

GAME INFORMER™

Magazine

For Video Game Enthusiasts!

Fall Issue 1991

**Sizzling Hot
Pre-Release
Reviews Inside!**

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**What's New For Fall?
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**FUNCO: The Best Way to
Increase Your Video Game Library!**

FUNCO, INC.

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The Funco Staff

Welcome my friends, to the premier issue of the **Game Informer Magazine**. Please let this periodical not only be used as a vehicle to inform you about the video game industry but also a convenient way in which to receive your favorite video games at a fair price.

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Sincerely,

David R. Pomije

David R. Pomije
President

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Elizabeth A. Olson
Executive Editor
Production Manager

Kimberley Thompson Benike
Editorial Consultant

Kerry Cousineau
Art Director

Rick Petzolt
Video Game Consultant

Andy McNamara
Video Game Consultant

Walter Baumgartner
National Advertising Sales Director

Richard S. Cegielski
National Advertising Sales Manager
144 Oak Court
Barrington, IL 60010
(708) 381-8770
(708) 381-9008 FAX

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The easiest and simplest way to order is by telephone. We are sorry, but in order to keep our prices to you as low as possible, we do not offer a "toll-free" line. Just dial (612)533-8118 and one of our friendly Funco agents will be happy to receive your call. Our non-holiday hours are based on **CENTRAL STANDARD TIME**:

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2. PAYMENT

All of our game prices listed in this magazine will be found on pages seven and eight for the Nintendo line, and page ten includes prices for both Sega Genesis and Neo Geo. There are two sets of dollar amounts to the right of each title. The second set of numbers is the **CASH** price (the price when paid by personal check, money order or cashier's check) of our previously played games. This price will be honored until our Winter '91 *Game Informer Magazine* is issued. For **CHARGE** orders (VISA, MASTERCARD, DISCOVERCARD), please add \$1.00 per game to our sell price. Be sure to include both your card number and expiration date when ordering by credit card. **For your protection against fraud, we only ship to the billing address of the card holder.** Please allow 21 days for personal checks to clear. Sorry, no C.O.D.'s. MN residents add 6.5% sales tax.

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At Funco, we value your business and would like every customer to be satisfied with each purchase. Of the thousands of orders we process, we receive very few returns. It's important to note that all orders are final and returns can only be exchanged for the same title. We encourage you to first try the game you wish to purchase from a friend, or rent it from a video store so you will be less likely to be disappointed with your purchase.

Up to 80% of the returns we receive could have been avoided if the customer cleaned his/her control deck or game. This is the main reason we offer a year warranty on all of our products purchased with a cleaner. When ordering, please ask your friendly Funco agent for details.

However, if you do have a problem, we want to solve it. **Our customer service hours are 9:00 AM to 4:00 PM weekdays, and they will be more than happy to help. Please call them at (612)533-8118.**

6. SELLING US YOUR GAMES

Funco's success, in part, has been its ability to help you stretch your gaming dollar by purchasing games you no longer play. To this end, we try to be as fair as possible. Prices are merely a function of supply and demand, much like gasoline pricing. Unfortunately, video game pricing is almost as unstable as gas, as the prices listed in the first column to the right of each title on pages seven, eight, and ten are merely the **Suggested Value** of what we would be paying you at the time this magazine went to press. Prices will change, some go up, but most will go down over time.

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- Before you call, alphabetize the games you wish to sell.
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Most of our customers ship their games to us by UPS or U.S. Mail. Due to better tracking abilities, we recommend UPS.

Deductions:

We deduct \$3.00 for any missing outside display box and \$1.00 for missing instruction on Nintendo games. For Sega Genesis games, we deduct \$7.00 for a missing box and \$3.00 for a missing manual.

We always pay at least \$1.00 for any game listed, even after deductions. For other game and accessory prices, please call your friendly Funco agent.

Deduction Exceptions:
We do not deduct for missing outside display boxes when:

- you are using the full amount to purchase other games
- the game was originally purchased from Funco. In this case you must provide a copy of your original invoice.

Game Genie Update

For those of you who have been too busy playing "Last Battle" to keep up with the court battles, we thought we'd bring you up to date with the "Game Genie" case.

