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

# GAMEPRO

#1 VIDEO GAME MAGAZINE

## The Best Games of 1992!

The GamePro Readers' Choice Awards! Pg. 22



**FREE** Pullout Section!  
**Sonic The Hedgehog 2**  
ProStrategy Guide



32 Pgs  
**BIG!**

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- Genesis**—World of Illusion Starring Mickey Mouse and Donald Duck
- Batman Returns** • **Superman Terminator 2: The Arcade Game**
- SNES**—Tiny Toon Adventures: Buster Busts Loose • The Lost Vikings
- The Adventures of B.O.B.** • **Outlander**
- Sega CD**—Make Your Own Music Videos with **Kriss Kross** • **Wolfchild** • **Chuck Rock**
- NES**—Zen Intergalactic Ninja • **Tiny Toon Adventures 2: Trouble in Wackyland**
- Turbo Duo**—**Lords of Thunder**

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for the Genesis

**New Streetfighter II**  
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**FREE**  
15-page  
**FLASHBACK**  
Comic

**300-**  
On the  
Cutting Edge  
of CD  
Games

- Game Boy**—**The Empire Strikes Back**
- Terminator 2**
- Game Gear**—**Sonic The Hedgehog 2**
- Lynx**—**Dinolympics**

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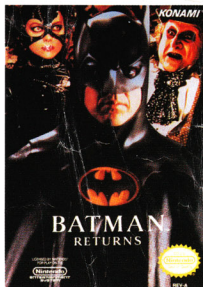


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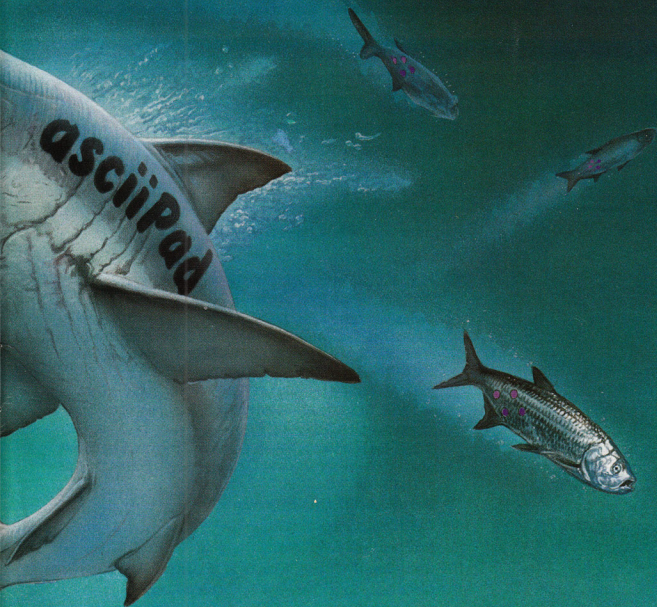
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**THE ASCII PAD, FOR THE SUPER NES. USE IT OR LOSE IT.**



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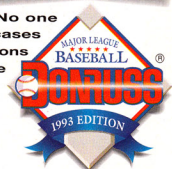
*Fatal Fury* is the Super Famicom's latest beat-em-up. *Street Fighter II* prepares to fight its way into the P.C. Engine and the Mega CD. Get the scoop on video gaming in the United Kingdom.

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### Special Feature: Sonic The Hedgehog 2's ProStrategy Guide, Part One.

Calling all 'Hogs! If you aren't having "2" much fun with Sonic The Hedgehog, this is your lucky day! See page 85.





# MUHAMMAD ALI REGAINS THE CHAMPIONSHIP FOR THE FOURTH TIME!

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



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

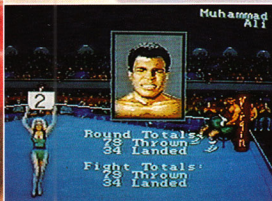
—*Electronic Gaming Monthly*



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# Something Old Is Something New

## By The GamePros

The theme this time is about teaching old dogs new tricks. One of the outstanding qualities of video games is their ability to offer fresh and exciting ways to keep you in touch with your favorite stuff – whether it's classic cartridges, cartoons, movies, or even music CDs. This issue of GamePro features some great carts with titles that should sound familiar.

Some bonafide video game classics are back on new systems, such as Bomberman '93 by TTI for the Turbo Duo and Double Dragon by Acclaim for the Game Gear. Other games on new systems include Battletoads by Tradewest and Roger Clemens Baseball by Acclaim for the Genesis, and Wolfchild by JVC for the Sega CD.

Cool sequels take up where the originals left off. Sonic The Hedgehog 2 scampers into the Game Gear and of the Sonic The Hedgehog 2 Strategy Guide helps you to outrun the Genesis version. Other great Genesis sequels include Shadow of the Beast II and PGA Tour Golf II by Electronic Arts and Shinobi III by Sega. Speaking of great sequels, Fatal Fury 2 by SNK for the Neo-Geo is good enough to punch out Street Fighter. Lords of Thunder is set to surpass Gate of Thunder on the Turbo Duo. Pugsley's Scavenger Hunt by Ocean brings the Addams Family back to the SNES. Also, new Street Fighters are warming up in Japan!

How about a fresh look at comics and 'toons? For the Genesis, World of Illusion Starring Mickey Mouse and Donald Duck by Sega is for real, and Superman lives again, thanks to Sunsoft. The Tiny Toons star in two Konami games: Trouble in Wackyland for the NES and Buster Busts Loose for the SNES. Konami also brings Zen Intergalactic Ninja from the comics to the NES, and Taito redoes The Jetsons for the NES.

Movie buffs will get tough reruns beginning with Terminator 2: The Arcade Game by Acclaim for the Genesis and by LJN for the Game Boy. The Empire Strikes Back by Capcom puts the Force into your hand on the Game Boy. Lethal Weapon 3 by Ocean looks like an SNES hit. Lastly, Batman Returns returns, this time for the Genesis.

