

GAMEPRO

#1 VIDEO GAME MAGAZINE

Star Fox!

Blast off with Nintendo's
Awesome Outer Space
Shooter for Your SNES! Pg. 58

Super Star Fox
Weekend
Competition
See Pg. 59

FREE Pullout Section!
Sonic The
Hedgehog 2
ProStrategy Guide

18 Pgs
BIG!

Pro Reviews

Genesis—Battletoads • Cyborg Justice
Cool Spot • Tony La Russa Baseball • Tiny
Toon Adventures • Chakan the Forever Man
SNES—Shadowrun • Super Turrican
MechWarrior • Super NBA Basketball
Inindo • Pocky & Rocky
Sega CD—Road Avenger • Hook
The Adventures of Willy Beamish
NES—DuckTales 2 • R.C. Pro-Am II
Bomberman 2 • Dizzy the Adventurer
Turbo Duo—World Sports Competition
The Legend of Hero Tonma
Game Boy—Milon's Secret Castle
Game Gear—Shinobi II
Global Gladiators
Lynx—Power Factor

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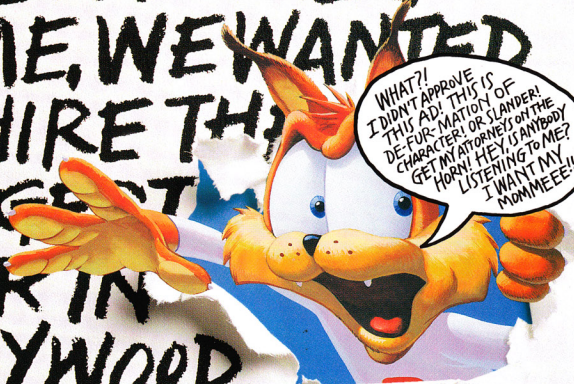


First Look!
FINAL FIGHT II
for the SNES!

SNEAK PEEK!
Hot Games
and Hardware
from the
Consumer
Electronics
Show!



TO LAUNCH OUR
NEW 16 MEG
GAME, WE WANTED
TO HIRE THE
BIGGEST
STAR IN
HOLLYWOOD.



WHAT?!
I DIDN'T APPROVE
THIS AD! THIS IS
DE-FUR-MATION OF
CHARACTER! OR SLANDER!
GET MY ATTORNEYS ON THE
HORN! HEY, IS ANYBODY
LISTENING TO ME?
I WANT MY
MOMMEE!!!

BUT SINCE WE
COULDN'T AFFORD HIM,
WE SETTLED ON A
FLEA-BITTEN, MANGY
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AND
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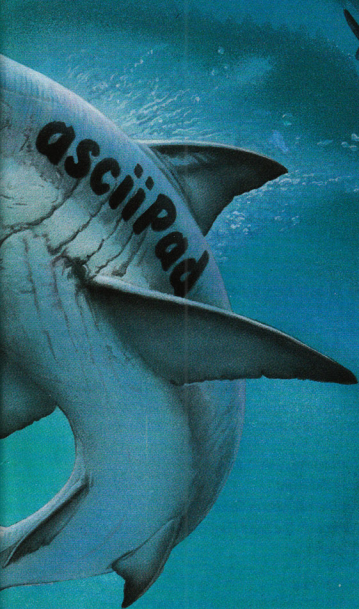
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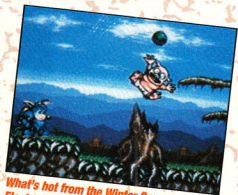
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Blazing fast animation and realistic moves make this game the one to beat! Use all your fighting skills, for each villain is huge and dangerous. Choose from among three fighting heroes — each with his own unique style of fighting. Use fists and enemies possess hidden powers that defy the force of Nature itself. Witness themselves, hurling energy blasts, tornadoes, even turning their entire bodies into human torches! And even as you pound them one by one, waiting and watching is the Big Boss himself — the strongest and meanest foe of all!

The battle is joined on a journey through the mean streets of Southtown. Fight hard driving rain drenches you on the beach, or as Temple. Superb animation and horizontal scrolling reveal new areas of the challenge, as attack after attack is met and mastered.

Realistic characters, multiple action moves, special skills, all this combined with lightning speed to the computer or another player head-to-head. Can you handle the challenge of Fatal Fury and become the King of Fighters?

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Calling all 'Hogs! If you aren't having "2" much fun with Sonic The Hedgehog, this is your lucky day! See page 77.



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The Long Good-Bye

By The GamePros

Virtual Reality, Compact Disc Systems, 16-bit systems, and 32-bit systems are hitting the market. What's going to happen to the good ol' 8-bit NES? This is the system that made "Nintendo" a household word and the moniker of choice among the non-game-playing public for video game systems of all persuasions.

Don't dis the NES. Sega has quietly shut the door on the 8-bit Master System, but the NES still has life left in it. According to Nintendo, the NES enjoyed an estimated 2.7 million systems sales in 1992, bringing the total for its eight-year life span to nearly 35 million units, which easily makes it the most popular video game system around. Moreover, Nintendo and its third-party licensees report an estimated 28 million cartridges sold in 1992, expanding the NES software library to nearly 230 million games sold. In 1992, says the Big N, combined NES hardware and software sales totaled an estimated \$1.2 billion. Even if you adjust the figures for the NES systems gathering dust next to new SNES, that's a healthy pack of new gamers and games.

Naturally, software companies must make the hard choice - do they invest money for new 16-bit games and possibly CD games? Or do they continue to support "old" technology? No doubt, 16-bit systems are hot! However, as long as top-notch outfits (notably, Capcom, Tradewest, and Konami) continue to produce quality 8-bit games, the NES will live.

Konami, a Nintendo stalwart, has always brought out popular, high-profile titles, which they believe have broad consumer appeal. Emil Heidkamp, Konami's senior vice president of the Consumer Division says, "Batman Returns, Tiny Toon Adventures, and Zen Intergalactic Ninja reflect that Konami is committed to this platform. We think these games push the limit of the 8-bit system and deliver superior graphics and sound, combined with challenging game play." Sounds encouraging.

One sticking point, however, is the NES system price tag, which remains unnaturally close to the SNES. The SNES Control Set (one controller, no software) retails for \$99.95, but you can get it for \$89.95 if you shop around. \$89.95 buys you an NES with two controllers and Mario Land, or you can get a slimmed-down NES Control Set for \$69.95. If Nintendo sees fit to bump down the price of the box, it may give the NES an additional shot in the arm.

Wave bye, bye, Pros, as the NES passes you on its journey down the steps of the video game evolutionary ladder, but say hello to a gang of new NES gamers. Unlike the Dodo bird, the NES is going to be hanging around.

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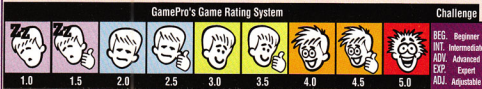
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GamePro's Game Rating System



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

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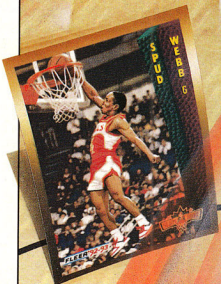
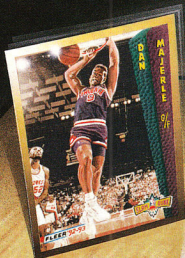


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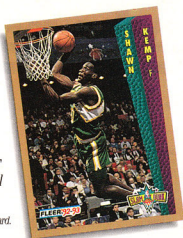
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"Total D" subset card.

"Sharpshooters" subset card.

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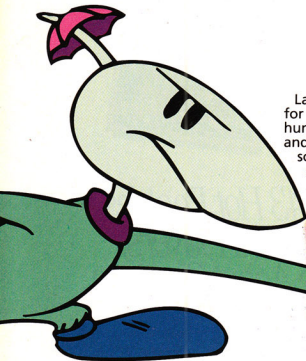
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*No purchase necessary for a chance to win a signed "Slam Dunk" subset card. Send a SASE to Fleer/NBA Signature Card P.O. Box 713, Church Hill, MD 21690. One request per envelope, mailed separately and received by 6/30/93. WAJV will omit return postage. Signature cards are fun to find and collect but are of indeterminate value and may be subject to changing market conditions.

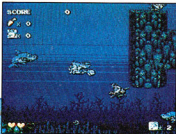
Odds of finding limited-edition subset cards: signed "Slam Dunk" card: 15,000 packs. "Sharpshooters" card (Wax packs only): 1:3 packs. "Total D" card (Jumbo packs only): 1:3 packs.



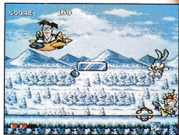
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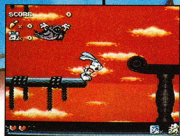
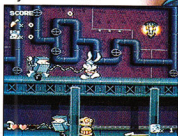
La-a-a-nd Ho-o-o! It's Tiny Toon Adventures™ - Buster's Hidden Treasure™ for Sega™ Genesis™. As Buster Bunny, you've landed in a 33 stage treasure hunt adventure. Check out the animated terrain and "toon" your big blue ears into the groovular sound effects. Bounce through cartoon turf such as the Underground Sea and a Waterfall so wacky, you won't know which way is up.



You've got to rescue your pals and find the treasure before spoiled Montana Max spoils your plans. But you'll practically have to move mountains if you're going to make it through the mountainous Radar Range.



You're drooling for that 14 carrot gold, but so is every other toonster in town! Dr. Gene Splicer has even brainwashed (we use the term loosely) Elmyra and Dizzy Devil to do his dirty work. Here in the Excavation Factory you'll really have to crank out the carrot juice to survive.



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The Shipwreck will have you sunk because it's swarming with zany challenges. In a pinch, you can always spring a triple jump or slide down a rope with your ears.

cartoon, you better way to Gogo.

Welcome to the Fungusamungus Forest, where creepy trolls and owls are just dying to meet you. But hang on to your carrots, Gogo Dodo will show you where to go throughout this adventure.



The Plains! The Plains! This fantasy island is fraught with freaky flatlands. Before they flatten you, watch out for unidentified falling objects, electric zappers, moving walls, levers and misplaced rakes.



Happy Spelunking! No, it's not a Swedish holiday, save your

greeting cards. You're going to be exploring the Deepdark Caverns. Some caves flow with molten lava. Talk about a hot foot!





Super Effects

StarFox, the first game to use Nintendo's new Super FX chip for the SNES, looks awesome! Can the Super FX chip enhance only polygon graphics, or can it also create better fighting, RPG, and action/adventure games?

Aaron Greenlee, Concord, OH



For the full scoop on StarFox, see page 58.

(The new Super FX technology from Nintendo provides the potential for major enhancements to an already impressive game system. With the Super FX cartridges you not only get the game software, you also get a specialized computer chip that can be used in a number of ways to create SNES games with more power. The chip (called a math coprocessor) uses what engineers call RISC (Reduced Instruction Set Computer) technology. RISC technology allows calculations to be made at the super high speed needed to create such special effects as scaling or rotating sprites and polygons. Before the Super FX, all of these calculations were carried out by the SNES CPU. Now, the Super FX chip can help the SNES CPU process all of the data. The end result is you'll get better games with cooler graphics.

A super effect of the Super FX is its ability to render 3-D objects. These 3-D images are produced by layering multiple polygons. In the past, two-dimensional SNES sprites could only be flipped symmetrically. With the Super FX, polygons and objects can be rotated on any of their three axes. Although you may only see the front face of a cube, all sides of that cube exist in the SNES's memory. Consequently, it requires very little programming to rotate it.

Another intense effect of the Super FX is Texture Mapping. Texture Mapping is the technique of wrapping a photo or other digitized image around a polygon. This makes objects look more realistic. Imagine creating a digitized photo of a marble to create a giant marble sphere rolling toward the screen. The possibilities are endless!

One more leap that the Super FX makes is its ability to create accurate shadows on a moving object. Moving objects with respect to a light source is a difficult problem for computer graphics. The Super FX enables polygons to move and still display accurate shadows, highlights, and gradations on their surfaces.

So, Aaron, to answer your question: YES! The Super FX chip can help developers create better games in all genres. Remember, the games can only be as good as the creative people who make them. For more SFX info, see the sidebar in this issue's StarFox ProReview. — Ed.)

What's on the Bottom of My SNES?

I noticed a panel on the bottom of my SNES. The panel is marked EXT. When I opened the panel, it revealed an outlet of some sort. Can I use this port to my advantage?

Ian Gresham, Columbia, SC

(Unless you're working for Nintendo's secret corps of developers, you probably won't have any use for the expansion port on the bottom of your SNES. It's a port for SNES peripheral devices, such as the eagerly anticipated SNES CD system. Until that system is ready, though, you're better off keeping the panel closed, to protect the port from harmful elements. — Ed.)

Downwardly Compatible?

I'm the proud owner of an SNES. Once upon a time, though, I owned an original NES, which I have since sold. I still have some NES games that don't have SNES counterparts, and I was wondering if I would ever be able to play them on my SNES. Is there a converter?

Donald Murray Jr., Blyth, NY

(Donald, if you're patient, you may be in luck. Innovation is currently working on just such a product. The Super 8 will enable the SNES to run 8-bit NES games. The tentative release date for this product is August '93, but engineering this magic trick may take a little longer. — Ed.)

Five Minus One

I received a Sega CD for Christmas. I'm happy with it, except for the Sega Classics CD. It says on the box that the CD contains five games, but my CD only came with four: Streets of Rage, Golden Axe, Revenge of Shinobi, and Columns. Where's my fifth game? Did I get shafted?

Mike Fitton, Cincinnati, OH

(Shafted? No, Mike. In fact, you should consider yourself lucky. In the first shipment of Sega CD systems, the Sega Classics disc contained the four games you mentioned, and an extra disc was packed in to make up for the missing fifth game. This disc, which you should have received, featured the game Sol-Face. Recent shipments of the Sega CD will include a fifth game on the Sega Classics disc: Ayrton Senna's Super Monaco GP. — Ed.)

Is There a Future for a Link to the Past?

I want to know if there's going to be a sequel for The Legend of Zelda: A Link To the Past. It's my favorite game for the SNES.

Mike Stelma, Middletown, MD

(If you've got a Game Boy, your prayers have been answered. Nintendo is releasing another chapter of the Zelda series in June '93 called The Legend of Zelda: Link's Awakening. This game will feature the biggest Game Boy map ever created — four megabits of memory. For more news on hot new releases, check out this issue's CES Winter Report '93. — Ed.)

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Bubonic™ the Blowfrog 2

And his pal Snails! The game so bad, it went straight to a sequel!

Geek's Peek:

64-bit systems! Really! Shell out your money and see for yourself!
PLUS: All the fake news we can make up!



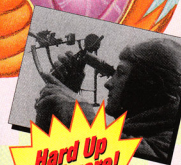
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BUBONIC 2 THE BLOWFROG



SPECIAL:
 World's Bloodiest Beat-em-ups!

LamePro NoReviews:
 Alien vs. Predator vs. Madonna • Barbie Wrestlemania
 Bonk's Headache • Illegal Alien 3 • In Your Face Ball
 Krusty Eye Exams • ToeJam and Earwax • Where the
 #\$\$! is Carmen San Diego Now? • Yoshi Tosses His
 Cookies • Zelda 3: Link Gets Kinky

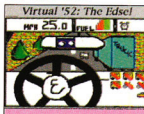


Hard Up Hardware!
 The Moss Mouse and Rubber Gloves for Gamers!

An OPP Communications Publication
 April 1993
 \$15.95 No Sales to Minors
GIMME YOUR MONEY!

SHORT SHOTS

Virtual '52: Featuring the '52 Edsel



The amazing speed of 30 frames per hour should keep you glued to your screen forever!

Virtual racing never seemed hotter or better, thanks to new Art Deco polygon graphics technology. Now you can ride with the best of the retirees in this new road-race game. Your Edsel sports slammin' features, like extra height for your car's fins, a hood ornament that's large enough to protect you from windshield bugs, and a garage with mechanics that

you'll use everyday. Drive into the future, but don't forget the jumper cables in Virtual '52.

Fungus McGee's All-Star Bench Football



Over 360 different views of the bench are available thanks to a new chip technology!

is down! Call plays, hassle referees, and even order take out straight from the bench! Unique rotoscoping technology makes your behind one of the hottest graphic areas ever seen on any system! So sit down, swallow your pride, and watch out for splinters, because you might be sent in on the next play! Not!

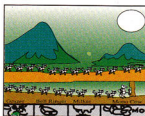
Sleep Fighter II



It's the Yawn of Civilization, and you are the world's only hope.

brings catching some Zs to new heights. This brutal sleep-em-up by Napcom is a total sleeper. Face the awesome tiredness of Chun Sleepy-Li and the devastating restfulness of Bland-ka. You'll need all the drowsy powers of Perry Como to defeat this one. R-yu awake?

Cows



Whoa Bessie! Watch out for road apples, which can be deadly.

It's up to you to use each cow's special ability. You've got Milkers, who'll cream the walls in front of you. You've got Grazers,

whose powerful cud action will clear cut any obstacles. Careful how you steer this cart, it might turn all four of your stomachs. Keep abreast of the action, or the results will be utterly awful. For a real moooving experience, call Cows when the chips are down.

Where in Time Is Elvis Presley?



Avoid Las Vegas by all means. There are Elvis impersonators everywhere.

Carmen ain't got a thing on the King. Now you can lead a historical search for the most famous pompadour since Marie Antoinette's (whose head

makes a singing appearance thanks to French Louis Records). You'll time-travel across three different time zones. You'll explore 70 strange, foreign countries, including Las Vegas, 40 bus stations, 30 cheap cocktail lounges, 20 airports, 10 shopping malls, and five UFOs. Are you lonesome tonight? Pick up Where in Time Is Elvis Presley and you'll be jailhouse rockin' before you know it.

The Top Four Hot Video Game Babes



1) Ms. Paz

If you like your females short, squat, and hairy, she's the gal for you.

2) Shopping Cart Woman

She can bring home the bacon and fry you up in a pan.



3) Mizrabel

This witchin' babe has that old Black Magic to put you under her spell.



4) Alien Mother

Your chest will burst with love, or at least it will seem like love.



The Top Four Hot Video Game Hunks



1) Mondo

He's a hunk with more chins than the Chinese phone book.

2) Earl

Earl's got that certain Genesis c'est quoi.



3) Blanka

Watch out when this momma's boy wants to nibble your ear.

4) Chin Zin Shan

You'll never get over Chin, so you'll have to go around him.

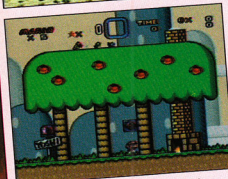
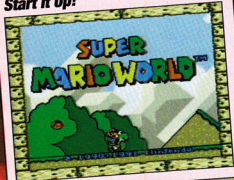


SNOTPRO

TIPSTACTICS
GAMES

Super Mario World (SNES)

Start it Up!



To start this fabulous Mario adventure, simply press "Start" when you see the title screen.

Chia Pette, Ingrown, AL

Sonic The Hedgehog 2 (Genesis)

Go Sonic Go!

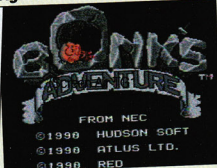


To make Sonic go anywhere, follow this solid tip. **Hold down the direction key in any direction**, and Sonic will move in THAT DIRECTION! Awesome!

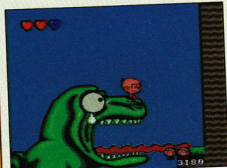
Mano Flamancha, Windmill, Spain

Bonk's Adventure (TG-16)

Fight the Power!



©1990 HUDSON SOFT
©1990 ATLUS LTD.
©1990 RED



Follow this trick to the letter and you'll find Bonk fun with the TG-16. First, insert the cartridge. When the cartridge is firmly inserted, turn on the power. Now enjoy the game, but remember that code for later.

Billy Donbee Ahiro, Seventies, CA

The BRAIN BOY™ from ASKMEWHERE:

Why spend hundreds of dollars on soon-to-be obsolete systems when you have an unlimited supply of games right UNDER YOUR HAIR? Tap into the undiscovered country of inner-cranium gaming with the new Brain Boy™!

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ONLY FROM

ASKMEWHERE™

Tired of ready dumb opposing players? Play with yourself!

The So Called "Pros" Exposed

Some video game magazines can't stand the heat, so they make up phoney names for their reviewers, leaving them blameless for their weak game reviews. GamePro gets the dirt on the "Lame Pros" of GamePro magazine by getting them to dig their own graves!



Weekend Warrior

"I was a real couch potato, I didn't have a life. Then GamePro came along and now I really don't have a life! You think I'm outta shape? I'll thumb wrestle anyone around! Burp!"



Dr. Dave

"I'm not a real Doctor anymore, but I play one in the magazine. I

actually lost my license to practice medicine after someone caught me playing Pong on an EKG machine. Unfortunately, my patient was attached to the machine at the time."



Unknown Gamer

"I lost my last job for playing Tetris with the core rods."

The Gamer's Helmet:

It's always good to have a spare joystick, such as The Competition Pro from Happ, in a convenient upright storage port. Also, keep the TurboGrafx CD system card up front to speed-up CD access time.

The Solar Pack from Innovation powers the Game Boy in a southern exposure. The Handy Kit from STD separates the Game Boys from the Game Men.

The Power Glove from Mattel looks virtually real.

The Gamer's Toolbelt: Holds essential peripherals like Nintendo's Zapper gun for the NES and STD's SG Fighter Genesis joystick for flight sims.

The Turbo Touch 360 controller from Triax is a sensitive controller for a sensitive spot.

The Ultimate Bandolier: This chest belt is a handy place to keep the SNES Game Genie for those gaming emergencies. It can also double as a quick-access "shelf" for frequently used carts.

The CD-ROM Epaulette: This nearly indestructible digital storage device doubles as a charlie-horse protector. It is especially useful in multi-player games.

The Super Scope from Nintendo of America, the ultimate game gun.

The Carpal-Tunnel Syndrome preventative mini-glove.

The Handy Twin Rechargeable Battery from STD is for those quick changes from Game Boy play to Game Gear action.

The Zipper controller from Beesbu is for when you "kneed" NES auto-fire.

The Ultimate Game Player

Some gamers can talk the Talk, and some can even walk the Walk, but no one takes gaming more seriously than the Ultimate Gamer. In fact, some may accuse the Ultimate Gamer of taking his gaming too seriously.

Unfortunately, I was working in a nuclear facility at the time. I have hidden my face in shame ever since that fateful day. But now I glow in the dark, and the moths are driving me crazy."



Slo Mo

Who sez crime doesn't play? I started out stealing quarters from weeny little kids at the arcades. But now, thanks to GamePro, I'm into the big time. I've got a whole trunkload of Atari 2600s I can let you have real cheap. Word to your mother!"



The previous four pages have been a joke in case you haven't figured it out yet!
April Fools!

"Make Your Own"

If you think **you have what it takes** to edit, **mix** and create your own explosive, high-impact, **incredibly cool**, absolutely new **music videos** for mega rap act **Kris Kross** and global super group **C+C Music Factory** . . .



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Strap yourself in.



And get ready to experience a mas-

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themselves. Kris Kross and C+C Music Factory—two revolutionary

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HOT AT THE ARCADES



By Hack 'n Slash

Everybody's arcade fightin', so here's a confrontation with two unusual knuckle-busting fighting games. *Holosseum* looks so good, it hurts. If you're worried about psychological damage, watch out for *Time Killers* – it's gore factor flies off the scale! Talk about killin' some time.



Holosseum may not have the multitude of moves and characters found in *Street Fighter II*, but it's just as compelling. Five years ago, people would've thought you were dreaming if you said you'd be playing hologram games today. All hail *Holosseum*!



Holosseum (Sega)

Fans of Sega's revolutionary hologram game, *Time Traveller*, and beat-em-up action games like *Street Fighter II* are headed for a showdown in the *Holosseum*! With the same cabinet, 3-D technology, and controllers found in *Time Traveller*, *Holosseum* is a holographic fighting game. Unlike *Time Traveller*, which featured live-action actors and props, *Holosseum* presents detailed, high-resolution, computer-generated graphics and animation.

Choose between four fighters, including *Dompayagen* the Kick boxer, *Dave* the *Karate Shihan*, *Chen* the *Wushu Master*,

and *Garrison* the *Marial Arts Expert*. Each fighter is skilled in a different style of fighting and has his own special moves, including *High-Speed Kicks*, *Tripping Up*, and the weird but deadly *Drunk Monkey*. Situated beside each player is a thin power gauge that indicates the status of each player's health. He who loses his power first loses the match. The best of three matches wins the game.

Although live-action graphics they aren't, *Holosseum*'s computerize graphics are more appropriate for this fighting game. The action moves much faster and is more responsive to controls than its predecessor. Extra effects, such as brilliant bursts of light when players are hit and digitized sound effects, enhance the realism of the 3-D graphics. The whole effect is almost eerie. Players seem to have real depth and density as they fight in front of the reflective surface of the console.



Time Killers (Strata)

Time Killers is the latest head-to-head beat-em-up to hit the arcades, but it's a fighting game with a blood 'n' guts twist that some may find more than disturbing.

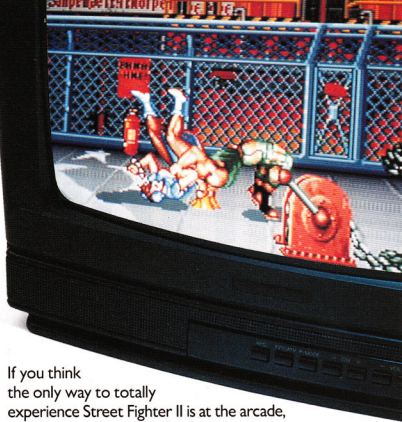
Enter the Hall of Time, some time in the distant future. Eight warriors from throughout history are battling to become the top warrior and earn immortality – the ultimate prize. You battle as any of the eight warriors against the CPU or another player. Each warrior has a unique weapon, which they use in extremely gory, 2-D, cartoon-style graphics. You can switch between warriors in between rounds and even choose a ninth warrior, the final boss, at the end of the game. To win, defeat all eight warriors (including yourself) and the boss.

Time Killers' game play is standard beat-em-up. With the joystick and five buttons you can move your weapon arm and

your free arm, plus pull a forward kick, a back kick, and a head move. Special moves aren't as complex as *SFII*, but each character has a special decapitation attack that they can activate by slapping all four buttons at once. Characters can also string together combos.

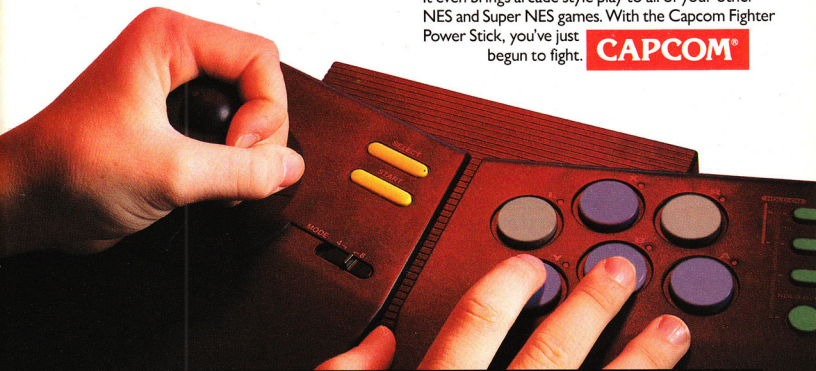
Stomach-churning blood 'n' guts graphics really set *Time Killers* apart from the crowd. During a fight, flying limbs and gushing blood highlight the action. Some gamers are no doubt gonna get into it, but others are gonna find the gratuitous violence unnecessary. Although there's a non-gore mode, it's unlikely that operators will use anything but the standard bloody setting. Our advice: If you don't like violent games, steer clear of *Time Killers*.

NOW YOU'VE REALLY GOT A FIGHT ON YOUR HANDS.



If you think the only way to totally experience Street Fighter II is at the arcade, get a grip on the one and only Capcom Fighter Power Stick. It's the only way to power up to full arcade play at home—for perfect execution of your Yoga Flame, Dragon Punch, Spinning Pile Driver and other favorite attacks. Its 8-way joystick lets you nail every move with minimal effort. Its six attack buttons have the same layout as the arcade game. And its three speed turbo-fire and slow motion features give you total fighting power without major finger wear. It even brings arcade style play to all of your other NES and Super NES games. With the Capcom Fighter Power Stick, you've just begun to fight.

CAPCOM®



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IF IT'S ON THE TOUR, IT'S IN THE GAME.



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Like Couples, Lietzke, Stadler, Sindelar, Azinger, O'Meara. All the big money players.

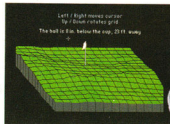


Take your best shot at the new skins challenge. If you're on top of your game, you'll hit the big payout!



PGA TOUR II now has a fade and draw meter for hitting letter-perfect tee shots.

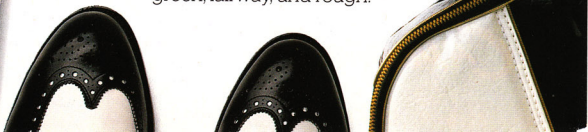
PGA TOUR II delivers a much bigger course in golf. Six unique TPC courses and a fantasy course. Including these new ones: the TPC at Eagle Trace, TPC of Scottsdale, and TPC at Southwind. And five actual PGA TOUR tournaments. Plus the ultimate big money shootout: A new skins challenge on any course.

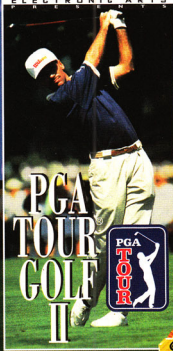


The 3-D putting grid rotates so you can see every wrinkle. Use it to read every green like a pro.

With each course built from the original blueprints, you face all the hazards the TOUR pros do.

Every hole's designed from the original course blueprints. Right down to each hazard, bunker, green, fairway, and rough.



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You better be on the ball if you want to win any prize money. The roughs are a

jungle, the sand traps, a desert. Wind conditions and 10 ball lies can drop you from the leaderboard faster than you can say bogey.

Luckily, 10 TOUR pros give you a course on how to play each hole.

They'll even play right alongside you. And rotating 3-D putting grids give you a map on how to attack the greens.

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CUTTING EDGE

By The Whizz

PIONEER GETS ACTIVE WITH LASERACTIVE

Pioneer is living up to its name. This veteran manufacturer of home entertainment products is set to blaze a path into video games in a big way. Pioneer has teamed with Sega and NEC to create a multi-platform entertainment system called the LaserActive Player, which can play Genesis and Sega CD games as well as NEC TurboGrafx TurboChip, CD, and Super CD games. But the cutting edge news is that this triumvirate will also create a new LaserDisc (LD) format for games.

A Big Black Box

First, let's talk the hardware. Pioneer's LaserActive player is a hip-looking multi-platform system that consists of a main unit (a combination LaserDisc/Compact Disc Player) and three optional Control Packs (one for Genesis games, TurboGrafx games, and Karaoke). The player sports a cool high-tech standard black outer casing that's 16.5 inches long by 5.7 inches high by 15.1 inches wide. It ought to fit right in with your home stereo equipment and your TV.

The unit contains a single laser drive that enables it to play all sizes of conventional music CDs, CD+Gs (Compact Disc plus Graphics), and LDs. That means it can handle any 3- or 5-inch CDs and 8- or 12-inch LDs!

You operate the unit with a remote control. An on-screen command interface displays a "control panel" on your

TV set much like the Sega CD. You use a cursor to select player functions.

The Leaders of the Packs

The optional Control Packs open up the video gaming. The Mega LD Pack enables you to play any Genesis game cart or CD, and the LD-ROM[™] enables you to do the same for TurboGrafx games. The LaserActive player has a slot in front that accommodates a 6.3-inch by 1.6-inch by 9.8-inch Control Pack. Basically, you just insert a Pack and play.

The Mega-LD Pack was developed in conjunction with Sega Enterprises in Japan. The LD-ROM[™] Pack was developed in conjunction with NEC Home Electronics. Both the Mega LD and the LD-ROM[™] Control Packs contain slots

for game carts and ports for controllers. To play CD or LD games, you use the unit's main laser drive. Each Pack comes with a standard issue game controller, but sports the Pioneer label. The Genesis Pack has two controller ports, and the TurboGrafx has a single port.

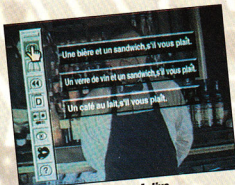
If Karaoke is your singing thing, there's a Pack for you, too. You can plug in two microphones and wail away. There are separate volume controls, and a button that kicks in echo effects. You can also activate surround sound, if you've got it in your stereo system. The Karaoke Packs support Pioneer's LaserKaraoke 8- and 12-inch laser discs.

Forming a Format

The LaserActive Player is an intriguing unit, but what's more intriguing is Pio-



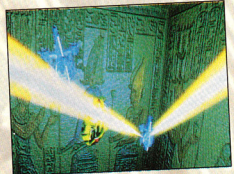
LaserActive offers Sega Genesis and Sega CD, Turbo Duo, and Karaoke.



Learn French with LaserActive.



Pyramid Patrol, an outer-space flight simulator, will be one of the first LaserActive games.



Pyramid Patrol

ner's plans to use it as a springboard to launch a new CD-ROM format. That's no mean feat, but Pioneer seems up to the task.

The LaserActive LD format demonstrates a new way to store data on a CD, which potentially means bigger and better games. Existing CD-ROM and CD-I formats digitally store game programs, video images, sound, and other game data within a 540-megabyte area on a compact disc. The LaserActive format reportedly uses the same 540-megabyte digital area, but it also uses a separate 60-minute analog video image and FM sound storage area. That means that the 540 MBs can be used exclusively to shuttle interactive data around.

If you look at how that CD real estate can store still pictures, it's a little easier to understand. A CD-I disc has the capacity to store roughly 7,000 still pictures without sound and without an application program. Add those, and you cut down the number of pictures you can store. LaserActive can store 108,000 still pictures with 60 minutes of FM audio, and it still has 540 MBs left over to handle other program functions.

Pioneer will obviously publish a library of interactive games, educational programs, and even "how-to" software to support its LD formats. The company also plans to build up third party support. Pioneer expects seven to ten titles at intro time, including a space adventure called "Pyramid Control."

Video Gaming Grows Up

You've probably already guessed that the bad news was gonna come last: The LaserActive Player will cost \$1200, which includes a Control Pack of your choice. It's slated to make its debut in Japan in July and here in the U.S. in August.

Pioneer's LaserActive Player is definitely a first — an all-in-one, CD-based home entertainment system. At last, a toy for big boys and girls.

IS IT REAL OR IS IT VIRTUA VR?

Sega's getting unreal. They're already pushing the CD video game envelope. Now they're about to take a leap in an entirely new direction — virtual reality! Virtua VR is a full-color virtual reality peripheral for the Genesis that Sega hopes to release this Fall.

According to Sega, Virtua VR will deliver a feeling of total immersion into a realistic, 360-degree gaming world by utilizing three-dimensional, stereo optic vision and depth perception. The unit represents technology that until now has only been available for sophisticated research strategy and training by NASA (the National Aeronautics and Space Administration) and the military.

Sega is scrupulously keeping the device under wraps, but a few sketchy details are already obvious.

Virtua VR will be a visor that contains a stereoscopic display. The unit will fit over your

Virtua VR: Sega seeks to open a window on the world of virtual reality.

head and cover your eyes. The glasses will also contain stereo headphones. You will interface with a game's virtual environment using the standard Genesis controller.

Sega has been developing virtual reality technology for years and has already successfully harnessed its power and imagination in the hit 32-bit arcade game, Virtua Racing, (see GamePro, Hot at the Arcades, January '93). That coin-op racing game features 360-degree, 3-D perspective for an awesome driving experience.

When Virtua VR becomes available later this year, one game will come bundled with it. However, Sega's marketing plans reveal the release of at least four virtual reality software games in '93. Although there are no specific titles yet, Sega says the games will be a shoot-em-up, a flight simulator, a driving simulator, and an action/adventure fantasy game.



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STREET FIGHTER II
from Capcom.
6161200



MYSTIC QUEST: FINAL FANTASY
from Square Soft.
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ROAD RUNNER'S DEATH VALLEY RALLY
from Sunsoft.
6168221



DRAGON'S LAIR
from Data East.
6209882



SUPER MARIO KART
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6169732



MARIO PAINT WITH MOUSE
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6169678



SHANGHAI II: DRAGON'S EYE
from Activision.
6209750



KRUSTY'S SUPER FUN HOUSE
from Acclaim.
6148603



SPIDER-MAN & X-MEN: ARCADE'S REVENGE
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NINTENDO PRO REVIEW



By Slasher Quan

With the world at his webbed feet and an entourage of gadgets, gizmos, and feathered friends at his disposal, Scrooge McDuck sets off once again to seek fame, fortune, and the title of "World's Richest Duck." Greedy skinflint though he may be, we love the ol' chap, and he's back on NES monitors in DuckTales 2 by Capcom. The return cart is much like any new episode in the animated Disney TV series – a new plot, but the same digs.

You Might Solve a Mystery...

Scrooge's quest for mo' money, mo' money, mo' money begins when his nosy nephews unearth a fragment of a treasure map that leads to the fabled Lost Treasure of McDuck. Legend has it that the rest of the map has been torn to pieces and hidden in five side-view, multi-scrolling stages that span the world. Scrooge launches his mission from Duckburg and takes the stages in any order.



Shiver me bones, laddies, ya found a piece of the map!

Scrooge hops, skips, and pogos his way through Scotland, Niagara Falls, the Bermuda Triangle, Egypt, and Mu. The natives look comical, but don't be lulled into a false sense of security – the bosses are bad news. Luckily, they all still fall to the old "stomp-the-head" routine.

PROTIP: Use the pulley to fire cannons in Bermuda.



PROTIP: Mu's knight is the toughest boss in the game. Duck his arm missiles, weave serendipity-style between the rock rain-drops, then bat boulders at him. Lastly, stomp him while he's a pile of bones.



PROTIP: Stand your ground when you see the twin images of the sorcerer in Scotland. Don't worry about his double. He's only a harmless black magic illusion. When the true sorcerer materializes, stomp him, then rebound away from his fire bolts and tomadoes.

PROTIP: After you hear the "sun" tip in Egypt, proceed up and left. Once there, you'll see a mirror. Pull the Mirror and a pit will open to reveal a treasure.

PROTIP: Press jump continuously to swim through quicksand. If you should come to a wall above the quicksand, try swimming under it.

DT 2's five stages, plus one secret area, is approximately equal in length to the first cart. Overall, the cart could use more beef to its stages. The game's maybe half the size of a Mega Man cart. The adjustable challenge settings are good for kids of all abilities, and there are multiple endings that are determined by how many map pieces you find.