Last month the U.S. District Court ruled in favor of Lewis Galoob Toys, Inc., in Nintendo of America's copyright infringement suit against Galoob's "Game Genie" product. This follows the decision in the preliminary hearings held in both Canada and the U.S. last year. Camenca, the Canadian owner and manufacturer of the "Genie" was awarded full production and distribution rights in Canada, while U.S. courts awarded Nintendo an injunction to halt Galoob's production of the product until the trial this past April.

This most recent ruling enables Galoob to begin production on "Game Genie," but they are not permitted to promote or distribute the product until the judge's written order and decision is issued in the near future. Nintendo will use this time to determine whether or not to file an appeal on this ruling.

"Game Genie" is a product developed for use on the NES system that allows players to alter or enhance video game play. Players can attach the "Genie" to their

system to give their characters super powers or infinite lives.

According to Nintendo, that by altering a game's rules and limits, the game may become boring and fewer games will be sold. They also state that the "Game Genie" is a violation of both their patent and moral rights. Galoob and Camenca claim that the "Genie" enhances and makes them more playable. They argue that it will breathe new life into old games and will encourage many players to buy games they may have found too difficult in the past.

Gamers in Canada seem to fall on both sides of the fence. 100,000 "Game Genies" were sold in Canada last year and sales this year are anticipated to reach 250,000. Soon game players in the states can decide for themselves.

Just Good, Clean Fun

Our Fun Club staff receives hundreds of calls from distressed gamers who think that their system has malfunctioned or their game is defective. More often than not, the solution is quite simple. Games, decks and hand-held units need to be cleaned regularly.

There are no moving parts to break in a game cartridge, so if treated with care a cart should last for many years. However, the contacts in both the system and the games can attract dust and dirt. Dirty decks and carts will demonstrate a variety of irregularities like a flashing screen, a distorted picture or scrambling. This problem can be worse with heavily played or rental games. Many players try blowing on the contacts to remove the dirt, but that only adds to the problem. The moisture in breath leaves a film on the contacts and can even cause them to oxidize, permanently damaging the game.

Lucky for gamers, there is a cure. There are several good and inexpensive cleaning systems on the market. Most, like Doc's Fix-A-System, come with a cartridge for cleaning decks as well as swabs and a solution for cleaning the games. We recommend cleaning decks and favorite games at least once a month. Borrowed or rental games should be cleaned before you play them. Game manufacturers also suggest that tapes be kept in their sleeves when not in use, away from extreme temperatures.

Following these quick and easy tips should extend the life of your deck and games, insuring hours of trouble-free fun.

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and
SEGA GENESISSM systems!



NHL Hockey Hot Enough to Melt The Ice!

NHL Hockey Review

Reviewed by Andy, The Game Dandy

- Concept:** 9 If you like hockey, this is your game. There haven't been enough two-player games for Genesis in the past. This one even allows you to work as teammates.
- Graphics & Animation:** 8 The graphics are as varied as hockey can be. They even remembered the player numbers and the lights on the ice. Maybe a little more excitement in the crowds would give it that extra punch.
- Sound:** 6 From the players' groans to the Ref's whistle, the sounds are realistic enough.
- Playability:** 9 This cartridge is awesome when it comes to playability! It's a little tricky at first, but if you're a hockey or a sports fan, you'll catch on quick. The speed may be a little slow, but it's still a great action game. There's so much going on... a gamer really has to stay on his toes.
- Entertainment Value:** 10 The Variety of options is enough to keep you busy for a long time. It's like an arcade game. This is easily the best hockey game yet. Mario Lemieux can't hold a stick to this. I'd buy a Genesis System just to play a game like this!