Think pinball machines are for old-timers? Take a look at the Pinball Special Feature starring Time Cruise by TTI and Crüe Ball by Electronic Arts.

If music is your thing, now you can Make Your Own Music Videos. You can have your MTV, plus Kriss Kross, Marky Mark, and INXS, too.

Some things just get better with age.

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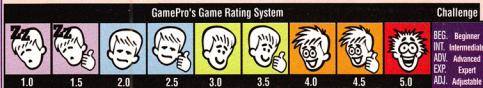
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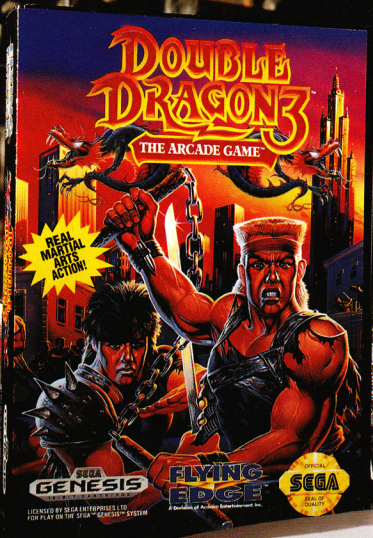
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## GamePro's Game Rating System



**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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# BUSTIN' THRO



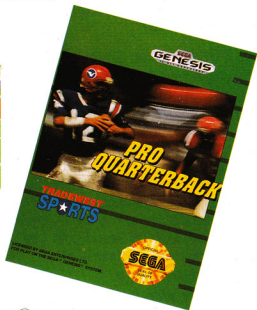
# UGH FOR YOU!



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## SNES Turbo on Your SNES

I've heard rumors from some of my friends that the new Pro Action Replay for the Super Nintendo has a code to convert the SNES version of Street Fighter II into the Turbo Edition. Is it true?

Luis Adriassola, San Francisco, CA

*(Luis, you can't always believe what you hear, but it sounds like you've got some trustworthy sources. To check out the awesome Pro Action Replay code that enables you to play Street Fighter II in Turbo mode, turn to the SWAT section of this issue. — Ed.)*

## Why Is Turbo Slow?

Why is Turbo Technologies so slow in making and releasing new games for their systems? The SNES has more games available for it than the TG-16. Are there any third-party companies (i.e. companies other than TTI) that plan to publish games for the TG-16 or the Turbo Duo? On a similar note, since the original Street Fighter I game (Fighting Street) came out for the TG-CD, will Street Fighter II be coming out for the Turbo Duo?

Daryl Brown, Harvey, IL

*(In Japan, where the PC Engine and the PC Engine Duo are very popular, there is an enormous library of games available for these systems. The slowdown occurs because TTI must negotiate with their parent corporation, NEC, and each game's Japanese software publisher before any game can be ported over to the American game market. These negotiations, plus the game conversion process, are time consuming. As far as third-party game companies are concerned, a few have recently announced plans to take the initiative. SNK and Working Designs are working on Turbo Duo versions of the Neo-Geo games World Heroes and King of the Monsters. Konami of Japan is also working on a shooter game for the Duo. Street Fighter II is due out this summer for the PC Engine Duo, which means there's a good chance the game will be converted to the Turbo Duo format. Better late than never. — Ed.)*

## Invisible Pile Driver?

I was playing Street Fighter II: Champion Edition and the computer-controlled Zangief threw me a Pile Driver, but I wasn't anywhere near him. Is it possible to perform this move when playing Zangief?

Johnny Wu, Cerritos, CA

*(The move you saw performed on your character was a bug in the program. You were most likely playing an illegally manufactured version of Street Fighter II. There has been an explosion of these phony systems of late, and they have a tendency to malfunction. If you haven't already, you should alert the manager of the arcade to the fact that the machine is bogus. Be careful not to be duped! — Ed.)*

## Home Movies

One of my friends recently told me that I can hook up my VCR to my TV and record myself playing video games. Is this is true, how can I do it?

Michael Adams, Chico, CA

*(Recording your game play on a VCR is a great way to save high scores, or prove to your friends that you've executed impressive moves. Before you can hook up your game system to your VCR, you've got to check a few things. First, look on the back or side of your VCR for two or three ports labeled Audio In and Video In. Next, find the video cord that plugs into your game systems' video port. It's labelled either A/V Out, Multi Out, or Audio and Video Out. If you bought a slimmed down version of a system, your package may not include a game system video cable. Don't fret, you can buy these cords separately. Once you have the video cord, plug one end of the cord into your system's video port and the other end into your VCR's port. Put your TV on channel three and turn off any tuners or Cable TV that may interfere with game play. Lastly, turn on your game system and start recording. Now you can Record and replay your gaming sessions. — Ed.)*

## Express Yourself

I got a TurboExpress hand-held game system for Christmas and I noticed that your magazine doesn't have a section dedicated to the Express. Why do you have separate sections for Game Boy, Game Gear, and Lynx, but not one for the Express?

Darryl Bradley, Detroit, MI

*(You're pretty observant, Darryl. However, the seeming lack of a TurboExpress section is merely an illusion. The brilliant folks at*

*TTI made the TurboExpress compatible with the TurboChip games that work on your TurboGrafX-16 or Turbo Duo. Consequently, whenever you see a review that's labelled "TurboChip ProReview," the game will work on your TurboExpress. Enjoy your new system! — Ed.)*

## Money, Money, Money

I am a happy owner of a Super Nintendo. The system's great, but the price of games is another matter. It seems like the video game companies are run by the underworld! The going rate for an SNES game is about \$55 to \$65. I can't seem to find one anywhere for under \$50. Considering the current economic situation, these prices just don't seem fair.

