front and behind her. And there are two new players. Max™ and Skate.™ Max is an ex-wrestler with a ruthless body-slam, and Skate knocks his opponents out with flying jump kicks. He can also skate behind his opponents, jump on their shoulders and ambush them.

eye-gouges

Are there new enemies?

Lots of new enemies—a gang of motorcycle thugs, a guy with a jet-powered pack on his back, knife-fighters, ax-murderers, ex-cons, and a bunch of new martial arts experts, so there are a lot of new challenges. And the player control is different also.

and groin kicks.

How is the control different?

We've tuned the control to be much more responsive, so that the action will be a lot faster and more spontaneous. You can crack a jaw or flatten an opponent in a split second. The players are basically as fast as your reflexes will let them be. The fighting is so realistic, you actually feel tired after playing it. It's the next best thing to kicking some real you-know-what.

(Just another typical day at the Sega office.)

SEGA™
GENESIS

SONIC BLAST-MAN

By Doctor Dave

Here's a great Japanese, side-scrolling fighter! With game play similar to Final Fight, Sonic Blastman by Taito for the Super Famicom looks, sounds, and plays splendidly. This beat-em-up packs a powerful punch across five levels of play. After every level you blast through, you're given a shot at saving someone in a bonus round.

Having a Blast with the Blastman

Sonic Blastman is as big as his name. The game's sprites are above average in size, and the 'Man uses a ton of crazy moves to blast his opponents out of commission. Moreover, when he's punching an enemy, he also has the option to execute four super moves.

Push forward and hit punch to execute a windup punch.

Push Up and hit punch to fire up a flaming uppercut.

Push Down and hit punch to flip your opponent.

Press back, then forward, and then hit punch to send your opponent sailing with your rapid punch technique.

If the super moves don't get the bad guys, the unusual Super Mega-Punch will. By pressing L to power up and then hitting the punch button, SB delivers a 100 megaton punch to the ground, which destroys most enemies around him.

Each Stage in Sonic Blastman is overrun with aggressive enemies. First, you fight the standard gang scene, like in Final Fight. Then you face some angry martial arts experts in a crazy machine shop. You even seek out and destroy phantom weirdos in sewers and awful aliens in spaceships.

Transparent enemies hide in the sewers!

Beware of mutating aliens in the enemy ship.

Universal Appeal

Some Japanese games need no translation. Sonic Blastman talks with his fists – that's a language any gamer can understand.

THE GREAT BATTLE II: Last Fighter Twin

By Toxic Tommy

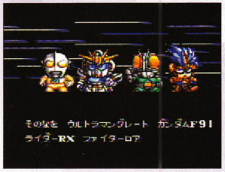
If someone from outer space landed on Earth and called you "Super Deformed," would you want to fight? You bet! In The Great Battle II: Last Fighter Twin by Banpresto, there's a whole gang of Super Deformed mini-warriors fighting to control planet Earth.

Super Deformed Fun

This side-view, horizontally-scrolling action/adventure cart stars the S.D.

Mini-maddness!

(Super Deformed) cartoon characters, which are hot in Japan. They call these guys "S.D." because they're sort of compressed versions of life-size superheroes from action cartoons or live-actor costume movies. It's similar to what would happen if the X-Men were converted into Tiny Toons. The well-known Japanese superheroes here are Ultraman, Great Gundam F91, Kamenrider-RX, and Fighter Roa.



Four famous "Deformed" heroes.

Tiny Terrors

Our world has been invaded by a massive armada of tiny bad guys, which happens to be led by some of the S.D. heroes' most famous enemies. To save the planet, you take your tiny team from Earth to a massive mother ship. If you recruit a pal, you both control two superheroes each.

Fight the good fight.

The fighting action in this cart keeps your thumbs loose, but it won't make you sweat. It's geared for intermediate gamers. Your characters punch, kick, jump kick, slide kick, and pull shoulder throws. They also have unique and potent power moves that wipe out all the bad guys on-screen.

The game's graphics, however, are a cartoon knockout, especially if you're a fan of Japanese animated flicks or the S.D. characters. All the characters, good and bad, feature slick detail and play out their drama against cool background scenery.

A Little Adventure

Last Fighter Twin won't be your last fight, but it's a cute game. If you're craving a little "deformed" fun, this cart's super.

The Great Battle II: Last Fighter Twin by Banpresto

RANMA 1/2: RANMA IN ACTION

By Doctor Dave

Just when you thought the popular Ranma CD-ROM series for the PC-Engine was about to end, another one pops up! This time, the game is Super CD-ROM compatible.

Ranma is based on a wet and wild cartoon that's featured on Japanese TV and in animated movies. Seems this teen guy fell into a sacred pond which contained the spirit of a great female warrior. Now, whenever the dude gets wet, he gets wild! Bad guys quickly learn not to spit when Ranma's around.

The full-screen animation is fantastic!

Looks Awesome

This intriguing, side-view beat-em-up features outtasight, full-screen animation. It's spectacular, probably the best yet for the Super CD. However, the graphics clearly outshine the game's challenge.

Hardcore video fistfighters will blow right past the computer. You go one-on-one against eight other fighters without using fancy moves – punch, kick, and jump kick. Each character also gets a gratuitous special weapon that isn't going to scare anybody.

When you aren't going ga-ga over the graphics, you ought to play with a bud in Versus Mode. The challenge jumps up dramatically, and you and a friend can play as any one of your favorite fighters among the eight characters. If you're a Ranma purist, know that you can only play your hero/heroine in the one-player mode.

Choose from eight characters in Versus Mode.

In the Versus Mode, every character has a special move.

Continued on page 160.

Two fighters in one.

No dirty fighting in this bath house.

Rad Ranma

Ranma looks better than great, but if you're a loner without friends, stick to Street Fighter II. Let's just hope that the Super Famicom version pumps up the action with a few combos, at least! Looks aren't everything, unless you're looking at Ranma.

Ranma ½: Ranma in Action by Mesaiya

MADE IN JAPAN

By Betamax Boy

All hands on deck, GamePros, 'cause the waters in Japan are churning again! Sega's got more spinnin' silver up their sleeve and an official Sega four-player adapter for the MegaDrive quietly makes an appearance. Capcom's also coming out for the MegaDrive. All this and more comes to you by way of the incredible 1992 Tokyo Toy Show.

Konami Mega Games

First and foremost, the hot news is Konami's awesome new line of Mega CD software! Konami is just one of a string of Nintendo licensees who are ready to dip into Sega's 16-bit cookie jar. Mega CD incarnations of Castlevania IV, Contra Spirits, Parodius, Orius, Super Gradius, and Tiny Toons have all been identified.These games will be announced by early '93, and a few may be announced sooner.

Sega's Stuff

Even Sega opened up to developers at the show. Sonic The Hedgehog 2 CD will turn up with voice, cinematic intermissions, CD music, and several new levels. If they add the works to an already superb game, Sega may be betting on a successful re-release on CD. They just may be right! If they are, expect a lot more CD upgrades, because they're cheap and fast to make.

Sega pow-wowed on several more arcade conversions for CD playing, including the usual suspects: Rad Mobile, Power Drift, Afterburner II, Super Monaco GP, Galaxy Force II, and Turbo OutRun. Some of these titles are up to 60 percent done (like Power Drift) and are scheduled for release in a few months. Others are less than five percent complete, so they won't materialize for a while.

One arcade conversion to a MegaDrive cart that'll definitely hit the shelves is Golden Axe III: The Return of Death Adder. This game has already appeared in lucky U.S. arcades as a 32-bit sequel to the original version. Your party, your Bizarians, your enemies, and their world are beautifully drawn and slickly animated. The sprites are colossal and extremely colorful. The Mega CD version is well on its way, and it'll likely be a close copy of the cart.

Switch is another incredible new Sega game coming to the Mega CD. It's best described as a cross between Sonic, The Adventures of Willy Beamish, and classic Kato & Ken (J.J. and Jeff over here). The game proceeds in a tongue-in-cheek fashion with many hilarious animations. For obvious reasons, Sega refers to it as a "gagamation" game. Indiana Jones, Phantasy Star IV, and Super Shinobi are also slated for CD appearances.

Sega Third-Party Action

Sega's growing third-party following also had much to brag about! Wolf Team/Telenet is producing a game called Time EO (No, it's not a Moonwalker sequel). However, no one was fooled. It's Dragon's Lair I! It's a while before its release debut, but it looked identical to the arcade version. This is a puzzler, since Sony Imagesoft purchased the rights to the Don Bluth laserdisc Dragon's Lair series. Our sources say that Sony let Wolf Team/Telenet do DL I, but it had to be wrapped under an alias. Sony will produce Dragon's Lair II: Time Warp for CD, which will incorporate elements from the unfinished laserdisc game, Dragon's Lair: Singe's Castle.

Virgin Games had a CD version of their 8-meg Terminator cart on display. It features three additional levels, CD music, and tons of cinematic intermissions. Terminator 2: The Action Game features the same game play as the original, but it's longer.

Here's a neat Sega CD rumor: Out of This World I and II (oops, I mean Flashback) will reportedly show up as a single disc.

Capcom Goes Mega

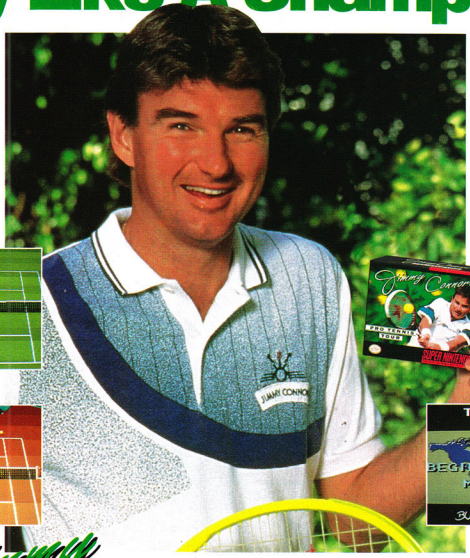
Capcom is set to produce games for the Mega CD and the MegaDrive. Their first will be Chiki-Chiki Boy, a Mega Man/Wonder Boy hybrid. Strangely enough, this cool 4-meg cart is coming out under the Sega label. Also, the awesome Final Fight, its cousin Captain Commando, Strider Deluxe, and Forgotten Worlds Deluxe are all turning silver. Wild rumors of a Mega CD Street Fighter II: Champion Edition continue to circulate among Japanese gaming pros. Capcom is playing possum, but Sega is readying a new controller for something...

Four Sega Players?

Speaking of controllers, Tengen is the first to show a game that supports the new Sega four-player adapter! The adapter will be out in Japan soon and it'll cost around $25. It plugs into both controller ports. The game is an 8-meg Gauntlet, done the way it was meant to be! This game has surfaced in ho-hum versions everywhere, from the Macintosh to the NES. This time it's perfect! Four-player action, colorful sprites, digitized voices, and over 100 levels make it so.

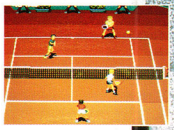
Play Like A Champion!

SUPER NINTENDO ENTERTAINMENT SYSTEM

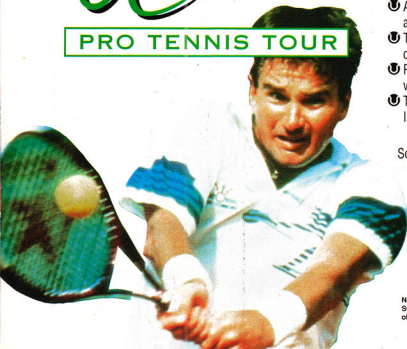


"This is the most realistic tennis game I've ever played!"

Jimmy Connors



Jimmy Connors PRO TENNIS TOUR



You Have Total Control!

Strategy

- Choose what tournaments you want to play in
- Analyze your opponents strengths and weaknesses
- Train with your choice of 5 coaches
- Plan your every shot and execute it with finesse
- Three skill levels: Amateur, Intermediate, Professional

Realism

- Play on 6 Court Surfaces: Grass, Hard, Clay, Indoor, Desert, Antarctic
- You are Jimmy Connors or one of 16 other professional tennis players
- Game automatically saves stats, winnings and rankings
- Play singles or doubles, against friends or the computer
- Any type of shot can be executed (lob, overhead smash, slice...)

Password feature allows you to continue where you left off.

So step on out to Center Court and show them what you're made of, it's your turn to play like a champion!

Available soon for Game Boy and the Nintendo Entertainment System!

Available now for the IBM PC.

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1505 Bridgeway, Suite 105
Sausalito, CA 94965
(415) 332-8749
Developed by Blue Byte
Jimmy Connors photos by Duomo
© Duomo 1991

EA Brings the NBA to Your SNES

Bulls vs. Blazers & the NBA Play-offs

SNES

By Weekend Warrior

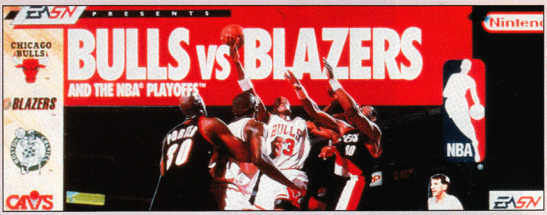
Genesis owners of Lakers vs. Celtics and Bulls vs. Lakers are already familiar with the beautiful graphics and intense sports action of Electronic Arts' excellent basketball carts. Now, SNES players will also have the opportunity to lace up their high tops and hit the paint with Bulls vs. Blazers & the NBA Play-offs. It's all here: actual NBA players, their patented moves and grooves, fast-paced on-court action, and plenty of features that enable you to customize your game!

The Tip-Off

Bulls vs. Blazers features an impressive list of options, starting with all the play-off teams and their players from the 1992 NBA Championship series. Period lengths vary between 2, 5, 8, or 12 minutes. Play solo, head-to-head against a buddy, or team up with a friend against the computer. Set the intensity of the play and choose whether to have arcade action or simulation play, where players get tired and foul out. Finally, a handy password feature enables you to pick up tournament play at any time.

In the Paint

Bulls vs. Blazers is a great looking game! The characters are larger than their Genesis counterparts, and they look like their real-life personalities. Prince Charles slams home his monster dunks,



PROTIP: Only slam dunk when the defense is weak. Otherwise, you'll either be blocked or fouled as you charge the net.

PROTIP: To avoid a walking violation, stop first, then shoot.

and Air Jordan really soars.The background is loaded with fine details, such as the NBA logo on the court and a mob of fans and benchwarmers on the sidelines. An Instant Replay feature reruns action both forwards and backwards, down to the most minute movement. Unfortunately, the animation of the SNES version isn't as smooth as the Genesis version.

PROTIP: Use the Instant Replay to study the defensive tendencies and find the path to the basket.

Do you have what it takes to go all the way?

The action is a bit choppy, and it's often hard to tell which player has the ball in a crowd.

Play like the Pros

The game play is easy to pick up in this cart and the controls are very responsive. Unfortunately, the stilted animation sometimes stifles the spontaneity of the on-screen reactions. How well your team fares depends partly on you and partly on the players. Each player faithfully performs according to his '92 season stats. It's expected that Michael Jordan will make a fast break, or Larry Bird will shoot that three-pointer. In simulation play, they eventually tire and need to rest. So, it's important to study your lineup and prepare for substitutions at any moment in the game.

PROTIP: There's no time limit in foul shooting. Take as much time as you need to position the cursor as close to the middle as you can.

A Contender

Bulls vs. Blazers & the NBA Play-offs is a well-crafted basketball game with plentiful options, sharp graphics, and solid game play which will appeal to sports fans of all calibers. Plus, it's a blast to play all your NBA favorites! If NCAA Basketball (see ProReview, GamePro, Aug. '92) with its Mode 7 rotational scaling wasn't coming down the pike, Bulls vs. Blazers would easily be the first draft pick for SNES basketball gaming. It's definitely a play-off contender!

Bulls vs. Blazers & the NBA Play-offs
by Electronic Arts

Graphics	Sound	Control	Fun Factor	Challenge
4.0	4.0	3.5	4.0	ADJ. Adjustable

$59.95
8 megs
Available December '92

Sports
Two Players
Passwords

A Half Court Full of Fun

NBA All-Star Challenge

SNES

By Athletic Supporter

It was missing all summer, but now the unmistakable squeak of shoes scuffing the parquet is once again emanating from your television. It can only mean one thing: The NBA basketball season has started. To compliment your game library and your enjoyment of real NBA games, LJN Ltd. is making a fast break into your SNES with NBA All-Star Challenge.

Hoops on the Half Shell

All the action in NBA All-Star Challenge takes place on a half court with a ¾ overhead view from above the mid-court line and facing the basket. The cast of this one- or two-player game features one all-star player from each NBA team for a total of 27 players. The game offers five ways to play: a one-on-one game single matchup, a one-on-one tournament, a three-point shooting contest, free-throw shooting, and a game of Horse.

Since this cart is licensed by the National Basketball Players' Association, each player performs in four categories according to real statistics taken from the 1991-'92 season. The statistics determine each player's performance (Larry Bird or Chris Mullin can take the the long-range jumpers with ease), but they don't affect the game play enough to create unfair matchups.

A Shiny Key

The game play perspective is simple – scroll right or left to include the entire width of the court. However, the slick graphics are definitely out of the ordinary. The players are highly-detailed, smoothly-animated sprites. Even the reflections on the shiny wood floor are impressive. The game's developer, Beam Software, does gets a violation, though, for not accurately representing the NBA players. For example, Isiah Thomas is the same height and has the same hairstyle as J.R. Reid.

PROTIP: Stay between your man and the basket. When you stop the computer's drive to the basket, he won't move again. You can either wait for the shot clock to expire, or you can steal the ball by getting in front of the player and pressing Y. Either way, you get the ball back.

Mono à Mono

The best options in NBA All-Star Challenge are the one-on-one tournament and the regular one-on-one game. In the one-on-one game, you can take on the computer at three skill levels or go head-to-head with a friend. This provides the excitement of true competition without a lot of confusing controls.

You can only play the one-on-one tournament in one-player mode. You select four players for you to control and four for the computer to use. There are seven games in an eight man, single-elimination tournament.

