

GamePro's GENESIS • SUPER NINTENDO • TURBOGRAFX-16

16 BIT video Gaming

And The Winner Is...
Which 16-Bit System
To Buy & Why. Pg. 6

Buyer's Guide!
All The New SNES
Carts. Pg. 10

Tips & Tactics!
Bonk's Revenge
Super Mario World
Sonic The Hedgehog

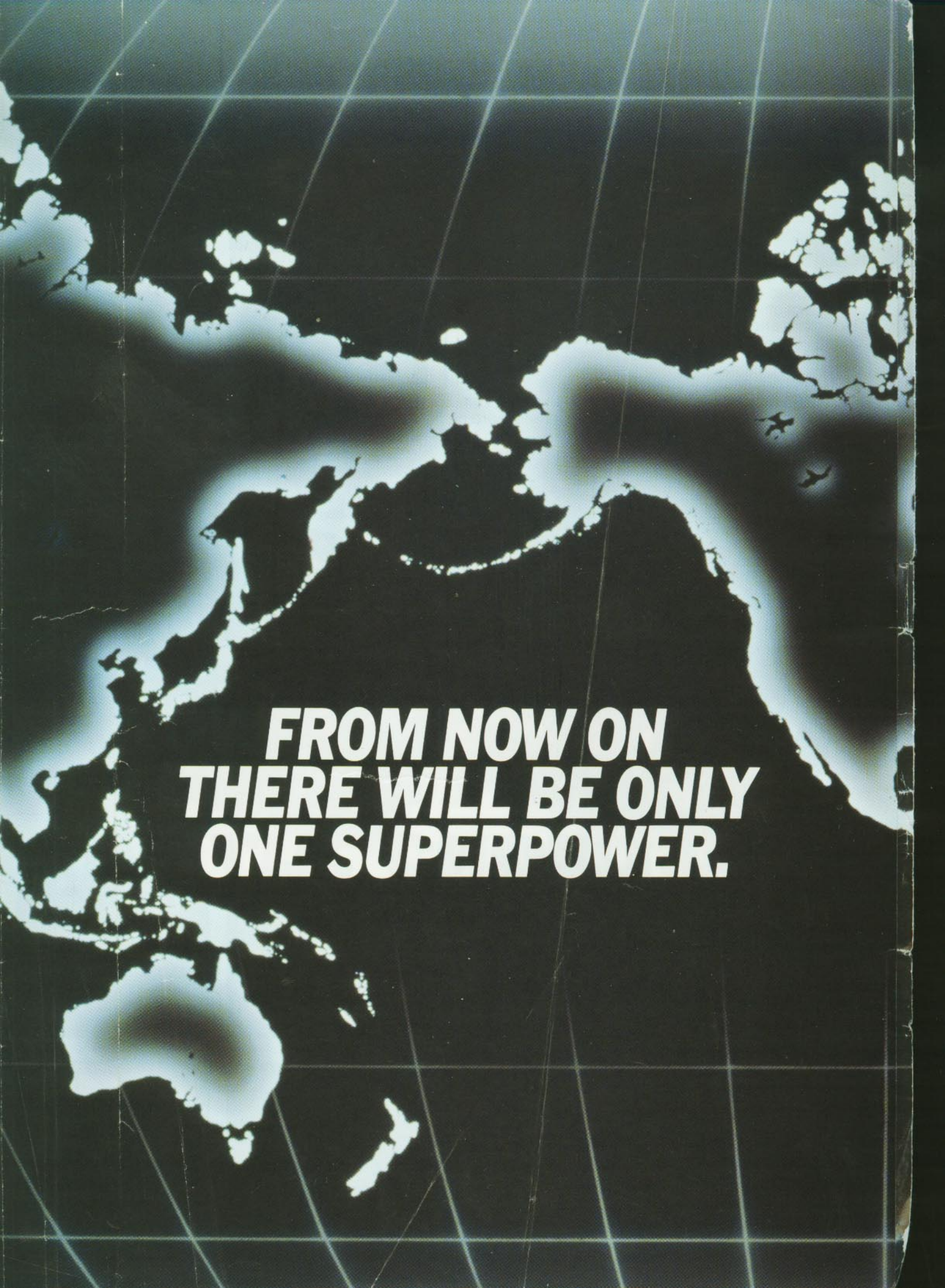
Plus Reviews:
Batman
Castlevania IV
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February 1992
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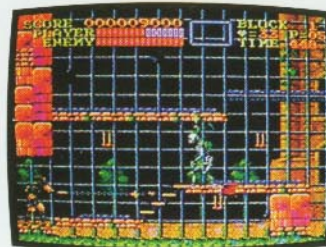
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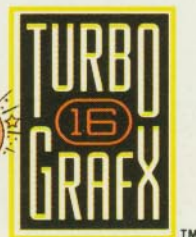
Those pesky creatures are back. And this time they're riding mutants. Giddyup.

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If the giant tortoise boss turns his back on you, watch out. He's ready to fire volcanic rocks.

retaken control of the kingdom with lightning fast speed. And it's up to Bonk to swim, fly, and battle deadly piranhas to avenge this travesty. Brace yourself for serious cranial impact: The head-banging cave dude has returned.



NEC



If your new game had 7 levels, and more than 7 secret bonus games, you'd be walking on air, too.

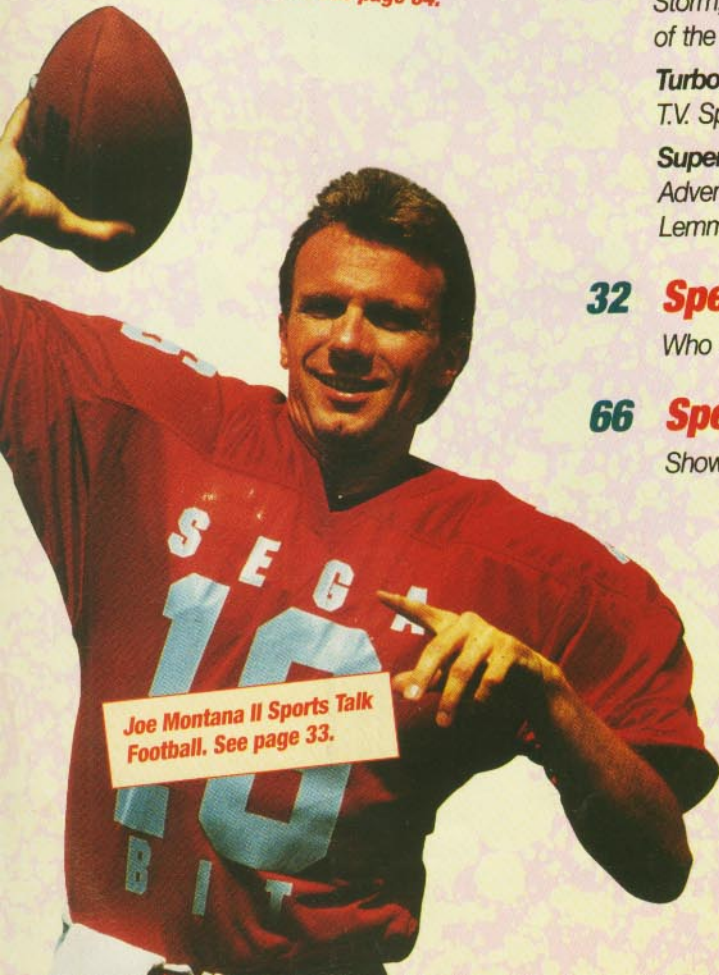
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TurboGrafx-16: John Madden Football, Bonk's Revenge, Bonk's Adventure, T.V. Sports Basketball, Splatterhouse, Devil's Crush, and Klax

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Show the Bonkmeister just who's the boss.

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So, You Wanna' Buy a 16-Bit System?

By The GamePros

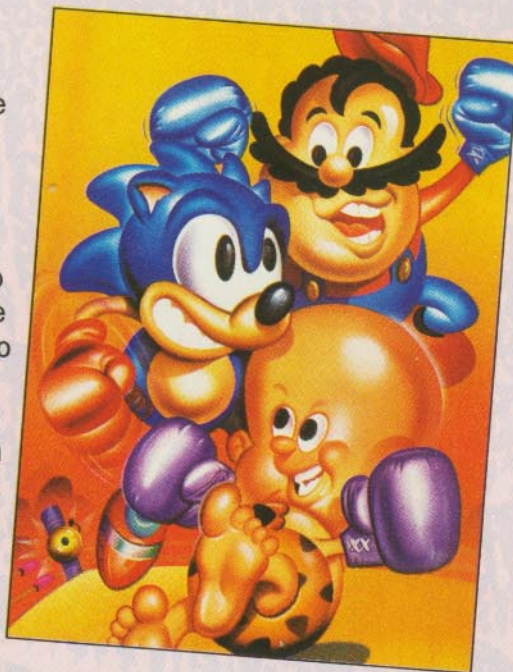
16-Bit video gaming is undoubtedly the hot topic for those in the video-game-know this Christmas season. And if you're thinking about plunking down your hard-earned dollars for a system, you're no-doubt asking yourself how to get the most bang for your video game buck. Although here at GamePro we do have the luxury of enjoying all of the 16-bit systems, we're well aware that for most gamers buying a system is an either-or decision.

So what's the best buy? Like most things in life, there is no easy answer. We've done our best to give you an in-depth look at the pros and cons of the different 16-bit systems (see So, You Wanna' Buy a 16-Bit System, pg. 10), but, as always, we suggest that part of shopping smart is to get out there and play-test the different systems yourself.

Just as important as knowing your system is knowing the software that's available for the system. Don't buy a system for just one title! Check out the entire library available for that system, and check out the overall quality and range of different types of games in addition to that one specific title that catches your eye. To help you out in the software area we've collected some GamePro ProReviews that cover some of the best 16-bit titles available to date. Perusing these articles will give you an initial look at what's available for each system.

And just to keep you off balance we're also taking another look at CD-ROM, the next wave of gaming. You may wonder what CD-ROM has to do with buying a 16-Bit system in 1991? Well, if you're gonna' be gaming for some time to come, you may want to make your 16-bit buying decision based on the compatible CD-ROM units in the works for the different systems.

Last but not least, we couldn't resist slipping a few pages of SWAT into this special issue. After all, tricks, tips, and tactics that enhance your game playing make 16-bit video-gaming that much more fun. So enjoy and remember - shop smart, play smarter!



16 BIT Video Gaming

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GamePro's Game Rating System



Poor Fair Good Great HOT!

Sample



Graphics Sound Gameplay FunFactor Challenge

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

So, You Want to Buy A 16-Bit System ...

By Slasher Quan



What started as a minor skirmish, the battle for 16-bit supremacy between Genesis and TurboGrafx-16, became an all-out war when Nintendo launched the Super NES nationwide. Now the three video super powers slug it out in a showdown that could be worth billions for the champion – and a dusty corner in someone's closet for the vanquished. Here's what's hot and what's not on the console front for the holidays!

Sega GENESIS

First with a Bullet

Sega was first out of the U.S. starting gates and continues to cling to a slim 16-bit lead, with projected total hardware sales slightly topping two million by year's end. Sega's plans for maintaining success include: continuation of top-notch software support, outmaneuvering Nintendo's marketing muscle, and the Sega CD-ROM.

Super Sonic Sega Deal

Let's take a look at Sega's current Genesis package. For \$149.95, you get the base machine, one controller, and a copy of mega-hot Sonic The Hedgehog. To double your pleasure in two-player games, you must shell out \$20 for an additional pad (which runs the total cost to \$170, only \$30 less than a Super NES). The controllers, by the way, are graced by a directional arrow, three horizontally-aligned fire buttons (A, B and C), and a Start button.

As for Sonic "now you see him, now you don't" the Hedgehog, his cart (see GamePro, June '91) is the most

graphically impressive Mario-type sidescroller ever. This hedgehog with an attitude is the fastest critter ever to leave scorch marks across a TV screen. It isn't quite as H-U-G-E as Super Mario World for the SNES, but Sonic provides plenty of start-up Sega entertainment.

Master System titles. For those who crave the latest Japanese offerings, Mega Drive carts will work in the Genesis after minor surgery to the system's plastic case...or just find a converter at an import/export house.

What can we expect in '92? Although nothing's official, Sega's sure to add new chap-



Sega Software Plans

Over the past 18 months, Sega and its licensees have whipped up a terrific mix of licensed character games (Ghostbusters, Castle of Illusion Starring Mickey Mouse, Spiderman), sports simulations (NHL Hockey, Joe Montana II), arcade-action carts (Golden Axe II, Streets of Rage, Rolling Thunder 2), and Weird Funko-Dudes Lost in Outer Space (ToeJam and Earl). Expect typical Genesis titles to run \$45 – \$60 new, but 8-megabit role playing games (RPGs) like Phantasy Star III can cost upwards of \$75. Additionally, the \$35 Power Base Converter allows backward compatibility with dozens of great 8-bit

ters to the Sonic and ToeJam and Earl odysseys, as well as keep up a steady flow of coin-op conversions (we'll keep our fingers crossed for Time Traveler).

Any late-breaking news from the licensees? You bet. See Pit-Fighter by Tengen, Rolling Thunder 2 by Namco, and John Madden Football 2 by Electronics Arts in this issue. And since Nintendo has released its developers from its exclusivity clause expect some major announcements at the Consumer Electronics Show in January (Sunsoft and Taito, for example, have already joined the growing Genesis family tree). For now, count your blessings to the tune of 159 Genesis releases.

NEC

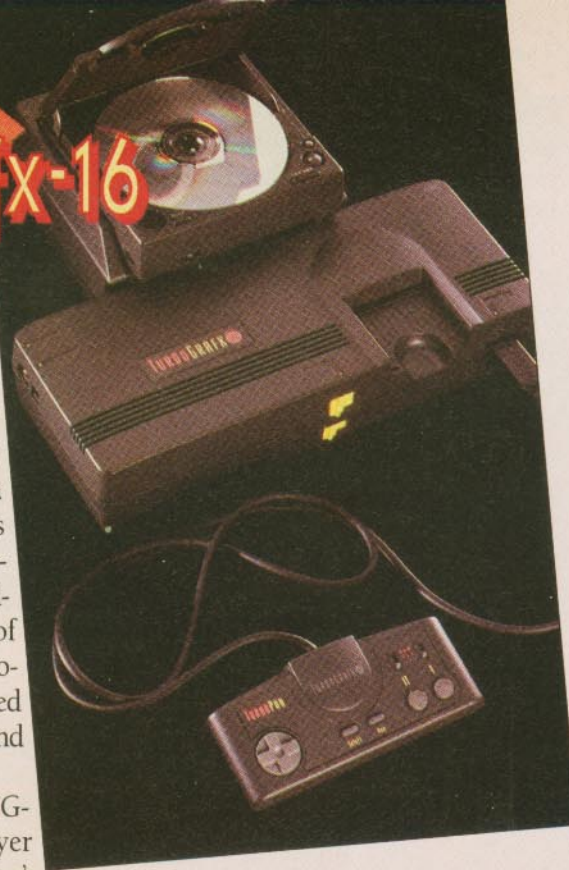
TurboGrafx-16

Tapping into the Turbo Force

TurboGrafx-16: a cool name for one kick-butt machine, right? Not so fast. The "16" attached at the end is really a half-truth; a powerful 16-bit graphics chip is found inside every Turbo and Turbo games do look sharp. But holding it back from the forefront of technology is an 8-bit central processing unit (CPU), less advanced than the chip set in the Genesis and the Super NES.

In its favor, however, the TG-16 has the only CD-ROM player around, for now. The CD bolster's the base unit's graphics, sound, and storage capabilities, but it has yet to reach a substantial audience and CDs from Sega and Nintendo loom on the horizon with more capability and higher price tags.

As a result, NEC offers a solid base product that appears somewhat limited in comparison to true 16-bit systems but definitely is an attractive alternative to the 8-bit NES. Thus, targeting first-time users with low prices, quality carts, and multi-player capability will keep TurboTappers flying high.



Bonk's Bargain

Included in the regular set for \$99.99 is the system, one TurboPad, and a copy of Keith Courage in the Alpha Zone. To be honest, although Keith Courage isn't a total dud (the graphics shine by Turbo standards), in terms of gameplay, it resembles a generic 8-bit run/jump/shoot. Bonk's Adventure (\$50) would have been substantially better choice for bundling with the system unit. If Sonic is Sega's Mario, Bonk is, by the same token, NEC's. A hard-

headed caveman, Bonk butts heads with zany characters in a fun little pre-hysterical adventure that showcases the TurboGrafx-16 very well. The sequel, Bonk's Revenge, was reviewed in the September issue of GamePro.

The TurboGrafx-16 also has some great multi-player games such as Bomberman, Davis Cup Tennis, and TV Sports Hockey. However, even two-player matches require a TurboTap (which allows up to five people to play a game). The Tap and another pad run \$40 altogether. While we're on the subject, the controllers use the same configuration as NES pads (direction arrow, two fire buttons, Run and Select).

Turbo Past, Present, and Future

During the Turbo's first six months of release, expectations were high – most 'pros were counting on scores of game conversions from Japan where the P.C. Engine (the Japanese TurboGrafx-16) reigns as one of the top video game systems.

Some did, but most didn't. And the ones that arrived more often than not had bouncy Japanese themes (Kickie Cubicle, Chew-Man-Fu) that didn't meet with American gaming tastes. Following the first wave of setbacks, though, NEC went on to introduce a few intense button-pounders (Ninja Spirit and Legendary Axe spring to mind) worthy of play on any system. Compact disc games were poorly re-



ceived until the great RPGs Ys Book I & II, then Sherlock Holmes Consulting Detective recently set a new CD standard. Expect to pay up to \$61.99 for first-run CD releases, but oldies have been cut to as little as \$19.99.

Things bottomed out this year for CD-less TG-16 owners. Fewer TurboChip titles were introduced in '91 than in '90, partially due to an expansion of CD-ROM support (the CD player's price was trimmed \$100 to \$299.99). Some of the CD offerings were quite innovative, such as Holmes with its video footage of live actors, but owners of just the base unit might feel they've been left high and dry. All told regular games will pile up to 67 this year, with CDs expected to reach 14.

World. The pads are the most advanced anywhere, and they may even be too complex for younger players. Each is armed with a direction cross, four fire buttons in a diamond formation (A, B, X and Y), Start and Select, and two extra option triggers built into the top of the controller (L and R). Mario World, believe it or not, manages to make use of all but one of the buttons. You run, jump, and fly through the biggest Super Mario Bros. adventure yet. There are 96 goals to achieve in seven worlds, including the usual assortment of warp zones, secret areas, and power-ups. Just like its predecessors, SMW will take weeks to fully explore and conquer top to bottom, so you'll love the built-in battery save.

lotwings, Super Ghouls 'n Ghosts). Super NES titles from Nintendo are \$50 each, and licensee offerings are checking in at around \$60 a pop. And just in case you haven't heard the word, there's no convertor (yet) that runs your NES collection on its big brother.

Final Analysis

Okay, it's down to the nitty gritty: Which console is the best bet for lasting videofun? That all depends on you! From what we figure, your four prime purchase considerations should be: price, games, hardware power, and future expansion. Think carefully, balance each factor, and read on for our console conclusions.

As a low-end, inexpensive entry into gaming, TurboGrafx-16 is a reasonably sound investment. You'll enjoy plenty of pseudo 16-bit thrills from the established library of slick shooters and rowdy multi-player carts. But don't expect to be on the cutting edge with NEC; software sources are still few and the CD-ROM faces high-priced competition within the next two years.

That leaves Sega and Nintendo. Which of their machines wins the raw processing power comparison? Hard to say. Super NES can use scaling and rotation, display more colors simultaneously, and has a stronger sprite engine, but runs at only half the speed of Genesis (and thus some games suffer from occasional slow-down, like Gradius III). It should be safe to say that software and not hardware will make the difference in this clash of the titans (after all, the 8-bit Sega Master System was technically superior to the NES, but was bested easily by Nintendo's cartridge tidal wave).

As of Christmas, Genesis and Super NES systems will be in a dead heat saleswise, but Sega wins by a landslide as far as overall title backing is concerned - right now, there are just more carts, and great ones, too, for Genesis. On the other hand, in the "potential" department, Nintendo holds one important edge its huge third party licensee stable. Bottom line: just be thankful for what you get! It's a draw, this Christmas anyway.



New Machine on the Block

From the moment the Super Famicom was announced in Japan, most of you have probably been slaving for a chance to play Nintendo's own next generation box. Now that the Super Nintendo Entertainment System has arrived, it's time to see how it stacks up to the competition.

Mario and More

For the top-of-the-line price of \$199.95, each boxed set contains the deck, two controllers, and Super Mario

SuperGames Galore

Additional software releases were spotty at first in Japan until the past few months, when the leading licensees pulled out all the stops in preparation for the U.S. launch. Some of the most recognized NES series are set to continue in 16-bit fashion, including Castlevania IV from Konami and The Simpsons from Acclaim. According to Nintendo's forecasts, by the end of '91 enough hits will be in stores to drive hardware sales to two million units. But there are definitely some disappointments (Gradius III) along with the earth-shakers (F-Zero, Pi

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Captain Addis' plane crashes in the jungle. As he ejects from his plane, he is swarmed by VCs.



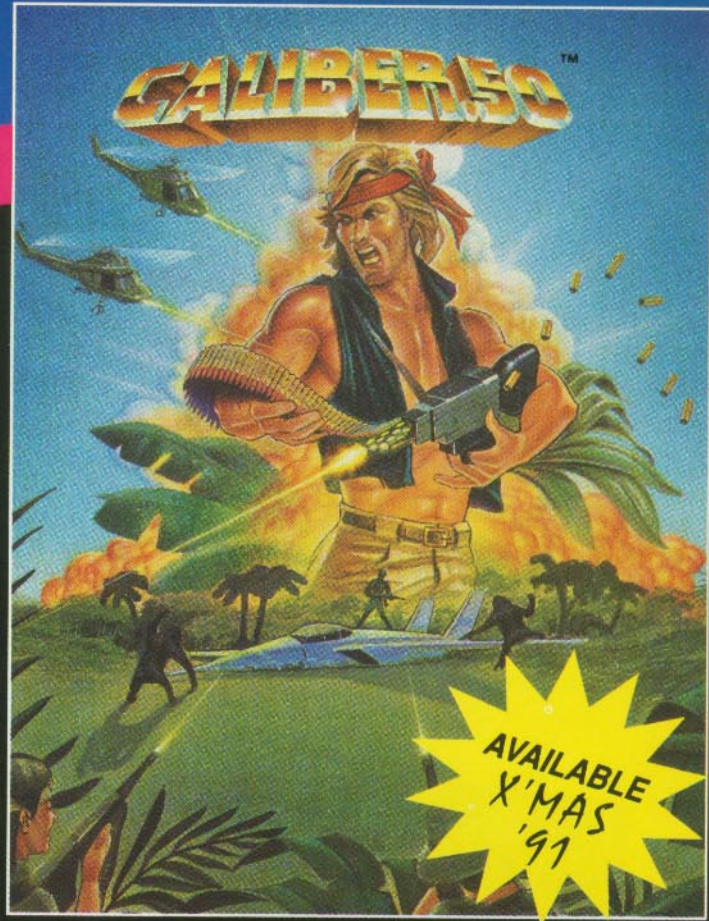
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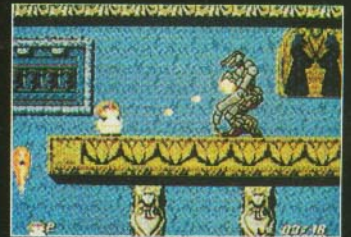
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Six stages of Wardner's tricks and wicket mazes. And as if that's not enough, levels and levels of Wardner's creepy wards are waiting...



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16-bit Gamer's Guide

SNES

A truckload of SNES games should be available by Christmas. Here are all the hot carts to add to your shopping lists.

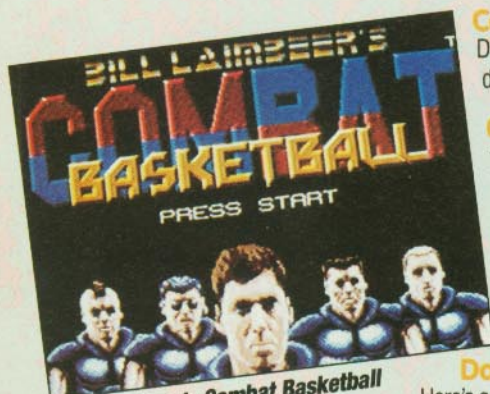
The Super NES

Actraiser

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

Bill Laimbeer's Combat Basketball

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



Bill Laimbeer's Combat Basketball

looks outtasight. (By Taito, Available Fall '91)

Drakkhen

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

F-Zero Race

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



Final Fight

Castlevania IV

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

Caveman Ninja

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

D-Force

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

Darius Twin

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



Darius Twin

Final Fight

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

Gradius III

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

Hat Trick Hero

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

Jelly Bean

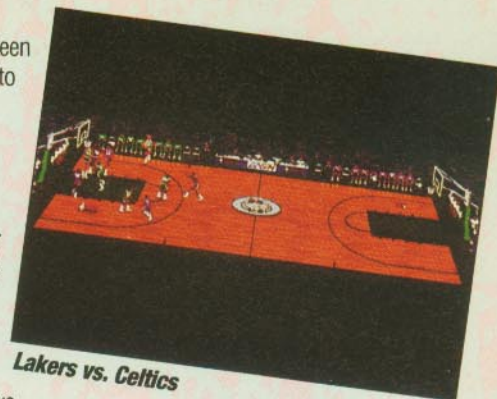
In this comical fantasy adventure cart, you're the rightful heir to the throne of a mythical kingdom who's been turned into a jelly bean by an evil witch. You have to travel through eight worlds in a distant fairy universe to bean the witch. (By Sony/Imagsoft, Available November '91)

John Madden Football

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

Lakers vs. Celtics and the NBA Playoffs

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



Lakers vs. Celtics

Legend of the Mystical Ninja

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

PGA Tour Golf

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

Pilotwings

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



PGA Tour Golf

Play Ball

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

Populous

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

Raiden

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



Pilotwings

RPM Racing

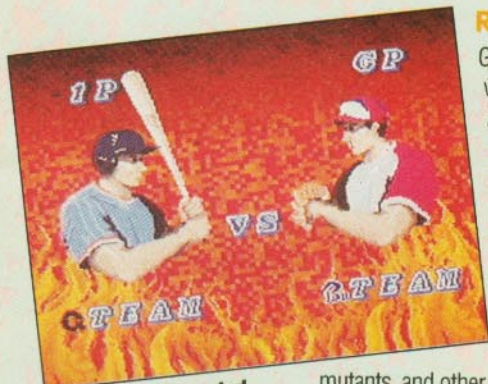
Get your motor runnin'. This top notch auto racing cart features split screen views so you can see all the wheel-burning action. You get 120-plus tracks and you can design your own. (By Interplay, Available December '91)

Sim City

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

Smash TV

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



Super Bases Loaded

Super Bases Loaded

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



Super Ghouls 'n Ghosts

Super Battletank

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

Super Ghouls 'n Ghosts

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

Super Mario World

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

Super Mega Force

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

Super Play Action Football

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

Super R-Type

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

Super WWF WrestleMania

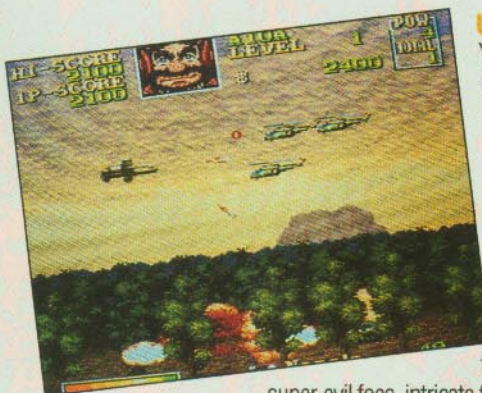
What's a big time game system without big time wrestling? We're not sure but body slams, head locks, suplexes, and back breakers never looked better. You get Hulk Hogan, The Ultimate Warrior, Million Dollar Man, and other World Wrestling Federation superstars in fully digitized graphic glory. Is it real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

Ultraman

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



Ultraman



UN Squadron

UN Squadron

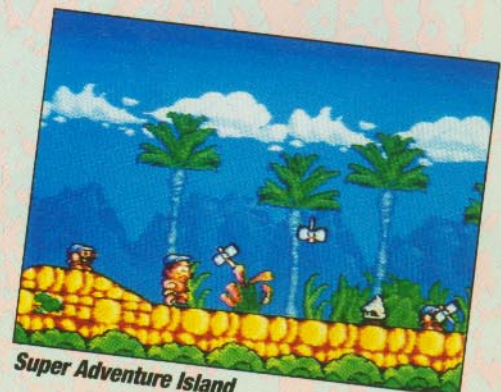
You want air combat you got it. This multinational peace-keeping force must preserve the balance of power by blasting some nasty arms dealers out of the sky. You fly nine missions with four bonus stages. Select from 6 high-tech, authentically-detailed aircraft including the A-10 Thunderbolt and the F-20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

Wanderers from Ys

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

Zelda III

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



Super Adventure Island

SNES

Gamer's Guide

Update

Faster than a speeding Mario an entire library of SNES software is coming to a retailer near you. There'll be something for everyone, from sports hits to incredible fantasy roleplaying quests. Here a some games announced since we put together the SNES Buyer's Guide.