Chris Sparta, La Mesa, CA

I live in Scotland, and the Haggis-eating, kilt-wearing folk in my country get ripped when it comes to video game systems. It would cost me the equivalent of \$210 American dollars in Britain to buy a Super Nintendo, yet in America I could find one for \$99.95 or less. Even with the shipping and handling costs, plus the tax prices, it would still be less than what I'd pay here.

Clarke Duncan, Glasgow, Scotland

*(It's true that game systems and game carts are a substantial investment. As technology progresses, the new systems seem to carry a higher price tag. However, consider the time spent playing an intriguing video game and compare it with the cost of spending the same amount of time in a movie theater or video arcade. Also, consider the convenience of having a game system at home. All of these factors play into the price of games and systems. Ultimately, you may find that the prices don't seem so outrageous. Unfortunately, you've got to pay to play! — Ed.)*

## So, Tell Us What You Think.

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

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Thanks for your input!



3 TIMES THE SUSPENSE... ON NES

3 TIMES THE DANGER... ON GAME BOY

3 TIMES THE TERROR... FOR YOU!!!

# ALIEN 3

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Can't see very far ahead in these air ducts. Hard to breath. Blast life-sucking face-huggers with your pulse rifle and exterminate deadly Aliens with your flame thrower and grenade launcher!

**THE BLOCKBUSTER VIDEO  
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Just keep telling yourself  
"this isn't really happening...  
its only a game."



Exterminate deadly  
Aliens with your  
flame thrower!



Destroy all the eggs,  
but beware of deadly  
face-huggers!

LICENSED BY  
**Nintendo**



# A 11 The Hudson



## Super Adventure Island

For play on the Super Nintendo Entertainment System

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

## Adventure Island 3

For play on the Nintendo Entertainment System

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

## Adventure Island

For play on the Game Boy System

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

Special note to consumers:

If you are unable to find any of these titles at your local retailer, you can order direct by calling:

(415) 495-4486!

# Best From n Soft



## Felix the Cat

For play on the Nintendo Entertainment System

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

## Bonk's Adventure

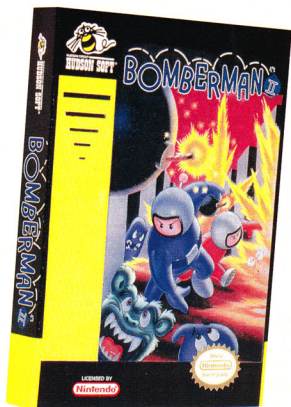
For play on the Game Boy System

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

## Bomberman II

For play on the Nintendo Entertainment System

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



HUDSON GROUP  
**HUDSON SOFT**

HUDSON SOFT USA, INC.  
400 Oyster Point Blvd., Suite 515  
South San Francisco, CA 94080  
Tel (415) 871-8885

# CUTTING EDGE

3

## The Future Is Now

D

The veil has been partially lifted on 3DO's mystery system! It's real but no less mysterious.



*By the Whizz*

3DO, the San Mateo, California-based company headed by Trip Hawkins (founder of electronic games giant Electronic Arts) is currently developing a compact disc-based multimedia system. The project represents an awesome collaboration of heavyweight companies - Time Warner Communications, Matsushita Electronics, and Electronic Arts.

But let's get something straight. 3DO will not necessarily produce multimedia systems that will sport its label. Like Dolby does with its famous sound recording technology, 3DO will license its multimedia technology to other hardware manufacturers. Panasonic is definitely online as one of the first companies to produce a 3DO multimedia player. No surprise since Matsushita is Panasonic's parent company. Expect to see roughly a half dozen other company logos on the initial crop of 3DO systems.

## They're Multi-playing Your Song

Hawkins calls the 3DO unit an "interactive multiplayer." The multiplayer tag is no lie. It will play compact disc based games, educational software, music, and movies. Moreover, it will display photo CDs, connect with digital musical instruments, and act as a play back unit for camcorders.

One of the primary attractions to gamers will be an incredible ability to produce mind-boggling graphics. 3DO has some vicious specs on hand. The 3DO box will have the power to dramatically manipulate pixels in overdrive, 36-64 million pixels/sec at its peak. 3DO also claims its color palette can support 16-million colors! This means that sure-handed game designers ought to be able to paint incredible 3D graphics on-screen and use more cinematic techniques than ever before.

## A Mean Machine

3DO's system is based on a 32-bit RISC (reduced instruction set) CPU.

The RISC brain acts as "housekeeper" that carefully manages work that all chips on board do. This includes custom graphics and animation processors as well as a custom sound processor, capable of producing CD quality sound, compressed sound, and 3D audio imaging. All this silicon means that programmers only need to make a few software calls to produce outstanding special effects without creating a mob of custom coding.

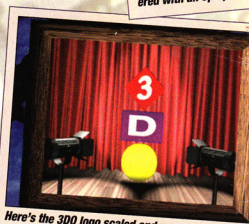
A special multi-tasking operating system fires up the unit's silicon synapses helped along by 2 megabytes of system memory. There's also a built-in proprietary image compression technology that helps pack in graphics data.



Now the logo's scaled, red with an opaque b

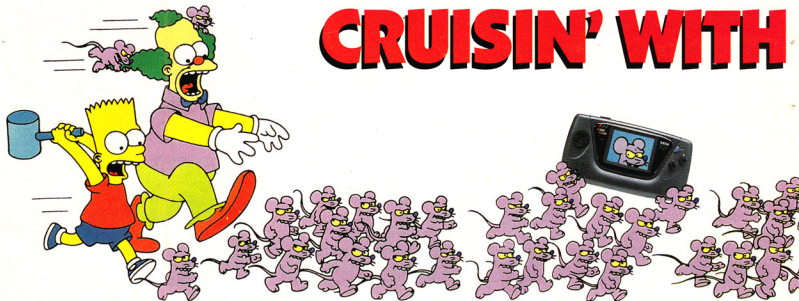


What can the 3DO system do to graphics? Here's a standard full-screen bitmap image.