Overall Rating: 9

NHL Hockey Review

Reviewed by Rick, The Video Ranger

- Concept:** 8 It's Hockey which isn't original in its concept. But it allows the player to make choices featuring real teams, real players and real fights.
- Graphics & Animation:** 9 The ice is superb! The players are clear and there is attention to every detail... like when the puck flips up in the air.
- Sound:** 9 1/2 Now this is hockey. The realism of the sound is radical. From the sounds of the sticks clashing to the crowd noise. And the power behind the check. These are some tough dudes. This is hockey all the way.
- Playability:** 8 It's a sports game, so people are familiar with the game. The play is a little slow for the expert gamer. But make no mistake - this game is a challenge.
- Entertainment Value:** 9 So far, this is the best sports game I've ever played. It's got the action of John Madden, but the graphics are much more serious! Electronics Arts has themselves another winner!

Overall Rating: 9



The glare of the lights on the ice, the echoing of the slap of sticks colliding, the roar of the crowd. This game is so real you can almost smell the popcorn and hear the soda vendors. Once again, Electronic Arts has proven themselves the champion of sports cartridges with *NHL Hockey* for the Genesis System. Like their previous successes, *John Madden Football*, *PGA and Lakers vs. Celtics*, NHL pays attention to detail right down to the zamboni between periods.

This high-sticking, body-slaming, action-packed game features the line ups of all 26 teams during the 1990-91 season, including the Stanley Cup struggle between the Minnesota North Stars and the Pittsburgh Penguins. Players can select their teams and line ups, home or away, and five, ten or 20 minute periods. There's even a battery to retain the play-offs. This one or two player cartridge allows you to play against the computer, go to the head or work as teammates against the computer. Other exciting highlights include multiple penalties, close ups, instant replays and actual fights. The only thing missing here is the blood and a few teeth!

This cartridge is hot enough to melt the ice. It may be a tough start for the beginning player, but any fan of hockey or sports games will love it.



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Letter From The Editor

by Elizabeth A. Olson

Here at the *Game Informer* we love to play video games. That means we get just as excited as you do when a sizzling new cart is released. With that in mind, we've asked two of our best gamers for their opinions on three of this fall's hottest releases. Both Rick and Andy work directly with the games and Funco customers on a daily basis. On a scale from one to ten, ten being the best, we had them rate games in the following areas:

Concept – This is the plot or the general idea of a game.

Graphics/Animation – The backgrounds, characters and their mobility, and the "look" of a game.

Sound – Its soundtrack variety and realism of sound effects.
Playability – The range of difficulty and skill level.
Entertainment Value – Will it hold your interest and is it fun?

While we all have our favorite games, we can't play them all. That's where you come in. We'd love to hear about your favorite games and any tips or hints you've discovered. If we print your tip, you'll receive a \$25.00 Funco credit towards a purchase. So what are you waiting for? **Send your tips to:**

The Fun Club Tip Line
 4948 Highway 169 North
 New Hope, MN 55428

We're waiting to hear from you!

Both



Labyrinth Zone in Act 3:

When you're falling down the waterfalls, sliding toward the left, keep jumping until you find an area with a push lever. To find the wall that has vanished, jump right until you've found it. Now you can continue right until you see Dr. Robotnik get into his ship.