American Gladiators

By GameTek
Available '92

Big Run

By Jaleco



Chessmaster

Chessmaster

By Software Toolworks
Available December '91

D-Force

By Asmik

Earth Defense Force

By Jaleco
Available December '91

Equinox

By Sony/Imagesoft



D-Force

Final Fantasy II

By Squaresoft
Available November '91

Hook

By Sony Imagesoft
Available 1st Quarter '92

Konami Football

By Konami
Available in '92

Lagoon

By Kemco/Seika
Available January '92

Lemmings

By Sunsoft
Available 1st Quarter '92

Magic Sword

By Capcom
Available June '92

Might and Magic II

By American Sammy
Available '92

Might and Magic III

By American Sammy
Available '92



Earth Defense Force

Miracle Piano Teaching System

Software Toolworks
Available December '91

NCAA Basketball

By HAL America
Available '92

Nolan Ryan Baseball

By Romstar
Available 4th Quarter '91

Nosferatu

By Seta



Lagoon



Lemmings

Paperboy 2

By Software Toolworks
Available November '91

Radio Flyer

By Ocean
Available 1st Quarter '92

Robo Mech

By Electro Brain

Robocop 3

By Ocean
Available 1st Quarter '92

Sardian

By Asmik
Available '92

The Simpsons

By Acclaim
Available 1st Quarter '92



Paperboy 2

Star Wars

By JVC
Available June '92

Street Fighter 2

By Capcom
Available June '92

Super Adventure Island

By Hudson Soft
Available 1st Quarter '92

Super Contra

By Konami
Available 1st Quarter '92

Super Double Dribble

By Konami
Available '92

Super F-1: Built-To-Win

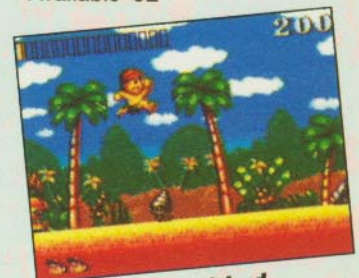
By Seta

Super Megaforce

By Toho
Available '92

Super NFL Football

By Konami
Available '92



Super Adventure Island

Super Off-Road

By Tradewest

Teenage Mutant Ninja Turtles

By Konami
Available '92

Test Drive II

By Accolade
Available 1st Quarter '92

Ultrabots

By Data East
Available '92

Ultima: The False Prophet

By FCI
Available June '92

Wing Commander

By Software Toolworks

X-Men

By Acclaim
Available 2nd Quarter '92

CD ROUNDUP

By the Whizz and Slasher Quan

Tired of the daily cartridge grind? Get with it, GamePros – the latest in cutting edge technology is spinning your way! CD-ROM, the next generation of gaming, is now available for the TurboGrafx-16 system, and is waiting in the wings for Genesis and Super Nintendo. Read on for the latest.



TurboHeads know there's more to life than Bonk. The TurboGrafx-CD can really get your circuitry pulsing. It runs audio discs or CD+Gs (compact disc + graphics), but its coolest option is video games on CDs. Just slide the CD system card into your cartridge slot, pop in a disc, and flick the switch for a real power trip.

But sometimes high-tech can be low-tech, too. One problem with the

Turbo-CD is its slow access time, which means the action periodically stops for a few ticks while info is loaded. NEC has worked on the problem in Japan. There the CD system card 3.0 adds a substantial 256K RAM for use with CD games. Let's hope NEC brings the card here, too!

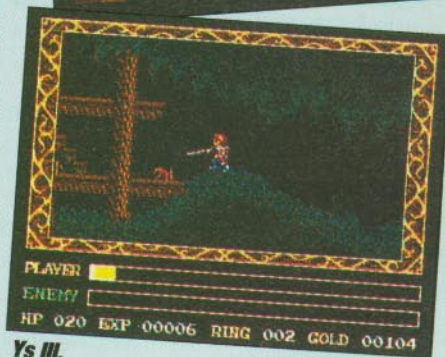
The Turbo-CD retails right around \$300, so pinch those pennies if NEC is your place to be. Check the rest of this article for some superb software.

Say "Ys" for Adventure

First came the Legend of Zelda, Dragon Warrior, and Final Fantasy on Nintendo. Pick-up-sticks compared to Ys Book I & II, an action/role-playing game of mammoth proportions. This slick Japanese import encompasses two huge quests, each filled to the brim with fantasy and intrigue. Adol must restore the fallen utopia Ys to its former prosperity in a bird's-eye perspective quest through frozen mountains and fiery wastelands.

In addition to monster-whomping and item-tracking, Ys offers dozens of townsfolk, demons, and the like for you to meet and befriend (or alienate).

Some actually speak in recorded voices! The cartoon-quality intermissions are breathtaking, far superior to any thing we've ever seen. Ys I & II was so



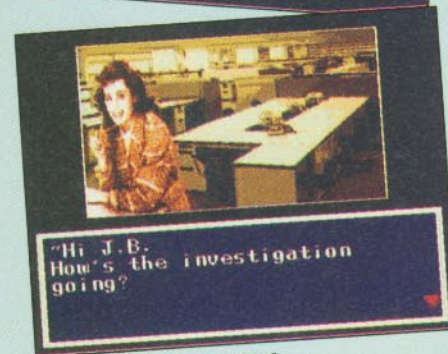
Ys III.

successful NEC just had to keep the legacy alive, so Ys III should be hitting stores before Christmas – we can hardly wait.



The Game's Afoot

My dear Watson, if mystery is what you crave, NEC has just the thing. In Sherlock Holmes, you take the role



J.B. Harold's Murder Club.

of the master detective and track down clues in three perplexing cases. ICOM Simulations developed the menu-driven strategy title, but instead of a text format, the programmers incorporated footage of live actors into the game.

JB Harold's Murder Club is another sleuthing CD. While it doesn't utilize video, the murder-mystery is a tough nut to crack, and there are countless suspects lurking in the shadows. Gather evidence, sweat out an interrogation, and make your arrest.

Reel Life

More movie-like discs are on the way. Get scared silly in *It Came from the Desert*, a story about a

small town, its inhabitants, and very large bugs. Ants, to be specific. If you don't convince the villagers they're about to be invaded by fifty-foot tall



It Came From the Desert.

arachnids, it could be one giant SLURP for ant-kind. *Desert*, rumoredly the highest-budget video game in history, should be available by Christmas. And in the department of ooky, kooky, and all-together spooky, the *Addams Family* should be cackling its way to CD in early '92.

Lights! Camera! Action!

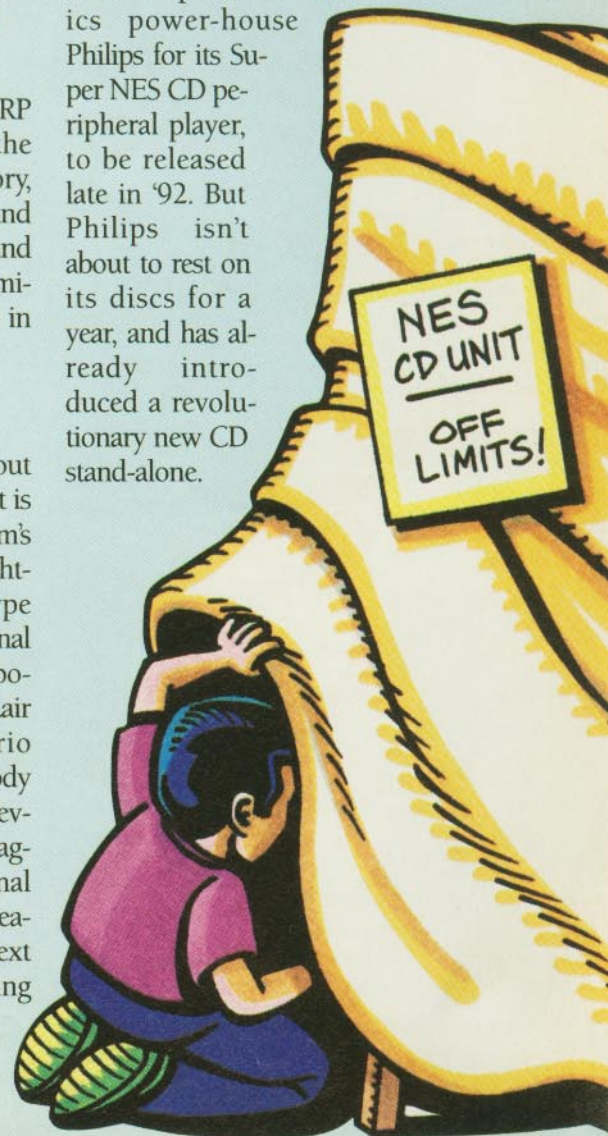
No system would be complete without some hot action titles. *Fighting Street* is a near-identical translation of Capcom's fist-into-face arcade smash *Street Fighter*. *Valis II* is a Legendary Axe-type sword-slasher with nice cinematics. *Final Zone II* brings a new angle on robot-combat to Turbo screens. *Monster Lair* is a bouncy side-scrolling Mario stomper. *Last Alert* is essentially *Bloody Wolf* all over again, only with new levels and hot intermissions. Finally, *Magical Dinosaur Tour* is an educational visit to prehistorical times and the creatures who ruled the age. CDs due next year are *Valis III*, *Lords of the Rising Sun*, and *Shape Shifter*.

Turbo-CD Decision

Compared to what we expect to see from Sega and Nintendo, the Turbo-Grafx-CD is good, but maybe not great. While some titles are unqualified winners, some are so-so. More software sources would make for a better range of themes, but for now NEC and a handful of loyal developers are on their own. If you just can't wait for you-know-who and you-also-know-who to get their act together, the Turbo-CD is the only choice.

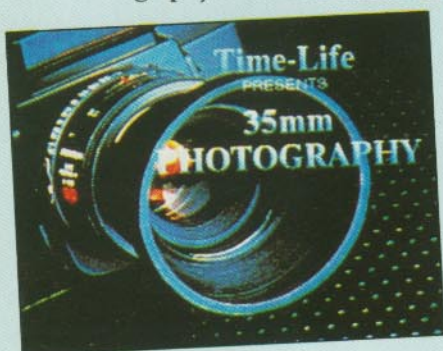


As you may have heard, Nintendo has hooked up with electronics power-house Philips for its Super NES CD peripheral player, to be released late in '92. But Philips isn't about to rest on its discs for a year, and has already introduced a revolutionary new CD stand-alone.



High Tech CD Specs

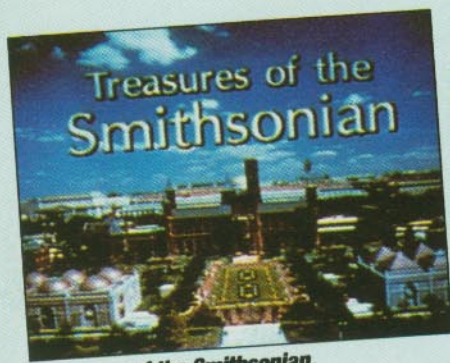
Based on the Compact Disc-Interactive (CD-I) format, the CDI910 machine boasts a heavy-duty M68070 processor, the ability to incorporate full-motion, full-screen video into programs, over 16 million colors, one megabyte of internal memory, and a whopping 650 megabyte software storage capacity. It's intended as an entertainment/education tool all-in-one, a true "multi-media" platform. The unit's priced at \$1,000, and will have fifty compatible "edutainment" titles available by Christmas. Examples include Time-Life Photography and Treasures of the



Time-Life Photography.



Palm Springs Open.



Treasures of the Smithsonian.

Smithsonian. A smattering of games will also be sold, such as Escape from CyberCity, an arcade-style action offering, and ABC Sports Golf: Palm Beach, a realistic links simulation.

Now here's the good part: the "low cost" Super NES compact-disc machine will play all the CD-I software, plus brand new games being developed by Nintendo and its licensees. Stay tuned next holiday season when it busts out of the Nintendo/Philips factory.



Sega loves to beat Nintendo to the punch, and they're likely to do it again as they plan to unveil the Mega-CD in Japan even as you read this.

By now you know that the Mega-CD will interface with the Mega-Drive (the Genesis in Japan) through its expansion port. It packs its own MC68000 CPU (central processing unit, read "computer"), which runs at a smokin' 12.5 MHz, compared to the Genesis processor which runs at 7.5 MHz.

Why is this good? The CD-ROM's CPU will continuously pump game data into its buffer RAM from the compact disc while the Genesis CPU continuously reads that data from the buffer RAM. Poky access time is one of the biggest complaints about the NEC TurboGrafx-CD-ROM player, which

doesn't have its own CPU. The Genesis CD's Independent CPU speeds up game play since the Genesis processor doesn't have to pull double duty in order to fetch data.

Also, the Mega CD will have 6 megabits of buffer RAM compared to the NEC machine's 64K RAM buffer (i.e. 1/2 megabit). Theoretically this means a single level of a multi-level Mega-CD game could use 6 megs! Golden Axe for comparison is a 4 meg cart.

Nintendo's Super NES hardware boasts slick-looking scaling and rotation, which right now the Genesis can mimic only through software (see Sonic the Hedgehog). The Mega CD will have a special chip that produces very fast scaling and rotation around two pivot points! This means the Genesis can utilize two different playfields at one time and that they can be rotated independently. Talk about doubling your fun! The Mega CD will also pack a special graphics chips that enables the Genesis to generate more colors and sprites on the screen simultaneously and also process them faster.

CD Games: To Be Continued

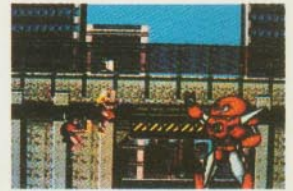
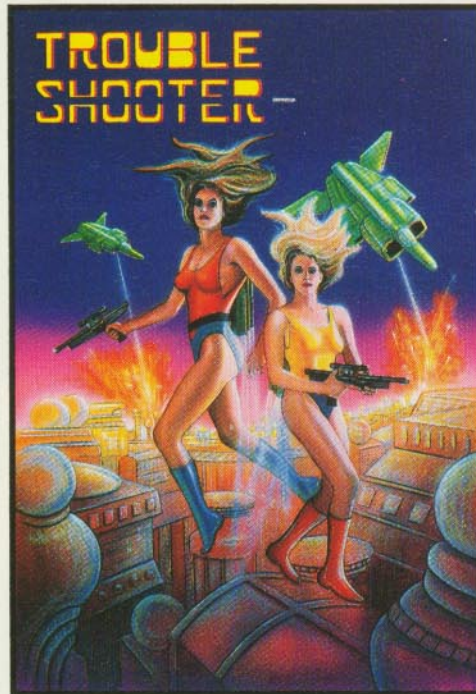
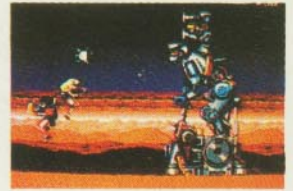
For now the tip of the iceberg (or maybe the edge of the disc) for CD-ROM games has surfaced. Stay tuned till next year at this time, CDs will definitely turn some heads.



Sega's Mega CD.

Getting Into **Trouble** Has Never Been So Much Fun!

Madison and her faithful sidekick, Crystal, enter a treacherous robotic underworld to rescue Prince Eldon, who has been kidnapped by the mutant military weapons genius, Blackball. Will Prince Eldon survive? Can Madison destroy Blackball? And will the girls safely emerge from Blackball's evil empire? Only time will tell...



The "Getting Into Trouble" Contest

VIC TOKAI INC. and GAMEPRO® are bringing you the most radical Sega™ contest ever! Some lucky gamers will even get a chance to be on TV !! Interested?!? Read on...

Inside selected packages of **Trouble Shooter™**, there will be a Madison or Crystal Card. The five people who get a Crystal Card will win the totally hot Sega™ Game Gear™! Two special gamers who find the Madison card will not only get the Sega Game Gear, but will also be featured on the awesome, new TV program GAMEPRO!

Now for those of you who do not find a card, there is still another way to win. Simply look at the back of the **Trouble Shooter** box and answer the following question: Who contacts the **Trouble Shooter**? Mail your answer to:

Trouble Shooter
22904 Lockness Avenue
Torrance, CA 90501

Be sure to include your name, address, and phone number. The winners will be notified by phone and announced on GAMEPRO TV! All entries must be received by January 31, 1992. Now go out and get into **Trouble Shooter** and watch GAMEPRO. Getting into trouble has never been so much fun!



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SUPER NES PRO REVIEW



By Slasher Quan

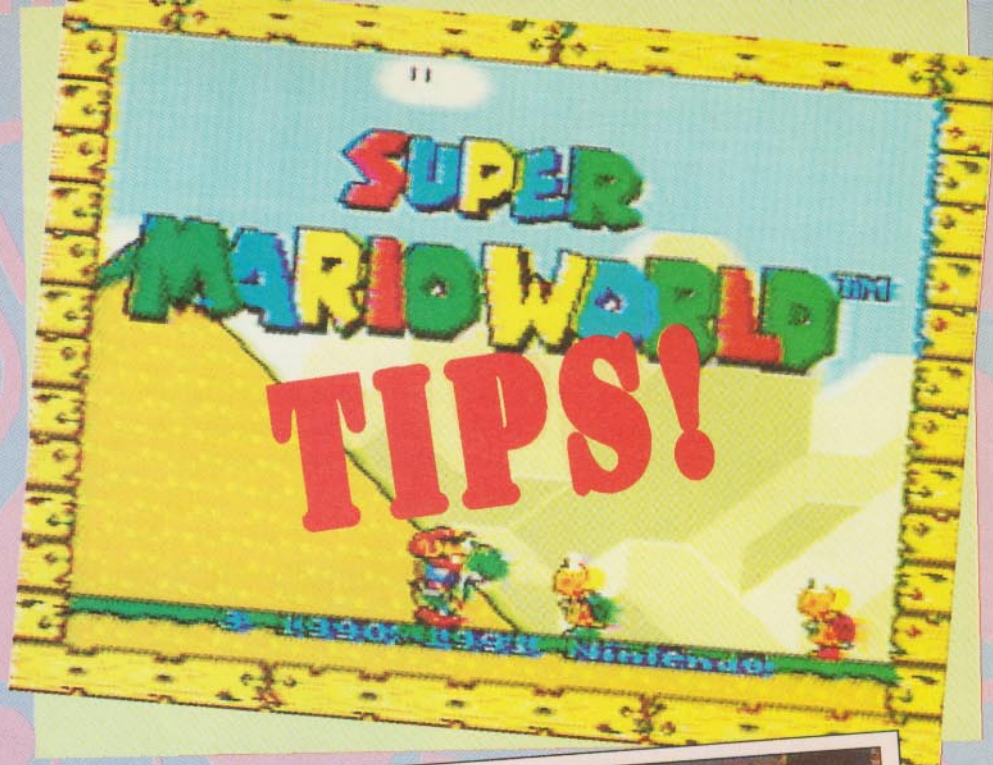
If you own a Super NES, you're playing Super Mario World. So let's not dance around, here are some power tips to help you get through this challenging adventure.

Warp to Wendy

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

Second Quest!

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



Switch Palace Locations

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

Green Palace: Midway through Donut Plains Two, go up the second green pipe. Then walk right until you come to a turtle shell enclosed by blocks. Break the blocks with the spin jump, grab the shell,



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

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

and toss it at the highest rotating block just to the left of you. Finally, climb the vine that appears and use the key.



Super Sneaky Save Maneuver

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

More Mario and Item Tricks

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

Special Star Road!

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

On a Wing and a Mario

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

Unlimited Lives, Powers, and Yoshis!

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



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

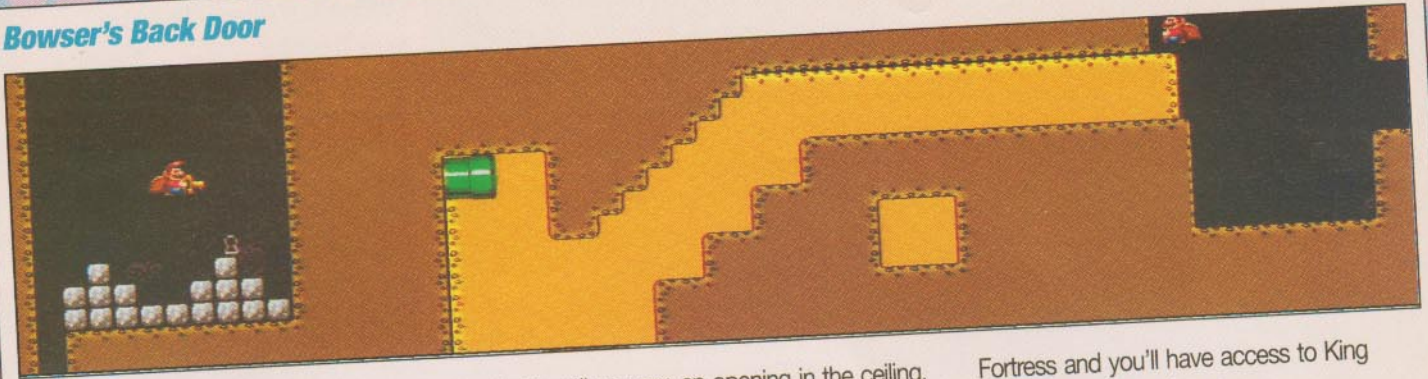


Use this bonus screen to rack up free



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

Bowser's Back Door



After you've cut the midway gate in Valley of Bowser Two, pass the first section of sand traps and go through the pipe. Then, run

right until you see an opening in the ceiling, jump up to the left, and hit the fast track until you reach the keyhole. Finally, clear Valley

Fortress and you'll have access to King Koopa's hidden entrance.

Wish Upon a Star



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

Mini-Boss Tactics

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

Crush the Kooplings!

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

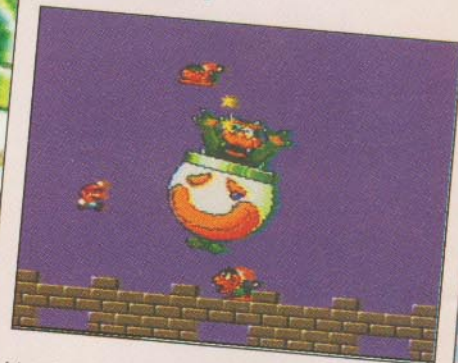
Iggy or Larry: Hop on his head and push him into lava when he's stunned.

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

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

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

Bust Bowser!



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

NOT THE WAY

TO PLAY THE HOTTEST ARCADE GAMES AT HOME.



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

THE
TO PLAY THE HOTTEST

SUPER GHOULS 'N GHOSTS.

Three years ago, Sir Arthur rescued Princess Guinevere from the evil ruler of the Phantom Zone. Since then, he's acquired some very powerful weapons to defend his kingdom, in case it happens again. Well, it has. And this time, Sardiis must be destroyed once and for all. It'll take every bit of magic you can conjure to escape the witches, ghosts and snapping skulls.

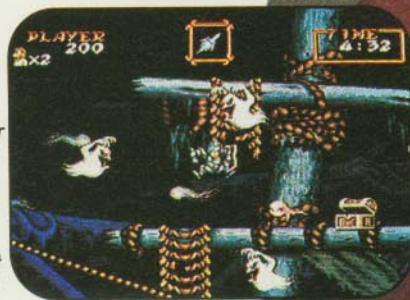


But you can't stop until you complete your quest.



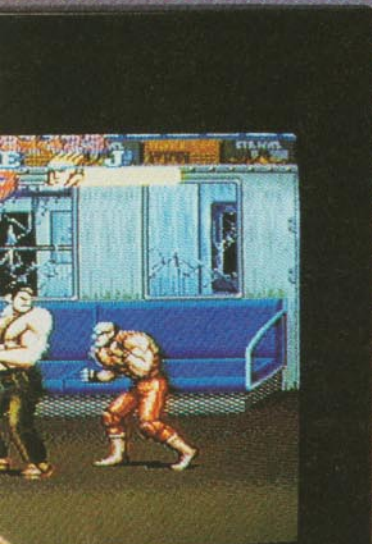
Skulls and zombies fall from the sky as the ground shifts around you—better watch your step.

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



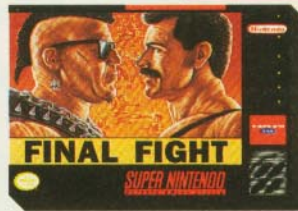
BROADWAY

ARCADE GAMES AT HOME.



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

FINAL FIGHT.



The Mad Gear Gang has turned Metro City into a lousy place to live. Punks, wrestlers

and swordsmen lurk in every alley, subway and behind every garbage can. They've even kid-napped Haggar's daughter Jessica. But Haggar, Cody and his friends aren't going to take it lying down.

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

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

U.N. SQUADRON.



Mercenaries have taken the entire country of Aslan hostage. Except for one tiny airfield they missed—headquarters of the U.N. Squadron—the best fighter planes in the world. To save the country, you'll fly the dogfight of your life, as enemy missiles and laser cannons hammer your F-20 Tigershark. Of course, you have lasers and bombs

of your own. The freedom of millions depends on you, so strike hard and strike often.

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

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

CAPCOM
USA

ARCADE
SERIES

SWAT



Aero Blasters (TurboGrafx-16)

Four Extra Credits and Sound Test



Here's how to get four credits at the beginning of Aero Blasters. Press Right three times and then hit Select. "Credit" appears onscreen underneath "Blaster Scramble 2." Increase your credits up to 9. Press Select again and you'll get the sound test.

Aren Seifert, Minneapolis, MN

Splatterhouse (TurboGrafx-16)

Sound Test

To check out the sounds of Splatterhouse try this trick. During the title screen, when the rain is falling, press Run and then press Select three times. Next, press Button 1 while simultaneously holding down lower Left on the directional pad. Next, hit the Select button again and you're into the Sound Test Mode. Use Left and Right on your directional pad to select music. To start hit Button 1.

Eric, New Haven, CT

Sagaia (Genesis)

Sound Test!

To check out the sounds in Sagaia, you must first earn a high score. Instead of entering your initials, input the letters ZZT. This will pop you into the sound test menu.

MUSHA (Genesis)

Have 20 Options!



You can play MUSHA with 20 options by pressing Start to pause the game, then pressing the following control sequence: Up, Up, Up, Down, Down, Left, Left, Left, Right, Right, C, C, B, A, and Start!

Jim Craforsen, San Mateo, CA

Tricky Kick (TurboGrafx-16)

60 Extra Levels

Try out a second set of 60 puzzles, more difficult than the first 60, by entering the password: MILKY WAY. After you've entered the password the screen will say "ERROR." Hit Button II twice and a special menu screen appears. Now you can pick any of the six characters on any level in the second stage for a total of 60 new levels!