Here's the 3DO logo scaled and mapped into a woven frame.

Advertisement



# CRUISIN' WITH

The 2 MB of memory will goose the data transfer rate off the CD, but the compact disc drive itself will be no slouch. The CD will spin on a double speed disc drive that's reportedly ten times faster than that of the Sega CD and, 3DO speculates, even the proposed SNES CD.

The unit will use a controller similar to that of a video game system.

However, there will be a port for a personal computer-style keyboard, and the unit will have the ability to daisy-chain several input devices together at once for multi-person activities.

### Things to Come

Future 3DO peripherals call for a cartridge that will

enable the system to display true full-motion video. 3-D goggles and a headset for 3-D audio are on the drawing board. The company also contends that its technology can be configured as a cable TV receiver for interactive TV applications, some day.

### Names behind the Games

Since Hawkins is the founder of Electronic Arts it's no surprise that popular EA titles are tops on 3DO's games list. John Madden Football and PGA Tour Golf are in development at press time. According to Hawkins, a flight simulator and several educational products from Electronic Arts will also be on hand when the system makes its debut.

3DO also has its own CD game in preparation for the big release. Jurassic Park (based on the dinosaurs-run-amok, sci fi novel) is a guaranteed-blockbuster game based on Steven Spielberg's guaranteed-blockbuster movie. In fact, 3DO game designers had access to the Jurassic Park movie set, and they were allowed to shoot extra film footage with all the principal actors (specifically made for the game). Special effects will be created by Lucasfilms' Industrial Light & Magic.

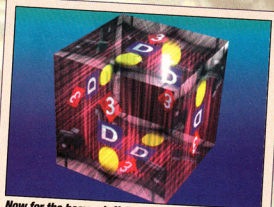
3DO has also lined up an impressive list of 50 licensees. Maxis, Ocean, Paramount, Psygnosis, Spectrum Holobyte, and Virgin are among those who've signed up.

### A Standard in the Making

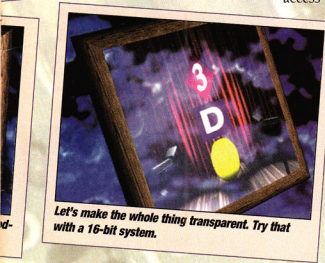
One thing's for sure, this cutting edge will not come cheap. The initial asking price for a 3DO multiplayer will be around \$700. 3DO anticipates that the price will drop under \$500 within two years. 3DO's promise is great. It may be an idea whose time has come.



*framed, and rotated and covered background.*



*Now for the heavy stuff. The original graphic has been copied six times and then mapped into a 3-D cube. Notice the transparent "glass" effect, too.*



*Let's make the whole thing transparent. Try that with a 16-bit system.*



*Awesome! 3DO can even handle a background behind the cube.*

Advertisement

# KRUSTY!



## RAT BASHING'S GONE PORTABLE!

Gangway, 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!

**Acclaim**  
entertainment inc.

**FLYING EDGE**  
A Division of Acclaim Entertainment, Inc.

# HOT AT THE ARCADES



**By Hack 'n Slash**

Roll up your sleeves, arcadians, this installment of Hot at the Arcades has a pair of sequels that requires heavy, hands-on interaction with game play guaranteed to make you sweat. Strap on your electronic six-guns as you take aim at Mad Dog II: The Lost Gold, and tighten your grip to go man vs. machine in Arm Champs II. Couch-bound vidiots need not apply!



## **Mad Dog II: The Lost Gold** (American Laser Games)

Hot on the heels of last year's innovative live-action video game hit, Mad Dog McCree, comes its sequel, Mad Dog II: The Lost Gold. This game delivers just as many thrills and as much high excitement as the original, with its brand new scenario, trickier shooting scenes, and loads of new bandits and varmints to knock off.

A dying prospector gives you half of a map that shows the way to a vast treasure of gold hidden in a cave out in the hills. It's up to you and one of three on-screen

guides you select to find the gold. Each guide (Buckskin Bonnie, the Professor, or Shooting Beaver) activates a different sequence of scenarios that lead you to the treasure. Along the way, you'll encounter scores of Mad Dog McCree's sharpshooting henchmen, renegade Indians, and bandidos, who are all intent on beating you to the gold. If your reflexes are sharp enough and your aim is true, you'll make it all the way to the finale which includes a 30-man shootout, a showdown with Mad Dog, and a chance to view the contents of the treasure chest.

Mad Dog II presents more sound, motion, action, and story line options than its predecessor. The engrossing, live-action video is crystal clear, well acted, and reacts instantaneously to shots fired from the hand-held, interactive six-gun shooter.

A tip of the sombrero to American Laser Games for yet another well-crafted live video game. Thanks for taking us into the next level of arcade gaming!



## **Arm Champs II** (Jaleco)

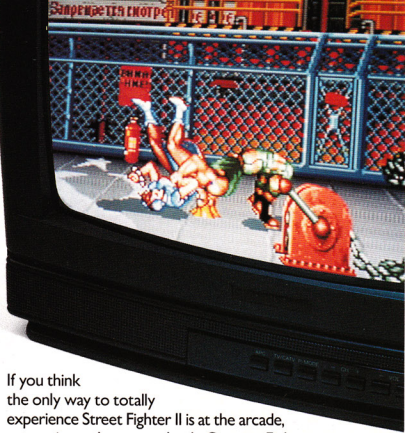
Remember those old machismo carnival game booths that challenged you to see how hard you can grasp two bars together, or swing a lever to light up one of the light bulbs labeled from "90-lb weaking" to "Herculean Hunk?" Well, the folks at Jaleco do, and they've updated this concept into a full-scale, interactive, video game attraction — Arm Champs II!