That Fantabulous Cane

Scrooge's spy for his age, but he does carry a cane. Good thing! This versatile device triples as a golf club, a pogo stick, and a pulley. The golf club enables Scrooge to bat away rocks, boulders, and other obstructions. The pogo maneuver adds spring to his jump and

sticks it to his enemies. The pulley move, new for DT 2, can drag heavier objects along the ground.



PROTIP: No chest is unbreakable. Bounce one rock, then bat the other rock into the big chest in Mu.

Game play in DT 2 is simple but satisfying stuff. Mostly, you'll need to make deft moves with the pogo stick and bounce into all the right places. Occasionally, you'll face a tricky puzzle that requires a combination of bouncing, clubbing, and pulling on a specific object. Combat is on the light side, while reflex actions and small doses of thinking are emphasized.



PROTIP: Hold toward a wall for two seconds, and Scrooge will waggle his tail. Now jump and press B to swing at an object. You gotta learn this technique if you want to win!

PROTIP: Can't make a long jump? Get a bouncing start! Remember this while riding platforms suspended over bottomless pits.

It's a Duck Blur

During his travels, Scrooge meets the entire cast of the DuckTales characters, who're stationed conveniently throughout each stage. Huey, Dewey, Louie, and Webby provide helpful hints; Gyro enhances Scrooge's cane with power adaptors; and Launchpad gives Scrooge a one-way ticket back to Duckburg. Scrooge can also accumulate cash on his travels, which he'll find in each stage. With the extra dough, he can buy extra lives, continues, energy, and other goodies back in the 'burg.



© 1993 Disney

stage and rake in these bucks. Then go back to the 'bury via Launchpad, and do it again. Invest in a chest, just in case you buy the farm.

A DuckTale You've Heard Before

Despite a doubling of ROM space in the cart (from two in the original to a maxed-out four megs in the sequel), you won't find many major improvements. Graphically, this Duck's feathers shimmer, but it won't take first place in a livestock show. The backdrops are cool, with a few color-cycling effects in places. Together the music's upbeat 8-bit fare. The graphics and sounds fall just below par of Capcom's greatest NES masterpiece, Chip 'n' Dale's Rescue Rangers.

Carts of a Feather

If it's more of the same you want, DuckTales 2 delivers. For better or for worse, Capcom's got a knack for introducing an eye-opening 8-bit cart and then essentially recasting the game play with a few minor tweaks in sequel after sequel. DuckTales 2 is fun while it lasts, but it's too short. It's recommended without hesitation, though, for first-time players and DuckTales fans.



The gang's all here. Even caveduck Bubba makes a cameo!



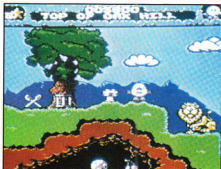
PROTIP: Feel the desire for dollars? Do the loop thing, mon. Plow through an easy

| DuckTales 2 by Capcom | | | | |
|--|-------|---|-----------|-------------|
| Graphics | Sound | Control | FunFactor | Challenge |
| | | | | ADJ. |
| 4.5 | 4.0 | 4.5 | 4.0 | Adjustable |
| Price unavailable 4 megs Available April | | Action One player Limited continues | | |



By Brother Buzz

Ready for a little NES scramble? Camerica's got the egg! Dizzy, champion of the Yolkfolk, is out to fry an evil egg-stealing magician, courtesy of Camerica's Aladdin NES Game Enhancer (see GamePro, The Cutting Edge Feb. '92). You may recall that ol' Diz is one of England's most popular video game characters. Dizzy the Adventurer crosses the Atlantic bundled with the Enhancer.



Go eggs-ploring with Dizzy.

Eggs-treme Romance

Dizzy and Daisy are two young Yolkfolk in love. When Zak the Sorcerer puts Daisy under a sleeping spell, it sends Diz into shellshock. Now he must eggscute Zak and give Daisy a wake-up call.

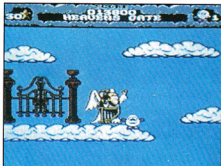
Dizzy the Adventurer is a cartoony, side-view, multi-scrolling adventure cart. As in previous Dizzy games, you travel around the countryside in search of various items that serve as keys to solving a passel of puzzles and predicaments. Dizzy is a good egg, so many of the problems he encounters have to do with helping other unfortunate characters, such as Leo the Lion, who has a thorn in his paw, and the Juggler, who's lost his balls.

The game isn't organized by stages. You must traipse back and forth across a fantasy landscape that includes a tree-borne neighborhood, a cloud walkway, and two castles.

PROTIP: From some ledges, you'll have to make a leap of faith to proceed in the game.

PROTIP: To reach the upper levels of the tree area, you must jump onto off-screen clouds.

DIZZY THE ADVENTURER



PROTIP: Whenever you get close to the top of the screen, press A to jump up and look for hidden upper levels like this one.

He Ain't Humpty Dumpty

Dizzy the Adventurer is a hard-boiled puzzler. It's easy enough to find stuff (the countryside is littered with it), but what do you do with Pliers, a Trumpet, Cheese, Logs, an Empty Bucket, a Stick, and a Hole? That's what you have to figure out. However, deciding when and where to use those goodies will scramble your brains. Moreover, you can only hold three items at a time, so you must stash stuff in places where you won't forget about it.



PROTIP: Boris the Guard hates meeses to pieces.

Dizzy's controls are simple and solid. He walks, jumps, and pulls his famous egg roll/forward somersault. Dizzy's no soft-shell hero, either. He takes a licking and keeps on ticking. Water, however, will poach him.

PROTIP: Only Angels have Cheese.

Un-egg-stravagant Looks and Listens

Dizzy's a cute little egg with an award-winning smile. The rest of the graphics are uninspired, though nicely detailed and easy on the eyes. The conversation screens look good, but seeing them once is enough.

The sounds are similarly un-egg-ceptional, but at least they're an easy earful. The music is mellow yellow and good for one listen. The effects are okay, though infrequent.



Big Zak attacks!

Eggo-maniacal Action

Dizzy the Adventurer is good, simple fun. Although this is a single-player cart, straightforward controls mated to mind-stumping puzzles make it an entertaining game for a kid teamed up with an older player, or for a party of puzzle-solvers. Dizzy is a Grade A game that isn't over easy, and that's no yolk.

| Dizzy the Adventurer by Camerica | | | | |
|---|-------|-------------------------|------------|--------------|
| Graphics | Sound | Control | Fun/Factor | Challenge |
| | | | | INT. |
| 3.5 | 3.5 | 4.0 | 4.0 | Intermediate |
| \$19.95 Game Enhancer \$39.95 Available now | | Adventure One player | | |

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By Slo Mo

Ever play with slot cars? No? Ever play with radio-controlled cars? NO?? Ever play with R.C. Pro-Am?!? ALRIGHT!!! Now we're on the same frequency! R.C. Pro-Am II by Tradewest is a great follow-up to the original radio-controlled model car racing game on the NES.

Making Tracks

This traffic report calls for remote-controlled (R.C.) thrills and spills, and Pro-Am II delivers! You guide your little racer in wild, wheel-warping races against three other R.C. cars. The cars zip down straightaways, slide hard into turns, and go airborne off bumps and ramps. There's only one way to win, and that's to jam the accelerator button!



PROTIP: If you're behind in a race, you can quickly make up territory in the turns by cutting the corners as close as you can.

You race across 24 tracks, which are spread across three courses – an R.C. Race Track, a Mini-Cityscape, and a 4x4 Off-Road course. Your goal is to earn points towards the R.C. championship crown by finishing each race in the money – First, Second, or Third place. You use the cash to soup-up your car. Fourth place finishers burn a continue and you only get three to start.

PROTIP: You need continues. Look for them on the tracks as Car icons or as rectangular boxes that are the same color as your car. You can buy them, too, but they cost more at each purchase.

One to four human players (using an NES Four Player Adaptor) can bump bumpers. If you can't find three friends, field as many as you can and the cart conjures up the rest.



PROTIP: He who hits these speed strips usually prevails.



Shop or you'll drop!

If you prefer to race fairly, you can buy nonviolent equipment, including five engines, four types of tires, and Nitro for a quick surge of power. However, raceway peaceniks risk becoming moving targets.

R.C. PRO-AM II™

Pro-Am II provides a couple of fun Bonus Games, too. There's a mini-monster truck tug-o-war and a rubber-burning drag race. Both events are fun changes of pace that require maniacal button-pounding.



The Tug O' Truck Challenge!

An Arms Race

You won't need driver's ed to master the cart's solid controls. You use Left, Right, B for the accelerator, and A to activate special features and weapons.

Weapons? Oh, yes! You can buy six types: Missiles, Bombs, Lasers, and Freeze, which all speak for themselves. The two meanest items are Buckshot, which blasts money from other cars, and the devious Mega Pulse Pulsar, which reverses your opponents' controls.

PROTIP: Persistence pays off. Even if your car explodes, drive as fast as you can to the Finish Line.

Poor Visibility

Keep your eyes on the road and your ears plugged. The 8-bit graphics and sounds do their respective jobs, but they won't compel you to buy this cart. Your cars are just recognizable and the tracks are no tourist attractions. But you're here to race not sightsee, and the game's quick-moving animation is top-notch. Pro-Am's sounds? Well, they exist.

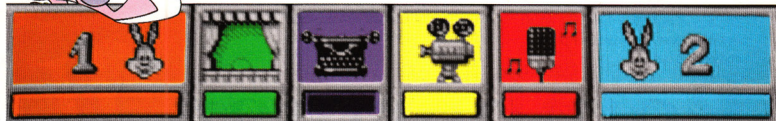
R.C. Is A-OK

R. C. Pro-Am II is a slick sequel that outraces the original, so hit the road, Jack! Every red-blooded American feels a need for four-wheel speed some time – even if it's only a little burst.

| R.C. Pro-Am II by Tradewest | | | | |
|------------------------------------|-------|--|-----------|--------------|
| Graphics | Sound | Control | FunFactor | Challenge |
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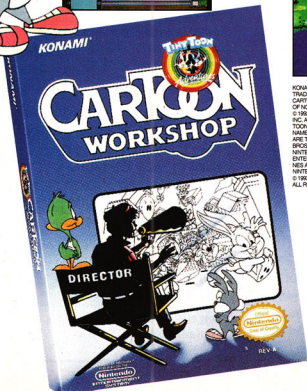
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By Otter Mattic

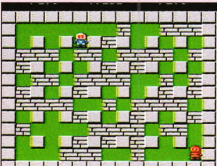
Boom, boom! Out go the lights! In Bomberman II, Hudson Soft took a good game and made it better. Nintendo old-timers may remember the original Bomberman as a one-player, action/strategy game with more than 40 levels. This sequel cart offers more than 40 all-new areas and a two- or three-player competitive option.

Bomberman II

Bombs Away!

The action in Bomberman II happens from an overhead view of a maze-like playing field. The object is to destroy all of the enemies and find the door to the next level. There are three game modes to do that in: Normal, Vs., and Battle. Normal mode pits you against a host of enemies that start out dumb, but become gradually more intelligent with each level. Vs. mode is a two-player, head-to-head, bomb-or-be-bombed competition. Battle mode is a three-player, every-bomberman-for-himself game that uses the magic of the NES Satellite.

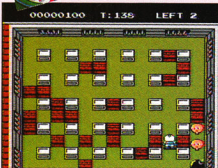
In all three modes, you blow up sections of the maze with your bombs to uncover helpful icons, such as Flames (for larger explosions), or Bombs (to place more than one bomb at a time). The Vs. and Battle Modes provide more fun with two or three people than you've had in a long time. These multi-player modes really make this cart worth buying.



PRO TIP: To stay alive in Vs. or Battle Mode, don't move unless you have to.

Bigger Bombers

The Bomberman sprites in Bomberman II are a lot stockier than those in the original game. Your players look more like Michelin Men in this cart than the ninja-looking protagonists from the first game. The graphics are clean and simple, which fits right in with the straightforward game play. You can move your Bomberman up, down, left, and right, and press A to drop bombs. This may sound easy, but one false move will turn you into Bomberman Flambé.



PRO TIP: In one-player mode, explode your enemies by trapping them between a bomb and a wall.

Kablooey

Bomberman's sound is totally cool. In fact, the explosions sound more realistic on this version than they did on the Turbo Duo's Bomberman '93. There's no

telling how they fit that explosive explosion sound into an NES cart, but it definitely works with a resounding boom! Conversely, Bomberman II's musical score is a real bomb. If you lay enough bombs, the explosion sound should sufficiently drown out the music.



PRO TIP: Once you have the Flame icon, strategically place your bombs to blow up as many blocks as possible.

A Total Blast

Bomberman II is a blast from the past with enough new options to please any gamer. The two- and three-player options are especially explosive. B2 or not B2? The answer is simple.

Bomberman II by Hudson Soft

| Graphics | Sound | Control | FunFactor | Challenge |
|-------------------------|-------|---------|-------------------------|-------------------|
| 4.0 | 3.5 | 4.0 | 4.5 | INT. Intermediate |
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GENESIS PRO REVIEW



By Scary Larry

There's a new type of justice in town – Cyborg Justice! It's lean and mean metal all the way. If you can imagine your favorite street fighting cart encased in titanium, then you have a pretty good idea what it's all about.

Man or Machine?

Cyborg Justice is a one- or two-player, side-scrolling beat-em-up with a unique twist in its armor. You are Galactic Unity Agent 127...at least, you were. While on a routine patrol through the cosmos, you got whacked by an asteroid shower. The last thing that you can remember is going down in flames.

When you regained consciousness, you found your "self" encased in a robot body, pulling slave duty with a bunch of other cyborgs in a Cydrek munitions factory. The Cydreks want to destroy the Galactic Unity, and you realize that the only way to save the universe is to destroy the factory. Only six million tons of angry, awesome, Cydrek Cyborgs stand between you and your goal.

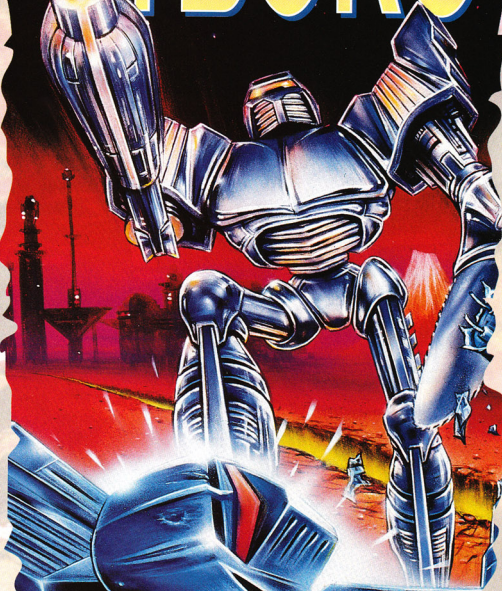
Don't Get Your 'Bot Kicked

Cyborg Justice combines metal-fist-in-your-faceplate fighting action with a creative variety of game-customizing features. You and a bud can fight across desolate landscapes side by side, or you can pound each other into scrap metal. If you decide to go the arcade way, you travel across 15 side-view levels to your ultimate destiny.

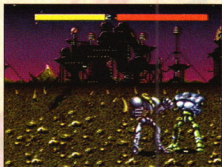


PROTIP: By pressing up or down, you can dodge the missiles that fly at you from the sides of the screen.

CYBORG



JUSTICE



PROTIP: In the Relaxed mode, only one enemy shows up at a time.



PROTIP: To practice your moves, begin the game in two-player Duel mode and leave the second player inactive. Beat him up for practice before you battle the 'Borgs.



PROTIP: After you knock an enemy out, but before he self destructs, you have your choice of his spare parts. Press Down and C, then press toward the scrap smorgasbord.

You can choose five difficulty settings from Relaxed to Brutal – and they're not kidding about the "brutal" part, either. Cyborg gangs assault you in waves, tearing at your metal shell to get to the soft, chewy stuff inside. They also pull combination moves on you by kicking, stomping, and just plain running you over. First-time fighters should be prepared to get their cans crushed...often!

Don't worry, you can do the same to the Cydrek 'Borgs, and it's fun. Although they're hard to learn and even harder to execute, you can unleash 20 attack combos from four basic moves – Crouches, Punches, Kicks, and Jumps – as well as four devastating Body Attacks. Body



PROTIP: To jump across a chasm, leap and then press B at the arc of your jump. Your 'Borg (and a little practice) should get you across safely.

Attacks include ripping arms off and using them as weapons, latching onto a 'Borg's torso and sapping his strength while replenishing yours, throwing an enemy 'bot, and using discarded body parts after you destroy an enemy. Get all these techniques down and you can perform the combination attacks. On defense, you can Block and bust a mean backflip.

An Earnest 'Borg?...Nein!

Cyborg Justice features a great Cyborg-building feature. In the Cyborg Assembly Room, you can customize your 'Borg with a 18 types of Hands, Bodies, and Legs (more than 200 possible variations). Your weapon hand can be a spiked Crusher, a slicing Saw, a Laser, a Fire Sprayer, and more. Your body can be customized for a variety of strengths and skills, from the Lobster (with armor spiked shoulders) to the Insect (close-fitting for high speed). For leg wear, you have Tanks, Pneumatics, Spikes, or several other options. The Assembly Room also stars a slick feature that allows you to shadow box with your selections before you make your choice.



PROTIP: For your first battle, equip your 'Borg with the Tank Legs. One hit takes out a Cydrek.



PROTIP: Although special Hand weapons inflict heavy damage, there's a lag time when you activate them. Even in Easy mode you'll rarely get off a shot, so pick a fast weapon, such as the Fire Spray.

A Handsome Hunk of Metal

The graphics in Cyborg Justice have luster. Each Cyborg moves with ease, and they move fast! The animation is realistic and natural, not jerky and limited as you might expect from cyborgs. Some 'Borgs look alike, but a little, yellow, easy-to-see square always appears underneath your 'droid so you know in a fight which 'Borg you're controlling. The backgrounds are nicely painted but aren't spectacular.

The sounds in Cyborg Justice are decent metal plinks and plunks. Every hit is sounded out, making the game the earful equivalent of a car with a bad engine.

Half Man, Half Machine, All Fun

Cyborg Justice makes you pay for your fun, but it's worth the effort. Learning the moves is frustrating. Once you get 'em down, though, the far-out fighting is all that's left. Although the arcade mode is great, it may be too challenging for novice players. However, Cyborg Justice is a great way to put a hardware hurt on someone. The two-player Duel mode is this game's strength. Is there no justice in this cart? Only for Cyborgs.

| Cyborg Justice by Sega | | | | |
|------------------------|--------|-----------------|---------------------|-------------|
| Graphics | Sound | Control | FunFactor | Challenge |
| | | | | ADV. |
| 4.0 | 4.0 | 4.0 | 4.0 | Advanced |
| \$49.99 | 4 megs | Available April | Beat-em-up | Two players |
| | | | Customizable robots | |

GENESIS PRO REVIEW



By Scary Larry

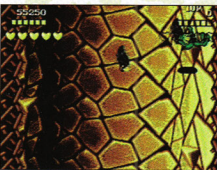
What's green, super powerful, and kicks butt like it's goin' out of style? No, not your math teacher's breath. It's Battletoads, and the infamous Tadpole Trio is hopping their way to the Genesis.

Here We Toad Again

Battletoads by Tradewest is a one- or two-player, side-scrolling, action game based on a classic NES game that has leapt its way into little green hearts everywhere. Now the Genesis takes a shot at the frog-fighting antics of the Battletoads, and the results are a little disappointing for die-hard gamers. If you're a first-time Toadster, however, read on.



PROTIP: Pick up anything that's laying on the ground. Rocks, metal, and other creatures all make wonderful projectiles.



PROTIP: If you repeatedly whack ravens with your feet while you're hanging around in a cavern, you'll score a ton of points and a 1-up. Corner those crows!

For those of you who haven't played the NES game, here's the story line: The Dark Queen, who got her royal throne kicked in some intergalactic war, now holds a grudge against the Universe. Along comes Professor T. Bird and the Battletoads (Rash, Zitz, and Pimple). They're escorting Princess Angelica home to her father, the Terran Emperor.

Pimple takes a licking (yecchhh!) to Princess Angelica, and before you can say "worry wart," they're off cruising in his Toadster. The Dark Queen kidnaps 'em for laughs, and now it's up to you and your frog friends to rescue 'em.



PROTIP: When you cruise on your speed bike, push forward as you jump. If you're lucky, you may clear a whole bunch of barriers.

Of Course You Know This Means Ways

You can play as the remaining two toads, Rash (in a one-player game) or Zitz (in the two-player mode), and battle your way across the Queen's 'hood. The action is really hip-hop as you fight your way in and out of volcanoes and winter wonderlands. You'll also run space races with hip-hop up baddies like there was no tomorrow. The Queen populates her planet with some of the most fearsome frog fighters ever to hit the pond. Dragons, Rat Rockets, Psyko Pigs, and mechanical Walkers try their hardest to see you on the menu of a French restaurant.



PROTIP: In the snake level, jump from the snake's body well before his tail disappears into the wall. Hey, that's what you got those long legs for.

For fierce fighters, the Toads are definitely in control. Each one has his own set of easy-to-pull supermoves, like the Swinging Size Thirteens (a butt-crunching boot), the Kiss My Fist (a

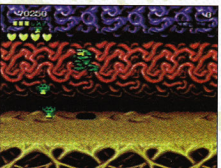


PROTIP: Chill in the ice caves with this tip. When you get to the last part of the screen, jump down the chasm and hang a right to reach the next level.

ferocious frog flattener), or the Battletoad Butt (a head banger). These automatically come into play whenever your amphibian starts fighting. Simply use your B button to punch and your A button to jump. When you're hit, you can power-up on some fly fricassee, which you catch with your long and slimy tongue. You can also pick up items, such as rocks and mechanical pieces left over from destroyed Walkers, and use them to bash the bubbles out of your opponents.



PROTIP: Whomp Big Blag, the Rodent King, with your Super Head Butt. He'll soon be crawling back to whatever hole he crawled out from.



PROTIP: Knock out these spaced invaders. Then whack those yellow cubes back to your health meter, or you're gonna feel green all over.

BATTLETOADS

Makes Ya Wanna Jump, Jump

The graphics in *Battletoads* are slightly disappointing. You'd expect a conversion from 8-bit to 16-bit to produce superior graphics (see SNES *Battletoads* Preview, *GamePro*, January 1993). This title falls a little short. Although, it's safe to say that there's no flicker and the backgrounds are a little more colorful. Otherwise, this game looks just like the NES version.



PRO TIP: Let the ice do the work in the caves. When a block comes flying toward you, jump over it and follow it. It may break a wall somewhere.

The toad tunes in this cart are also very similar to the NES game. There's no soaring stereo orchestration or digitized voices to keep gamers who finished the first cart glued to this one. One croak could have made the difference.

The game seems deceptively easy at first, but don't be fooled. The stages where you ride the motorized vehicles (the Speed Bike, the Jet Turbo, and the Surf Board) are challenging and frustrating. Hang on, though, and you'll be on the next level before you know it.

Frog Fun

The game's resemblance to the NES version does not detract from the game play or fun, unless you've already played the NES version. First-time frog fanatics will leap with joy over the innovative game play and the comic timing of this cart. It's a shame that those who've played the first *Battletoads* will have seen it all before.



Battletoads by Tradewest

| Graphics | Sound | Control | FunFactor | Challenge |
|---|---|---|---|--------------|
|  |  |  |  | INT. |
| 4.0 | 3.5 | 4.0 | 5.0 | Intermediate |
| Price not available 4 megs Available March | | Action/Adventure Two player | | |



By the Unknown Gamer

What's black and white and red all over? Try Cool Spots! These well-rounded spokes-spots for 7-Up are now starring in their very own Genesis game.

Heads Up, 7-Up

Yikes! An evil nasty has kidnapped an entire horde of Cool Spots. You take charge of the sole survivor and guide him on his search for his comrades through a strange, larger-than-life world – ours!

Cool Spot's one-player, multi-scrolling, action/adventure game shows off the Spots' true colors with cool graphics. Plug in this cart, and the first thing you're gonna notice is the enchanting personality of the Spots, which is captured effectively through a range of these little guys' different animations. They surf on 7-Up bottles, yawn or play with a yo-yo when they're bored, leap and flip across the screen, clean their glasses, and warble in excited little squeaky voices. The backgrounds in each level are equally well-done, although with minimal animation.

Run, Spot, Run

Once Cool Spot's looks pull you in, you'll find the game play simple to learn, but somewhat uneven. The Spots can run, jump, and fire bubbles at their foes. Although the controls are easy to learn and generally straightforward, it's often tough to get the little guys to jump with precision and fire their bubbles in diagonal directions. This can get very un-cool, especially when you're trying to leap from bubble to bubble in Level 4's Wading Around, or trying to fire at buzzing bees in Level 2's Pier Pressure.

In each of the game's 11 levels, the Spots are hoppin' and boppin' through a different landscape. Spot will travel from the seashore (complete with happenin' Rastafarian tunes), to the pier, to between the walls, to a wading pool, to a toy train in a toy room, to a strange hi-tech laboratory. Each level features a human-size terrain that a quarter-size Spot must negotiate.



PROTIP: In Level 4's Wading Around, you'll reach a point up in the sky where it seems that there's nowhere to go but down. Jump up to the bubble and veer right as far as possible. When the bubble pops, it'll deposit you safely onto a toy rocket.

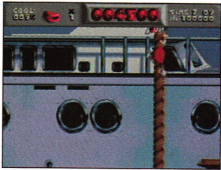


PROTIP: Spot can fire bubbles clean through seemingly solid obstacles, such as pillars, sand dunes, and walls.

PROTIP: During Level 2 (Pier Pressure) and Level 5 (Toyland), you have to do some fancy climbing on ropes and shoelaces. To leap from a rope or shoelace to a platform, jump from below the platform up and onto it.

Plop, Plop, Fizz, Fizz

Scads of uncool enemies with a humorous attitude hang out in each of the different levels. Hermit crabs crawl across the sandy beach and sport polka-dotted boxer shorts after you blast 'em. Mice in pinstriped nightshirts fling hunks of cheese at you between the walls. The Robot from Lost in Space roams the Toy Room's toy shelves.



PROTIP: Don't miss Level 2's (Pier Pressure) 7-Up.



PROTIP: In Level 3, you'll sometimes have to crawl up screws, where Mice toss cheese at you from two directions. If you inch up slowly, you

can get within range to take them out but still be under the trajectory of the cheese.

The aim of each level is simple: Collect enough Spots to open the cage and release your Cool Spot buddy. However, if Spot jams his way through the easier, early levels, he won't have enough lives built up to cover his...er...backside in the later, tougher areas. To build up lives, Spot's got to collect Spots and other power-ups, such as 7-Ups, which give you seven spots. Once Cool's racked up enough points, he can earn

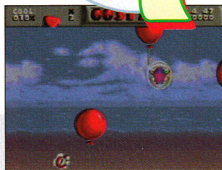
1-ups and enter the six different Bonus Rounds. One particular power-up keeps Spot in the pink. Guess what the little guy likes to drink? 7-Up! No big surprise! A tall frosty glass occasionally appears when Spot implodes an enemy.

PROTIP: Grab all the Spots in a level and earn 10,000 points.

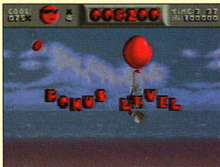
COOL SPOT



PROTIP: Can you spell U-N-C-O-L-A? In each Bonus Round, use your effervescence to get to the top of the bottle and grab one of the letters in "UNCOLA." With each letter you grab, you earn a continue. (P.S., Don't miss the 7-Up just to the bottom-left of the first Bonus Round.)



PROTIP: It's always a good idea to grab the Clock power-ups. Extra seconds on the clock give you time to find more Spots and extra points.



PROTIP: Snag 75 spots in Easy Mode and 85 spots in Normal Mode to enter the Bonus Round.





PROTIP: To earn enough spots to enter the Bonus Round at the end of Level One, (Surfin' Safari), you have to travel up through the sky. Stand on the bottle to the left at the beginning of the Round and leap up. You'll grab onto a balloon. You can then leap from balloon to balloon and grab lots of spots.

No Deposit, No Return

Spot starts off easy and gets tougher around Level 4's Wading Around. Adjustable challenge makes the cool guys refreshing for anyone - beginning to advanced gamers. Changing the difficulty setting adds new and tougher enemies to each level. Plus, it'll put the Cool Spot prisoner in a harder-to-reach location. Although Cool Spot doesn't pack the all-around, in-depth, complex game play found in Sonic The Hedgehog or Super Mario, it's got enough going for it to guarantee the little guys a decent following in the video game world. Worst case, you're gonna have an insatiable craving for a glass of 7-Up! Hmm....

Cool Spot by Sega of America

| Graphics | Sound | Control | FunFactor | Challenge |
|---|---|---|---|-------------|
|  |  |  |  | ADJ. |
| 5.0 | 4.0 | 4.0 | 4.0 | Adjustable |
| \$54.99 | | Action/Adventure | | |
| 8 megs | | One player | | |
| Available April | | Continues | | |



By Brother Buzz

The Tiny Toons have invaded the Genesis at last! Buster Bunny and his pals are in great form, but with the good comes the bad. Montana Max is also on hand to work some mischief!

Buster Busted

Buster finds a treasure map at Acme Looniversity. Unfortunately, Montana Max snatches the map and makes for the hills. To keep Buster at bay, Monty enlists the aid of the nutty professor, Dr. Gene Splicer. Splicer puts mind control helmets on Dizzy Devil, Plucky Duck, Hamton, and Calamity Coyote. Buster's friends are now his foes. Not only that, but Max gets Elmyra to bag Babs, Shirley, and Fifi. At least he has Gogo Dodo, Sneezzer, Concord Condor, and Little Beeper on his side.

Well, all the Tiny Toons are present and accounted for. Now it's up to you to free your Toony buds and beat Max to the treasure.

Staying in Toon

Tiny Toon Adventures is a slick hop, skip, and run for the Carrots, which give you points toward extra lives. In this fun, side-view, action cart, you guide Buster across 33 stages of treacherous terrain. You'll have a good time on this journey, but pack your bags because it's a long one. The cart's passwords and continues definitely come in handy. However, keep in mind that just past the midpoint of the game, the continue feature shuts down!

PROTIP: When you aren't sure what's coming up next on a stage, follow the line of Carrots. They always lead you in a safe direction.



PROTIP: Hearts are worth 100 points. It sometimes pays, though, to pass them by in case you need to recharge your Heart Line later.

Buster's search covers forests, caverns, and underwater terraces. None of it will bust your brain cells, but you'd better watch your step. Wolverines, owls, bats, frogs, and 'gators will break your heart meter, that is if the spikeballs, boulders, and spear traps don't get you first.



PROTIP: You can move Rocks, Switches, and Barrels. They usually help you reach high places.

B. Bunny's cool moves keep him on his toes. He runs at blazing speeds. He bounces off and up walls with a great super-jump move. He pulls himself hand over hand across ropes, or he uses his ears to slide down them. When bad guys threaten, B. Bunny can even jump up and stomp 'em with a Bunny foot. The cart's controls are primo, so you can't blame them if you find yourself in rabbit stew.



PROTIP: Dr. Gene Splicer's head is always vulnerable.



PROTIP: When you face the Frogs in the caverns, remember that they can hop on their "burps" to burst the bubbles.



TOON Adventures Hidden Treasure

If you get in a jam, you can look for invincibility Crystals or you can get by with a little help from little friends. A single button press will make Sneezzer, Concord Condor, and Little Beeper race across the screen and wipe out all enemies around, that is if you find the icons to let them loose.



PRO TIP: When you nab the Crystal, take off as fast as you can. Invincibility only lasts as long as the Tiny Toon theme song plays.



PRO TIP: The only way to defend yourself underwater is by summoning a Toony friend.

An Eye- and Earful

The Tiny Toon Fan Club will have no problem with the game's graphics. Buster has great-looking moves and facial expressions. The rest of the Toon gang also gets great graphic treatment. The backgrounds look clean (if unspectacular), and they paint a nice sense of depth.



PRO TIP: Touching Gogo Dodo opens the exit. Once he's found, greedy players might want to backtrack for more points before leaving.

The game's sounds are sweet. The effects are great with just the right cartoony nuances, such as a lip-flapping, motorcar sound when Little Beeper races across the screen. The music's good. After a game session, however, you'll likely find yourself humming the Tiny Toon's theme song a little too often.

Hot after Sonic, Too

Sonic The Hedgehog broke the speed barrier for Genesis games, but leave it to Konami to recognize a good thing when it crosses its path. Tiny Toon Adventures makes no bones about following in Sonic's speedy footsteps. In addition to Buster's burst of speed, the game sports Sonic looks by dividing the stages into three tiers – the sky, ground level, and below ground level. Plus, the Carrots are lined up along the way like Sonic's Rings.







PRO TIP: Jump into walls. Sometimes you'll find shortcuts and passageways to hidden rooms hoarding Carrots.

Toon In

Although Buster is no Sonic, he's Buster. That's good enough here. Tiny Toon Adventures is a slick, fast-paced, action game that's worth a play, or three. Moreover, the hefty number of stages helps make this cartoon cart worth the price of admission. Buster's Hidden Treasure is a little treasure in itself.

Tiny Toon Adventures: Buster's Hidden Treasure by Konami

| Graphics | Sound | Control | FunFactor | Challenge |
|---|---|---|---|--------------|
|  |  |  |  | INT. |
| 4.0 | 4.0 | 4.0 | 4.0 | Intermediate |

Price not available
Available March
Action

One player
Passwords



By Scary Larry

He is a being of the night, born from shadows and darkness. His deals with Death have made him an outcast among the living. He challenged the Reaper to a game: His soul was the prize and Chakan won. Or did he?



Now he roams the world seeking an end to his immortality, which has caused him nothing but pain and madness. He is you. You are Chakan.

Ghouls Just Wanna Have Fun

Chakan: The Forever Man is a one-player, side-scrolling slasher cart that pits you against four formidable enemies, each with a tragic tale that explains their conversion to evil. To face each enemy, you must traverse four stages in each's enemies own world, fight against the evil inhabitants, and race against the hourglass. Don't worry your weak little bones about it, though, because this game shouldn't be a stretch for good gamers.

You begin armed with swords, which you can use to slash in eight directions. During your quest, you can obtain a stone-crushing mallet, a grappling hook, an axe, and a blade. Each weapon has a special use, and it's up to you to determine where to use them.

You swing your weapons using the B button, and you jump using the A button. You can also spin and jump by pressing A while at the arc of your jump. Pretty simple stuff, but then again being dead is pretty simple, too?

So why all the hardware? The stages are about as long and hard as Chakan's grudge with Death. You'll go up against land, air, and sea monsters, plus enough other creepy crawlies to make your spine tingle. You must take on spiders, bats, dragonflies, lava-leaking statues, a killer octopus, and more.



PROTIP: You must kill the Octopus to open the Snake Portal and receive the Mace.



PROTIP: In the first stage of the water level, use the Super Jump potion. There are numerous potions sitting on a ledge above you.

On top of all that, the bosses are pretty tough. Fortunately, there are several potions you can use against them. To



PROTIP: Search all areas of a level before you complete it. Familiarize yourself with the locations of potions, because you can return to that level again.

use a potion, you must find the ingredient bottles strewn across each level. Combinations of these bottles create power-ups, including Super Jumps, Invincibility, Flame Swords, and Energy refills.

He Looks Good (for a Dead Guy)

Chakan: The Forever Man has some beautiful backgrounds and lots of weird-looking creatures. Chakan is fairly large (as sprites go), and his movements are smooth and graceful. None of that rigor mortis setting in for this undead hero. The bosses are also huge and imposing.

The moody music in this cart is definitely from the great beyond. It's chilling, scary, and fits into each scene well. There are no toe-tappers here, but a lot of bone-a-fide graveyard jams.



PROTIP: Use Electric Bolts to make short work of the spiders that run along the ground in the Spider Queen's stage. Be quick, however, because those little bug-gers are fast and they shoot poison.

He Keeps Going and Going...

Chakan: The Forever Man is the nether-world's version of the Energizer bunny. The overall concept of this game, along with its fairly simple game play and unlimited continues, make it a low-level challenge for experienced gamers. You've seen this game before...or maybe that was in another life.

Chakan: The Forever Man by Sega

| Graphics | Sound | Control | FunFactor | Challenge |
|---|---|---|---|---|
|  |  |  |  |  |
| 4.0 | 4.0 | 4.0 | 3.5 | Intermediate |
| \$49.99 8 megs Available now | | Action One player Unlimited continues | | |

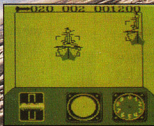
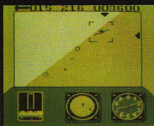
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- Win or lose, know what it's like to have the guts to reach for glory.

KONAMI®



G-LOC

PRO
REVIEW

Outrun 2019



By Scary Larry

G-LOC is a single-player, jet fighter combat cart for the Genesis that packs a punch, but lacks that killer instinct. Using two different perspectives (behind-the-jet and behind-the-cockpit), you pilot an MK II Sega "Zeek" through 16 stages. Your goal is to shoot down a set number of incoming fighters and land targets within a given time limit.

Your Zeek is equipped with Bullets, Missiles, and Afterburners (for speed). Your missile sights automatically lock in on targets, so the challenge is basically shooting down your quota of fighters and beating the clock.

After each mission, it's time to replenish. You "shop" for Missiles, Armor, and Bullets. You'll need those bullets, too! For some reason, it's tough to consistently line your sights on enemy aircraft. At least the controls enable you to pull dizzying turns, rolls, and loops.



PRO TIP: Load up on Air-to-Air Missiles first, then get Heavy Armor.



PRO TIP: Pull a barrel roll to twist out of sticky situations.

change without warning, so watch out. The view inside the cockpit is pretty, but useless since there's nothing on the panel that you can control (speed, altitude, etc.).

The average instrumentals in this cart don't break any sound barriers. In fact, the massive roar of the engines and the piercing sound of bullets hitting metal are strangely absent.

Plane and Simple

If you roar into this game, remember G-LOC is not a looker, just a fighter. However, intermediate players won't break a sweat on this cart's easy stages. G-LOC means "Loss of Con-

Crash Sights and Sounds

G-LOC moves fast, but the graphics are tame. Your tour of duty puts you in some nondescript theaters of war, such as the ocean, the open sky, and a desert scene with pillars (which you must avoid à la Afterburner II). The two game perspectives



PRO TIP: If the timer is running down and you only have a few more planes to shoot down, get hit by an incoming missile. You don't burn a Continue if you're hit, but you do if you run out of time.

sciousness due to G-Force." It could happen to you, but probably not in this game.

| G-LOC by Sega | | | | |
|-----------------------|-------|------------------------|------------|-------------------|
| Graphics | Sound | Control | Fun/Factor | Challenge |
| | | | | |
| 3.0 | 3.0 | 2.5 | 3.0 | INT. Intermediate |
| \$49.99 Available now | | Shoot-em-up One player | | |



By Scary Larry

OutRun 2019 attempts to give a good, popular racing game a sci-fi twist. Unfortunately, this Genesis cart ends up

as a plain horse-and-buggy ride.