Sword Master (Nintendo)

Unlimited Continues

Now you can keep fighting on in Sword Master with endless continues from the beginning of the stage in which you were defeated. At the title screen hold down Down and Select. Now hit Start to begin a game. When you've used up your allocation of five continues the message "Free Play" will appear at the bottom of the screen. Now you can continue your quest.

J.D. Roth, Hollywood, CA

Lakers vs. Celtics (Genesis)

Championship Passwords!

These passwords enable you to play the following teams in the championship game!

CZ2 QKT = Boston Celtics vs. San Antonio Spurs

LLQ RJK = L.A. Lakers vs. Chicago Bulls

RP2 HJT = Phoenix Suns vs. Boston Celtics

TY6 HJK = Portland Blazers vs. Boston Celtics

8W2 QJS = San Antonio Spurs vs. Philadelphia 76ers

H12 QJT = Philadelphia 76ers vs. San Antonio Spurs

6RQ QJJ = Chicago Bulls vs. Portland Trail Blazers

G72 Q0J = Detroit Pistons vs. L.A. Lakers

Ruben Cartagena, Coamo, Puerto Rico

Twin Cobra (Genesis)

Instant Full Firepower!

At any time during the game, press pause, then press Up, Down, Left, Right, then hold down A and press Start.

Midnight Resistance (Genesis)

Skip Stages!



Here's how to skip any stage during a game. Wait for the title screen to pop up. Make sure "START" is highlighted in red, then hold down Button C and press Start. After the game begins, press Start again to pause the game. Then press Button A and you'll find yourself on the next stage! You can repeat this procedure on any stage!

Wilbur Viado, Los Angeles, CA

John Madden Football (Genesis)

Keep the Football When You're Kicking Off

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

Asif Rahman, Rockville, MD

MUSHA (Genesis)

Round Select!



Here's how to select rounds in MUSHHA. Turn on the game and wait for the SEGA sign to appear, now press Reset. Wait for the SEGA sign to reappear and press reset again. Do this 9 more times. Then let the title screen pop up and enter the Options menu while you hold down Lower Left. You will now see ROUND listed underneath GAME LEVEL. Move down to Round, and press Right or Left to select Rounds!

MUSHA (Genesis)

Add Five Lives!



To add five lives while you're playing MUSHHA, press Start to pause the game, then press Right, Down, Right, Down, Left, Up, Left, UP, B, C, A, and Start.

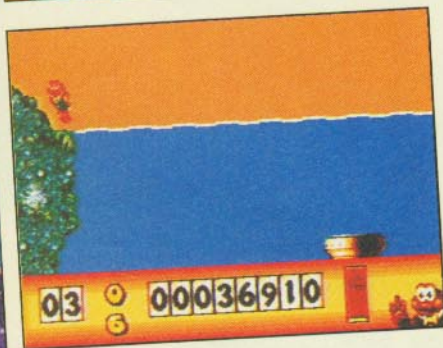
SWAT



James Pond (Genesis)

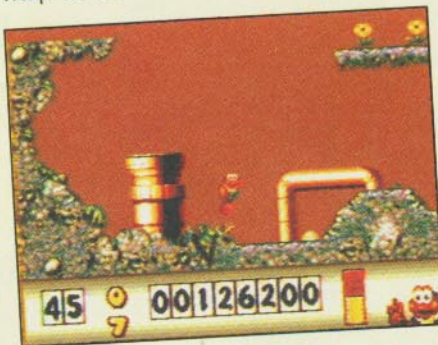
Warp Zones

Here are four warp zones for James Pond. Remember that you must snag all of the items in each level to enter the warp zone.



Mission 1: There are two warp zones in Mission 1. To enter either you must first free all of the Lobsters. Once you've freed them move to your far left between the wall and your home pipe and push Down in the middle of the ground. This warps you to Mission 6. The other warp zone is also to the far left. You'll

notice a little ledge just out of the water. Stand on top of it and push Down to warp to Mission 11.



Mission 2: Once you grab all the items in Mission 2, return to the tube that leads to your house. On the left side of the tube in the middle of the ground push Down to warp to Mission 5.



Mission 4: Go to the dark water area surrounding the Ship. Look for a long ledge to your left. Go to the middle of the ledge and push Down to warp to Mission 8.

Patrick Primeau, Ontario, Canada

Battle Royale (TurboGrafx-16)

Return to the Ring

If you're thrown out of the ring and two or more wrestlers are still fighting you can try this trick: Turn the turbo switches off, and then press Up, Down, Left, and Right on Controller I. Next, press Up, Down, Left, and Right on Controller II. Finally, press Up, Down, Left, and Right on Controller II. You'll be right in the center of the ring.

Jerry Palmerino Jr., Baltimore, MD

Valis III (TurboGrafx-16)

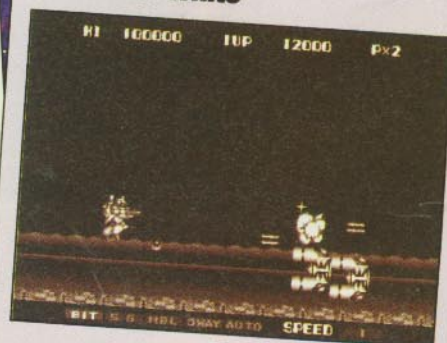
Level Select

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

Joseph Ferari, Nashville, TN

Side Arms (TurboGrafx-16)

Black and White



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

John Albanese, Lyndhurst, NJ

Super Castlevania IV (Super NES)

Passwords

Use these passwords to get a head start in Castlevania IV. Check out the grid to see how the format works:

	A	B	C	D
1				
2				
3				
4				

P = Potion

A = Axe

H = Heart

For example: C2/A = An Axe in the C-2 position.

Level 4: A1/P, A2/A, B2/P, B3/A, B4/P, D1/H, D2/H, D3/A

Level 6: A1/P, A2/A, A4/P, B2/P, B2/P, B3/A, B4/H, D1/A, D2/H, D3/A

Guardian 1: A1/H, A2/A, A4/H, B2/H, B3/P, B4/A, D1/P, D2/H, D3/H

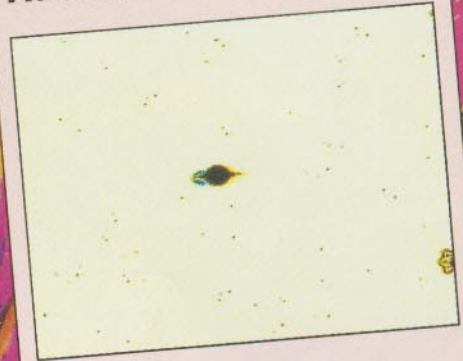
Final Fight (Super NES)

Option Screen

To access a hidden option menu, hold down the Left and Right keys at the top of your controller and press Start. You'll be able to change the number of starting lives and difficulty, plus sample Final Fight's sounds.

Gradius III (Super NES)

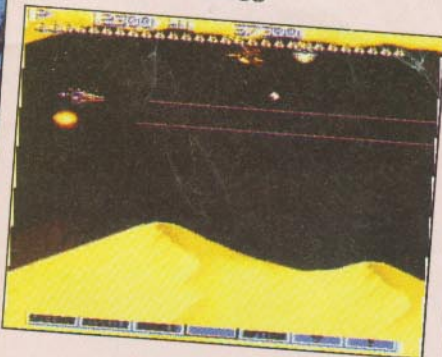
Practical Joke



OK, so everyone tries the standard Konami trick (Up, Up, Down, Down, Left, Right, Left, Right, B, and A) on every Konami game. Try it in this title and you'll explode when you un-Pause the game!

Gradius III (Super NES)

Tons of Extra Lives



To have 30 lives with each credit simply press and hold Left during the title screen and press Button A three times.



Gradius III (Super NES)

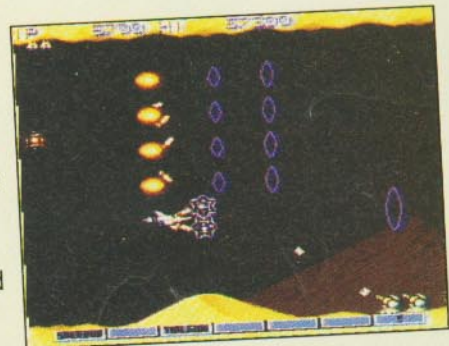
Max Up Your Credits

To earn extra credits hit Button X as rapidly as you can during the title screen.

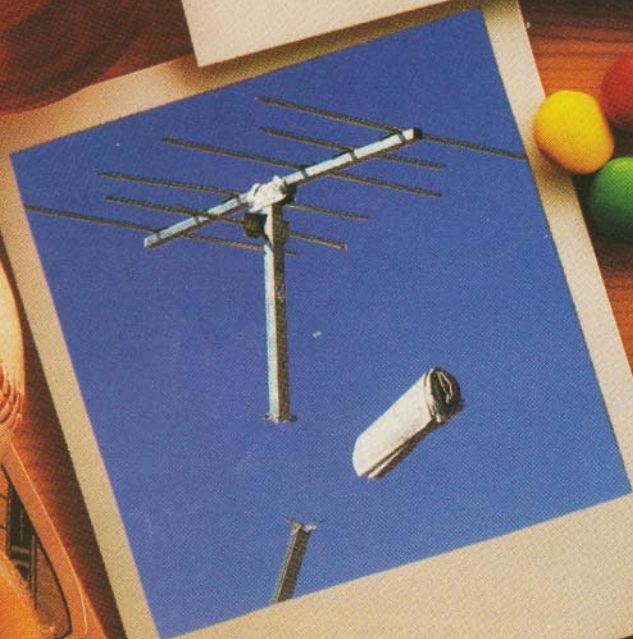
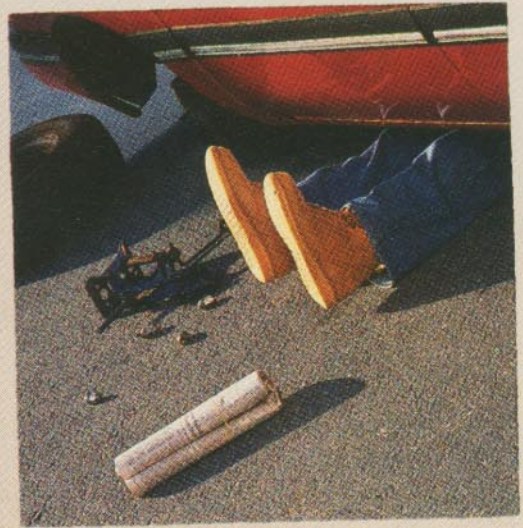
Gradius III (Super NES)

Power-Up

Here's how to power-up with all of the weapons: Pause your game and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, and then un-Pause. Remember, you've got to use the Left and Right buttons on the top of the control pad for the trick to work.



Here Comes The



There Goes The

Uh-oh. There's a new Paperboy.[®] And he has a route in a nice new neighborhood.

Or shall we say, it was a nice new neighborhood. Because he's now delivering to both sides of the street. He's breaking windowpanes, knocking old couples



out of swings, and ricocheting papers from flower pots into mailboxes.

Right in the middle of all that havoc, he's liable to suddenly do a good deed that actually gets his name in the paper.

New Paperboy.



Neighborhood.

But there's a lot more about Paperboy 2 that's grabbing the headlines. Like the fact that you can be a Papergirl, at the touch of a button.

Paperboy 2 is somewhere in your neighborhood now. Look for him at Toys "R" Us, Kay-Bee Toy, Target, K-Mart,

Captron, Electronic Boutique, Babbages, Software Etc., Childworld, Sears and Fred Meier. Or call 1-800-234-3088 to order. But don't miss him.

Given the chance, he certainly wouldn't miss you. Available on Super NES, NES and Game Boy.



MINDSCAPE
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GENESIS PRO REVIEW



By Boogie Man

Life is a groove for Sonic the Hedgehog, until an evil scientist turns all of his animal buddies into weird mechanical monsters. Now, he's out to prove that although he may just be a little forest dweller, he's got a big heart. And he's about to put it on the line to save his pals.

Hedgehog Heaven

Sonic the Hedgehog is Sega's latest for the Genesis and it could well be the greatest. This is a gorgeous cart with lightning-fast action. You'll need quick reflexes and quick thinking because Sonic is a quick little dude.



Even the brink of disaster looks good.

He's got to race across six humongous Zones each with three stages, all packed with thumb-blistering action and eye-popping graphics. Sonic the Hedgehog's multi-scrolling graphics are a knockout, easily the most impressive pix and animation in a Genesis cart yet. The backgrounds in particular are fantastic. For example, the Marble Zone is filled



Sonic gets into sticky situations.

with ancient stone ruins and the Star-Light Zone is an ultra-modern high rise structure. Although the misguided evil creatures are sharp-looking but standard visual stuff, Sonic is a cute little guy, who sports a treasure trove of facial expressions and body poses.

A Perilous Journey

You'll want to cross Sonic's world anyway you can, of course, but along the way you'll notice that some stages feature different levels of action. You can work your way straight across the land from wherever you begin. But you can also take high roads or low roads. Blaze



Build up speed to make the loops.

a trail across the sky or drop down into the depths onto mountain ledges or underwater passages.

The evil scientist has strewn all sorts of obstacles across Sonic's path. He must make death-defying leaps across spike-laden chasms, race across crumbling land bridges, and hop onto moving platforms. Dead ends and deadly things are everywhere.

PRO TIP: At the very beginning of the Labyrinth Zone, Stage 1 you can skip some obstacles by jumping up out of the screen into the hidden level. You can't see Sonic but the screen will scroll by.

Sonic takes on an army of bionic creatures including motorized bugs, me



Computers contain powerups.

chanical wasps, metallic crabs, and scaly scorpions. Of course, these bionic beasts are really Sonic's transformed friends, but they're hedgehog headhunters until you jump on them. Beat a boss and you might release a bunch of buddies.

PRO TIP: Take out the hovercraft dude in the Green Hill Zone, Stage 3 by standing under



the floating hunk of land on the left side and then jumping onto to him after his pendulum passes by you.

Speed Bumps

No Genesis cart squeezes more fun out of just running and jumping than Sonic. The hedgehog's weapons are his body spikes, which he uses by rolling into a

ball and slamming into his adversaries. Of course, they don't die; they just turn into cute little bunny rabbits and things that hop away happily once they're freed.

PROTIP: You can't jump on top of the spiked crabs in the Marble Zone. Try to jump up into them from below.

PROTIP: If you run into mountain walls with enough speed, you can blast them apart.

You, however, really take your lumps, but there's protection all around you. There's a king's ransom in Gold Rings floating in the air just waiting for you to grab them. They protect you, and they build up towards extra lives. However, even though your rings prevent you from losing a life when you get hit, you lose all your rings. The evil dude has also care-



Get hit and you lose all your Rings!

lessly left behind computer terminals that hold special powerups. Break them open to find 1-Ups, temporary shields, Gold Rings, and super speed.

PROTIP: You can take hits as long as you have at least one ring in your possession.

PROTIP: When a creature forces you to drop rings, try to grab at least one while they bounce around. You need the protection.

PROTIP: To get the 1-Up from the computer at the very beginning of the Star Light Zone, Stage 1, that's blocked by the split platforms. Run down the ramps and jump across the drop off. Now, turn around and run back up the ramps to find the computer unblocked.

Even without a power-up, Sonic's the fastest creature on two legs that the Genesis has ever seen. In fact, sometimes he's just a blur, and you may find yourself in a hidden level or another section of the game without ever knowing how you got there.



Sometimes a boost helps.

PROTIP: Sonic's so fast he can run past death-dealing blasts such as fireballs or bug blasts, but they hurt him if he stops and they catch up to him.

That's another fun aspect of the game. Sonic's world is full of unseen surprises including secret doors, invisible levels, and hidden powerups. You'll replay levels or the entire game just to find all the things you missed.



Sonic goes high-tech, too!

You also get a special bonus stage that must be seen to be believed! Sonic's caught in a huge floating maze that rotates around the screen. The psychedelic backgrounds here are awesome!

Super Sonic

Sonic the Hedgehog is a class act all the way. It shows what determined programmers, artists, and game designers can do when they really set out to produce a winner. Don't hedge your bets on Sonic the Hedgehog!



Sonic the Hedgehog by Sega
Price not available
Available now, 4 megs

SWAT

TIPS-TACTICS PASSWORDS

Sonic The Hedgehog (Genesis)

Make Tunnels at Dead Ends



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

Dane Salmela, Kelly Lake, MN

Sonic the Hedgehog (Genesis)

Level Select

To pick any level in Sonic just try the following pad trick: Hit Up, Down, Left, and Right during the title screen. If you do this correctly you'll hear a bell. Next, hold down Button A and press Start. You're ready to pick your level.

Norm Karns, Costa Mesa, CA

Sonic The Hedgehog (Genesis)

Slow Motion

To perform this slow motion trick first go into the Debug Mode. Next, pause the game by hitting Start. When the game is paused, hold down Button B. While holding B you can jump with Button C. You can do this trick anywhere in the game. To turn slow-mo off simply un-pause the game.

**Justin Beideman & Chris Matule
Barnegat Light, NJ**

Sonic The Hedgehog (Genesis)

Collect All of the Emeralds Before You Start the First Round



To collect all of the Emeralds before the game begins go to the Level Select mode, choose the "Special Stage," and

Sonic The Hedgehog (Genesis)

Debug Mode



To reach a Debug Mode that enables you to pull some strange tricks with your game wait for the title screen to appear and then press Up, Button C, Down, Button C, Left, Button C, Right, and Button C on Controller 1. Next, simultaneously press Start and Button A until your game begins. Now press Button B to enter the Debug Mode. Use Button A to select objects, and Button C to place them.

try to collect the first Emerald. If you get it, wait until it shows the Emerald at the end of the "Special Stage." Reset the game and go to the Level Select again. "Special Stage" should still be selected. Press Start and try to get the Emerald again. If you get it you'll see that you have two Emeralds at the end of the Special Stage. Repeat this procedure until you have all six Emeralds. When you've got all six go to the "Special Stage" one more time to earn a Continue and maybe a 1-Up. Now, just wait until the end of the "Special Stage" and Stage 1 begins. If you finish the game this way you'll see a slightly different ending. Just remember, you won't be able to get to the Special Stage while you're playing so be sure to get a continue before you start.

Mike Kays, P.E.I., Canada

GamePro's Video Football Playoffs

Joe Montana II Sports Talk Football

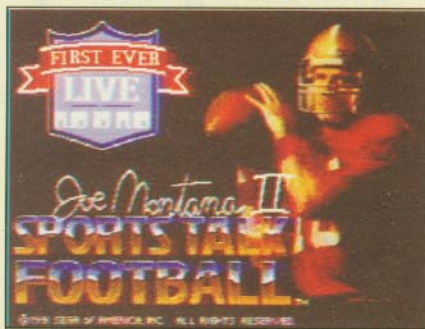
By The Weekend Warrior



Sega blows away the competition with sports realism that's got to be seen – and heard – to be believed!

Hut One!

The first things that usually stand out in a good sports cart are the graphics and gameplay. With Joe Montana II, you also immediately tune in to the ear-popping Sports Talk play-by-play announcing. Unlike other games with one or two digitized phrases, this game's a mouthful with a 250-word vocabulary to describe every play and on-field situation, and it automatically voices your field position, yards to go, and the score. Sports Talk even overshadows the cart's excellent sound effects and music.



This game looks good, and sounds even better!

Hut Two!!

Joe Montana II looks completely different from its predecessor. Whereas Joe Montana I featured a first person perspective look at the field, Joe II presents a side-view, horizontally scrolling view. Once a play begins, the screen zooms in on the ballcarrier and enlarges the players over 200%! Here you can see nuances such as cracks in the defensive line.

PROTIP: Kick deep into the corners to trap the kick returner. Always monitor the wind meter and kick in its direction.



True "giants" of the gridiron.

The graphics overall are outstanding! There are treats aplenty such as a huge Diamond Vision screen, which highlights the ref, fans in the crowd, and even the cheerleaders, and special effects such as instant replay.



Playbooks feature nice details!

PROTIP: The ball is placed on either the left or the right hash marks, so always select running plays to the wide part of the field.

Hut Three!!!

Joe Montana II Sports Talk Football features one player, head-to-head versus the computer and two-player cooperative games. Gameplay for both is fluid and the controls are easy to learn.

Choose from a vast arsenal of plays including 17 runs and 19 pass plays on offense and 17 defensive plays. You can flip the direction of offensive plays to rack up a 72-play total offense! More? Call audibles on either side of the ball!

The zoom mode adds serious razzle dazzle to the running game. Joe's passing attack is the only minor hitch in an otherwise flawless football game. Receivers often race out of your QB's view, which makes completing a pass sometimes depend on luck.



PROTIP: On pass plays, read the coverage immediately upon snapping the ball to find an open receiver. Hit Pause after the snap to study the defense.

Joe Montana II's great customizing features enable you to play a different game every time you plug in the cart. Play a 16-week season with playoffs. Choose from 28 teams. Use the Dream Team feature to create the ultimate squad!

Hike!!!!

This video game is the closest there is to the real thing, minus the aches and pains! Joe Montana II's awesome graphics and excellent gameplay set it among the leaders of the video football league. The unprecedented Sports Talk feature catapults this cart into a category all its own – just like Joe Montana!



Joe Montana II Sports Talk Football by Sega
\$59.99
Available November, 8 megs

John Madden Football '92



By Fanatic Fan

John Madden Football '92 is here and if you loved the first one, better set a date cause you'll want to marry the second one!

If It Ain't Broke, Don't Fix It

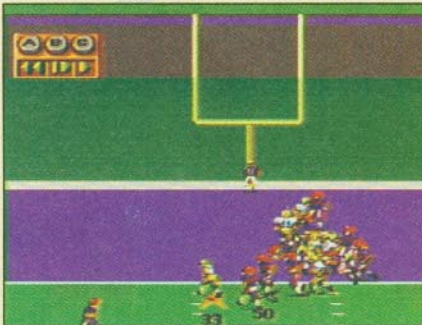
Rather than going back to the drawing board for JMF '92, the guys at EA kept much of the stuff that made JMF '91 so great – passing windows, real NFL teams, weather factors, etc.

But there's always room for improvement, so JMF '92 sports plenty of new features. Numero uno is a dramatic beefing up of the weenie computer's artificial intelligence. In John Madden '92, the computer actually learns and reacts to your playcalling tendencies – you heard right – a SMART computer opponent! Those ProTips we gave you for JMF '91 (see *GamePro*, January '91)? Forget them!



You'll hear every boo and cheer!

But wait, there's more! JMF '92 has new formations on defense and offense (such as the Run and Shoot and the 4-6 Eagle defense), a great instant replay feature that you control, quarterback substitutions, coaching profiles, user-controlled weather, and turf, grass, and domed stadiums. Your ball carriers can also hurdle diving tacklers!



Check out great plays with Instant Replay.

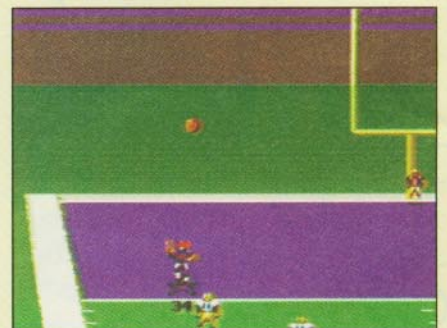
PROTIP: Mix plays! The computer recognizes offensive and defensive tendencies.

PROTIP: Against a computer team, position a speedy linebacker between two offensive linemen, a step or two forward (but not offsides). At the snap, you can charge through the line – right into the backfield.
NOTE: This only works during the first half, then the computer adjusts.



PROTIP: Okay, Buffalo Bills fans, here are some playoff passwords: Quarter Finals – DT2T002F, Semi-Finals – DVTY8T9N, Super Bowl – DWJ4NLPV.

PROTIP: There are no "automatic" defenses against the computer, but here's a Buffalo defensive play with a high rate of success: Select Nickel Defense, Read, and Bump and Run. Control #78 (he's on the left end of the line). At the snap, blitz the quarterback with #78.



PROTIP: If you use a team with a "money" back (Buffalo – #34, Detroit – #20, Chicago – #35, Dallas – #22, All-Madden Team – #20) run the HB Toss Left and other running plays that take advantage of his speed. Hit C for a burst of speed!

Postgame Highlights

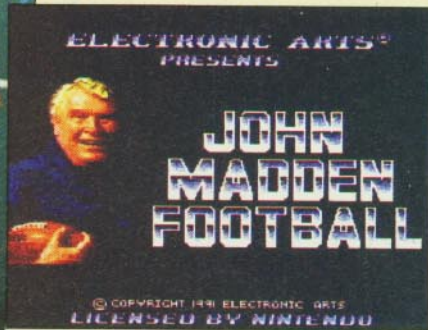
So now the big question – if I already own John Madden Football '91 or Joe



Madden Football stays faithful to the Genesis version, with a few extras.

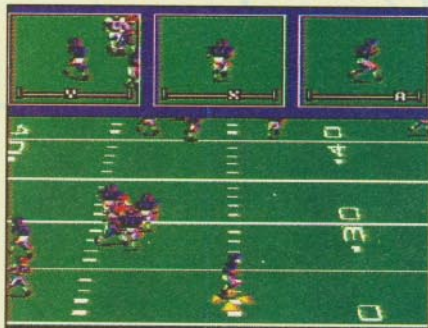
Familiar Football

John Madden Football fans can plug in the SNES version and instantly hit the pads. Gameplay, graphics, play selections, and sound effects are the same as its predecessor. Customize the game for one player or head-to-head action, and choose from all 28 professional teams to play either a single game or a four-game playoff series.

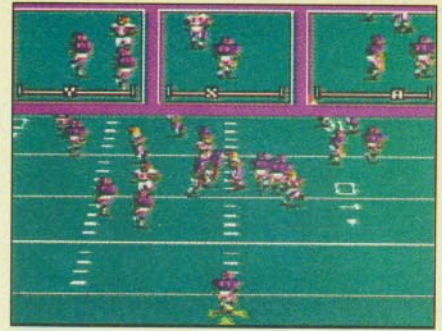


John's looking good on the SNES!

Gameplay uses a first person perspective that scans 40 yards downfield! The playbook contains 18 defensive plays and 24 offensive plays. Either offense or defense can call an audible, and on defense, you can also reposition individual players before the snap. Hike the ball and passing plays display three passing windows at the top of the screen, which show the exact position and coverage for three receivers.



PROTIP: Remember, the farther you throw, the less accurate you are. Use the yard markers in the passing windows to gauge your distance from the receiver.



PROTIP: Memorize each receiver's pass route. They often criss-cross and wind up in a different passing window.

New Slants

SNES John Madden has a few twists on its Genesis rival. Now you and a buddy can gang up on the computer! One player controls the QB, but both players are eligible as running backs and receivers. Defense is especially fun when you gang tackle!

Another hot new feature for video coaches is Instant Replay! You have unlimited reviews of the previous play before the next snap of the ball with slow-mo and rewind!

One-on-One

The SNES graphics are a little sharper and brighter than the Genesis version, however, the animation and scrolling are clunkier and there's noticeable slowdown especially when a ball carrier draws a crowd. The computer opponent is tougher and a little quicker, but it's still easily beatable.

PROTIP: Kick off sharply to either sideline. Select the defensive player closest to that side and bring him down field as fast as you can for a headcrushing tackle!

Good Football

John Madden Football is an excellent mix of arcade action and realistic gridiron strategizing. Great graphics, responsive controls, and well thought-out football gameplay makes this a video treat you'll savor! Bon appetit!

Montana Football '91, should I invest in John Madden Football '92? If you're a sports fan, your answer is "YES!"

John Madden Football '92 features the most talented computer opponent ever - 'nuff said! Add to this the additional plays, two-player cooperative play, and improved graphics, and JMF '92 gives you great bang for your buck.

GamePro's Game Rating System



John Madden Football '92
\$49.95,
Available now, 4 megs

John Madden Football (SNES)

By The Weekend Warrior



It seems fitting that one of the best 16-bit football carts is one of the first sports games available for the SNES. John

GamePro's Game Rating System



John Madden Football by Electronic Arts
\$59.95,
Available December, 4 megs

PRO REVIEW

By Boogie Man



You flip on your TV set and immediately the dark image of a huge bat casts an eerie glow across your living room. This can only mean one thing: The Joker's back in town! You're needed.