Arm Champs II is an interactive, arm-wrestling game that pits man against machine. Instead of a joystick, you grasp hold of a full-size, artificial arm and hand connected to the base of the video game screen. Select your opponent, rest your elbow on the large elbow pad, get a firm grip on the mechanical hand, clench the support bar with your free hand, take a deep breath, then GO FOR IT!

Arm Champs II is the real thing. Choose between nine levels of difficulty (computer strength) and nine computer wrestlers, including such digital personalities as The Rock, Duke, Atlas, and Goliath. As you stare into the video screen, you're face-to-face with a computer adversary who'll taunt you and react accordingly depending on how well he or she fared in the contest. Pin your opponent and watch them howl in anger, or lose and suffer a barrage of insults.

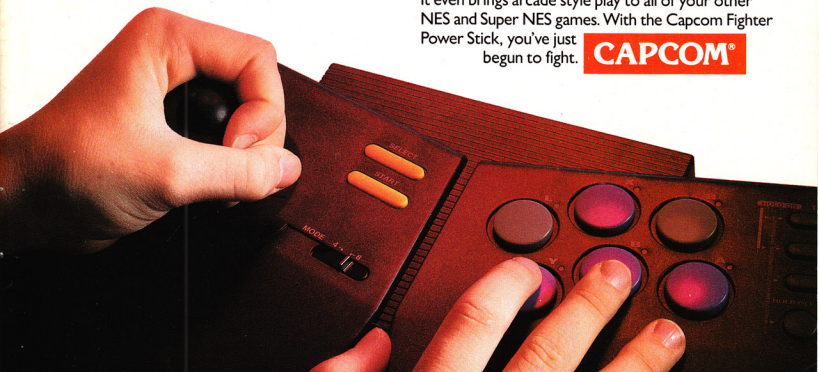
Arm Champs II is truly a one-of-a-kind-video game experience. Don't be intimidated! The difficulty settings enable gamers of all ages and sizes to compete. Innovative game play and awesome graphics make Arm Champs II a must-play!

# 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 exact 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®**



## CAPCOM FIGHTER POWER STICK

2 GamePro's  
2nd Annual

# Readers' Choice Award Winners

## Action/Adventure Game of the Year

### WINNER

**Sonic The Hedgehog 2**  
by Sega of America for  
the Genesis

### RUNNERS UP

**Contra III: The Alien Wars**  
by Konami for the SNES

**Teenage Mutant Ninja Turtles  
IV: Turtles in Time**  
by Konami for the SNES

Everything gets better with  
practice and Sega proved that

with an ultra cool sequel to  
1991's Game of the Year, *Sonic The Hedgehog 2* is everything  
you loved about *Sonic The Hedgehog*, plus more – more  
Zones, more enemies, more  
companions, more play  
modes, and more players. All  
this equals more FUN!

"It's tough to follow a classic,  
but *Sonic The Hedgehog 2*  
earns top honors."  
(*GamePro*, January '93)



Once a year we ask the real  
video game experts (our  
readers) to survey the annual  
crop of games and tell us  
who they think deserves spe-  
cial recognition for service  
above and beyond the call of  
duty! This year's winners  
include more than a few old  
familiar faces, along with  
some newcomers. Take a  
look at who you chose (win-  
ners and runners up) in each  
of the following categories.  
Some of the choices are  
gonna surprise you, and  
some were no contest!  
Thanks to everyone who took  
the time to send us a ballot.  
See you next year!

## Role-Play Game of the Year

### WINNER

**The Legend of Zelda: A Link to  
the Past**  
by Nintendo of America for the  
SNES

### RUNNERS UP

**Dungeons and Dragons:  
Warriors of the Eternal Sun**  
by Sega of America for  
the Genesis

**Dragon Warrior IV**  
by Enix for the NES

This is the first 16-bit game in a  
series of role-play adventures to  
turn more than a few GamePros  
onto gaming for good. The *Legend  
of Zelda* combines elements  
of role-play and action/adventure  
to create an absorbing and  
entertaining quest. It's more  
than a fitting continuation of the  
*Zelda* legend.



"This 16-bit offering strides  
strongly forward with more  
impressive graphics, music,  
and challenge." (*GamePro*,  
August '92)

## Sports Game of the Year

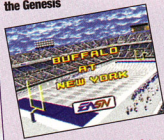
### WINNER

**John Madden Football '92**  
by Electronic Arts for  
the Genesis

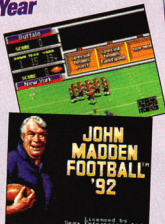
### RUNNERS UP

**NCAA Basketball**  
by Nintendo of America  
for the SNES

**NHLPA Hockey '93**  
by Electronic Arts for  
the Genesis



*John Madden Football '92* took  
a great idea (*John Madden  
Football*) and improved upon  
it! The game sports an  
enhanced computer CPU that  
contains new formations on



offense and defense, a great  
instant replay feature, quarter-  
back substitutions, coaching  
profiles, user-controlled weather,  
plus it even learns from  
your mistakes. *John Madden  
Football '93's* coin, but this  
year's game earns the Numero  
Uno title for '92.

"*John Madden Football '92* fea-  
tures the most talented comput-  
er opponent ever – 'nuff said!"  
(*GamePro*, December, '91)



## Puzzle/Strategy Game of the Year

### WINNER

Lemmings  
by Sunsoft for the SNES

### RUNNERS UP

Faceball 2000  
by Bullet-Proof Software for the SNES

Krusty's Fun House  
by Acclaim for the SNES

Sunsoft teamed up with the S.A.L.C. (Save A Lemming Campaign) to bring us those cute little furry rodents of PC fame. In this absorbing puzzler,

you must save the Lemmings from themselves as they march blindly towards destruction. Tons of levels and tons of Lemmings add up to brain-busting fun that will have you ready to follow the nearest Lemming off a cliff yourself!