Economy Car

OutRun 2019 is basically a one-player, behind-the-car perspective, four-stage race. You pilot a space-age auto across deserts, through anonymous futuristic cities, over lakes and rivers, and across bi-level freeways.

The future of motor-car racing seems oddly sterile. If you keep the gas pressed down, your car accelerates into another level of speed, which looks and feels just like every other level. Taking turns at high speeds is easy, which knocks a big chunk out of the cart's potential challenge. The game's challenge isn't enhanced either by the too polite opposing drivers who don't try very hard to impede your progress.



PRO TIP: Be on the lookout for ramps. They look like other cars until you're right on top of them.

Vroom With a View

OutRun 2019's graphics swerve all over the road. The backgrounds are well-done, and the daily time changes (sunrise, twilight, sunset) look grand. Your car, however, is blocky. Imagine the Batmobile designed and built by your father, and you might get the picture.



PRO TIP: If you're on an upper ramp, you can sometimes drive off the edge and land safely on a lower ramp.

The sounds need a tune up. The tunes are mediocre motor music. Tire screeches and crash noises must be a thing of the dim past, as well.

Outdone

If you're looking for out-of-this-world car fun, pull into another garage. There's little challenge on this easy street. However, if you don't like the overly realistic and demanding game play involved with some racing sims, you may want to take OutRun 2019 for a test drive.



PRO TIP: When you get to a fork in the road (there should be two in each level), remember this: If you went right at the first turn, go left at the next one.

| OutRun 2019 by Sega | | | | |
|-------------------------|-------|--|------------|-----------------|
| Graphics | Sound | Control | Fun/Factor | Challenge |
| | | | | |
| 2.0 | 2.0 | 3.0 | 2.5 | ADJ. Adjustable |
| \$49.99 Available March | | One player Unlimited continues Auto racing | | |



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The First CD-ROM

FLASHBACK

THE QUEST FOR IDENTITY™

12
GMS



Game in a Cartridge!



Planet Titan: It's a jungle out there. Filled with mutants, antimatter fields and other weird stuff.



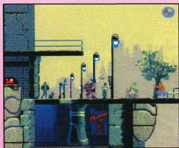
New Washington: Find your memory (remember that?) then go under cover to avoid the Heat.



Death Tower: In a futuristic gladiator battle, it's a fight to the finish against replicants.



Paradise Club: You sniff out the aliens' bizarre plans but now they're on to you dude.



Earth: Oops! Your identity is uncovered. Now robot cops want to pulverize you.



Planet Morphs: Surprise! You show up at the aliens' HQ. They don't look happy!



Exclusive 14-page
Marvel® Comic Book
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package.

Flashback – the first game ever to pump awesome high-octane CD ROM performance from a cartridge. The action screams along at 24 frames-per-second. Just like movie animation. And after each level, the game moves along with animated sequences that are straight out of Hollywood. Excellent!

The Plot? You play the part of Conrad Hart, a GBI agent in training. You stumble on a bizarre alien plot to conquer the earth. Now you've got to outwit and combat droves of replicants, deadly aliens, traps and other stuff too weird for words. No problem for a pro like you...NOT!

Still not convinced? Then check it out at your local game habitat. Flashback – it's like putting your Genesis into warp drive.



Available for Sega™ Genesis™

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and



SEGA CD PRO REVIEW



By Doctor Dave

Renovation hits the Sega CD hard with its new game *Road Avenger*. In this supercharged-car battle game, you play a member of the Special Task Operations Patrol (S.T.O.P.). Your job is to rid the streets of the Secret Criminal Underground Movement (S.C.U.M.), which is a murderous mobile army comprised of cars, motorcycles, helicopters, and even farm equipment. They'll run over anyone who gets in their way, even nonpedestrians!

Keep Your Eyes on the Road

The graphics are the stars in this awesome, real-time, animated, action game. *Road Avenger* is ported over from a Japanese arcade laser disc game, as is *Cobra Command* (see *GamePro*, January '93). Playing the game is like participating in an intense, action-packed, animated movie.

Graphics don't get better than this on the Sega CD. This masterpiece contains over 15,000 hand-painted cells of animation, which produce a run time of over 30 minutes of pure animation. All of the animation is highly detailed, and it is an impressive display of programming. It almost takes up a full screen.



This evil woman is the head of the S.C.U.M. gang. She will do anything to keep you from meddling in her plans.

Driving Out of Control

As with most laser disc games, the controls are almost out of your control. Unlike other types of driving games, you



She would even hurt the one you love. Now it's time for revenge!

don't really control the on-screen action as much as you react to it. Since the game animation moves constantly in

real-time, this road warrior doesn't stop until you reach the end of a level, or you crash.

You must closely follow the events unfolding on the screen, which roll along like a movie. For example, when you see a left turn coming up, you must hit Left on the control at precisely the right time, or you crash. If you successfully complete a level, you're graded on your reaction time.

In Normal Mode, pop-up icons and audio tones signal when to bank left or right, hit the turbo, brake, or force other cars off the road. In Hard Mode, you play without icons to guide you. Timing is



PROTIP: Some trucks dump cans of fuel at you! Swerve and let them blow themselves up!



PROTIP: You may be forced to hit the breaks and then blast off with Turbo at a moment's notice the next second.

Highway to Heaven

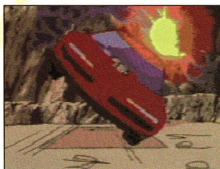
Road Avenger is the wild ride of a lifetime! There are nine stages to keep your motor runnin'. You mow down everything in your path while racing through beaches, city streets, wheat fields, underground sewers, and even hotel lobbies. You smash and crash into a ton of vehicles. You even try to drive into a helicopter while it's in the air. Some of the S.C.U.M are on foot, too. Bad guys jump onto your hood and toss all sorts of deadly trash at your wheels. The cinematic graphics make you feel your bumpers crunching as you smash into S.C.U.M. machinery.

The awesome rock 'n' rolling CD sound enhances the entire experience. All of the sound is digitized, so you hear the outrageous screech of your tires squealing and the explosive blast of glass breaking as you smash into obstacles. The effects are recorded in binaural sound, so put on a pair of headphones to hear the sound bounce through your brain.



Better break left before you end up checking out of this place in a body bag.

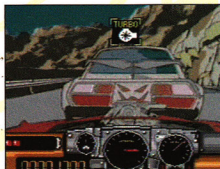
critical, as you will have to remember every turn and brake application. Better play the Normal Mode before you even dream of driving through Hard Mode!



Watch for those jumps in the canyon stage. You can even take out the helicopters with your car!



Those aren't farmers! They're the S.C.U.M. gang, and they want to plow you down!



PROTIP: Don't let the traffic fool you. You may have to hit Turbo instead of the brakes in some cases.

A Wheel Deal

Road Avenger is a blast! You won't get the thumb-blistering workout that you would in some traditional driving games, but this game will still blow your doors off! If you're in the mood to send mucho traffic to the junkyard, hit the road with Road Avenger.

Road Avenger by Renovation

| Graphics | Sound | Control | FunFactor | Challenge |
|---------------|-------|-----------------------|-----------|------------|
| | | | | |
| 5.0 | 5.0 | 4.5 | 5.0 | Adjustable |
| \$49.99 | | Action/ArCADE driving | | |
| CD | | One player | | |
| Available now | | | | |

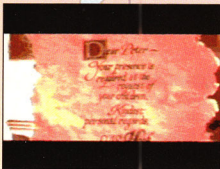


By N. Sommiac

Last year's blockbuster movie and SNES game, Hook, has resurfaced in a new, enhanced version for the Sega CD. The same action, adventure, lavish graphics, awesome game play, and incredible soundtrack from the SNES versions are on the CD, plus additional dialogue, more music, digitized scenes from the movie, and new digitized graphics of Hook's ship that have to be seen to be believed! Close your eyes and hang on tight...it's off to Neverland we go!

Our Story Thus Far...

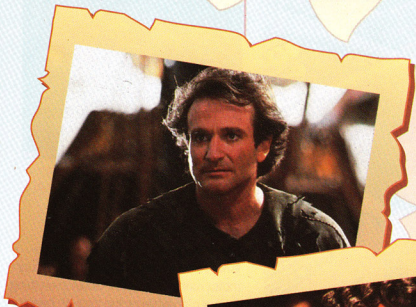
For those of you who have been living in a cave for the past couple of years: Hook is the story of Peter Banning, a respected attorney with a family living in London. When his two children are mysteriously abducted, his Granny Wendy reminds him that he was once the fairy tale hero, Peter Pan, and tells him that his arch-nemesis, Captain Hook, took his children. As Banning, you must return to Neverland, regain your Golden Sword and Peter Pan memory, and save your kids from Hook.



An invitation to a showdown, courtesy of Captain Jonas A. Hook.

Hook is a massive, 12-level game that transports Peter Pan through various parts of Neverland, including the Nevertree, Neverland Forest, Neverland Rocky Mountains, Neverland Waterfall and Lagoons, Pirate Town, Hook's Ship, and the final showdown with Hook himself. This challenging, one-player, side-scrolling adventure fest is jam-packed with enough levels, features, obstacles, and action to keep even the best players busy. Unfortunately,

Hook



there isn't a password feature for this massive game, but you can continue as many times as you like.



PRO TIP: Leap over Ruffio and hit him from behind three times to regain your Golden Sword.

You Can Fly, You Can Fly, You Can Fly...

Actually, it's not that easy. You begin as Peter Pan, armed with only a dagger, and incredible agility. After only two hits, though, you change back into Peter Banning, and



you have to start over again from the beginning of the level. You first fight Rufio, the leader of the Lost Boys, to win back your magic Golden Sword and the allegiance of the Lost Boys. Then you must find Tinkerbell, who showers you with Pixie Dust, which fills your Fly Meter and enables you to soar through the air. Load up on Pixie Dust every chance you get, because it runs out extremely fast and certain parts of the game can only be crossed via "Pan - Air."



PRO TIP: Tinkerbell's appearance signals that a flight move will soon be necessary.

PRO TIP: Avoid obstacles and enemies when in flight. They drain your Fly Meter.



PRO TIP: Instead of flying, take big jumps with a running start.

A horde of pirates, henchmen, and bizarre creatures stand in the way of Peter's showdown with Hook. Most move in easy-to-recognize patterns, and it may be wiser to avoid them than to take them on with your limited power units. There are a few goodies lying about Neverland that help you, though, such as golden cherries and apples to replenish your power and invaluable gold leaves that add to your power units. 1-ups

are scattered throughout the game. Some are hidden, while others pop into view when you cross certain areas.

PRO TIP: 1-ups are hidden within the secret passages in the Neverland Underground.

PRO TIP: The snakes aren't running away when they draw back. They're preparing to strike.



PRO TIP: Fish move in preset patterns. Avoid them instead of tackling them head on.



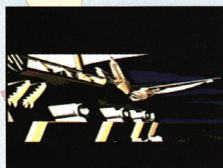
PRO TIP: Arrow-shooting pirates have terrible aim, and they always shoot in sets of three arrows.

Pan-aramic

The two most appealing aspects of Hook are its gorgeous graphics, and its incredible, fully-orchestrated stereo soundtrack. The lush, detailed, multi-dimensional backgrounds, silky smooth animation, and large, bright characters create a moving work of art on-screen. Special touches, such as Peter's curly hair billowing when he flies, are especially nice.

New for the Sega CD are several animated digitized scenes from the movie. As an added attraction, the disc contains animated segments of an awesome, digitized, polygon-rendered version of Hook's ship flying through the

night sky en route to a rendezvous with Peter in Neverland. These shots of the ship are worth the price of admission.



Not from the movie, but who cares?!

Pan-tastic Gaming

Hook is an ideal game for the Sega CD that takes full advantage of its graphics and audio capabilities. A captivating story line, challenging game play, sharp graphics, and crystal clear sound and music make Hook one of the best games for the Sega CD to date. Get Hook-ed today!

Hook by Sony Imagesoft

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

\$49.95
Available now
Action/Adventure

One player
CD-Rom



By Otter Matic

Hold onto your ears, gamers, Dynamix has unleashed *The Adventures of Willy Beamish*, a 330-meg digitized voice monster game for your Sega CD. In their first graphic adventure for the Sega CD, Dynamix has created an "interactive cartoon." Your character and situations are humorous parodies in the best Saturday morning tradition.

This game is the first full-fledged adventure game for the Sega CD that communicates through digitized voice instead of screen text. The voices allow you to take in the digitized painted backgrounds and use your noggin to solve puzzles, rather than trying to decipher screen text. If you own a Sega CD and you're looking for "the next level," look no further.

Trying to Control Willy

The interface you use to make Willy move and groove is a little tough to master. As in most graphic adventures, you wander from place to place, examine objects, talk to people, and use items to get you out of jams. For instance, if you give a bully named Spider one of your comic books, he won't beat you to a pulp. You'll encounter problems that you must solve by combining items from your inventory. You've got to be pretty sharp to figure out when to combine what.

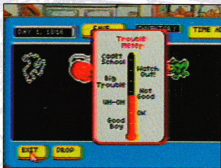
Unfortunately, Willy's controls aren't very responsive. There's often dead time when the game is loading a digitized voice part. Also, the game doesn't distinguish between actions. The same button press applies a band-aid and opens a cupboard. Because of this, you may click onto an object and find Willy doing something totally different than you intended him to do.

Not Your Average Preteen

You play William J. Beamish, a rambunctious preteen video game

fanatic who's trying to finagle his way to the Nintari Video Game World Championships. The road to the Nintari Square Gardens is divided into four "game days," during which significant events transpire in the town of Frumpton.

The game begins right before summer vacation on the last day of school. At the morning assembly, your frog Horny stole Principal Frick's hairpiece off his scalp. Now you've got to spend your first precious hours of vacation in detention class with the crustiest old teacher in the school, Mrs. Glass. Detention is nothing compared to the trouble you'll encounter later in the game when you fall headfirst into a dirty crime ring that involves the city of Frumpton's plumbing system. P-U!

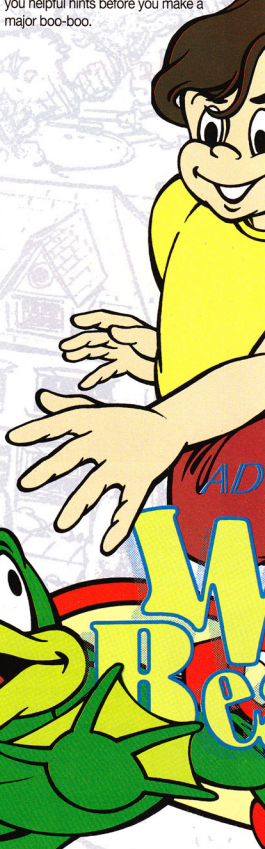


PRO TIP: Keep your eye on the Trouble Meter. Willy can get in a little bit of trouble and still win the game. If it goes all the way up to the top, though, he's off to the Military Academy.

A Family Affair

Willy's characterization is top-notch and was created by the writing talents of a veteran television network writing staff that excels in churning out the laughs. Often Willy turns to the screen and talks directly to you. These are by far the funniest episodes. The

Beamish family is a sitcom scream of characters, including a nagging baby-sister, a tattletale older sister, an omniscient mother, and a down-and-out father. It seems like the only Beamishes that help you on your quest for the Nintari Championships are your dog and your frog. Your deceased grandfather occasionally appears in the form of a ghost and gives you helpful hints before you make a major boo-boo.





PRO TIP: In *Detention*, sit tight and be patient. Mrs. Glass will eventually fall asleep. You can sneak out while she's snoozing.

Sound Off?

Definitely NOT! Keep the sound on for this cool voice extravaganza. There are hundreds of digitized voice segments, including the dynamic, witty voice of the narrator. When you ask for a description of an object, the narrator's responses are some of the best-written material ever to appear in a video game. For music, Willy's got his own theme song that is pure, finger-blistering guitar. What else would a boy his age listen to?



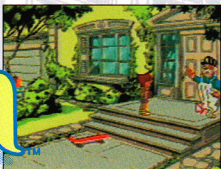
PRO TIP: To get past Coach Beltz in the *Caruncle Elementary School* hallway, create a half pass with the materials you find in your desk.

A Brush with Fame

The background graphics in Willy Beamish are digitized versions of hand-painted rooms. Again, Dynamix used tal-

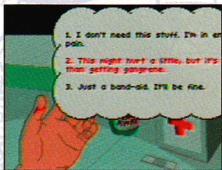


PRO TIP: Pay close attention to the dialogue at the dinner table. It will help you figure out what problems need to be solved.



PRO TIP: Listen to your grandfather's advice. He's almost always right.

ented artists (Disney and Filmation art crews). The result is an abundance of eye-popping backgrounds and close-up shots of characters that enable you to see their facial expressions. Unfortunately, the animation is minimal and the movements are pretty jerky.



PRO TIP: To keep your thumb from being infected after you cut it with a kitchen knife, use both the iodine and the *Kitchen-Aid*.

A Game within a Game

Some points of this game feature real arcade-style interfaces, such as Willy's Nintari game system. Taken on its own, the Nintari game is pretty poor. However, it's a nice add-on surprise for an adventure gamer.

Willy Make It?

The Adventures of Willy Beamish is one of the most enjoyable adventure games on the market. Utilizing some of the enormous storage capacity of the Sega CD, Willy Beamish marks an important step into a new realm of voice storage on home video game systems. Willy's story line, graphics, and digitized-voice actors outweigh this game's slower than average disc access time. Willy is a little less interactive than other graphic adventure games, but the great graphics and funny dialogue more than make up for it. This disc will fly!

The Adventures of Willy Beamish

| Graphics | Sound | Control | FunFactor | Challenge |
|---------------|------------|---------|-----------|--------------|
| | | | | INT. |
| 4.5 | 5.0 | 3.5 | 4.5 | Intermediate |
| \$69.95 | Adventure | | | |
| 330 megs | One player | | | |
| Available now | Save game | | | |

SUPER NES PRO SPECIAL FEATURE



By Brother Buzz

Get ready for blast off! Star Fox by Nintendo will fly you into outer space combat like you've never seen before. This is the first SNES cart to be equipped with Nintendo's Super FX (SFX) graphics chip. If this is any indication of things to come...wow!

Galactic Monkey Business

The story line is simple enough. In an animal universe a big ape scientist named Andross gets too smart for his hairy britches. When he's caught conducting unsavory experiments, he's banished to the planet Venom – out of sight, out of mind. Then one infamous day, "Emperor" Andross comes back on the scene with a vengeance, plus a ruthless space armada.

You are Fox McCloud, leader of the Star Fox squadron (a group of animal adventurers with outstanding spaceship-flying combat skills). Your squadron members are Falco Lombardi (a bird being), Peppy Hare, and Slippy Toad – the toughest group of critters this side of the Bronx zoo.

Foxy Graphics & Sounds

Star Fox is an excellent outer space shoot-em-up that dazzles you with eye-popping graphics even when it sends you down in flames. You fly the Arwing, an awesome starfighter, and your team flies in formation with you.

The game play is excellent, but the graphics make the show. As with most flight simulators, Star Fox uses polygon graphics, but you've never seen polygons move like this! The SFX is actually a math coprocessor chip that juices the CPU's ability to draw and move the graphics big time (see sidebar "The Power of Super FX") with great 3-D effects.

PRO TIP: When you fire from the behind-the-ship view, learn to aim by watching where your shots hit.

To spice up the look, the backgrounds feature terrific-looking bitmapped pix. The cart also uses texture mapping, which basically paints graphics onto the polygon shapes to produce an eye-catching look.



Get face-to-face with asteroids.

from-the-cockpit view displays your gun's cross hairs on-screen, which you move with directional controls. You also get two behind-the-ship views, which differ only in their distance from the tail of the Arwing.

This cart's sounds will make you jump! The music rocks steady, but the effects are dynamite. The blasts and booms will pound a symphony of destruction on your eardrums. You also get some crazy digitized voice.

A Sly Cart

There's more to this cart than good looks. The game features three monstrously tough Difficulty Levels. Level 1 will make your thumbs and your head ache. Level 2 will drive you nuts. Level 3 will make sensitive players loose their Level grip and end up in therapy. There are continues, but no passwords, so keep 'em flying.

In a commendable piece of game design, each Difficulty Level takes you on a different path to your showdown with Andross on his home planet, Venom. Only the beginning and final stages are similar.



Prepare for a long and danger-filled journey.

Take on all three Difficulty Levels and you fly 20 missions against Andross' armada. A great-looking mission map displays all three paths. Additionally, there's a mission to a Black Hole, which poses its own unique challenge. The Black Hole appears on the mission map, but it doesn't connect with any of the Difficulty Level paths indicated on the map. You must ferret out a secret pathway to reach it. Also, there's a hidden level that doesn't show up on the map at all!

PRO TIP: Here's a hint to help you find the Black Hole: you must have rocks in your head.

Star Fox provides you with several slick game play views. Most stages use a behind-the-spacecraft view. You either fly out into space or skim across a planet's surface. In outer space stages you can switch among three viewpoints. A



Star Fox's graphics are outta this world!



CONTEST

Super Star Fox Weekend Competition

Calling all armchair fighter pilots!

To highlight its new hit Super FX game for the SNES – **Star Fox** – Nintendo has planned a weekend-long **Star Fox** extravaganza a competitive event on April 30 - May 2 at thousands of stores across the country. Such a

large-scale competition to highlight a new video game has never been staged before. Nintendo has created a special **Star Fox** competition cartridge, which Nintendo estimates will be played by 400,000 game players during the three-day contest weekend.

The "**Super Star Fox Weekend Competition**" offers a total prize pool of \$500,000, including a trip for four to either Tokyo, Sydney, Paris or London.

There is no entry fee. Customers need only to show up at the store on any or all of the three days of competition. Participating retailers offer competitors the chance to try their hand at Nintendo's **Star Fox** – the first game to include the new Super FX technology.

In addition to winning prizes for beating a predetermined score, there will be a top winner per store, and ultimately an overall Grand Prize winner.

Following are more details:

- Every participant in the competition will receive a special **Star Fox** pin.
- By beating a preset score, players will receive a specially designed "**Super Star Fox Weekend Competition**" t-shirt while supplies last.
- At each location, the highest scorer of the weekend competition will receive a **Star Fox** flight jacket and an opportunity to win the Grand Prize.
- All top scores over the weekend from each store will be entered in the Grand Prize drawing that awards a trip for four to their choice of one of the following four locations:
 1. Sydney, Australia
 2. Tokyo, Japan
 3. London, England
 4. Paris, France

The Grand Prize includes round-trip airfare, stay at a luxurious hotel, three meals at one of the best restaurants in town, ground transportation, and \$1,000 in spending money. Full official rules can be obtained through participating retailers. Competition hours may vary. Please check with local retailers to verify contest times.

So start practicing, because you could be taking "**flight**" soon!

PROTIP: On the snow planet Titania, knock out the weather stations to alter your flying conditions.

PROTIP: On Level 1, Stage 2, there's a 1-up. Look for rotating triple diamonds and shoot 'em.



PROTIP: On the ice planets, you'll find huge ice walls. Shoot them, and they swing open. You can fly through them, just don't get hit.

PROTIP: If you lose a wing, a Twin Blaster power-up will restore it.

Map reading, however, is the least of your worries. Andross' forces put up a furious resistance to your attack on their realm. You face a fierce fleet of aggressive enemy spacecraft and deadly robot guardians. Moreover, there's a huge boss on each stage, including a missile-launching Attack Carrier, a swift Dancing Insector machine, the devious shape-changing Phantron robot ship, and a voracious dinosaur called "Monarch Dobra."



PROTIP: To beat the boss on Level 1, Stage 1, shoot the ship's lit areas.



PROTIP: Inside the Boss ship on Level 1, Stage 2, try not to shoot the doors with the arrows on them. The arrows indicate which way the doors will open. Shooting the

doors reverses the arrows and it could confuse you.



PROTIP: To cripple the spindly legged Dancing Insector boss on Level 1, Stage 4, you must shoot its stilts. Knock off the white set twice. When the red legs appear, you've almost got him beat.

Animal Crackers

Your flying animal buddies are a great bunch of guys, but they don't help you too much. It pays, however, to cover their...uhhh...tails, because they occasionally lay down cover fire that can take out an enemy or two. As you fight, your pals occasionally pop up in a gorgeous communication screen to tell you their problems. It's a nice-looking bit of comic relief.

Star Fox Control

Star Fox's controls are primo. In fact, the controls will likely be what earns your respect for the processing power of the SFX chip. Even as Andross' forces toss everything they've got at you from the front and from the rear of your ship, it responds instantly to your button presses. The game uses every button on the SNES control pad at some time during your missions. You can pull slick, quick, barrel rolls to twist out of trouble. You can also turn your ship sideways to slip through narrow passageways.



PROTIP: On the first stage, immediately fly through all the arches and you'll earn a Twin Blaster. It makes a BIG difference.

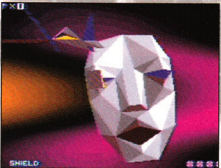
The tight controls help you do some fancy flying to elude the aggressive enemy ships and robot traps. They also

help to get you past some nasty obstacles. For example, you fly through overcrowded asteroid fields and through the insides of some large enemy vessels. Tricky outer space pillars criss-cross in front of your ship. When you blast ground targets, some of them topple over in front of you.



PROTIP: On Level 1, Stage 1, fly to the right side of town. You'll find a smart bomb hidden to the side of the buildings.

To help develop your combat flying skills, there's an excellent training screen that displays your controller and diagrams all the button functions. Before you begin your missions, a window on the screen displays the Arwing and enables you to try out the controls, including your weapons. You can also fly a training mission.





You must face your destiny.

An All-Star Cart

It's no-brainer time! Star Fox is a leap. It's the type of game that will make someone buy an SNES. The game itself is awesome. However, there are many impressive little touches that any gamer should appreciate. At the very least, Nintendo deserves an A for effort. There's a new star on the SNES horizon - Star Fox!

Star Fox by Nintendo

| Graphics | Sound | Control | Fun/Factor | Challenge |
|---|---|---|---|---------------------------|
|  5.0 |  5.0 |  5.0 |  5.0 | ADJ. Adjustable |
| \$59.95 8 megs Available March | | | Shoot-em-up/Adventure One player | |

The

STARFOX

Team

FOX MCLOUD



Fox is you – the leader of the Star Fox team! You're in constant communication with your wing men, and you must protect them if necessary.

FALCO LOMBARDI



Falco belongs to a great avian race. His flying skills surpass even yours. However, he's got a fiery spirit that sometimes puts him at odds with you.

PEPPY HARE



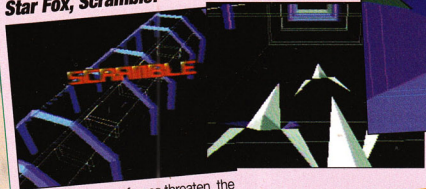
Peppy's the brains of the outfit, so he has plenty of information on hand.

SLIPPY TOAD

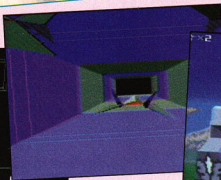


Slippy always sees the upside of any situation. However, he's usually the pilot whose tail you have to save.

Star Fox, Scramble!



When the invasion forces threaten, the call goes out to scramble the Star Fox squadron!



Star Fox – The First Battle



The battle to reach Andross on Venom is a long one. Here's a look at the six stages of Level 1.

Stage 1 - The Planet Corneria



Andross' advance forces are attacking this once peaceful blue world. You fly the Arwing in and around the cities to find the Attack Carrier.



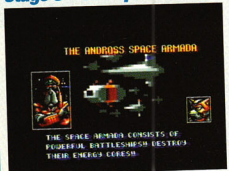
Stage 2 - The Asteroid Fields



Andross uses the awesome Rock Crushers to clear a path to Corneria to give his main invasion force a chance to get through these fields. You must navigate through the asteroids and destroy the Crushers.



Stage 3 - The Space Armada



Blast through the asteroids, and you encounter the mighty Space Armada.



Stage 4 - The Meteor



The Armada runs interference for this deadly artificial planetoid. You have to obliterate it from the inside.



Stages 5 & 6 - Venom



When you reach Andross' home world, you fight in space above the planet and then down just above its surface.



SUPER FX

The reason Star Fox jumps off the screen is the Super FX chip. Nintendo spent three years developing this proprietary custom

chip that is being incorporated into game carts to enhance the capabilities of the SNES. The Super FX's primary feats are its ability to create unique, real-time, 3-D graphics, plus texture mapping onto polygon graphics, and light source shading.

Speed RISC in the SFX

The Super FX uses RISC technology to speed-up the cart's existing CPU. To techies, RISC (Reduced Instruction Set Computer) technology means that the capability of a hardware system is enhanced by allowing numerous calculations to be made at a very high rate of speed. In the Super FX's case, it takes over some of the CPU's calculation work load. The Super FX is a math coprocessor, or a mini-computer in itself, that essentially does all the arithmetic for the CPU. This means that games like Star Fox, which have Super FX built into the cartridge, calculate special graphic instructions up to six times faster than before.

3-D Polygon Animation

Super FX graphics are created out of polygons instead of sprites, which require a massive amount of memory. The most impressive feature of the Super FX chip is

its ability to quickly rotate and turn polygon graphics to create real-time 3-D effects. The cart produces 3-D features by painting multiple layers of polygons, which can turn around on any axis. So, for example, although you may only see the front face of a cube made from polygons, all the other sides exist in the image. This makes it possible for you to see different sides of a three-dimensional object as you approach it.

Texture Mapping

Texture Mapping adds spice to Super FX graphics. It's a process that "wraps" a picture (artwork or photographs) around cubes, spheres, and other polygon objects to make them look more realistic. When an object moves around the screen, the Super FX chip automatically calculates the shape and continually "redraws" the picture. This enables you to view sharp-looking objects from above, behind, and below, which augments 3-D effects.

Light Source Shading

One of the most difficult problems in computer graphics is the representation of moving objects with respect to a light source. The SNES has 32,768 colors available in its palette, so generating the hundreds of gradations of a single color required to produce light and shadow effects is theoretically not a problem. The Super FX allows polygons to be manipulated and still display the shadow and gradation on their surfaces.

Super FX to Come

Star Fox is sure to rocket the Super FX into the limelight. Nintendo plans to release three more Super FX games this year.

DECLARE WAR.



Super Conflict is war enough for anybody whether you're a video gamer, a board game fan, or a soldier. You call the shots for your ground, naval, and air forces in a Middle East theater of operations that can get very intense. Whether you deploy your infantry against the enemy's best commandos, scramble an F-15C fighter against a Mig-29 Fulcrum, or guide your sub's torpedoes against an approaching cruiser, **Super Conflict** delivers not only realistic military challenge, but also explosive action sequences.

Super Conflict is all the war you'll ever want.



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The Hungry Boy

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*Looniversity Football on the
ACME Sports Channel*



The Buster Sky Jinx Comedy Special



*Space Opera
(too wacky for Public Broadcasting!)*



Hamton Hour



In Search of: Your Frantic Friends



Plucky Duck's Go-Go Bingo

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Wow! It's a good thing this stuff is only on your Super NES. Daytime television isn't ready for something this graphic.



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SUPER NES PRO REVIEW



By Scary Larry

If you played Turrican on some other video game system, you're gonna be blown away! The best in side-scrolling action just hit the SNES. It's Super Turrican, and if you want game play with awesome intensity and a perfect merging of sound and graphics, you've gotta get this cart!

Turrican Can

Super Turrican by Seika is a single-player, side-scrolling action/adventure cart that goes completely seismic the minute you fire it up. You start off as Turrican, a space ranger who is answering a cry for help from the planet Landorin. The brave people there defeated an evil satellite/moon called "The Machine," but its mutants and malevolent robots continue to spread tyranny across the planet's surface. The Landorins need help from a courageous hero...you!



PRO TIP: Your first extra Turrican is right behind the pillar to your left at the very beginning of the game.

You blast your way through five Worlds (each with multiple levels) in order to restore peace to Landorin. You invade a treacherous snowy paradise, an underground hell swarming with mutant creatures, a factory whose workers have a devilish purpose in mind (and it ain't assembling cars), and a freaky, alien-infested spaceship. Keep a sharp eye out for the entrances to a mess of secret levels, too!



PRO TIP: You can stomp some enemies by repeatedly jumping on their heads. This is especially useful in the alien level, which has pods everywhere.

Manhandle the Machine

Super Turrican will give you one of the worst beatings of your video game life. The

Machine's minions come at you by air, sea, and land. You even have to put up with the elements in a few stages, where constantly changing winds and snowstorms hinder your progress. You fight mutant plants, snowball-rolling beasts, gigantic fish, dog-like aliens, and a gruesome assortment of deadly robotic creatures, including mechanical bees, sentry robots, and huge fire-spitting robot guardians. Waiting for you at the end of each world are some of the biggest, baddest bosses to ever infest the SNES, such as the giant mechanical fist and an angry mother alien.

At least the cart gives you a fighting chance against these formidable foes by

SUPER TURRICAN

equipping you with effective weapons. You get a Gun, a Freeze Ray, and three screen-clearing Zap bombs. You can also spread mini-bombs across the floor. The cart can't, however, help you generate skill and luck.

You soup-up your gun by shooting at Pods that release weapon power-ups, including a laser, powerful energy spheres, and a three-way shot. You can also grab Hearts that restore energy to your life meter (which takes a serious licking) and, of course, lots of 1-ups.



PRO TIP: Bees are pesky, annoying, and very fast. Use the Freeze Gun first, then follow up with a regular weapon.



PRO TIP: If an extra Turrican looks inaccessable, try jumping and shooting in midair to activate Pods. Use them like "stepping stones." If that doesn't work, try jumping through walls or even through pipes in the factory stage.

Turrican's controls are crisp and amazingly simple. The Y button shoots, B jumps, X fires the Freeze Ray, and A ignites Zap bombs.



PRO TIP: Use your bomb-laying skills to get into (and out of) tight spaces.



At the end of each level, the display shows a tally of the lives you've missed. You can see that there's more to each level than meets the eye!

Super Graphics & Sound

One characteristic common to all classic games is seamless interaction between graphics and sound. Well, the graphics in Super Turrican are amazing! Every color is vivid and alive, and the sprites are small but fast. All the enemies are well detailed, and the huge bosses look fantastic! The game has a great depth to it, too, with a 3-D feel that is especially apparent in the winter scenes, where the lush backgrounds scroll beautifully.



PRO TIP: In scenes where the winter wind blows, the gusts can actually carry you to the next level. Wait until you see the snowflakes change direction, then jump.






The sounds in Super Turrican will amaze you as well. The game is presented in Dolby Surround Sound with sampled music striking every chord and every note clearly. All the sound effects, from the gun firing to the explosions, are nicely complimented by a rich and moody music score. You gotta hear it to believe it.



PRO TIP: To strip the gears of the Factory Boss, jump and shoot until his head turns, then use the lower-left corner to escape his bombs. Repeat the process until you are victorious.

Turrican Time

If you like your action hot and heavy, Super Turrican delivers. Secret levels and hidden bonuses ensure that the fun never stops. This is one of those rare games where you discover something new each time you play. That makes the challenge suitable for beginners and advanced players. Will you beat the Machine? If you can't, Turri-can!

| Super Turrican by Seika | | | | |
|---|---|---|---|---|
| Graphics | Sound | Control | FunFactor | Challenge |
|  |  |  |  |  |
| 5.0 | 5.0 | 5.0 | 5.0 | Advanced |
| \$49.95 4 megs Available May | | | Action/Adventure One player Dolby Surround Sound | |



By Scary Larry

You awaken on a morgue slab with an orchestra of jackhammers going off in your head. Your body is strangely cold, and you can't remember who you are. Facing Monday after another rough weekend? Could be, except this day starts off in the year 2050 with hired guns trying to put you back on the cold bed of death. Shadowrun is here! If you're tired of kill-the-dragon RPGs, this game should be right up your darkened alley.

Me and My Shadow

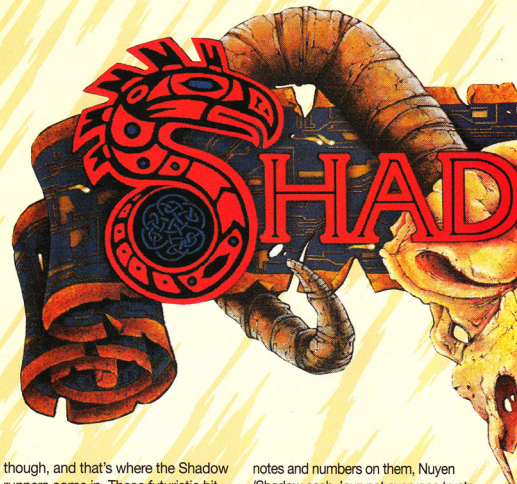
Shadowrun by Data East is a one-player, 3/4-overhead-view RPG with a cyberpunk twist that sends you, Jake Armitage, on a futuristic treasure hunt. You awaken to the knowledge that people are trying to kill you, and everyone seems to know more about you than you do. This is obviously not a game for the paranoid.

The game begins in the futuristic, mega-corporate city of Seattle. Everyone lives in the shadows of huge corporations, which dominate life in the future. Information is power, and there's a struggle going on for control of the Matrix, a vast and intricate network through which all technical information flows.



PROTIP: The frightened morticians will not come out of the closet unless you change your appearance. (They think you're dead, remember?).

Gangs rule the streets, though, and accessing the Matrix is a risky and dangerous business. Consequently, the business of sending couriers out to make the Matrix run is booming. Couriers need protection,



though, and that's where the Shadowrunners come in. These futuristic hitmen travel in your shadow and protect you, or die trying.



PROTIP: Read the key you take from the badly wounded man in one of the rooms. The message there will help you save your game.

Stiff I Were a Rich Man

Your first clue is the name on your morgue slab, J. Armitage (you'll find out that it's Jake later). Some clues literally fall right in front of you, while others take some digging up. You begin with nothing but the clothes on your back, a migraine the size of the Space Needle, and the determination to get your memory back. Along the way, you pick up weapons, Credisticks (futuristic Visa cards), fake I.D.s, scraps of paper with important

notes and numbers on them, Nuyen (Shadow cash, 'cuz not everyone trusts your credit history), and other items that help you regain your past.