The Playground Meets the Pros

The three-point shooting contest is the same as the one you've seen at the NBA All-Star game. Each player gets 25 shots from five different locations. The one who makes the most shots is the champion. This game is all timing.

PROTIP: On defense, force the computer to drive to the basket along the baseline (bottom of the screen). Once he goes airborne for his shot, press A to jump with the player. He won't be able to shoot, and you'll get the ball on a traveling call.

PROTIP: Shooting is an art form. Don't wait until your player has reached the top of his leap to shoot the ball. This will result in an AIR BALL!! Shoot just before he reaches his zenith.

Horse is played like the old schoolyard classic. Take the ball and put it in the hoop, then see if your opponent can replicate your shot. Every time the lead player makes a shot, an X will appear to indicate the exact spot where the shot was taken.

PROTIP: Don't horse around. If you find a shot that the computer can't make, keep shooting it until the computer proves it can make it. This works especially well when you have a match-up with a shooter like Larry Bird against a center like Patrick Ewing.

The Gang's Almost All Here

Not all of your favorite stars made the cuts for this game. For example, you won't find Dream Team members Scottie Pippen and John Stockton. Hey, don't let that stop you, because NBA All-Star Challenge is an enjoyable showcase of great graphics and fun, easy-to-play basketball. Check this cart out or you'll be wishin' you were swishin'.

NBA All-Star Challenge by LJN

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.0	3.5	4.0	Adjustable

ADJ.

$59.95
Available now
Sports

Two Players
Tournament Mode

Continued on page 164.

Bounce the Court Fantastic

Tecmo NBA Basketball

By Otter Matic

Don't even think about benching your NES, because Tecmo is unleashing another awesome sports cart. This time they're slam dunking all the action of real NBA players and teams into your 8-bit system. If you like roundball, then you should definitely check out the globe of options and features that Tecmo NBA Basketball places at your fingertips.

The Pre-Game Show

Tecmo NBA Basketball gives you an incredible list of options to choose from even before you begin your game. Use the first menu that pops up to choose Pre-season, Season, or All-Star games, as well as to adjust the game speed or the length of a period. In Preseason or All-Star mode, you select one or two players to play in Computer, Manual, or Coach modes. In Coach mode, you control the action from the bench, and you can only make substitutions and call plays.

When you select regular Season games, another menu pops up to display a complete NBA schedule. You can choose to play any team at any point in the season. You can also enter a Win/Loss record for any team and create your own seasonal matchups. Realists can use this option to program in the current NBA standings and play with their favorite teams.

Game Time

All the on-court action takes place on a side-scrolling NBA parquet, and the cart pays fine graphic detail to the crowd and to the players on the bench. Every so often, a vivid animated cut-scene appears when something really big happens (like a slam dunk or a long cross-court pass). These scenes happen infrequently and don't break up the game play. However, the players on-court only differ in skin and uniform color, so don't expect to recognize Michael Jordan's soaring jumps or Clyde Drexler's graceful glides. A bigger problem is major sprite flicker when there are too many players on-screen, which makes it easy to lose track of who has the ball.

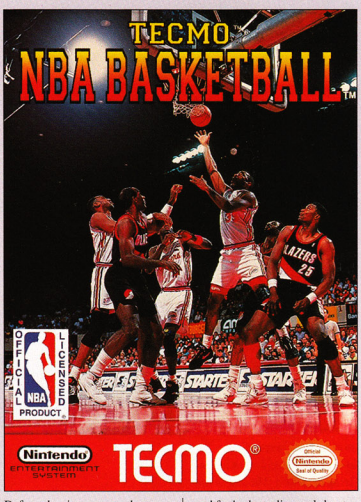
Each player's abilities are based on real statistics. For example, Larry Bird makes a good percentage of his three-point attempts, and a taller player, like Kevin Duckworth, can easily block a shot better than a shorter player, like Isiah Thomas.

PROTIP: To consistently make successful shots, study each player's statistics to find your team's best shooters.

The Right Moves

Tecmo NBA Basketball harnesses the complex movements of basketball and translates them into easy-to-use controls. On offense, you can call plays, pass, and shoot without performing complicated manuevers with your controller.

PROTIP: For your first season, change the game speed to Slow. It'll give you more time for mid-game decision making.



Defense has just as smooth an interface. One drawback to the controls is that the B button is used for both stealing and shooting. So, if you're pounding away at B to steal, you may gain possession of the ball and accidentally put up a shot from deep in your own territory.

PROTIP: To avoid time violations, keep your eye on the shot clock above the basket.

PROTIP: When you're covered by a computer defender, trick the computer into a defensive charging penalty by moving your ball carrier away from the basket in short little steps.

A Steal

Tecmo NBA Basketball's an NES cart with more depth than the majority of SNES carts. Despite its drawbacks, this cart's list of options and features will keep you entertained for months, and perhaps years. Tecmo NBA Basketball is in a league of its own.

Tecmo NBA Basketball by Tecmo

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	4.5	5.0	ADJ. Adjustable

$54.99
1+2 megs
Available now

Sports
Two Players
Battery Save

NBA Joins SNES

PREVIEW

Tecmo Super NBA Basketball

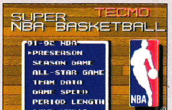
SNES

By Otter Matic

Tecmo's NBA Basketball for the NES is slam-dunking the competition (see ProReview in this issue of The Sports Pages), but soon its cousin will be raking up the parquet on the SNES. This game looks like it's going to really rock the system. All real NBA teams and players will make this a gym-jamming cart, and killer cut-scenes in mid-game will add surprising excitement to the game play.

Check out the detail of Chris Mullin slamming over Kevin Duckworth!

Officials can't be bribed in the NBA.



Choices, choices, choices….

Every team's logo and stats are packed into this cart.

Finesse

For added realism, this cart will allow you to send in the goons to intentionally foul your opponent and then hope that he doesn't make the free throws. Other cool features that you'll see in this game are instant replays and a button that will choose your best defender for you.

Inset readouts of the shot-clock, the current score, and who made the last shot flash on the screen.

The cheerleaders do their stuff at halftime.

Poised

This cart is getting its finishing touches at the moment, but it should be fully operational and ready to go this Winter. We'll just have to wait and see if this game is as good as its NES teammate.

Tecmo Super NBA Basketball by Tecmo, Available February '93

NFL Meets SNES

PREVIEW

NFL Football

SNES

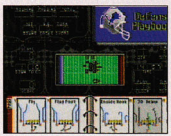
By Dirty Player

Konami is set to unveil NFL Football on the SNES. Although you won't get actual team rosters, the National Football League will be out in force. You'll get all 28 NFL teams, their team colors, team logos, and their offensive and defensive systems. You even get a nice picture of their home dome or stadium.

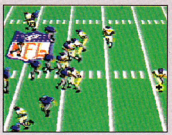
Football Frenzy

You'll be able to play a one game exhibition or jump directly into the Play-offs on the road to the Super Bowl. You'll bang helmets against the computer or a friend and spice up the action by selecting the weather.

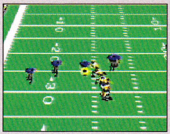
Prior to a game, NFL displays strategic Matchups and grades the teams in eight categories based on '91 season stats. Rated team positions are Quarterback, Running Backs, Receivers, Offensive Line, Defensive Line, Defensive Backs, Linebackers, and Special Teams.



You can use actual NFL plays.



The action takes you down onto the field.



It's in-your-face football.

The game will also feature extensive playbooks that contain a standard set of plays, as well as offensive and defensive plays based on the tendencies and personalities of the real NFL teams. The Playbook Screen is packed with instantaneous game info (Rushing and Passing yards, First Downs, Quarterback Sacks, and Turnovers) to help you devise winning strategies against your opponent's tendencies.

Once you snap the ball, NFL Football's graphics will be a Mode 7 blitz. The game automatically spins the screen around for a variety of views of the on-field action. You get right down in the Pit on the line of scrimmage or zoom in on a single, cool play. Break into the backfield or heave a bomb downfield and the graphics spin around for an in-your-facemask closeup view of the action.

Preseason Pick?

Will NFL Football make the All-Pro SNES team? Join the Sports Pages when the game kicks off to find out!

NFL Football by Konami Available December '92

Continued on page 166.

NHLPA Skates into the SNES

NHLPA Hockey '93

SNES

By Will Y. Pout

Genesis skaters already know the cool feeling of playing one of the slickest, most competitive sports carts around, NHL Hockey. Now, Electronic Arts is ready to slide the same opportunity to SNES gamers. Following the release of NHLPA Hockey '93 for the Genesis (see The Sports Pages, GamePro, October '92), the EASN banks an SNES version into your net off a wall of enthusiasm.

Net Worth

NHLPA '93 features 28 teams of real NHL players and two teams of all-stars from the National Hockey League. Although the actual team names and logos aren't real, that's no problem. You can play one-player games against aggressive computer foes, or you can play with two players head-to-head or cooperatively.

Other cool options are regular season and play-off games, plus tournaments with passwords to save your progress. If you want to yank any players that aren't cutting the ice, you can call on the substitutions option. To catch every last detail, there's that trademark EA instant replay option. This game is so realistic, that it even includes injuries for really heavy hits. Penalties are called for fighting, offsides, tripping, and icing. One-player gamers will appreciate the aggressive computer goalies and the challenging computer teams.

Slapshot! Goal!

Is it boxing or hockey?

Face-off!

This game's a knockout.

Winning the Cup?

NHLPA is sure to warm, err, freeze the hearts of SNES sports fans. For a full review of all these cool features and more, check the Sports Pages next month.

NHLPA Hockey '93 by Electronic Arts, Available now

Three Up, Three Down for Clemens

Roger Clemens MVP Baseball

SNES

By Scary Larry

Roger Clemens and the folks at LJN pitch a clean, straight game with Roger Clemens MVP Baseball. It's a revved up, 16-bit powerhouse that's ready to come off the bench and do some damage.

Mr. Roger's Neighborhood

Well, it's about time that the full rotation and scaling effects of the SNES are put to their proper use in a baseball cart. As a matter of fact, this game may make you dizzy as you watch the perspectives change from behind the plate to behind your outfielders to beside the men on base. The graphics are as clear and as uncluttered as a rookie's stats, and the movement of all characters is smooth and realistic. This cart features Wrigley park greens and on-the-mound browns in an awesome array of true-to-life color and playability. You can hit, run, steal, and dive for spectacular catches, or jump for those almost goners. You can do just about everything you could at a real ball game, except call for a cold one.

PROTIP: Stay deep in the batter's box, especially against new pitchers. If you time the hit right, you'll "rock the box" on every pitch.

PROTIP: On flies to the outfield, stay under the shadow of the ball. Use the jump button only when you think the ball's going over the wall, or else you'll drop the ball and warm the bench.

The Change Up

This cart has most of the features that make baseball carts a chip off

Continued on page 170.

FOOTBALL ACTION SO REAL, IT'S...
BONE-CRUNCHING!

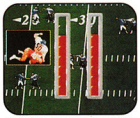
Super High Impact for Genesis brings the fast-paced action of the **BONE-CRUNCHING** arcade smash home. Choose from 18 hard-charging teams and over 30 plays, from a red dog blitz to a never-say-die super fly. "Yer Toast" if the HIT-O-METER rates your tackle "Dweeb", but you can settle the score with an all-out team brawl!

Stop watching from the sidelines... This is football action so real... it's Bone Crunching!

AUTHENTIC ARCADE FOOTBALL ACTION!

BONE-CRUNCHING TACKLES!

OVER 30 OFFENSIVE AND DEFENSIVE PLAYS!


SETTLE THE SCORE WITH AN ALL-OUT BRAWL!

ARENA ENTERTAINMENT™

SEGA

THE PLAY WITH THE PROS!

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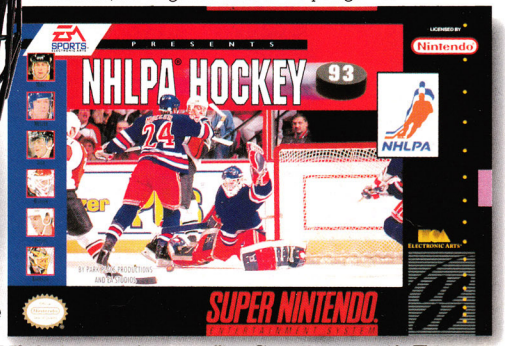
SKATE WITH THE GREATS.

Nobody can hold a stick to these guys: Oates, Neely, Tocchet, LaFontaine, Sandstrom, and the 545 other guys who play hockey at the highest level. The deadliest marksmen, the enforcers, the brightest stars of the pro game.



They're all captured in NHLPA® '93. The official game of the National Hockey League Player's Association.®

Last year, NHL® Hockey was the top-selling Genesis™ sports title. This year, the same game designers deliver even more explosive game play. Check out all the players. The complete, accurate team rosters from the 1992 season. Including 1993's new Ottawa and Tampa Bay expansion rosters. NHLPA '93 is the finest the sport has to offer. With more new pro moves than you can shake a stick at.

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

Hot new defensive techniques and an improved computer opponent that raises the electricity in power plays.

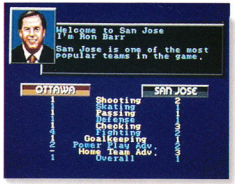
Standing between you and the championship are scorers like Yzerman. Goalies like Essensa. Intimidators like Domi and McSorley. Each of the 550 pros rated on 14 characteristics based on 1992 playing stats.

Some are better defensemen, others scoring machines, others specialists at killing off power plays.

If these guys don't stop you in your tracks, the refs will. For tripping, hooking, cross-checking, off-sides, high sticking, or icing. The more severe the penalty, the longer you're in the sin bin. There are even injuries that can knock you out for the game.

Your goalie now makes diving, lunging, and kick saves. So get the puck outta here.

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



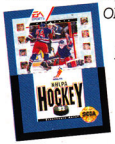
EA SPORTS' Ron Barr is all over the ice like a Zamboni.®

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

The coverage of EA SPORTS™ lets nothing slide. Featuring sportscaster Ron Barr. With highlights from other play-off games. Instant replay. Commentary.

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

And get the greatest hockey game by a long shot.



Also available on Sega™ Genesis.™

EA SPORTS™ ELECTRONIC ARTS

NHLPA

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

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1-900-288-HINT
95 cents for first minute.
75 cents for each additional minute

PRO SET

Continued from page 166.

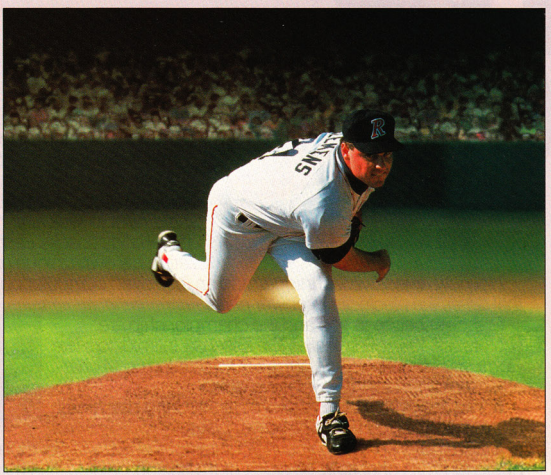
the old bat. You can play one or two players, in full season or exhibition play. You can rotate your roster, yank the bench warmers into action, or give the thumb to a pitcher that's bruised you.

At the same time, this cart has that something extra that can turn mediocrity into magnificence. It gives the illusion of speed, fluidity, and grace under pressure, kinda like the Major Leagues before free agency. The players move quickly with responsive controls, but the actual speed of the ball is much slower than real-time. Speaking of real, you get to control the tag on close plays, although the computer usually wins that contest.

PROTIP: Tap the dive button the minute you hear the horsehide hit the hardwood. The player closest to the ball will make the dive, and hopefully prevent it from rolling into the outfield.

PROTIP: When you control the tag, wait until the last minute before you apply it. You may trick the computer into going to the wrong side of the bag.

PROTIP: Manage your roster wisely. Your second best pitcher should start, followed by your best. Pitchers last an average of three and a half innings.



Pitchin' Poop

The cart's pitching is a sore spot. The proof is in the pudding, and the pitcher just ain't "pudding" it where you're pitching it. There's very little control of the ball once it leaves the pitcher's hand.

Most Valuable Cart

Overall, Roger Clemens is one of the most valuable baseball carts available for the SNES. The pitchin' isn't bitchin,' but the look and feel of baseball are all here. Let Roger Clemens warm your bench.

Roger Clemens MVP Baseball by LJN

Graphics	Sound	Control	FunFactor	Challenge
5.0	3.5	4.0	5.0	INT.

Intermediate

$59.95 — Two Players
Available now — Season passwords
Sports

Cal Comes Close

Cal Ripken Jr. Baseball

SNES

By Scary Larry

If no one will take you out to the ball game, this cart may suffice until you get a ride. Cal Ripken Jr. Baseball by Mindscape gives you the look and feel of baseball, but falls a little short of Major League competition.

Super Cal Is Fabulous and Everyone Just Knows It

When you step up to the plate, you'll discover the Rip-meister has some way-cool options. First off, you can play two players on the same team against the computer and pick your own stadium. You can also view a team roster before you begin. Included with each team roster are scouting reports, which highlight the strengths and weaknesses of your team. Cal also gives each pitcher a Skill, Fatigue, and Curve rating, which helps you to manage your team.

PROTIP: To hit the ball consistently, wait until it's almost past your batter's shoulder before you swing.

PROTIP: When a batter hits a high one, try moving your outfield in. Most pop flies land closer to the infield than the fence.

Continued on page 172.

Help Mega Man turn Proto Man into spare parts.

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

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

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

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

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CAPCOM®

Continued from page 170.

Cal's also got all the basic ingredients of a good baseball game, including base stealing, one- or two-player modes, season and exhibition games, and pitching control. In addition, the game moves with Major League speed, which is a nice change from early slo-mo baseball games.