"Lemmings is a definite improvement on standard puzzle fare. It's interactive touch makes for good fun...and those darn Lemmings are so cute, you're gonna' feel guilty if you don't save them!" (GamePro, January '92)



## Shoot-Em-Up Game of the Year

### WINNER

Super Smash TV  
by Acclaim for the SNES

### RUNNERS UP

Axelay  
by Konami for the SNES

Air Zonk  
by Turbo Technologies for the TurboGrafx-16

Time warp! Travel to the future and tune into Super Smash TV, a top-rated game show that pits one or two contestants against human, humanoid, and inhuman opponents. Readers enjoyed battling for cash, prizes, and the ultimate prize — their lives!

"Tonight's Super NES telecast by Acclaim is guaranteed to blow your picture tube out of the wall...the digitized voices



and stereo beats are 16-bit superb and the action's right on target with the arcade original." (GamePro, February '92)

## Head-to-Head Fighting Game of the Year

### WINNER

Street Fighter II  
by Capcom for the SNES

### RUNNERS UP

World Heroes  
by SNK for the Neo-Geo

Art of Fighting  
by SNK for the Neo-Geo

of all abilities combine to create a quantum leap for fighting gamers.

"Street Fighter II is a nearly flawless conversion of the arcade original that's made even more enjoyable by new options and the convenience of home fighting." (GamePro, August '92)



Does this one surprise anyone? Street Fighter II set a new standard for the fighting genre. Eight different characters, a multitude of moves and combos, and an unlimited number of fighting matchups for players

## Award for Excellence in Graphics

### WINNER

Street Fighter II  
by Capcom for the SNES

### RUNNERS UP

Sonic The Hedgehog 2  
by Sega of America for the Genesis

Road Runner's Death Valley Rally  
by Sunsoft for the SNES

its beautiful color shading must be seen to be believed." (GamePro, August '92)

Readers voted Street Fighter II a second award by citing the large number of animations that made this head-to-head fighting game come to life. GamePro specifically noted that SF II's graphics successfully recreated a winning arcade look, almost pixel for pixel. This gave it a big thumb's up!

"All of Street Fighter II's smooth action animations, its great multi-scrolling landscapes, and



Continued on page 24.

## Award for Excellence in Sound

### WINNER

**Super Star Wars**  
by JVC/LucasArts for the SNES

### RUNNERS UP

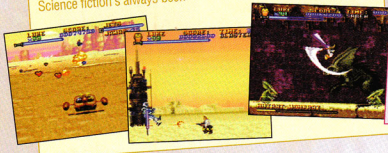
**NLBPA Sports Talk Baseball**  
by Sega of America for the Genesis

**Taz-Mania**  
by Sega of America for the Genesis

A long, long time ago Luke Skywalker and company made movie history and catapulted science fiction into the mainstream of American culture. Science fiction's always been

big in video gaming, so this year JVC and LucasArts created a video game match made in heaven. Readers particularly took note of Super Star Wars' super sound effects, including music and digitized voice effects from the movie, which together recreated the mood of the movie and added to the game's fun.

"Super Star Wars has the best sound effects of any SNES game to date. Digitized voices add realism. You even get to hear Obi Wan murmur 'Use the Force, Luke.'" (GamePro, November '92)



## Hand-Held Game of the Year

### WINNER

**Sonic The Hedgehog**  
by Sega of America for the Game Gear

### RUNNERS UP

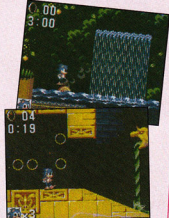
**Super Mario Land 2**  
by Nintendo of America for the Game Boy

**Batman Returns**  
by Atari for the Lynx



This small screen adaptation of the ever-popular Sonic The Hedgehog scored big with hand-held gamers of all game unit persuasions. Sonic has

what it takes - challenging game play, great graphics, and all of the fun elements that made its 16-bit big brother a smash hit. It's a game everyone wants to put in their pocket.



"Fast-paced, challenging, and a joy to behold, Sonic The Hedgehog for the Game Gear shatters the fun barrier!" (GamePro, February '92)

## 8-Bit Game of the Year

### WINNER

**Teenage Mutant Ninja Turtles III: Turtles in Time**  
by Konami for the NES

### RUNNERS UP

**Mega Man V**  
by Capcom for the NES

**Batman: Revenge of the Joker**  
by Sunsoft for the NES

Those mutant heroes on a half shell struck again with an all-new NES adventure. The fear-some foursome's endless appeal lies in action/arcade style game play, which Konami does so well. Here's hoping that Konami and the Teenage Mutant Ninja Turtles keep on making beautiful music together.

"One thing you can always count on is a Teenage Mutant Ninja Turtles adventure that's gonna push your NES to the

max...and Teenage Mutant Ninja Turtles III may just make it blow a fuse!" (GamePro, February '92)



## 16-Bit Game of the Year

### WINNER

**Street Fighter II**  
by Capcom for the SNES

### RUNNERS UP

**Sonic The Hedgehog 2**  
by Sega of America for the Genesis

**The Legend of Zelda: A Link to the Past**  
by Nintendo of America for the SNES

Capcom won big this year by scoring with a video game coup - a beautiful translation of one of the hottest arcade games for the SNES. Street Fighter II brought home all of the great head-to-head fighting action that made the coin-op a winner. In a year when people purchased a SNES in order to play this game at home, Street Fighter II takes the 16-bit Game of the Year Award, no contest!