PROTIP: Talk to all the bar patrons in the Grim Reaper Bar. One of 'em is a Shadowrunner, but you won't need his services just yet. Another patron won't drink unless you're buying.



PROTIP: Save your Nuyen to purchase the Lone Star ID. You'll need it to get some things from the morticians.



You also earn Karma points, which you can use to heighten certain abilities, such as Strength and Charisma (which you need for negotiating on the street). You also need to sharpen certain skills, like Computer Knowledge and Firearm Mastery. There are even some magic spells to cast, but it would give away too much to say anything about them.

So how do you go about obtaining and using the items and Karma points? As in any good RPG, you have to converse extensively with the citizenry. Talk is the only thing that's still cheap in the future. However, not everyone is a conversationalist, so you have to plug some people with holes until the information leaks out.



PRO TIP: Don't be afraid of dark alleys. They hold clues and items. Besides, if you're scared of the dark, you shouldn't be playing a game called *Shadowrun* anyway.



PRO TIP: As soon as you get your zip gun, return to all the goon-invested rooms and waste 'em. Them guys got cash aplenty.

The interface is a basic RPG menu system, but this one is a lot easier than most. Follow the menu until you find the item you want, press a button, and you're equipped. There are no right or left hand configurations, no weapon alignments, just get your gun and shoot.



PRO TIP: Don the leather jacket as soon as you see it. It works like armor and helps to reduce your shot damage.

Game Noir

Because *Shadowrun* is set in a very gritty, dreary, and often darkened future (guess nobody remembered to pay the electric bill), the graphics are grainy and harsh. Not all sprites are easily recognizable. Be sure to search all rooms thoroughly, because items do not stand out from the background. Moving the characters, however, is much faster and much easier than in most RPGs.

The sounds make the game come alive and pick up some of the graphics' slack. Every groan, every shot, and some nice club music spice up the action.



PRO TIP: You can time a sniper's shots by listening. To avoid getting hit, listen for the intervals between shots, then zigzag just before you hear the next shot.

Shadow Fun

Shadowrun is a very entertaining and fairly addictive RPG. Since you start out just as much in the dark (no pun intended) as your main character, you'll enjoy solving all the mysteries and weaving through the intricate plot twists. There's enough adventure and challenge here for any die-hard RPG fan. You leave this game with the sneaking suspicion that you're being followed.

| Shadowrun by Data East | | | | |
|--|-------|--------------------------------------|-----------|-------------|
| Graphics | Sound | Control | FunFactor | Challenge |
| | | | | ADV. |
| 4.0 | 5.0 | 4.5 | 5.0 | Advanced |
| Price not available 8 megs Available May | | Role-play One player Game save | | |

By Kamikaze



Ninjas are people, too. Just check out Inindo, a top-notch RPG by Koei that's loosely based on the exploits of a famous, real-life ninja clan, the Iga warriors. In fact, "Inindo" translates directly from Japanese as "The Way of the Iga Clan Ninja."

As with most Koei games, historical accuracy is one of the cart's star features. However, unlike the well-done but visually static reality-based RPGs, such as Romance of the Three Kingdoms and Uncharted Waters, Inindo is charged with RPG-style action. It's an impressive mix of adventure, fantasy, and epic military strategy.

Vengeance Is Yours

You play a novice Iga ninja, whose clan has been wiped out by the forces of the brutal Lord Oda Nobunaga. The story line is a classic Japanese-style tale of defeat, perseverance, and revenge, and the game stars real Japanese historical locales and personalities (good and bad) with mythical beasts. American gamers with a historical bent will find it extremely intriguing.



Nobunaga will be sorry.

Have Sword, Will Travel

Basically, you have to build up your ninja skill levels, acquire gold, recruit a strong party of followers, and fight your way to Nobunaga's Castle. In between, you battle bandits and rogue samurai, fight 15 types of monsters, find Magic Gems, look for treasure, and win the trust of the Daimyo (other Lords).



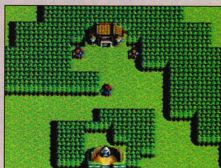
PRO TIP: Watch out for the pink Motokage Dragons. They summon friends for help.

Enlisting the Daimyos' aid is essential to reaching the evil Nobunaga. To earn their support, you must carry out spy and sabotage missions for them and lead their armies into battles against Nobunaga's allies.

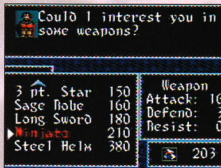
Warning: Don't take on Inindo's ninja training unless you're prepared to do the time! You might play this long, long adventure for days before you even build up enough experience points to get the other characters to even talk to you.

Building Your Personality

In traditional RPG fashion, you develop each person in your party. You build up Experience Points to raise character skill levels and acquire Gold, which you use to purchase weapons, magic, and other important items. You must develop nine character stats: Health, Magic energy, Intelligence, Power, Speed, Attack strength, Defense skills, Resistance to evil magic, and (most important of all) Luck. There are also 41 magic spells and 19 weapons you can master.



PRO TIP: A return expedition to a Ninja Training Dungeon is a good and relatively safe way to build up Experience Points and Gold. Before you reenter a dungeon, be sure to deliver the Gem to the Master and to save your game.



Shop frequently, but wisely.



BINGO takes time, but you can earn a big payoff.

Your skills as an RPG conversation-artist are paramount. You must speak with other characters to uncover vital info, and you must convince up to six other people (Warriors, Sages, and other Ninjas) to join your party.

The flawless game controls and the easy-to-use game interface make these activities button-press intensive, but rela-

INDO

tively painless. The interface is based on a familiar multi-window menu system that enables you to manage a mess of gear, organize your party, and interact with other characters.

In Your Interface

When it's time for fighting, Inindo attacks you with a vengeance. The RPG combat in this game is intense, and the cart's overrun with Iga adversaries, both human and nonhuman.



PRO TIP: He who fights and runs away will live to fight another day.

PRO TIP: If one member of your party flees a fight, you all flee.

The combat interface is smooth and easy to master. The CPU orchestrates all the fighting. Because the CPU is very fast, you have ample opportunity to step in with strategy and tactics during a fight. You must master two kinds of battles, one-on-one and army-versus-army.

PRO TIP: If you anticipate a major test of your ninja skills, stock up on Medicine.

PRO TIP: Your sword is much more effective and energy-efficient than the three-pointed Throwing Star.

The close quarters party combat is done in solid, standard, side-view RPG style, where all combatants take turns hacking and being hacked. You can choose weapons and magic, and position your party members in fighting for

mation. Some great battle options are your abilities to protect weakened friends, put up a hit-point saving Medicine and magic in the middle of a fight.

PRO TIP: It's important to look up unfamiliar items, weapons, or magic in the manual, so you don't waste them.

When you lead a Daimyo's army into battle, the view switches to a battlefield. Here you position individual fighting units, command them to attack specific enemy units, cast magic, and unleash monsters.

Inindo does a great job of constructing a story line on the fly. As you play, the CPU continually calculates battles and stratagems happening throughout Japan. These distant maneuvers affect your tasks during the game.

Dents in the Armor

For all its sharp RPG maneuvering, Inindo has a few nicks in its blade. As usual, Koei's use of historically accurate names will cause some gamers to collide with the Japanese language barrier. This can make it maddening to follow the CPU's periodic machinations and plot twists as they quickly flash across the screen. If you think "Iga" rhymes with "pig-ga," you're already in big trouble.

To accomplish all your tasks, you march for miles across old Japan, and traveling can be a pain. Although your Iga ninja moves fast across the overhead view terrain screens, it's tough to tell exactly where you are. There's no map readily available. You must find castles that have a map room, or rely on the sometimes sketchy directions from the other characters.



PRO TIP: Maps of the provinces help you locate yourself. They're in castles that have a Tower such as Kii, Mikawa, and Totomi.

PRO TIP: Mt. Fuji is in Sagami (Province 8).



PRO TIP: To find Mt. Tsukuba from the Mt. Fuji Training Dungeon, head North along the Tone River. Cross the bridge next to Kozuke Castle and head right.

The sights and sounds of Inindo's feudal Japan are a mixed bag. The character sprites are small but sharp, and some pretty story screens are interspersed with the action. The sound effects are minimal, but ear-friendly. The music's Japanesey, clean, and forgettable.



Picturesque cinema screens tell a tale of revenge.

Be a Ninja for a Day

Inindo is a good RPG, featuring myth, magic, mayhem, and history—similar to Koei games of the past, but with a few fresh twists. It's a great fantasy that enables you to step into the silent footsteps of real-life ninjas.

| Inindo by Koei | | | | |
|-----------------|-------|----------------|-----------|-------------|
| Graphics | Sound | Control | FunFactor | Challenge |
| | | | | ADV. |
| 3.5 | 3.5 | 4.0 | 4.5 | Advanced |
| \$69.95 | | RPG | | |
| 8 megs | | One player | | |
| Available March | | Battery backup | | |



By Scary Larry

There's nothing more frightening or more foolhardy than getting into a huge laser-gunning war machine and freezing up like a rabbit in headlights. Show some guts and grab your guns, because MechWarriors don't take no for an answer.

A Few Good Mechs

You are Herras Ragen, a freelance MechWarrior who is looking for the infamous Dark Wing Lance. No, it's not a fast-food chicken outlet. It's a renegade mercenary cartel.



PROTIP: When you get tips from the club patrons, write down where to go next and all of the names.

In this one-player, cockpit-perspective blast-em-up, you pilot a Mech robotic vehicle and take different assignments from the House of Davion, which is paying top dollar for the eradication of the Dark Wing Lance. The House has a variety of work options, such as Security Duty, Reconnaissance Missions, and Siege Campaigns.

Don't get all weak in the knees, son. Your Mech can be customized with a multitude of hardware, including Lasers,



PROTIP: Remember that your Mech has certain weight limitations, so don't load it up too much.

Homing Missiles, and more. You can also upgrade your armor, engine, and jets. When you save up enough money, you can buy totally new Mechs, but the price is steep, so spend wisely.



PROTIP: Only buy weapons that you're sure you'll need. The repair facility will buy back anything you have to sell, but at an extremely reduced rate.

In a clutch, you can drop some jets to gain weapons. You'll need the extra help, because the enemy Mechs come in three varieties: Mean, Meamer, and Mother-In-Law Mean. Believe me, they take their job seriously, so keep on your metal toes. Familiarizing yourself with the various control buttons (which are tricky) takes patience, practice, and skill. You've got to use your jets, cannons, and missiles (sometimes simultaneously), so it's best to warm up in the Practice mode.

You start the game at the home base of Galatea, which comes equipped with a Mech repair facility, a club, and the headquarters (known as GHQ). At GHQ, you can get info on what you'll be facing, and save your game.



PROTIP: Always up the ante for a mission at least once. The pockets of House Davion are large and deep.



At the club, you'll pick up lucrative underground info, as well as the whereabouts of the Dark Wing Lance. The repair facility is where you can burn up the bucks loading up your mech.

Go Ahead...Mech My Day!

The graphics in MechWarrior are not impressive. They have a very sterile and mechanical feel to them. There are times when you're firing weapons at enemy Mechs and you're not sure whether you've hit them or not, because the graphics don't really make sense until the Mech is up close and personal. By that time, it's too late.

The sounds of MechWarrior are deafening. Your cannons crackle and your missiles roar to their final destructive destination. If sounds of mechanical mashing are not your cup of tea, lower the volume.

So what's to like about MechWarrior? It's a battle simulator and a strategy game, where graphics are not as important to game play as they are in other games, such as action/adventures or role-plays.

Blaster Masters

You'll be challenged by the quick and assertive game play in this cart. If you like planning out a fight before getting your butt kicked, MechWarrior is your cart.

MechWarrior by Activision

| Graphics | Sound | Control | FunFactor | Challenge |
|----------------|-------|------------|-----------|--------------|
| | | | | |
| 3.5 | 4.0 | 3.5 | 4.0 | Intermediate |
| \$64.95 | | Action | | |
| 8 megs | | One player | | |
| Available June | | Game save | | |

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Just keep telling yourself, "THIS ISN'T REALLY HAPPENING...ITS ONLY A GAME."



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By Doctor Dave

At last, here's a fast-paced, two-player, arcade-style action/adventure game for the Super NES that hits you hard with a horde of evil beings and with no slow-down in sight. Pocky & Rocky by Natsume packs great blast-em-up action.

Goblins Gone Wild

Long ago, the Nopino Goblins went crazy and ransacked the countryside. Pocky, a young girl who specializes in the removal of spells and evil spirits, jumped on the case and exorcised the badness from the goblins.

Now, Rocky the Raccoon, leader of the Nopino Goblins, has come back to Pocky begging for help. An unknown someone has cast another evil spell on his goblins, and it's driving them crazy again. Pocky and Rocky must travel through treacherous terrain, curing the Nopino Goblins once and for all. On their way, they must also uncover the sinister spellcaster.

Major Magic

Pocky & Rocky is an intense spell blaster, where you cast at your enemies Magic Cards or Magic Leaves (depending on the character you play). You can stop laughing now, because the Cards and Leaves actually represent major firepower. In fact, Pocky & Rocky put up an excellent fight that belies its cutesy title and graphic style. Both characters have the ability to grab power-ups that turn their magic into Wide Shots or Fire Shots. For a real blast, you can also find bombs. Pocky pulls an awesome spin attack, and Rocky can become an invincible stone statue.



Both Pocky and Rocky have the ability to cast magic. Be sure to collect those magic capsules.



PROTIP: In the two-player mode, use the Slide (press X) when you touch another player. This causes them to slide around the screen for a few seconds, destroying mucho enemies as they go.

This cart offers five stages of heart-pounding action. You fight a massive army of creatures as you trek through haunted forests, weird tea gardens, and spooky spiritual grounds. The game view is set at a ¾ angle with 360-degree scrolling.

In this masterpiece, you can play as Pocky or Rocky. You can also recruit a friend and play both characters simultaneously. Both Pocky and Rocky are easy to control. They respond to your button presses instantly, which adds a solid arcade feel to the game play. Their Slide move is particularly cool.



PROTIP: You can also use your Slide to escape from fast-moving enemies and projectiles.

Easy on the Ears and Eyes

Pocky & Rocky has a leading-edge look and sound. The characters sport sharp-looking features and smooth animation. The backgrounds are highly detailed and very colorful. The storm effect with wind, rain, thunder, and lightning is particularly impressive. The game's sounds sing, too. The background music has a warm Japanese melody that sets an upbeat pace for each area you encounter.



PROTIP: Great treasures await you in the first stage when you attack the big frog sitting on the lily pad in the pond.

Cute, but Cunning

This game is definitely not easy. It features thumb-busting challenge with great game play. The cutesy story line and graphics might fool you, but be prepared to sweat. Don't get cocky with Pocky & Rocky.

Pocky & Rocky by Natsume

| Graphics | Sound | Control | FunFactor | Challenge |
|------------------------------------|-------|---------|-----------|--|
| 5.0 | 4.5 | 5.0 | 5.0 | ADJ. |
| \$64.95 8 megs Available May | | | | Action/Adventure Two players simultaneous |



OUR NEW BATMAN™ GAME IS ANYTHING BUT TAME.

BATMAN RETURNS FOR YOUR NES™ BRINGS WITH IT THE MISERY OF A CITY THAT HAS FALLEN PREY TO CATWOMAN, THE PENGUIN AND THE RED TRIANGLE CIRCUS GANG. NOW, AS THESE MANIACAL FREAKS TEAR AT THE HEART OF GOTHAM CITY IN A SIX LEVEL JAW



BREAKING SPECTACULAR, YOU MUST ONCE AGAIN VENTURE INTO THE DARK NIGHT AS BATMAN. BUT YOU'LL NEED MORE THAN THE BATMOBILE, BATSKIBOAT AND BATARANG TO TAME THEIR FIENDISH FRENZY. YOU'LL NEED ALL YOUR FIGHTING SKILLS AND THE DEADLY SPIN ATTACK TO THRASH HUNDREDS OF ARCH ENEMIES WHO ARE LOOKING TO DESTROY YOU!

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By Feline Groovy

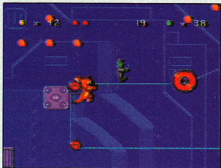
SNES gamers who have been chasing their tails in search of a classic cartoon adventure can stop scurrying around. Hi-Tech Expressions presents Tom and Jerry in another cat-versus-mouse action game.

Cheesy Business

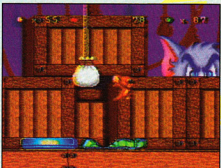
At first glance, this hop-and-bop game appears to be just a cute cart for the younger set that's been derived from the NES version (see GamePro, Nov. '91). However, if you're patient, you'll find that Tom and Jerry dish out more action than you'd get at a cat fight.

In this tricky, side-view, multi-scrolling adventure game, you can play Jerry or his little pal Tuffy (in alternating two-player mode). Your goal is simple enough: make your way through four levels – from the downtown premiere of your new flick, "Tom and Jerry the Movie," to the comforts of your mouse hole. Old Tom, however, has mouse-mashing plans, and he's got a gang of bugs, wind-up monster toys, and assorted creatures to help him.

Creatures attack you from the air and from the ground. Watch your step, too! If you fall from too high a spot, you lose an entire life.



PROTIP: In the movie theater, you reach a point in the Projection Room where it seems as though you can't jump any further. First, pummel the windup monster with marbles. Then continue to jump on the lower film strip's projector until you eventually spring to the upper level of film.



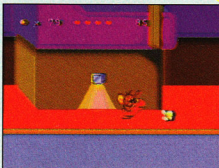
PROTIP: To beat Tom in the third part of Level 1, stand to the left of the screen just before you see his head pop up. Then, throw marbles at his head. Ten good shots, and he's a goner.

Fine Don't Lose Your Marbles

As in the NES game, Marbles are your defense. You toss them overhead at flying enemies and along the ground at crawling critters. If all else fails, jump on your opponents or avoid them altogether by jumping over them. Because Jerry is easy to control, avoiding dangers is sometimes the easiest way to avoid damage.

Furry Graphics & Sounds

Tom and Jerry's graphics are cartoon cute. The lovable characters are at their TV finest, and the colors are crisp. As for the music, it's unobtrusive and blends in well with the game play.



PROTIP: When traveling through the Movie Theater just before you reach Tom, keep your sled tip up and keep hopping. You'll avoid most enemies that way. You only need to keep at least one life to make it to the next stage.

PROTIP: If time is running out, don't try to grab all the Cheese Bits. Instead, go to the end of the level.

Calling All Cheese Burners

Tom and Jerry is cute, but challenging. At first, the action seems a little mousey, but you'll be hard-pressed to get through this cart. You'll take to this game like a feline to catnip, whether you're a die-hard Tom and Jerry fan or you just like to play cat and mouse.

TOM & JERRY

Your perilous journey takes you through a movie theater, a junk yard, a toy store, and your house. You must gather Marbles to throw at Tom's gang, Cheese Bits to rack up points towards extra lives, and Cheese Wedges to restore your life meter.

Jerry needs all the help he can get, because this game is tough. You start out with five lives, which disappear quickly, and there are no continues.



PROTIP: To reach some ledges, you must make a running start before you leap.

Tom and Jerry by Hi-Tech Expressions

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

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Action

Two players

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Mystic Cave Zone

Act One

THE BAD GUYS

Star Post Plus a Bonus



To reach a Star Post plus a Ring Monitor early in the Act, take to the upper areas. Jump up and to the right, and then leap up via the three breaking platforms. At the top, jump to the left to reach the Star Post and the Ring Monitor.

Hidden Shield



There's a hidden Shield Monitor just to the right of the beginning of the Act, along the lower route. Head down and to the right until you reach a post that hides the beginning of a ramp. Jump behind the post and voilà!

Hidden Invincibility



There's an Invincibility Monitor hidden behind a post in this Act. To find it, drop down past the rotating spike bars and head to the right.

Going Up



When you reach a spot where it seems there's no way for Sonic to head up, don't panic. Use the yellow button to soar through the air and grab the vine. This opens a log drawbridge, and you're in business!

Flasher



This mechanical fire fly's pretty wound up! He's easy to destroy, as long as you remember not to bonk him when he's glowing. If you do, you'll find he's indestructible while he's lit.

Crawlon



Crawlon's an overgrown caterpillar who's trying to make a point. He's most dangerous when he unexpectedly shoots out of the foliage.



Mystic Cave Zone

Act Two

Power-Up Combos to Go



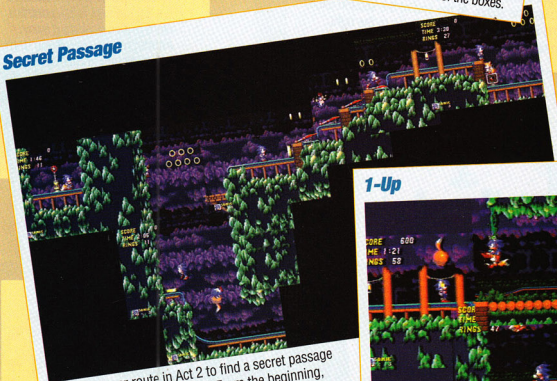
Continue right until you reach the rotating boxes. The Ring Monitor's at the top of the boxes, and the Invincibility Monitor's down and to the left of the boxes.

Dr. Robotnik



Dr. R tries to trick you in the Mystic Cave Zone by dropping rocks and stalactites to scare you. Dodge the stalactites, but don't worry about the rocks, they can't do anything to you. Wait until the Doctor's ship lowers its spikes and then leap in and bonk him twice. Piece of cake!

Secret Passage



Take the upper route in Act 2 to find a secret passage with a Star Post hidden inside. From the beginning, head up and to the left. Jump up and left to enter the secret passage. Next, use the catapults to head up to right to grab a Shoe Monitor.

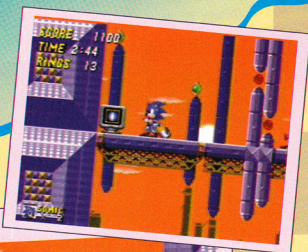
1-Up



To find a 1-up, head for the lowest part of the Act. Drop down the breaking platforms in the chasm and head right. The 1-up's in the chasm just past the spike chasm that has no way out. It's to the right and on top of a red button that you'll use to escape once you've grabbed the 1-up.

Oil Ocean Zone

Act One

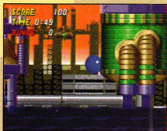


1-Up



To reach Act 1's 1-up, follow the directions for reaching the Shield. Then, run right and use the slides. At the end of the second slide, leap off and grab the Ring Monitor. Next, leap far to the right. You'll land right on top of a 1-up!

Jump!



The Oil Sea is a sticky mess, but don't despair if you fall into it. Sonic can jump and bounce off the surface of the oil.



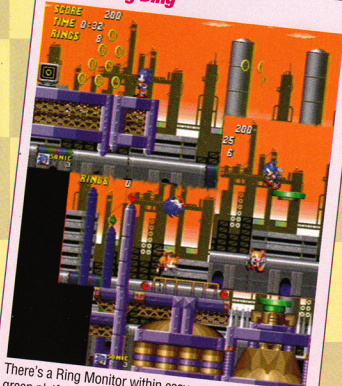
When you land in the oil, jump until you reach an area with fans. If you manage to jump and get caught in the fan's currents, you'll be blown back up to the lowest level of the Act.

Shield Me



Take the high road all the way to the top of the Act, and then head right across three green buttons. Use the three blocks to leap to the highest area, and take a ride through the balloon jets. You'll end up next to a Shield Monitor!

Ring a Ding Ding



There's a Ring Monitor within easy reach of the first green platform Sonic reaches in the Zone. Just stand on the platform and, leap to the left when it pops up!

Aquis



Don't horse around with this high-flying nemesis. He drifts in your direction and shoots at you, usually from above, with pesky pellets.

Octus

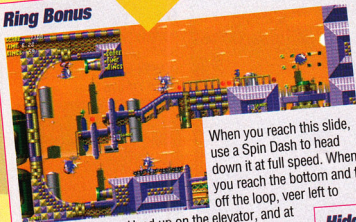


It's a good idea to take out this eight-armed pest right away. Although he's slow, if you don't eliminate him immediately, he'll tag you when you're not paying attention.

Oil Ocean Zone

Act Two

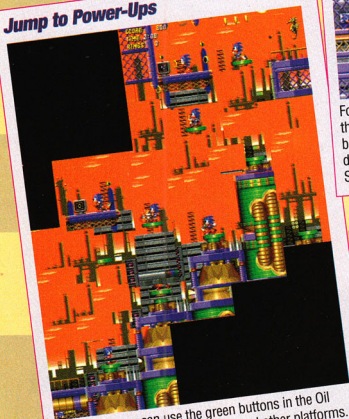
Ring Bonus



When you reach this slide, use a Spin Dash to head down it at full speed. When you reach the bottom and fly off the loop, veer left to

land on the ledge. Head up on the elevator, and at the top you'll find a cache of three Ring Monitors and an Invincibility Monitor.

Jump to Power-Ups



Sometimes you can use the green buttons in the Oil Ocean Zone to vault to power-ups and other platforms. Use this series of buttons in Oil Ocean Zone, Act 2 to snag a Ring Monitor and an Invincibility Monitor.

Swing Low



When you're on the swing, you must jump to the right to the next platform. If you don't jump, the swing breaks off and lands on the oil with Sonic aboard!

Dr. Robotnik



Robotnik attacks from beneath the surface of the oil in a submarine. When the sub first surfaces, Sonic can bounce on it twice before it goes under again.



Next, you've got to jump over a snake probe.



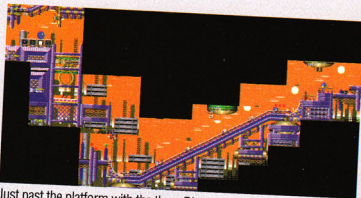
Then, Robotnik fires a laser gun three times. If the shots are high, Sonic and Tails can duck. If they're low, the duo must jump over the shots. Repeat this procedure until Dr. R's done for!

Hidden Power-Ups



For an easy power-up pick up, walk to the first elevator, touch it, and step back. After the elevator goes up, jump down to get a Ring Monitor and a Shield Monitor.

1-Up and More!

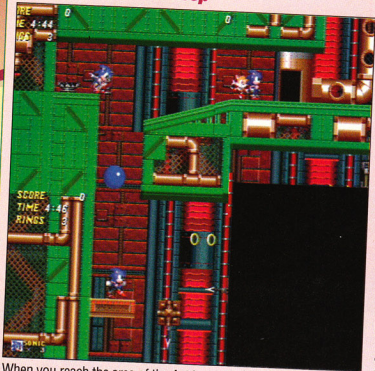


Just past the platform with the three Ring Monitors and the Invincibility Monitor, use the plunger to vault up to the next level. Head right until you reach a Balloon Launcher. As you exit from the Balloon Launcher, veer left. From the roof you can either drop left to a Shoe Monitor or go right to an Invincibility Monitor and then right again to a 1-up!

Metropolis Zone

Act One

Escape the Endless Loop



When you reach the area of the Act just past the elevator that leads down, you must head in the right direction or you'll find yourself in an endless loop.

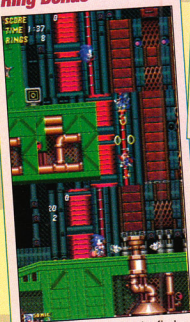


Jump to the right across the blocks. Don't head down. Continue to the right across the conveyor or belt and past Slicer.



When you reach the gap, jump across it and head right. If you go up or down, you'll be in an endless tunnel. Keep heading right until you reach the end of the zone.

Ring Bonus



For a Ring Bonus, use the first steam button that Sonic encounters from the beginning of the Act to vault up and to the left.

Shield



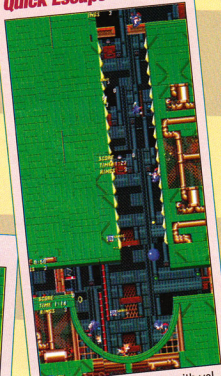
Near the beginning of the first Act, there's a Shield next to some spikes. To safely grab the Shield, use the Spin Dash move to destroy the Monitor.

Invincibility



After you reach the first two screws, you can choose between an upper and a lower route. If you take the lower route and head right, you'll come to an Invincibility Monitor.

Quick Escape

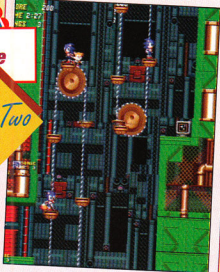


When you reach an area with yellow bumpers that seem impossible to reach, use the red button to vault up and you're in business.

Metropolis Zone

Act Two

Invincibility Times Two

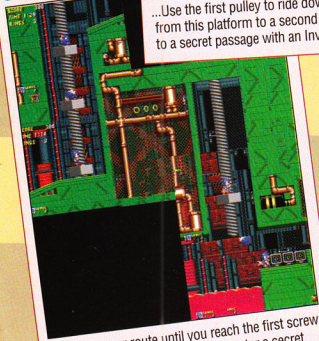


Use this revolving double pulley system to head up and to the right, where you'll find an Invincibility Monitor on a ledge. Or...



...Use the first pulley to ride down to the platform. Jump from this platform to a second platform and leap right to a secret passage with an Invincibility Monitor inside.

Secret Passage



Take the lower route until you reach the first screw. Jump off the screw to the right to enter a secret passage with three Rings. Jump out the other side of the passage. After you land, head to the right to reach three Ring Monitors!

THE BAD GUYS

ShellCracker



This crabby character likes to use his claw to put the pinch on Sonic. Time your Spin Attacks well to avoid getting clawed!

Slicer



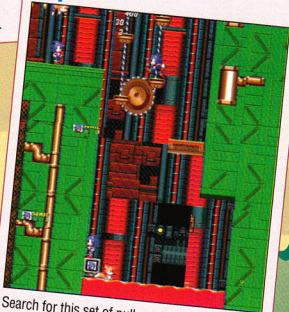
Slicer hurls dangerously sharp knives in your direction. It's best to use a Spin Attack to jump up and over the spinning knives and then land on and destroy Slicer.

Asteron



This star-like robot fires his projectiles in a very predictable pattern. Position yourself between the points of the star to avoid the bullets that fly from Asteron.

1-Up



Search for this set of pulleys past the half loop, up the screw, and just past a Slicer. Use the pulleys to drop down on the left-hand side of the ledge. At the bottom you'll find a 1-up. Once you've grabbed it, use the red button to jump back up again.

Metropolis Zone

Act Three

Dr. Robotnik



This nasty mechanical craft is one of Robotnik's most diabolical. Back into the corner when he fires his orbiting satellites. That way you can jump over them as they spread out.

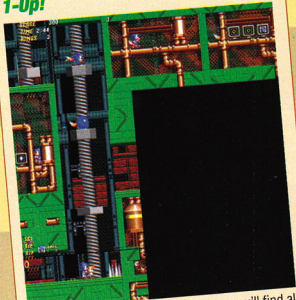


Destroy the little Robotniks, and bonk the ship when the satellites are rotating parallel to the ground.



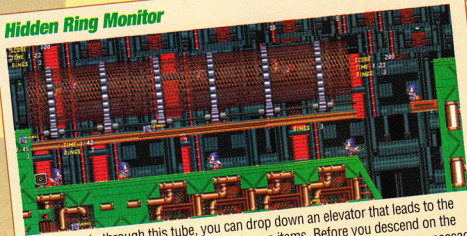
When all of the satellites are gone, you can move in and destroy Robotnik. Just beware of his laser fire.

1-Up!



When you reach this very long screw, you'll find all sorts of goodies as you spin your way to the top. Jump off to the left about midway up, and you'll discover a hidden Shield Monitor. Jump off to the right near the top, and you'll discover a secret passage that hides two Ring Monitors and a 1-up! Proceed right and out of the passage, and you'll discover a Star Post and a red button that leads up to the next area of the Act.

Hidden Ring Monitor



After you spin through this tube, you can drop down an elevator that leads to the route where you'll find a 1-up and other bonus items. Before you descend on the elevator, however, grab a quick 10 Rings by leaping left and entering a long passage that runs underneath the tube. There's a Ring Monitor at the end of it.



Sky Chase Zone

THE BAD GUYS

Turtloids



It's twice the fun as you're attacked by flying turtles with a flying turtle on their back. Remember, once the rider is destroyed, you can ride the Turtloid yourself.

Balkiries



It's a bird! It's a plane! It's a Balkirie! These birdies are the speediest of the villains in the Sky Chase Zone.

I'm Falling



Try to head up and over Nebulas and destroy them as you go. If you try to pass under them, they'll catch you off-guard and nail you with spikes.

Nebula



Nebulas look harmless enough, but they try to drop nasty spikes on you as you pass underneath them.

Up and Over



Sonic can use his Spin to attack a Turtloid from below. You won't take damage as you pass up and through the Turtloid, and you'll take out the rider.

Take Control



Tails is a buddy, but you should tell him where to fly! Use your biplane strategically to the left and right of the screen, as well as up and down.

High Scores



If you can manage to leap from enemy to enemy in one jump, you'll score more points.

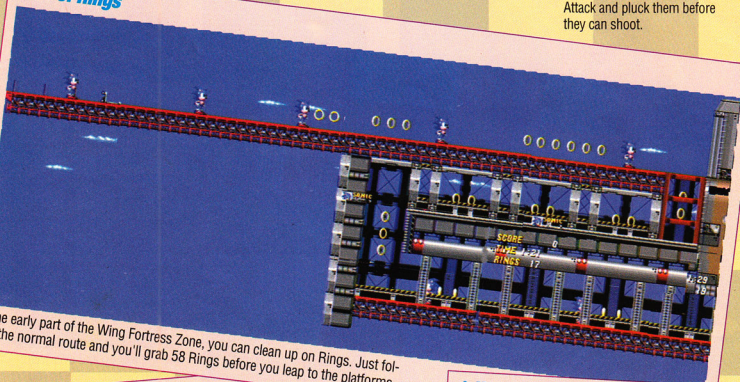
Wing Fortress Zone

Cluckers



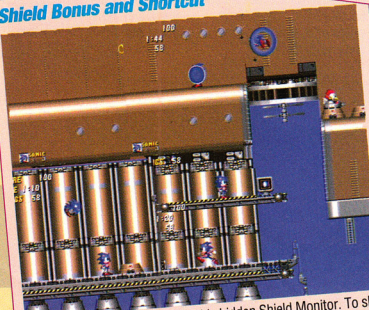
Cluckers pop out of holes in the fortress and shoot right at you! Stop them by using the Spin Attack and pluck them before they can shoot.

Tons of Rings



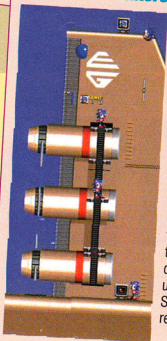
In the early part of the Wing Fortress Zone, you can clean up on Rings. Just follow the normal route and you'll grab 58 Rings before you leap to the platforms.

Shield Bonus and Shortcut



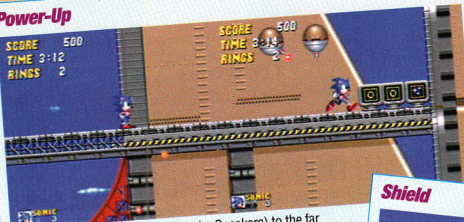
Leap up and to the right to grab this hidden Shield Monitor. To skip past part of the Fortress, leap and let the fans blow you up to the next level!

1-Up and Sneakers



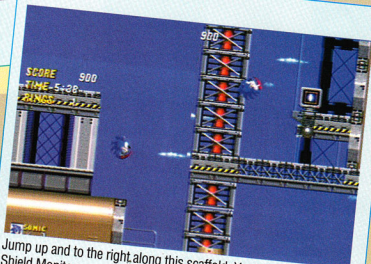
When you reach the tail section of the Wing Fortress, head left until you reach a Shoe Monitor. Don't get the Shoes yet! Use the twisting platforms to climb to the top of the tail section, then leap to knock down a 1-up. When the 1-up falls to the base of the tail, jump down, grab the 1-up and then the Shoes. You're now ready to roll.

Power-Up



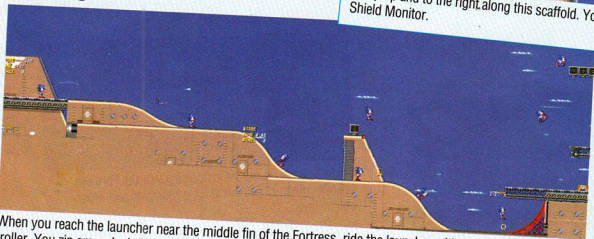
Race as fast as you can (you have the Sneakers) to the far right of the Fortress. Zip past the three indestructible guns and snag the Invincibility Monitor and the two Ring Monitors.

Shield



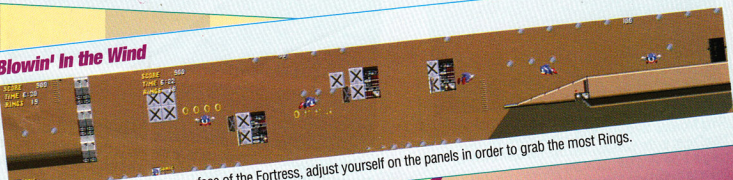
Jump up and to the right along this scaffold. You'll find a Shield Monitor.

Forty Rings



When you reach the launcher near the middle fin of the Fortress, ride the launcher without touching your con-Monitor perched atop the fin, use a Spin Dash to zip down the half loop on the right and then up the fin to the Monitor.

Blowin' In The Wind



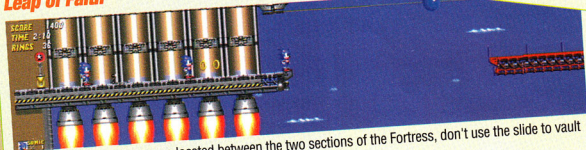
While you're blowin' across the surface of the Fortress, adjust yourself on the panels in order to grab the most Rings.

Move It



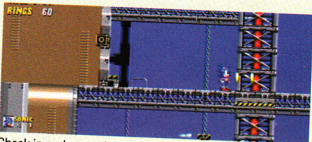
After Sonic blows across the surface of the Fortress, he has to ride the conveyors down and then leap to the right across flaps that open and close. Your best chance is to wait until the first platform appears, then immediately leap from one to another as quickly as possible.

Leap of Faith



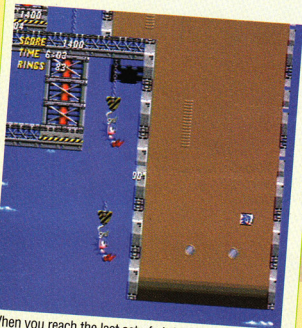
When you reach the large gap located between the two sections of the Fortress, don't use the slide to vault across the gap. Instead, run to the edge and jump!

Secrets



Check in and around the inside edges of the Fortress near the girders. You'll find Ring Monitors and other power-ups.