Low Cal Dressing

Unfortunately, Cal's nifty options are marred by some less than spectacular graphics and game play. The players are animated with sprites smaller than a view from the bleachers of a Little League game. The cart uses speed to try to make up for the lack of detail but falls short of a Homer. When the perspective changes to an "above-the-diamond" view, tracking a pop fly is as tough as negotiating a big league player's contract.

PROTIP: Beginning batters who want to knock one over the fence should play in the Park or the Stadium mode. Rockability factor is much higher there.

Keep Your Eye on the Ball

Control-wise, Cal Ripkin bunts the ball. It takes Major League patience and practice to get a hit, due to staggered timing between the ball and bat. When you swing the bat, motion lines appear, and it's hard to tell if the bat or the motion lines connect with the ball.

Ripken's Average

All in all, Cal's good points are its speed and its special options. Too bad the rest of the game fails to take advantage of the power of the SNES. More graphic realism and better control over players could've loaded the bases for Cal Ripkin Jr. For the most fun, stick with the two-player mode. Other than that, it's pretty much just another day at the ball park: no hits, no runs, some errors.

Cal Ripken Jr. Baseball by Mindscape

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	3.0	3.5	INT.

Intermediate

$64.95 — Two Players
Available December — Season passwords
Sports

A Nice, Easy Stroke

Irem Skins Game

SNES

By Slo Mo

They say golf is ninety percent mental. Irem Skins Game has taken that real-life golfer's truism to heart by seamlessly translating the mechanics of golf into a low-handicap video game.

The Skinny on Skins

In Skins, you only get one course, but you can play four types of games – Stroke, Match, Skins, and Tournament. Up to four players can play an 18-hole round. You pick from four characters, who are each rated according to Power, Accuracy, and their abilities to Drive, Hook, Slice, and hit with Back Spin.

Choose between the Power Hitter, the All-Around Player, the Technician, or the Magician

PROTIP: Versus the computer, Skins are yours to lose, but the CPU's a deadly putter.

The game's graphics are top-notch. They don't putter around with razzle-dazzle special effects. Instead, the animation's crisp and the course is picturesque. The sound effects are sharp, and the jazzy music kicks.

Skins Game plays like a champ and places all the data you need to hit a championship round at your fingertips. You swing from a behind-the-player, third-person perspective. The nicely detailed and uncluttered player's screen makes it easy to adjust Club, Direction, Stance, and Power. On-screen displays include a wind meter, a closeup look at your lie, the distance of your last shot, and the yards remaining to the hole. The most handy data, however, are the club yardage ratings, which appear on-screen with your selected club. A meter with a sliding bar makes wacking the ball a simple, but still challenging, single button press operation.

A slick overhead view of the current hole appears on the right side of the screen. You can use it to aim your shot and to watch the flight of your ball after you hit.

Continued on page 174.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

We ripped-off a perfectly good idea.

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

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

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Continued on page 172.

Skins only lands in the rough when you hit the fast greens. Most of them resemble miniature golf layouts with holes that sit on sharply elevated plateaus.

PROTIP: The behind-the-player view makes trees look deceptively unimposing. Use the overhead view to aim your shots around them.

PROTIP: Greens are fast, but you still have to putt aggressively.

A Solid Hit

Video golf doesn't get any easier to play, and it rarely gets better. Take a swing at Skins Game.

Irem Skins Game by Irem

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	5.0	4.0	Intermediate

INT.

$59.95
8 megs
Available now

Sports
Four Players

Leaderboard Takes the Lead

World Class Leaderboard

Genesis

By Rampant Saxon

Fair-weather golfers, it's always a nice day to be out on the green in World Class Leaderboard by U.S. Golf. This Genesis cart gives you realistic golf play without the blisters.

Birdie's Eye View

You'll practically feel the wind in your hair on the fairway of this course's several views. Before you tee-off at each hole, you get an overhead view of the hole's layout, which switches to a behind-the-golfer view when you're ready to hit. Your ball flies past beautiful, lush, backgrounds. From the tee, however, the course and the green look a little fuzzy with a distinctly polygonal effect.

PROTIP: You may overshoot the green if you use full power within 360 yards of the hole

PROTIP: For those close-to-the-edge of the green shots, it's best to chip with the Sand Wedge rather than a Pitching Wedge.

The golf in this game scores a hole-in-one. Drive your ball into action after you set the power of your swing with a sliding meter, and aim your shot by using a cross hair. To ease your golfing frustration, there's an overhead view of the current hole on the right side of your screen – a big plus over PGA Tour Golf. As your ball soars, the view zooms in for an excellent look at your ball on the course. The split screen enables you to keep tabs on your stroke counts and check on how many yards your ball is from the cup, as well.

PROTIP: To compensate for the very slow greens, putt with power.

World Class Leaderboard comes with a golf bag full of options. You choose from 13 sticks, including a Pitching Wedge and a Sand Wedge. You can also choose between three world renowned courses (Doral, Cypress Creek, and St. Andrews) and one original course, Gauntlet. There are three different modes of play – Medal, Stableford, and Tournament. Up to three other players can also join in at any time (except in the Tournament mode). To fine tune your game, there are three tee placements, a wind indicator, and a practice mode, so you can try your stroke on a driving range or a putting green. Your player even adjusts his stance depending on the club being used. If you still need help, you can call on your caddie for advice on which club to use in specific situations.

Championship Golf

All in all, World Class Leaderboard is world class. Realistic golf sounds, such as the ball dropping into the hole and the "swoosh" of your swing, will make true golfers smile. This cart only has two handicaps: the otherwise fine controls take a little getting used to, and female golfers will find that the clubs in this cart are rated according to the swinging power of the male gender. Don't miss your tee-off time with this cart.

World Class Leaderboard by U.S. GOLD

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	5.0	5.0	Adjustable

ADJ.

Price unavailable
4 megs
Available now

Sports
Four Players

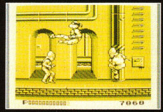
Continued on page 176.

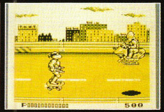
GET YOUR MIND BACK IN THE GUTTER.

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

- Two megs memory puts major screenage in your face with bigger characters and cooler action.
- 6 totally tasty levels plus 5 bonus pizza collecting stages.
- Attempt to release captured Turtles in the most excellent rescue levels.
- All new feature lets you choose a level of difficulty.
- Walk, talk, jump, climb, skateboard and surf through downtown sewers, abandoned buildings, subways, highways, the Technodrome and other areas o' pain.
- Righteous reporter April is missing serious air time, dude. So get slicing and maybe Shredder will choke 'n croak for good. Not!

KONAMI®





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John Madden Out-coaches the Opposition

By Dirty Player

Hey – wait a minute! John Madden Football '93 by Electronics Arts is scoring touchdowns on the Genesis and the Super NES, but every football fan knows that on the field Big John is no Joe Montana or John Elway. So what gives?

Madden's Football

According to Scott Orr, who produced John Madden Football for EA, the coach puts himself totally into the game – literally and figuratively. "Madden brings unbelievable inside knowledge of pro football to the cart," says Orr. "He wants certain kinds of things to happen on specific types of plays, that's why in Madden '93 computer-controlled defenders are more aggressive. For instance, in man-to-man defenses, he says the defenders should be covering tighter."

John Madden, former coach of the championship Oakland Raiders football teams and current football commentator for CBS Sports, doesn't take football of any kind lightly. In fact, by the time the original Apple II personal computer game hit the shelves in 1988, Madden had already been involved with the software's design for five years. Madden personally reviews each version of the game. He adds his expertise and, of course, his chalkboard critique to all aspects of the on-screen action. "Since he travels around to all the games," Orr adds, "John hears comments from pro players who recognize their jersey numbers in the cart, so he even brings that knowledge to the game."

Pre-Game Prep

Just like Coach Madden, EA's Madden team (called the EA Studio, spearheaded by Orr and producer Michael Brook) never goes into a session without extensive preparation. "We have to be ready for Madden," says Orr, "He's our coach, absolutely!"

So, long before the Coach gets to analyze the action, the team whips the new version of the game into shape. New features are planned and prepared for Madden's okay. Once they have the game in "football" condition, Orr and Brook take it to Madden for the first of several game design sessions.

Teamwork Pays Off

There's always tension in the air during these closed door meetings. Everyone's on the edge of their seats – John Madden is intense about football!

Then, as he does on TV every Sunday, Madden begins his play-by-play critique. Sometimes his sons, Mike (a former Raiders scout) and Joe (a former player for Brown University), who just so happen to be avid John Madden Football fans, sit in on the sessions to add a video gamer's insights to the mix. In fact, they provided the scouting reports for the teams in Madden '93.

As you might guess, the football analysis gets intricate. During the review, the Coach is sharp, the Coach is tough. During one play, he instantly notices an error. "That run was off a Far formation, so the halfback should be here and fullback would have been over there," he instructs, jabbing a finger at the screen, "In the I-formation the fullback is in front and the halfback is the back guy!" More often than not, however, the Madden team comes up a winner.

The football discussion covers all aspects of the game, including scouting reports. "This report should say, 'Chicago combines an effective running game with good defense," Madden says, "rather than a tight pass defense. Their pass defense stinks, but they have a good overall defense." About the Denver team, he says, "Their quarterback is a one-man team, so you can't talk about Denver without highlighting the quarterback position."

Once Madden fine-tunes the video football action, the team moves to an audio studio to work on the game's more obvious personal touch – the famous "Maddenisms." For the Genesis version, Madden works off a prepared script, but he personalizes all the lines. "I don't use 'in your face,' you got another one?" he asks. The Coach takes a minute to mull a replacement statement. Then he turns to the mike and in his inimitable style, shouts, "He'll remember that number!" and "Boom, he's on his back!" That's vintage Madden.

All-Madden

If you're handicapping the Video Football Play-offs this year, bet that John Madden Football '93 will be a strong contender. In fact, the Madden team is already working on John Madden Football '94. The name of the game is John Madden Football '93, but John Madden has more than his name in the game.

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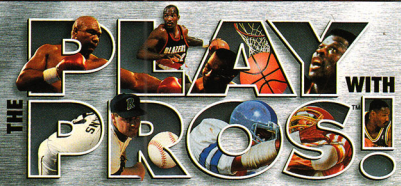

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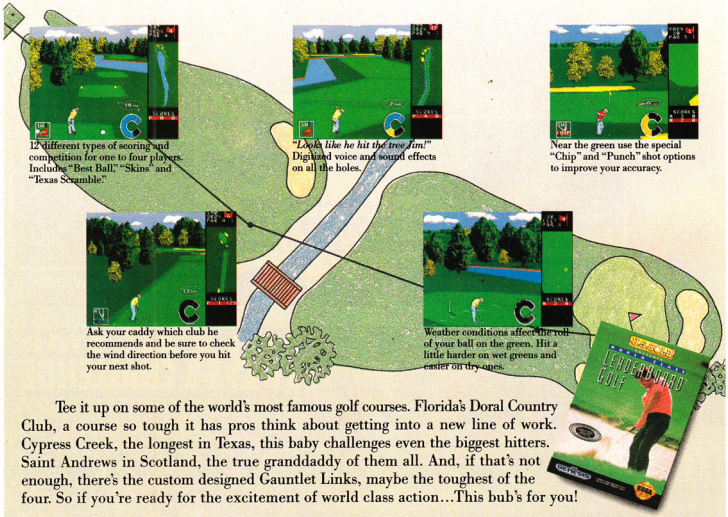
WATCH YOUR
OUR WORLD S

W O R L D C L A S S

LEADERBOARD™ GOLF



12 different types of scoring and competition for one to four players. Includes "Best Ball," "Skins" and "Texas Scramble."

"Look like he hit the tree, Jim!" Digitized voice and sound effects on all the holes.

Near the green use the special "Chip" and "Punch" shot options to improve your accuracy.

Ask your caddy which club he recommends and be sure to check the wind direction before you hit your next shot.

Weather conditions affect the roll of your ball on the green. Hit a little harder on wet greens and easier on dry ones.

Tee it up on some of the world's most famous golf courses. Florida's Doral Country Club, a course so tough it has pros think about getting into a new line of work. Cypress Creek, the longest in Texas, this baby challenges even the biggest hitters. Saint Andrews in Scotland, the true granddaddy of them all. And, if that's not enough, there's the custom designed Gauntlet Links, maybe the toughest of the four. So if you're ready for the excitement of world class action…This bub's for you!

Available for Sega™ Genesis™

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U.S. GOLD

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OLYMPIC GOLD

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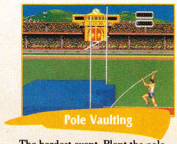
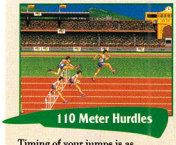
You'll need a fast start and warp speed to have a shot at the gold.

Four required dives and one optional. Scores are based on difficulty, execution and entry into the water.

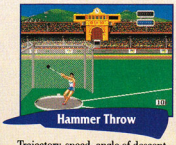


The hardest event. Plant the pole and time your release to clear the World Record heights.



Timing of your jumps is as important as speed if you hope to medal in this event.

Bang those turns, but make sure you conserve your strength to sprint for the gold in the last 50 meters.



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GOT IT!
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UH-OH!
YEAH!
AAAAH!
OUCH!
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MONSTER BASH
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GAME BOY

PRO REVIEW

By the Great McGillicuty

"Dr. Light to Mega Man! Come in Mega Man! We have a Code: Red emergency..." When Mega Man hears that urgent message from his creator, he knows he has a long day ahead of him...and that's good news to Mega fans!

The nefarious Dr. Wily has taken over an offshore oil rig. He plans to drill through the earth's crust to fuel his latest mechanical monstrosity. It's up to Mega Man, of course, to stop the evil fiend and his eight robot masters.

Here's to Good Fiends

A video game hero's work is never done, just ask Mega Man. If he survives this nasty adventure, he should ask for overtime pay! In Mega Man III by Capcom for the Game Boy, eight wicked worlds plus Dr. Wily's stronghold await you. This black and white Mega Man adventure parallels its color cohorts perfectly. You'll find the great game play and all the challenge you'd expect from a Mega Man game.

Wily's pulled out some of his old robots to make scrap metal of Mega Man. You'll face Gemini Man, Shadow Man, Snake Man, and Spark Man from Mega Man 3 for the NES. Dive Man, Dust Man, Drill Man, and Skull Man return from Mega Man 4 for the NES. Each world also has its own tough robot boss.

PROTIP: Take on Gemini Man's level first.

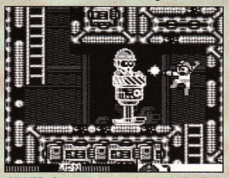
Mega Trouble Vs. Mega Power

An army of robots and twisted freaks of nature that only mad Dr. Wily could invent are dead set on reducing you and your impressive array of weapons to atomic ash. Gigantic missile whales, flying barriers, and collapsing skeleton men are among the fiends out to make your life miserable. Live mines, bottomless pits, and huge trash mashers also spell doom for the Man.

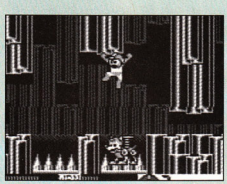
Fortunately, help is readily available. Mega Man is outfitted with the all-new Mega Buster instead of his regular shooting power. You can charge up the Mega Buster to give it a more powerful blast by picking up Weapon Capsules you find along the way. In addition, Mega Man's best friend, Rush, is available to help you. Find Rush's hidden adaptors within the robot masters' lairs, and the able metallic canine can use his Rush Coil and Rush Jet to help you bounce past and fly by obstacles.

Also available to help you along your way are Energy Pellets, Energy Tanks, special weapon replenishing capsules, and 1-ups. Occasionally, Dr. Light's helper, Flip-Top, gives you a power-up. If all else fails, a password and unlimited continues will help you overcome this hearty challenge.

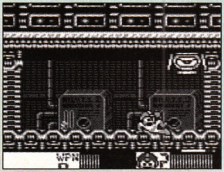
However, even with all of these boosts, Mega Man's most powerful attribute is still his ability to acquire the weapon of any robot boss he beats. So, Mega Man has eight special weapons at his disposal if he defeats all of the bosses, such as Gemini's Laser, Drill's Bomb, Dive's Missile, and others. As usual, each weapon is most effective against certain enemies in certain situations. Each boss is especially vulnerable to one weapon. Trying to figure out how to use each of your weapons to your best advantage is one of the best aspects of the Mega Man games, so experiment!



PROTIP: Stun your enemies with the Spark gun, and then put them out of commission for good.



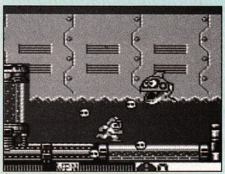
PROTIP: Pass seemingly impossible-to-cross beds of spikes by using the Rush Coil and the Rush Jet.



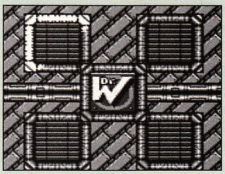
PROTIP: Take out Screw Man, who is in Dr. Wily's stronghold, by jumping or sliding when he rolls your way. Then blast him with a fully charged Mega Buster.

Micro-fine Control

Guiding Mega Man on his quest is easy and precise. You can run, jump, slide, bounce, fly, and blast your way into the heart of Dr. Wily's defenses. Death defying leaps, where fractions of an inch mean the difference between life and death, are possible. Unfortunately, our little, bionic, musclebound hero sometimes suffers a bit of a slow down when too many sprites appear on-screen. These instances, however, are few and far between.



PROTIP: Use the Skull Barrier to block falling boulders and bullets and send Dive to a watery burial.



PROTIP: You can replay levels after you beat the boss.

A Black and White Beauty

The Game Boy graphics are excellent and crystal clear. You can see everything in detail, including the expressions on Dr. Wily's face.

The sounds are Mega-fine. Even the music is very good in this game. Each level has a different tune that doesn't intrude. The sound effects are cool, such as the Gemini Laser bouncing off of walls.

Tried and True

You won't find anything especially new in Mega Man III, but it's still a great game. Capcom found a good formula when they created the original Mega Man. Now, they're just making it better with new weapons, obstacles, and bosses that keep the playing fresh even on the small screen. Mega veterans and newcomers alike will have a mega-blast with Mega Man III.