You quickly put on your black cape and cowl – and pick up your Genesis control pad. This time laughing boy is yours!

The Dark Knight Returns

The Caped Crusader's chased the Joker through the NES and the Game Boy, now he takes on the mad master of homicide on the Genesis. Batman by Sunsoft is a great action/adventure cart where you hunt the Joker through seven thumb-numbing levels to wipe that crazy grin off his face. Much of the sideview multi-scrolling action is reminiscent of Revenge of Shinobi, ESWAT, and Shadow Dancer, but in addition to the general jumping, punching, and kicking action, Batman also sports two horizontally-scrolling vehicle shoot-em-up stages, where you guide the Batmobile and then fly the Batwing.



The art of surviving in the Flugelheim Museum.

Bat Looks

This is a gorgeous cart that features the same dark look and gothic creepiness that gave the movie its unique style. In fact, this cart follows the movie in several ways. The storyline is straight from the film, and the seven levels of the game

take place in locales Batman movie fans will recognize such as the Axis Chemical Factory and the Flugelheim Museum. There's a slick between-level sequence that's straight out of the flick; even the cart's Vicky Vale looks like Kim Basinger. Levels 5 (in the air over Gotham City) and 6 (inside the spooky Gotham Cathedral) are excellent.

Cool Crimefighting

Batman has more than good looks going for it. The overall combat is murder, and the vehicle stages add an excellent mix to the action.

Batman's fighting technique is lean but mean. He's got a nice straight punch, but his crouch kick is best against most foes. You can quickly toss deadly Bat-



Batman's crouch-kick.

arangs, if you've got 'em, and they have unlimited range. When the Batmobile or the Batwing takes over, you get machine guns and guided missiles, too. However, the supply of Batarangs and missiles is limited, and you must replenish them by grabbing the appropriate icons when they appear.



PROTIP: On Level 1 save your Batarangs for the Boxer boss, then use them all. But remember you can't damage anything if it's offscreen.

PROTIP: Batman's defensive stance (hold down B) stops just about every regular punch or shot, including laser blasts, but if

you try to use it as you stand toe-to-toe with Bazooka men you'll take a hit.

The 'Man's moves are similarly scanty – a regular jump, a crouch, and an aerial somersault – but they're enough to get him out of hot water. He can also pull himself up out of tight spots with his unique Grappling Hook, which he fires directly over his head to latch onto some scenery.



BAT



The Grappling Hook pulls you out of trouble.

PROTIP: You can jump up and stomp down on some of the bad guys.

The Joker's No Joke

The Joker's gang is a murderous motley crew. Just the same, one-on-one you'd handle any one of them no problem-o. However, teamed with the obstacles and traps, they're formidable. In addition to the usual assortment of jumps and moving platforms, you must dodge auto-lasers, sidestep dropping chandeliers, and tip-toe across exploding pipelines. Thugs and Sliders beat your brains, and Bazooka men and Hitmen blast you into Bat dust. Axel's got several axes he'd like



Jokermobiles mean vehicular homicide.

to grind – on you. In the vehicle stages you drive up against high-tech mechanized terrors-on-wheels such as Assault Tanks, Rocket Launchers, and a Nuclear Power Blaster. Up in the sky you battle a tough squadron of Joker-copters and the infamous DDID Clown Balloons.

PROTIP: The Bazooka men on Level 2 lean forward right before they fire.

PROTIP: On Level 3 you can beat Axel, the big axe dude, by ducking down and kicking him.



PROTIP: Level 3 boss Sinbad Crusher is a real cut up, just remember that you can jump over him and hit him from behind. Also, he can't hurt you when he jumps into the air, but you can hurt him there.

PROTIP: The Level 4 Grenade Launchers fire in an arc. You can drive under the arc to blast the Launcher.

This game will drive you, well, batty. Level 1 is so easy it's just a warm-up, but then the game gets progressively more difficult until you're ready to crush your controller. Levels 2 and 3 are deceptively tough fun. The gangsters and the traps don't seem to be hard, but before you know it – Game Over! Levels 4



The Batwing battles Joker Copters against Gotham's night skyline.

(a Batmobile war on wheels) and 5 (aerial combat with the Batwing) are just plain tough vehicle stages. Level 6 is a classic knockdown drag out showdown with the Joker, but you must re-fight all the bosses and take on several new creeps.

You can start with 3, 5, or 7 lives, and you can continue where you left off up to 5 times. To keep yourself going, you can increase your life meter from 4 increments to 8 increments, grab Hearts, and find a few 1-Ups.

The Legend Continues

Batman's a great action cart that every Genesis street-fighter must take on. If you're bats about Batman, get this cart!

Batman doesn't throw anything new at you, but even though you may have done it all before, it's never looked this good. Even the music and the sounds stand out. Batman's a winner.

Has the Joker finally had his last laugh? We hope not.

GamePro's Game Rating System



Batman by Sunsoft

\$54.95

Available now, 4 megs

GENESIS PRO REVIEW

By Maid Marion



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

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



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

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

That Old Familiar Feeling

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



Spectacular enemies lie in wait for you.

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

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

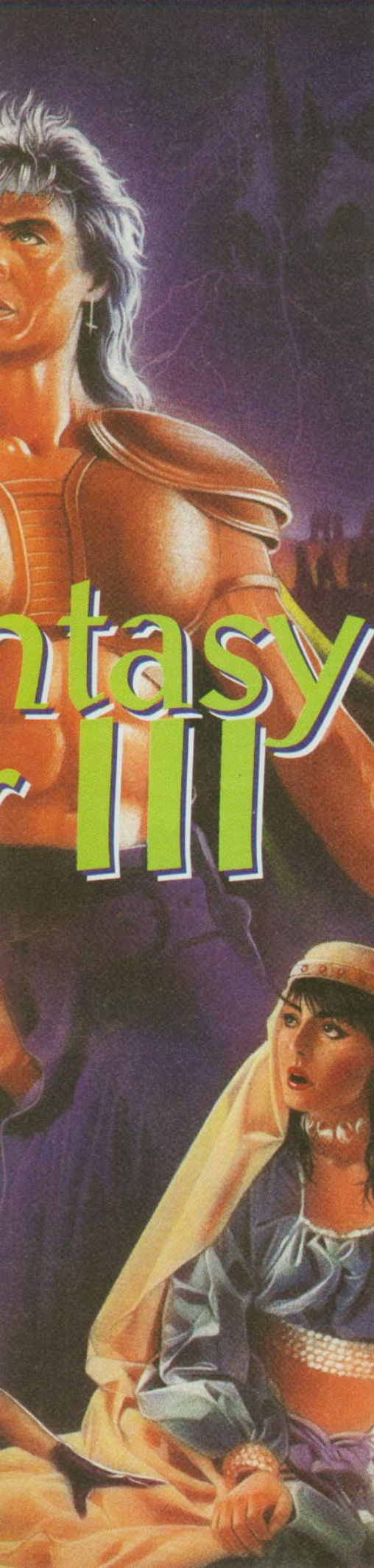


PROTIP: The Sapphire is one of the first prizes you search for. You'll find it in a cavern on the island south of Yaata. Inside of the cave head in a westerly direction.



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





Phantasy III

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



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

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



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

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



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

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



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

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

Three Strikes and You're Out?

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



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

PRO REVIEW

By Doctor Dave



If you think hack-n-slash games are beginning to blur together, here's an awesome cart that mixes great arcade action and just the right bit of fantasy roleplaying. Renovation gets a big Thumbs Up for Arcus Odyssey, an 8 meg cart for the Sega Genesis.

Arcus is a land torn asunder by a massive battle between the evil sorceress Castomira and the Princess Leaty. The princess won that one, but the fight did her in. Now, forces of evil are on the move, and you must find Leaty's legendary Sword of Light to overcome the dark army.

The Cast of Characters

In this hot adventure, you can become one of four characters, or you can play a two-player simultaneous game, where teamwork is essential to success.

Arcus Odyssey adds depth to the typical magic and weapons combo you find in most sword and sorcery carts. Each character has a different weapon

and magic ability. You can power-up magic to five levels. Different power levels make each character's unique magic ability react differently. You can also find treasure chests filled with helpful magic items that you carry around until you need them. A handy pop-up window enables you to manage your stuff.



Jemma Chef's powerful Teamatto Sword produces a wave of destruction, and he also wields strong magic!



Erin Gashuna is a master of the chain sword. Her magic isn't as potent as that of the others, although her weapon definitely makes up for the loss!



Diana Fireya is an archer who launches long range attacks. Her arrows ricochet off walls to destroy enemies around corners! Her magic is limited to healing.



Bead Shia is a sorcerer who fires bolts of energy as a weapon. Naturally, he's especially adept with magic.



The intro to this masterpiece has to be one of the best around!

Killer Looks

Once you choose your characters, you're ready to rock. Arcus Odyssey's outrageous graphics hurl you into a fantastic world. Its looks are a killer!

And speaking of killers, all that imaginative scenery and eerie architecture is overrun with deadly, once-human beasts called the Dark Lords. The Lords look cool, and they're bizarre such as the gigantic turtle. You must try to get on top of his shell, then you both rocket around some canals as a little imp keeps popping out of the turtle shell to fire bolts at you.

Most creatures fire some sort of energy or projectile at you, and they have no qualms about nailing you from off-screen.

How You Gonna Act?

This three quarter overhead view adventure covers 8 different Acts with great-sounding, unusual names such as the





PROTIP: Enter the second room in Act 3 for bonus chests.

Pyramid of Bad Attitude Enemies and the Ruins of the Sacred Ground of Rurudo. In each multi-area Act you must collect an item such as a sword or keys to complete that particular mission.

If you're anti-social you can look around solo till you find the main item in



PROTIP: In Act 3, run for cover when you take this sword!



In Act 3, collect swords to open doorways to safety.

an Act, but it's better to talk to everyone in the game to get directions. In fact, in some Acts, such as the Cave Where the Demigod Cried, you can free the Dark Lords' prisoners, who join you and double your firepower!



Here in Act 8, you need full weapon power to survive.



PROTIP: In Act 4, watch for the shadows on the floor. There's a pack of dragons waiting to attack!



PROTIP: Spring Fureya from the prison deep within Act 2 to help you. Her guided energy missiles destroy enemies with ease!



PROTIP: Get Keyami to join you in Act 5. His awesome firepower pumps up your defenses!

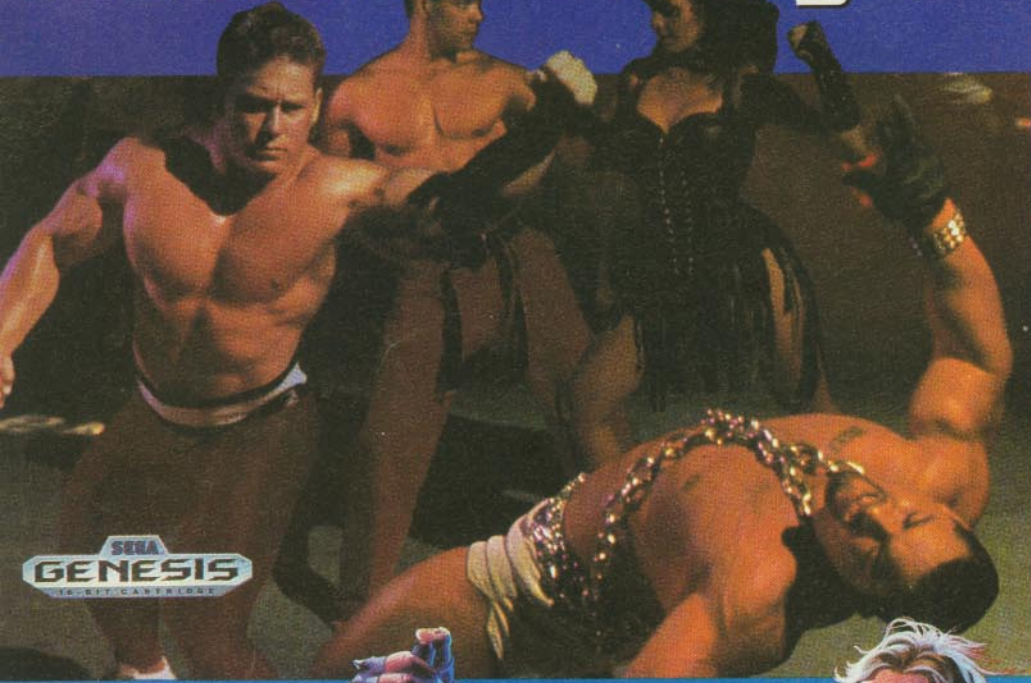
Love at First Fight

A quick glance might lead sword and sorcery vets to compare Arcus Odyssey to Gauntlet. Wrong! No contest! The different quests in each Act will keep you glued to the tube from start to finish. (Don't worry you get passwords.) The graphics in this Genesis masterpiece are both highly detailed and beautifully painted, in the tradition of Japanese fantasy adventures. The characters are nicely animated, too. If you enjoy three-quarter angle action games (or go nuts over video fantasy action), Arcus Odyssey is the best so far!



Arcus Odyssey by Renovation
\$69.99
Available now, 8 megs

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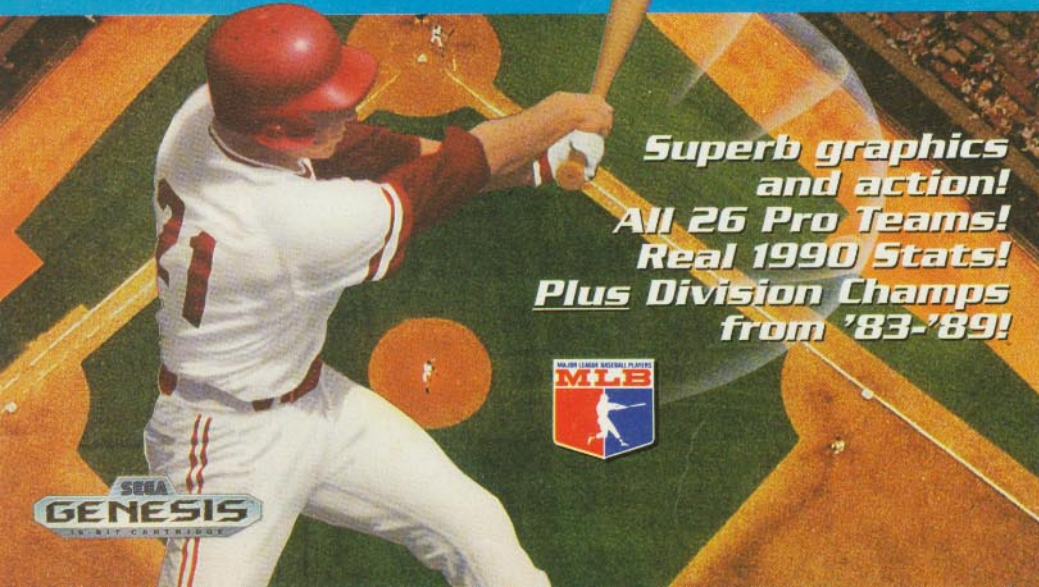
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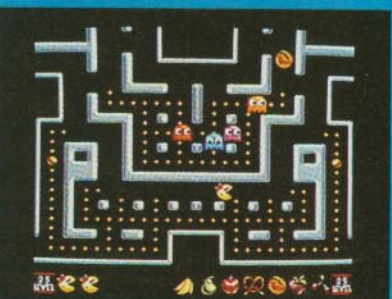
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PRO REVIEW



By Boogie Man

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

Gettin' Down to It

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

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

Adventures in Light and Darkness

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

PROTIP: Shifty players can dodge Trolls.

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

Get into a close encounter of either kind and the onscreen action switches to a close-up, full-length ¾ view of you and your adversary. Here you're both stationary as you hack it out toe-to-claw. Your

The Immortal

moves are duck, jab, forehand slash, backhand slash — period. The combatants are practically in slo mo by arcade action cart standards. That might sound about as exciting as a high school tennis match, but the story here is engaging enough that you learn to accept the poky fighting as the mystery draws you in.



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

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



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

PROTIP: Sometimes falling down a hole is good.

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

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

PROTIP: Slime Oil rarely wears off.



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

Mystifying Gameplay

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

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

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



So many ways to die, so little time!



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

Organic Graphics

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

Long Live The Immortal

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

GamePro's Game Rating System

Graphics	Sound	Gameplay	FunFactor	Challenge

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

GENESIS PROVIEW



By The Bohemian

Mickey Mouse has been spreading smiles across faces around the world for more than 50 years, but even at 50 (that's pretty old for a mouse!) this humble fellow's still got a spring in his step and a soft spot in his heart for his best gal, Minnie. And it's a good thing Miss Minnie's got a mouse like Mickey on her side, too, 'cause now she's in big, big trouble.

Jealous of Minnie's beauty a mega-ugly witch, Mizrabel, has mouse-napped her and is keeping her locked up inside the wicked Castle of Illusion. Of course, Mickey makes a beeline to the castle, but when he arrives he discovers a confusing hallway of doors. Each time Mickey opens a door he becomes trapped inside a strange and dangerous world. He must find his way back out again, and if he does, he's rewarded with colored gems. If Mickey doesn't collect all seven gems, scattered throughout five different worlds, he won't have enough power to battle Mizrabel, and Minnie will be lost forever! If you want to know how this all gets resolved, then tune into Sega's new one player Mickey Mouse adventure, Castle of Illusion.

even butterflies) into deadly enemies. Mickey's only means of defense are throwing items (such as apples and balls) and his special Bounce Attack – activated by pressing Up and Down on the control pad. Even if he makes it through this spooky forest, it doesn't mean he's out of the woods, yet!



PROTIP: Jump down from the second angled ledge in Level One (see above screens) and go underground. The first

Castle of Illusion

starring

Mickey Mouse



Mickey's a real swinger.

Bogus Door Prizes

Door number one thrusts Mickey into a colorful forest filled with suspiciously enchanting creatures. As he soon discovers, beneath the glossy exterior lies a cloak of Mizrabel's ugly-magic, which has transformed all the creatures of the forest (including trees, mushrooms, flowers, and



passageway to the left has a false wall which Mickey can pass through. At the end of the passageway there's a variety of bonus goodies.

Revenge of the Toy Soldiers

Even the most welcoming toy store, chockablock with hundreds of goodies, becomes a living nightmare when you're a little guy like Mickey. It's a nightmare indeed when Mickey enters the topsy-turvy world of Level Two's "toy land," where airplanes bombard him from above, soldiers stalk him from every direction, and juggling clowns on unicycles try to run him down!



PROTIP: Use the upside down/right side up feature in Level Two to Mickey's advantage. If Mickey's inundated by toy soldiers and clowns, make him leap onto an arrow. When the screen flip-flops Mickey stays put, but everybody else, except the toy airplanes, crashes to the floor (or the ceiling) and disappears!



Webs of Deception.

PROTIP: To avoid getting crushed by Level Two's boss place Mickey in the far right hand corner in a crouching position. Next, simply wait for the boss to shoot the springs out of his hat and then use one of them as a launch pad for a Bounce Attack to the head. Repeat this pattern about eight or ten times. P.S.

You can also throw items at bosses though that isn't nearly as effective as the Bounce Attacks.

Castle of Hassles

Throughout the next two legs of the castle quest (Levels Three and Four) Mickey finds himself caught on crumbling log bridges, inside the bowels of a subterranean aqueduct system, and, finally, atop the danger-filled shelves of the Study Room, complete with strategically placed cups of tea (fortunately Mickey can swim) and a mysterious bottle of spilled milk.

If Mickey manages to get past the perilous challenges of the "skeleton piranhas," raging flash floods, and runaway apples in these two levels he'll possess nearly all the crystals he needs to save Minnie.



Milky Mouse!

PROTIP: In Level 3-1 there's an underwater stream that carries Mickey right to the Exit door. The stream is at the bottom of the ledge that's just after the second (crumbling) log bridge. Dispose of the skeleton piranha before Mickey jumps into the water. Then Mickey need only swim a bit to the left, and the current does the rest.



PROTIP: To defeat Level Four's boss, position Mickey on the center cake. From this vantage point Mickey can avoid direct hits from the monster when he

leaps out of the water. It's also a prime spot for Mickey to launch into a Bounce Attack and come down on the monster's vulnerable head.

Going Batty

The fifth and final level takes place inside the castle. Axe-brandishing knights charge at Mickey as he attempts to make his way into the belly of the dungeon where poisonous, bubbling waters await him. Then Mickey enters a deadly clock tower where he must climb aboard gigantic gear wheels and pendulums to reach the top. The climb gets hairy when Kamikaze bats try to knock him off balance.



PROTIP: Keep a close eye on the face of the clock tower boss. When he grimaces it means he's about to take a swing at Mickey. Stand in front of the boss and use his grimace as a signal to launch into a Bounce Attack on his head.

Castle of Illusion is such a feast for the eyes you may want to just hit the Pause button and enjoy the scenery for a while. Every level features both charm and, in varying degrees, challenge. No detail has been spared - from the kitschy Disney-style music right down to Mickey's tail-swishing antics. However, what's really tough to take (though it's realistic) is the sound of little Mickey screaming when he falls into a hole or off a cliff.

It doesn't matter if you're young or old; if you know Mickey Mouse, you'll find this cart's a treat for all ages.

Castle of Illusion - Starring Mickey Mouse by Sega of America (Price Not Available - Available Now, 4 megs).



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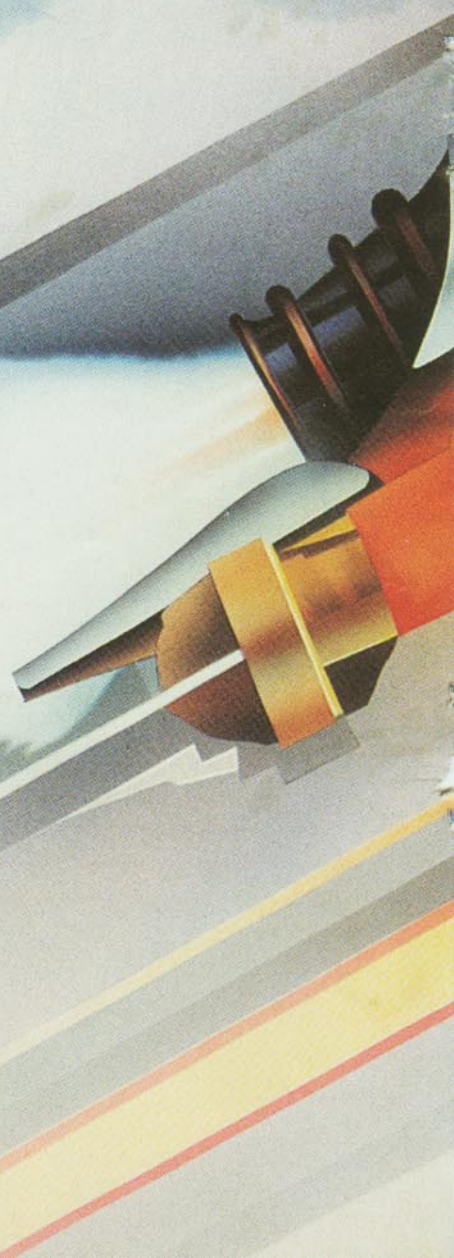
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—*Electronic Gaming Monthly*



T H E R O C K E T E E R



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GENESIS PRO REVIEW



By The Unknown Gamer

The Time:
The distant future.

The Place:
A multi-dimensional, rotating starfield.

Captain's Log:
2056.45 A.D.

It's been 23 days since word came from the Alliance of the impending attack on Savor-5, a mining colony. None of the typical Ur-Quan Hierarchy tip-toeing around this time – this was going to be a full frontal assault! Five Ur-Quan Dreadnoughts – the monsters of the Hierarchy fleet – were moving towards our Star Base at light speed.

I just hope our attack force made up of Earthlings, Shofixtis, Syreens, and Arilous is enough to deter the Ur-Q's, so we have time to build a few Chenjesu Broodhomes. We'd really kick some Ur-Quan butt (or whatever that is they sit on) with a few of those in our squadron!

Space – The Final Frontier

If Star Control sounds like something out of "Star Trek – The Next Generation" or "Star Wars," it's because this new Genesis cart owes a bit to both these science fiction works. However, this interstellar epic features plenty of original concepts to make it a space ace in its own right.

Star Control from Ballistic (Accolade's new video game brand name) is the first 12 meg cart for the Genesis. Yes, you read that right – 12 megs! After playing it non-stop for an entire weekend, it's easy to understand why so much memory was required. This game is fantastic!

StarSearch

Star Control is a one or two-player battle of good versus evil. Yeah...almost every video game is a battle of good versus evil, but in Star Control it's different. Since you can

play either side, who's good and who's evil all depends on your point of view.

Fifteen unique scenarios pit the Ur-Quan Hierarchy against the Alliance of Free Stars. Each scenario features a different battle in the Alliance/Hierarchy War. Every battle has a different objective and in most the odds of victory are weighted in favor of one side or the other. Three difficulty settings enable you to make the game as hard or as easy as you want.



Top ships from the Alliance and Hierarchy battle to the death.

There are two phases to Star Control – the star field movement segment and the head-to-head battle phase. Onscreen movement takes place on a multi-scrolling, multi-dimensional star field that constantly rotates around a vertical axis.

The star field movement phase challenges your strategic planning abilities. You can maneuver any ship, one ship at a time, from one star to another. You can also build new ships (if you have the cash), set up a mining installation (to get the cash), establish a colony, or fortify a location. You get three moves per turn, although some actions (such as moving a Star Base) require more than one move.



An Androsyn dumps a bunch of bubble bath into his warp drive and causes problems for an Arilou.

The Stars Your Destination

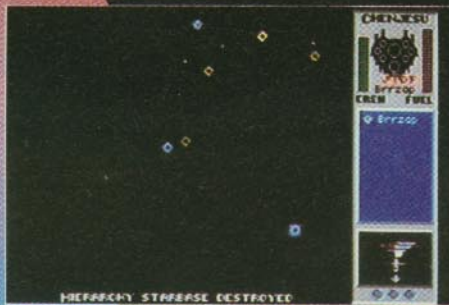
Red stars can be mined for precious minerals. Life-supporting green stars are where you can set up colonies and recruit new crew members.

Some stars hold Precursor Relics. The Precursors were a race that lived approximately 300,000 years ago. They've left behind various technological relics that will soup up any ship that finds them. The right relic can make a dangerous ship unstoppable.

STAR CONTROL



PRO TIP: Here's a trick that loads all the stars with Precursor Relics before you start a game. When you reach the screen describing the scenario you're about to play, hold down Lower Left and press Button B. This stacks the stars and enables you to soup up one of your ships each time you land on an unexplored star.



PRO TIP: A key to crippling the enemy is to make a beeline for his Star Base and to try to destroy it early on. Once you destroy the base, you won't have to worry about your enemy building new ships.

The trickiest part of moving is figuring out which stars you can reach from your current position. Stars appear in rows or chains, and it takes a keen eye to plot the correct path to your destination. Every time you play, the computer generates a new starfield – there's no chance of memorizing a travel pattern.

PRO TIP: To help navigate the star field, pay close attention to stars which seem to orbit at the same speed. Stars orbiting together are usually connected at some point.

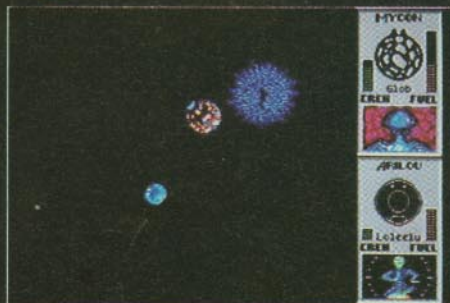
My Ship Captain Is an Alien

When you occupy a star where there's an enemy ship, you enter a head-to-head battle sequence. Because there are 14 different alien races in Star Control and each race has its own unique ship, every battle is a learning experience. As in real space flight you have to take into account gravitational pull and inertia, so your ships slide around the screen. Naturally, some ships match up real well against others, while some others don't stand a chance in certain battles. As commander of your fleet, it's your job to attack ships you think you can beat, or at least damage the powerful ships you can't beat so someone else in your fleet can take them out.