1-Up



When you reach the last set of girders, grab the secret Ring Monitor, then leap right into a secret passage. Head right in the passage and use the Spin Dash to snag a 1-up. Run left out of the passage and you'll float down to a platform. Leap from the platform to the hook, ride down, and continue running.

Exit, Stage Right

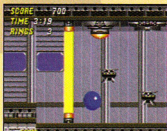


To face off against Robotnik, climb all the way to the top of the girders. Move right until you reach a Star Post and a button. Explode the button and the door opens to Robotnik's lair.

Beat Robotnik in the Fortress



Inside the Fortress, Robotnik tries for instant stir-fried hedgehog. Dodge the blue beam and leap onto the platforms.



Leap to bonk the laser eye when it's open, but before it shoots.



Watch out for the spikes on the platforms.

Run for Your Life, but Grab the 1-Up

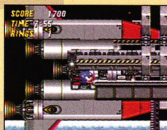


Once Sonic's nailed the laser trap, he's free to escape from the Fortress. Before Sonic escapes, though, he should head into the forward part of the ship.



Use the Spin Dash and you'll find a hidden 1-up.

On to Robotnik



It's not over yet! Tails picks up Sonic with the biplane and Sonic's off to the final showdown on the Death Egg Fortress.



TRICKS OF THE SONIC TRADE



Sneak Attack



Make Tails work hard for ya! In a one-player game, be sure to select "Sonic and Tails" in the Option screen. You can use the second controller to maneuver Tails. When you reach a boss or other tricky situation, have Tails do the dirty work while Sonic stays out of trouble!

Game Genie Codes

Use your Galoob Game Genie to make madness for Sonic the Hedgehog. Here are a few tricks of the Game Genie trade that'll give you one leg up on the speedy 'hog.



Each Ring is worth eight points in a one-player game (not in the Special Rounds):

SAST-DA1A



Jump a lot Higher:

EBVT-CAE2



Begin your game with only one life:

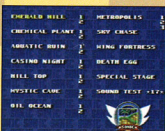
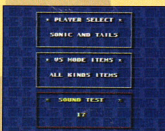
AE8A-AAD2



Each Ring is worth eight points for Player Two:

SATA-DAVV

Level Select!



To choose any level in Sonic the Hedgehog 2, wait until the title screen appears and then press Down two times on the control pad to reach the Option screen. Select Sound Test, and then choose the following Sound Tests in this order: #19, #65, #09, and #17. Now, return to the title screen and while holding Button A down, push Start. When the stage select screen appears, choose whichever stage you like. Use this trick to return to the Special Stages again and again to grab all the Chaos Emeralds before you even begin the game!

THE OTHER ENDINGS!

Sonic can save the day without having all seven Chaos Emeralds in hand. However, if he really wants to be a hero, he's got to grab all of the gems before he beats Robotnik.

SONIC HAS ALL THE CHAOS EMERALDS

| | |
|--------------|--------|
| SCORE | 725200 |
| SONIC RINGS | 848 |
| TAILS' RINGS | 6 |
| SEKS RINGS | 10000 |

1. Once Sonic or Tails has all seven gems, the action proceeds as usual. Whichever character you're playing, you still have to defeat the Mech Sonic and the Mech Robotnik.



2. After Robotnik's defeated, the Death Egg Fortress explodes. Sonic's got to race outta there before the whole thing goes up in a puff of smoke!



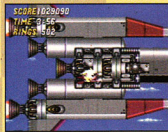
3. Once the fortress explodes, you're caught in a weird smoky world!



4. After the smoke clears, either Sonic or Tails will fall from the sky. If you've finished the game without all seven Emeralds, the heroes look like themselves!



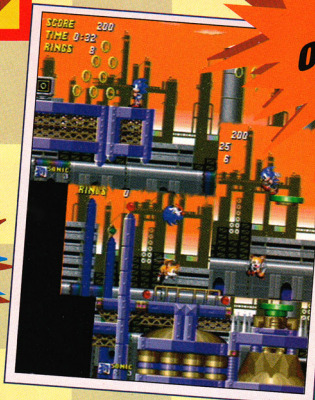
5. Finish with all seven Emeralds and the Golden Sonic appears at the end of the game!



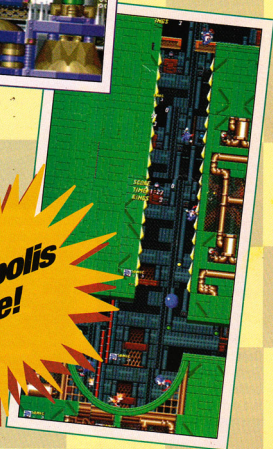
INSIDE

**Oil Ocean
Zone!**

**Mystic Cave
Zone!**



**Metropolis
Zone!**



AND ...

All the Tricks of the Sonic Trade!



We ripped-off a perfectly good idea.

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

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

SUPER ADVANTAGE.

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

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

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

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

FIRING BUTTONS.
Instantaneous response, and built to last.



LICENSED BY

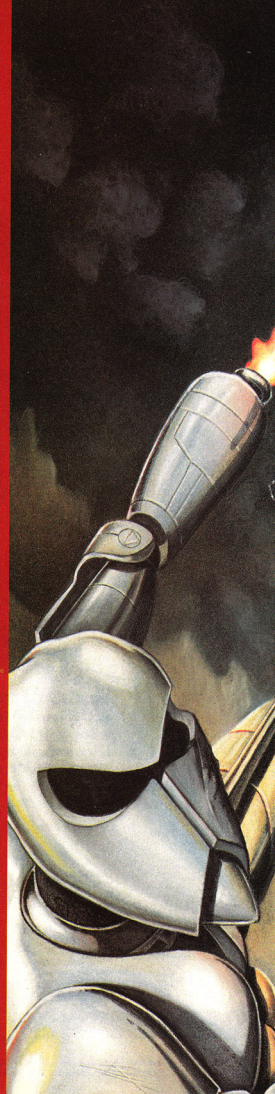


ASCIIWARE

TM

He doesn't care if you
use the plasma
flame or the
chainsaw arm
to carve his
**LOBSTER
CYBORG
BUTT,**

just please be gentle.





W
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CYBORG JUSTICE



Enough legs, torsos, and weapons that you can make 216 different Cyborg dispensers of correctional rehabilitation. (That means pain.)



Arcade mode. Where two players team up to reach an army of Cyborgs a little respect. This is best done by ripping off their arms.



If they still don't get it, leech their energy, then plant a spiked foot or two in a place that spiked feet shouldn't ever be.



Two players, head to head can fry, saw, and beat each other to death over and over again. You shouldn't try this without the game.



SEGA GENESIS



By Brother Buzz

The Lord of the Rings is based on J. R. R. Tolkien's classic Middle Earth trilogy. If you haven't read these three great fantasy novels, do it now. By the time you complete these enthralling tomes (sometime this summer), the SNES cart should be ready to play.

In Lord of the Rings, you play the unassuming Hobbit, Frodo Baggins, who's on a quest to destroy the One Ring of Power, which can obliterate Middle Earth. You have the Ring. Unfortunately, the vile Lord Sauron, the 12 Dark Riders, and a huge army of nasty ghouls, goblins, and wolves want it, too.

your party will break up into smaller groups that have adventures of their own.

Naturally, you'll organize the famous Fellowship of the Ring with Hobbits, Elves, Dwarves, Humans, and the wizard Gandalf the Grey. Each character has his own unique personality and decision-making skills, so sometimes they'll act with minds of their own. For example, during a fight Prince Aragorn may rush into battle, while Merry and Pippin, the meek Hobbits, linger behind. In fact, you may find all eight characters fighting individual skirmishes at once.

Next Stop: Middle Earth

The Lord of the Rings books are arguably the basis of all fantasy role-playing games. Interplay's set on bringing you a real original.



Pitched battles feature real-time combat.



Lord Sauron's forces mean business!

Lord of the Rings

Hobbits Know How to Party

The game's graphics will be gorgeous. They'll sport a classic fairy-tale style with contemporary twists. Most notably, Interplay is incorporating film footage from Ralph Bakshi's animated cult movie, "The Lord of the Rings," into the cart. They're also using rotoscoping to create realistic character movement from thousands of frames of videotaped images of real actors.

The game play will mix action with some RPG elements. For example, the fighting will be real-time combat, but you'll also have to manage a 64-item personal inventory. You will control one character, but the game's artificial intelligence will enable you to lead a party of up to eight characters. Although you'll start out as Frodo, you'll play other characters as the story progresses. Moreover,



Frodo and company embark on their famous quest.



The interface screen is a work of art.



Your party follows you wherever you go.

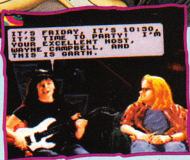
**Lord of the Rings by Interplay
Available 3rd Quarter '93**

I'M YOUR EXCELLENT HOST, WAYNE CAMPBELL,
AND WITH ME, AS ALWAYS, IS GARTH...



NOT!

GARTH HAS BEEN KIDNAPPED! NO WAY, YOU SAY? **AWAY!!** AND NOW YOU, WAYNE CAMPBELL, MUST RESCUE YOUR EXCELLENT SIDEKICK FROM A FATE MOST UNBECOMING! ARMED WITH YOUR MIGHTY GUITAR AND THE POWER TO **SCHWING**, YOU MUST BRAVE THE PERILS OF THE MUSIC STORE, DONUT SHOP, NIGHTCLUB AND SUBURBIA. THERE YOU WILL SPAR WITH SUCH DIVEEBODDS AS MONSTER BAGPIPES, ACCORDIONS AND KAZOOS (SHEEH, RRRIIGHT!), DONUT DEMONS AND DEADLY DISCO BALLS (AS IF!), HAIR-WHIPPING HEADBANGERS AND THE STRANGE **PSYCHO HOSE BEAST** (WAY!) ARE YOU WORTHY TO FACE THIS MEGA-CHALLENGE WITHOUT BLOWING CHUNKS? THEN **PARTY ON**, MY FRIEND, TO THE MOST EXCELLENT FINISH!



THIS IS NO DREAM SEQUENCE.
MY FRIEND.

WHOOA!
BARRY MANILOW FLASHBACK!



ONE WRONG MOVE
AND YOU'RE PAID!



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By Earth Angel

One of Capcom's arcade classics is back for round two on the SNES. The new and improved eight-meg Final Fight II is still in the works, but here's a quick peek.

Final Fight - Finally

The biggest and best news about this sequel is that it's got simultaneous two-player action! Final Fight aficionados know that the first SNES version was a one-player fight only.



How do you fight a guy with a meat cleaver in his hand?

Haggar's back, along with a couple of new buds, to make a total of three fighters to choose from. The new chop-busters on the block include Carlos and Maki (a girl). Each character has their own set of moves, and the game's graphics and action look much closer to the original arcade version than the first SNES cart did. The game play is similar to the SNES version, though.



Don't get surrounded.

There are five levels of side-scrolling, head-to-head, beat-em-up action, and there's even a story to go with it. Remember Guy in the original Final Fight from the arcades? It seems that Maki's father was Guy's teacher and trainer, and now he's been kidnapped by that bunch

Final Fight II



Execute a deadly kick. If you're not careful, though, you might get a knife in the back.

of thugs who are always making trouble for the Final Fight bunch, the Mad Gear Gang. With a little help from you, Haggar, Carlos, and Maki are out to rescue Maki's father.

Just for fun, Capcom's even stuck a surprise into the game - special cameo appearances by two Street Fighter heroes. Check out Chun Li, who's sitting at a sidewalk cafe, and Guile, who's hanging out in the crowd watching the action. Nice touch!



Cool special moves give you an extra edge.



Sure he's big and he's ugly, but don't let that stop you!



This ain't the Three Stooges, that's for sure!

Fighting for the Fall

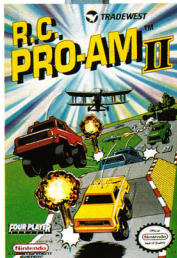
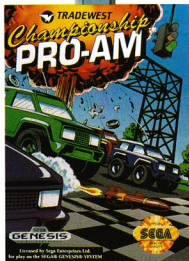
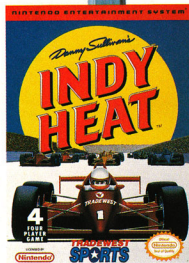
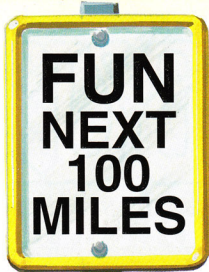
Final Fight II won't be climbing into the ring until late '93, probably just in time for the holidays. However, two-player Final Fight SNES action that really matches up to the bone-crushing bruising that made the arcade version a hit will be worth the wait!

Final Fight II by Capcom
Available 4th Quarter '93

Signs that you're on the road to fun!



You don't need to pass a driving test to know that these signs mean fun! Look for these exciting racing games at a retailer near you today!



**TRADEWEST
SPORTS**



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BUBSY

DEFINES DELAYS

In the pages of GamePro, you've followed Bubsy: Claws Encounters of the Furred Kind from its beginning on Accolade's drawing boards through its development as a playable cart. (See On Location, GamePro, July '92 through Bubsy Preview, GamePro, January '93.)

Where is Bubsy now? As with most games, it's late. What's causing the delay? GamePro decided to ask the star of this game directly.

GP: Bubsy, we've been hearing about your video game debut for some time. When was Accolade scheduled the release of your first megahit, Bubsy: Claws Encounters of the Furred Kind?

Bubsy: We're talking Spring, a time when flowers burst forth, lovers stroll hand-in-hand, and I can count on having a good fur day for the photo opportunities. During the winter months, I always get flyaway fur, which makes me look like a big-hair bobcat.

GP: Where can we expect to see you first: Genesis or SNES?

Bubsy: On the platform that makes me look best, of course, but probably on the SNES. Actually, I'll appear first on Gerdol. I'm scheduled for an upcoming segment titled "Video Game Stars Who Don't Wear Pants."

GP: Getting back to the Genesis and the SNES, will there be a difference in the two games?

Bubsy: When it comes to graphics and sound, only the experienced critic will notice a difference, but most will find that I'm handsome, adorable, and incredibly talented in both versions. Oh, they'll come in different box sizes as well.

GP: We've heard rumors that the game hasn't been released yet because you've been so busy spending the megabucks that you've made on your contract and you haven't had time for the public.

Bubsy: Actually, the delay is entirely my producer's fault. He's such a fussy budget that he's forever improving my graphics, making my world a bigger and bolder place. Plus, I'm getting a digitized voice and other new features. It's also thanks to these delays that I'm the fastest cat around. They've increased my speed, given me spider webs as trampolines, and Pencil trees with springy erasers to jump on. I also get cut in half by sand sharks and whiz around psychedelic bonus rounds.

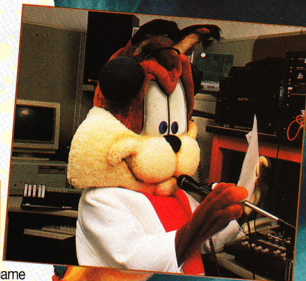
GP: Speaking of your producer, is it true that there has been friction between the two of you?

Bubsy: I've been told to refer those questions to my lawyer, Tiger Shark. I will tell ya this, though, he didn't run the script by me. What a disaster - delays, delays, delays!

GP: One more question, please. Have you been in any more fights since the terrible battle you had with that Cheetha?

Bubsy: How'd you hear about that? That was supposed to be kept under wraps! While we're into rumors, there is absolutely no truth to the rumor that Luke Perry and I duked it out over Shannon. Geez, if I'd known he was so touchy, I never would have let her scratch me behind the ears.

(Look for a Bubsy ProReview next issue!)



THE TURTLES WOULDN'T TRADE THESE ADVENTURES FOR ALL THE SLIME IN HOLLYWOOD.



Sure, they've got a new movie coming out - some big Hollywood production. But ask any of the boys, and they'll tell you nothing compares to the radical fun they have on Sega™ Genesis™, Super NES™, NES™ and Game Boy®.

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GAME OF

GLOBAL GLADIATORS REVIEWS

"Global Gladiators- is one of the highest rated games ever to appear on the Genesis."

Sega Visions Magazine

"Dazzling! A score of ten is reserved for the best; this is it!!!"

Game Informer Magazine

"WOW!" *Mega Play Magazine*

"Way to go Virgin! Global Gladiators- is the best platform action game I've played since Sonic... This game is a masterpiece!"

Die Hard Magazine



1992 Global Gladiators Awards

The Sega Third Party
Seal of Quality Award - 1992
* Product of the Year - Genesis

The Sega Third Party
Seal of Quality Award - 1992
Best Action Product - Genesis

Video Games and Computer Entertainment
Best Sound in a Video Game of 1992

Mega Play's pick of the month.

**Nominated for best game of the year,
best music and sound, and best
graphics and animation**

*Game Pro and Video Games &
Computer Entertainment*



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THE YEAR*

SEGA
GENESIS
16-BIT CARTRIDGE



GLOBAL GLADIATORS

Virgin
GAMES

TURBOCHIP PRO REVIEW

LEGEND OF HERO TONMA



By Scary Larry

There's a new TG-16 hero in town, and just in time. However, *The Legend of Hero Tonma* is a good-looking, cutesy romp through too familiar territory that leaves you hungry for action. Tonma especially lets its guard down with a hot and cold challenge factor.

From Hero to Eternity

The Legend of Hero Tonma is a one- or two-player, side-scrolling, action/adventure game by TTI. You play Tonma, apprentice to the great wizard Merlin. When he tells you of your princely origins and how your destiny is intertwined with that of a kidnapped Princess, you race to save the Princess and meet your fate.



PROTIP: You don't need to search for power-ups to use against bosses. Most of them have timing patterns that require only patience and a steady hand.

So off you go into this wild blue yawner, trekking across seven very short stages with nice-looking backgrounds, such as the Scare City ruins or the Notime

Forest. While looking for your Princess, you fight a veritable smorgasbord of sleeze hounds, including Blue Bats, Zombies, Gordians (fire-spitting statues), and Hunters. At the end of each stage, you'll face a semi-formidable boss.



PROTIP: To waste the Spout Sprout boss in Stage 3, climb onto a branch and fire rapidly until you see the snake's head. Then jump down and cross over to the opposite side of the screen to repeat the process.

At least Tonma comes equipped with the tools to get the job done. You have a Conventional shot, which you can power up three levels. You can also pick up various bombs, which you throw automatically whenever you shoot, and icons that clear enemies from the screen



PROTIP: To get the stone statues in Stage 4, get a bomb power-up and position yourself just below the statues, so that you only see their feet. Now you can bomb them without fear of retaliation.

and turn them into coins. Controls are not a factor, since you're basically shooting with Button 1 and jumping with Button 11.

The Legend of Hero Tonma looks good. The sprites are small, but well-defined. The backgrounds aren't intricate, but they're colorful. The music keeps pace with the frantic and sometimes too quick game play, but it gets annoying after a while.




PROTIP: To beat Stage 4's two bosses, blast the one on the right first. Dodge the boulders thrown by the one on the left, then go after him.

Tonma's primary shortcoming is a vexing split personality in challenge. Overall, the game is easy and no problem for intermediate gamers. The stages are too short, the bosses are easy to beat, and you get unlimited continues. However, where the game is not incredibly easy, it becomes incredibly hard, which you'll discover when you encounter the fourth level bosses. These two extremes may be challenging to some, but frustrating to others.

We May Need Another Hero

Although this game has a definite appeal to younger players, Tonma needs toning up. It offers nothing new in game play, and its double whammy challenge can be a pain. It could be a while before this Hero gets a ticker tape parade.

| The Legend of Hero Tonma by TTI | | | | |
|--|-------|------------------------------------|-----------|--------------|
| Graphics | Sound | Control | FunFactor | Challenge |
| | | | | |
| 4.0 | 3.0 | 3.0 | 3.0 | Intermediate |
| \$49.95 Available now Action/Adventure | | Two players Unlimited continues | | |



One of our staff's favorite
games was Bart's Nightmare!
-VG&CE

IN YOUR DREAMS...

An SNES
Dream Come True!
-Game Players

Imaginative twists and turns
of the TV show are everywhere
in this game...
-Nintendo Power

ENTERTAINMENT
WEEKLY'S
#1 VIDEO GAME!

OR BART'S NIGHTMARE!

PLAY THE GAME REVIEWERS ARE LOSING SLEEP OVER!

Battle the mighty Homer Kong in the game *Game Players* called "An SNES Dream Come True!" Enter the world of Itchy and Scratchy in *Entertainment Weekly's* #1 rated SNES video game! Vanquish vile villains as Bartman in one of *Video Games and Computer Entertainment* staff's "favorite games!" Check out the amazing eye-popping graphics, Bart's real digitized voice, dazzling action and game play that'll keep you up all night!



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SUPER NINTENDO
ENTERTAINMENT SYSTEM



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CES '93 REPORT

GAMING ON THE HORIZON

What's hot for '93? Take a walk down the aisles of CES with us.

GENESIS

Acclaim's World Cup Soccer

Acclaim's planning to bring the rest of the world's favorite sport to the States. A SNES version of this game is also in the works. (By Acclaim, Availability TBA)

The Adventures of B.O.B.

B.O.B.'s a robot teen with a problem: He wrecked his Dad's car and now he's late for a hot date! You take on this action/adventure cart to help B.O.B. score (points, that is). (By Electronic Arts, Available Spring '93)

Aerobiz

Welcome to the high-flying world of airline management. You've got to keep your aircraft airborne, your customers happy, and your company profitable. (By Koei, Available Spring '93)

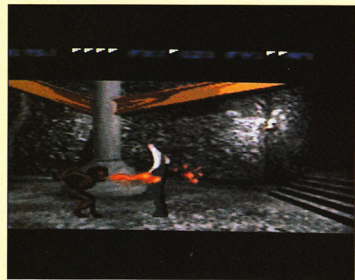
Best of the Best

This kick-boxing hit comes from the SNES. It's restructured to highlight cool new features, like a VCR to analyze round-for-round strategies. (By Electro Brain, Available 3rd Quarter '93)

Busyby



Bram Stoker's Dracula



Take on the role of Jonathan Harker in this game based on the recent hit movie. Travel through day and night in an epic journey that features cool scaling and 3-D action. Look



This personable feline with a digitized voice will run you over with his speed and agility. Scratch it up with this multi-scrolling, 16-level, action/adventure challenge. It'll also be available for the SNES. (By Accolade, Both versions Available April)



Sega CD version.

for Dracula on the SNES, NES, Game Boy, Game Gear, and Sega CD, too! (By Sony Imagesoft, Availability TBA)

Chase H. Q. II

You're behind the wheel in this one-player car chase that takes you through a few smashing spins and treacherous turns. Fortunately, you have the law on your side. (By Taito, Available now)

Chi Chi Challenge Golf

Hit those greens with Mr. Golf, Chi Chi Rodriguez. Enjoy Match play and Stroke play with up to four swinging buddies. (By Virgin, Available May)

Dashin' Desperadoes

This action game looks cute, but you play a tough kid out to clean up a city's mean streets. (By Data East, Availability TBA)

Dinosaurs for Hire



Based on the hit comic book series, this action/adventure game features 12 levels of reptilian fighting. Become one of four dino warriors and kick some prehistoric butt. (By Sega, Available May)

Dizzy



The action's egg-citing in this side-view adventure. Dizzy's the first Genesis cart to feature this popular egg-shaped character from the United Kingdom and the NES world. (By Camerica, Availability TBA)

Elemental Master



You must master the elements to survive this outrageous, overhead-view shoot-em-up. (By *Renovation*, Available March)

ESPN Baseball Tonight (working title)

One of the first in Sony's new line of ESPN sports titles, *Baseball Tonight* is gonna feature interactive action that captures that ESPN mood! It's also in the lineup for the Sega CD and the SNES. (By *Sony Imagesoft*, Availability TBA)

ESPN Sunday Night NFL (working title)

Get football just like on TV. Sony's using their new ESPN license to create an entire lineup of sports titles. Look for Sega CD and SNES versions, too. (By *Sony Imagesoft*, Availability TBA)

F-15 Strike Eagle II

In the mother of all desert aerial battles, soar into high-altitude, jet combat. (By *Micro-Prose*, Available March)

Flintstones



Yaba-daba-do! Fred's rockin' his way into trouble in this side-scrolling adventure. Tour Bedrock in the Flintmobile with some help from your pal Barney. (By *Taito*, Available Spring '93)

Future Zone

This cinematic, side-scrolling, action/adventure cart showcases an unbelievably huge environment, probably close to the size of *Super Mario World*. It's also available for the SNES. (By *Electro Brain*, Both versions available 3rd Quarter '93)

Haunting, Starring Polterguy

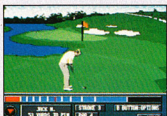


Put a scare into the Sardinia family as Polterguy, a cool teenage ghost. In this action game, you're determined to chase the wicked Sardinis out of four palatial mansions. Beetlejuice, Beetlejuice... Polterguy? (By *Electronic Arts*, Available June)

Indiana Jones

Indy's out to stop a ring of corrupt scientists from delivering dangerous technology to the Germans during World War I. Join him for six whip-cracking action/adventure levels that are based on the movie. (By *Sega*, Available June)

Jack Nicklaus' Power Challenge Golf



Get into the swing of power. You can vary club trajectories and the ball takes authentic rolls and bounces. Challenge a friend, or try your luck against Jack. (By *Accolade*, Available March)

James Bond 007



Genesis version.

James is a small sprite with big gadgets in this one-player multi-scroller. You have Her Majesty's license to kill in five levels of action. There will be babes in this cart. Check it out on the Game Gear as well. (By *Tengen*, Available March, Game Gear version Available May)

James Pond III

Ace secret fish agent, James Pond, fights the evil Dr. Maybe. Maybe's trying to monopolize the world's dairy products. Featuring over 100 action/adventure levels, the game takes place entirely on the moon. (By *Electronic Arts*, Available April)

Journey to the Center of the Earth

Based on the cool TV show that takes place in the year 2000, this game sends you beneath the surface of the Earth to explore strange new worlds in action/adventure-style game play. Look for photorealistic graphics created via silicon models of actual TV sets. Game Gear, Sega CD, SNES, NES, and Game Boy versions are also in the works. (By *Sony Imagesoft*, Availability TBA)

Jungle Strike

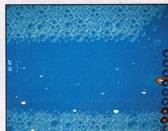


The Super Comanche Attack 'Copter is the weapon. A powerful South American drug lord is the target. The game is the sequel to *Desert Strike*. (By *Electronic Arts*, Available May)

The Last Action Hero

This action title's based on this summer's movie that'll star Arnold Schwarzenegger. The game will closely follow the plot line of the movie, and a Sega CD version will probably incorporate movie footage. The *Last Action Hero* will also be released for the Game Gear, SNES, NES, and Game Boy. (By *Sony Imagesoft*, Availability TBA)

Micro Machines



This highly addictive, overhead-view racer features a two-player competitive mode and a wealth of tracks and vehicles. (By *Camerica*, Availability TBA)

Mig-29 Fulcrum

Climb into the cockpit of a Mig-29 and become a Russian Top Gun. Fly training missions to prepare for combat missions. (By *Tengen*, Available Summer '93)

CES'93 REPORT

GAMING ON THE HORIZON

Muhammad Ali Heavy-weight Boxing

Float like a butterfly and sting like a bee. Fight with a behind-Muhammad perspective to knockout a friend or the computer. (By Virgin, Available now)

Mutant League Football

America's favorite sport is transported to a future, distant, and warped galaxy where monsters, aliens, robots, and mutants play hard and play

dirty. Fifteen-yard penalty for illegal use of John Madden Football's interface! (By Electronic Arts, Available May)

NFL Quarterback Club

This football cart is built around a quarterback's point-of-view. Take to the field with 10 top quarterbacks (including John Elway, Jim Kelly, Troy Aikman, and more) and play 28 different NFL teams. Look for SNES and Game Boy versions of "Club," too. (By Acclaim, Availability TBA)

Pirates Gold!

Adventure on the high seas never looked so good, but be prepared to defend yourself from the skull and crossbones. (By MicroProse, Available Summer '93)

Populous II

Those civilizations that appeared in the last Populous adventure are now moving up the evolutionary scale. Play God in this strategy game as you build communities and develop land. (By Virgin, Available July)

P.T.O. - Pacific Theater of Operations

This could be Koei's most extensive historical strategy game yet. You command either the U.S. or the Japanese forces during World War II's fight for the Pacific. This time, either side can win...or lose. (By Koei, Available Spring '93)

Race Drivin'

This is no ordinary racing cart. 3-D graphics take you spinning through the loop-to-loop tracks. You're behind the wheel in this one-player car game. Take it for a test drive. (By Tengen, Available Summer '93)

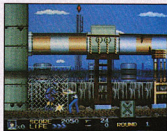
Road Riot 4WD

Drive a superpowered, 4-wheel-drive vehicle through 12 obstacle-laden courses that are located around the world. (By Tengen, Available May)

RocketKnight Adventures

This cart stars a hot new animal character tentatively dubbed "RocketKnight." This heroic space dude will dash and fight across seven levels against the evil oinkers from the Pig Star. (By Konami, Available Summer '93)

Rolling Thunder 3



Play alone or with a friend in this third installment in the life of Agent Jay. Cruise on your motorcycle, hop on your jet ski, or run as fast as you can through 10 levels of side-scrolling action, battling the Geldra Terrorists all the way. (By Namco, Available July)

Rolo to the Rescue: Gigantic Fun

Rolo the elephant must rescue his forest friends from the evil Mr. McSmiley. Rolo inhales objects and blows them through his trunk across 60 levels of action. (By Electronic Arts, Available March)

Speedway Pro Challenge



A behind-the-car view puts you right down on the track for Formula One racing action. Beat 16 international tracks to win the World Championship. (By Renovation, Available March)

Splatterhouse 3

The gore is back - bloodier than ever in this multi-scrolling thriller. Rick must once again save his girlfriend, Jennifer,

Mortal Kombat



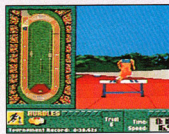
Yup, it's official - Midway's arcade smash is coming to the Genesis, complete with all the blood-and-guts martial arts action that made it a hit.

Versions of this two-player fighting game are also planned for the SNES, Game Boy, Game Gear, and Sega CD. (By Acclaim, Availability TBA)



from the ooey, gooey, monster mashers. (By *Namco, Available July*)

Summer Challenge



Up to 10 players can compete in eight Summer Olympics events. View the action from a behind-the-athlete, 3-D perspective. You might want to workout in the training mode before you take on the big competition. (By *Accolade, Available May*)

Tecmo World Cup

The successful SNES game is jumping systems. Take on the same great teams with the same great moves. You'll be passing, running, and kicking with the best of them. Be your own Pelé. (By *Atlus, Available TBA*)

Thomas the Tank Engine

This interactive, touch-and-speak video book is made for the younger set, but adults will enjoy it, too. Take part in all the 20 pages of a digitized book that's filled with activities for children, such as playing with a train set, coloring, and other mini-games. NES and SNES versions will be just as playful. (By *T.H.Q., NES version Available May, SNES version Available October, Genesis version Available November.*)

Time Trax

You're a detective of the future who travels in time. Luckily, you have enough gadgets to get you through the rough spots in both 16-bit versions. (By *T.H.Q., Genesis version Available November, SNES version Available October*)

Tony La Russa Baseball

This could be one of the most strategically-minded, video

baseball games ever developed, but it doesn't skip on the on-field action. (By *Electronic Arts, Available March*)

Wayne's World



Excellent! Wayne has his trusty guitar in this side-scrolling adventure. Travel through five worlds beating deranged instruments. Pick up 1-ups, Schwings, and weapons to help you through a music store and more. NES and Game Boy versions are on the way, too. (By *T.H.Q., Genesis, NES, and Game Boy versions Available May*)

X-Men



The X-Men (Wolverine, Cyclops, Gambit, and Colossus) must save Professor X by surviving eight levels of action. In this one-player game, you can play as any mutant superhero. (By *Sega, Available April*)

SUPER NES

Aero the Acrobat

Here's Sunsoft's action biggie of the year! Aero, the bat master of acrobatics, must brave

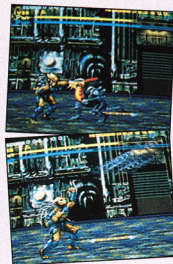


the dangers of a booby-trapped circus to save his pals. (By *Sunsoft, Available Fall '93*)

Aladdin

This one hasn't come out of the lamp yet, but Disney and Capcom are bound to be a magical team. (By *Capcom, Availability TBA*)

Aliens vs. Predator



Tearing up with the Predator, you must fight to save the human race from the Aliens. Struggle through the 10 levels of this one-player, side-scrolling game to meet the Queen Alien in a final showdown. (By *Activision, Available May*)

Arcus Odyssey

This 3/4 overhead-view, action/adventure game is similar to the Genesis game of the same name. You search fantastic

labyrinths to find the Sword of Light. (By *Renovation, Available May*)

Batman: Revenge of the Joker



The joke may be on the Dark Knight as he faces his most powerful antagonist in this side-scrolling, action/adventure cart. (By *Sunsoft, Available 4th Quarter '93*)

Battle Cars



From the creators of Wings II comes a one- or two-player (cooperative or competitive), futuristic, racing game. With a split screen, prove your speed through 30 racing areas. (By *Namco, Available July*)

Battle Grand Prix

This overhead racing game features four modes of play and 150 different car combinations. The split-screen, two-player mode will make your wheels spin! (By *Hudson Soft, Available April*)

Battletoads in Battlemaniacs

The Toads are bigger and badder than ever in this side-scrolling action/adventure that's sure to be a webfooted slugfest. (By *Tradewest, Available April*)

Blaster Master 2

This sci-fi action/adventure game features the further adventures of Jason and his

SOPHIA multi-purpose vehicle Travel through a life-and-death battle into an underground radioactive world. (By Sunsoft, Available March)

Brawl Brothers

Put your dukes up for a 12-meg, side-scrolling, fighting game that's in the spirit of Rival Turf. Play all five characters, plus the bosses. (By Jaleco, Availability TBA)

California Games II



Dudes and Dudettes can shred on five totally rad games, including Jet Surfing, Hang Gliding, and Snowboarding. (By DTMIC, Availability now)

Claymates



Professor Putty's son, Clayton, has been turned into a lump of clay. Now he has the ability to change himself into five animal friends that help him to rescue, his dadnapped dad. This action/adventure cart features graphics

based on clay animation. (By Interplay, Available 2nd Quarter '93)

Cool World

Jack Deebis is a real person in real trouble that's stuck in a cartoon world. Only Holli Would can save him on the SNES, Nintendo, and Game Boy. (By Ocean, Availability TBA)

Crash Dummies

Now you get to do a little safety testing of your own by smashing the Crash Dummies into every obstacle you can find. The boys are also bashing up NES, Game Boys, and Game Gears. (By Acclaim, Availability TBA)

Dig and Spike Volleyball

You can hit the beach or play with the indoor pros in this beautifully animated sports game. This cart could be spiking volleyball into your living room soon. (By Hudson Soft, Available May '92)

Dominus

This cart is a mixture of the RPG, action, and strategy game genres. You must defend your castle from marauding armies of evil monster races. You build magical traps and defenses. You can even fuse monsters and demons to create your own unique race of warriors. (By Ascii, Available 2nd Quarter '93)

Dream Probe

The Dream Probe Machine has trapped you in your worst nightmare. This side-view, blast-em-up, action/adventure cart covers six intense levels. (By Renovation, Available April)

Doomsday Warrior



Which of the seven champions will save Earth in this intergalactic fighting cart? You must discover 15 secret moves in order to survive this beat-em-up. (By Renovation, Available March)

Duck Dodgers and Marvin the Martian



In the Twenty-Fourth and a Half Century, Daffy Duck, (hero of the cosmos), is on an action/adventure mission to claim five planets in the name of Earth. Marvin the Martian awaits him with some hilarious consequences. (By Sunsoft, Available 4th Quarter '93)

Eiven Hollow

In this role-playing adventure, you journey through infinite levels of pain and pleasure. With 16-megs of great graphics, you'll see the whites of your enemies' eyes in the interactive battle scenes. (By Virgin, Available Winter '93)

Equinox

Fans of Solstice will delight in this 450-room, eight-dungeon sequel. Mode 7 effects lend a 3-D feel to the bone-chilling action found in this fantasy adventure that's packed with

spells, weapons, and stereo sound. (By Sony Imagesoft, Availability TBA)

EVO: The Search for Eden



In this 12-meg adventure, you develop different characters through time. You evolve as a ground or air creature and battle against some tough characters from the past and the future. (By Enix, Available March)

F1 Grand Prix, Part II

You drive a high-speed, Formula One racer via an overhead view. (By Mc O'River, Available 3rd Quarter '93)

F1-R.O.C. II

This new driving game uses Seta's DSP chip, which can display a mess of cars on the screen at once. Licensed by both real-life drivers and the F1 Racing Association, this game will lay tracks on your SNES. (By Seta, Availability TBA)

Family Feud

Just like the TV show, you have to guess which top five items will be listed under each category. Luckily, you can confer with other team members. It's time for the Family Feud. (By Gametek, Available August)

Fatal Fury 2

The only game that's giving Street Fighter II a run for the belt will gather up its 12 fighters for some two-player head-to-head. You'll need all the right moves for this battle. (By Takara, Available Winter '93)

Final Fantasy 3

Need we say more? Although still in development, this massive cart will feature a hot new interface and a cool, dragon-flying sim. (By Square Soft, Available November)

Final Fight II

Look for this long-awaited sequel in the fall of '93. FF aficionados will be happy to hear that this good-looking game features Cody and Haggar in two-player street fightin' action! (By Capcom, Availability TBA)

First Samurai



Your Ninjitsu instructor has been destroyed by an evil clan, so you're out for revenge in this five-stage, side-scrolling, action/adventure game. Be sure to bring your magic and skills, or you won't survive long. (By Kemco, Available March)

Generation 2



As an android pilot, battle through nine stages of nonstop platform action. This 12-meg game will keep your metal pumping. (By Kemco, Available July)

Golden Empire: The Legend of Scheherazade

You play the hero in this adventure game based on the "Arabian Nights" fables. (By Culture Brain, Availability TBA)

Goof Troop



Goof Troop's a role-play-style game for two players. From a top-down perspective, Goofy and Max are hunting for lost treasure and more. (By Capcom, Available September)

Hit the Ice

Choose one of six hockey teams and stick it to the computer or a friend. You can control your team's two players and one goalie. To really play rough, zoom in on the fighting action and watch your players literally hit the ice. Chill in the NES and Game Boy versions, too. (By Taito, Available now)

Hyper Volleyball



Play side-view volleyball with robotic players at your command. Watch your toes when you play the net against these guys. (By Mc O'River, Available April)

Jurassic Park

Genetic engineers bring back some dinosaurs. Now the world is in BIG trouble. This action/adventure cart is based on the upcoming movie. (By Ocean, Availability TBA)

Kawasaki Caribbean Challenge

From an overhead view featuring airplane-footage graphics, up to four players can jump on their Jet Skis or Ninja bikes and race through islands similar to those found in the exotic Caribbean. (By Gametek, Available April)

CES'93 REPORT

GAMING ON THE HORIZON

Kendo Rage

You play a female protagonist in this side-scrolling adventure with humorous enemies, including Japanese businessmen singing karaoke. (By Seta, Availability TBA)

King of the Monsters 2

In this simultaneous two-player, monster-fighting game you decide who will be king of the gigantic beasts. (By Takara, Available Winter '93)

Legends of the Ring

This boxing game stars some of the best fighters to ever put on gloves, including Duran, Graziano, Hagler, Hearns, and Lamotta. Cool, full-screen, digitized graphics and awesome, clean moves make this game a contender. (By Electro Brain, Available 3rd Quarter '93)

Lester the Unlikely



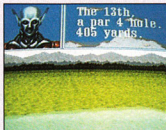
This side-scrolling, action/adventure game stars an awkward introvert who's on a quest for confidence. Fully-rotoscoped characters highlight the game play. (DTMC, Availability TBA)

Mario Is Missing



Mindscape recruited Luigi for an edutainment cart that mixes an international geography lesson with a quest to save Mario from Bowser's clutches. (By Mindscape, SNES Available May, NES Available June)

Mecarobot Golf



Here's just what every golfer needs - a mechanical opponent who makes perfect shots and has no heart. His name is "Eagle," and that's what he usually hits. (By Toho, Available August)

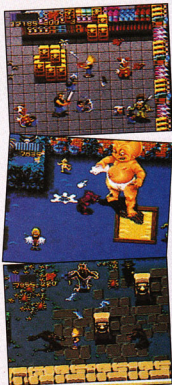
Metal Marines

SimCity meets action in this action/strategy simulator. Build missiles, destroy enemies through player-controlled combat, and build up your colonies. (By Namco, Available June)

CES'93 REPORT

GAMING ON THE HORIZON

Monsters



From a ¾ overhead perspective, beat off 20 different horror favorites in 10 locations. During your 56-level quest, you must rescue cheerleaders, teachers, tourists, and other neighbors. (By LucasArts, Availability TBA)

Mountain Sports



A collection of three games (mountain climbing, kayaking, and ATV racing) will appeal to MTV Sports fans. The game's simultaneous two-player mode features comical competition. (By DTMC, Availability TBA)

Mickey's Safari in Letter Land

A-B-C is as easy as 1-2-3, except not for Mickey Mouse. He must search through a desert, forest, jungle, Artic, mountains and tropics to piece the alphabet back together. Grab your net, and a letter huntin' we go! (By Hi-Tech Expressions, Available April)

MVP Football

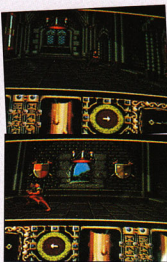
Kick off some gridiron action in this two-player game that's officially licensed by the National Football League. You can set defenses and offenses, control individual players, and call audibles at the line of scrimmage. (By Capcom, Available March)

NFL Football



Get an early start on the NFL season. This cart uses real teams with some of their real plays. Play through the NFL play-offs on your way to the Super Bowl. (By Konami, Available Summer '93)

Obitus



Magic gems, magic spells, monsters, and mayhem! It's gotta be an RPG – and it is!