Mega Man III by Capcom

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	5.0	4.5	INT. Intermediate

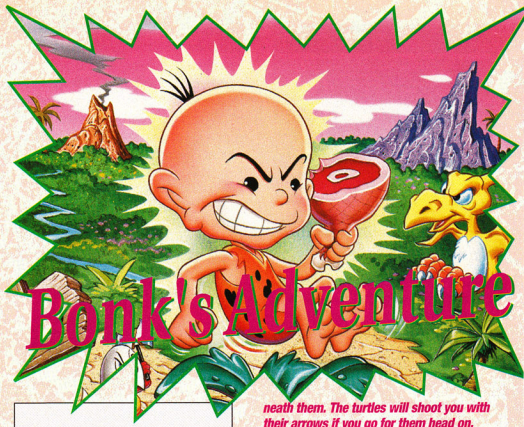
Price not available
Available January

Action
One Player

By Holly Wood

Little Baldy's back in action in his first ever Game Boy adventure. Heads up! Bonk and King Drool are at it again!

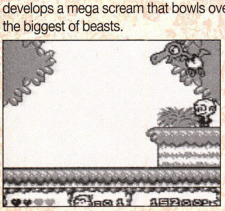
Diving head first into the dangerous terrain of Dinosaur Land, our prehistoric pal faces six, multi-part, side-scrolling rounds of pure bonking pleasure. Seems the Drool dude has snatched the Moon Princess. Need we say more?! It's after Drool we go!



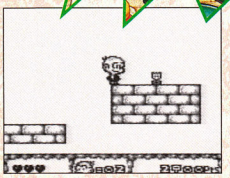
A-Head of the Rest

Game Boy Bonk remains true to his TurboGrafx-16 ancestry. The graphics, minus the wonderful colors, are well detailed, making all the familiar, wonderfully wacky, Drool fools easy to recognize. The ever goofy Bonk tunes are right on the mark, too. You'll also find an abundant crop of Bani-bana flowers that cough up the usual energy-boosting power-ups, such as hearts and fruit.

What sets this adventure apart from the other Bonk adventures is the new and improved mystery meat (a.k.a. Big Meat) that the Grey Bani-bana conceals. When Bonk sinks his teeth into a slab of Little Meat, he gets that famous extra hard head. However, when he chows down on Big Meat, step aside! He sprouts a mean looking Mohawk and develops a mega scream that bowls over the biggest of beasts.



PROTIP: To defeat Eggbert (the Round 2 boss), begin by positioning Bonk on the ledge with the bird's nest. Jump off the ledge and attack this birdbrain's beak with a flying head butt. After landing, turn around and attack from ground level. Repeat this right-to-left, left-to-right attack pattern several times, and victory will be yours.



PROTIP: When you reach the third section of Round 1, travel along the highest ledge to find a bonus round flower.

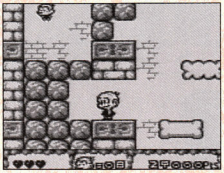
Head Strong

Bonk may be hard-headed, but he's easy to control. His new Mohawk power, along with his usual jumping and teeth-climbing skills, keep him a-head of his enemies.

The only drawback to the Big Meat bounty is that it's too plentiful in the first half of the game, which cuts down the challenge. Even so, as you begin to tackle some of the steep ledges and poisonous water pits in the cart's second half, novice and intermediate gamers will find themselves hungering for more Big Meat.

PROTIP: Don't be fooled by the rickety bone bridge in the first scene of Round 3. Step onto the first bone and make it collapse. Sink to the bottom of the water and swim right to find the exit.

PROTIP: In Round 3, get rid of the turtles, and the Round's boss, by bonking underneath them. The turtles will shoot you with their arrows if you go for them head on.



PROTIP: In the second level of Round 5, look for breakable stones in the wall to your left. Head butt through them to find 1-ups and hearts.

Head Out for Fun

Hudson Soft's done a fabulous job of bringing the quirky essence of Bonk to the Game Boy. The great graphics and tunes keep you heading straight to the finish. The pint-size challenge may be too prehistoric for advanced gamers, but intermediate players will dig this Bonk adventure.

Bonk's Adventure by Hudson Soft

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.0	3.5	Intermediate

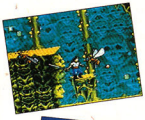
$29.95
Available January '93
Action

One Player

Hear Sküljagger himself on the 24-hour FREE SKULJAGGER Insult Line! 1-800-544-5524 Call it now...if you dare!

"Greetings, Pig-slime!"

INTRODUCING SKÜLJAGGER™.



Your puny little video-life is about to become Sküljagger-chow. The reason? You—and ace rebel Storm Jaxon™—are spearheading a massive revolution against Captain Sküljagger's fearsome forces. And if you think Sküljagger's going to take this revolution lying down, then maybe you've forgotten how hacked-off a maniacal Kiltish™ despot can get!

Sküljagger is the first game ever to combine an awesome action game with a clue-filled, fully-illustrated story. You'll battle in spectacular comic book color and phantasmagoric detail! Sküljagger's Kiltish troops will leap off the screen and into the deepest, darkest recesses of your mind!

Your one hope for survival—the secret game play clues hidden throughout the pages of your amazing clue and story book.

It's going to be a war to end all wars. But it can't start without you.

SUPER NINTENDO ENTERTAINMENT SYSTEM

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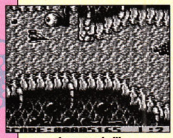
StarHawk

By The Great McGillicuty

The evil Axtar empire threatens Game Boy owners with total annihilation, unless they pledge to climb aboard the StarHawk scout ship and vaporize the space scum.

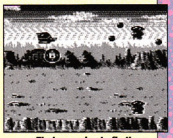


In yer eyeball!

StarHawk by Accolade is the latest, but definitely not the greatest, side-view shoot-em-up for your Game Boy. StarHawk's story line is predictably feeble, but what counts in a shooter is the quality, controllability, and intensity of the action. Here, StarHawk flies with half a heart.

Mutant Spaceships

StarHawk rockets through five auto-scrolling worlds populated by grotesque eyeballs, mindless energy disks, and other typical alien adversaries. Although StarHawk's not a big league challenge, it's tough to shake these buggers off your tail, especially at close range. However, passwords and adjustable difficulty should help veteran pilots polish off the cart quickly.



Find capsules to fly the Hawk of your choice.

To fend for itself, the StarHawk makes like a Go-Bot and transforms into six rad ships by obtaining the corresponding power-up capsules. Each 'Hawk form uses a different weapon, such as RoloHawk's Bouncer Bullets, HyperHawk's Laser, and even LoneHawk's Scud missiles! The arsenal is hot, but the control is not. The 'Hawk handles moderately well, but its slow, sluggish movement is irksome.

PROTIP: StarHawk's foes often play the kamikaze role and attempt to ram your ship unexpectedly. Think before you shoot.

PROTIP: Take on Level 5's final boss with the LoneHawk's Scuds, the meanest missiles in the game!

Prepare yourself for an eye exam. The small, unspectacular visuals tend to conceal enemies from unobservant players. The sound is strictly mediocre, with only one tune.

Average Adventure

StarHawk flies, but it doesn't soar. Patterned after Gradius and a gazillion other shoot-em-ups, its only bragging right is the unique transformation power-up sequence. Average graphics and slow-moving game play relegate 'Hawk to the middle of the shoot-em-up flock.

StarHawk by Accolade

Graphics	Sound	Control	FunFactor	Challenge
3.0	2.5	3.5	3.0	ADJ. Adjustable

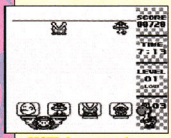
$27.95
1 meg
Available now

Shoot-em-up
One Player
Passwords

Yoshi

By The Great McGillicuty

Super Mario World players know and love Mario's pet dinosaur pal, Yoshi. Fresh from his SNES adventures, the faithful reptilian steed returns to serve Mario again in an engaging Game Boy brain game all his own.

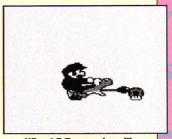


PROTIP: Arrange your icons so one of each variety is on each tray.

The Sky Is Falling!

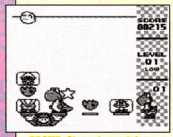
Yoshi by Nintendo puts an interesting new twist on Tetris spin-offs. Four famous Mario Bros. enemies fall onto four trays at the bottom of a deep well. You, as Mario, can switch, swap, and rotate the trays in an effort to empty the well. The play control is simple and smooth. Two identical characters stacked vertically disappear, but pile more than seven nonmatching characters and the well overflows.

On top of the four standard icons, two halves of Yoshi's eggs descend from the heavens. Match two shell halves, and Yoshi hatches for bonus points. Sandwich characters between the shell halves, and you'll chalk up mega points and crush the captured baddies! The Yoshi feature is the game's power point, and it definitely keeps the action fast and furious.



Win at B Type and you'll see Yoshi's agile and dexterous tongue slurp up snacks.

Yoshi's speed, difficulty, and scenario setups are adjustable. A Type is the standard survival-of-the-quickest game. In B Type, the well is already filled and you try to clear it. In the excellent two-player mode, you and a friend face off with Game Linked carts. You can force the opponent to goof by dumping crushed icons on his side!



PROTIP: Character matches are worth the same score on any stage. Start on Type A's slow Level 1 to snag the most points!

Yoshi's visual components pass the GB acid test with flying shades of gray. The graphics are fairly clear and distinct, despite the small Game Boy screen. The three music ditties won't drive you nuts, which is all you really want in a puzzler.

Big Gulp

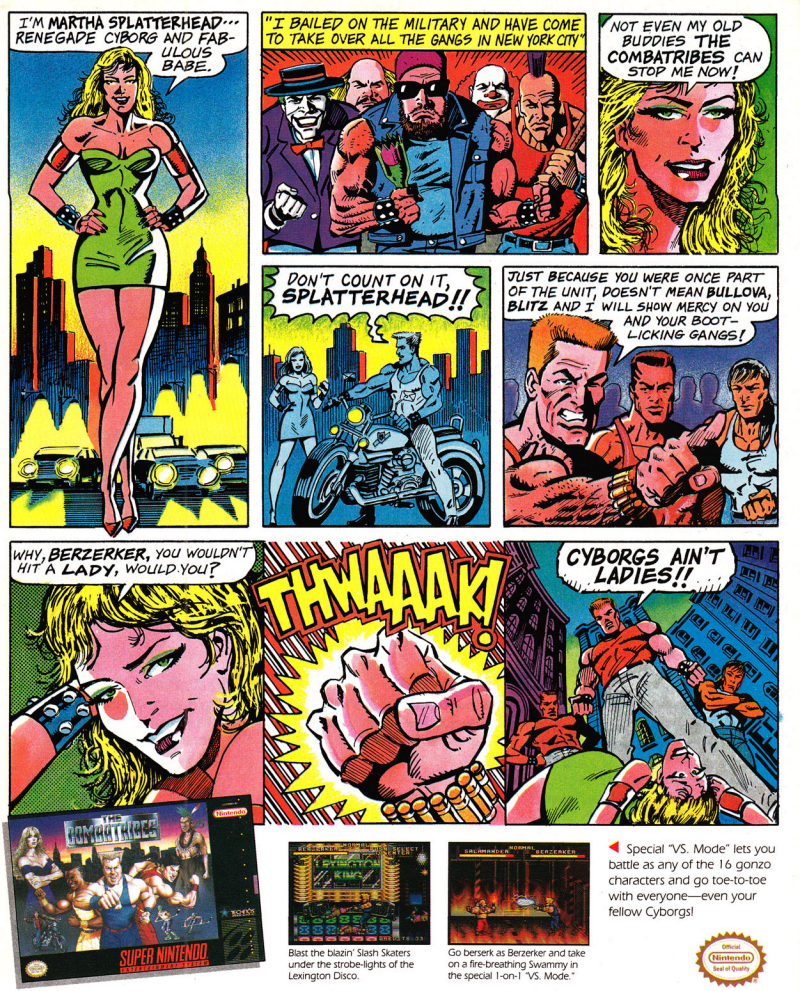
Tetris players looking for a new Game Boy challenge have their work cut out for them. Yoshi doesn't quite top that block-stacking classic, but it's loads of fun – especially in versus mode. Puzzle game addicts should make Yoshi a healthy habit.

Yoshi by Nintendo

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.5	4.0	ADJ. Adjustable

$19.95
Available now
Puzzler

Two Players



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

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

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

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

TECHNOS American Technos Inc.™

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GAME GEAR PRO REVIEW

PREDATOR 2

MEMORANDUM

By Linoleum Blown Apart

Date: August 22, 1997
To: All L.A.P.D. Personnel
From: Coordinator, Predator 2 Project
Subject: Strategic and Defensive Procedures

The L.A.P.D. is declaring a State of Emergency. All agents must assume status Code Red. Your mission: Eliminate gang members, destroy contrabands and rescue officers being held hostage. Also, beware!! Strange events indicate the presence of a mysterious Predator who feeds on human flesh. We must locate this invader and destroy it.

PROTIP: Use your grenades to kill the slimy sewer rats. You can kill them with your gun, but it takes an unbelievable number of hits.

Taking It to the Streets

As Officer Michael P. Harrigan, you take to the horizontally- and vertically-scrolling streets and rooftops of Los Angeles in search of marauding gangs and mysterious alien Predators. Along the way, you have to destroy street gangs, collect contraband drugs, and uncover the mystery behind a series of mysterious violent deaths.

Sounds like a winning scenario, right? Not! In this six-level game with a 3/4 overhead view, you might find that you're more afraid of the game play than of the Predators. Gang members come at you from all directions. Although you can blow most of them away, some are indestructible, such as the gunners in the windows of buildings. As if the gang menace weren't enough, the Predator's triangular gun sight constantly tracks you. If it homes in on you, start thinking about life after death.

Tough game play is great, but the challenge is due to an extremely dark screen and small sprites. In addition, the game's side-scrolling is very slow, but the gang members are not. This adds up to eyestrain and frustration! Toss in the quick, pulsating, and frequently looping music, and you've got an unpleasant assault on your senses. Police sirens would be more soothing.

PROTIP: It's better to take hits from bullets than to run into gang members. Bullets only cause half the damage.

Shoot to Thrill

You're not completely defenseless on the streets. You defend yourself against the city's dangers with a standard issue firearm, but you can find four stronger weapons (Rifle, Scatter Gun, Grenades, and a Sawed-off Shotgun) in the streets. Even when you're armed with heavy-duty gun power, it's still tough going against the gangs in this game. Luckily, you get a password at the end of each level.

PROTIP: If you don't need the target practice, skip the first level by typing in: SPOCGURD.

PROTIP: When you see a hostage on the rooftop level, there's usually a life-restoring Metal Jacket on the same roof.

PROTIP: There's a roof with two exits on the rooftop level. Take the lower one. A hostage and a Metal Jacket will be waiting for you on the other side.

Don't Be Prey

Predator 2's a nice idea that doesn't really work. The movie references are vague, at best. The game play is weak and basic, even for a handheld game. Toss in graphics and sound that are tough to take, and Predator 2's just not that fun. If you're thinking of hunting down Predator 2, you might want to try your luck elsewhere.

Predator 2 by Arena

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

$39.95 **One Player**
Available December '92 **Passwords**
Action

LOOK OUT!!!

THE CAT'S OUT OF THE BAG!

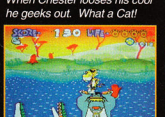
Available for Genesis and SNES!

CHESTER CHEETAH®

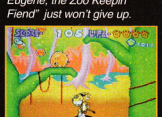
Ya, Baby, this guy's jive, and I'm just trying to stay alive. I'm on the run for some real fun. Being in Four Corners Zoo, there's not much to do. So, if I don't blow, Mean Eugene, the Zoo Keepin' Fiend will steal the show. But when we scram, we'll be on the lam. Problem is, I need my bike and it is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

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

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



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



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

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LYNX PRO REVIEW

By Scary Larry

Here's a blast from the past that still holds its own among newer and sleeker games for the Lynx. If you're too young to remember the excitement of the original arcade version, fear not feathered fiends. This excellent portover from Atari packs the fun and frustration of the arcade original onto a considerably smaller Lynx screen.

Joust

Surely you Joust!

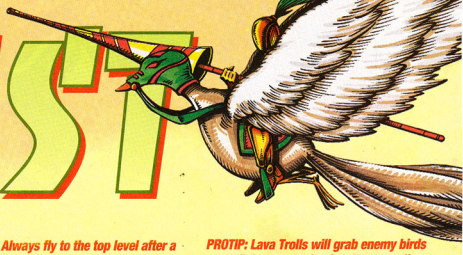
Joust from Atari is an on-the-ostrich egg banger that pits you and your bird buddy steed against an aerial aviary assault in up to 80 levels of high flying play. To Joust is to fly into other bird-riding jousters and try to dismount them. You score a dismount by hitting your enemies above their lance and knocking them on their tail feathers. When you do dismount an enemy, they turn into eggs (kind of like reverse evolution). Then, you collect these eggs by running over them. Enemy jousters range from Bounders, who generally just fly around the screen and wait for you to pounce on them, to Shadowlords, who take the initiative and come looking for some beaked breakfast.

Compared to the action, the graphics come off like a dead canary. Fortunately, the play is fast. This is good because at a standstill your birds look about as square as a henhouse. Although there are no tunes, the sound carries the digitized squawks and lance-to-lance booms found in the original. With all this chirping, who needs the missing music?

PROTIP: Don't wait to grab those eggs! If left alone, they sprout into tougher, more aggressive riders. Remember, the rule is to decimate, not incubate!

looking for you. These winged lizards are harder to hit than an editorial deadline, so time is of the essence.

PROTIP: If a Lava Troll grabs you, furiously flap your wings. You may break his grip, and deny him his dinner.



PROTIP: Always fly to the top level after a round. You'll have a bird's-eye view of the competition. Other birds will only materialize below you.

Joust Desserts

Enemy jousters are not your only concern. The 10 progressive skill levels of action take place above a lava pit. After the third wave of enemy jousters, the pit opens and you have to watch your feet as well as your feathers. Lava Trolls occasionally reach up from the pit and try to grab a quick dinner – and they're very fond of bird! Anyone for roast Jouster?