Victory!

If you'd rather just fight space battles than play a full scenario, Star Control has an option called "Melee" – an all out war between the two fleets. This is a great way to learn your enemy's weaknesses before taking him on in a full-scale scenario.



PRO TIP: Defeat slow-moving ships which fire homing weapons (such as the Mycon Podship or the Earthling Cruiser) by using their own weapons against them. When one of these ships fires at you, circle around him and hang out on his tail. But this is key – this move only works if your ship is faster and more maneuverable than the enemy's.



PRO TIP: Use the gravitational "pull" of planets to increase your speed to escape enemies.

Shooting for the Stars

Star Control is a great mix of outer space battle and strategy. It has an extremely high replay factor – you won't get bored with it anytime soon – and unlike your typical shoot-em-up, the game never ends. Accolade, I mean, Ballistic really has reached the stars with this cart!

GamePro Game Rating



Star Control by Ballistic
\$69.95 – Available June '91
12 megs, 5 megs used for sound and music

STAR CONTROL

By Andromeda



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

The Stuff Dreams Are Made Of

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

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

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



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

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

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

Making Your Points

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

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

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



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

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



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



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

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

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



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



This fairy marks the entrance to the underground caverns.

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



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



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

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



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

Mickey, You're So Fine!

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

GamePro's Game Rating System



Fantasia by Sega of America
Price not available
Available now

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



GENESIS PRO REVIEW



By Slo Mo

Thousands of generations ago, the Four Lords of Creation shaped a magical world from the random elements of time and space. They created life and an Age of Peace.

When the time of the Lords passed on, the world turned, and it became divided among four ambitious and corrupt races. The Age of Conflict had begun.

Now, the Watcher is here. No one knows from where the Watcher came, but he has withdrawn all Magic until a hero arises to unify the land.

A world in need awaits its hero.



Welcome to Battlemaster.

A Fighting Fantasy

Battlemaster from Arena Software tells an interesting tale and backs it up with a solid combination of role play game (RPG) style adventure and hack-n-slash action. Toss into the mix good-looking graphics and the fact that you can control up to 15 characters in follow-the-leader style combat and you've got a quest game that's tough to beat, in more ways than one.

Your task is to snatch the crowns from the kings of the four races and then carry them to the Watcher. Of course,



The Map Screen reveals your journey.

first you have to find the kings and beat just about every creature and being in the game.

Set aside a few hours – or days. This epic adventure treks across a massive fantasy landscape. The action occurs in seven areas, where you explore several locales such as villages, towns, castles, or wilderness.

The Leader's Edge

To begin the game, you choose a Leader from one of sixteen characters representing the races – Dwarves, Elves, Men, or Orcs. Potential Leaders also fall into four character classes, Thief, Warrior, Wizard, and Merchant. The varietal selection really ups the game's re-playability factor.



The Dragon eats Elves for breakfast.

Leaders start with varying numbers of Troops (0-5) and Gold Pieces (0-100) and three types of weapons – armor, a



PROTIP: Everyone hates Orcs. If you play an Orc, expect no peace.

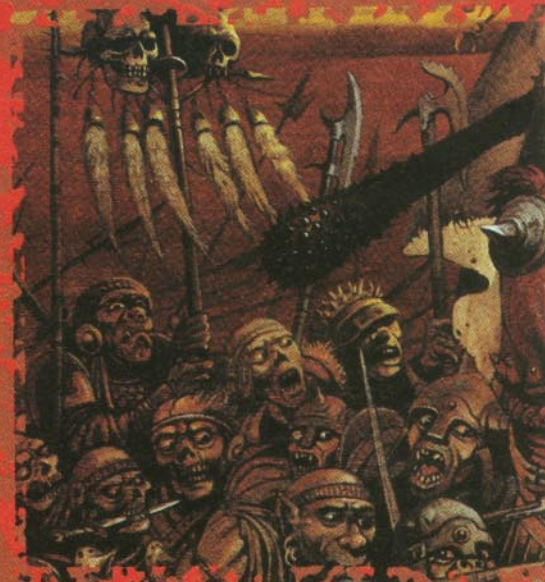


PROTIP: Dwarves stick together the best, and they regroup very quickly.

hand weapon, and a shooting weapon such as a bow or a magic wand. Later on, you can add Troops, build-up Gold, and upgrade weapons.



PROTIP: Wizards make good Leaders for first-time players. They carry the most powerful starting armaments, and they have three members in their party.



PROTIP: Leaders are the fastest runners in the land, but just barely.

In Your Interface

The interface is easy to use and great looking. You put your Troops through their paces using overhead, 45-degree-view graphics. The main action occurs in a window that occupies more than two-thirds of the TV screen. The rest of the screen contains smaller windows displaying meters that monitor Health Points, Morale, and Skill levels, a War Chest which shows weapons and food, a Bank to tally Gold Pieces, and a radar Map, which displays blips indicating you in relation to those-who-would-waste-you.

You split just about equal time between action and interfacin'. You use the action screen to rip-off Gold Pieces and

to fight. Fighting's based on a Health Meter system, that is, get hit and the meter drops till you do.

PRO TIP: Troops start firing when enemies are near; even if you can't see them, yet.

The fighting's tame but intense fun. Don't expect prodigious finger-pumpin'. You control the Leader's hand-to-hand fighting and fire his shooting weapon. Your Troops follow your lead, but they do their own dirty work. Every battle is a melee, that is, a wild free for all, particularly if you command a large Troop. There's no ducking or dodging, although you can move the Leader around to avoid blows during fights.

Use Formation to quickly organize your Troops into six marching and/or combat formations – Column, Wedge, shoulder-to-shoulder Line, Single File, Huddle, and an anything-goes Open Formation. In each Formation, Troops move in unison with the Leader. You can also command your Troops from the front or the rear of a Formation and leave them for solo explorations.

PRO TIP: Huddle Formation is the best way to hold Troops together. Leading from the rear is a good way to "herd" Troops through narrow passages.

PRO TIP: There's safety (and eventual victory) in numbers. Take time to round-up stray Troops.

Ye Olde Graphics

For the most part, Battlemaster's graphics are slick. Each race has a distinct look and some monsters are genuinely weird. The opening story sequences and the Leader selection screen are knock-outs.

The animation's alright, but it's a touch slow – your troops are in no hurry. The laid-back pace of the characters adds to the time it takes to play the game as much as the complexity of the quest and the enormity of the environment. Another minor complaint is that the "olde" English style type for the message window and particularly for some letters in the 70-character passwords can be hard to read.



PRO TIP: The Leader's shooting weapon always has the longest range. Use it.

Before, during, and after the fighting you can retreat to the Interface Screen. Use the Parle feature to purchase better weapons, food, Troops, or safe passage through a territory with Gold Pieces.



PRO TIP: Always Parle as soon as you appear somewhere. As soon as you grab something or stick something, you can't Parle.

Mucho Monsters

Four races populate the Battlemaster world, but they aren't the only creatures that live here. The Book of Monsters in the manual describes sixteen horrific species, but there's plenty more than that. The toothy, round Ball Servants, the Ghost Eyes, and the Scorpions are notable pains. It's best to run from massive bugs, spiders, and the angry dragon.



Spiders come in all sizes.

PRO TIP: Be sure to distinguish between Z's and 3's when you record passwords.

The Thrill of Battle

Battlemaster is an epic adventure cart of epic proportions. Trying to combine engaging RPG with satisfying hack-n-slash action is the current rage, and Arena's made a worthy attempt. If it takes more than a massive dose of thumb sweat to satisfy your need for adventure, do battle with Battlemaster.

GamePro's Game Rating System



Battlemaster by Arena Software
\$49.95
Available November, 4 megs

GENESIS PRO REVIEW



By Earth Angel

(Rap the following section).

Here's a story,
it's a real pearl.
It's about two guys
named ToeJam & Earl.
They were flying along
in space one day,
When they took a detour -
the hard way!
Now they're stuck
on planet Earth you see,
And they don't like it,
they wanna' be free.
But, with help from you
on the coolness scale,
We'll soon see
the end of this tale.

(And hopefully the end of
Earth Angel's rapping days.)

Anyway, ToeJam and Earl are two cold bussin' aliens from Funkotron. They've crashed on Earth and the only way they can get home is to check out the entire planet until they find the missing ten pieces of their rocketship. What you, as T & E, find on Earth is sometimes exciting, and sometimes disappointing, but always interesting and like nothing you've seen in a game before.

Two Guys From Outer Space

The pieces of the ship are hidden on the 25 different levels of the planet. Every time you play the pieces are in a different spot. One or two players



Two players split the screen.

can search for the ship pieces. Two player simultaneous action features a radical split-screen view that enables the two aliens to split up and search different areas. One player can be either ToeJam or Earl. Earl be big and bad, but ToeJam is the speedier of the two.

PROTIP: ToeJam can jump pretty far, especially when he's got Super High Tops or Spring Shoes. But, hey, Earl's pants fall down and ya' don't wanna' miss that.

PROTIP: Stand still too long and you're gonna' take a snooze. It'll take quite a bit of pounding on your buttons to wake yourself up again.

PROTIP: If you're stuck and it seems impossible to reach an area don't give up. Walking along the edges of land often causes new land to

appear. And, hey, you can swim - but not too far or you'll drown. Even better, fly.

ToeJam and big rappin' Earl begin the game as Weiners on the coolness scale. As they earn points in the game by collecting special items and exploring the planet they get cooler and cooler, becoming Poindexters, Dudes, and if they're totally cool, they reach the ninth level of coolness and become Funklords.



Reach the fullness of coolness!

ToeJam and Earl have three lives each. They lose a life when their Life Meter goes to zero and flutter off to heaven. They earn an extra life when they become Poindexters, Bros, or Funklords.

PROTIP: If ToeJam or Earl are in serious Life Meter trouble they can bump bellies and do a Hi Five. This averages their Life Meters.

TOE JAM & Earl

Yo, Whas'up

As the space bros boogie from place to place with the funkier of beats in the background they come across the strangest crew of aliens they've ever encountered – Earthlings! The Earth-dudes include Wizards who'll heal you for a buck, Wisemen, Opera Singers, seductive Hoola Dancers, Devils, Cupids, and giant Hamsters in Rolling Balls. Some of the Earthlings want to help ToeJam and Earl (of course, they're gonna' want a buck or two for their trouble). Others are just serious bummers.



PROTIP: When these pesky Geese are pelting you with Tomatoes the Opera Singer may come to your aid. Pay her three Bucks and poof, the Geese are gone.



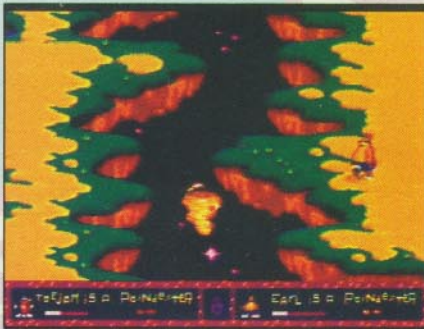
PROTIP: If you see something tunneling at you, boogie outta' there fast. It's a Mole and if he gets ya' he'll grab a few of your Presents.



PROTIP: That shadow that comes sneaking after you is the Boogie Man.

PROTIP: Sneak by bad guys (press and hold Button A when you don't have an Action Present) and they won't bother you.

PROTIP: Watch out for Cupid's bow and arrow. If he hits you with an arrow you'll become lovesick and wander around aimlessly, usually falling over the edge or into the water.



PROTIP: Watch out for the Tornado. It picks you up and drops you wherever it stops spinning – usually in the water or mid-air!

Play that Funky Music Space Boy

ToeJam and Earl have to use all of their smarts to stay chillin' and not get too messed up by the wacky Earthlings. Luckily, the Earth is covered with Presents of every size, shape, and color. The two space Funklords have to grab every present they can find – they can carry up to sixteen each. When they're in a jam it's time to tear into a gift. Some of the presents, Action Presents, are totally radical items that give the space dudes a



Fly high with Icarus Wings.

boost – like Icarus Wings that enable them to fly or Tomatoes to toss at bad dudes. Some presents are just for fun, like Rootbeer (makes ToeJam and Earl burp), and some presents are just downright gnarly. For example, one present hangs a black cloud over your head and zaps you with lightning.

PROTIP: An Un-Fall present is the best. When you fall, and you will, open it to return to the level you fell from.

PROTIP: Slip on the horsey Inner Tube and paddle through the water with ease – just watch out for Sharks.

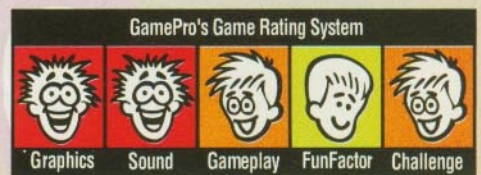
PROTIP: Once you've opened a gift the other gifts of that kind are marked in your menu screen, so no more guesswork – unless...well, if you open a Scramble present all your presents are scrambled and no longer labeled.

PROTIP: If you hear a phone ringing answer it dude! It'll turn over a few pieces of the map.

T & E also need maximum munchies what with all that traveling around. They can snack on any tasty food items they see to power up their life bar. They love Burgers, Fries, and Fudge Cake, but watch out for Moldy Bread and Old Cabbage.

They Be Bad

Check out ToeJam and Earl to see totally cool graphics, incredible originality in gameplay, super-fresh tunes, and lots of chuckles. You can even just do some jammin' with the two funkmasters to see them dance and hear the game's sounds. If there's a bummer about this game it's that it's a little like Christmas – once you've opened all the presents some of the excitement is gone. Once you've discovered all of the game's surprises it might seem a little slow, especially if you're a fan of fast-moving shoot-em-ups. But Earth Angel says check it out – if for nothing else, just to see Big Earl move!



**ToeJam & Earl by Sega of America,
Available October '91
Price Not Available**



GENESIS PRO REVIEW

By Doctor Dave



Sega's done it again! Just as with Golden Axe, they've cranked out an awesome, side-scrolling, action-packed Genesis translation of one of their hottest arcade titles. This time it's Alien Storm!

If you've never fed quarters to Alien Storm in the arcades, know that this cart's very similar in style and gameplay to Golden Axe for the Genesis. In this eight mission extraterrestrial blaster, two players can play simultaneously. Your task is simple: rid the Earth of outer space vermin.

The Heroes

To start the game, you select one of three characters. Each one is armed with different types of weapons including a special weapon that wipes out all monsters onscreen. You can't really control when the various regular weapons appear, but they all do the same damage.



Save helpless human families!

Each character is formidable, and they're all a kick to play. The woman has some hot moves, but it's her flame thrower that makes things sizzle. She busts great flying leaps and super flips for acrobatic attacks. Her special weapon is a gigantic missile that drops down out of the sky. The man is a real buffed dude, but that doesn't mean much here. His favorite weapon emits a beam of cracklin' energy. He has a friendly attack ship which flies by and sprays enemies with lasers. The robot is an awesome metal dude with an electric whip. His special weapon enables

him to self destruct, thus destroying everything around him. Then, he reconstructs himself in seconds.

Alien Nation

Once you pick a player, you're ready to rock and roll. Each mission starts off with a side scrolling level. The aliens have landed and they're already taking over. You must use all of your killer moves to stop them.

Clear a level and you enter a building for a first person perspective shoot out. Fire your



PROTIP: In the first-person stages always pick up energy canisters and shoot first-aid kits to restore life power.

ALIEN STORM

Extra-tough Extraterrestrials

You won't run into many boss creatures, but you won't miss them as you fight through the eight missions! In each mission, you run across nightmarish alien beings such as winged heads, awful space slugs, gigantic spiders, gross little gremlin-type creatures, and other things too disgusting to try to describe.

Each monster has a special attacking style, but their killer move is to either latch onto your head or swallow your body whole!



PROTIP: Destroy this boss by flipping over him and firing downward.

weapons at aliens as they sneak across the screen or leap out at you from their hiding places.



The Robot's electric whip.

Then, on odd-numbered missions, you put on your running shoes and chase the space pests in a super quick, side-scrolling, run and gun track meet.

PROTIP: Take a few steps towards any alien you attack so you can swing around and get the thing behind you.

PROTIP: Sometimes shooting humans in the first-person stages drains your energy.

The Doctor's Prognosis

Alien Storm mimics the arcade version perfectly. You get a great variety of easy-to-do moves, and there's never a dull moment. The simultaneous two player function in particular is outrageous fun! Don't let the Aliens take the Earth by storm!

GamePro's Game Rating System



Alien Storm by Sega
Price not available
Available July

GENESIS PRO REVIEW



By Doctor Dave

Renovation lit up the skies with Gaiares (see GamePro, March 1991) now it's about to turn a spotlight on the Dark World! Valis III is another 8 meg cart new from Renovation for the Sega Genesis. This hot side-scrolling hack-n-slash adventure game will definitely keep you on your toes!

In this mean cart, you play a woman warrior named Yuko who has journeyed

You'll find Cham at the end of Act I if you defeat Garther, one of Glames' henchmen.



Yuko and Garther fight to the finish for Cham!



Yuko, Cham, and Princess Valna wait for the Valis Sword to regain full power in this animated sequence!

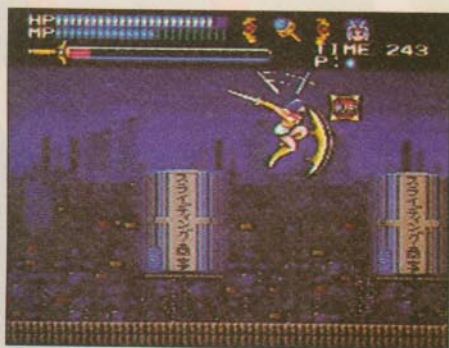
VALIS III

to a place called "Dreamland" to become a Valis Warrior and defeat Glames, the ruler of the Dark World. If you plan to survive the seven Acts of thumb-burning sword fighting just know that you'll need an edge - the Valis Sword to be exact.

The game's called Valis III because there were two previous carts which starred Yuko and the Valis Sword. The first installment was a PC Engine cart that never left Japan, and the second appeared here for the TurboGrafx-16 CD-ROM. Is there an ongoing storyline that connects each game? Yes. Do have to be familiar with the other carts to go nuts over this Genesis version? Not at all.

Three Woman Warriors

Valis III is an outrageous challenge, but you have help. In the first two Acts you recruit two partners. Your first task is to rescue Cham who was born of the Dark World and is avenging her father's death.



Be sure to search all areas for hidden 1-ups!

Act II consists of both vertically and horizontally scrolling stages. You can now use either Yuko or Cham by pressing Button A. Yuko still has her sword although it has limited power for now while Cham uses a bladed whip which is more effective.



Cham is the most useful character with her bladed whip.

At the end Act II you must free Princess Valna, Yuko's sister, from a magic crystal cell. Once Valna is free, she takes over and battles another of Glames' subordinates, Kolilanba.

Defeat Kolilanba and now you'll be able to select any one of three main characters to fight onward. You can change characters at anytime except while fighting bosses.

Dark Shadows

From here on in get set for wicked swordplay. The Dark World looks great for a place overrun with zombies, scorpions, and giant flies. But don't let the sights

distract you! The fighting is furious. If you're good you can shed some light on the Dark World with any one of the characters, but they each have unique skills which require different fighting techniques. If you make it through with one character, go for it again with another character.

A Cut Above

You may have seen this title for the TurboGrafx-16 CD-ROM, but this Genesis version has much more detailed background graphics with multi-scrolling and a hot soundtrack. The gameplay is fast and reacts quickly to your controller moves. The animated sequences between each Act are nicely done with a great storyline that keeps you eagerly anticipating what comes next. Read my lips: This is one game that you shouldn't pass up!



Valis III by Renovation
\$69.99
Available now, 8 megs



By Feline Groovy

Chuck Rock's committed a major land-of-the-lost faux faux – he's lost his lady. Yep, Chucky let his guard down and a fellow stoner, Garry Gritter, jumped in and heisted Ophelia. If Chuck is ever going to be respected as a caveman and rock musician in the prehistoric community again, he must rescue his beloved cave-gal. Furious and womanless, Chuck lumbers off into the wild and wooly dinosaur infested jungles to begin his journey. It's a long way to the top if Chuck wants to rock and roll – this Stone Age adventure by Virgin Games covers 15 territories.

If Looks Could Kill

Prepare for complete visual and audio distraction! The graphics and the tunes, which by the way are different for every level, slam down on your senses like a ton of bricks – they're outrageous.



Land of the un-dead.

Prehistoric Bellyache

Chuck's not exactly, well, Olympic triathlete material. His less-than-luscious body proves to be a very valuable asset, however. Belly-whomping – is Chuck's



PROTIP: Use boulders as umbrellas to protect Chuck from rock-rainshowers.



claim to combative fame, but it requires some skill to perform, if you have the stomach for it.

The drawback to Chuck's abdominal blasts is that they lack range. In other words, Chuck must get within dinobreath distance of his enemies in order to make belly-to-body contact. Prepare to take some time to grow accustomed to this unwanted closeness. If you find yourself in a tense situation, you can resort to Chuck's other talents, which are "chucking" boulders and jumping and kicking.

PROTIP: Chuck loses most of his uumph to jump while he carries large boulders. He can, however, use them as stepping-stones to reach high ledges.

Of Dinosaurs and Cavemen

Even cave people in the video dimension must fulfill a few basic needs, and Chuck is no exception. When he's not wrestling with a Pterodactyl or a man-size amoeba, Chuck must make use of those few, precious seconds to grab hold of meat hunks and hearts.



PROTIP: Keep Chuck under water just a little too long and, well, he sinks like a stone – permanently.



PROTIP: Your best bet to give the boxing Tyrannosaurus Rex a run for his money is to position

Chuck on the top platform and jump, kick, and turn as quickly as you can.

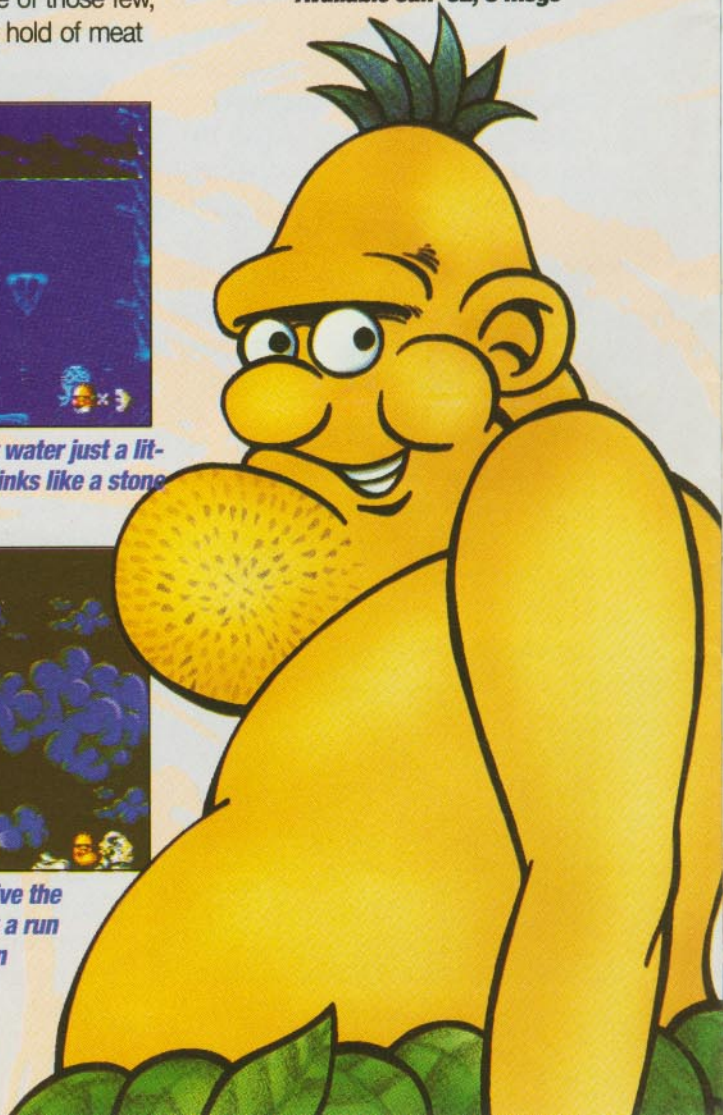
Rock-O-Rama

Take a walk on the wild side with Chuck Rock. This game's worth the bucks for the music and graphics alone. From the standpoint of challenge and gameplay, it's middle of the road – not too hard and not too easy. Take the time to listen through the full semi-animated music sequence Chuck and his rock band play during the title screen. You won't be disappointed. Move over Rolling Stones, the real roots of rock and roll are here.

GamePro's Game Rating System



Chuck Rock by Virgin Games
Price not available
Available Jan '92, 8 megs



GENESIS PRO REVIEW

By Slasher Quan



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

Crisis in the White House

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



The action's hot in Arcade mode.

Almost Arcade

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

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



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

Trigger Happy

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



This Harrier provides an explosive finish to Mission 1.

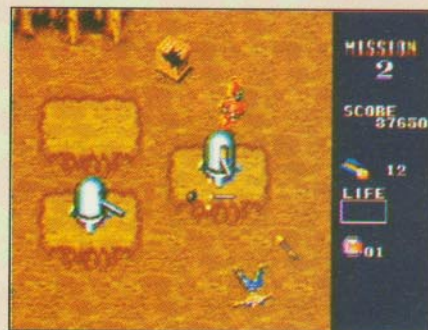
bombs to blast the toughest bad guys – stock up! You can commandeer some vehicles, including jeeps and speedboats, by dispatching their occupants. If your blood starts running thin, pop open one of the many chests you find scattered along the trail and scarf a chicken leg.

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

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

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

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



Your Merc – K.I.A.!

A Big Bang for Your Buck

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

GamePro's Game Rating System



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

MERCS



By Videohead

Want to spend a couple of weekends running, slicing, and shooting your way across someone else's landscape? Check out Faery Tale Adventure from Electronic Arts. E.A. and New World Computing teamed up to convert the old Microllusions personal computer game of the same name into an exciting blend of real-time hacking and slashing with RPG-style adventure.

RPG stuff, such as chatting with characters and exploring various buildings. You must also recruit a turtle to take you across seas and a swan to fly you around.



Catch a ride on the sea turtle express!



The final battle with the evil Necromancer.

It's 3 a.m. Do You Know Where the Necromancer Is?

Let's get the complaints out of the way first. The music is nice but the game's so

The Faery Tale Adventure

Holm Sweet Holm

The land of Holm...peaceful, idyllic, and generally a nice place until the Evil Necromancer absconds with the talisman. Three brothers vow to get it back to restore peace and tranquility to their homeland (Holm-land?). You play one of the brothers as you journey through eight multi-level quests broken down into smaller challenges in 50 different locations including islands, castles, lava-filled plains, a dragon's cave maze, a tomb maze, and, most difficult of all, the Grimwood Maze.

PROTIP: Julian is the best brother.



Julian challenges the Red Dragon.

Might Makes Right

You orchestrate the action via a nicely-drawn, 3/4 overhead view with neat, colorful graphics. To track down the Necromancer you'll use an icon-based menu system and a dialog box to do typical

PROTIP: Leave the swan on the outskirts of the Plain of Grief before attempting the Citadel of Doom.

But you'd best be ready for heavy duty button punching versus skeletons, wraiths, snakes, ogres, big hairy spiders, and goblin bowmen. The major baddies include a dragon, a witch, a dream knight, and, of course, the extra-Evil Necromancer.

You start out with a lousy, little dagger, but soon you'll soon find a mace, a dirk, a bow and arrows, a sword, and last, but best, a wand that shoots blue fire. Magical items include blue necklaces (for teleportation), glass vials (for Vitality), and bird totems (displays a map). Tangible intangibles that are critical to your survival are Bravery, Kindness, and Luck points.