"Somehow, Capcom's shrunk the blockbusting, 58 megabit arcade game into a 16-meg SNES cartridge with minimal sacrifice to the graphics, the sound, and the game play. The SNES translation is nearly everything the coin-op was, and more! Believe it!" (GamePro, August '92)




**NOW GAMERS CAN GO  
WHERE THEY'VE NEVER GONE  
BEFORE...to their friend's house!**



Fasten your seat belt! With BATON TECHNOLOGIES' new TELEPLAY™ SYSTEM, you're about to experience the future in out-of-this-world, head-to-head competition with your friends. . . whether they're down the block, across town, on Nintendo® or Sega™ Genesis™! That's right: two screens, two players, two different locations, the same or different formats. You can even attach a PC-keyboard for expanded capabilities! With the TELEPLAY™ SYSTEM, the possibilities are awesome! Your friend can't watch you, so you can make all your ingenious tactical maneuvers and covert actions in complete secrecy! He'll never know what hit him until it's too late!

The TELEPLAY™ SYSTEM by BATON hits Earth in Spring 1993. It uses the latest in telecommunication developments to let you play against someone in another location. It comes equipped with TERRAN WARS, a head-to-head, fast action, arcade style space game, yet it costs about the same as one 8 megabit cartridge! 8 additional action-packed titles will be released in 1993! Want to learn more? Call (602) 437-9659.

**TELEPLAY  
SYSTEM**  
BY BATON  
AN INTERACTIVE REVOLUTION!

A group of celebrities and a Bubsy character are gathered in a press conference setting. The celebrities include an older man with glasses, a man with a beard and bowtie, a woman with glasses, a man with a microphone, a woman with a microphone, and a man with glasses. The Bubsy character is a large, orange, fluffy creature with a long tail, positioned in the foreground. The background is white with a grid pattern.

Weren't you  
a centerfold in  
National  
Geographic?

Did you  
get those ears from  
Ross Perot?

Is it  
true you eat  
Hedgehogs?

Is it a fact  
that you bit Barbara  
Walters?

Didn't you  
get busted for  
catnip in  
the '60s?

Is the  
fur still flying  
between you and  
Roseanne?

Did you  
leave that surprise  
on my lawn?

Will you do  
Jay or Arsenio  
first?

What's a  
Woolie?

Will you  
be cutting an  
album with  
Madonna?

Does he  
know he's not  
wearing any  
pants?

Will you  
and Arnold do  
a 'Furminator'  
movie?

HEAR **BUBSY** THIS SPRING, THE BOBCAT TALKS.  
LIVE ON THE SEGA GENESIS™ AND SUPER NES™ SYSTEMS.

**ACCOLADE**  
GAMES WITH PERSONALITY.

# NINTENDO PRO REVIEW



By Otter Matic

How do you breathe new life into the already familiar NES side-scrolling game genre? Konami's answer is to pack horizontal, vertical, and diagonal 3-D views into a 12-stage action/adventure game with more outer space ninja action than you can shake a Photon Stick at. Toss in an ecology-minded bent, and base the game on an up-and-coming comic book character. A surefire winner, right? Maybe. The true judge of a game is how it makes you feel, and Zen Intergalactic Ninja is so darned tough that it will make some gamers feel frustrated.

## The Pollution Solution

In the not so distant future, the third planet from the Sun in the Milky Way Galaxy is not having a good day. Lord Contaminous has emerged from a toxic waste dump to trash Earth's biosphere. The environmental watchdogs of the galaxy, the Gordons, have hired Zen, the intergalactic ninja, to teach ole Contaminous that Grime doesn't pay.

As Zen, you've studied a futuristic form of meditation and ninjitsu, achieving superior mental ability and unsurpassed fighting skills. Armed only with your mind and a spaceage staff called the Photon Stick, you must save Earth from the brink of ecological disaster and rescue a young boy who has accidentally discovered a gem with the power to save the world.



You've got a solution to this pollution.

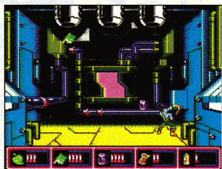
## The Many Stages of Zen

Zen Intergalactic Ninja is a single-player game, which follows in the tradition of tough NES ninja, hack 'n' slash, action/adventure games like Ninja Gaiden, Shadow of the Ninja, and even Teenage Mutant Ninja Turtles.

To begin the game, you can choose from zero to four continuues. You also have the option to turn off the music or sound effects. This game's oldie moidie NES tunes will distract you from your intense meditation, so you'll probably want them turned off.

Hit Start and you can begin on any of four opening Stages: the Acid Rain Forest, the Slixxon Oil Rig, the Biggs Toxic Factory, or the Runaway Rail Car. After you choose a stage, the Gordons explain your mission's objective. Each of these stages has a unique objective and an odious boss. All the missions must be completed before you can move on.

In between stages, you enter a bonus round where you use a behind-Zen view to knock falling recyclable materials into the Recyclotron. You can score bonus points, extra lives, shields, and 1-ups.



You'll need to move quickly to bat stuff into the Recyclotron.

If you survive the first four stages, you're on a rescue mission to save Jeremy, the boy who unknowingly has the



**PROTIP:** To beat Sulfura, the boss of the Acid Rain Forest stage, toss her with the Photon Stick. Get close, hit B to jab Sulfura,



hold down B, then press the control pad in a direction away from Sulfura to throw her. When she gets back up, be ready to jump over her as she lunges at you. Repeat this move until you defeat the queen of contamination.

world-saving Geocrystal gem. If you successfully recover the Geocrystal and rescue Jeremy, you graduate to the five Houses of the Most Hideous, which are inhabited by terrible beasts who fight dirty.



This stage select map shows which areas you've cleaned up.