PROTIP: Don't be a chicken! If you delay the game on any level, a pterodactyl comes

PROTIP: Lava Trolls will grab enemy birds as well. Lure opposing jousters near the pits and hope the Troll is hungry.

Joust What You Need

Although Joust's graphics are almost identical to the arcade version (which was no peacock to begin with), the game play is very addictive. It's fun to fly around and knock people off their perches, which is a lot harder than it sounds. There's even a two-player mode where you can spend hours trying to scramble someone elses eggs via a ComLynx. Joust is feathered fun, and definitely my peck for comeback classic of the month.

Joust by Atari

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	4.0	5.0	ADV. Advanced

$39.95
1 meg
Available January

Action
Two Players

» CYBERDYNE SYSTEMS
800 SERIES MODEL 101
SYSTEM ACTIVATED

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[MISSION DIRECTIVES]

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AND HKS
DEFEND HUMAN HIDEOUT
PENETRATE SKYNET
ENTER TIME FIELD

» **MISSION TWO** - TODAY
PROTECT JOHN CONNOR
DESTROY CYBERDYNE
TERMINATE MIMETIC
POLYALLOY T-1000
PREVENT JUDGMENT DAY

» **WEAPONS** - SELECT
>> RAPID FIRE MACHINE GUN
>> ROCKET LAUNCHER
>> 10 GAUGE SHOTGUN
>> M-79 GRENADE LAUNCHER

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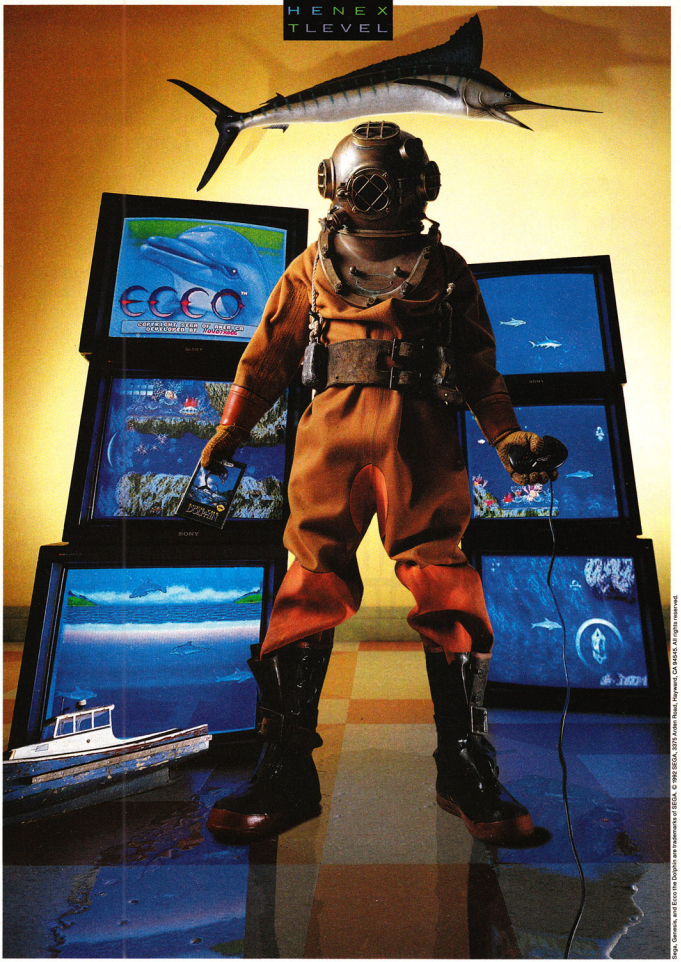

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Experience

An interview with Ed Annunziata,
developer of Ecco the Dolphin™ for Sega™ Genesis.™

life as a

Why a game about dolphins?

Humans are intrigued by dolphins, by their intelligence and ability to communicate with each other. Also the sea as an environment is a pretty interesting contrast to other video games. Most dangerous places aren't beautiful or inviting. But the sea is.

Dolphin

Why the name Ecco?

Ecco is a homonym for Echo. And in Italian it means "I see." So it's a good name for a game where the players use sound to see and communicate. Ecco must use his echolocation to find and rescue his family. Communication is the basis for the entire game.

without ever

How did you make the dolphin motion so lifelike?

Our first task was to duplicate the "feel" of a swimming dolphin. It wasn't easy. The dolphin began as a simple stick figure while we worked on its movement. We created a menu of the physical laws of gravity, water viscosity, and momentum, then we fine-tuned it for months until we felt it was absolutely perfect. In fact, Ecco has been redesigned nine times.

winding up in a can

So the realism was important?

Yeah. We wanted the motion to be so realistic that the player would feel like he was actually the dolphin. The action of the game is so different from other video games that most new players will be totally blown away until they get a feel for it. It's a bit like learning a new sport. And I have one last bit of advice for everyone. Look beyond your eyes with your song.

# of tunafish.

SEGA
GENESIS

SHORT SHOTS

Nintendo

Best of the Best (Electro Brain)

If you've wanted to try kick-boxing all your life, take your shot at being the Best. You take on six opponents in this one-player, ring-side-view kickboxing match. Reach the top of the heat by using eight different moves, such as parry and dodge. Advance to the ultimate round – the Kumate round – and put your Best foot forward.

Available now

Home Alone 2: Lost in New York (T.HQ)

Poor lil' Kevin McCallister still has the Wet Bandits hot on his trail. This time, he's fighting for his life in the Big Apple. You slide through Central Park and run through the Plaza as you shoot Kevin's five weapons. Don't make Kev run too fast in this four-level, side-scrolling adventure, or he'll miss the six different types of power-ups that'll keep him going. Keep in mind that Kev does have to go it alone in this game.

Available December '92

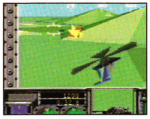
Genesis

Pigskin Football Brawl (Razorsoft)

This footbrawl cart's endorsed by Jerry Glanville, the coach of the Atlanta Falcons football team, who's famous for his black attire. That may be why the action's set in the Dark Ages. Play Atilla or Thor and control six other players on a dangerous, obstacle-laden field. You can use weapons, such as swords or axes, to literally split your opponent's offense or defense in two. Glanville probably doesn't want his team to exhibit this type of brutal force—or maybe he does.

Available December '92

Steel Talons (Tengen)

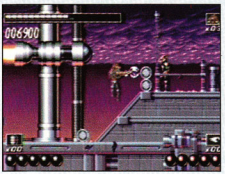


This arcade megahit flies straight out of the coin-op with the same intense graphics. It's a helicopter flight simulator/shooter that takes to the skies in three different modes. You fly 12 difficult missions from either a third-person perspective or from a behind-the-cockpit view. To be on target against this game's 12 enemies, you may need a copilot.

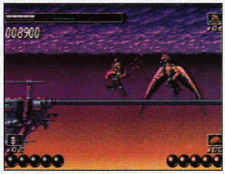
Available now

Genesis

Wolfchild (JVC)



The terrorist group, CHIMERA, has kidnapped Doc Morrow to learn about his top secret government project, Project Wolfchild. Saul, Morrow's son, goes on a solo rescue mission. He uses the Wolfchild device and turns into a half man/half super-strong beast with psychic powers. You'll follow our hairy hero on a five-level, multi-scrolling adventure. The terrorists are tough, but you'll find nine different weapons to take them on. Even death doesn't stop Saul—he has four lives. Snarl and claw your way into this cart to save the world from CHIMERA.



Available January

Ariel: The Little Mermaid (Sega)

Return to the sea with the mermaid who swam into the hearts of millions in her movie debut. Now the evil, octopus-like sea demon, Ursula, has taken over King Triton's kingdom. In four levels of adventure through coral reefs, volcanic mounds, sunken galleons and murky cave mazes, Ariel and her companions (Flounder, Sebastian, and Scuttle) race to defend her father's domain. Use Ariel's beautiful voice to tune out the evil-doers' spells that imprison the merpeople and other underwater hostages. Be a big fish in a small pond and take this dive.

Available December '92

SNES

Combatribes (American Technos)

This elite group of U.S military 'borgs has been pulled out of the arcade screen and sent on a new 12-meg, five-part adventure through New York City. Seems Martha Splatterhead, a one-time Combatribe member, has gone mad. Now she's the Ground Zero leader. Choose between four different modes of play to force Martha into therapy. Earn the final password, either alone or with a friend, and you'll be able to play all 16 characters, who each have a special move. So, go ahead and beat up the streets of New York.

Available January

Advertisement

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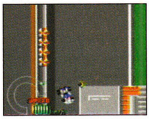
SNES

Cyber Spin (Takara)



Chase after the checkered flag as Chuck Davis, a.k.a. Chase. Accelerate onto 10 different race courses around the world in the Cyber Car. From a behind-the-car perspective, you drive a qualifying round, earn a position in the field, and Spin out! Jump behind the wheel and put the pedal to the metal with Cyper Spin.

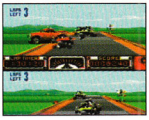
Available now

Firepower 2000 (Sunsoft)

Mission Brief: The Underground Army has grown into a Super Power. It's up to you, alone or with a friend, to stop it. You only have a helicopter and a jeep at your disposal, but that may be all you need. In this overhead-view shoot-em-up, you'll blast your way through six action-packed levels with five regular weapons and five special weapons. Fire up, because you'll need more than 2000 to be the high score.

Available December '92

Road Riot (T.HQ)

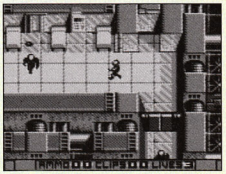


Spin out in your four-wheeler. The tracks are tough with hairpin turns that'll make your hair stand on end. This ain't no ordinary race! You and your competition are armed to the teeth. Send a friend, or the computer, for a loop and make sure you put it in drive. This cart's a riot.

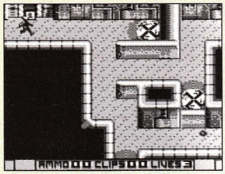
Available now

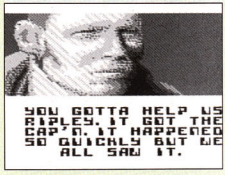
Game Boy

Alien 3 (LJN)



Shave your head and grab a gun. It's time for a search-and-destroy "bug hunt" on Fiorina "Fury" 161, and you're going it alone. Hunt down the Alien Queen and her eggs from an overhead view. You'll need more than your quick wits to get you through the four main multi-room areas, which are connected by a seven section duct and fan ventilation system. You'll find a hefty arsenal. However, your inventory only holds 10 items, so use your weapons wisely. If not, you may find Aliens in the most terrifying place of all – inside you!





Available December '92

Valis IV (Atlus)

Sixteen-year-old Lena Brande follows the voice of the Goddess Yuko and sets out as the land's strongest warrior to conquer the Dark Forces and return peace to Queen Valna's Dream World. This latest installment in the Valis saga is a seven-stage, hack 'n' slash, side-scrolling adventure. You'll need all your video sword fighting skills to face 19 enemies and six Dark Force generals. Sharpen your blade, 'cuz Lena needs to cut you in.

Available January

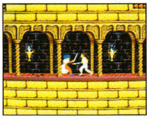
Power Moves (Kaneko)

Grit your teeth and put on your best snarl, 'cuz you're about to go up against eight fighters from around the world. In this worldwide beat-em-up, you travel through seven countries. You can play the computer or challenge a friend. Use your fighter's individual power moves to beat the American fighter in a two-fight match, and you win. Now, you've got the power.

Available December '92

Game Gear

Prince of Persia (Tengen)



That 'ol Prince has jumped systems again. Now he's looking for the Princess on another small screen, this time in color. Expect to see the same bright-hued graphics and smooth moves you've come to love on the SNES, the TurboDuo, and the PC. Find a sword and explore the 12 side-view, horizontally-scrolling levels (each with two secret rooms). Don't let the sands of the hourglass run out on you, because you alone can save the Princess.

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The TELEPLAY™ SYSTEM by BATON hits Earth in Spring 1993. It uses the latest in telecommunication developments to let you play against someone in another location. It comes equipped with TERRAN WARS, a head-to-head, fast action, arcade style space game, yet it costs about the same as one 8 megabit cartridge! 8 additional action-packed titles will be released in 1993! Want to learn more? Call (602) 437-9659.

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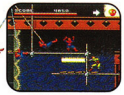

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FLYING EDGE

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HARDWARE HELPERS

Stick it to your opponents with this monster!

By Otter Matic

Game Genie

Genie Us

If you love your SNES but need help conquering tough games, your wish is about to come true. Yup, that Genie is sprinkling his magic dust again, but now you'll really be playing with power. Galoob's new Game Genie for the Super Nintendo will grant you infinite lives, weapon upgrades, stage selects, invincibility, additional continues, increased or decreased speed, and much more! The Genie comes packed with a code booklet that stores 50 free codes for some of your favorite SNES titles, like John Madden Football, Final Fantasy II, Street Fighter II, and The Addams Family.

If your fave isn't one of the lucky 50, don't fret! You can send Galoob a postcard and receive 50 additional free codes. Include an extra five bucks, and Galoob'll send you four quarterly updates for new Genie codes!

The SNES Game Genie by Galoob
$50-$70, Available December '92
Product Information: (513) 868-8835

Intensify your SNES games with the new Game Genie.

Champion Joystick

No Time for Losers

Want to be the champion of the world? How about starting with your neighborhood and working up from there. For all you World Warriors, C&L Controls is bridging the gap between the arcade version of Street Fighter II and the SNES version with a brand-new, big, bad, Champion Joystick. The casing for the joystick is made from durable ABS plastic, so it's lightweight with a shell that's virtually unbreakable. With its no-skid rubber feet, it sits well in your lap or on a table.

Nothing Better than the Real Thing

The stick and the buttons are identical to the ones found on a standup arcade machine. In fact, they're actually better. They're brand-spankin' new with no arcade wear-and-tear.

The stick has a longer stem than the other joysticks available for the SNES. It also has the perfect amount of resistance. It even makes an audible click each time you move in any direction. Diagonals are especially easy with the Champion Joystick. Street Fighter moves, like Ken and Ryu's Fireballs and Zangief's Spinning Pile-Driver, are a breeze. The buttons on this puppy are top-notch too, with the same "two rows of three" configuration that you find on the Street Fighter II arcade game. The folks at C&L thought ahead and put the L, X, and R buttons on top, and the Y, B, and A buttons on bottom. Using the Options menu, you can easily configure the buttons to match up with Street Fighter's arcade setup.

Not Just for SF II

We put this stick to the test on some of our favorite SNES shooters, side-scrollers, and sports carts. The verdict was overwhelmingly positive. With side-scrollers, isolated movements, like pushing up or down to climb ladders, were more easily executed than they were with a directional pad. For shooters, the highly-responsive stick and buttons made for easy evasion and super-stellar shooting. For sports carts, making the right moves at exactly the right time was no problem.

What's the Catch?

At $69.95, the Champion Joystick is a steal. However, if you buy only one, you'll have an unfair advantage in two-player games. So, if you want to annihilate your neighbors with your superior gaming prowess, go for it. Otherwise, you may want to convince your most frequent opponents to purchase their own.

Champion Joystick by C&L Controls
$69.95, Available now
Technical Information: 205/ 650-0038
To order: 800/ 264-8728

Angler is a Big Catch

Beeshu's Angler looks good, but it's bulkier than most pads – almost twice as big as the standard SNES controller. The Angler hooks you up with color-coded fire buttons, one-speed Turbo fire, Auto fire, and two-speed Slow Motion. However, it's missing Turbo and Auto for L and R.

The fire buttons are moderately responsive and get a passing grade. Angler's construction feels less than solid, but its contours fit your hand. Its pad is the glaring weak point. It's a hard, hokey, plastic cross that's a regression in comfort when compared with the smooth-feeling material found on the standard SNES controller. Thumb blisters are a definite possibility with the Angler.

The Angler's a good catch, but there are other fish in the sea.

Angler by Beeshu
$24.95, Available now
Product Information:
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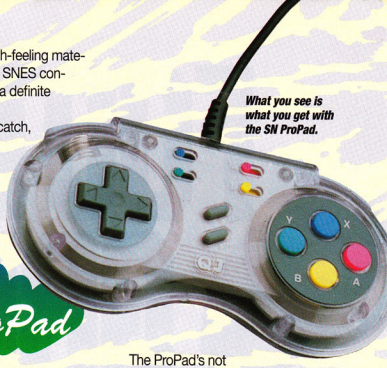

What you see is what you get with the SN ProPad.

STD Goes for the Pro's

SN ProPad

The SN ProPad shares see-through looks with other STD products, such as the NES Game Action Replay. You can even see the springs inside this SNES controller. This interesting concept translates into a very modern-looking piece of equipment, similar to those see-through phones that have the neon lamp curving through them.

The controller is similar to the standard SNES unit, except the pad and four fire buttons rest on elevated circles. You get the familiar color-coded button scheme with corresponding one-speed Turbo- and Auto-fire. Buttons L and R also get Turbo and Auto. A one-speed Slow Mo switch is hidden on the back of the controller.

Here's a clear view of the SG ProPad.

The ProPad's not as convincingly contoured as the asciiPad – the cord is too short and the fire buttons aren't quite as responsive. Overall, the feature-laden ProPad is a solid buy, but second in the SNES rankings to the asciiPad.

SN ProPad by STD Entertainment
$19.95, Available now
Product Information: (410) 785-5661

SG ProPad

First cousin to the SNES ProPad, the Genesis version shares the same strengths and weaknesses. You get Turbo, Auto, and Slow Mo, but suffer with a short cord and awkwardly raised platforms for the pad and buttons. Also, for some unfathomable reason, the L and R buttons remain at the top of the controller. You can use them as two out of three substitutes for A, B, and C, but they tend to interfere with game play. The SG Pro is a good buy, but the asciiPad SG's better.