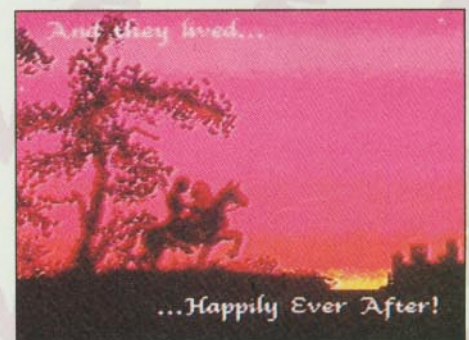
PROTIPS: Visit the Sorceress when you're low on Luck. She'll give you 5 Luck points (which equal one Life), until you're maxed.

PROTIPS: Stock up on inventory items by repeating this move. When you find something you need, grab it and then save and restore your game.

PROTIPS: Low on keys? Save the game before you use one, open a door, and then restore the game. You'll keep the key and the door stays open!

PROTIPS: You can ignore the "Julian is starving" message when you have over 100 Vitality points.

long, it gets on your nerves. Other than that, negotiating the deadly Grimwood maze requires a major hike, but then you have to retrace your steps to get out. Why?



See...fairy tales DO have happy endings!

Okay, complaints over. This game is a ton of fun. It'll keep you up late, real late. Then you'll wake up bleary-eyed and play some more. (Good thing there's a password feature.) The final scene is a gas, a real "reversal of fortune." Try it, you'll like it, but play your own music.



The Faery Tale Adventure by Electronic Arts
\$49.95
Available now, 4 megs

GENESIS PRO REVIEW



By Videohead

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

way you'll be in...the Shadow of the Beast.

The Shadow Knows

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



Welcome to the Castle!

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

Creature Features

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



Shadow's graphics are monstrously sharp.



The Eyes have it!

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

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

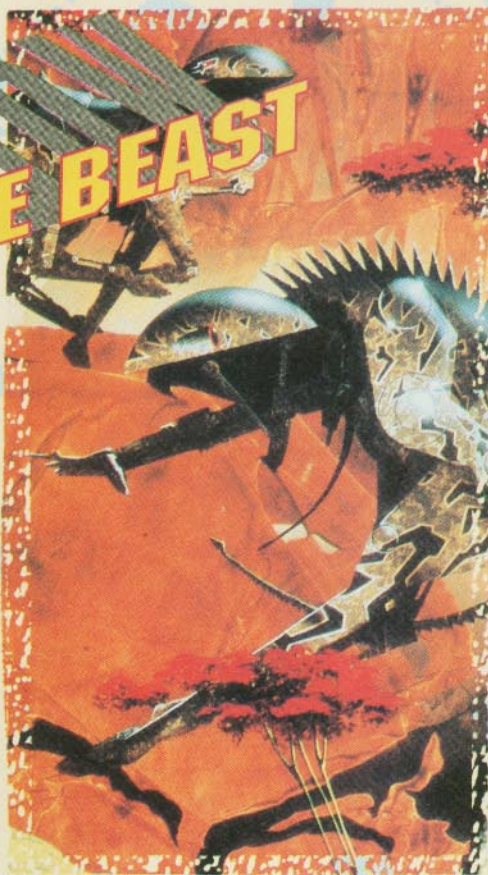


The Castle holds a key item.

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

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

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



Roast Beast

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

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

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

Not for the Faint of Heart

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

GamePro's Game Rating System



Shadow of the Beast by Electronic Arts
\$59.00

Available now, 8 megs

PRO REVIEW



By Road Kill Warrior

Bonk's back in a bodacious, brand-new, brain-busting adventure! This time he's out for revenge in Bonk's Revenge, the latest from NEC.

When we last left our heady hero, he had just stopped the evil King Drool from ruling Moonland forever. But old enemies die hard; King Drool's back with an even more devious and destructive plan. Since he couldn't handle all of Moonland last time, the evil king's cut the planet in half! Bonk must stop Drool and reunite the two halves of Moonland! It's a big job, but Bonk has just the head to handle it.



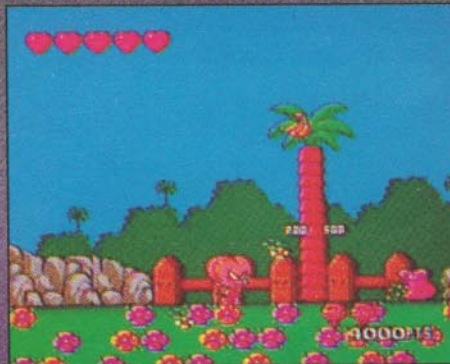
PROTIP: Bonk's safest attack is from above. Just jump (press Button I) and tap Button II once. Bonk will land head-first right on his victim.

Worlds Apart

To get Moonland back together, Bonk traverses seven perilous levels, bashing Drool's minions as he goes. For those of you who missed the first adventure, Bonk (a little guy with a BIG head) fights by head-butting baddies. How he uses the head-butt is a matter of personal preference. Bonk can jump and hit them from below, drop on them from above, or run up to them. In any case, Bonk's enemies are in for some real head-aches!

Unfortunately, this all new brigade of bad guys isn't going to take this challenge sitting down. Drool's recruited some mean-looking prehistoric animals, including fire-breathing lizards and ram

paging dinosaurs. Some are so old they're just walking piles of bones! A few of Drool's original minions, such as the dreaded Chikkun Army, have also returned for an encore performance. Don't be fooled by the vaguely familiar faces. These guys are meaner and uglier than ever before!



Mega-Bonk!



PROTIP: Some of Bonk's most dangerous enemies are the "piranha-birds." The only safe way to off one of these foul flyers is to jump up and hit it from below.

As you'd expect Bonk's got an amusing assortment of level bosses, too, such as the crossed-eyed Dodogee and the shark-riding, hook-tossing Captain Hook.

Each boss is colorful and cleanly animated with no visible flicker. When you first play, these creatures seem impossible. After you figure out their secrets, though, things go as smoothly as Bonk's head.



PROTIP: The third level end boss (the dancing snow queen) will quickly put Bonk on ice unless he stays all the way to the left or the right side while she spins. Her vulnerable spot is her head.



The Bonk with Two Brains

One significant change in the sequel involves Bonk. The first time he gobbles up meat to power up, Bonk looks mean, like he did in his first adventure. But when he powers up a second time, Bonk's head goes bonkers! Now he does three times as much damage with his head-butt, and, when he lands on his new noggin, every on-screen enemy takes damage! Not only that, but Bonk breathes fire! Yes, tap Button II and he spits out flames, frying almost any enemy immediately.

Meat isn't the only thing that beefs Bonk up. Along the way, he can find flowers which enable him to fly! Flying is one of the most important aspects of the game, as it can lead Bonk to areas and power-ups he might not normally be able to reach.



PROTIP: Once you get the hang of flying by rapidly tapping Button I, search the clouds for extra bonus goodies.

PROTIP: Always test for hidden flowers in areas that look "too" empty. To do a quick test, jump straight up and then land head first. Any flower in the general area will immediately pop up.



Ridin' the Monster-Train.

Level-Headed

Bonk's Revenge takes place across a great-looking, wacky prehistoric landscape. Each level features a unique theme, such as the ice-cold icebergs in the third level and the sunny beaches and shipwrecked boats of the fourth.



PROTIP: In the fourth level, make sure Bonk avoids the cat-napping cats. If he wakes them up, they'll tear out their hair trying to grab him!

Just to mix things up, each level has a different number of rounds. So while the first level may seem short, the fifth will seem like a game in itself!

Bonk's got great bonuses this time, too. Each level has flowers that lead to one of eight, different bonus rounds. The rounds are huge and they're funny, too. In one round Bonk goes fishing - not with a pole, mind you, but with his entire body! Another is similar to those "hit the squirrel" games at the arcades.



PROTIP: In the "iceberg" bonus round, don't try to stop. If you do, Bonk will just keep moving and slide off an edge. Instead, maintain a steady pace and jump a lot! You'll beat it in no time.

The bonus rounds are also Bonk's key to success. In each round Bonk can earn Happy-Faces. If Bonk has collected enough Faces by the time he beats an end boss, he becomes eligible to ride the Monster Train, where each passenger gives Bonk something special, such as meat, an extra heart, or even a free Bonk!

Bald Ambition

Bonk's Revenge is an excellent game which shows the TurboGrafx at its best. Bouncy tunes and colorful characters make the game fun to play, and the challenging, though not impossible, gameplay makes it enjoyable for gamers of all ages and skill ranges. We can only hope that King Drool's next of kin carries on the tradition of oppressing Moonland, so Bonk can return once again!

GamePro's Game Rating System



Bonk's Revenge by NEC
Price not available
Available August, 4 megs

SWAT BONK'S REVENGE

TIPS-TACTICS PASSWORDS

SECRET WEAPONS AND TACTICS



Secret Warp!

Gather 50 or more "Smiley Faces" by the time you reach the Monster Train and Princess Za will warp you past an entire world. Also, for every Face over 50 you'll receive a 10,000-point bonus!



Secret Volcano Passage

At the start of the Volcano Castle (World One), smash the bricks under the signpost to reveal a hidden area. Inside, look for a Propeller Floret which gives Bonk flying power.

Special Monster Trains!

In Hatchet's Hometown (World Six), Bonk your way into the covered passageway just before the apron-wearing Eggheads appear. Catch the Propeller Floret, and fly up and left as far as possible. Touch the seeds to ride special Monster Trains for blue hearts and 1-Ups!



Hot Springs 1-Up

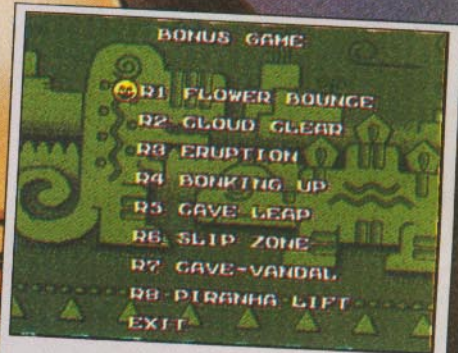
Bounce off the first Yellow Floret in Hot Springs (World Three), and Bonk the snowflakes until you reach the 1-Up at the left edge of the screen.

Defeat King Drool!

Evil King Drool III is a pushover once you master a few bad Bonkin' tactics. When he floats above you and drops bullets, icicles, and fire boulders, keep calm, stay low, and carefully weave around them. Next, when he charges at you, get a running start and do the jump-Bonk move right below his crown. Give him your best shots 'til he's meat!

Crabby Strategies

In King Drool's palace, falling walls will crush you into a crabby mini-Bonk. As a crab you can fit into crevices to collect Blue Hearts, Red Hearts, and free lives! In the water tunnel, get flattened and use the crab's swimming speed to avoid Piranhas and Mines.



Bonus Round Sneak Peek!

To practice all the bonus rounds, hold down Button II and press Run when the difficulty select menu appears onscreen.

Extra Flower Power

Bonk plants to change their colors and rewards. Most desirable is a Green Flower because it contains a Blue Heart (which boosts your maximum health).

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Hosted by J.D Roth
and Co-Host
Brennan Howard!

Hot Tips, Tactics
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Birmingham, AL	WABM-68	El Paso, TX	KCIK-14	Lansing, MI	WSYM-47	Phoenix, AZ	KUTP-45	Tampa, FL	WTMV-32
Bluefield, WV	WOAY-4	Erie, PA	WICU-12	Las Vegas, NV	KRLR-21	Pittsburgh, PA	KDKA-2	Terre Haute, IN	WBAK-38
Boise, ID	KBCI-2	Eugene, OR	KLSR-25	Lexington, KY	WDKY-56	Portland, ME	WPXT-51	Topeka, KS	KTKA-49
Boston, MA	WBZ-4	Fargo, ND	KXJB-4	Little Rock, AR	KASN-38	Portland, OR	KPDX-49	Traverse City, MI	WPBN-7
Buffalo, NY	WKBW-7	Flint, MI	WEYI-25	Los Angeles, CA	KABC-7	Providence, RI	WPCB-64	Tucson, AR	KGUN-9
Butte, MT	KCTZ-7	Fresno, CA	KAIL-53	Lubbock, TX	KJTV-9	Raleigh, NC	WPTF-28	Tulsa, OK	KTUL-8
Charleston, SC	WCSC-5	Ft. Smith, AK	KPBI-46	Knoxville, TN	WKCH-43	Richmond, VA	WWBT-12	Waco, TX	KWKT-44
Charlotte, NC	WCCB-18	Grand Rapids, MI	WUHQ-41	Marquette, MI	WLUC-6	Roanoke, WV	WLSL-10	Washington, D.C.	WRC-4
Chattanooga, TN	WDSI-61	Green Bay, WI	WXGZ-32	Medford, OR	KLUC-6	Rochester, MN	KAAL-6	Wichita, KS	KSAZ-24
Chicago, IL	WGBO-66	Greensboro, NC	WGHP-8	Miami, FL	WDZL-39	Rochester, NY	WROC-8	Wichita Falls, TX	KFDX-3
Cincinnati, OH	WSTR-64	Greenville, NC	WFXI-8	Milwaukee, WI	WCGV-24	Rockford, IL	WQRF-39	Wilkes Barre, PA	WBRE-28
Cleveland, OH	WJW-8	Greenville, SC	WLOS-13	Minneapolis, MN	KITN-29	Sacramento, CA	KSCH-58	Yakima, WA	KCY-53
Colorado Springs, CO	KXRM-21	Harlingen, TX	KVEO-23	Mobile, AL	WJTC-44	Salt Lake City, UT	KXIV-14	Youngstown, OH	WFMJ-21
Columbia, SC	WACH-57	Harrisburg, PA	WPMT-43	Monroe, LA	KARD-14	San Antonio, TX	KENS-5		
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*Cable Channel

BONK

By The Eliminator

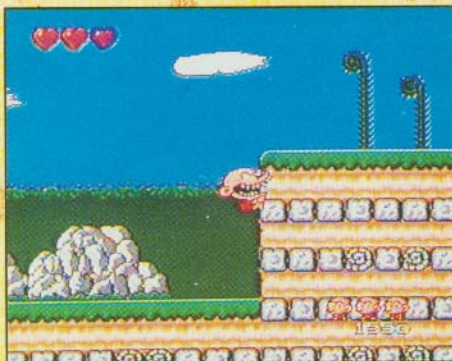
At the dawn of time, Homo Sapiens (that's us) learned to use their heads to survive in the perilous prehistoric world. Now, Bonk's Adventure from NEC/Hudson Soft returns you to the Stone Age as Pithecanthropus Computerus (that's Bonk) where you learn to use your head, literally, all over again.

Neanderthal Moves

There's big trouble in this zany primitive land. The abominable King Drool has snatched the beautiful Princess Za. As Bonk, the hardheaded caveboy, you decide to save her.

But it's 10,000 B.C. and few weapons have been invented. So, to rescue the Princess, you'll bash your cranium against any beasts in your way. Miss your foes, however, and they'll send you into a coma, after you throw a bug-eyed, foaming-at-the-mouth fit. That costs you one life.

To keep your headaches to a minimum, here are some vital techniques.



Bonk's bite is worse than his bark.

Use Bonk's powerful bite to scale walls and trees. Run and leap into them until Bonk chomps down. Now, press Button I rapidly to climb. To divebomb head-over-heels into your foes, push Button I

to jump and then hit Button II. This move is twice as powerful as a normal head-butt. To increase your jumping distance



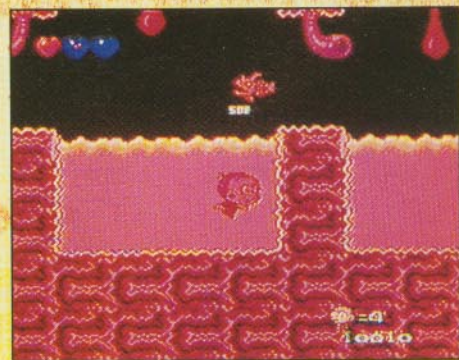
Bonk, the human cannonball.

and hang time, tap Button II continuously after you jump. Plough into your enemies with this spin move and you'll really knock 'em out.

Creatures That Time Forgot

To complete your quest, you must bash prehistoric beasts on land, sea, and air.

Go head-to-whatever with snapping 'gators, near-sighted dinosaurs, eggshellheads, slimey leeches, and other creepy crawlies.



PROTIP: Sometimes you run up points by butting a bad guy into the air, getting under him, and continuously bumping him to keep him there.

You also face the loony level bosses—Huey, Punchy Pedro, Gladdis, Kongo Zilla, and Tractorhead.

ILLUSTRATION: FRANCIS MAO

ADVENTURE



A big bad boss.

Now, you don't want to do them in, you just want to make friends. They've been hypnotized into thinking you're an enemy, so bump their heads until you break the spell.

PROTIP: *Pinchy Pedro can be mean and he usually punches your lights out. Dodge his blows and go for his head.*

Primordial Pathways

Bonk's Adventure takes place across a fantastic primeval landscape. Head-butt your way through five circuitous levels (broken down into seven areas) that lead to soupy swamps, perilous waterfalls, parched deserts, and deadly tropical forests. Each area is a complex multi-leveled maze that taxes your brain, in more ways than one. Save the Princess at the end of the fifth level and you head to another planet to fight King Drool.



PROTIP: *The twinkle-toed dancing trees help you grab more Smiley Faces.*

Just headbutt them in the right direction and climb aboard.

But before you go, search for four bonus stages, where you can earn awesome points towards extra lives. Bonk the walls till you find them. One stage features cliff climbing, where you try to climb as high as you can in 10 seconds. In the continuous spinning stage, you jump off a cliff and spin in the air as many times as possible by pressing Button II. Land on your feet or you



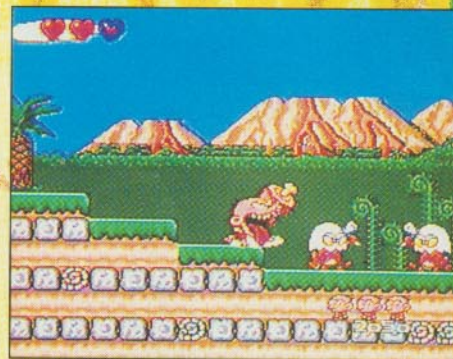
Bonk munches out.

lose. At the munching spree, you hop from flower to flower to gulp as much food as possible. Finally, a volcanic stage has you headbutting rocks which pop out of a volcano.

Bonk Want Food!

Bonk is a spirited neolithic toddler with a voracious appetite. Satisfy his hunger pangs for points and power.

Eating fruits and vegetables racks up points towards extra lives. For a real mind-blowing, atomic experience, gobble up a chunk of meat. Small pieces of meat make Bonk's headbutts twice as powerful. Swallow a large hunk of meat or two small meats to render yourself invincible for ten seconds.



Power up with meat!

PROTIP: *Power up with one meat and you can also slam your head on the ground to freeze your enemies.*

You can also increase your bonus points and vitality by collecting Smiley Faces, which periodically appear when you bash your enemies. Also, keep your eyes peeled for hearts. Three hearts equal one life.

An Early Flower Child

Just because you're on a quest, doesn't mean you can't stop and smell the flowers. In fact, squash 'em if you want to succeed. Pink Flowers relinquish fruit, veggies, and, sometimes, a heart. Yellow Flowers add spring to your jumps. Red Flowers hide meat. Rare Green Flowers reveal crystal hearts which you can fill up with energy.

PROTIP: *When you jump on the spring flowers, beware of the wicked flowers; they zap you.*

Bonk's Adventure is a fanciful, wacky game that delivers hours of challenge, fun, and laughter. The graphics and the animation are great! And you'll enjoy Bonk, a good-natured little cave-dude who just wants to make friends. Don't be King Drool's blockhead; Bonk your way to victory.

Bonk's Adventure by NEC/Hudson Soft (\$54).

TURBOGRAFX-16 PRO REVIEW



By Fanatic Fan

Turbo-Hoopsters rejoice! Finally, thanks to the folks at NEC and Cinemaware, there's a REAL basketball game for the TurboGrafx-16 (I never considered "Takin It to the Hoop" a real basketball game).

Hoop it Up!

TV Sports Basketball lets you play an exhibition game or compete in an eight-team league. In Exhibition mode, you can play with as many as five people using the TurboTap. All five of you can challenge the computer, or you can pick up computer players to form two mixed teams. League mode is a one-player-only, 10-game schedule, complete with a best-of-three play-off and a championship series.

Good Looks at the Basket

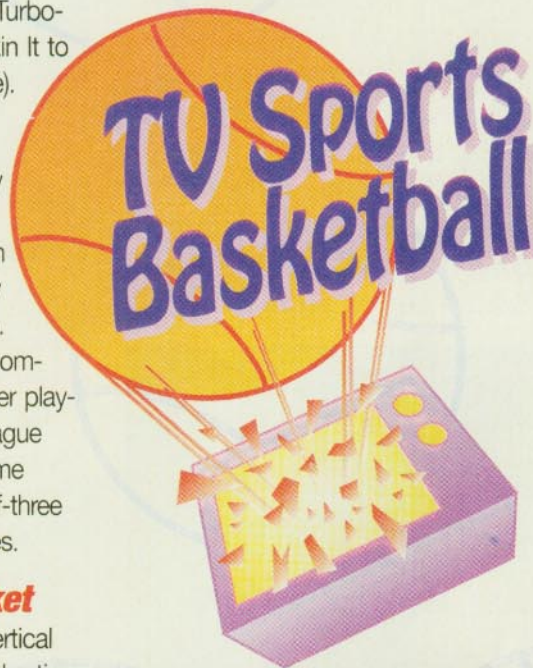
TV Sports B-ball features both vertical and horizontal scrolling. Most of the time you play via a great-looking, vertically-scrolling, 45-degree, half-court view. The screen shifts briefly to a horizontal perspective when a team brings the ball out of its backcourt.

The ball may not be stolen or passed in the mid-court screen, which effectively limits fast breaks or half-court traps. However, that doesn't mean the hoop action's wimped out. During this view both teams can call a defensive or an offensive set. The team with the ball can set up a screen play, a clear out, a post play, or a pick. The defense can counter by calling a trap, setting up a regular defense, or crashing the boards. TV Sports Basketball allows you to run your offense and defense more realistically than any basketball video game to date!

And if the on-court graphics are very good, the sounds are definitely out-tasight. Swish shots actually "swish;" bricks really "clang" off the rims.



TV Sports Basketball has everything...even cheerleaders.



A Shadow uses his body to block a shot.

PROTIP: Watch those fouls; you want your superstars available for the fourth quarter. It's a good idea to bench any starter who's picked up two fouls in the first quarter, three fouls by the second quarter, or four fouls by the third quarter.

Dream Team Supreme

You get eight teams each with a 12-man roster – just like in the NBA. One of the best features of this game is that every player is rated from 1 to 8 in six skill categories: Shooting, Rebounding, Passing, Quickness, Defense, and Jumping. Super-

stars? You bet! And they have their own hot dog moves.

#	Pos	Height	NAME	S	P	R	Q	D	J
54	G	6'2"	JOHNNY IRISH	6	6	1	6	5	5
34	G	6'7"	SWISH SANTO	5	6	3	5	6	6
6	G	6'5"	MATT KAZARD	7	4	4	4	4	4
26	G	6'2"	JOHN GUNDR	4	1	4	4	4	4
1	F	7'0"	MAD MANWELL	8	5	6	7	5	4
24	F	7'1"	BURRITT WING	7	6	5	6	7	4
50	F	7'1"	JOE BAPTISTE	4	3	5	5	5	5
53	F	6'8"	RUSTY BOSTE	4	3	5	5	5	5
52	F	6'8"	RUSSELL TROUBLE	2	4	5	5	5	5
44	G	7'3"	CRASH CARACCI	4	8	6	4	6	6
58	C	7'0"	DOCTOR OGDARI	5	5	5	5	5	5

RATINGS					
S	P	R	Q	D	J
SHOOTING	PASSING	REBOUNDING	QUICKNESS	DEFENSE	JUMPING

PUSH BUTTON TO EXIT

Every player is rated in six skill categories.

Turnover!

TV Sports Basketball isn't as flashy as Lakers Versus Celtics for the Genesis, but it has plenty of exciting action. The only major critique we have is that the middle of the court has essentially been removed from game play.

PROTIP: A team with quick guards (such as the Shadows) can easily drive to the hoop for an easy slam dunk.

PROTIP: Deny your opponent's superstar the ball. Teams with only one major scorer panic if you cover him – this creates turnovers.

#	POS	NAME	PIS	F	SEN	Q	RPOS	NAME	PIS	F	SEN
1	G	IRISH	6	6	1	6	5	5	5	5	5
2	G	SWISH	5	6	3	5	6	6	6	6	6
3	G	KAZARD	7	4	4	4	4	4	4	4	4
4	G	GUNDR	4	1	4	4	4	4	4	4	4
5	F	MANWELL	8	5	6	7	5	4	4	4	4
6	F	WING	7	6	5	6	7	4	4	4	4
7	F	BAPTISTE	4	3	5	5	5	5	5	5	5
8	F	BOSTE	4	3	5	5	5	5	5	5	5
9	F	TROUBLE	2	4	5	5	5	5	5	5	5
10	G	CARACCI	4	8	6	4	6	6	6	6	6
11	C	ODGARI	5	5	5	5	5	5	5	5	5

Keep tabs on players' condition whenever you call "time out!"

That Championship Season

There's never been a "perfect" basketball video game, but TV Sports is pretty darn close. Who says you need NBA superstars to make a good basketball game? The hoops here is excellent, and five-player games are great fun. TV Sports Basketball is a slam dunk!

GamePro Game Rating				
Graphics	Sound	Gameplay	FunFactor	Challenge

TV Sports Basketball by NEC
Price not available
Available June '91, 4 megs

SPLATTER HOUSE

By Abby Normal

It was a cold, blustery day when Rick and Jennifer set out on their holiday. A few hours into the journey and miles away from civilization, the weather took a drastic turn for the worse. Suddenly the pair found themselves smack in the middle of the most treacherous thunderstorm since 1890, the same year that the mansion of the late, great parapsychologist, Dr. West, was built. Little did they know when they ducked into that old "haunted" house to seek refuge from the storm that their lives were about to become a living nightmare. It all began when Rick turned around and Jennifer was no longer there.

Rick and His Trusty Stick

It's no "tunnel of love" as Rick finds himself traversing the seemingly endless territories of seven macabre horror scenes. Sensing impending doom, Rick uses whatever he can to defend himself—a stick, a rifle, a cleaver, or perhaps just his fists!



PROTIP: Keep a keen eye on the zombie prisoners chained to the walls and ceilings of the various tunnels. They spit up toxic saliva just as Rick passes by. To avoid this hazard don't pass by until they've done their thing, then simply jump over the noxious puddles.

Sea of Madness

Rick may not be wet behind the ears, but his feet are definitely a bit on the damp side in Scene Two. Tossed into an underground water system, Rick has no choice but to wade and whallop his way through water polluted with monsters and stinging spiked balls.



PROTIP: Once you've conquered the "highly spirited" furniture at the end of Scene Two, scoot your tail over to the far right corner of the room and park it for a few. If you make a move too soon, your lights get knocked out by a falling chandelier.

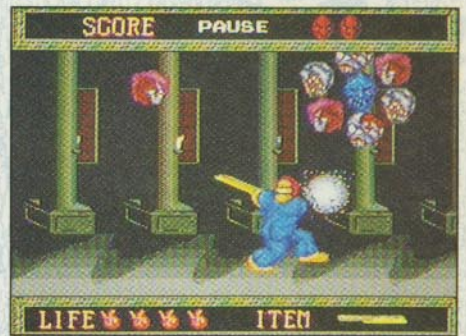
Young Dr. Kill-Dare

Scene Three takes Rick deep into a very dark, evil forest. Good news, though! It seems somebody or something has dropped a rifle, and now it's just lying there ready and waiting to be found. Of course Rick finds it just in the nick of time as rabid wolves and more mutant zombie creatures come bursting through the trees.

PROTIP: To keep the crazed wolves from attacking you in Scene Three, use zombie meat to distract them. Gross, but true. That's what your rifle is for, so just blast a zombie and move out of the way.