Obitus is Bullet-Proof's first. (By Bullet-Proof Software, Available September)

The Ren and Stimpy Show



You idiott! Ren and Stimpy are back in a side-scrolling adventure that's completely different from their Game Boy title. You play as Ren and wander around several different worlds. Check out the NES version as well. (By T.H.Q., Both versions Available August)

Rock 'n' Roll Racing

Get supercharged racing action with six racing machines across 50 tracks. The sound sizzles with such classic tunes as George Thorogood's "Bad to the Bone," and high-energy announcing by pro commentator, Larry "Supermouth" Huffman (real person, real name). (By Interplay, Available 2nd Quarter '93)

Rocky & Bullwinkle

Boris and Natasha are causing trouble for the squirrel and moose. You must stop them in this one-player, side-scrolling, action/adventure cart. Will the boys find refuge, or is it lights out for the dynamic duo? (By T.H.Q., Available April)

Rocky Rodent

He's part human, part animal, and part rocket, but he seems like he's all fun. Rocky is a ballistic ball of fur whose hair-raising antics and cool graphics will rocket your way soon. (By Irem, Available June)

Run Saber

This graphically beautiful game looks and plays like a cooperative, two-player Strider II. Check

out the great changing perspectives and the Mode 7 scaling. Saber looks sharp. (By Atlus, Available April)

The Seventh Saga

Still deep in development, this RPG features a smooth interface and awesome graphics. You fight creatures in a head-on confrontation that has to be believed. (By Enix, Available August)

Sonic Blastman

The cartoony-looking Sonic Blastman beats a path through bad guys, much like the Lee brothers in Double Dragon. Fortunately, this fun game is a direct translation of the Japanese version. (By Taito, Available now)

Spellcraft

Through the portals of Stonehenge, players will seek out the five warring Lord Wizards in this RPG. Magic is as mighty as the sword, so you must learn to compose powerful spells from a variety of ingredients. (By Ascii, Available 1st Quarter '93)

Sports Illustrated: Football/Baseball



Get two sports games in this 16-meg cart. Try your hand at coaching top teams from two different major American pastimes – football and baseball. Hand-held armchair jockeys can also play ball on the Game Boy. (By T.H.Q., Available August, Game Boy version Available October)

Super Aquatic Games

This game gives you 11 wacky events and two bizarre bonus rounds. Up to four players can



what their whistles with James Pond in this competitive side-scroller. (By Seika, Available June)

Super Black Bass



Obviously, those Hot-B folks would rather be fishin'! Here's another fishing game that demands a well-equipped tackle box, patience, and luck. (By Hot-B, Available April)

Super Bomberman



Four-player action on your SNES? Yup, this cart is packed in with Hudson Soft's five-player SNES adapter – the Multi-Tap. The game features some incredibly competitive bombing fun. (By Hudson Soft, Available September)

Super Caesar's Palace



Who needs Vegas when you can place all your bets at home? Lay your cards down on all the

tables you would find in a casino, plus slip a few coins in the slots along the way. (By Virgin, Available April)

Super Conflict



The first strategy war game for the SNES features over 50 scenarios in both one- and two-player modes. (By Vic Tokai, Availability TBA)

Super Global Gladiators

Mick and Mack are back to save the world in a new, colorful, 16-bit adventure. Grab your Goo Gun in this multi-scroller, because the grime plays dirty. (By Virgin, Genesis Available June, Game Gear Available April)

Super James Pond

You're licensed to gill as you fight against Dr. Maybe's slimy efforts to sabotage the world's largest toy factory in eight levels, that use over 2500 screens of fishy action/adventure fun. (By American Softworks Corp., Available April)

Super Mega Man

The Mega-nificent one is finally coming to 16-bit. Look for this action extravaganza game by Christmas '93. (By Capcom, Available 4th Quarter '93)

Super Troll Land

The trolls are trapped in a palace and they need your help to escape before dark. Master your flying carpet and use your magic to zap monsters in the haunted forest. (By American Softworks Corp., Available May)

Superman

Superman lives on in this side-scrolling, action/adventure cart. You use Superpowers to



fight for Truth, Justice, and the American Way versus an army of evildoers. (By Sunsoft, Available March)

CES'93 REPORT

GAMING ON THE HORIZON

Advertisement

BALEOG'S BAILED.



NAME: Baleog the Fierce™

HEIGHT: 6'4"

WEIGHT: 230 lbs.

DISTINGUISHING FEATURE: A sharp sword that makes sure things are never dull.

LAST SEEN: Battling funhouse fantasies in an alien Wacky World.

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CES'93 REPORT

GAMING ON THE HORIZON

Super Widget



Widget's a little purple creature with a great chameleon act. Use his super transformation powers to change him into four different heroes, and then take on opponents in five interstellar stages. Don't go changing! (By Atlus, Available April)

The Terminator

Action/adventure gamers are about to be Terminated, again. This side-view, multi-scrolling cart is based on the first movie, as well as the NES and Genesis games. (By Mindscape, Available March)

Toys



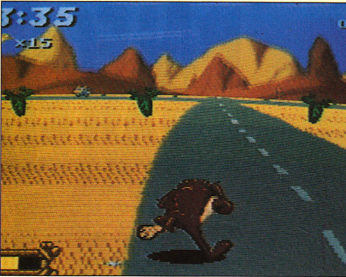
Toys is based on the movie starring Robin Williams. You're on a quest to beat your evil Uncle in this ¾ overhead-view side-scroller. You'll get your Toys for the other 16-bit system, too. (By Absolute, Both versions Available April)

Troddlers



This is a two-player (cooperative or competitive), 175-level puzzle game with game play

Taz-Mania



It looks like an arcade driving game, but you're riding on the shoulders of Taz the Tasmanian Devil. Taz spins and eats his

similar to Krusty's Fun House it sports great graphics, too! (By Seika, Available Spring '93)

The Untouchables

Based on the newly revamped television series, this action game will blow holes in your screen. (By Ocean, Availability TBA)

Toxic Crusaders



As Toxie, you'll clean up criminals in a side-scrolling action/adventure that will corrode your brain. (By Bandai, Available May)

Tuff Enuff

The Street Fighter genre adds another game to its gang. This

head-to-head combat game features eye-popping graphics. (By Jaleco, Availability TBA)

Ultimate Fighter

The long-awaited release of this game features both head-to-head and side-scrolling fighting. (By Culture Brain, Available April)

Vegas Stakes



Play Blackjack, Slots, Roulette, Seven-Card Stud, or Craps in this hot gambling cart. Digitized graphics and sound make it a virtual experience, but without the monetary consequences. (By Nintendo, Availability TBA)

We're Back

Two players can alternately play two dinosaurs, who have been given brain grain and then sent to New York City to rescue two children in a kid version of Jurassic Park. (By Hi-Tech Expressions, Available Christmas '93)

Where in the World is Carmen San Diego? Where in Time is Carmen San Diego?

Travel through time or through the world to find the V.I.L.E. Henchmen who snatched pre-

way through anything in his path. (By Sunsoft, Available March)

cious missing artifacts. If you enjoyed the PC and Genesis versions, put your sleuthing caps on for these capers. (By Hi-Tech Expressions, Available now)

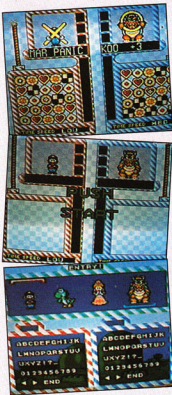
Wizard of Oz

Click your heels three times for the first 16-bit game based on the classic movie. In this side-scrolling, action/adventure game, you can play Dorothy, Scarecrow, Tin Man, or Lion. (By Setia, Availability TBA)

Wolfchild

You've seen this half-man/half-beast warrior on almost all systems. In this one-player, multi-scrolling game, you howl your way through 11 levels of intense action. (By Virgin, Available May)

Yoshi's Cookie



This Bullet-Proof/Nintendo collaborative effort is a fast-moving, match-the-shapes puzzle contest starring Yoshi and Mario. Nintendo's publishing NES and Game Boy versions, too. (By Bullet-Proof Software, Available May)

NINTENDO ENTERTAINMENT SYSTEM

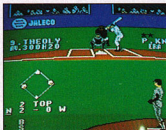
Battletoads/Double Dragon

Rash, Zitz, and Pimple find Billy Lee and Jimmy Lee. It's a massive, outer-space, martial arts adventure versus the Dark Queen. (By Tradewest, Available June)

Backgammon

Based on the ancient board game, this version enables one or two players to toss their tiles. (By American Video Entertainment, Availability TBA)

Bases Loaded 4



Here's the next up to bat in a series of superb baseball games. (By Jaleco, Availability TBA)

Big Mouth Bass

This fishing game will try to snag you with the reel feel of fishing. (By American Video Entertainment, Availability TBA)

Bignose Freaks Out



This cave dude rides a skateboard and clubs his way through a prehistoric landscape that features loads of secret rooms and other surprises. (By Camerica for the Aladdin, Available now)

Casino Kid II

Don't count your chips while you're sittin' at the table. In this gambling sequel, you take on the world's best casino sharks in three hot games of chance. (By SOFEL, Available March '93)

Cue Stick

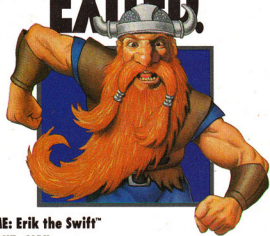
Welcome to Cue-topia. Rack 'em up for a pool hall simulation that features classic games like Eight Ball. (By American Video Entertainment, Available April)

CES'93 REPORT

GAMING ON THE HORIZON

Advertisement

ERIK'S EXITED.



NAME: Erik the Swift™
HEIGHT: 6'11"
WEIGHT: 175 lbs.
DISTINGUISHING FEATURE: Powerful legs that let him race like the Nordic wind. And cool hair.
LAST SEEN: Outrunning the maniacal saw in an outrageous alien factory.

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CES '93 REPORT

GAMING ON THE HORIZON

Happily Ever After

You play Snow White in this side-scrolling action game based on the new animated movie due out this summer. (By SOFEL, Available June '93)

International Ultimate League Soccer



Play the most popular game in the world, with soccer teams from the 1992 World Cup countries. (By American Video Entertainment, Available March)

Mickey's Safari in Letterland



A-B-C is as easy as 1-2-3, except not for Mickey Mouse. He must search through a desert, forest, jungle, Arctic, mountains, and tropics to piece the alphabet back together. Grab your net, and a letter huntin' we go! (By Hi-Tech Expressions, Available April)

Mighty Final Fight



Honey, who shrunk Cody and Hagger? Although this version of Final Fight's got the same story line, it looks and plays quite a bit differently, plus it has sprites reminiscent of River City Ransom. (By Capcom, Available 2nd Quarter '93)

Poker

Light up your cigars and put on your poker face. This card game found its fame in the Wild West. (By American Video Entertainment, Availability TBA)

ProSport Hockey



Cut up the ice with this NHLPA-licensed hockey game. (By Jaleco, Availability TBA)

Trolls in Crazyland

Those bare-bottomed, neon-haired dolls make a streak on your NES and your Game Boy. (By American Softworks Corp., Available May)

Yoshi's Cookie



This puzzle game will cook up an appetite for fans of Tetris. Mario and Yoshi will flip your cookies as you try to match up rows and columns of sugarcoated fun. (By Nintendo, NES and Game Boy versions Available April)

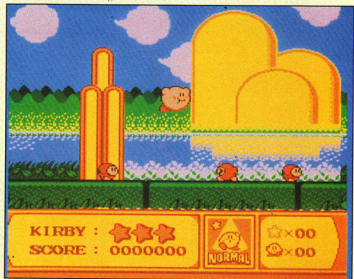
TURBO DUO

Bonk 3: Bonk's Big Adventure



The third game in the Bonk series features a simultaneous two-player feature, plus both minuscule and mega-huge Bonk power-ups. (By TTI, Available Spring '93)

Kirby's Adventure



In a cool spin-off of the Mario games, Kirby's a birdie with a regular celebrity stature of his own. With a successful Game Boy game under his...er...wing,



Kirby's ready for the NES. Join Kirby on a quest to restore the Fountain of Higher Dreams. (By Nintendo, Available May)

CES'93 REPORT

GAMING ON THE HORIZON

Dangerous Journeys



This five-player RPG is based on the cruel worlds created by Gary Gygax, father of the famed Dungeons and Dragons board games. Look for awesome character animation and scary enemies. (By Electronic Arts, Canada, Available Summer '93)

Macross 2036

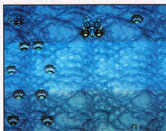
The animated Robotech TV series comes to life in this space-age shooter. (By NCS, Availability TBA)

Snatcher



Not for the faint of heart, this gruesome and violent RPG features some of the most shocking animated sequences ever seen in a video game. It will come packed with a warning label for discriminating buyers. (By Konami, Availability TBA)

Spriggan



This shooter was very popular in Japan. You fly through six levels, and are armed with over 26 different weapon combinations at your command. Evil dudes, beware. (By Working Designs, Availability TBA)

TURBO DUO SUPER CD

John Madden Football '93

This is the very first Electronic Arts sports game for the Turbo Duo. It should be the best football game for the Turbo Duo, yet. (By Electronic Arts, Available Fall '93)

Power Golf 2



Fans of the original should enjoy this upgrade, which offers more features and beautifully animated graphic sequences. (By TTI, Availability TBA)

Sherlock Holmes II



This full-screen, live-action, video game is more than elementary. It has more colors than you'll see on your Sega CD! Check out the braitesting mysteries in this sequel. (By TTI, Available March)

SEGA CD

After Burner III



Advertisement

OLAF'S OUT-HERE.



NAME: Olaf the Stout™

HEIGHT: 5'7"

WEIGHT: 255 lbs.

DISTINGUISHING FEATURE: An impressive stomach, and an amazing affection for Swedish meatballs.

LAST SEEN: Dodging dinosaurs in lush Prehistoria.

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CES '93 REPORT

GAMING ON THE HORIZON

An arcade classic gets updated for CD. The outrageous, behind-the-jet, shoot-em-up aerial combat puts you in the dogfight of your life. (By Sega, Available Winter '93)

Alien

Gross! Look for face-hugging, acid-spitting, Alien movie clips to highlight the arcade-style action that made this game totally cool on other formats. (By Acclaim, Availability TBA)

Batman Returns

Batman Returns returns with hard-hitting, beat-em-up action versus the Catwoman and the Penguin. (By Sega, Available March)

C+C Music Factory

Make your own C+C music video in this next release in the Make Your Own Music Video series. (By Sony Imagesoft, Availability TBA)

Dune

This sci-fi adventure/strategy game will take you through battle scenes from the movie and incorporate pictures of the stars. The game play, however, is a lot like Tyrants. (By Virgin, Available August)

Ecco the Dolphin

Become a dolphin and save your pod, and possibly the world. Twenty-five levels feature full-motion video, digitized sound, and ferocious fish-fighting. (By Sega, Available Fall '93)

Jeopardy

Coming soon, a CD version of the classic game show starring Alex Trebeck. (By Sony Imagesoft, Availability TBA)

Joe Montana Football



Play ball with Joe and 28 NFL teams. You can even challenge one of the 10 best teams of all time — '67 Packers, '72 Dolphins, '84 Forty-Niners, and more! (By Sega, Available April)

King's Quest V

One of the most popular RPGs of all time is about to embark on its own adventure in a new format. (By Sierra On-Line, Available Spring '93)

Mad Dog McCree

You're headed for a showdown with a rootin' tootin' six-gun shootin' bad guy and his gang.

Bring along a Menacer, if you'd like. (By American Laser Games, Available Summer '93)

Power Modeling

If you never made a model by Revell/Monogram, you must have had an unhappy childhood. Now you'll be able to make your car and race it, too. Look for a flight simulator soon after your road adventure. (By Revell/Monogram, Available 3rd Quarter '93)

Rebel Assault

Using 3-D like no other, LucasArts has a 15-level, flight simulator in the works. Fly from a behind-the-plane perspective through full-motion video scenes inspired by one of the Star Wars movies. (By LucasArts, Available Summer '93)

Rise of the Dragon



William "Blade" Hunter stars in this massive, futuristic RPG. If you think the streets are tough now, wait 'till you experience them in the year 2053! (By Sega, Available March)

Sherlock Holmes Consulting Detective, Vol. II

Join the master sleuth as he solves three new cases. Real voices and digitized video graphics are the stars in this quest against the criminal mind. (By Sega, Available May)

Silpheed VR

Loosen up those trigger fingers. This classic, behind-the-spacecraft shoot-em-up is coming to the CD. (By Sega, Availability TBA)

Space Pirates

You're a space ranger out to clean up the spaceways. Your blaster does all the talking. (By American Laser Games, Available Summer '93)

Spider-Man vs. the Kingpin



Your friendly neighborhood Spider-Man swings into the CD. The game's similar to the Genesis version, but there's cool animation between levels. (By Sega, Available June)

Stellar 7

It's hardware wars to the max! In this first-person perspective, vehicle-combat game, you blast-em-up to turn high-tech equipment into junk. (By Sierra On-Line, Available Summer '93)

Terminator

Arnold, the long-awaited Terminator, is finally "back" in this first-person perspective adventure. Those Endoskeletons will certainly get in your face. (By Virgin, Available April)

Virtual VCR - Prince

Prince's hit album, "Diamonds and Pearls," comes to life. Between songs, get a front-row view of Prince in concert. (By Sega, Available now)

Wheel of Fortune

Wheel of Fortune for the Sega CD will star none other than veteran letter turner, Vanna White. Can you spell C-O-O-L? (By Sony Imagesoft, Availability TBA)

World Wrestling Federation

The bad boys of wrestling are making their Sega CD debut later this year. Look for live-action wrestling clips to highlight the action. (By Acclaim, Availability TBA)

GAME BOY

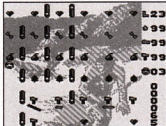
4-in-1 Fun Pak: Volume II

Four games so classic that they're new - Solitaire, Yacht, Cribbage, and Dominoes. (By Interplay, Available 3rd Quarter '93)

Batman: The Animated Series

There's not much info about this cart yet, so watch the TV show if you can. (By Konami, Available 4th Quarter '93)

Cool Ball



You're a cool ball in this puzzle/adventure, and you've lost your bouncy girlfriend, Suzette. Collect objects along the way in a specific order, and you may catch your Crêpe Suzette on the rebound. (By Takara, Available April)

Darkwing Duck



This game's an exact translation of the popular NES cart. The webbed wonder is out to stop F.O.W.L. in seven levels of action/adventure. (By Capcom, Availability TBA)

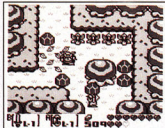
Felix the Cat

This is a magical conversion of Hudson's NES Felix game, which features all the same power-ups and most of the same level maps. (By Hudson Soft, Availability TBA)

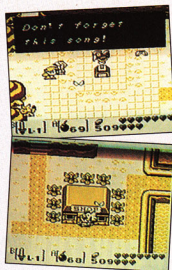
James Pond

The scaly fish spy makes another cameo appearance. This time, he's splashed in your Game Boy. (By American Softworks Corp, Available May '93)

The Legend of Zelda: Link's Awakening



At 4 megs, this is the biggest Game Boy game ever created! Travel to fantastic lands and



Mystic Fighter

Now you can get into a one-on-one street fight anywhere. (By Konami, Available 2nd Quarter '93)

Panel Action BINGO

Numbers are scattered at random around a checkerboard screen. You guide a cat or a bird character to land on the numbers in sequence. Five in a row scores a BINGO! (By FCI, Available April)

Ren & Stimpy Show: Happy! Happy! Joy! Joy!

Based on the cartoon show, this will be different than Ren & Stimpy's first foray on the Game Boy. Don't be an idiotttt and pick it up. (By T.H.Q, Available August)

Ring Rage

This fighting hand-held is reminiscent of Final Fight. Punch, kick, or wrestle. Whatever you

fight evil foes in the spirit of Zelda games. (By Nintendo, Available June)

Muhammad Ali Heavyweight Boxing

Muhammad is going hand-held, but he's still a knockout. Don't let his size fool ya! (By Virgin, Available July)

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PUBLIC NOTICE: THE LOST VIKINGS MUST BE FOUND.

Vikings Erik the Swift™, Olaf the Stout™ and Balog the Fierce™ have been captured by aliens, and now only you can get them home. Visit your local retailer to find "The Lost Vikings"™. Hurry. We're counting on you.

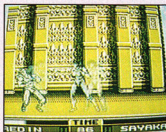
Interplay™

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CES'93 REPORT

GAMING ON THE HORIZON



decide to do, let out some ring rage. (By Taito, Available May)

Spot Cool Adventure

That 7-Up dude is bouncing along collecting bubbles. Spot will cool you down with great game play. (By Virgin, Available now)

Star Trek: The Next Generation



From a first-person, behind-the-spaceship perspective, explore strange new hand-held worlds with the Starship Enterprise and her crew. As captain, you must assign various tasks to different crew members. (By Absolute, Available May)

Super Dodge Ball

Join up to four other players and play simultaneously in the classic schoolyard game of dodge ball. Choose to play one of six, different, five member teams in three overhead-view modes. (By American Technos, Available May)

Tom and Jerry: The Movie

Play both Tom and Jerry in a new hand-held smash that's based on their movie, not their cartoon. (By Hi-Tech Expressions, Available 3rd Quarter '93)

Top Rank Tennis



This hot tennis game hits aces. It puts four players on-court at one time, including Jimmy Connors, John MacEnroe, and you. (By Nintendo, Availability TBA)

GAME GEAR

Dooley the Dinosaur

Hop 'n' bop with the 'saur of the streets. Dooley sports some cool tunes that you may recognize. (By Innovation, Availability TBA)

The Land of Illusion Starring Mickey Mouse

Here's a Game Gear version of the original Genesis game, Castle of Illusion. You've got to recover the stolen gem in this one-player, action/adventure game! (By Sega, Availability TBA)

Cave Dude

Another side-scrolling Mario-esque game for the Game Gear. Be sure to club all the prehistoric beasts in your path. (By Innovation, Availability TBA)

Robin Hood

You'll find the same game play found on the NES and Game Boy versions. You'll definitely know Sherwood Forest after playing this RPG. (By Virgin, Availability July)

Street Hero



This side-scrolling fighting game will make you and your Game Gear a raging duo. (By Innovation, Availability TBA)

Vampire - Master of Darkness

Count Dracula's on the loose. Your task is to hunt him down and drive a stake through his heart. Journey through Europe in 13 stages of blood-curdling action/adventure. (By Sega, Availability TBA)

CES'93 REPORT

GAMING ON THE HORIZON



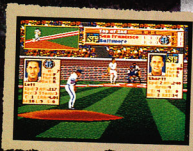
Eat dirt, sweat,
scratch and have
Al Michaels describe
every detail.

The action and color of big league baseball. Nobody can call it like Al Michaels. No game captures it like *HardBall III*™.

HardBall III for the Sega® Genesis® maintains its place in the line-up as the #1 selling baseball title of all-time. With new features that'll send every other game back to the minors.



You get the best power in the league: 16 meg ROM with 14 meg RAM. 26 authentic big league ballparks. The real 162 game season; including the all-star game and the series. The ability to create and edit your own teams and team logos— even to save games and seasons. Your own "home run derby." Pro calibre "team effort" defense. Accurate stats that are updated and stored for the entire year. VCR-like instant replays that can be saved to your personal highlight reel.



Plus the digitized play-by-play of Emmy award winning broadcaster, Al Michaels.

New *HardBall III* for the Sega® Genesis®. One look, and you'll be itching to play. To order, visit your favorite video retailer or call 1-800-245-7744.



ACCOLADE
GAMES WITH PERSONALITY

TIME Gal



By Captain Pachinko

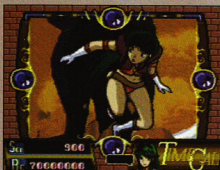
Imagine living in a near-perfect future society. Computers handle all the hard work. Peace and unity abound. No hunger, no war...yeah right! Now, if you lived in this Utopia, how would you feel if some nutso mad scientist stole an experimental time machine to change history and rule the world forever?

You'd be P.O.'ed, for sure, and you might even be foolish enough to chase him through time. You'd throw yourself into time fighting foes of ages past to keep history straight. That's exactly your task in Wolf Team/Telenet's Mega CD extravaganza - Time Gal!

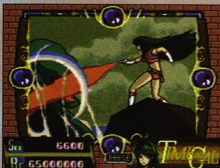


Time Gal saves history...or her story.

Time Gal is a lost, laser disc treasure that Wolf Team has rescued from Taito's arcade attic. It's a Dragon's Lair clone



Time Crasher has a terrible sense of time.



Dinosaurs want to chow down on Time Gal.

that never made it to U.S. shores, but Japanese players ate it up when Taito released it here in 1986.

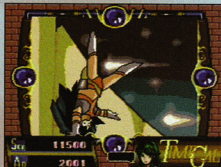
In this classic arcade game, you play the heroine, Time Gal, who's been sent to prevent the dreaded villain, Time-Crasher, from screwing up history. It's not going to be easy.



The Romans want Time Gal's ears.

Your quest takes you from the Age of Dinosaurs, 70 million years ago, to the year 3100 A.D. Time Crasher has used his hypnotic powers to induce the natives of 11 time periods to be less than friendly to the acrobatic, laser-pistol-totin' Gal on his tail. On each level, you must fight off Time Crasher's unwitting allies, including cave men, Roman centurions, World War II kamikaze dive bombers, and futuristic hitmen. Sometimes, the game stops and asks you to make one of three choices. Watch out! One is correct, and two are fatal! At least

the hilarious cartoon "death sequences" and Time Crasher's maniacal laughter make your frequent demises palatable.



Flying can be suicide!



Time Gal bites the dust.

If you have a Mega CD, know Japanese, and can tolerate some weird humor, get this game. Perhaps Sega or Renovation will consider it for a U.S. release. Only time will tell.

RANMA 1/2 II



By Doctor Dave

The first Ranma 1/2 fighting game for the Super Fami-com was a big success in

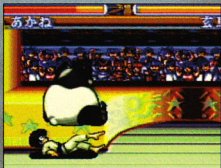
Japan last year! It beat Street Fighter II to the 16-bit format and immediately became a hit with fist fighters everywhere. Now *Ranma ½ II* for the Super Famicom is out, and it could trade punches with Street Fighter II.

This version sports a new fighting engine. The graphics are stunning with larger character sprites and great, colorful backgrounds. The music and sounds are also above average with a traditional, but funny Japanese style.

Fighting gamers will like the cart's ability to make combos, such as jumping in with a kick and pulling a special move. You can program your buttons. In fact, this makes it possible to charge up for special techniques, while simultaneously making kicks and other attacks.



Ranma is back with many of the same attacks found in the original!



Sitting on opponents with this panda means a crushing defeat!

Overall, *Ranma ½ II* in two-player mode puts up a great fight. In one-player mode, the game gets a little stale, since your opponents develop easily recognizable patterns. If you're getting tired of beating up (or being beaten up) with Street Fighter II, try to clean Ranma's clock.



Special techniques are a dime a dozen.



For a balanced fight, let a character beat up on himself.

The game now has 12 characters, as opposed to the original's eight fighters. Each character has at least one special technique. All characters have a throw for close-range encounters and a few have double jumping capabilities for higher jumps. In one-player mode, you can choose from 10 characters (characters 11 and 12 are bosses). In two-player mode, you can challenge a friend with any of the 12 players. The game also makes it possible for two players to go head-to-head using the same character.

class to stand in line for the goods, you know we're talkin' overseas gold! For the latest and apparently greatest installment in the Final Fantasy series, Square recruited a 45-person design team and allocated 16 megs of ROM space.

Break Out the Translator

Final Fantasy V's story goes something like this: Approximately 700 years after Cecil disposed of the menace Zeromus in FF IV, unknown evildoers have begun sucking energy from the power crystals that hold the fabric of the world together. You begin as a red-hair novice hero and attempt to prevent the crystal massacre. Unfortunately, you're a step behind the villains, but the crystal shards they leave behind hold the trapped souls of mystical warriors.

As you amass crystal shards, which enable you to switch identities to any of the 20 warriors, you view your warrior from an $\frac{1}{4}$ overhead view. Each warrior represents a different profession or class, which is displayed through the same menu interface found in most RPGs. The game features 14 new classes, including Medicine Man, Samurai, and Bard. Each class has impressive new abilities.



Schizophrenic class-swapping is a must!

As you grow in power, you can combine abilities from several classes to customize your combat skills. For example, you could play a Red Wizard, but still have the Caller's summoning magic and the Dragon's jump attack. But beware! Increased artificial intelligence enables the boss monsters to develop strategies to counteract your abilities. Your fight scenes are static CPU-controlled affairs, so keep your hit points high.

FINAL FANTASY V



By Monty Haul

When the Japanese people ask a software company not to release a new cartridge on school days because kids cut

Continued on page 140.



Combine abilities to give yourself a fighting chance against smarter, meaner monsters.

RP'ing by Land, Air, Sea, and Space

Final Fantasy V's world is deeper and steeper than ever. You sail the winds aboard an airship, cruise low over the



Board your pink bird buddy and take off!

ground aboard birds and giant lizards, submerge in a submarine into the ocean depths, and even travel through space to explore several planets.

Fantastic Graphics

Overall, FF V's art style remains largely the same with the familiar "big head, little feet" look. However, 16 megs means more character animations, richer backgrounds, and bigger sprites. During combat, boss monsters can chew up one-third to one-half of the entire screen! The cart also sports some breathtaking special effects. While you fly the airship, the entire planet rotates on its axis via two-directional, Mode 7 scaling.



I like the big sprites in you!



As the world turns, you won't believe your eyes.

FF IV was famous for displaying emotions. The dudes actually jumped up and down in glee and hung their heads in sorrow. In the sequel, you get richer emotions and more extensive mini-story sequences.

First Japan, then the World

Final Fantasy V sold two million copies in its first two months on the Japanese market (December '92 and January '93)! The SNES version will be entitled "Final Fantasy III" when it's released stateside in November. The third time should definitely be the charm!

MADE IN JAPAN

By Betamax Boy

Just when you thought your Sega CD was state-of-the-art, Sega of Japan has some Mega CD peripherals that they hope will propel their system to new heights.

Backup Saves Game

At last, Sega has developed a safe, convenient way to transport saved game files from one system to another system. The Mega CD Backup RAM cart contains a hefty 64K of battery backup game saving memory that can duplicate the Mega CD's 64K of wired in backup RAM.

The Mega CD BIOS enables you to save game data to the built-in buffer, copy data from the buffer to the backup cart, save game data to the backup cart, or copy saved games from the backup cart to the

buffer. So what's the big deal? The built-in buffer probably has enough space for all the saved games you'll ever need, right?

Not so fast. Picture this: You and your bud play Super League Baseball on the Mega CD. Both of you have spent time and energy building up the ultimate team with the best stats. How do you challenge each other? Without the new Backup RAM Cart, it's strike three. You're out! With Backup, you can copy your team and stats, then lug it over to his crib. Just pop in your cart, unload your data, and play ball!

The possibilities are endless. You can have a library of saved games literally in your pocket. The Backup Cart is available now in Japan for approximately \$50. Word is it may come to the U.S. soon.

You're Playing Your Song

Are you a closet crooner? A rocker without a band? Here's your chance to sing with the best bands around. The Karaoke Adapter module is another hot new Mega CD peripheral.

This amazing unit looks like a little black plastic brick with RCA phono jacks in the back and a couple of microphone

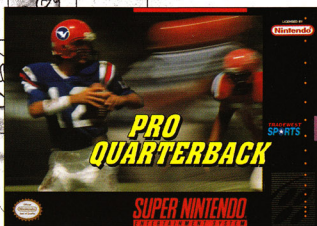
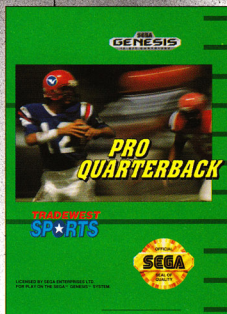
jacks in the front. You plug this unit into the Audio Out jacks in the back of your Mega CD. Then, pop in your favorite audio CD and hit "Play." A high-end DSP sound processor computes the value ranges for the vocals and simply erases them from the signal.

Just like the Karaoke units in sleazy bars everywhere, the Adapter removes main vocals from audio CDs (just temporarily, of course), which allows you to jam with your favorite band. Karaoke is just catching on in American bars, but it's been a hot pastime in Japan for years in both cocktail lounges and private homes. The Karaoke Adapter is available in Japan for around \$250. Don't hold your breath waiting for Sega of America to release this unit in the States.

Mousey Rumor

What other accessories are in store for the Mega CD? Persistent rumors here and in the Japanese press tell of the Mega CD Mouse. This wireless optical device will reportedly be used only with the Mega CD and, of course, special CD games.

The Season's never over with Pro Quarterback



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TRADEWEST Inc., 2400 South Highway 75, Corsicana, Texas 75110 903-874-2683



Top Ten

reasons **NOT** to buy Tyrants™

10

Because I don't like lots of **action and violence**.

9

Because why should I waste my time arming my men with everything from bows and arrows to nuclear missiles and flying saucers when a **spitwad** is my weapon of choice?

8

Because I am a follower not a leader and I don't want to be the most **powerful** person in the world.

7

Because I don't like games that offer **months and months of game play**.

6

Because the idea of **traveling through time** and conquering nine worlds merely tires me out.

5

Because I do not have a **loin cloth fetish**. Really.

4

Because I prefer wimpy cartridges that don't have **4 megs of digitized speech**.

3

Because I don't like crossing swords with **devious, conniving opponents** all ready to step on my baby toes.

2

Because I prefer blowing \$59.99 on a cartridge that's all talk, hype and no **action**.

1

Because I am not worthy of an **adventurous resource management game** that makes other carts look like girlie toys.

DON'T BUY TYRANTS IF YOU CAN'T HANDLE WORLD DOMINATION.



FIGHT THROUGH TIME TYRANTS™



DEVELOPED BY
Sensible
SOFTWARE

Virgin
GAMES

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Tony La Russa and EA Sports announcer, Ron Barr, offer advice.

You Make the Call

The controls feature nice variety. They're dependable, but they require a light touch. You hit and pitch from a sharp, behind-the-batter perspective playing screen, which enables you to easily read the count, the inning, and the score. It's a snap to get at player commands.



Pitcher versus batter duels are easy on the eyes.

Pitchers can throw Fastballs, Curves, Change-ups, and Specials. Depending on the real-life team, the Special pitches can be Sinkers, Sliders, Knucklers, Fork Balls, or Split-finger Fastballs. Too bad, no spitters. Fielders can dive for hit balls, too.



PRO TIP: If you warm up relievers in the bullpen, don't forget about them.



PRO TIP: In general, the base runners are slow. Think twice about stretching out a hit.

Batters have a normal swing based on their real-life counterparts. They can also hit for power or just try to make contact. When you have players on the bags, you can only send your lead runner, unless you call for a Double Steal.

The Cart Hangs Tough

La Russa plays a competitive game of baseball. In fact, playing the CPU is almost as fun as a two-player game. The cart adjusts its challenge factor to your skills between two difficulty levels, and you can toggle errors.

PRO TIP: If an errant throw from the infield to the outfield goes offscreen, chase it with the infelder. Don't assume that the cart will switch control to the outfielder.