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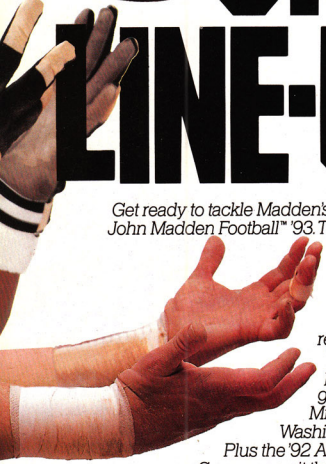
FOOTBALL'S GREATEST LINE-UP EVER.



8 GREATEST TEAMS
MIAMI '72
OAKLAND '76
DALLAS '77
PITTSBURGH '78
WASHINGTON '82
SAN FRANCISCO '84
CHICAGO '85
NEW YORK '86
Here are my picks.
John

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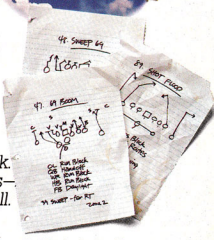
Also available on Sega™ Genesis™

For '93, the gameplay's far faster, the graphics much smoother. It's easier to hit your receivers in the numbers. But the defensive backs now cover more ground, too. So if you catch one over the middle, you'll get nailed.

And talk about a game with Madden written all over it. Madden '93 has yards of plays. Each from the pen of John Madden. Including formations like the no-huddle offense, Run and Shoot, and 3-4 defense. And plays like the Tuf Bronco, Hail Mary, and quarterback kills the clock.

It's a game of matchups—Madden's brand of football. Each 35-player roster scouted by the man himself. Make the right match-up at every position and you'll go all the way.

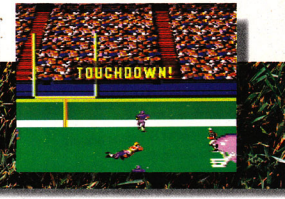
The action's never been more explosive. Shoestring catches. Clothesline tackles. Head butts. Defensive shifts. Safety blitzes. Taunts. Even quarterback substitutions.



Madden's playbook has some big surprises. Get caught in the wrong formation and you'll get burned.

Winning in this league is a tough climb. But if you rise to the occasion, you can make it to the top of the championship tree.

A split play calling screen keeps the other side of the line on its toes. Tougher computer opponents keep you on yours.



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S.W.A.T. PRO

TIPS, TACTICS AND PASSWORDS

Team USA Basketball (Genesis)

Passwords!!!

Here are cool passwords for Team USA Basketball that were sent in by several different gamers:

Play as Team USA in the final game against the Netherlands: **#XT7RB6**
See the Closing Ceremonies: **#WT7RDC**
Tristam Drager, Wauwatosa, WI

Play as Team USA in the final game against Lithuania: **FNT7RBQ**
See the Closing Ceremonies: **FMT7RCO**
Omar Alcala, Ponce, Puerto Rico

Bart's Nightmare (SNES)

Easy 1-Ups

To score easy 1-ups in Bart's Nightmare, choose the yellow door to enter the Itchy and Scratchy level. Once you're inside, go to the area where the lamp is shooting out light bulbs. Grab the weapon next to the lamp, and blow away some light bulbs! The first couple of bulbs you destroy will give you 1-ups.

Jeff Obie, Billings, MT

Super Mario Kart (SNES)

Shrinking Characters

If you want an extra challenge in the Grand Prix or Match Races modes of Super Mario Kart, you can shrink your character! All you have to do, is **press and hold down Button Y. Then press Button A on the Character Selection screen.**

Marcus Jones, Bronx, NY

Spanky's Quest (SNES)

Passwords

Here are passwords for each of the levels in Spanky's Quest:

Level 1:	000
Level 2:	732
Level 3:	354
Level 4:	116
Level 5:	988
Level 6:	470

Krusty's Super Fun House (SNES)

Weird Password

Use this password to enter a strange test mode that enables you to play any section of Krusty's Super Funhouse. The password is "JOSHUA." Put a space before and after the password. The password enables you to play any section, and even exit a section before it's completed, by returning to the gate at the beginning of the section and pressing Up. Repeat this for every section to see the game's ending.

Jeff Davies, Foster City, CA

The Legend of Zelda (SNES)

Hey, Chicken!

In the Legend of Zelda, you can hit the chickens and they'll squawk. Watch out, though! Chickens have friends, too! If you hit the chickens several dozen times, you'll be flogged yourself!

Tony Sisson, Chatsworth, GA

Krusty's Super Fun House (SNES)

Round Up the Rats

Here's a quick way to round up all the rats at once in an entire room in Krusty's Super Fun House. In any room where Krusty has at least two moveable blocks, position the first block near a wall. Wait until the rats have crossed and are between the wall and the block. While standing on top of the first block, release the block that Krusty is carrying and trap the rats. If the area where the rats are trapped is only as wide as one block, all the rats in that space will be compressed into a single rat. This is especially helpful in areas where Krusty must build stairs for the rats to climb in order to reach the trap.

Jeff Buzuma, Largo, MD

Continued on page 206

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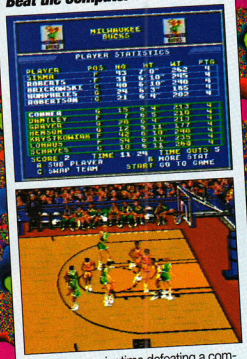
SWATPRO

TIPS, TACTICS AND PASSWORDS

Bulls vs. Lakers and the NBA Play-Offs (Genesis)

Beat the Computer

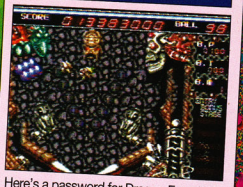


To have an easier time defeating a computer opponent, **press Button C** while you display your team's statistics screen. This will display your opponent's stats. Put the worst players into the lineup. During the game, the computer opponent will replace its bad players with its best. When this happens, repeat the same sequence between quarters, or during a substitution, and put the weaker players back into the computer's lineup.

Jon Gabelein, Clinton, WA

Dragon's Fury (Genesis)

Password!



Here's a password for Dragon Fury that enables you to begin with a score of over 13 million points and 99 balls: UFELFO78TL

Tony G., San Jose, CA

Mystical Fighter (Genesis)

Hidden Bonus Screens

Here's how to find three hidden bonus screens in Mystical Fighter! The first screen is located in the **first half of Level One**. Near the beginning of the level, **you pass a small red building followed by two pairs of sliding doors. Push Up in front of the sliding doors**. Inside, you'll find many crates with special items.

The second bonus screen is in **Level Two. When you reach the waterfall, press Up in front of the middle of the falls**. Inside, catch raindrops to restore your health.

The third bonus screen is in **Level Four**. At the beginning of the level, **you'll see a small bridge made of logs. Press Up in the middle of the bridge** into the darkness. This screen is similar to the first bonus screen.

Stephen Sylvia, New Bedford, MA

ToeJam & Earl (Genesis)

Sneak Up on Santa Claus

In ToeJam & Earl, there's a way to sneak up on Santa Claus without him seeing you! Wait until Santa is looking into his bag, and then tiptoe up to him. If Santa looks up, freeze until he looks back into his bag. Then, tip-toe towards him some more. If you reach him successfully, he'll drop presents for you!

J.P. Encarnacion, Beverly Hills, CA

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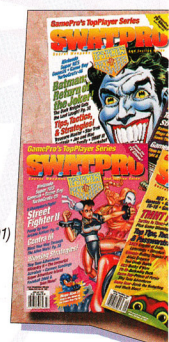

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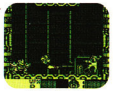
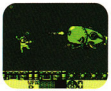


With your Mega Buster you can turn Punk into junk.



Use your Mega Buster to turn this whale into a pile of useless blubber.

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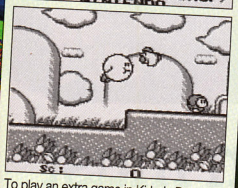
S.W.A.T. PRO

TIPS, TACTICS AND PASSWORD

Kirby's Dream Land (Game Boy)

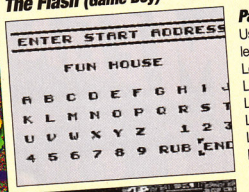
An Extra Game

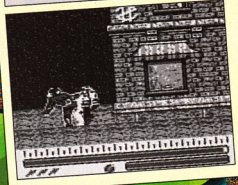


To play an extra game in Kirby's Dream Land, **wait until the title screen appears and then simultaneously press Up, Select, and Button A.** This new game is more difficult than the original.

Chris Cunningham, Alexandria, VA

The Flash (Game Boy)





Passwords

Use these passwords to begin on any level of The Flash:

Level 1: 23 DELANEY ST
Level 2: DENIM BLVD
Level 3: TRACK 29
Level 4: PICASSO BLVD
Level 5: INGOT LANE
Level 6: 7TH MARKET
Level 7: TRACK 12
Level 8: RUE LE DAY
Level 9: TIN ALLEY
Level 10: GORBY WAY
Level 11: TRACK 66
Level 12: FUN HOUSE

To use the passwords, **press Select during the title screen** and then type in any of the above locations.

Andy Livingston, Bel Air, MD

Game Genie Codes

Dragon Warrior III (NES)

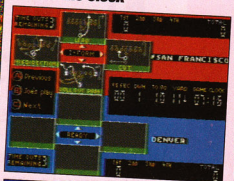
Make Magic with these Game Genie Codes

Use these Game Genie codes with Dragon Warrior III for some amazing results:

Start with 255 Vitality: NYNLTZYE
Start Wizard with 254 Strength: VYVUIZPE
Start with Staff of Force: IPOZENNY

Joe Montana Football (Genesis)

Freeze the Clock



Use this Genesis Game Genie code to make the clock stay at 00 in Joe Montana Football: HTVT-APVL.

Josh Heath, Monument, CO

Bulls vs. Lakers and the NBA Play-Offs (Genesis)

Slam Dunk Game Genie Codes

Use these codes with your Genesis Game Genie to experience some strange goings on in Bulls vs. Lakers.

Enter the following Master Code: R18A-8608
Now, enter any of the following:
Infinite Shot Clock: ATHA-AA68
Team 1's Baskets Worth Seven Points: SFBT-D6Z2
Team 1 Starts with 40 Points: FACA-AAH8

Continued on page 214

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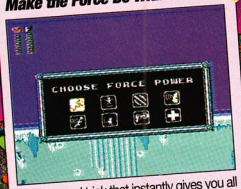
TIPS, TACTICS AND PASSWORDS

The Empire Strikes Back (NES)

Make the Force Be With You



Here's a pad trick that instantly gives you all of the Force Powers in The Empire Strikes Back. During your game, **hit Start** to access your current Force Powers. Next, **press and hold down Right and press Start, Select, A, and B simultaneously. Next, while still holding Right, press B, B, Start, A, B, Start, B, B, and Start.** Now the complete Force is with you!

Ricky Leiderman, Santa Fe, NM

The Empire Strikes Back (NES)

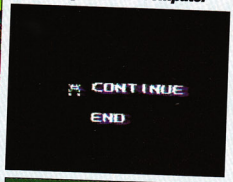
Skip Stages

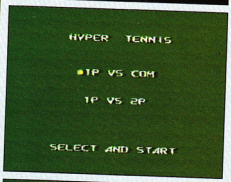
Use this slick trick to zap to any stage in The Empire Strikes back. During game play, **hit Start** to access the Force Powers. Now, **press and hold down Right, and simultaneously press Start, Select, A, and B. Continue to hold down Right and press B, B, Start, A, B, Start, B, B, and Select.** You'll skip to the next level. Remember, you can only use this trick in levels where you can use the Force Powers.

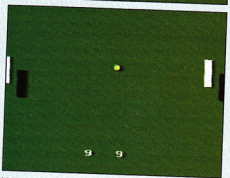
John Gower, Bainbridge Island, WA

Super Spy Hunter (NES)

Play Pong With the Computer





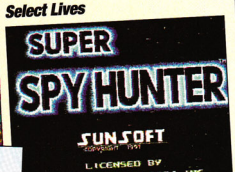


When you die at the end of a game of Super Spy Hunter, you'll go to a continue screen. Aim your gun turrets down (using Button A), and then choose to continue. You'll end up playing the computer in a game of Pong. Win, and you'll earn extra lives!

Daniel Thagard, Friendswood, TX

Super Spy Hunter (NES)

Select Lives



Use this cool trick to select different numbers of lives in Super Spy Hunter. **When the title screen appears, press and hold down Select, A, and B, and then press Start.** As soon as you see a thick, green line appear across the screen, release all of the buttons. The line will slow down and a number will appear, which indicates the amount of lives you'll have to begin the game.

Paul Brown, Rochester, NY

Do You Have a Secret Weapon?

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

GamePro Magazine

Secret Weapons

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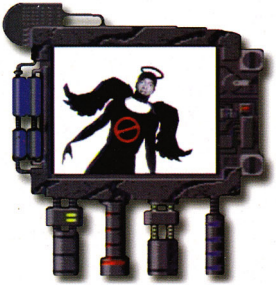
"Make Your Own"

If you think **you have what it takes** to edit, **mix** and create your own explosive, high-impact, **incredibly cool**, absolutely new **music videos** for mega rap act Kris Kross and global super group C+C Music Factory . . .

. . . What are you waiting for?



Just slip one of our revolutionary new music video game discs into your Sega CD. **Strap yourself in.**

And get ready to endure a massive rush of intense CD sound, digitized live-action video and face-to-face

interaction with real artists or a celebrity veejay. All you need to play these head bangin' games is awesome talent and lightning fast reflexes. You control it all as you **select**, **edit**, **slice** and **dice**. You're working with hundreds of clips from real music videos, movies and never-before-seen video footage – all in synch with dizzying special effects and the hottest, freshest music ever. Wrap it up...

and get your grade, straight from the

veejay or artists themselves. Kris Kross and C+C Music Factory music video games from Sony Imagesoft.

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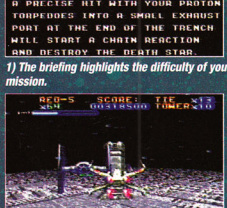
SUPER NES GAME BUSTERS

By Bubonic the Blowfrog

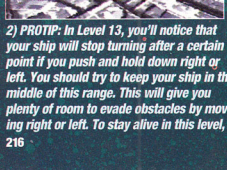
Once you were the "learner," but now you can be the master. By the time you reach the end of Super Star Wars, you'll probably have begun playing the game "a long, long time ago." The final two levels are fast-paced shooters that give the game's conclusion a decisively frantic edge. To beat these fast flyers, you've gotta use a lot of dexterity, and of course, the Force.

Mission Impossible

Just like in the movie, your final mission is to fly your X-Wing fighter into one of the trenches of the Death Star. There, you'll fire your Proton Torpedoes into an air-conditioning shaft that sets off an explosive chain reaction that will ultimately destroy the Death Star.

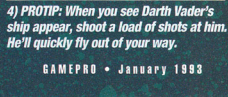


1) The briefing highlights the difficulty of your mission.

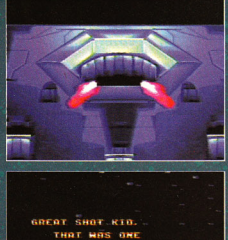


2) PROTIP: In Level 13, you'll notice that your ship will stop turning after a certain point if you push and hold down right or left. You should try to keep your ship in the middle of this range. This will give you plenty of room to evade obstacles by moving right or left. To stay alive in this level, don't hit the towers. A single collision with a tower will cost you a life.

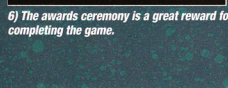
3) PROTIP: Once you've shot your quota of towers and TIEs, it's time for a little trench warfare. The secret to staying alive in the trenches is to shoot the TIE fighters before they have time to fly towards you and turn around. If you let the TIES turn around, they'll fire at you, but you can shoot the shots down before they reach your ship. If you have a controller with slow motion, it'll come in handy on this level.



4) PROTIP: When you see Darth Vader's ship appear, shoot a load of shots at him. He'll quickly fly out of your way.



5) Two torpedoes seal your enemy's fate!



6) The awards ceremony is a great reward for completing the game.

SEGA GENESIS 16-BIT CARTRIDGE

DEADLY MOVES

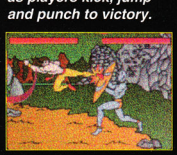
Move over masters, a new champion is kicking in.

This exciting action adventure game recreates the fury and explosiveness of international boxing. In this game, they take no prisoners. It is a fight for life and the championship in a ten series match. Set against international backdrops players pit themselves against ten of the most deadly Masters of the Martial Arts. Each master brings to the fight their own special weapons and fighting techniques. Players kick, punch and jump their way to victory. This exciting video battle features dimensional screens, high quality graphics, special sound and video effects and challenging game play. Enemy masters can be designed for special attacking action. Weather and seasons change during the course of the game action.

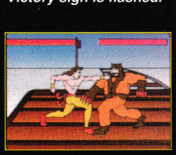
Make your move to power with one of the hottest games yet, ***"DEADLY MOVES"***!

The action is furious as players kick, jump and punch to victory.

The crowd roars as the Victory sign is flashed.



Special sound, video effects and 3-D screens add to realism.



Weather and seasons change during game play.

*Screens are only a representation.

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8-MEG DEATH DUEL STRATEGY GUIDE #2

Welcome back to the ultimate duel in space —Death Duel! You have to shoot alot in this game, but it's not a shooter. To help you figure that one out, here's a ProStrategy guide.

If you want to survive the Duel, you'd better wear your thinking cap as well as your weapons. Last issue, we laid out the bad guys in the first four levels (see GamePro, Dec. '92). Here's the low-down on your extraterrestrial competition from Level 5 through Level 9.

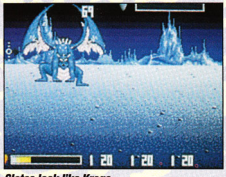
Guess who's looking forward to meet ing you in Death Duel?

Warning: This game gets messy! Each duel allows you the opportunity to dismember your hapless opponent. Precision blows delivered by your vast arsenal will result in a gruesome exhibition of severed limbs. Some opponents re-attach their lifeless limbs, while others may use them as very effective weapons.