A Prayer for the Dying

Splatter House won't gyp you out of a visit to that all time horror classic, the "haunted house." It's all there in Scenes Four and Five, complete with a hall of mirrors and a very scary library.



PROTIP: Inside the church (Scene Five), smack the blue head that's in the center of the swarming cluster. Once it's destroyed, all the others die off as well.

From the Fryer into the Fire

Things literally get hot and sticky in Scenes Six and Seven. Not only does a wave of sticky embryo-monsters try to attach themselves to Rick, a small army of flame monsters also comes leaping out of the sky and tries to turn him into a crispy critter. The worst, of course, is saved for last. We don't wanna' ruin the ending for you, but let's just say that after you see this thing you'll never walk through another graveyard again!

PROTIP: Kill the embryo-monsters by bursting their bubbles before they hatch.

Talk about tension and suspense, wow! Splatter House has plenty to go around. Excellent graphics and challenging gameplay make this seven-level nightmare come true very entertaining and well worth a look.

Splatter House by NEC (\$61.99).

Devil's Crush

PROTIP: You'll find out what the password is for when you get close to rolling over the scoreboard at

999,999,999. And if you do score that high, you'll blow up the screen!

Turn all three blobs to red to get a free ball.

Open the gate and blast all of the guardians to clear your way. Now you can roll your ball up the ramp to the top level.

Hit this dragon in the snout multiple times and he'll breathe fire. Put the ball into his mouth to go to a bonus round.

Blow up all of the blue eggs to open the skull's mouth.

Light up all of the bonus lights and earn an extra ball.

Three warp holes appear here occasionally. Shoot your ball into them to instantly enter bonus screens.

Shoot your ball through this upper ramp to wipe out all of the grey gels and earn bonus points.

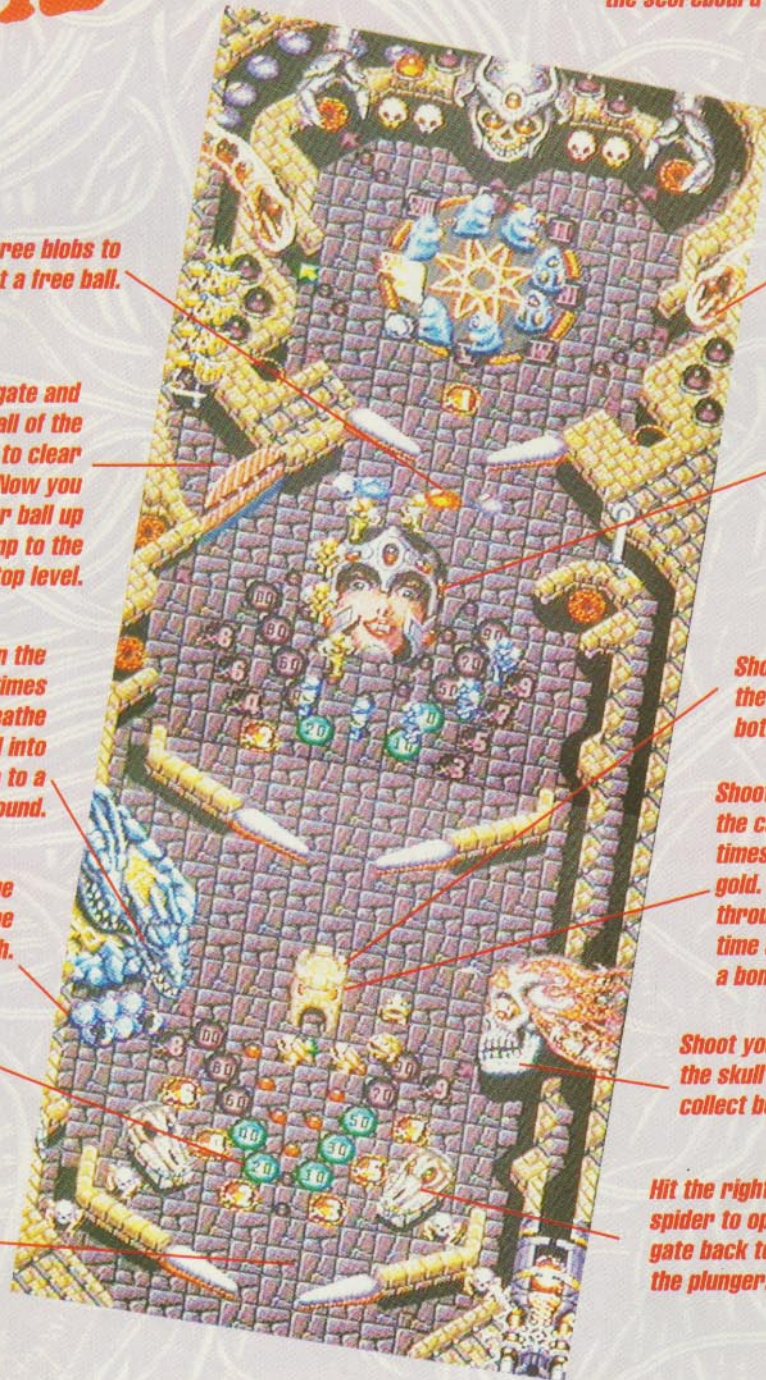
Wake the lady up and turn her into a lizard. Then shoot the ball into her mouth and you'll head to a bonus screen.

Shoot your ball through the castle to create a bottom bumper gate.

Shoot the ball through the castle multiple times and it turns gold. Now, shoot it through one more time and head into a bonus screen.

Shoot your ball into the skull's mouth to collect bonus points.

Hit the right skull spider to open the gate back to the plunger.



By Andromeda

They're baaa-aaack! Those nasty, creepy, evil denizens of the otherworld have returned in an all-new shape and form to inhabit yet another pinball screen. This monstrous sequel to Alien Crush called Devil's Crush is gruesome pinball action you'll find horrifyingly addicting. Dev-

il's Crush has the same features that made Alien Crush a smash – highly realistic pinball action and enough ghoulish twists and turns to ensure that every game is different. Even more hideously exciting, Devil's Crush has some interesting improvements on Alien Crush – including a

lot more on-screen activity in the shape of creepy creatures, beautifully detailed graphics and bone-chilling sounds, and much smoother scrolling from top to bottom for better gameplay. Altogether a more-than-fitting sequel. Get ready to have a devil of a time!

Devil's Crush By NEC (Price Not Available).

KLAX

By Andromeda

O.K. trivia buffs, file this one away for future reference. Question: What was the first video game to hit the arcades, home computer systems, the Nintendo, the Genesis, the TurboGrafx-16, and the Lynx? The answer, of course, is Klax.

Do Ya Wanna' Klax?

Yes, Klax, a mind-bending puzzle challenge that calls for quick reflexes as well as quick thinking. Here's the deal – you're at the end of a long ramp down which a cavalcade of differently colored tiles tumbles. Your job is to catch the tiles on your paddle and then dump them into a series of slots in order to score points.

Sounds deceptively simple, doesn't it! But wait! In order to score points you can't just randomly drop tiles into slots. You've got to line them up by color so that they form vertical, horizontal, or diagonal sets of three, four, or five to score a Klax. A what? Hey, that's what a row of the same color is called – a Klax.

PROTIP: Vertical Klaxes score the least, horizontal Klaxes score more, and diagonal Klaxes score the most!

PROTIP: A four-in-a-row Klax counts as two Klaxes and a five-in-a-row Klax counts as three.

PROTIP: The more tiles you have left at the end of a round the lower your score.



PROTIP: Try to set up multiple Klax possibilities by creating diagonal patterns so you aren't dependent on one color tile to score. For example, if you make a base as shown in the screen shot, you can work different diagonals right across the top.



PROTIP: On some levels you can create a large X-shaped Klax and warp to higher areas of the game. For example, make a big "X" during Wave 6 and you'll warp to Wave 51.

Tricky Tiles

Klax is divided into multiple levels of increasing difficulty. To pass each level you have to complete an assignment ranging from making five diagonal Klaxes to successfully catching 40 tiles.



PROTIP: To complete Wave 3 you must earn 10,000 points. The easiest way to do this is to make a five-in-a-row diagonal. This earns you an automatic 10,000 points and you're on to the next wave.

Just to make this all incredibly difficult there are a few unexpected surprises, all of which can end your game in the twinkling of an eye. You only have so much room in the slots for your tiles. If you drop too many tiles without making Klaxes, you'll find yourself in deep trouble. A Drop Meter monitors how many tiles you drop and if you go over the limit, your game is over. You can also only hold up to five tiles on your paddle. If you miss a tile or your paddle is full, the tile falls (with a truly pathetic scream), and you can only drop so many tiles before your game ends.

PROTIP: On certain levels you can toss your tiles back up the ramp and wait for better tiles. The problem with this strategy is that you end up with all kinds of tiles coming close together, fast and furious down the ramp and it becomes very difficult to catch them.

Just to vary the action Klax allows you to change the difficulty levels, turn the Drop Meter on and off, and decide how many tiles you want to try to catch. Overall the A.Q. (Addictive Quotient) on Klax is very high. There's more to this title than meets the eye and, as mentioned earlier, it's available for almost every game system. We thought the TurboGrafx-16 version had better graphics than the Genesis or Nintendo editions, but the game's the same for each system. Get out there and try it. You'll be Klaxing before you know it.

Klax by Tengen (\$39.95).

Welcome to the Blood Pit, sports fans! For your viewing pleasure, the following bout will be to the death! As if you expected anything less from the horrific brutality known as **SlaughterSport**.

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**AVAILABLE
DECEMBER**



Cool...An upgraded Street Fighter. This game screams 'abuse me!' — Brian Cosgrove, Game Reviewer

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- 12 Paralyzing Magical Spells!
- 18 Murderous Opponents!
- 24 Bone-Crushing Moves!
- 306 Different Bouts!
- 6 Megabit Action!
- 16 Bit Graphics!

1 SURVIVOR

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DEATH DUEL

It B
Whole N
to Disarm



8 MEGABIT
16 BIT GRAPHICS

LICENSED BY SEGA FOR PLAY ON

SEGA
GENESIS
16-BIT CARTRIDGE

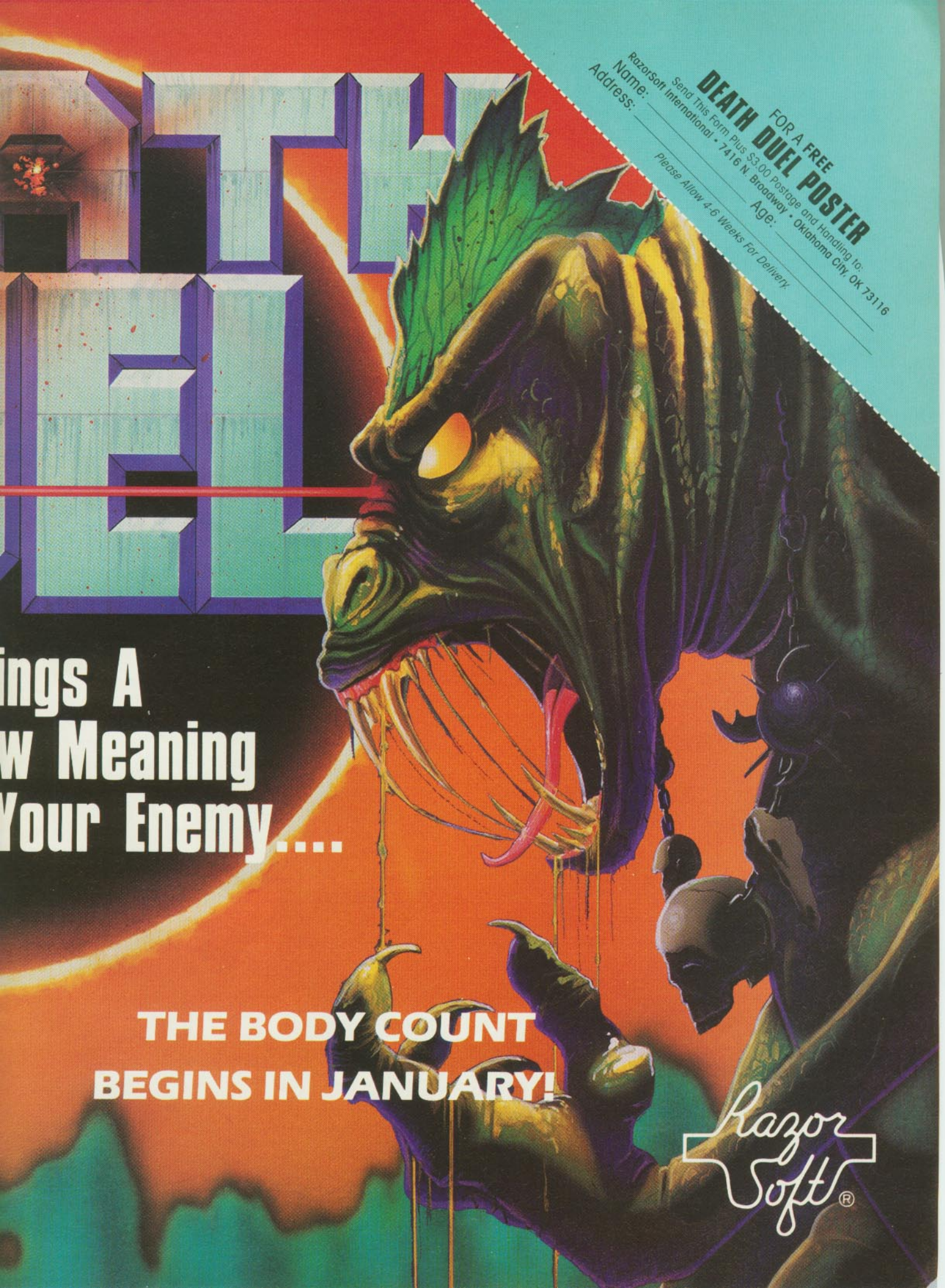


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SUPER NES PRO REVIEW

By Boogie Man



Sir Arthur the Knight's lady has been kidnapped by the evil Prince of Darkness, Loki. The sinister Prince is also terrorizing the countryside with a horde of gruesome creatures, led by the sneaky Magician. If that sounds familiar, it's because it is. *Ghouls 'N Ghosts* has provided hauntingly good fun for both Genesis and Sega Master System players over the past two years. Now, Capcom's refitted a version for the Super NES.

The Ghouls 'N Ghosts Groove

Sega vets will recognize this game, at least until they begin the first level. The storyline's the same. As Sir Arthur, you fight your way across the haunted land to the Prince's lair.



You'll always know where you stand.

Also, similar to the Genesis version are Arthur's looks and moves, and the basic graphic design. For example, Sir Arthur's got that same mean-pumpin' run and he still looks just as silly in his underwear. However, Capcom redesigned all the levels, adding new creatures, different bosses, and some totally fresh obstacles.

Ghoulisly Good Looks & Sounds

The razor sharp SNES graphics flash beautiful colors and all the characters sport great detail, including menacing facial expressions. The backgrounds and scenery are especially impressive.

The sounds really jam, too. All the weapons and some of the obstacle make unique and nasty noises, and the tunes set the mood without getting on your nerves.

On Loki's Trail

Your basic trek covers four levels (two stages each) across great-looking, albeit nightmarish, terrain. Now, that might not sound like much, but the "ending" is actually a new beginning - 'nuff said. You begin in hills that are literally rolling with buried coffins that sprout from the ground to unleash Frankenstein clones. Among your other stops are a haunted shipwreck, a sinister sea, a gigantic prickly vine, and a gooey organic cave.



PROTIP: On Stage 1-1, the tops of stone pillars are a safe spot, even during tidal waves.

PROTIP: On Stage 2-1's Ghost Ship just start running from the start and you can usually make it to the first mast before the ghosts materialize. When you ride the sliding platform be prepared to quickly hop onto the next mast, it's a blur.

PROTIP: During Stage 3-1's watery ride, guide your raft over the spiked coral as the tides rises over them. If you must jump, the raft the glides directly underneath you.

The Prince's creatures are a ghastly crew that make your life miserable, and look good doing it, too. The Ghouls gang includes Zombies, Werebears, Flame



You look tasty to this bird.

Skulls, Spectres, Man-eating Plants, Mad Dogs, Devilish Demons, Meat-Eating Mackerels, and even Crazy Clams. A huge boss creature awaits you at the end of each level.

Knight Makes Right

This cart's a real thumb-sprainer. Any combo of two bites or bumps does you in. Not only that but you must run, hop, and skip past a mess of video obstacles that include tidal waves, stinging vines, and burning Skull Carts. Get hit once



Sometimes Treasure Chests hold armor.

and your armor falls off; now you're in your underwear! But one more hit and you're nothing but a pile of bones. You get three lives and six continues, and you'll need 'em.

However, Sir Arthur's no slouch when it comes to monster mashing. His standard weapon's a wicked lance, which he throws. Moreover, even if he gets naked, he can find better armor in-



Weapons have advantages and disadvantages.

side Treasure Chests. Some Chests contain weapons such as the Daggers, the Hatchet, the Bow and Arrows, and the Torch. Upgrading armor adds awesome power to your weapons.

PROTIP: You can toss weapons off-screen to get some creatures. In fact, as soon as any portion of their body appears on-screen, stop. They won't move and you can shoot them.

PROTIP: The Daggers are the fastest weapons, and they fly the farthest. With the Gold Armor, they home in on their targets.

But watch out! More often than not the Magician's hiding in the Chests. If he nails you with his magic spell, you become a baby!



PROTIP: You can dust the Magician if you beat him to the draw, but just in case shoot Treasure Chests from a safe distance.

Sir Arthur moves fairly well, but first-time G 'N G players might find him a bit poky. But then you try running full speed in a suit of armor! What saves the day is his new move, a double pump jump. Hit B to jump and in mid-air hit B again. That added lift can be critical!

PROTIP: Hopping is the fastest way to cover territory.

PROTIP: Arthur must make his double pump jump from several airborne positions, that is, near the bottom of his initial leap as well as from the top. Practice.

A Knight to Remember

If you're a hack and dash nut, Ghoul 'N Ghosts is as close to an SNES sure thing that you're likely to get. It looks outtasight and it's fun. The G 'N G tried and true game formula works, and the redesigned levels and the SNES's graphics and sound make it better than ever. Get in the Ghoul 'N Ghosts spirit.

GamePro's Game Rating System



Ghoul 'N Ghosts by Capcom
\$59.95

Available November '91, 8 megs

Ghoul 'n Ghosts

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February 1992 79



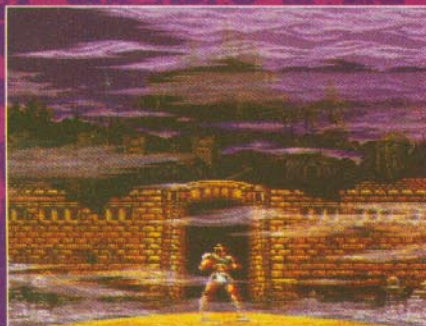
By Gideon

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

Simon Says

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

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



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

A Monster Mash

Castlevania IV is a massive eighteen-level monster which features non-stop action! Wind your way through the lushly illustrated marshes and forests of the village, the maze-like caverns of the castle, and,

if you're lucky, Dracula's private inner chambers for the final battle!

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

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



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



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

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

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



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

to wind up for a full-fledged hit. This move provides the most firepower in situations where the enemies come at you

Gruesome Graphics, Scary Sound

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

off some radical, almost unbelievable rotating background effects!



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



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



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

A Graveyard Smash

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

fast and furious. Simon can also wrap his Whip around certain wall mounts and use it to swing over obstacles! Why fight when you can fly?

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



Graphics too good for words!



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

SUPER NES PRO REVIEW



By Mr. Dynamo

A wild and ruthless crew of mercenaries has devastated the kingdom of Aslan. The dastardly perpetrators of destruction are the arms dealers of the sinister Project 4. Their mercs now control every area of the country except one...Area 88. Fortunately, that's the hangout of some of the finest pilots in the world: the UN Squadron.

The Squadron has been waiting for the right moment to put an end to the evil forces of Project 4. Now the time has come.

Mission Briefing

Capcom's UN Squadron is a hard-hitting, horizontally scrolling, aerial combat shooter. To complete your mission, you must conquer 10 Areas, ranging over air, forest, desert, and sea.



This desert's deadly!

You begin the game by choosing to play one of the UN Squadron's three finest pilots. They are: Shin Kazama, the squadron's top gun and the fastest character to power up; Mickey Scymore, special weapons expert; and Greg Gates, who has the most flying time under his belt.



PROTIP: Use Greg Gates. He's your best shot because he can recover from a hit faster than any other pilot.



Before the battle UN Squadron leader Commander Saki greets you in the briefing room where you choose your field of battle. Saki provides information and strategies about your target. Next, it's off to the hangar where Crew Chief McCoy eagerly awaits you. He inspects your aircraft and later he sells you special weapons – if you can afford them.



PROTIP: Use these three aircraft to win the game. First, the F8E Crusader, second, the A-10A Thunderbolt, and third, the F200 Efleet.

Supersonic Strategies

UN Squadron isn't just a mindless shooter, it's also a game of strategy. For instance, some special weapons only work with certain aircraft, and you'll discover all too quickly that out of the six aircraft only certain planes can get you through a given area.

PROTIP: Save your money. You'll need it later. Also, save your special weapons until you reach the Boss. With the right jet you can make it through an Area without using special weapons.

More importantly, you must rack up points by blasting bad guys. Points convert into money, which you use to upgrade your aircraft as well as purchase special weapons. As you fight in an area, you can power up your Vulcan cannon and pick up tasty treats such as shields, fuel tanks, and special weapon ammo.



Watch out for Tanks hiding in these trees.

PROTIP: Just before you fight the Stealth Boss, fire your Vulcan Cannon at the upper right corner of the screen. A blue pod will appear. Grab it to partially refill your fuel tanks.

PROTIP: To defeat the Sub boss in the submarine level, wait until it submerges, then drop bombs on it while it's underwater. The bombs still cause damage.

A Dog-Eat-Dogfight

UN Squadron first blazed through the arcade skies of Japan, where it was released as a coin op called Area 88. As usual, Capcom did a great job converting the game to the SNES.

Inside sources tell us that this cart has three different endings. Good luck trying to find this out. UN Squadron is one tough customer!

If you don't believe the hype about SNES games, UN Squadron will open your eyes. If you're an aerial shooter ace, you can't let this one fly past you.

GamePro's Game Rating System



UN Squadron by Capcom
\$59.95, Available now, 8 megs

SUPER NES PREVIEW



By *Andromeda*

Everyone's favorite island-hopping dude, Master Higgins, is gearing up for his very first Super NES adventure. Here's a first look.

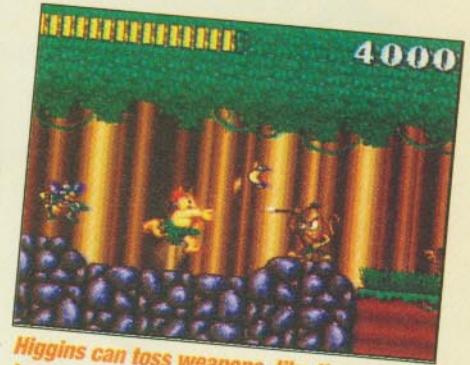
Higgins thought his days of chasing after Witchdoctors and other island bad-dies were over. He was just settling down to bask in the sunshine with his gal pal and munch on the various island delicacies when a strange being appeared. Faster than Higgins could peel a banana his friend was turned to stone. Now the Master must search for the cackling weirdo who gave his girl a heart of stone.

This 8 meg action/adventure game is an entirely new chapter in the Adventure Island saga with multiple different levels, including bonus rounds, of hop and bop play. Higgins searches through jungles, mines, caverns, snowy mountaintops, and even dives underwater to track down the culprit. Along the way he snags special weapons such as boomerangs and axes to defend himself, and this time around he also has a Super Jump that enables him to go where no Higgins has gone before. Look for this title to appear sometime mid-spring. We'll have more soon!

**Super Adventure Island by Hudson Soft,
Available 1st Quarter '92, 8 megs**



These bigger, badder bosses make the previous Adventure Island bad guys look mighty lightweight.



Higgins can toss weapons, like these handy boomerangs, in the middle of regular and super jumps. This enables him to pull some smooth moves when he gets in the middle of a tight spot.



Higgins still likes to hop on a board for some action in the fast lane.

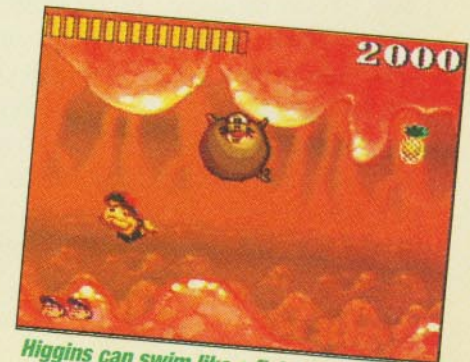
Super Adventure Island



Master Higgins and his favorite girl are in for a big surprise.



À la Indiana Jones, Higgins climbs on board a mine car for the ride of his life.



Higgins can swim like a fish...and he's a lot faster than this rotund walrus.

By Boogie Man



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

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

Buffed Boxing

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



Ultraman flies into action!

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

Yucky Ickies

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

The Bigger They Are...

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



The Ultra Throw downs Barrangas.

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

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

ULTRAMAN



The Ultra Back Flip is good defense versus Gudis.



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

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

A Basic Beating

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

GamePro's Game Rating System



Ultraman by Bandai
Price not available
Available now, 4 megs

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

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By **Andromeda**



It's the not-so-far-off future and humankind has fried planet Earth. The Earth Council's only hope is colonization of the asteroid belts between Mars and Jupiter. Unfortunately a mutant race of not-so-friendly half-organic, half-mechanical beings populates the asteroids. Their destruction is humankind's only chance.

Don't Get Too Hyper

Blast into HyperZone for eight levels of one player arcade style space shoot-em-up with a forward scrolling 3-D perspective a' la Space Harrier for the Genesis. Each of the eight areas is a

end of the area you'll have to battle one of eight different mutant bosses before you can advance.



PROTIP: To evade the blue energy blasts in Area 5 just hug the ground in the center of the track and fire constantly.

Light Speed

You won't have time to marvel at the weird inter-galactic scenery. Zipping across the landscape at speeds of up to

As you accumulate points in true arcade style (blast or be blasted) you'll earn more powerful space vehicles with more sophisticated and deadly Hyper-Blast weapons.



PROTIP: Hold down Button A to power up your HyperBlast weapon. It's most effective against clusters of alien creatures and end-of-area bosses. For example, nail this Area 3 boss with HyperBlast shots to make short work of it.



different section of the asteroid belt, ranging from the Blast Furnace (a fiery man-made sun) to the Bio Plant (a secret genetic research lab).

PROTIP: Dodge the fire in Area 2's Blast Furnace by flying close to the ground and zig-zagging around the fireball columns.



PROTIP: Beginning in Area 4 different parts of the track end in surprise dead ends!

Each area is populated with different strange mutant creatures and played by unpredictable planetary phenomena such as electric fields. When you reach the

448 parsecs you pilot a space vehicle that flies between two mirror-image tracks and blasts away at all kinds of alien obstacles winging their way right at ya'. On-screen you view your ship's control panel and monitor, which you use to control speed, power, and your Hyper-Blast weapon.

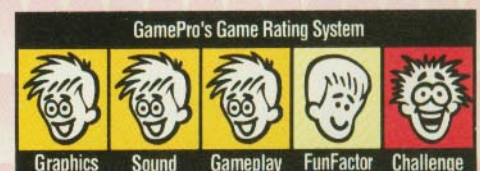


PROTIP: It's critical to fly over the blue Power Zones to restore your Power Gauge even at dead ends. Fly as slowly as you can (don't go under 250 parsecs or your ship drags on the ground) to max out your power.

PROTIP: The same point totals that upgrade your ship also give you a 1-Up - 30,000, 60,000, etc.