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Per Game

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1943	16/29	Berg	8/16
720	4/29	Burner Fighter	10/19
8 Eyes	4/9	Burger Time	8/16
Abolish	6/14	Cabal	6/14
Adv. Byn Billy	4/19	Call Games	8/16
Adv. Dino Riko	10/19	*Call Rovers	24/44
Adv. Island	22/29	Capit Contest	8/16
Adv. Island II	32/24	Capit Skyhawk	10/19
Adv. of Lolo	12/24	Cargo Kid	14/26
Adv. of Lolo II	28/49	*Carnival	22/29
*Adv. of Lolo III	24/42	Castle Dragger	16/29
Adv. T Sawyer	10/19	Castle Dragon	12/22
Aber Barnar	18/32	Castles	9/14
*Air Ball	22/29	Castlequest	6/14
Ar Fortress	12/22	Castlemania II	2/9
Arwulf	8/16	Castlemania III	12/22
All Uns	12/24	Cave Man Games	16/29
Alan Snyd	6/14	Chill Dragon	12/24
All Pro Buktst	10/19	Chimp Bowling	18/32
Alpha Max	2/7	Chocessor	18/34
Atlixon	6/14	Choclo	18/32
Attack	4/9	Crabby Crab	12/24
Arch Rivals	18/36	Cross Capr	6/14
Archon	8/16	City Connection	2/9
Archon-Games	16/29	City Connection 2	2/9
Arkasos Ring	6/14	Clash/Clash	6/14
Aryanos	4/9	Classic Cant	22/29
Athlete World	8/16	Clu Clu Land	10/19
Baby Boomer	28/49	Cobras Card	4/12
BackFour	6/14	Coda New Ypr	10/19
BackFutr II & III	12/24	Continando	4/12
Bad Dudes	4/12	Conan	22/29
Bad News Bebbel	14/26	Conflict	22/29
Bad Str Bowl	8/16	Conq/Noal Piece	12/24
Ballout Fight	8/16	Contra	6/14
Ball's Kings Arc	30/54	Control Deck	30/49
*Bar's Tale	28/49	*Crash Maze	22/29
Baseball	2/9	*Cross Bow	22/29
Baseball Seidr	22/29	Cystal Mines	26/48
Baseball Stars	32/29	Crystals	18/36
Bases Loaded	8/16	*Cyberball	22/29
Bases Loaded II	16/29	Cyberman	2/7
Beaten	6/14	Dance Arabes	10/19
Beats Chess	10/19	*Dark Seed	22/29
Beats Olyn	14/26	Dash Galaxy	6/14
Beats Tank	22/29	Days Thrdr	20/36
Beats Tank 2	24/39	Death Towers	6/14
Beats Tank 3	22/29	Death Race	16/29
Beats Tank 4	22/29	Deathbots	16/29
Beats Tank 5	22/29	Defend/Crown	6/14
Beats Tank 6	22/29	Defender II	10/19
Beats Tank 7	22/29	Defender III	12/24
Beats Tank 8	22/29	Demoo Sword	4/12
Beats Tank 9	22/29	Desert Con	16/29
Beats Tank 10	22/29	Desert Con 2	4/12
Beats Tank 11	22/29	Dev/Entp	14/26
Beats Tank 12	22/29	Dig Trcky	4/12
Beats Tank 13	22/29	Dig Dig II	8/16
Beats Tank 14	22/29	Digger	24/44
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Beats Tank 17	22/29	Dinny Day Mad	20/36
Beats Tank 18	22/29	Dobby Kong	10/19
Beats Tank 19	22/29	Dobby Kong 2	8/16
Beats Tank 20	22/29	Dobby Kong 3	8/16
Beats Tank 21	22/29	Dobby Kong 4	12/22
Beats Tank 22	22/29	Dobby Kong Jr	6/14
Beats Tank 23	22/29	Dobby Kong	12/24
Beats Tank 24	22/29	Dobby Kong	12/24
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Beats Tank 26	22/29	Dobby Kong	12/24
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Beats Tank 98	22/29	Dobby Kong	12/24
Beats Tank 99	22/29	Dobby Kong	12/24
Beats Tank 100	22/29	Dobby Kong	12/24

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De-Cap-Attack: A Ghoulish Adventure Just in Time For Halloween!

Hold on to your hat, or in this case, your head. Sega's got a new game in store for this Halloween season with real guts. The zany cast in this ghoulish game are sure to make you crack a smile, no bones about it!

And if that isn't enough, the Underworld Lord keeps Chuck busy with a wild variety of opponents in the form of ghosts, vultures and werewolves. This fast-paced game will present a challenge and charm you right out of your skin.



Use your wits!
Right screen.



Use the wits, Chuck!
In order to defeat the
Underworld Lord.

Our mummified hero is Chuck D. Head, who really uses his "inner-self" to fight off the bad guys. In this Mario-type horizontal scrolling game, Chuck punches from the stomach and throws his head for those baddies just out of reach. Other capabilities include jumping, flying and swimming when called for, but watch out for those gnarly otters in sunglasses!

The object is for Chuck to search each of the seven islands (Abdomenland, El Beau Land...) to find the objects necessary to rejoin these lands into one body, thus saving it from the robotic Frankenstein's nightmare-type Lord of the Underworld.