Borb Eubistapiicia (Level 5)

Borb is a champion Dueler from the planet Slateiv, and he's proud of his world's heritage in mortal combat. Slates have been credited with some of the most gruesome fighting tactics known to the galaxy, and they use only the toxic weapons that nature has endowed them with. They're really a gas—literally! Aged 700 Earth years, Borb is truly the fiercest of the Slates. With 121 confirmed kills, Borb is an infamous legend in the Dueling community.

Offensive Techniques:



Slates look like Krags.

Slates are related to the Krags (Level 1), but they're gifted with more powerful fighting characteristics than their distant cousins.

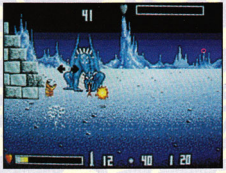
Be quick, 'cuz Borb is.

Borb is quick and exceptionally talented at avoiding your gun sights.

Borb gets it back together quickly.

Your first objective should be to disable Borb as early in the match as possible. Warning: Keep an eye on his limbs after you shoot them. Borb regenerates living tissue about as fast as it's mangled.

Defensive Techniques:

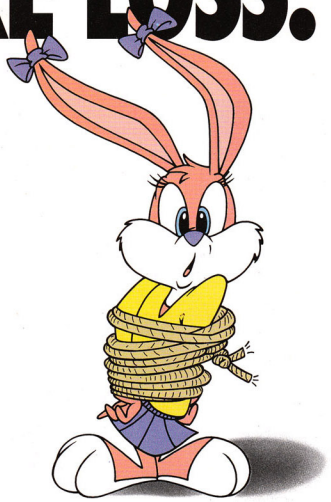


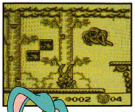
A disgusting attack!

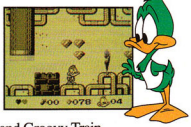
Borb is a living Arc Flame thrower. He ignites his own stomach gas and sprays it at unfortunate victims. The flame can melt the armor of your A-7 Cyborg with only a few direct hits. Borb's flames are extremely dangerous. However, he can't disguise the fact that he's about to shoot. Remember, Borb can fly. If you don't clip his wings, he will!

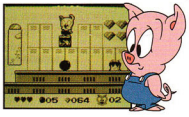
Continued on page 220.

PREVENT HARE LOSS.









Babs was about to get her Big Break in this all new adventure for Game Boy,® until Montana Max put her career on the ropes. Now you must join Buster, Plucky and Hamton to help save her dreams of stardom.

You'll bop, spin and fly through four toony levels packed with amazing cartoon-like graphics, including the Pipsqueak Pipe Maze and Groovy Train. You'll also power-up with attack carrots, pineapples and watermelons. Score big points in the Montana Mash subgame. And team up with Dizzy Devil, Furrball and other wacky characters in the most hare brained rescue mission ever conceived.

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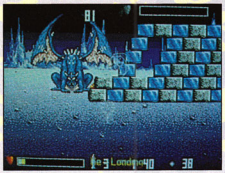


He flies, you die.

Once Borb gets airborne, he can make your life (or death) miserable.

Special Techniques:

Shoot those limbs!

difficult target, and look for clues from this disgusting opponent.

PROTIP: Slo Mo Clouds don't slow Borb down long enough to be very useful. They're a waste of Pheelae (money), except for novice players. Moreover, he's too quick to hit with grenades. The best weapons against Borb are a combination of Skimmers and Missiles.

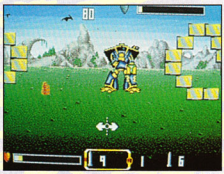
PROTIP: You won't be able to finish the game with this tip. However, for a little gruesome fun, hit Borb with a couple of Homin' Rockets.

Karl is the finest cyborg pilot in the galaxy. His fighting style and strategies are required reading at the Interstellar Cyborg School. This Antillian cyborg is a hybrid of three early Trinity models. Because his machine is customized, there are no technical spec printouts to indicate any vulnerabilities. Karl's fighting personality is what drives him to win. He fights down to the last drop of blood.

Offensive Techniques:

Cyborg firepower!

Karl is equipped with Twin Claymore Cannons on his cyborg left arm and a Taurus Tracking Missile Launcher on his shoulder mount. These weapons are capable of wasting you with just a few direct hits.

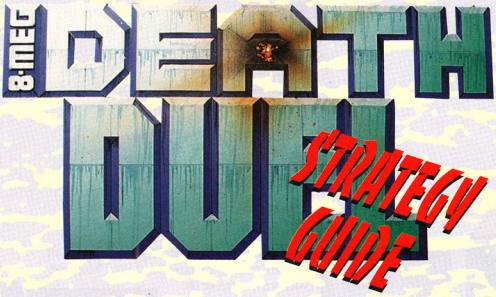


Karl's double trouble.

Both sets of weapons can fire at once, which places your Trinity Rote Cyborg at a distinct firepower disadvantage.

Defensive Techniques:

Karl is equipped with an antigravity thruster, which can propel him in short thrusts from point to point. This movement makes it hard for you to lock your weapons onto him. Karl also features modular engineering in his cyborg. If you blow away his double-barreled cannons, he picks up the severed limb and reattaches it.



A good strategy against Borb is quick and relentless immobilization. Aim a Missile or Skimmers at Borb's legs and keep him still long enough to take accurate shots at his head. But, just because you take off his legs, doesn't mean Borb can't fly. It's a REAL problem if you let him get airborne long enough to regenerate his limbs and get back to fighting condition. The object is to slow Borb down long enough to nail him. Keep moving around to make yourself a

Karl Borgas (Level 6)

Continued on page 222.

CALIFORNIA GAMES II

ULTIMATE CHALLENGE!

Just how good of a player are you anyway? You may think you're great, but can you win the title of "Most Excellent Dude" or "Dudette?" Here's your chance to achieve greatness in five wayout events, plus win some cool prizes to boot. Buy California Games II for your Super NES®, start practicing, and match your skills against the world!

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Contest details and starting dates for each event will be posted in the February 1993 issues of Electronic Gaming Monthly and GamePro magazines.

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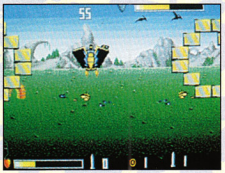
Special Techniques:



Watch out! He flies, too!

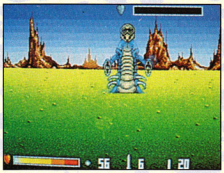
Karl's cyborg has only one mechanical hand. Without that hand, Karl cannot pick up his severed gun arm. Your best bet is to target Karl's right arm with a Missile, and then move on to disconnect his left arm.

PROTIP: Karl is a good opponent on which to practice using Grenades. Your Grenades are very powerful, and necessary against some of your remaining opponents. However, they are difficult to use at first.

Kuros Tizrak (Level 7)

Kuros is the result of a genetic experiment gone horribly wrong on the planet Ovinia. Beneath her centipede-like exterior lies a tormented creature with high intelligence and an unparalleled destructive capability. Years ago, Kuros went insane and destroyed an entire city on her planet. So, the Ovinians exiled her to fight in the Duels until her death. As a result, Kuros tends to develop a twisted romantic bond with her opponent, and will savagely attack what she perceives as a fleeing lover.

Offensive Techniques:



We don't know what they are, but they hurt.

Kuros' genetic mutations feature two of the most deadly organic weapons ever used in mortal combat. It has never been determined what she fires as projectiles, but a volley carries a force equivalent to a .7 megaton strategic nuclear explosion. In addition to destructive weaponry, Kuros has the most accurate organic targeting abilities in the known universe. If Kuros fires, Kuros hits! Call it mutant's intuition.

Defensive Techniques:

It's fused lithion anti-blast armor!

Kuros is endowed with fused lithion anti-blast armor, which can minimize almost any kind of impact from conventional weapons. Go ahead, take a few shots at her head and watch her armor activate.

Special Techniques:

Kuros' armor is impregnable.

Target Kuros' claws and arms first. Don't waste ammo on her torso because her armor is impregnable, which is illegal in Duels. But who's willing to reason with this crazed mutation?

Don't let her think you love her.

PROTIP: You want to try a Lob Grenade to stop her from firing, but you have to weigh this against its cost. Whatever you do, don't let this sick creature think you're leaving her, and don't listen to her tortured screams of agony.

Yorgik Somtix (Level 8)

Yorgik is the last of the pre-Federation ogre hybrids. He's a Silenian hybrid with no perceivable line between robot and living tissue. Long ago, the original race of beings who created the Silenian Ogres as artificially intelligent slave labor was destroyed by their own creations. As a result, Yorgik outlived his extinct masters by offering his services as a Dueler for the Paterians. The Paterians are a weak species that require a strong "soldier of fortune" to represent their interests on the Dueling fields. In return for Yorgik's service, the Paterians supply him with life-supplies and necessary maintenance. Yorgik literally fights for his life.

Offensive Techniques:

Yorgik packs a shipload of weapons. Using a Paterian-installed Hertz Dynamics Plasma Projector, Yorgik can end your life quickly and easily. No mess, no regrets. You simply dissolve. It's not a pretty way to go!

Continued on page 224.

RELAX PRETEND IT'S A GAME!

Sewer Shark for the Sega CD blasts you into a radical new world of gameplay with devastating digital video of live actors, explosive CD sound and the hyper-charged power of a simulation-shooter. Interact one-on-one with ace tunnel-jockey Ghost and the devious, fat-faced Stenchler. Your mission's clear: transport supplies to human outposts deep in the sewers...and fry anything that gets in your way. React with lightning-fast speed to flight instructions transmitted by your computerized droid. Navigate, fire and streak deeper into toxic tunnels. Miss a turn and you're history. But make it all the way...and you're in Solar City, maxin' out to beaches, babes and awesome rays! Sewer Shark for the Sega CD.

ACTUAL IMAGES

It's a whole new game.

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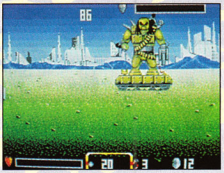
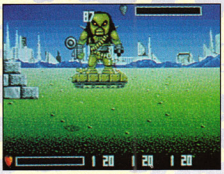


Yorgik carries a heavy load...



...that's sure to do you harm.

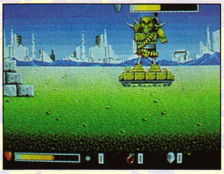
Defensive Techniques:

Yorgik's tank-like tracks offer him quick and vigorous mobility. His fusion engine generates 40,000 gigajoules of power, so he has plenty of speed and energy in reserve. Shielding is where Yorgik expends most of his energy. It takes more than a few shots to find a chink in his armor.

Yorgik is fast on his tracks.

Special Techniques:

Move your cyborg butt! Don't let him lock on with his weapons. Remember, the policy is "stick and move." Stay still long enough to get a shot in, and then move fast. It's a good idea to repair your cyborg completely before you go into combat with Yorgik.



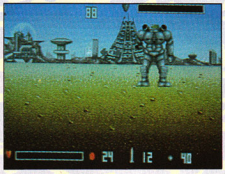
Use Homin' Rockets.

PROTIP: Missiles just aren't as effective as higher-priced weapons against Yorgik. He has very little regeneration ability, so you can rest assured that an expensive weapon's effect will last long enough for you to finish the job. Try using a Homin' Rocket to weaken Yorgik.

Simas Julius (Level 9)

Nobody knows who or what the Treesians are, and there are no records kept on their cyborg technology. Unfortunately, no opponent has lived long enough to reveal what he knows about Treesian battle strategy. You may be in big trouble.

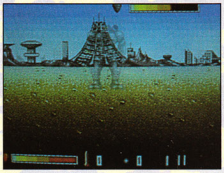
Offensive Techniques:



The ultimate grim reaper.

There's no telling what kind of weapons this ultimate grim reaper uses. It's obvious, however, that the Treesian weapons are immeasurably powerful. One hit from Simas' cannons means that you are 85 percent closer to death.

Defensive Techniques:



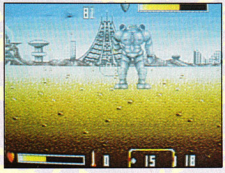
Now you see Simas...

...now you don't.

The Treesians have mastered the ultimate defense technology—sub-tonal cloaking. It produces complete invisibility to both the sensors and the visual spectrum. As you may guess, targeting Simas is not easy. It takes intuition to mark Simas and hit him while he's visible. In fact, it takes great skill to hit him at all.

Special Techniques:

Face it. You ARE outgunned. You have to use real strategy to beat Simas Julius. Take note that it takes a lot of energy to cloak. You can hear the energy crackle the air as Simas begins to cloak and decloak. Use the sound as a cue for firing.



PROTIP: If it takes large amounts of energy to cloak, it's logical to assume that one, good, direct hit to Simas' fusion plume (located in the legs) would reverse his ability to cloak. Once you've stunned Simas, have at it! But beware! This messenger of death is not to be trusted.

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Death Valley Rally
On the Ball
NHLPA Hockey
Tom & Jerry
Chester Cheetah
Super Strike Eagle
Gunforce
Spindizzy
Firepower 2000
Wing Commander
Cal Ripken
Pushover
GODS
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Super Star Wars
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NBA Allstars
Cybernator
Out of this World
Super High Impact

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Breech
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Strider 2
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Roger Clemens
T2 Judgement Day
Sorcer Kingdom
Power Monger
Chest Cheetah
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Turtles
Sunset Riders
Humans

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GODS
Shinobi 2
Metal Fang
Majin Saga
Power Athlete
Junker's High

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Shinobi 2
Shining Force

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Night Trap
Hook
Terminator
Wonderdog
Rise of the Dragon
Chuck Rock
Monkey Island
Willy Beamish
Wolfchild
Dungeon Master
Sewer Shark

MEGA CD

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Road Blasters
Final Fight
Afterburner 3
Time Gal
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Air Zonk
Dead Moon
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Dragon Slayer
Loom
Shadow of the Beast

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Monster Maker
Super Darius 2
Dragon Slayer 2
Moto Rotor MC
Bonanza Brothers

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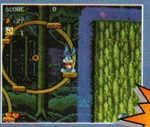
WORLD OF ILLUSION (GEN)

NIGHT STRIKER (SEGA CD)



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THE CULTURE BRAIN NEWSLETTER, FEATUR

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104 dots x 50 dots characters!
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FROM ACTION MANIACS T

FOR 2 G

SUPER NINJA BOY

FUN.FUN.FUN!!

A peaceful life in quiet Chinaland was suddenly thrown into disaster, after the Universal Peace Conference was over. The Emperor's concerns kept growing until Jack and Ryu decided to go out and settle the problem. The places they visited during their expedition were:Chinaland, Mysteryland, Fairyland and Futureland. The more they advanced, the more suspenseful it became. What they found out was a devastating plot.
There are loads of exciting action, cool items, neat vehicles, great attacks, and magic spells available. They are all yours to blow adversaries out of the way of the once peaceful Chinaland.

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FOR ALL GAME PLAYERS FROM BEGINNERS TO EXPERTS!!

3 OPERATION MODES ARE AVAILABLE.

THIS GAME HAS FOUR MODES IN IT. IT'S ALMOST LIKE TWO GAMES IN ONE CARTRIDGE!

FROM ACTION GAME FANATICS TO PEOPLE WHO ARE NOT SO HOT ABOUT ACTION GAMES BUT LIKE RPG, THIS IS THE NEW HIRYU NO KEN SYSTEM THAT PEOPLE HAVE BEEN TALKING ABOUT!

1. EXPERT MODE THAT FULLY UTILIZES THE HIRYU NO KEN.
2. EXCITING FIGHTING MODE THAT REQUIRES SIMPLE CONTROL TO COMMAND BATTLE STYLE, ANIMATION MODE FOR PLAYERS WHO WANT TO ENJOY THE STORY. 4). AND LAST BUT NOT LEAST. VS TOURNAMENT MODE WHERE EIGHT PLAYERS CAN PARTICIPATE.

THE FIGHTING GAME HAS FINALLY COME THIS FAR! THE ULTIMATES ISO TECHNIQUES!

I HAS GOT YOUR BASIC TECHNIQUES LIKE PUNCHING AND KICKING. ALONG WITH THROWING, FINISHING AND ALSO THE NEW FEATURE, OVERTURNING TECHNIQUE IS AVAILABLE! OUR OWN SYSTEM REPRODUCES OVER 150 DIFFERENT TECHNIQUES THAT HAS ALL ELEMENTS OF FIGHTING SKILLS! A FIGHTING GAME THAT IS NOW CLOSEST TO PERFECTION!

STORY MODE HAS A POWERFUL ENEMIES TOO!

A MYSTERIOUS ENEMY THAT HAS SUPERHUMAN SKILLS AND TECHNIQUES MOVES SUPER QUICK AND ATTACKS WITH A BIG HAMMER. DYING MAYEN YOU FIND THE TUSK SOLDIERS AND THE MOSCOW'S WARRIORS AMONG THE FIGHTERS, TRANSFORM INTO THE FLYING WARRIOR AT ONCE AND FIGHT AGAINST THEM IN THE FIGHTING DIMENSION. USE MAGIC SPELLS AND OTHER ITEMS WISELY! YOU'LL HAVE A SHOWDOWN WITH DARGON AT THE END!

WHO THE TOURNAMENT? UP TO EIGHT PLAYERS CAN PARTICIPATE IN THE VS TOURNAMENT MODE!

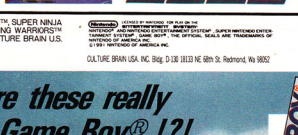
UP TO EIGHT PLAYERS CAN PARTICIPATE IN THE VS TOURNAMENT MODE!

MORE THAN TOO TECHNIQUES ARE AVAILABLE FOR YOU TO CHOOSE FROM OF COURSE.

YOU CAN ENJOY THE GAME BY YOURSELF OR WITH YOUR GOOD FRIENDS. PUSH THE START BUTTON! LET'S SEE WHO IS GOING TO WIN THE TOURNAMENT!

WHAT IS THE NEW HIRYU NO KEN SYSTEM?