Go Ahead, Make Your Day

The concept is simple - fast-paced, arcade-style space shootin' action, in combination with awesome 3-D graphics. It's a combo that works in HyperZone and it might just send you into orbit!



HyperZone by HAL America
Available November
Price Not Available, 4 megs

SUPER NES PRO REVIEW

By Slasher Quan



So, yer lookin' for a fight, eh? Well, step into the alley and prepare for a two-fisted

Super NES slam-bang slugfest. Final Fight is home from the arcades.

You've read about the Japanese best-seller in GamePro, now you can beat-up the bad guys in the American version. Capcom's five level, 16-bit head-banger is almost a carbon copy of the fabled coin-muncher, however, this rendition allows for just one street fighter to play instead of two.

Get Physical

Gang warfare is no laughing matter in Metro City, and the local terrorist group, the Mad Gears, just upped the ante — they've kidnapped the Mayor's daughter, Jessica. If Mayor Haggar doesn't meet their demands in 24 hours, it's curtains for Miss Jess and possibly the entire city. Mind your backs Mad Gears!. When Haggar (a former pro wrestler) gets mad, watch out! Metro's gonna' be rockin' and rollin' with punches tonight!

Play as either Mayor Haggar himself, a brawny muscle-bound brute (when he sheds his suit), or as Jessica's boyfriend Cody, a kickboxing pro. They're both lean and mean, but take these boys for a test run first, then decide whether Haggar's raw strength or Cody's blinding speed better suits your fighting style.

PROTIP: Both characters use spectacular spin moves, but it wears out their power. Save it for tight spots and bosses.

PROTIP: Use enemies as weapons! Pick one up and shoulder-flip him onto the others.

Punk Patrol

It's hard to keep track, but Final Fight's body count easily reaches triple figures. From "wimpazoids" such as Simons to towering behemoths such as Andore, the creeps run the gamut of vicious fist-flingers, knife-wielders, and death-dealers. The bosses are a real slap in the face, and your chances for survival improve if you enter into a battle well pre-

pared. Chomp down energy-boosting food or seize a sword, pipe, or knife for that extra edge. If it makes you feel any better, you begin with five chances (which can be increased if you earn enough points) and three continues. Good luck!

PROTIP: Don't munch edibles until you really need them.



PROTIP: Use your spin attack to block rolling barrels.



PROTIP: Use aerial assaults to weaken Edie, and when he pulls out his pistol, move in for a quick body-slam.



PROTIP: Try a spin to counter Abigail's mad charges.

PROTIP: Run under a Level Five chandelier for a free barbecue.

PROTIP: When big boss Belger appears, hit him immediately so he drops Jessica. Then move in and clobber him with the spin move. Do this over and over, each time he tries to get up, and he's road pizza.

FINAL FIGHT

PROTIP: To avoid a trio of flame-throwers, move to the bottom of the screen and smash the first one before he attacks. The other soldiers' firebombs will fall off harmlessly.

PROTIP: Give Thrasher the boot with your hold-maneuvers. Watch out when he whistles for reinforcements.



PROTIP: Rapid punch Katana, and when he drops his blade don't pick it up! Instead, apply a flying foot to knock him away.

The Good, the Bad, and the Ugly

A few of the missing arcade qualities, such as the woman warriors, two person gameplay, and, yes, even the nasty blood spills are sorely missed in this SNES version of Final Fight, and there is the occasional intrusion of sprite-flicker. A few more levels would have been nice, too, but, hey, we can't have everything. Flaws aside, if you're up for a generous dose of amazing animation, rip roarin' music, strappin' sound effects, and just plain adrenalin-pumping fun gameplay, seriously consider getting a grip on Final Fight!

GamePro's Game Rating System



Final Fight by Capcom
\$59.95, Available Now



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are out to stop me,
but I've got orders
to bring them in
or drop 'em dead.

To entice their
cooperation,
my VMAX
TWIN-TURBO
Interceptor is
equipped with
APACHE Side-
Mounted can-
nons and
PULSE long
range nuclear
torpe-
does.

Packing a
**.95 Auto-
Mag**, design-
ed for internal
explosion of
human targets
and a **TONARI** snare gun...
I play to win."

— **TECHNOCOP**

**4 MEGABIT
16 BIT GRAPHICS**

LICENSED BY SEGA FOR PLAY ON

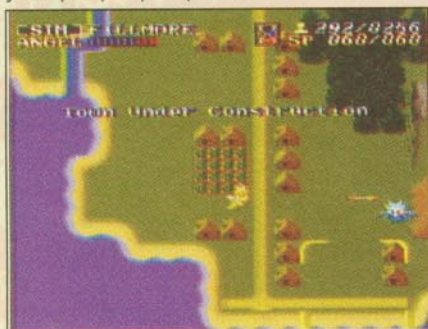


NOT SUGGESTED FOR
CHILDREN UNDER 12



By **Feline Groovy**

Another day another demon. In Actraiser by Enix, you take on demon-of-the-month, Tanzra, and his ugly band of beasts. The big T's turned his pals loose on a population of helpless humans, causing them to lose their faith and their will to carry on. You've been selected to be all things to all these people: deity, protector, provider, restorer of peace, the whole works. It's a rough and tumble kinda' job, and nobody's going to let you off the hook until your people prosper.



Your guardian angel.

How You Play the Game

Your partner, a pre-pubescent Harpo Marx look-alike, beckons you to the Sky Palace for a quick briefing, then it's off to monsterland. Actraiser's gameplay is a hybrid of that from Populus and Ghouls 'N Ghost, minus the long range weapons. You duel against time and monsters in six, side scrolling regions: Fillmore, Bloodpool, Kasandora, Aitos, Marahna, and Northwall. Between battles you direct the angel through a menu driven sequence where, from an overhead perspective, the two of you perform more tasks than you'd probably care to remember.

Your people are weak – they can't do nothin' for themselves. These weenies want you to kill monsters, command natural phenomenon such as lightning to clear rocks off the land for planting, teach them bridge-building – the list goes on. These sequences easily eat up five to ten minutes, which, if you're hot for fast moving hack-and-slash action, seems like an eternity. Fortunately tedium does not

come without its rewards. The bigger and stronger their population becomes, the more goodies (magic spells, explosives, etc.) the people will offer in thanks. Call it mutual back scratching. Without their population growth or offerings you won't gain the experience points or the power to move onto the next level.

ACTRAISER



PROTIP: Ridding yourself of the armor-clad centaur (first level boss) is simple. Begin by luring him to the far left of the screen. Kneel down close to the wall to avoid his lance and lighting bolts. Once he finishes an attack, run out and slash away. It's a sure fire win after ten, or so, repetitions.

Beasts for Every Occasion

You swing a bulky broadsword, and although it's powerful it lacks range. To remedy this shortcoming practice swinging from both the standing and the squatting position, as enemies approach you.

Every level is a visual feast. The terrain (desert, forest, etc.) and color scheme are completely different in each level, and you never run into the same creatures twice! The graphics are so hot, – they're molten! And, the music's so crisp you'd swear there's a mini-orchestra accompanying the gameplay.

PROTIP: Save magic for the last three level bosses.

PROTIP: Follow this pattern when battling the "King-Tut" level boss. Begin by running towards him and slashing him. Then turn around and run towards the faces which hang on the wall, taking care to jump over the fire they spit at you.



PROTIP: Stay close to the center of the sand pit when fighting the giant insect level-boss Kasandora. You won't be able to avoid taking damage, however, you can jump over its pincers before they close in on you. It's also the best location to be in for the aggressive, up close attack which you need to destroy him.



Thrown to the lion.

Fantasy at Its Finest

This is Enix's "first born" into the SNES family, and there's much to be proud of in this baby. The eerie, mystical mood of Actraiser makes you feel as if you just slipped into the pages of a J.R.R. Tolkien novel such as "The Hobbit." There is more time to complete the action sequences in this version than there is in the Japanese version, which makes it a bit easier on the nerves, though not on the thumbs – the combat challenge is still awesome. Should you emerge from the current 16-bit hardware wars as a Super NES owner, you absolutely, positively have to experience Actraiser – whatever an Actraiser is.



Actraiser by Enix America
Price not available
Available now, 8 megs

SUPER NES PRO REVIEW



By Mr. Dynamo

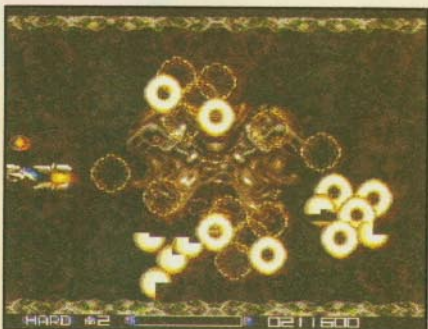
Once again the famous R-9 is being called out of retirement to turn the tide of battle against the Bydo Empire. The R-9, in case you're unfamiliar with it, is Irem's heavily armed space fighter in the R-Type series. It's saved the day in two arcade hits, the Sega Master System, the TurboGrafx-16 (PC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



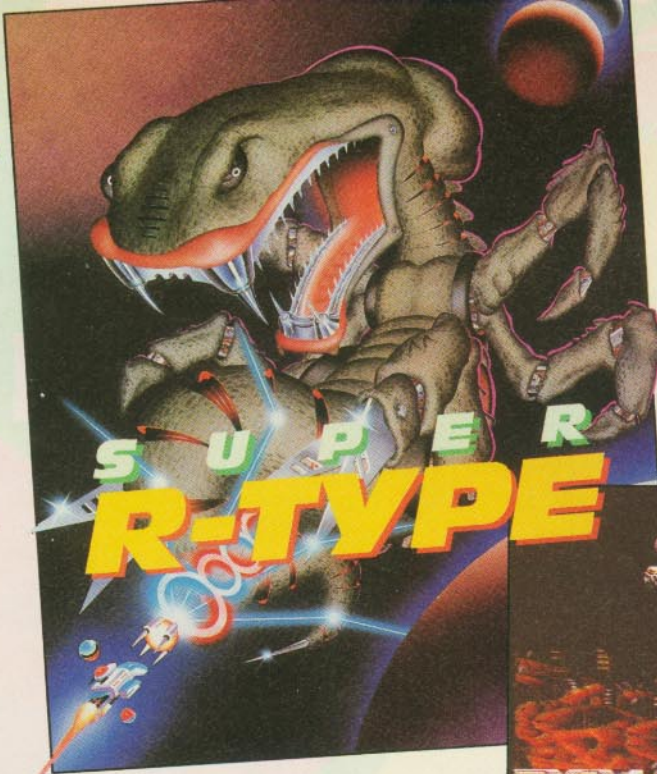
Bosses look gorgeous, bordering on gruesome.

Mayhem Made Easy

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



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



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

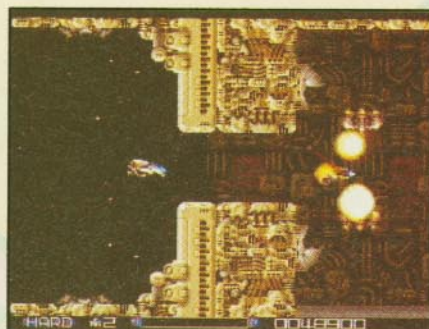
Better, Stronger, Faster

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

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

The Best of R-Type

If this version looks familiar, it's because for the most part it is. The programmers over at Irem have taken what they judge to be the best stages from the arcade hits, R-Type and R-Type II, and put them



This Mothership is a muther!

into the SNES version. For example, Zabtom, the second stage boss, and the Giant Space Ship in Stage 4 both appeared in R-Type. The second stage Ruins, the fifth stage Mining Field with boss Rios, and the seventh stage Baldo Empire are all from R-Type II.



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

A Super R-Type

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

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

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



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

SUPER NES PREVIEW



By Earth Angel

You've heard about Lemmings...they're those strange little creatures who'll run right off cliffs, one after the other, in a suicide game of follow-the-leader. Well, step right up and join S.A.L.C. (Save A Lemming Campaign). Sunsoft's about to give you the opportunity to volunteer your services to lead the Lemmings out of disaster and into the promised land. Here's a preview of Lemmings, due out in early 1992. This cart (Of PC/Amiga fame) has over 100 different screens and four different difficulty levels. In each screen your task is to figure out how to safely get as many Lemmings as possible from Point A to Point B. Since the Lemmings are fond of blindly marching to their doom you're granted special powers that enable you to extricate them from the brink of disaster. For example, you can transform a Lemming into a Blocker who'll keep his buddies from walking into bubbling lava, or you can create a digging Lemming who carves out a tunnel for his friends. Saving the Lemmings doesn't seem so tough at first but as the obstacles mount you'll find you're ready to follow any Lemming off the nearest cliff!

Lemmings by Sunsoft
Price not available
Available February '92, 4 megs



If you get stuck and you want to give it another try, you'll have to "nuke" all your Lemmings and start all over again. It's not a pretty sight, but someone's gotta' do it!

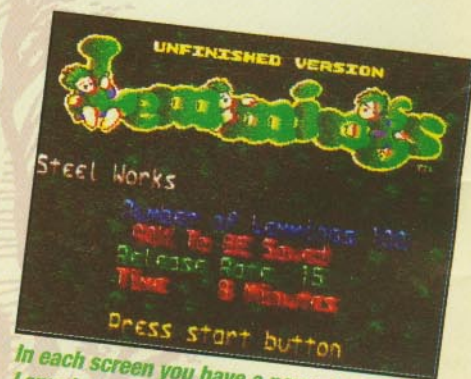


Lemmings don't survive long falls, and they make an awful mess when they land. But hand one an umbrella and he'll float to the ground with the greatest of ease.



The Lemmings just keep marching to their fate - but you can speed them up or slow them down if it suits your purposes. For example, once you set up a safe path to paradise for them, speed them up so you don't have to wait all day for them to get there.

LEMMINGS



In each screen you have a percentage of Lemmings you must save to continue the game.



Some of your challenges will be multiple screens wide.

SUPER NES PREVIEW



By *Andromeda*

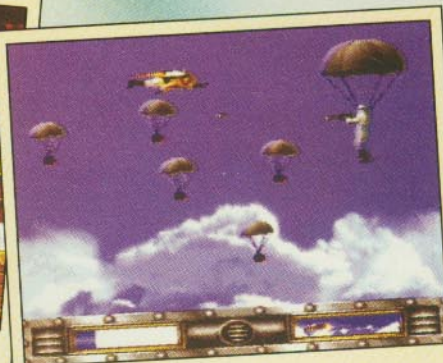
One of this summer's hottest movies looks to become one of this upcoming year's hottest SNES titles as *The Rocketeer* soars your way this spring. Using digitized graphics IGS has captured the look and feel of the movie in their first SNES title. This action/adventure cart closely follows the plot of the movie and has some of the best looking SNES graphics we've seen to date. Check it out in this sneak preview.

The Rocketeer by IGS
Available Spring '92



Episode Two: The Shoot Out

This episode screams into action as the Nazi Officer grabs Jenny, Peevy, and the Rocketpack. Cliff chases the Nazi Rocketman and the SS Officer's aircraft, guns blazing in aerial combat action. It's up to Cliff to rescue his friend Peevy and his girl.



Episode Three: The Chase

Once Cliff has the Rocketpack in hand he jets after the Nazi aircraft. If he successfully battles his way to the plane, he can rescue Peevy, but Jenny is still a captive in the giant Zeppelin.

Episode Four: Armada

Using the captured Locust aircraft Cliff and Peevy fly through the skies in search of the Zeppelin. To reach it they battle Flying Tanks, Missiles, and Air Mines.



Episode One: The Air Races

In this episode our hero, Cliff Secord, takes to the skies to race in one of four planes. If Cliff wins two races he gets to climb aboard the Cirrus X-3 and compete in the main event. Meanwhile, a Nazi Rocketman and an SS Officer get ready to snatch Peevy, Jenny, and the Rocketpack.



Episode Five: Rescue!

If Cliff manages to make it to the Zeppelin, he takes on the SS Officer in a jaw-busting fist-fight to the death on the tail of the Zeppelin. Win and Jenny's safe, and the Nazi threat is over...for now!



THE

ROCKETEER



By The Unknown Gamer

The peaceful land of Lakeland is infested with demons. Sickness and disease run rampant throughout the country – it's no longer what you would consider a "nice" place to live. But it used to be...

as "Fight" or "Cast Spell." You can talk with people to gain clues (although the characters in this game speak fairly poor English) and purchase items in stores to aid you in your adventures.

Making Magic

Like any FRPG, there is magic in Lagoon. The magic system is extremely simple – it's based on four staves and four crystals

trouble. It might be a bit weak on the role-playing side for you RPG veterans.

The big negative in Lagoon is the extremely frustrating maze sequences. Eighty percent of this game involves wandering around endless dungeons and caves that are complex, non-descript, and feature only two or three different creatures at most. Your only salvation comes when you finally locate the boss monster in each area (assuming

LAGOON

Many years ago, an evil spirit was making trouble in the area, and the gods vanquished the flying nasty with the sacred Moon Blade sword. To help restore peace to Lakeland, the gods brought two babies to the land; one who represented the forces of Light and another who represented the forces of Darkness.

A sage named Mathias was responsible for bringing up these two kids as equals to balance the forces of Light and Darkness. But before ol' Mathias had a chance to decide whether he was going to use cloth or disposable diapers, the evil Zerah kidnapped the child of Darkness.

Mathias raised Nasir, the child of Light. Fourteen years passed quickly (time tends to fly in fantasy role-playing games). One day, an evil spirit appeared and muddied the water. The people of Lakeland were very dependent on this water, and there was no Perrier available, so they became sick. And that's where you come in...

The Quest Awaits

Lagoon by Kemco-Seika is a fantasy role-playing, action game in the Ys tradition. If you've never played any of the Ys carts, the closest thing in the Nintendo world would be Legend of Zelda.

You take the role of Nasir, the child of Light, and embark on a number of quests – ultimately leading you to the evil forces that possess the water of Lakeland. As you win battles and travel throughout the land, you gain gold and experience (as in a traditional fantasy role-playing game), but when you fight your battles, you really have to swing the sword or use magic – as opposed to selecting a command such

which you find on your journeys. Combining a crystal with a staff produces some sort of magic blast (for instance, plopping a Wind Crystal on the Sky Staff will produce a three-way fireball). Using magic costs you magic points, and magic points replenish, as do hit points, with rest.



"Your staff can produce great magical blasts, such as the Three-Way Fireball, if you have the right crystal."

PROTIP: In Phillips Castle, hide behind statues when you have to rest to regain hit points and magic points. The statue blocks enemy attacks – especially the fireball blasts of the wizards.

PROTIP: The Dwarf Cave near Senegul has several important items: the Wind Crystal, a Protective Ring, and a Magic Sword. Also, the Moon Stone is in the Silence Cave within the Dwarf Cave.

PROTIP: Samson (the first big boss) is a weenie! Defeat him easily by lining up your sword with his right leg and hacking away. Beating Samson gets you the Fire Crystal.

PROTIP: To defeat Natela, the big two-headed boss in Phillips Castle, hit the golden head in the nose repeatedly.

Anybody Have a Compass?

Gameplay in Lagoon is easy to get into – sort of like a junior FRPG – so younger players should be able to handle it with no

you CAN locate the boss monster). Some sort of mapping system or a little more variety in the creatures would help immensely.



"Maybe I should have left a trail of breadcrumbs..."



"He's Big, He's Bad!!! He's EARDON, the third killer boss you'll face!"

If you enjoy adventures or are looking for an easy FRPG cart, Lagoon could be for you. The graphics and sound are above average, and the boss monsters are spectacular. If only they included a compass.



Lagoon by Kemco-Seika
Available January '92
\$59.95
8 megs + Battery

Pilotwings



By Andromeda

Are you ready to take off with Pilotwings? This unusual flight simulator from Nintendo takes full advantage of the Super Nintendo's ability to rotate on-



PROTIP: As you use the Parachute to land, spiral in towards the center of the target, using the corners to trace your spiral.

screen images 360 degrees. Gorgeous graphics bring each of the game's eight levels to breathtaking life (hope you don't suffer from vertigo).

Your task is to earn enough points to satisfy your flight instructor so that he passes you on to the next level of challenge. You earn points by passing tests using various flying devices.

Here's where it gets interesting. The flying devices at your disposal include a parachute, a hang glider, a conventional bi-plane, a helicopter, and even a jet pack. In the early stages of the game you simply use each device to pass tests and score points by hitting targets and successfully landing. As the game advances you're called upon to maneuver around or through obstacles and perform aerial acrobatics. If



Soar through this ring to score.

you pass all eight levels you reach a final secret combat level that sends you out on a night mission in a helicopter.

PROTIP: If you use the Parachute or Jet-pack to land directly on a moving target you'll go to a bonus stage.

PROTIP: To evade enemy guns during the landing sequence in the Helicopter level, cruise in low over the ground until you reach the landing target.

Care to soar through the air with the greatest of ease? If so, Pilotwings may give you just the lift you've been looking for.

GamePro's Game Rating System



Pilotwings by Nintendo of America
\$49.95, Available now, 4 megs

F-Zero



By Speedy Buns

F-Zero features high-tech hovercraft racing action that takes place on seven tracks, each with different configurations and different locales (from the seaside to the desert). Sci-fi graphics, complete with magnetic bars and explosive mines, lend a dizzyingly real perspective to the racing. Toss in incredible 360 degree rotation sequences and you'll be positively queasy (two GamePro racers actually get carsick when they play!).



PROTIP: Save your Nitro Cans until the end of the last lap and then use them at the last moment to rocket past your opponents.

Select your own car (each has slightly different power and speed) and one

of three difficulty levels. Then take a few practice spins or go straight to the Grand Prix Mode. In the Grand Prix you compete against other hovercraft in multiple lap races. To stay in the running for the Grand Prix Championship and advance to the next track you must place at least third overall in each race.

Ramps send you soaring, but rough areas of the track and ricocheting off the side-bumpers slows you down. Each track also features a power-up zone that links you to a flying supply vehicle.



PROTIP: Use a Nitro Can just as you hit a ramp and you'll make a super jump.

PROTIP: To navigate the complicated twists and turns of the higher level tracks, simply follow closely behind the car directly ahead of you.

PROTIP: You don't need more than half a power meter. Don't bother to re-charge unless the meter drops below that.

F-Zero shows what the SNES can really do, with futuristic racing action and head-spinning 3-D graphics. Racers, start your hovercrafts!

GamePro's Game Rating System



F-Zero by Nintendo of America
\$49.95, Available now, 4 megs

Populous



By Andromeda

In Populous you are a very powerful and hopefully very wise, deity. Your goal is to go forth and multiply more quickly than your sinister opponent – the evil god.

You and your people work together to achieve victory. You raise and lower land to create areas where they can settle and multiply. As the population grows you earn greater powers. Use your Papal Monument to lead your followers to the promised lands. Create Knights and send them out to burn and pillage your enemy's settlements. Even better, cause a natural disaster. An earthquake, a well-placed swamp, or a worldwide flood can really disrupt the evil population's growth.



PROTIP: In the early worlds evil has little power. Build high, flat land for your followers so they can multiply quickly, and when you're powerful enough flood the world. Two or three floods usually decimate the evil population.

PROTIP: If there's a remote settlement of evil followers, build a small land bridge and send a knight there to destroy the settlements.

Hundreds of worlds populated by the followers of evil await your divine intervention. As you advance to each new world you'll find the challenges for your followers increase.

Populous, as fans of the PC and Genesis versions know, is a complicated and absorbing game. Fast action fans may find that creating a



Watch out for unexpected events.

brave new world takes more time and energy than they've got. However, those with a yen for omnipotence

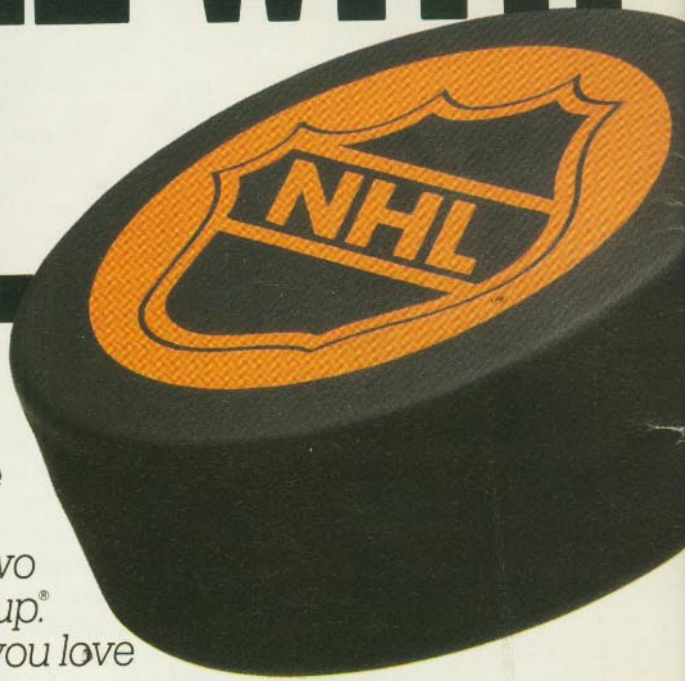
will find the SNES version features better graphics and sound than the Genesis version of the game. Let there be life with Populous.

GamePro's Game Rating System



Populous by Acclaim
Price not available, Available now, 4 megs

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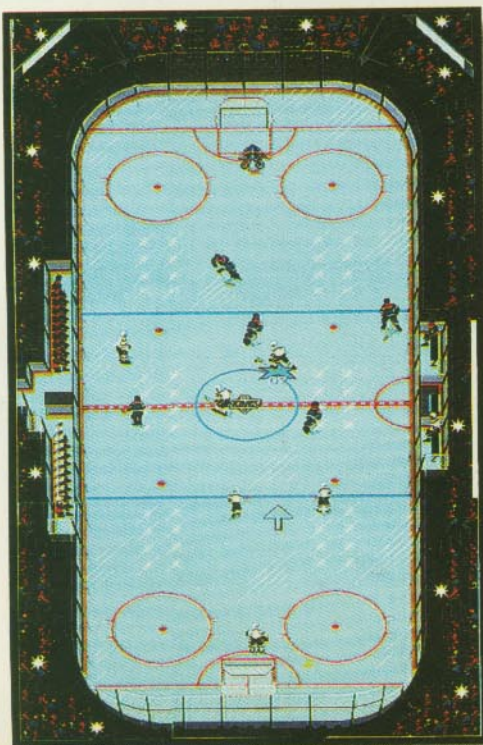
contact Genesis game to come along since John Madden Football[™].

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



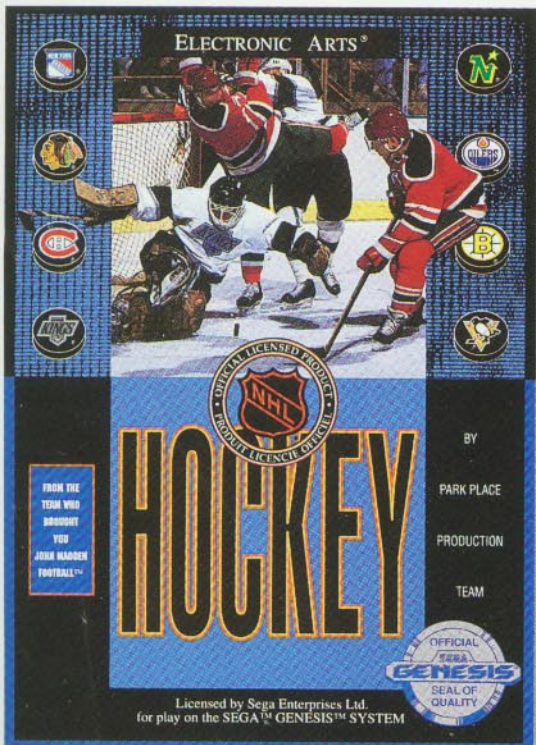
Every skater is modeled on 14 different attributes, like skating, strength, and rink awareness, based on 1990-91 stats.

As you can see from this composite screen shot, there's more action than you can shake a stick at.



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





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

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

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



Intense, hard-hitting realism makes NHL Hockey the hottest game on ice.



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