De-Cap-Attack Review

Reviewed by Rick, The Video Ranger

- Concept:** 7 This type of game has been done before, but not for Genesis. It hosts a bunch of unique characters that make it original.
- Graphics & Animation:** 7 1/2 The graphics are nice and crisp with variety, but the background settings are nothing new.
- Sound:** 7 The music goes well with the visual and the cast, but again the music is not unique.
- Playability:** 7 The basic idea of the game is easy to understand and pretty easy to play. It does get a little tougher with each island conquered. There's lots of hidden tricks that can be a real challenge.
- Entertainment Value:** 8 There's enough originality to keep a gamer's interest and the characters are really a scream (pun intended). If you like Mario or Bonk type games, You'll love De-Cap-Attack.

Overall Rating: 7 1/2

De-Cap-Attack Review

Reviewed by Andy, The Game Dandy

- Concept:** 9 Genesis has needed a zany game like this for a long time. It's not just another shooter game, but an adventure with likeable characters. It rules when he attacks people with his head!
- Graphics & Animation:** 8 The graphics are surprising for 4 megs. The mobility is similar to Sonic and while the screens are horizontal, there is plenty of height and depth.
- Sound:** 8 There is a good variety of music and creepy sounds that are well matched to the screens.
- Playability:** 9 De-Cap-Attack starts out easy enough, but it gets harder as you go along. There's a lot to learn about hidden treasures, purchasing potions and tricks like bouncing off the walls. It's easy to enjoy and tough to master.
- Entertainment Value:** 8 This game is addictive. There's enough to keep even the best player busy for weeks.

Overall Rating: 8 1/2

De-Cap-Attack is a fun adventure game in the spooky spirit without all the violence and gore. We recommend that you treat yourself this Halloween, as this is a great game for all ages.



**Super
Sonic
Tip**

In the Marble Zone in Act 3:
Search for two spiked platforms, side by side. Get on the right platform and push to the right to find the secret room! For a shortcut to the end, search for the secret passage on the right side, once you're inside.

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Micro Machines Review

Reviewed by Rick, The Video Ranger

- Concept:** 9 It's a great idea. Instead of just a straight race game, they took a popular kid's toy and put it in lots of crazy settings.
- Graphics & Animation:** 6 1/2 The settings and characters are cute but it doesn't seem to take advantage of any new technology.
- Sound:** 5 Again, just average. Nothing special here.
- Playability:** 6 It's a very easy game to pick up. But the increasing difficulty makes it hard to put down. However, gamers looking for a serious challenge may want to steer clear of this one.
- Entertainment Value:** 7 The variety and fun of the races and modes of transportation keep this simple idea from getting old and make this a great game to play anytime.

Overall Rating: 7

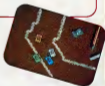
Micro Machines Review

Reviewed by Andy, The Game Dandy

- Concept:** 8 Both the variety of unusual vehicles and the outrageous race courses make this game an original. It's a race car in a class by itself.
- Graphics & Animation:** 9 With Parallax scrolling, the graphics are as good as any for NES. The wacky characters and their modes of transport are colorful and entertaining.
- Sound:** 5 The soundtrack is average. There are skids and a few muffled crash noises, but not a great deal of variety here.
- Playability:** 6 The basic idea of the game is easy to grasp and that makes it a fun choice for the novice gamer. But veterans shouldn't rule this one out. The courses get tougher as you go along and the skill level depends on which vehicle you choose.
- Entertainment Value:** 8 1/2 It's got a cool two player option, which you can't find enough of in race games. There's a lot of variety in racers, vehicles and courses and it can be much tougher than it looks - a fun game for anyone.

Overall Rating: 8

Pin Ball Cars in hot pursuit!



Micro Machines is a kid-oriented cartridge, but don't let that fool you. The range of skill level and fast-paced action of these unusual races make it a habit-forming game for players of all ages. It's a great game to play with your kids!



Super Sonic Tip

Labyrinth Zone in Act 1:

When in water, you have about 25 seconds before you run out of air! After three "bells" you only have 10 seconds of air left. Watch for the large bubbles - they will give you extra air.

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GRID

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	D			
				E

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