THIS GAME HAS FOUR DIFFERENT MODES. FIRST, YOU CAN ENJOY EXCITING ATTACKS AND ARE NOT REQUIRED TO DEFEND YOURSELF. IN FIGHTING MODE. SECOND, EXPERT MODE FOR FIGHTING MANIACS. IT'S SOME QUICK TWISTING, OVERTURNING, COMBINATION TECHNIQUES AND MUCH MORE! THE FIRST VIDEO GAME THAT LETS YOU PLAY A FULL SCALE FIGHTING GAME! FOR BEGINNERS AND THOSE PEOPLE WHO ENJOY THE STORY, THERE IS COMMAND BATTLE STYLE, ANIMATION MODE AND VS TOURNAMENT MODE THAT LETS UP TO EIGHT PEOPLE PARTICIPATE. IT'S A SUPER GAME SYSTEM!



EXPERT MODE

HIRYU NO KEN SYSTEM WAS REFINED AMAZINGLY.

THE CHARACTER THE OLD VERSION'S DISADVANTAGES ARE UPGRADED THE NEW HIRYU NO KEN SYSTEM! THE NEW HIRYU NO KEN SYSTEM THAT LETS YOU ENJOY NORMAL FIGHTING ACTION! EXPERT MODE IS FOR THOSE WHO ARE MASTS OF THE FIGHTING SKILLS!

FIGHTING MODE

YOU CAN ENJOY EXCITING FIGHTS WITH SIMPLE OPERATIONS.

THE STUNNING FIGHTING MATCHES THAT HAS A LOT OF FIGHTING TECHNIQUES CAN BE ENJOYED BY PUSHING BUTTONS RANDOMLY! GUARANTEE CAN ENJOY THE FULL SCALE FIGHTING ACTION!

ANIMATION MODE

STORY MODE IS MUCH MORE FUN AND INTERESTING!

FOR THOSE WHO ARE NOT CRAZY ABOUT ACTION GAMES BUT LIKE RPG GOOD BATTLE STYLE ANIMATION SUPER FUN! MORE THAN 100 TECHNIQUES ARE AVAILABLE! YOU CAN ENJOY THE STORY! YOU CAN ENJOY THE GAME WITH YOUR FRIENDS! YOU CAN ENJOY THE FULL SCALE FIGHTING ACTION! EVEN MORE! RISEN FROM THE DEAD AS A BLACK GHOST!

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YOU CAN PLAY VARIOUS KINDS OF CONTACT SPORTS. IN FIGHTING SIMULATOR MODE ONE OR TWO PEOPLE CAN PLAY, OR IN THE FIGHTING ACTION GAME MODE, MANY FEATURES LIKE SIDE SCROLLING ACTION AND COSMIC SAUCERS ARE AVAILABLE.

NINJA BOY 2

ON DINOSTAR, MECHA COLONY, KING'S PLANET, "NINJA BOY'S™", ANOTHER GREAT ADVENTURE BURST INTO SPACE!

JACK AND RYU WENT ON A SPACE TRIP WITH THEIR PALS. WHERE THEY CAME ACROSS THE GALANDS, FIERCE PIRATES OF SPACE. WHAT THEY ARE AFTER IS CONTROL OVER THE UNIVERSE WITH THE MIGHTY POWER OF 7 TREASURES. RIGOROUS BATTLES AROUND THE TREASURES BREAK OUT WITH YOU IN PART OF THE ACTION AGAIN!

PRO Report NEWS

Sony and Nintendo, Together Again

The on again off again CD partnership of **Sony** and **Nintendo** is on again. In a recently-announced aggreement, Sony and Nintendo outlined plans to produce CDs and cartridge games that'll be fully compatible with both companies' systems. Sony also announced the creation of a new division, **Sony Electronic Publishing**, which will focus specifically on development of CD software for Nintendo's CD-ROM system.

All this is good news for consumers since Nintendo and Sony are two driving forces in the electronic entertainment industry. Any partnership between the two is bound to produce exciting results. Moreover, their CD ROM-XA CD format, which will be compatible across the board for both companies' systems, should serve to enhance the range of CD software available for consumers, especially since both companies also plan to license third-party software developers. We'll have more details on this exciting news as it becomes available.

Accolade Decision Confirmed

In October, an appellate court confirmed the opinion in the precedent setting **Sega** vs. **Accolade** case. The decision confirmed the right of third-party software manufacturers to "reverse engineer" copywritten code in order to learn how to manufacture software that's compatible with specific hardware. Although Sega claimed that this "reverse engineering" was a violation of their Copyright, the court ruled that there was no other way for Accolade to gain access to the necessary non-copywritten code elements needed to manufacture software for the Genesis. Edward Black of the Computer and Communications Industry Association stated "The court's ruling will guarantee a bright future for innovative independent software vendors and smaller hardware companies who need to ensure that their independently developed software is interoperable with the products of large computer vendors that control many of the de facto hardware and software standards in our industry." Accolade plans to pursue a countersuit against Sega seeking damages for unfair business practices and misuse of Trademark.

Sonic hits the comics courtesy of Archie Comics Publications.

Sonic The Hedgehog 2 Makes the Comic Book Scene

Everyone's favorite hog with a 'tude has teamed up with **Archie Comic Publications** for his very first comic book series. Sonic The Hedgehog #0 and Sonic the Hedgehog #1 (the first in a three-issue mini-series) feature the ongoing adventures of Sonic as he defends the innocent forest creatures from the ever-sinister Dr. Robotnik. The bad doctor's captured Sonic's little forest buddies and Sonic has to free them before Robotnik makes the forest an unfit place for man, beast, and hedgehog. Check your local Comic Book retailer for these latest in the Sonic saga.

Terminator 2 Teams Up with the Menacer

Sega and **Acclaim** are ready to make your day with an explosive match made in shoot-em-up heaven. Sega's new light gun, **the Menacer** (See GamePro, December '92), hits retailers' shelves this holiday season. Although the gun comes with a cartridge that includes six original games, there's even better news for would-be Terminators. That's right, "Ahnuld's" along for the ride. Sega and Acclaim have announced that **T2: The Arcade Game**, an **Arena** title and the first third-party cart for the Menacer, will also be bundled in with the gun. The game's a translation of the popular **Williams/Bally** coin-op. It features digitized images from the movie *Terminator 2: Judgment Day* and it's compatible with both the Menacer and a regular Genesis controller. The entire package (the Menacer, the six-in-one gun, and T2: The Arcade Game) retails for $89.99.

Double Dragon Tackles Your TV

Following hot on the heels of its mean, green, **Battletoad** brothers, **Tradewest's Double Dragon** duo is ready to take out the thug trash on your TV screen! **DIC's** half-hour DD cartoon will air in 1993 as a nationwide syndicated special, starring Billy and Jimmy Lee. Both the 'toads and Double Dragon shows will be available as VHS video tapes by spring '93. Additionally, DIC hopes to launch regular series by selling Battletoads and Double Dragon to the networks at San Francisco's National Association of Television Production Entertainment show in January.

Super Mario Goes to the Movies

Stars of game screen, TV cartoon screen, and endless merchandise, Super Mario and lil' brother Luigi, are going Hollywood! *Super Mario Brothers* will be produced by those other famous brothers, Warner, and will open in theaters everywhere by late December. The live-action film features Bob Hoskins ("Hook," "Who Framed Roger Rabbit?") as Mario, John Leguizamo as Luigi, Samantha Mathis as Princess Toadstool, and Dennis Hopper ("Blue Velvet," "Easy Rider") as the evil Bowser, King of the Koopas.

Directed by Roland Joffe ("The Killing Fields"), SMB takes place in a twisted version of New York City called Dinohattan, where Koopa Square replaces Times Square and the Police Department's motto is "To Search and Destroy." Bowser has stomped his citizens into submission, and the Mario crew must stop the Shelled One from doing damage to the real New York. And yes, there's a guest appearance by Yoshi.

Street Fighter Goodie Grab Bag

Capcom leads the **Street Fighter II** merchandise charge with the long-awaited Fighter Power Stick (see GamePro, December '92). Now Capcom's got even more merchandise in store for World Warrior gurus. Here's the lowdown.

Currently available in Japan, Street Fighter Collector's Coins are hotter than silver dollars, or silver yen. The 12-coin, limited-edition set sports a World Warrior's face on the front and an SF II logo on the flip side. Capcom is still considering U.S. distribution.

SF II Collector's Coins.

Now you can look like a Street Fighter.

SF II Trading Cards.

A special edition of SF II Trading Cards is now available from Capcom's mail order service. The front features art straight from the SNES game's manual, and the back lists the character's vital stats, best move, best combo, and a screen shot. Look for an all-new set of cards from Topps in early '93.

Other World Warrior items include watches, T-shirts, caps, posters, embroidered patches, and stickers. Not one to rest on its fists, Capcom's also negotiating licensed development of toys, comic books, TV shows, and movies based on Street Fighter II. For SF II game play or merchandise questions, call Capcom's hotline at (408) 727-1665.

PC Engine Mouse

You'll read it here first, unless you read Japanese. That's right, a mouse is in its final development stages for the **PC Engine** (Japan's TurboGrafx-16). The mouse is styled much like a personal computer mouse, with Run and Select buttons engraved on the side of the unit. A mouse-based conversion of Lemmings accompanied the unit's November launch.

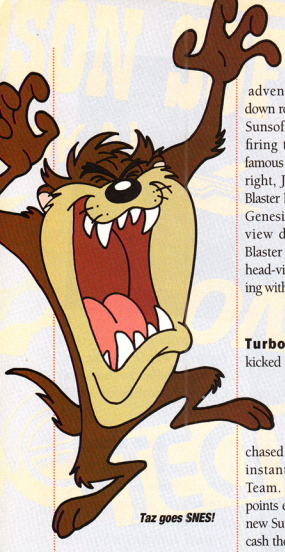
Tecmo's Super Bowl Kicks Off Genesis Lineup

Recently-signed Sega licensee, **Tecmo**, announced its Genesis starter for 1992. A direct translation of the NES best-seller, **Tecmo Super Bowl** should hit stores any week. All 28 National Football League teams, improved 16-bit graphics, battery backup, play-offs, and Super Sunday will highlight the game.

Taz-Mania Whirls into SNES Screens

Here's good news for all you SNES players with Taz-envy.

Continued on page 230.



Taz goes SNES!

Sunsoft, publisher of **Road Runner's Death Valley Rally** (see GamePro, November '92), has secured the Looney Tunes licensing rights to develop Taz-Mania for your Super NES. Scheduled for release in early '93, the game's a first-person perspective adventure, where you race down roads and tracks. In other Sunsoft news, the company's firing the second shot in its famous frog-saving series. That's right, Jason's back! Jason the Blaster Master will arrive for the Genesis next year with side-view driving in his famous Blaster Master jeep, and over-head-view running and shooting with Jason on foot.

T² Team

Turbo Technologies has kicked off a new promotion to help get gamers behind their TurboDuo unit. Beginning this past fall, gamers who purchased the Super CD became instant members of the T² Team. Team members earn points every time they purchase new Super CD games. They can cash the points in to collect cool stuff, like TTI sports bags, sweatshirts, t-shirts, color T.V.s, new games, and more.

The Nintendo Fun Center.

Nintendo Supports Starlight Foundation

Hospitalized kids who wish upon the Starlight Foundation for some fun during their dreary stays may find their video game dreams come true, thanks to **Nintendo of America**. The company plans to donate half a million dollars to the Starlight Foundation International to bring 160 Nintendo Fun Centers to hospitals around the country. A Nintendo Fun Center is a free-standing cart on wheels with a color monitor, a VCR, and an NES or Super NES for game play. Nintendo will also encourage its network of 17,000 retailers to contribute support to the program.

BLOCKBUSTER VIDEO Top 10 Video Game Rentals

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1. Tecmo NBA Basketball
2. Home Alone 2: Lost in New York
3. George Foreman's KO Boxing
4. Contra Force
5. Spider-Man: Return of the Sinister Six
6. Robocop 3
7. WWF Steel Cage Challenge
8. Tecmo Super Bowl
9. Adventure Island III
10. Prince of Persia

Super Nintendo

1. NCAA Basketball
2. Super Double Dragon
3. Race Drivin'
4. Super Mario Kart
5. Street Fighter II
6. Simpsons: Bart's Nightmare
7. Super Play Action Football
8. Home Alone 2: Lost in New York
9. John Madden Football '93
10. Teenage Mutant Ninja Turtles IV: Turtles in Time

Sega Genesis

1. Sonic the Hedgehog 2
2. Batman Returns
3. Captain America & The Avengers
4. NFL Sports Talk Football '93 Starring Joe Montana
5. Team USA Basketball
6. Super High Impact
7. NHLPA '93 Hockey
8. Double Dragon
9. Death Duel
10. RBI Baseball 4

This information was provided exclusively to GamePro Magazine courtesy of Blockbuster Video.

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$54 American Gladiators
$38 Ariel: Little Mermaid
$45 Bart VS Space Mutants
$48 Batman Returns
$45 Batman: Rev. of Joker
$51 Bulls VS Lakers
$48 Captain America
$45 Chakan
$46 Chase HQ II
$52 Chuck Rock
$38 Cruc'Ball/Twisted Flipper
$52 Cybercop
$57 D&D Warriors E. Sun
$47 D.R. Supreme Court
$45 Desert Strike
$45 E. Holyfield Boxing
$52 Gadget Twins
$45 Galahad
289 Genesis CD Player
$59 Genesis Menacer
$41 Green Dog
$45 Hazard: Bio H Battle
$45 High Impact
$45 Home Alone
$52 Humans
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$48 Joe Montana III
$44 John Maddon '92'
$48 Kid Chameleon
$44 King Salmon
$45 Krusty's Funhouse
$51 Last Crusade
$45 Lemmings
$45 LHX Attack Chopper
$51 NHL Hockey '93
$52 Nolan Ryan Express
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$44 Paperboy
$45 Predator II
$44 Rampart
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$45 Senna's Monaco GP 2
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$52 Sorcerer's Kingdom
$47 Spiderman
$49 Splatterhouse II
$54 Sportstalk baseball
$38 Starflight
$58 Star Odyssey
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$48 Streets of Rage
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$45 Super Smash TV
$45 Super WWF
$45 T-2 Arcade Version
$41 Tailspin
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$45 Team USA Basketball
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$60 Uncharted Waters
$45 WC Leaderboard Golf
$50 Wheel of Fortune
$51 Where in World is C.S.
$45 Wolf Child
$43 Wonder Boy M. World

Coming this winter

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$45 Double Dragon III
$51 Ex Mutants
$47 F-15 Strike Eagle
$45 Flintstones
$45 Foremans Boxing
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$46 Hit the Ice
$45 Lotus Turbo Challenge
$51 Might N Magic III
$48 Monopoly
$52 M. Ali Boxing
$45 NBA Allstars
$45 Power Monger
$45 Road Rash 2
$51 R. Clemens
$46 Saint & Sword
$51 Seven Cities of Gold
$57 Streets of Rage II
$51 Strider II
$45 Sunset Riders
$45 Sylvester & Tweetie
$45 T-2 Judgement Day
$49 Toys
$48 TMNT: Hyperstone Heist
$48 Tiny Tune Adventure
$48 X-Men
$38 Zombie High

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$45 Chuck Rock
$45 Cobra Command
$45 Hook
$45 Jaguar
$52 Kris Kross
$45 Prince of Persia
$52 Sewer Shark
$45 Wolf Child
$45 Wonder Dog

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$51 Brainies
$51 Bulls Vs Blazers
$52 C. Ripkin Jr. Baseball
$??? Championship Bowling
$51 Chuck Rock
$48 Clue
$53 Contra III
$47 Cyber Spin
$52 Death Valley Raley
$51 Desert Strike
$52 Dino City
$57 Double Dragon
$61 Dungeon Master
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$52 Home Alone II
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$52 James Bond Jr.
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$51 Rampart
$52 Rival Turf
$54 Robo Cop III
$52 Robo Sauras
$52 Rockefeer
$52 Roger Clemens MVP
$58 Sim Earth
$50 Space Megaforce
$51 Spanky s Quest
$50 Special T Shots
$52 Spiderman / X Men
$51 Spin Dizzy Worlds
$54 Soulblazer
$62 Street Fighter II
$52 Strike Gunner
$52 Super Adv. Island
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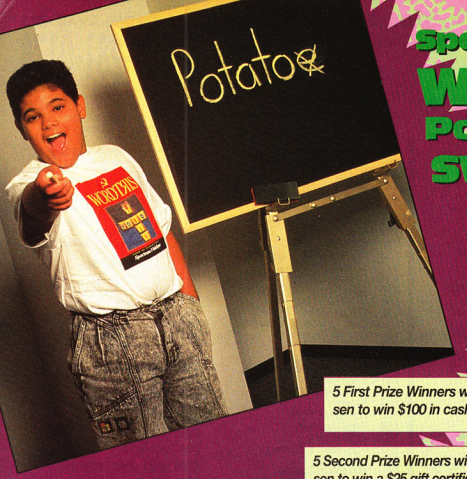

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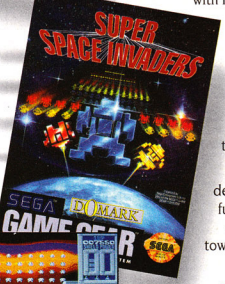

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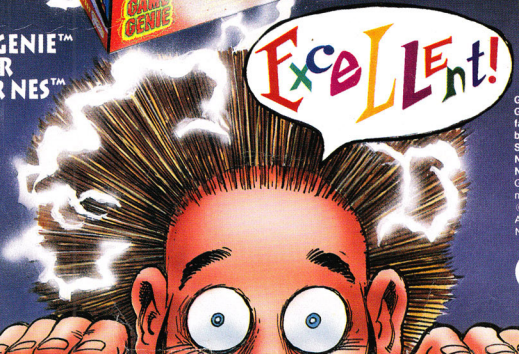

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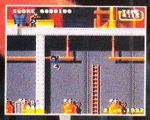

Screens shown are from the SNES version of the game.

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