Good-Looking Ball Players

The game's graphics put in a respectable appearance. The character animations are built on digitized video of real athletes, so the

action looks like a pro. The pitcher's motion is especially sweet.

There are some great details, too. The cart displays batters in three stances, and you can see the outfielders backing up infield plays and throws. Nitpicking purists, however, will notice (or should) that all the pitchers have the same motion, and that they always pitch from the stretch. Batters also turn in to the bag at first base.

This cart gets a lot of mileage from relatively sparse sounds. There isn't much to them, but the ongoing hubbub of the crowd, the cheers for a hit, and the campy ballpark organ music will make baseball fans feel sort of warm and fuzzy. They'll help you live with the gravel-voice ump.

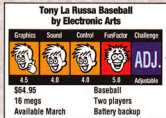
PRO TIP: Always charge ground balls. PRO TIP: When you use the directional pad to get your player to the ball, you must release the direction button before

you make a throw and press it again to select a base.

PRO TIP: When you play the outfield, don't try to throw behind the runner on a hit ball.

The Class of the League

Just like its namesake, this cart's a winner. It's an all-star game that captures the strategy and action of baseball from both the player's and the manager's perspective. Genesis baseball carts are in the big leagues now that Tony La Russa's in the game. The only things missing are the sunflower seeds and the bubble gum.



Continued on page 146.

Advertisement

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PLAY WITH THE PROS!

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Tecmo Drives the 16-Bit Lane, Draws a Charging Foul

Tecmo Super NBA Basketball



By Colorful Commentator

Tecmo's testing the 16-bit sports waters for their first time ever with Tecmo Super NBA Basketball for the Super NES. However, impressive figures on the 8-bit sales chart don't necessarily guarantee a top seed in the 16-bit big leagues. If comprehensive stats and high-quality action are the one-and-one free throws for SNES basketball success, Tecmo only hits the front-end.

The Right Stuff

TSNB starts off right by taking complete advantage of the NBA license. All 12 real players on all 27 teams are represented, plus two All-Star squads. You even get a passable digitized mug shot for each player. The teams also sport their correct logos and jersey colors.



Da Bulls, complete with logo and starting lineup.

Tecmo's game play setup options are a sweet finger roll, as usual. You choose whether to control the action manually, or kick back and coach your team. You play against a second player or the computer. You can even watch the computer play against itself.

The battery-save season play is also fairly well-executed. You can play a regular 82-game sea-

son, a reduced 41-game season, or a short 26-game season. In the programming mode, you can adjust the wins and losses accrued by each team. Unfortunately, there's no way to edit the overall schedule or jump directly to the play-offs.

| DATE | HOME | AWAY |
|-------|------|------|
| 10/21 | CHI | ATL |
| 10/22 | CHI | ATL |
| 10/23 | CHI | ATL |
| 10/24 | CHI | ATL |
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Are we talkin' road trip or what?

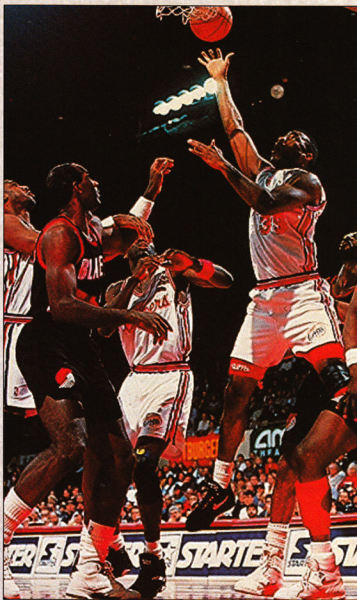
Stats R Us

Tecmo crunches the NBA down to a game of numbers — lots of 'em. You get each player's real-life average-per-game stats for field goals, free throws, treys, steals, blocks, rebounds, and overall points. Additionally, the cart analyzes each player's basic abilities in six categories. The stats impact game play, and in that regard TSNB is reasonably true-to-life.

Audio and Visual Rejection

At first glance the side-view court looks like it's fit for a king: The floor has a nice textured look and the on-screen colors are pleasing. You even get a few pop-up cinematics for great plays. Then you notice the players. There are only two different sprites in the entire game — a generic black guy and a generic white guy. Unlike EA's Blazers vs. Bulls, characteristics such as height and hair color are absent. Additionally, the fans in the stands don't move.

If the graphics can be a bit annoying, the music's boring. The two music tracks sound like 70's



disco theme songs. The sound effects, however, are much better. A ref's digitized voice, the clank of the rim, and the roar of the crowd do their jobs.

Middle-of-the-Pack Game Play

The game play scores a few times in the Win column, but doesn't quite make the play-offs. Fatigue and injuries force you to call timeouts and substitute bench-warmers as needed, and this works fine. What doesn't work is the play-calling system. During the action, you can call four plays from a play-book of eight, but they're not displayed on-screen. You're forced to memorize them. Additionally, there are no defensive plays.



PRO TIP: If the opponent's team scores on a fast break before you can get back on defense, you've probably got a man or two still at the other end. Harvest those cherries!

The control is solid, but somewhat confusing. It's hard to switch players smoothly on defense, and often the on-screen clutter of players makes distinguishing your man and choosing another player difficult.

PRO TIP: Blocking is tough to master. If you're having trouble, control your guards on defense and allow the computer to control your forwards to do your stuffin' for you.

Some of the game play is quite innovative. You can easily commit an intentional foul should the need arise, which has been missing from previous electronic basketball games. However, one of the key features you'd expect to get in a 16-bit cart—signature moves—is nowhere to be found. The players all have the same three or four moves under the basket.



PROTIP: If you're way behind and feelin' desperate, shoot a trey, then foul the opponent (go for the weakest free throw shooter, if possible). Even if he sinks the throws, you'll regain a point.

Playing against the computer won't make pros work up a sweat, because it's often possible to penetrate its defense with a few quick passes. However, unlike other artificially ignorant CPU opponents, this one calls strategic timeouts and plays for the last shot!

PROTIP: Play keep-away when you're ahead, then find a shot when the clock's down to five seconds.

PROTIP: Sometimes you can dribble from one end of the court to the other and jam it home without obstruction by the computer.

Permanent Pine Rider

Tecmo Super NBA Basketball has some great qualities, especially in the stat department. It comes up short when matched up against NCAA Basketball's innovative game play style, towering 3-D graphics, and smooth play-calling. It also falls to the great action, graphics, and signature moves found in EA's Bulls vs. Blazers. Think twice before driving into this SNES lane.

| Tecmo Super NBA Basketball by Tecmo | | | | |
|-------------------------------------|-------|----------------|------------|--------------|
| Graphics | Sound | Control | Fun/Factor | Challenge |
| | | | | |
| 3.5 | 3.8 | 3.5 | 3.5 | Intermediate |
| Not available | | Basketball | | |
| 8 megs | | Two players | | |
| Available now | | Battery backup | | |

Football That Gets Under Your Skin

Jerry Glanville's Pigskin Footbrawl



By Otter Mattie

Razorsoft and Jerry Glanville have taken football back to its savage but hilarious roots. A conversion of an arcade favorite, Pigskin Footbrawl is every bit as brutal for your Genesis. Think football with medieval weapons and no penalties, and you've got the basic elements of this game. If you don't mind violence, this game's a scream.

More Than One Way to Skin a Pig

Either one or two footbrawl fanatics can play Pigskin. To vary the difficulty, you can select the speed and number of players for each team. You can choose between Pigskin or Pro Pigskin. Pro's players are more intelligent, aggressive, and bloodthirsty.



PROTIP: To evade computer-controlled opponents, run your ballcarrier around trees, walls, and water holes.

Guts and Glory

Pigskin is a side-view game that displays a section of the field from a sideline perspective. As the ball moves, the field scrolls right or left to catch the action. The game is played on two fields: Outdoor for the first half and Indoor for the second. Outside, you and your teammates dodge fallen trees, hay bales, rocks, and ponds. Indoor fields feature tables, chairs, stools, and pits. Throughout the game, your characters can pick up weapons, such as axes, throat clamps, and spears, to use on the opposing team. The graphics are pure slapstick, featuring cartoony animations of goofy characters

Continued on page 148.

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THE PLAY WITH THE PROS!

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and gruesome acts. Fortunately, the humor isn't overshadowed by the violence, and the bumbling ball-carriers will make you roar with laughter.



PRO TIP: Be sure to pick up any weapons you see. They come in handy for the big fights.

Calling Plays

The controls are generally responsive and definitely creative. Controlling your football players is hard work. Each player can only control his team captain. The other teammates will respond to three attitude adjustments: Get The Ball, Man-to-Man, or Bad Attitude. To successfully score a touchdown, you must choose the best attitude for your team's situation. If you choose Bad Attitude (Jerry Glanville's favorite setting), your players will often participate in savage battles (Grapples) with the enemy team. A Grapple is usually won by the



PRO TIP: If your team is suffering from a big point deficit, the crowd will send in a troll. Use them to your advantage. They are both stronger and smarter than the average players.

team with the most players involved in the fight. However, if you happen to pick up a concealed weapon, your team will reign victorious.

Punching is this game's substitute for blocking, and it's used in the same manner. Passing and kicking are a little risky, since you often pass to a receiver offscreen.

The most graphically chilling part of this game is the sound. It features realistically digitized grunts, screams, and hollers as your players hit obstacles, get into fights, and fall into pits. If you've got a heart, you'll probably want to play without sound.



The Good, the Bad, and the Ugly

Pigskin is a curious mix of violence, humor, and football that makes for an entertaining roll in the mud, especially in two-player mode. Without the depth of control of a straight football simulation, Pigskin's charm may wear thin after several games. But as

pure, mindless entertainment, Footbrawl is where it's at. If you dig sin, jump into Pigskin.

Jerry Glanville's Pigskin Football
by **Razorsoft**

| Graphics | Sound | Control | Fun Factor | Challenge |
|---------------|-------|------------|------------|-----------|
| 4.0 | 3.5 | 3.0 | 3.5 | ADJ. |
| \$50.00 | | Football | | |
| 8 megs | | Two player | | |
| Available now | | | | |

Show 'em Who's a Pro

Pro Quarterback



By **Weekend Warrior**

Hey, sports fans, there's a new rookie in the Genesis pigskin league. Tradewest's Pro Quarterback is an entertaining, nice-looking game with plenty of action and features. Unfortunately, it lacks the game play and challenge necessary to snatch the starting positions from veteran powerhouses like John Madden '93 and

Joe Montana Sports Talk Football. Nevertheless, this rookie has enough qualities to earn at least a tryout.

Gridiron Graphics

Pro Quarterback features colorful, well-rendered, digitized graphics. Each player is a large sprite that appears prominently on-screen. All the action is viewed from a ¼, behind-the-QB view that creates a believable depth of field. There are plenty of entertaining impromptu animations, such as

football spikes, end zone celebrations, taunting players, or a dropped-pass agony. The play section and game stats screens are all clearly rendered, self-explanatory, and easy on the eyes.

In fact, everything looks great until you start playing the game. The animation is a bit choppy in light of the high-quality graphics, and it makes it easy to



PRO TIP: Position your receiver for receptions by maneuvering him towards the "X" on the field instead of

trying to eye the ball. Always leap up to ensure that you make the catch.

lose track of players in big crowds. It's also difficult to judge receptions and kickoffs as the ball makes its way downfield. The animation is easy to adjust to and doesn't impede game play, but it's noticeably lacking if you're accustomed to the detailed animation of a Madden or a Montana football cart.

Any Way You Want It

Pro Quarterback offers plenty of options that enable you to customize your game. Play solo vs. the computer, or team up with a friend to play head-to-head or arm-in-arm. Although this game is not licensed by the NFL or NFLPA, you can choose between

all 28 pro teams listed by city name. Quarter lengths vary between 2, 5, 10, and 15 minutes. Choose your traction from artificial turf, grass, mud, dirt, rain, or snowy fields.



Options, options, options...

Gimme the Ball!

Pro Quarterback is easy to play and has effective control of the on-screen action. You have a choice of 26 plays on offense and 18 on defense that are clearly illustrated in bright, colorful diagrams on the Play Select Screen. While calling plays, you have the ability to redirect a play to its opposite side, either right or left. This is useful if you find that your QB or RB has a tendency to perform better on a certain side of the field. Use the instant replay feature to see if you can spot these tendencies.



PRO TIP: Every run play includes at least one receiver, who you may opt to use instead of the running back.



PRO TIP: Since there are no penalties, jam a lineman into the line of scrimmage so that he has the jump when the QB snaps the ball.

In comparison to Madden or Montana, this rookie lacks several game play features that could have made it more enjoyable.



There is no play-calling cloak device, so it's easy for opposing players to see your plays. An inability to call audibles seriously hampers adjusting players against a prepared defense. There are no

penalties, so players are free to do "no-nos," such as encroaching on the line and interfering with receivers. Pro Quarterback has enough bells and whistles to guarantee an enjoyable game. How-

ever, it lacks additional features—tournament play, passwords, and the championship teams found in Madden or Montana.

Backup QB

Pro Quarterback is a solid, well-crafted, entertaining football game. However, to play in the Genesis gridiron lineup you've got to stand up to some formidable opposition—John Madden and Joe Montana. In this light, Pro Quarterback ranks third string. But give the rookie a chance. It has plenty of potential, and updated versions of this cart just might make it a starter!

| Pro Quarterback by Tredwest | | | | |
|-----------------------------|-------|--------------------|------------|--------------|
| Graphics | Sound | Control | Fun/Factor | Challenge |
| | | | | |
| 4.0 | 2.5 | 4.0 | 2.5 | Intermediate |
| Price not available | | Football | | |
| Available now | | One or two players | | |

Continued on page 150.

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IT'S A KO!

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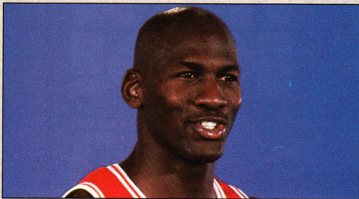
New Basketball and Football Carts

By Otter Mattie

Here's the latest from behind the closed locker room doors of the top sports game companies. While the Bears were hibernating this winter, the sports game programmers were spending sleepless nights cranking out some hot basketball and football games to warm up your Spring, Summer, and Fall. Here's a look at some of the first-round draft choices.

Hopeful Hoops

In basketball, EA's just announced that they have a new set of games coming out that will be endorsed by the NBA's number two drawing card behind Michael Jordan—Shaquille



O'Neill! There's no word yet on how the new games will play. For those video gamers who've been drooling over EA's Jordan In-Flight game for the PC, you may be in luck. EA says they have plans to develop a line of games with a similar perspective and style of game play for play on the CD-based game systems, like the Sega CD and 3DO. The Genesis version of EA's successful SNES

game, Bulls Vs. Blazers, will be out in April. Virgin's got Earvin. That's right, the Magic is on your SNES with Super Slam Dunk coming this May.

This slamming cart, endorsed by the bravest player in the NBA, features the digitized voice of NBC and official Lakers' announcer, Chick Heam. Players can execute a variety of moves, including alley-oops, no-looks, and behind-the-back passes. Magic himself appears on-screen to give tips for all 28 NBA teams.

Football Future

Line up all the new football carts coming out this year end-to-end, and you'll find they stretch almost the length of a regulation football field. Tecmo has announced plans to release this summer their popular NES cart, Tecmo Super Bowl, for both the SNES and Genesis systems. Konami's NFL Football is heading for the huddle this summer, too. (See Preview, The Sports Pages Jan. '93.) Capcom is also rarin' to kick off with MVP Football in March. Acclaim wants you to join the NFL Quarterback Club. Slated for the Genesis,

SNES, and Game Boy, the club will feature a quarterback's point-of-view of the defense. Sports Illustrated Football/Baseball by T.H.Q. is a two-in-one, 16-meg, SNES cart planned for an August release. A 4-meg Game Boy version is coming in October. ESPN Sunday Night NFL (working title) for the Genesis, SNES, and Sega CD is coming from the folks at Sony Imagesoft. This game

promises to incorporate the ESPN attitude of "In-Your-Face" action. If you've got a Sega CD, then look for football to spiral downfield in the form of Joe Montana NFL Football.



Joe goes CD.

This awesome sports disc features over 600 digitized player animations, multiple camera angles, CD quality music, and 10 of the best all-time teams. Look for this Sega CD to spin out in April. Before you write that letter, you should know this is NOT a misprint: John Madden Football '93 is coming this fall for your Turbo Duo. EA Canada is developing this Super CD for TTI, and according to them, it's going to be the best-looking Madden game yet!

Five-Player Option Saves World Sports Competition From Disqualification

World Sports Competition Turbo Duo

By Otter Mattie

On your marks. Get set. Go! Turbo Tech suits you up for another five-player simultaneous competition with their version of an olympic decathlon, World Sports Competition. You and up to four friends can compete in 18 different events in this sports spectacular. If you've played any version of Track & Field (arcade unit to the NES cart), then you'll find this game quite familiar. TTI has varied the game play by beefing up the support for multiple simultaneous players.

Preparing for the Ultimate Competition

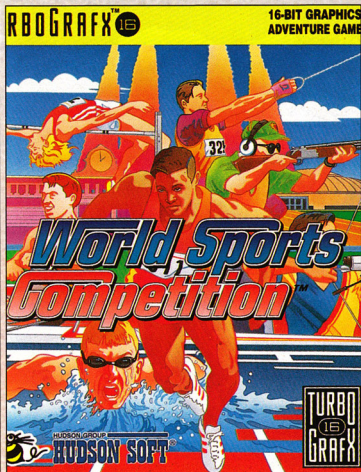
In addition to supporting up to five players in simultaneous play, World Sports Competition offers an Olympic Mode, where you play all 18 events over a course of six Game Days (12 in single-player). If you don't feel like making the commitment for the long haul, you can play in single events in the Training Mode.

With five players on the screen at once, it may be difficult to figure out who's who, so World Sports Competition lets you build a character of your own. You can choose from three body types and eight uniform colors when creating your athlete. The customization doesn't affect your character's performance, but it makes it easier to spot your character on a crowded screen. Once you've customized your characters, chosen your Mode, and selected the number of players, it's time to let the games begin.

Jack of All Sports

In single-player mode, you must qualify in every event to begin the next day's events. It's no sweat to qualify in multi-player modes, because everyone automatically gets to compete in every event. To keep track of your progress, a simulated TV sports news show recalls the statistics at each day's end. At first you'll have trouble qualifying, but with practice you may beat some world records.

The 18 events are divided into six categories: Shooting,



Archery, Field, Rowing, Swimming, and Track. Each event features different controls, but some things remain constant. For instance, any event that requires running will mean you need to rapidly press buttons I and II until your fingers fall off. Luckily, the game includes an option that lets you use just one button.



PROTIP: Configure the game so that it requires only Button I and set your Turbo Pad to auto. You'll run like the wind!

Most of the events in World Sports Competition take place from a side-view perspective. The Archery and Shooting events are exceptions, because they feature a behind-the-character perspective. On the whole, the graphics are nothing to write home about. The sprites are relatively small, and

the detail is minimal. One cool feature found in the Rowing, Swimming, and Track events is the independent side-scrolling lanes that keep all players on the screen at once, even when they're on separate parts of the lake, pool, and track.



PROTIP: Timing is the key to success in the shooting games.

8-Track

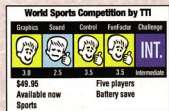
The tunes in World Sports Competition are not very good, especially when you listen to the killer sounds from Super CDs such as Lords of Thunder. The sound effects are O.K., with some digitized voices, but overall they're a little flat.



PROTIP: You can false start twice in the running events without being disqualified.

For Parties Only

World Sports Competition is no gold medal winner. If you play with at least three players, though, the game is good enough to earn a bronze. There are better games for your Turbo Duo, but if you're a Track & Field fan this game may be for you.



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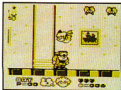
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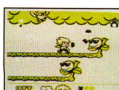
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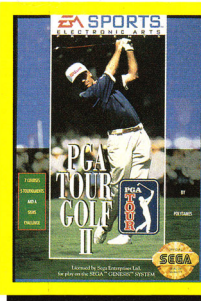
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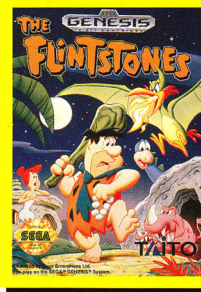
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GENESIS ADVENTURE

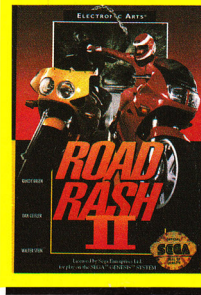
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| Young Indy Jones Chron. | \$39 |



'PGA TOUR GOLF 2' brings 7 unique courses; TPC at Eagle Trace, Scottsdale, Avenel, Sawgrass, Southwind, PGA West and Sterling Shores. Compete in 5 PGA tournaments against 60 pros. Features a skins game, even more stats, 4 different golfer animations, improved ball physics, and battery back up. \$49



'FLINTSTONES' lets you journey through Bedrock with the whole Flintstone family collecting pieces for a time machine to rescue Dino & Hoopie. Bikeman, Frankenstein, King Snake, and Saber Tiger are just a few of the unfriendly obstacles. Fred must outwit. Help Fred return happiness to Bedrock. \$44



'ROAD RASH 2' is a combat motorcycle racing game. Terrorize your opponents through 5 new levels on 5 grueling tracks including Tennessee, Hawaii, Alaska, Arizona & Vermont. Features simultaneous head to head racing, an offset split screen viewpoint, 15 new bikes, & a new heavy chain weapon. \$44

GENESIS SIMULATION

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GENESIS SPORTS

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| Summer Challenge | \$46 |
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| Tony LaRussa Ult BBall | \$54 |
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| | |
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SNES KICK & PUNCH

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GENESIS TRON

| | |
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NEO•GEO PRO REVIEW



By Scary Larry

SNK's newest Neo•Geo cart is a super soccer sensation! Super Sidekicks is to soccer games what Baseball All-Stars was to baseball games: a gorgeous, graphic representation of the sport it showcases. It truly makes you feel like an athlete in action.

Soccer to Me

Super Sidekicks is fast and furious. Its one- or two-player soccer action really zips the ball across the field. You pick from 12 international teams, including America, Argentina, Brazil, Germany, Italy, and Korea.

There are two addicting modes of play, the SNK Cup and the Versus mode. In the SNK Cup, you earn glory for your country in a long battle against all 11 opposing teams. The farther you advance, the tougher the game gets. In the Versus mode, it's a one-on-one foot fest with a friend.



PRO TIP: When you pass the ball across the field, hold down A before the ball gets to the intended receiver and he'll make a spectacular shot.

This Game Kicks

The great soccer action runs at a maniac's pace, but the view keeps up stride for stride with a ¾ overhead perspective that only shows a small portion of the field at one time. Although you get the standard 11-player team, the zoomed-in view usually displays only four of your men at a time. It sounds cramped and

crazy, but it actually imparts an awesome sense of the nonstop, adrenaline-pumping, run-and-kick action of soccer.



PRO TIP: When you shoot at the goal, always hit A twice. The ball may bounce off the goalie's head and you'll have a clear shot.

The game controls are smooth, and you can easily direct the action of all your players. The joystick, Button A, and Button B are all you need to pull an impressive variety of realistic soccer moves, such as knee and chest traps, headers, and overhead bicycle kicks. You can adjust the distance of your passes, too. You can even pull sliding tackles

to steal the ball, and jump step with the ball to avoid a tackle. Watch out for the penalty, though. The referee loves using that whistle.

Soccer Punch

The graphics in Super Sidekicks is standard SNK, which means they're gorgeous! Every sprite is well-detailed, and the animated sequences are super sharp. The screen sometimes bursts with fast-paced action, so your eyes get a workout along with your fingers.

The sound is also a masterpiece. The roar of the crowd and the ball-thumping are crystal clear, and every score is punctuated with a resounding shout of "GOAL!"



Victory means fortune and glory for your country! Great graphics illustrate key points in the game.

Score One for Super Sidekicks

Of all the soccer games around, this one is the easiest to control and the most fun. Soccer fans will go nuts over it. If you think soccer is just some sort of "foreigner's" sport, get ready for a good swift kick in the pants. Super Sidekicks is super!

**SUPER
SIDEKICKS**



PRO TIP: When your "Ace" player has the ball, try dodging and weaving with your joystick rather than passing. He should be able to out run the competition.

Super Sidekicks by SNK

| Graphics | Sound | Control | Fun Factor | Challenge |
|---------------------|-------|---------|--------------------|-------------------|
| 5.0 | 5.0 | 5.0 | 5.0 | INT. Intermediate |
| \$219 Available now | | | Soccer Two players | |

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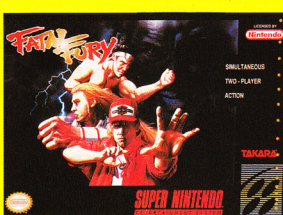
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SNES ADVENTURE

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'FATAL FURY' brings home all the power of the smash arcade streetfighting game. Features realistic characters, multiple action moves, special skills, and lightning speed. Take on the computer or another player head to head. \$56

SNES SPORTS

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SNES STRATEGY

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| Monopoly | \$46 |
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| Rampart | \$44 |
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| Shanghai 2 | \$46 |
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| WordTris | \$46 |

SNES SIMULATION

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| Outlander | \$49 |
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| Star Fox | \$59 |
| Super Battle Tank | \$54 |
| Super F1 original or 2 | \$49 |
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| Super Strike Eagle | \$54 |
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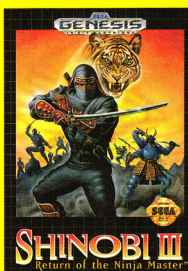
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| Kageki |
| Lightning Force |
| Midnight Resistance |
| Onslaught (alt bst sys) |
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'SHINOBI 3' brings back Joe Musashi, the Shinobi master of stealth and the lethal ninja arts. Slash through murderous armies of bio-ninjas using all new acrobatics, summon devastating magic, & rain slaughter from above with Death Star attacks. Flip into intense combat and take no prisoners. \$46



'KINGSALMON' lets you reel in the great outdoors without leaving your living room. You are cool, cunning and patient, but so is your competition. King Salmon will test your angling skills right in your own living room. And you won't need a fishing license. Control such features as line length and depth. \$42

GAME BOY PRO REVIEW

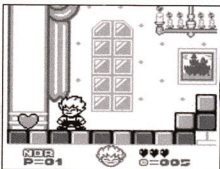


By Conna Kaze

It's sunset. Do your parents know where you are? If you're masquerading as Kid Dracula in Konami's batventure for the Game Boy, you could be winging across parapets as a bat, vaporizing ghouls, and terrorizing Transylvania 'til the Count comes home. You're trying to defeat Garamoth, the tyrannical lizard king, and his gang of ghouls, who are working monastically hard to take over your castle.

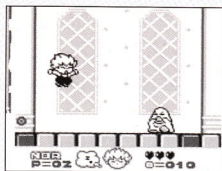
Creatures Featured

Kid Dracula offers intermediate players eight tough levels and five imaginative subgames to sink their fangs into, while maintaining it's straightforward game for gamers still teething to get a bite of the action. The side-view, run-jump-and-zap game play moves vertically and horizontally.



PROTIP: When you enter the castle on the first level, go left to find a Big Heart. Ready your Bitin' Bullets first, though, so you can bake the bats for Coins.

The pesky pack of monsters, fiends, and ghouls in this cart would drive you batty, if you weren't already a vampire. You meet Frankenpunk, Trance Fusion, Percy Pinchaloaf, and a troublesome trio – the Ghosts of Christmas Past, Present, and Future – who will all frustrate the Dickens out of you. You can mangle individual monsters faster than you can shake a stake, but as a gang they're gruesome.



PROTIP: Don't be misled by the Ghost of Christmas Past's tears! The Ghosts of Christmas Present and Future have yet to visit you!

Kid Drac's Attack

Your slick array of magic weapons makes the fighting fun. Standard weapons consist of unlimited magic blasts and two Magic Powers (the Bat Transformation and a powered-up magic blast called the Bitin' Bullet). Each time you complete a level, you earn another Magic Power, including Wing 'n' Homing



Missiles, an Umbrella Shield, and a flocking Bat Attack. There are seven powers altogether to cycle through.

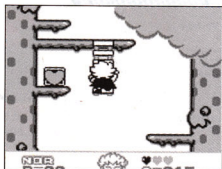


PROTIP: If you hold down B while you walk, your Magic Power is always ready for action.

Zapping beasts with your Magic Powers reveals Crimson Coins, which you use to buy your way into the sub-

games. After each level, you can select from five subgames, provided you have enough Coins and a good memory. One type of game offers you the option to collect more Coins. The other type offers 1-ups, 2-ups, and even 4-ups as prizes.

You need those extra chances, too, because Kid Dracula will suck up your three standard lives quickly. At least you get unlimited continues, and the password feature assures that you can return from the dead.



PROTIP: Extend your lifeline to a maximum of five hearts, and restore any lost hearts by picking up the Big Heart in a Box.

Bop, Look, and Listen

Kid Dracula's graphics glow. The Kid and his foes are cutesy critters. The Bat Transformation in particular is a fun animated effect that transmutes you into a winged creature of the night.

The sound effects are good, too. Your wings beat rhythmically in true bat fashion, plus you'll get assorted zaps and blasts.

PROTIP: Your weapons can shoot through the floor.

Fangtastic Fun

Kid Dracula offers enough challenge and variety to keep intermediate players busy from sunset until sunrise, a time when all good vamps-in-training are trying out their fangs. Kid Dracula's sharp-toothed parents won't lose any sleep wondering where he is, but you might.

Kid Dracula by Konami

| Graphics | Sound | Control | FunFactor | Challenge |
|---------------------|-------|------------|-----------|-------------------|
| 4.5 | 4.0 | 4.5 | 4.5 | INT. Intermediate |
| Price not available | | One player | | |
| Available March | | Continues | | |
| Action/Adventure | | | | |



You're so intent on testing the particle accelerator you've invented that you hardly notice the crackling of a not-so-distant electrical storm.

Before you can say SNAP, CRACKLE, POP, a lightning bolt slams through you and your accelerator with deadly accuracy.

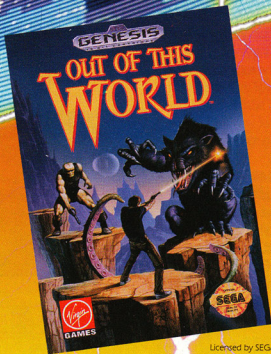
When you finally come to, you have no idea what time or place you're in, but you know you're not safe. Face it you're warped. Unless you want to start calling this place home, you'll need to dodge, outwit and overcome a host of deadly aliens, monster guards and blood-sucking leeches who think you're a delicacy. Now, that shouldn't be too hard for a Whiz Kid like you - right?

Out of This World Features

- Award-winning cinematically styled, rotoscoped animation
- State of the art real-time polygonal graphics
- Continual audio mix of digitized sound effects and musical score



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By Andromeda

Think back, way back, to Nintendo's dawn of time.

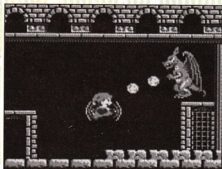
Remember a game about a little guy named Milon who wears a stocking hat and fires bubbles? Well...

A Puzzling Predicament

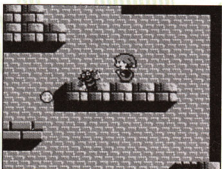
Milon's Secret Castle is an NES classic that's been handily converted pixel-for-pixel for the Game Boy. In this side-view, multi-scrolling, one-player action/adventure, you play Milon, who's on a quest to defeat an evil Warlord and rescue Queen Eliza. Sure, it sounds like a lot of other games. However, Milon's Secret Castle is an interesting blend of puzzle and action gaming that, for the most part, still plays as well as it did the first time around.

Milon's goal is to make his way through the puzzle rooms in the castle's seven levels. Each room is a maze of passages and platforms that are overrun with a crew of the evil Warlord's nasties. Milon uses his magic Bubble Wand to zap the baddies while he's trying to navigate through the room. The rooms are located on different floors of the castle, and the Queen is trapped somewhere near the top. There's no set way for Milon to reach the top, but some rooms are more difficult than others.

On his royal search, Milon also has to find special items, including keys and hidden shops where he can buy items he'll need to advance to other rooms. Along the way, Milon must defeat seven demon-monster bosses. Each boss guards a magic crystal ball and the door to the next level of the castle.

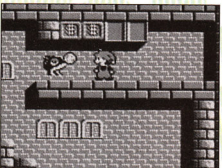


PROTIP: To defeat the first demon Warlord, leap over the shots he fires and nail him with bubbles to his head.



PROTIP: To acquire a protective shield in the lower level, fire bubbles at this mid-level ledge in the first room on the left. When the Hudson Bee emerges, grab him.

PROTIP: Don't buy the Light in the shop on the first level. You can get it for far less in the shop on the second level.



PROTIP: If you wanna go shopping, you're gonna need some bucks. Milon gathers cash by blasting blocks with his bubbles and by going into Musical Bonus Rounds,

where falling notes can be gathered and traded for dollars. To reach the Bonus Round in the first level's last room on the right, bonk Milon's head on the lower edge of the block to the right of this ledge.

Milon's Secrets

Although the controls are basic two-button jump-and-shoot, Milon's bubbles fire at an angle. Consequently, you'll find that hitting moving enemy targets takes a little practice.

It's always tough to shrink something meant for the big screen down to a small screen. Milon's graphics look A-OK, except the lack of color makes it tough to see itty-bitty foes. (They don't stand out against the background the way they did in the original color version.) Sound-wise, there's nothing to write home about, but nothing jars with the game play, either.

Top Secret

Milon's Secret Castle's a nice combo of action and puzzle gaming. Overall, the game's more than a one-battery challenge. However, a password feature enables you to continue from different points in the game (and also reduces the eyestrain). Although Milon was more fun on a larger screen in color, the game still has enough punch to make it good Game Boy fare, and that's no secret.

Milon's Secret Castle by Hudson Soft

| Graphics | Sound | Control | FunFactor | Challenge |
|----------|-------|-----------------|------------------|------------------------|
| 4.0 | 3.5 | 3.5 | 4.5 | INT. |
| \$29.95 | 1 meg | Available March | Action/Adventure | One player Password |



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GAME GEAR PRO REVIEW



by Mister Blister

Like movie sequels, video game sequels are put out to capitalize on hot characters and not story lines. Sometimes a sequel is just a rehashed version of the original. Other times, it's well-crafted entertainment that can stand on its own merits. *Shinobi II: The Silent Fury* definitely falls in the latter category. Already a celebrity for the Genesis, and one of the first (and best) action/adventure games for the Game Gear, *Shinobi II* aptly carries on this proud tradition.

Techno Terror

For thousands of years the Oboro School of Ninjas has protected the four powerful Elemental Crystals by assigning a master ninja warrior to protect each one. Now all of Neo City is being held hostage by the evil Techno-Warriors and their leader, the Black Ninja. This nasty bunch has captured the Crystals and their ninja guardians. It's up to you as Joe Musashi (a.k.a. Shinobi), the greatest of all ninjas, to end the techno threat by finding the Crystals and the ninjas.

Shinobi II and the four Oboro ninjas wield different weapons, including swords, shurikens, bombs, chains and daggers. They also have special fighting techniques, such as water walking, walking on ceilings, and super high jumps. Each ninja also possesses a special Ninjitsu superpower, such as teleportation, tornadoes, lightning, fire bursts, and hammer-quakes. As you locate each Crystal, the rescued ninja is added to your arsenal. You can interchange control of the ninjas at will. Experimenting with each ninja's powers and skills will help you determine which one is best suited for specific situations.

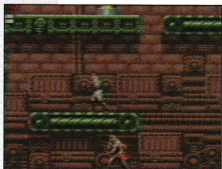
PROTIP: Most enemies home in on you, or they move in preset patterns. There's no time limit, so lay low and let them come to you.

Five challenging levels await you in this one-player, side-scrolling action-fest. Choose any of the first four levels and fight through Neo City, a Japanese castle, the rough terrain of the Great Canyon, and the mazes of a high-tech factory. Finish all four levels and you can access the secret enemy base for a final showdown with the Black Ninja.



PROTIP: Only the Worm Boss' head is vulnerable.

word feature and a healthy supply of bonus items, including additional units for your power and gauges, Ninjitsu power units, 1-ups, and a Transport item to zap yourself around a level.



PROTIP: Use the conveyor belt to give you a running start for extra high and long leaps.

PROTIP: Some bonus items are booby-trapped. Just in case, jump back every time you open one.

Shinobi II The Silent Fury

Shinobi II is packed with hordes of Techno Warriors, traps, bombs, obstacles and dead ends. Move quickly and with purpose, because you have a limited power gauge, only four lives, and five continues. Lucky for you, there's a pass-



PROTIP: To minimize your vulnerability, crouch and strike your opponents rather than attacking them while your standing.

The Second Time's a Charm!

Shinobi II is an ideal action/adventure cart for the Game Gear. Extremely detailed graphics, an impressive soundtrack, very responsive game play interaction, and a captivating challenge guarantee that this isn't just another sequel. In fact, it's even more fun than its predecessor! Hopefully, by the time you conquer *Shinobi II*, *Shinobi III* will be ready for you to jump in and continue the adventure! Go Joe!

Shinobi II: The Silent Fury by Sega

| Graphics | Sound | Control | FunFactor | Challenge |
|---|---|---|---|-------------------|
|  5.0 |  4.0 |  4.5 |  4.0 | INT. Intermediate |
| \$34.99 Available now | | | Action/Adventure One player | |

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GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM



By Kay Oss

Virgin's environmental heroes, Mick and Mack, are back at it. This time around, they're cleaning up the environment on the Game Gear. So pick up your Goo Gun and help these boys be stronger than dirt.

Grime Doesn't Pay

Less screen doesn't mean less fun. As in the Genesis version, Global Gladiators is a one-player side-scroller. You choose to play either Mick or Mack on a quest to gather McDonald's Arches and take care of grime in four worlds – Slime World, the Rain Forest, Toxie Town, and the Arctic. Each world has three levels, and on each level you must collect a certain number of Arches within a given time limit. Each level ups the Arches you must collect. If you surpass the required number and reach the bonus number of Arches required, there's a recycling Bonus Level in store for you.

The filth in this cart isn't easy to sweep under the rug. Although they're smaller, your opponents – blobs, biting crustaceans, flaming flames, acid rain-gods, and more – have gotten tougher. Now they knock you off your feet while you're standing on the ground, ledges, and other places that were a little more stable in the Genesis version.

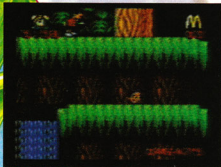


PROTIP: If you use the directional pad to look up and down while you shoot, you'll find that your Goo ammunition will seek out opponents above and below you.

AS THE MICK & MACK GLOBAL GLADIATORS



PROTIP: To max out on Bonus Arches after Stage One, stand on the platform that is just above and to the left of Ronald. It will rain Arches.



PROTIP: If you keep to the lower levels by crossing the waterfalls in the first level of the Rain Forest, you'll find a 1-up.

to slip more on the grunge than they did in the original. Virgin kept most of the sounds from the Genesis version, but you'll miss some of the sound effects, such as the noise the boys used to make while shaking their heads after they were hit.

A Pollution Solution

Game Gear Global Gladiators maintains the same level of fun found in the Genesis version, plus adds a few more disgusting challenges to clean up. Everyone likes to get their hands a little dirty sometimes, and the dirtier the better. If you liked it's big brother, you should love this portable. Global Gladiators is good clean fun!



PROTIP: As in the Genesis version, you'll find Arches in the clouds. Go ahead and jump. You'll find secret platforms.

Recycled Graphics and Sound

The Game Gear Global Gladiators' programmers did an excellent job of recycling sights and sounds. Most of the graphics and animations are the same, including the thunderstorm effects and the same ice-blowing glaciers. The boys are small and not as swift, but their lack of speed is a plus, since their feet seem

Global Gladiators by Virgin

| Graphics | Sound | Control | FunFactor | Challenge |
|------------------------------------|-------|----------------------|-----------|--------------|
| | | | | |
| 5.0 | 4.0 | 4.0 | 5.0 | Intermediate |
| \$39.99 2 megs Available May | | Action One player | | |

Have A Brawl!



Doomsday Warrior brings outrageous fighting action to the Super Nintendo Entertainment System. Take on the Doom Squad in a fight to the finish or challenge a friend for a head-to-head all out brawl. Either way, pump up your skills and prepare for battle. Can you discover the 15 secret attack moves? If not, it could spell your doom.

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Bring a friend and have a brawl!

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PRO REVIEW



By Gideon

Although you don't hear much about it, some pretty good games are being produced for the "other" color hand-held system – the Atari Lynx. Power Factor makes good use of the Lynx' graphic muscle and game play capabilities. This shoot-em-up action/adventure cart is taking aim right at you!

Redd Ace Versus The Techmods

Here's a twist. Usually video games try to pass themselves off as direct, first-person experiences. Power Factor, on the other hand, is a side-scrolling video game within a video game. On the Atarian Leisure Moon, the most popular form of entertainment is playing a Virtual Reality Simulator game, Power Factor, which recreates the epic battle between Redd Ace and the monstrous Sinledo Techmods that invaded the Atarian dimension.

As Ace, you must infiltrate the Techmods stronghold through 11 zones on a nuclear power station, find six hidden bomb components, and blow up all the invaders. Succeed, and you'll rack up the Top Score and all the glory. Lose, and we'll see you at the end of the line waiting for another play.



Power Factor's the only game in town!

Chills and thrills await you on each zone of the power station. Armed with only a TMAT MOW (TRANSMAT Multi - Ordinance Weapon) and a backpack levitator, you face an unceasing onslaught of Techmod creepazoids, plasma cannons,

deathtraps, dead ends, and huge monstrous Bosses. Keep a close eye on the status icons and gauges that run along the bottom of the game screen, especially the Fuel and Strength gauges. Use fuel only for flying onto upper levels and blasting high targets, because you're a goner if you're out of fuel and groundbound.

PROTIP: You have the upper hand, because you can shoot diagonally.

POWER



FACTOR

You have only three lives, and there are no continues or passwords. In fact, when the game's over, it's really over. You have to restart to play again. Fortunately pickup items (Fuel, Strength, Weapons, Extra Lives and Bomb Parts) are scattered throughout the zones to make life a little more bearable.



PROTIP: You're momentarily invulnerable when you stand directly on top of floor-mounted cannons.

PROTIP: You can't store any more fuel than the gauge registers, so don't waste

a fuel icon if you're already full. Come back for it later.

PROTIP: If you're completely out of fuel, it'll regenerate a little by itself if you give it enough time.

Power Factor takes place on two screens – the main action screen and the Multiple Information Monitor (MIM) screen. The MIM gives a detailed account of your current status, number of collected bomb pieces, information about available weaponry, and inside info on enemy life forms. When he stands in front of video display units, Redd can hook up his MIM to the computer mainframe and access a detailed map that reveals where the zone exit is, his current location, and the location of pickup items. Use the map often, or you'll end up Redd meat!







PROTIP: Chart the quickest and most direct way to the zone exit.

Space Ace

Power Factor is a Power-ful game. This game delivers highly detailed graphics and smooth animation. Plus, it features the largest Lynx Bosses ever to hit a Lynx screen. The controls are a bit unresponsive, because of the many functions jammed into the limited control options. However, the limitation doesn't hinder the game play or the fun. The digitized soundtrack and slick heavy metal music enhance the intense action. Factor in Power Factor on your Lynx wish list today!

Power Factor by Atari

| Graphics | Sound | Control | Fun/Factor | Challenge |
|---|---|---|---|-------------|
|  |  |  |  | ADV. |
| 5.0 | 4.0 | 4.0 | 4.5 | Advanced |
| \$39.99 | | One player | | |
| 2 megs | | Action/Adventure | | |
| Available March | | | | |

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Video Game Contest. Play any 16-bit game in the world with this line-up. Neo Geo Gold, Super NES with Super Scope, Sega Genesis with CD-ROM and Menacer and TurboDuo. Get all four or trade the ones you don't want for CASH! Bonus options include: 33" monitor, \$1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor,

130 watt receiver w/ Dolby Pro Logic Surround Sound, Infinity speakers, subwoofer, CD player, graphic EQ, dual cassette and Hi-Fi VCR. This rig will blow you away (literally)! You'll not only see but feel it too!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.50 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 47% will have the highest score possible score to Phase I, 30% to Phase II, 25% to Phase III, and 20% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

Mystery Word Grid

| | | | | | |
|---|---|---|---|---|---|
| | | T | | | M Y S T E R Y W O R D |
| H | E | A | V | Y | |
| | R | | | | |
| S | | | | | |
| | | | | L | |

WORD LIST and LETTER CODE chart

HEAVY.....I LEAVE.....C METER.....P MAJOR.....T
 ABOVE.....R VOCAL.....O MODAL.....A CORAL.....B
 TRILL.....D ENTRY.....V SPOIL.....E MUSIC.....H

CLUE: _____ games!

Yes!

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HARDWARE HELPERS

A Heapin' Helpin' of Hardware Helpers

Lots of gamers have built their 8- and 16-bit software libraries up to maximum levels, and now they're looking for a new thrill. Look no further. There's a heapin' helpin' of tasty new peripherals on the menu. Here's a quick look at some of the most exciting and innovative new gadgets. We'll review these products in upcoming issues.

The Activator

Sega is alive and kicking – and punching – with The Activator. This full-body interactive controller for the Genesis is made up of eight interlocking modules that project a three-and-a-half-foot octagon of “smart beams.” The beams are invisible infrared lights that create a bilevel ring of 16 motion-sensitive zones between you and your TV screen. By putting

your hand, foot, or head into one of these zones, you can control your favorite Genesis carts with a little body language. The Activator works with standard Genesis carts, but Sega is designing some games especially for the unit.

The Activator by Sega of America
\$70-\$80
Available September '93

The Street Fighter Firestick



G&C Joystick manufacturers are making a stylish debut with their red hot Firesticks. Designed for Street Fighter II, these SNES joysticks come in lap-size, single- or double-player versions. Real arcade materials were used to make these babies, right down to the industrial-grade, thermo-fuse, melamine casing. (For those of you who aren't chemists, that's the wood-based material that's used for the shell of arcade games.) The Firestick Double features two sets of buttons and two SNES joysticks in one giant shell, perfect for two-player head-to-head fighting. Both versions are also available with turbo capabilities for all six SNES buttons.

The Firestick by G&C
Single \$89.95, or \$99.95 with turbo;
Double \$179.95, or \$199.95 with turbo
Available now

Game Genie Goes Compact!

Galoob's done it again! Their fabulous Game Genie deck enhancer is ready to make wishes come true for Game Boy gamers. The Game Genie Portable comes with a miniature codebook that stores



inside the unit and includes codes for over 100 games! As usual, the codes will give you more power, more speed, and more weapons. There are also codes for invincibility, enhanced jumps, and level selects! You can turn the Genie on or off at any point in the game. The newest member of the Game Genie family also includes code stickers for the most popular games. You can stick these right on the backs of your cartridges so that they face you while you play. No more looking up the same codes over and over!

The Game Genie for the Game Boy
by Galoob, \$40-\$50
Available now

TopFighter



We've waited a long time to finally take a peek at this programmable controller designed especially for Street Fighter II and your SNES. This limited release controller features a solid metal case and an on-board computer that you can use to program up to six combinations of your own. That's right, one-button combos are coming your way. You'll annihilate the competition. The TopFighter comes with an official seal-on patch and a special certificate of ownership.

TopFighter by STD
\$99.95, Available now



The SN Program Pad



STD ProgramPads

STD brings programmability to SNES and Genesis control pads. The ProgramPads enable you to record your favorite moves in any game and play them back with the touch of a button. A liquid crystal display shows the directions and key-presses being recorded.

SN and SG ProgramPads by STD
\$39.95, Available April

SN Programmable Joystick



This SNES stick features the same programmability found in the ProgramPads. You can also choose between side and top-mounted buttons for L and R functions.

SN Programmable by STD
\$59.95, Available March

Cross-Platform Controllers

Innovation's hard-working engineers have created some hot joysticks that work with more than one game system.



The Stick²

The Stick² supports both the SNES and the Genesis, and sports two rows of three buttons, making it great for SFII players. Its features include variable speed turbo and auto for all six buttons, plus a slow-motion switch.

The Stick² by Innovation
\$54.99, Available April



The Super Stick

Innovation's new Super Stick controls Genesis and Turbo Duo systems. The size and feel of this unit is very similar to the Neo-Geo controller. The Super Stick requires only a single plug with a Genesis connector on one end and a Turbo Duo plug on the other. Along with the Super Stick, you can get a

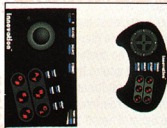
remote control unit that uses a radio frequency to play a game from up to fifty feet away.

The Super Stick
\$39.99, Available now
The Super Stick Remote
\$29.99, Available now



Arcade Street Fighters can now plug into almost any home system with the Arcade Stick. This classy unit works on the Genesis, SNES, Turbo Duo, and Neo-Geo. The stick features rapid fire, slow motion, and real arcade-style buttons.

The Arcade Stick
\$59.99, Available April



The ultimate cross-platform controller is also on its way. The Ultra Stick and the Ultra Pad will work with your NES, SNES, Genesis, Turbo

Duo, and Neo-Geo! The Ultra Stick and Ultra Pad will feature turbo fire, auto fire, and slow motion. To add versatility, there's an Ultra Remote option, which converts your controller into a cordless stick or pad for all systems.

The Ultra Stick
\$49.99, Available June

The Ultra Pad
\$39.99, Available July

The Ultra Remote
\$29.99, Available June

Naki Gives You Freedom!

A new peripheral company is heating up to leave its brand on the video game peripheral market. Naki's herd of products includes the upcoming release of Freedom Link, a wireless RF adapter. The Freedom Link takes any game system that has an RF output and moves it as much as 50 feet away from your television. This handy device eliminates tangled wires behind your TV and enables you to store your game console in a more convenient place.

The Freedom Link by Naki
\$29, Available Late '93

Also from Naki comes the RF Wireless Freedom Controller. This remote control unit for your Genesis uses infrared technology.

The Freedom Controller
\$49
Availability to be announced



An innovative concept from Naki is the Master Pak accessory kits for the Game Boy and the Game Gear. The Game Boy kit includes a Brite

HARDWARE HELPERS

Continued from page 167.

Beam light/magnifier, a Pro-Pouch carrying case, an AC adapter, the Eliminator cleaning kit, an Action Pak seven-hour rechargeable battery, and a Cool Screen replacement lens. The Game Gear kit includes a carrying case that holds 20 game carts, a screen magnifier, cleaning kit, an AC adapter, and the Turbo Twins rechargeable battery packs. Talk about the ultimate "wilderness survival" kit for hand-held gamers. These combo kits are a good alternative to buying a lot of accessories "à la carte."

Game Boy Master Pak
\$49, Available now

Game Gear Master Pak
\$79, Available now

A Neat Solution to Cord Pollution

Innovation offers a solution to the multiple-system spaghetti syndrome. The Game Link neatly organizes the RF and A/V cords of up to five game systems, and lets you switch between them with the flick of a switch.

Game Link by Innovation
\$49.99, Available May

Two-Player Game Gear Gadget

Innovation lives up to its name with an interesting twist on two-player gaming. The Master

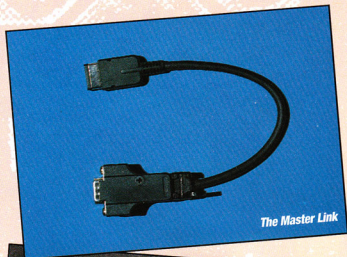
Link enables you and a friend to play two-player Master System games on your Game Gear with the aid of a Master-to-Gear converter. The link plugs a Genesis controller into your Game Gear for two-player games, like baseball. There are future plans to develop games for the Master Link, so keep your eyes peeled.

Master Link by Innovation
\$19.99, Available April

Cordless Controllers and Cushions

Turbo Duo owners may soon be able to play their favorite games in a cordless environment. TTI unveiled a remote-control, five-player Cordless Turbo Tap at the Winter CES. The Tap can receive all five signals at once for multi-player games, like Bomberman '93. No more crossing wires! TTI also unveiled the Virtual Cushion, a backrest that you lean against while playing Duo games. The cushion outputs booming sound that goes right through you for an incredible sensory experience that must be felt and heard to be believed. Like, wow man!

Cordless Turbo Tap and the Virtual Cushion by Turbo Technologies, Price and Availability to be announced.



The Master Link



The Game Link



The Cordless Turbo Tap



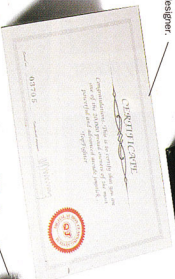
The Virtual Cushion

Blow 'em Away With The Touch Of A Button!

AVAILABLE AT



LIMITED EDITION certificate -
each one numbered and signed by the designer.



Variable slow motion
What did you expect?

Independent auto-fire
Of course! One-automate button
controls all fire buttons.

LCD screen
Aids with programming and displays each move.

Real arcade fire buttons
Plastic ones just can't compete!

Action Programming buttons
Up to 6 different moves at one time!

PROGRAMMABILITY

The games are only going to get tougher. You need a real fighter on your side. And now you have one. Introducing the limited edition Top Fighter by STD, the world's first fully programmable joystick for Super NES. Just program the tough power moves into one fire button and blow away the opposition. Imagine executing a Sumo Head Butt with the touch of a button. The bosses don't stand a chance!

REAL TIME

In the heat of battle, timing is crucial. And sometimes things don't work the way you want them to. The Top Fighter puts time on your side with REAL TIME. This hot, new feature allows you to program a move into memory with the exact sequence you want and the timing you need. You decide how and when to use your best skills to destroy the enemy.

OU badge
Wear the badge of a true fighter-- no one can beat you now!

The Top Fighter - the way to program power.

STD

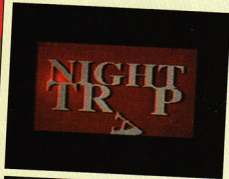
STD Entertainment (USA), Inc.

110 Lakefront Drive • Hunt Valley, MD 21030
TEL: 410-785-5661 • FAX: 410-785-5725

*Terms used in association with Street Fighter II™ were originated by Capcom USA.
*Street Fighter II™ is a registered trademark of Capcom USA.

Night Trap (Sega CD)

Trap codes



Thanks to our inside tipster, James Geiger, for these awesome Night Trap codes. He notes that these times will get you through the game if you follow them to the second. If nothing is happening when you get to an area of the house, wait a few seconds. Some times may have as much as a five-second lead time, but other times have no lead time at all. Be quick, and don't wait for traps to close, except in the bathroom at 0:35.

- :03 Hallway 1
 - :13 Bedroom
 - :35 Bathroom
 - 1:00 Living Room
 - 1:18 Kitchen
 - 1:30 Entry way
 - 2:48 Entry Way
 - 3:09 Hallway 1
 - 3:15 Bedroom
 - 3:25 Living Room
 - 3:45 Drive Way
 - 4:00 Hallway 2
 - 4:13 Bathroom
 - 4:35 Bedroom
 - 4:52 Living Room
 - 5:03 Living Room
 - 5:15 Hallway 1
 - 5:25 Driveway
 - 5:37 Entryway (CODE CHANGE)
 - 5:50 Living Room
 - 6:05 Hallway 1
 - 6:10 Hallway 2
 - 6:45 Hallway 2
 - 6:59 Kitchen
 - 7:15 Bedroom
 - 7:35 Hallway 1
 - 7:59 Bedroom
 - 8:10 Hallway 2
 - 8:23 Hallway 1
 - 8:30 Bedroom
 - 8:50 Living Room (CODE CHANGE)
 - 9:07 Living Room
 - 9:15 Entryway
 - 10:45 Hallway 2
 - 11:20 Hallway 1
 - 12:00 Living Room
 - 12:30 Bathroom
 - 13:10 Hallway 1
 - 13:25 Entryway (CODE CHANGE)
 - 13:50 Living Room
 - 14:10 Living Room (CODE CHANGE)
 - 14:35 Hallway 2
 - 15:00 Entryway
 - 16:05 Hallway 1
 - 16:25 Driveway
 - 16:30 Hallway 2
 - 16:40 Living Room
 - 16:46 Hallway 1
 - 17:10 Bedroom
 - 17:40 Bathroom
 - 17:50 Hallway 2
 - 18:17 Entryway
 - 18:29 Living Room
 - 18:38 Hallway
 - 19:30 Entryway
 - 21:10 Bedroom
 - 21:25 Driveway
 - 21:40 Kitchen
 - 21:45 Hallway 2
 - 22:05 Bedroom
 - 22:20 Hallway 1
 - 23:00 Living Room
 - 24:15 Bedroom
 - 24:45 Bathroom
 - 25:05 Hallway
 - 25:30 THE END
- Be very careful when the "Augs" grab the girls. The "Augs" might just drop the girls into the trap you had waiting for them. Wait for the meter to turn red for the second time after they grab Megan in Hallway 1 at 16:46.

James Geiger, Vinton IA

SWATPRO



Ninja Gaiden (Game Gear)

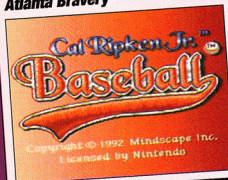
Ninja Good-one!

Here are some hot Ninja Gaiden passwords:
 ACT 1: (Press start)
 ACT2: SMUGGLING: NINJA
 ACT3: SKY SCRAPER: GIDEN
 ACT4: COUNTERATTACK:
 DRGON: SWORD

Rommy Purnomo, Sumatera,
 Selatan, Indonesia

Cal Ripken Jr. (SNES)

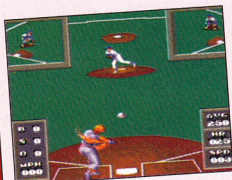
Atlanta Bravery



Copyright © 1992 Mindscape Inc.
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Here are codes that let you play as Atlanta in the Championship Game:
 Atlanta vs. Baltimore:
 RGGJKJBDSPKDGGGGFFRC
 Atlanta vs. Chicago:
 RHHJKJBDSPKDGGGGFFRC
 Atlanta vs. Atlanta:
 RCCJKJBDSPKDGGGGFFRC



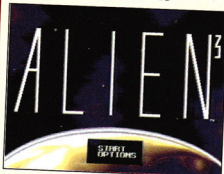
Atlanta vs. San Francisco:
 RFFJKJBDSPKDGGGGFFRC
 Atlanta vs. Boston:
 SLCJKJBDSPLDGGGGFFRC
 Atlanta vs. St. Louis:
 SLCJKJBDSPLDGGGGFFRC
 Atlanta vs. Oakland:
 VNDJKJBDSPLDGGGGFFRC
 Atlanta vs. Minnesota:
 WPDJKJBDSPLDGGGGFFRC
 Atlanta vs. Los Angeles:
 XQDJKJBDSPLDGGGGFFRC
 Atlanta vs. Detroit:
 XQDJKJBDSPLDGGGGFFRC

Dennis Bonomini, Woodridge IL

Game Genie Code

Alien 3 (Genesis)

Ripley's Believe It or Die



Here are some hot new Game Genie codes to beat the chest-busters in Alien 3 for the Genesis:

Ripley Jumps Higher:
 5DXA-D93N
 Game Clock Frozen:
 AACT-CA6J
 Infinite Fuel for Flamethrower:
 AJMA-EA7C
 First Aid Pickup Restores Health to Capacity:
 RG2T-C6W4

Thanks to Dave Tilbor and
 the Galoob Crew!

The Addams Family (TurboGrafx-CD)

79 Lives!



Turn on your Turbo-CD system, and press Run to bypass the opening cinema sequence. When you appear on the game screen and Gomez says, "Tully, my good man, how about playing a round of golf?," quickly press Up, Up, Right, Down, Left, and Up. You'll boost your extra lives count to 79!

John Martinson, New York, NY

Game Genie Codes!

Yoshi (Nintendo)



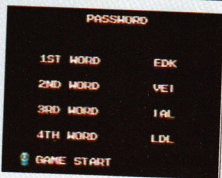
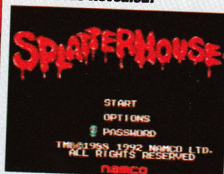
Use these codes with the NES Game Genie:

Need Only Two Victory Eggs to Win:
ZAVAAPLA + ZESTA ZLA + ZEXTL-
LA

Press Down to Freeze Characters:
AVSULYZA

Splatterhouse 2 (Genesis)

Passwords Revealed!



Hack your way through Splatterhouse 2's stages with these codes:

Level 2: EDK NAI ZOL LDL

Level 3: IDO GEM IAL LDL

Level 4: ADE XOE ZOL OME

Level 5: EFH VEI RAG ORD

Level 6: ADE NAI WRA LKA

Level 7: EFH XOE IAL LDL

Level 8: EDK VEI IAL LDL

Mike McCann, Bel Air, MD

Game Genie Codes!

Sonic The Hedgehog (Genesis)

Use these codes with the Genesis Game Genie:



Sonic Jumps Higher: DDLT-AAGL

Super Adventure Island (Super NES)

Stage Select!

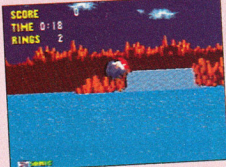


Okay, Master Higgins fanatics, now you can choose any level in Super Adventure Island for the SNES. Turn on your system and wait until the title screen appears the second time. Now hold down L, Right, and X, and push Start.



Good work! Now you can pick any Adventure Island in the game. Good luck against the Witch Doctor!

Bobb Jackson, Albany, GA



Sonic Skywalks: BDLT-AAGL

SWAT PRO

**TIPS/TACTICS
PROS/WEAPONS**
Secret Weapons Tips and Tactics

Prince of Persia (SNES)

Princely Password



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Prince of Persia



Here's a cool code that starts you at Level 20 in Prince of Persia. The code is: **V6BB1+B**. You'll only have four energy bottles. With some good swordsmanship, though, you should be able to beat Jaffar.

Jeff Ramirez, Palmdale CA

Wings 2 (SNES)

Air Leblanc



THE 2 1992
NAMCO BENTLEY, INC.
LICENSED BY NINTENDO

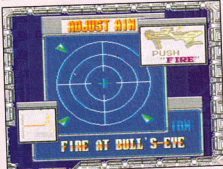


Battle Clash (SNES)

Clash Clue



© 1992 Nintendo



Here's a tip for that awesome shooting cart, Battle Clash for the SNES. At the title screen, press Left and Select at the same time. When the screen goes black and the "Adjust Aim" screen appears, start the game normally. The game play is really tough now.

Anonymous, Lethbridge, Alberta CND



To start the game off in the wild blue yonder with Marcel LeBlanc fully powered up, simply select "CONTINUE GAME" at the title screen. Then at the password screen, go to "END."

Marc Brunet, Gatineau Quebec CND

Do You Have a Secret Weapon?

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

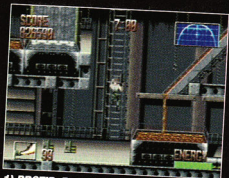
GamePro Magazine
Secret Weapons
P.O. Box 5828
San Mateo, CA 94402

GAME BUSTERS



By the Unknown Gamer

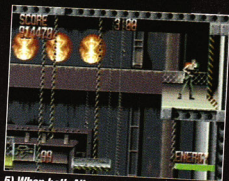
Ripley's more than got her hands full with an entire prison colony filled with THEM – the Aliens! If you survive all 15 levels of this hack-or-be-slashed, shoot-or-be-gored Alien extravaganza, you'll be looking for a big bang ending in the style of the movie that inspired the game. NOT! Read on...



1) **PROTIP:** Rescue the last hostage on Level 15, and you have the problem of how to escape the level. The exit is down the middle, just to the left of the right-hand pool of hot acid.



3) **PROTIP:** Take on the Guardians one at a time. You'll find the first Alien midway through the level. To sizzle it, stand under the platform and then shoot to the far left of it with the Grenade Launcher, or whatever firepower you have left.



5) When both Aliens are finished, exit stage right. The way out's in the upper right-hand corner.



2) Now you're faced with not one, but a pair of Alien Guardians. This acid-spitting duo looks and acts like the rest of the game's Guardians, but they're hanging out in a multi-level final area that's more than tough on Ripley.



4) **PROTIP:** When the first Guardian's done for, leap to the floor and battle the final Guardian face-to-face. The same strategies that work on the other Guardians work on this Mother of them all. Stand left or right, then shoot when the Alien comes after you.



6) Now settle back and wait for a spectacular ending. **WRONG!** All you get for clearing this game is a final score and Ripley's final words, "It is done." If you saw the movie, you were probably expecting the same spectacular ending we were. Oh well...cool game anyway!

SFII Stakes a Claim

Merchandising's the name of the game these days. If you've got a hot video game character, there's no reason why you can't plaster that character's image on T-shirts, lunchboxes, and binders across America. Having said that, it should come as no surprise that **Capcom** has parlayed their incredibly hot *Street Fighter II* product into 22 licensing agreements for different products.

Here are the highlights: **Malibu Comics Entertainment** has a *Street Fighter II* comic in the works. Look for the series to debut in June of this year. SFII lunchboxes will appear in lunch rooms across the country soon, courtesy of **The Thermos Company**. Trading cards and stickers bearing the likenesses and stories of the *Street Fighter II* characters are coming from **Topps Trading Cards**. SF II Halloween costumes from **Collegeville** will be ready for Halloween '93. Action figures for each of the game's characters are underway from **Hasbro**. There'll also be pajamas, Valentines, calendars, gym bags, towels, posters, skateboards, kites, flying discs, wristwatches, boxer shorts, and more!



EA SPORTS ELECTRONIC ARTS

EA Changes the Name of the Game

Electronic Arts recently announced that they're changing the name of their line of sports products to **EA Sports**. The new name replaces the EASN moniker. The latest games in the lineup include **NHLPA Hockey '93**, **John Madden Football '93**, and **Bulls vs. Blazers**. Electronic Arts plans to continue developing

games for the EA Sports lineup that will include television-style coverage, instant replays, and real player statistics. Of course, they'll also feature nationally acclaimed broadcaster **Ron Barr** as their featured announcer.

To further promote the lineup, the EASN crew will release limited-edition versions of select games that will include free collectables. The products will be numbered and marked with a special seal. The first collectors

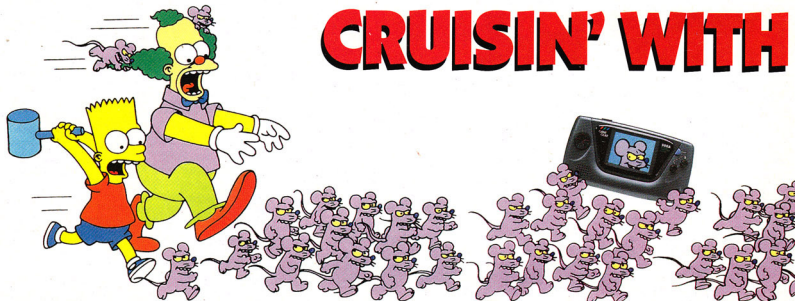
edition will be a series of **NHLPA Hockey '93s** and will include an offer card for a free NHLPA Hockey banner. The next games in the series will include **PGA Tour** and **John Madden '93**.

John Madden Football Championship Edition

In other **Electronic Arts** sports news, the company announced that they will release the first-ever video game to only be available for rental! The game is a specially-designed John Madden football cart entitled **John Madden Football Championship Edition**. The cart includes all of the key Madden '93 Football features, such as digitized commentary by Madden, new teams and player stats saved through the play-offs, quarterback stop-clock play, no-huddle offenses, split-screen play calling, instant replay, and more.

What makes the Championship Edition different is its 40 teams, including 38 pro championship squads from the 1966 Green Bay and Kansas City teams through the Washington team of 1991. The other two teams are a 1992 All-Madden

Advertisement



CRUISIN' WITH

squad and an all-time All-Madden roster. Gamers can match up the teams of their choice and recreate some of the biggest grid-iron battles in history.

The game is available for rent from Blockbuster Video and other regional and national video rental dealers.

Fly Me

Sega's signed a deal with **Matsushita Electric Industrial** to manufacture and market in-flight video game systems. In the works are 16-bit Genesis-style systems that fit into the backs of airplane seats. By as early as next year, travelers may be able to wile away the hours by playing a little Sonic The Hedgehog instead of watching a movie.

How Amusing

Sega's busy developing a series of interactive amusement centers in different worldwide locations. In the U.K., Sega opened a family entertainment center called "**Metropolis**" in Hamley's Toy Shop on London's Regent Street. In May of this year, another amusement center will open in Bournemouth, England. This one will feature retail

merchandising, catering, laser games, and an educational area that explains video game technology. Sega of Japan is planning to open 50 virtual reality theme parks over the next five years!

Turtles III!

Teenage Mutant Ninja Turtles III: The Turtles are Back...In Time hits the big screen on March 19th. If you didn't catch the fearsome mutant foursome in their last big screen adventure, what the

heck are you waiting for? Donatello, Raphael, Michaelangelo, and Leonardo have starred in some of the hottest video games to date. Don't miss them in their latest movie.

Fievel Goes West to Hudson Soft

America's mouse-size hero, Fievel, starred last year in **An American Tale: Fievel Goes West**, an animated children's movie that's now a

classic. Now the mighty mouse has signed an agreement with **Hudson Soft** to star in an NES and SNES version of An American Tale. Hudson Soft also announced the inking of a deal involving **Inspector Gadget**, an inept detective who stars in a top-rated children's cartoon. SNES and NES versions of Inspector Gadget are in the works. Look for these games late in '93.



The Good, the Bad, and the Green!

Advertisement

BLOCKBUSTER VIDEO

Top 10 Video Game Rentals

Nintendo NES

1. Tecmo NBA Basketball
2. Mega Man 5
3. Spider-Man: Return of the Goliath Six
4. Batman Returns
5. Home Alone 2: Lost in New York
6. Simpsons: Bart Meets Radioactive Man
7. Casarsa Palace
8. WWF Steel Cage Challenge
9. Break Time: National Post Tour
10. Mickey's Safari in Letterland

Super Nintendo

1. Spider-Man & The X-Men
2. Sonic the Hedgehog 2
3. Road Runner's Death Valley Rally
4. Monopoly
5. NBA Super All-Star Challenge
6. Magical Quest Starring Mickey Mouse
7. Wing Commander
8. Bulls vs. Blazers & the NBA Playoffs
9. Streetfighter II
10. Lethal Weapon

Sega Genesis

1. Ecco the Dolphin
2. Sonic The Hedgehog 2
3. Streets of Rage 2
4. John Madden Football-Championship Edition
5. Captain American & the Avengers
6. Teenage Mutant Ninja Turtles: Hyperstone Hoi!
7. WWF Super Wrestlemania
8. T2: The Arcade Game
9. Road Rash II
10. Batman Returns

This information was provided exclusively to GamePro Magazine courtesy of Blockbuster Video.

KRUSTY!



RAT BASHING'S GONE PORTABLE!

Gateway, man! Rats have invaded Krusty's Fun House! But now you can Krusterize the filthy vermin anywhere, anytime with the craziest in Simpsons™ portable gaming! 60 levels, guest appearances by Bart, and rat bashing action as cool as Krusty!

AKlaim
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FLYING EDGE
A Division of Activision Entertainment Inc.

Starlight Foundation

Being sick is tough, but it's getting a little easier for a lot of kids with some help from the Starlight Foundation and Nintendo of America.



By Earth Angel

The Starlight Foundation, founded in 1983 by actress Emma Samms and film executive Peter Samuelson, works to make wishes come true for chronically ill children around the world. Now, the Starlight Foundation is teaming up with Nintendo of America to bring a new kind of therapy – “Nintendo Therapy” – to sick children in hospitals across the United States.

Nintendo's created their own special brand of medicine by developing a mobile high-tech unit called the Nintendo Fun Center. The unit sports bright, jazzy colors on a rolling trolley-style cart that has adjustable height. Even more importantly, each cart tote a specially designed mobile entertainment unit that includes a Super Nintendo System, a TV, a VCR, and a library of Super Nintendo video games and Disney home videos.



The units meet hospital standards and are carefully designed to facilitate use by any child, even if they're bedridden. Kids can use the carts in their rooms, during treatments, and in each hospital's common areas.

How are kids responding? They love it! Sick children often can't participate in many of the day-to-day activities that other kids can. With the help

of the Fun Centers, they can now enjoy video games as much as any gamer. As an added benefit, doctors are noticing that the fun of playing the games helps to distract patients from their illnesses and the boredom that comes with being cooped up in the hospital. Children who play video games during their hospital stays reportedly require



Emma Samms

less medication, are discharged faster, and have a less traumatic experience during their hospital stay overall. The kids are so distracted by the games that they're able to forget, for a while, the pain and discomfort that often comes with chronic illnesses. “I've seen kids who are in pain forget about what's bothering them when they become engrossed in a game of Super Mario World,” comments Francis Ritter of the Philadelphia Children's Hospital.

During 1992, the Starlight Foundation and Nintendo of America kicked off the Fun Center program by designing the cart and distributing 161 units into 68 hospitals nationwide. Thanks to a \$525,000 donation by Nintendo of America, kids in cities



such as San Francisco, Atlanta, Boston, Chicago, Dallas, Seattle, and more can enjoy the Fun Centers. To date, the Starlight Foundation estimates that over 6,500 children have benefited from the program.

In 1993, Nintendo and the Starlight Foundation are looking to double the number of Fun Centers in hospitals nationwide by offering retailers the opportunity to donate a Fun Center to the hospital of their choice. Nintendo's inviting all of us to join Mario, Luigi, and Yoshi in bringing joy to hospitalized children. We at GamePro think that's pretty cool!

For more information on the Starlight Foundation's Nintendo Fun Centers contact Golin/Harris Communications at 213-623-4200.

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We Buy \$10.00
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 FAERY TALE ADV.
 PILOT WINGS
 POPULOUS
 SUPER MARIO WORLD
 SUPER R TYPE

We Sell \$29.95
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 ACTRAISER
 ADDAMS FAMILY
 BATTLE CLASH
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 EXTRA INNINGS
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FINAL FLIGHT
 GOLIATHS III
 HOLE IN ONE GOLF
 HOME ALONE
 HYPERZONE
 JACK NICKLAUS GOLF
 JOE & MAC
 J. MADDOEN FOOTBALL
 KARLOOYE
 LAGOON
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 ROCKETEER
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 SIM CITY
 SMARTBALL

SMASH TV
 SUPER 88 SIMULATOR
 SUPER BASES LOADED
 SUPER GHOULS GHOSTS
 SUPER OFF ROAD
 SUPER SCORER
 SUPER SOCCER CHAMP
 SUPER TENNIS
 SUPER WRESTLEMANIA
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 XARDION

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 GUNFISH
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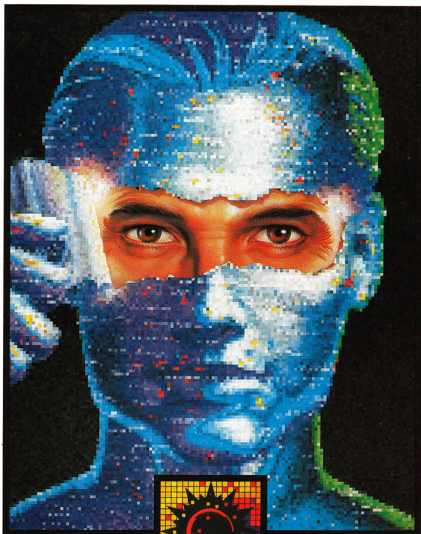
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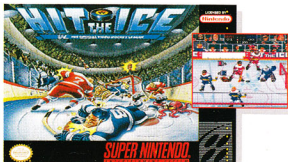
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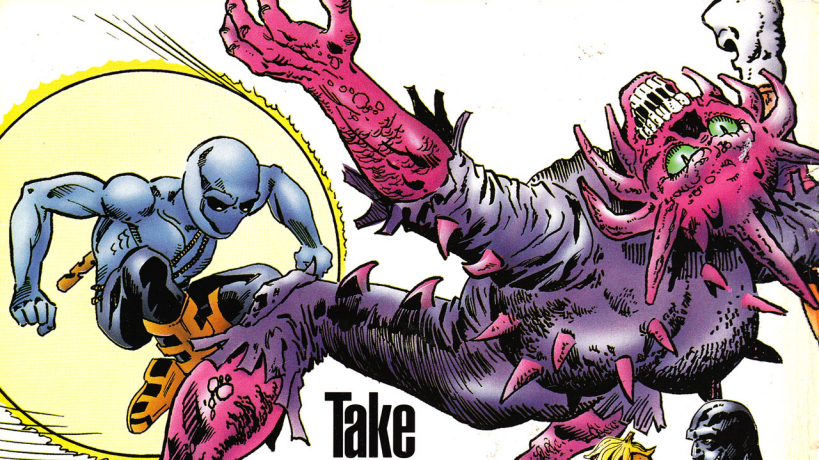
There's bone crunching action for Sega Genesis too. Unless you want some free dental work you had better stick in the mouthpiece, strap on the pads and CHECK it out!



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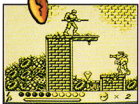
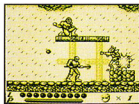


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