## Zen and the Art of Video Games

Zen's graphics paint a pretty NES picture that offers a variety of entertaining game play perspectives. The animations for Zen's moves, especially during the diago-



# Intergalactic Ninja

nal-view stages, are totally slick. However, sometimes the characters blur into ambiguity, making it hard to see Zen or one of the bad guys. The 3-D, diagonal view looks the most impressive, although you'll have to get used to moving at an angle. The game's artists pushed the NES' graphic capabilities, but they left the final animated product a bit unpolished.



**PROTIP:** In the Acid Rain Forest, jump on the springboard plants at the base of the tree trunk to quickly locomote to any of its branches.

## Zen Can Cook

Zen does have some top-notch NES ninjitsu moves, though. He can jump and hang, plus climb laterally to avoid obstacles in his path. He's also got a cool,

rebound-jump move that enables him to bounce off walls for more height. Moreover, Zen can use the Photon Stick to jab, whack, and throw the nasty baddies into a compost heap — where they belong.

You'll need the responsive controls and all of Zen's slick moves to make it through this thumb-blistering cart. Noxious enemies and hazardous wastes constantly dig into him, which quickly whittles down his life gauge. For example, in the Forest, the acid rain clouds are impossible to avoid. The same goes for the burning embers on the Oil Rig.



**PROTIP:** In the Biggs Toxic Factory, use your shadow to target a landing spot when you jump.



**PROTIP:** On the Slixon Oil Rig, don't waste time double-hitting the slick oil creatures. You can defeat them with only one hit.

## Clean Up This Cart

Like ninjas, Zen's players will be an elite core, who live to take on any challenge, even against seemingly hopeless odds. In fact, this NES adventure ought to pull a few SNES and Genesis martial artists back to their old face-stomping grounds. You'd best be a gonzo gamer, though, because this game's not for beginners or players with a low frustration level! If you think you're up to this battle, then Zen's multitude of murderous levels should keep you busy for some time. It's a tough game, but somebody's got to play it!

Zen Intergalactic Ninja by Konami				
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.5	4.0	<b>EXP.</b> Expert
Price not available Available March		One Player Stage select Action/adventure		



By Brother Buzz

A brand-new amusement park has just opened outside happy Acme Acres.

However, Buster and Babs Bunny, Plucky Duck, Hamton Hog, and Furrball the cat are about to find out that this place isn't amusing at all! The Tiny Toons will have to beat four wacky, wild rides in order to enter the Fun House and find out who's behind the mischief - as if you didn't know.



Welcome to Wackyland!

## Looney Fun

Tiny Toon Adventures 2 by Konami isn't a full-fledged action/adventure game like the first NES cart (see GamePro, Dec. '91) or even like the Game Boy version (see GamePro, Mar. '92). You still get your fair share of simple but entertaining action by toddling around with the Toons.

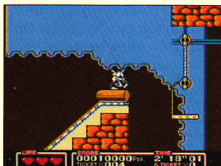
First off, you must successfully beat the four rides - the High Speed Log Ride, the Wild 'n' Weird Western Train, the radical Roller Coaster, and the Bumper Cars - in order to earn the four Gold Tickets you need to enter the Fun House. The House is where the real really



**PRO TIP:** On the Train Ride, the cars split inside the tunnels. Keep Hamton positioned forward and towards the right edge of the screen. Also, watch out for bad guys.



begins as you chase after your unamusing mystery host. The Log Ride, the Train, the Roller Coaster, and the Fun House feature simple side-view, multi-scrolling action. The Bumper Cars is an overhead-view event.



**PRO TIP:** During the Log Ride, a log isn't the only thing you must ride.

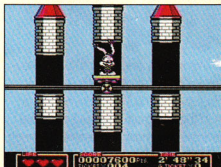
The rides may sound simple, but they're deceptively tough. Little kids will need help. Bigger kids will need patience. Although there's really not much to them, the game's dependable controls change for each ride. For example, Furrball dodges toads, fish, and birds as he surfs through a log jam. Hamton kicks A (for "Animals") across the top of a treacherous train. Babs tries to keep her balance on a speedy roller coaster platform. Plucky bumps bumper cars with two obnoxious rodents. Finally, Buster hops, skips, and jumps past not so-fun traps and obstacles in the Fun House.



**PRO TIP:** To beat the rodents in the Bumper Cars, Plucky Duck must be extra pushy. Try to simultaneously hold down B (apply the brakes and hold your position) and A (charge up a power Dash). When the Dash is ready, aim your car with the directional controls and release both buttons.

## Turn on and Toon in

Even if you aren't a Tiny Toon TV fan, you'll find the graphics in this game adorable. The characters flash great facial expressions and animations that reflect their TV personas. The music and sound effects put on an okay NES concert. They're simple, cheery, and chirpy.



**PRO TIP:** When Babs rides the Roller Coaster, don't let her touch any part of a building.

## Th-th-that's Not All, Folks!

As with the TV cartoon show, you shouldn't totally dismiss Tiny Toon Adventures as a Saturday morning kiddie fare. The challenge is real, even if the overall game play is somewhat two-dimensional. At the very least, Adventures in Wackyland will keep you in Toon.

Tiny Toon Adventures 2: Trouble in Wackyland by Konami				
Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.0	4.0	INT. Intermediate
Price not available Available April		Action One Player		



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**FCI**   
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By Kay Oss

Meet George Jetson in Taito's *The Jetsons: Cogswell's Caper* for the NES. Of course, George is in trouble with Mr. Spacely one more time. While he was sleeping on the job, Cogswell Cogs (Spacely Sprockets' competitor) began mining ore on Planet M38. They're destroying the planet and treating the local people unfairly. To top it off, they're making a lot of money doing it. George has to save the day. He must find his family (Jane, Judy, Eloy, Astro, and Rosie the Robot) and stop the capitalist Cogswells. You can help ol' George, but you'd better have patience or be a die-hard Jetsons junkie.

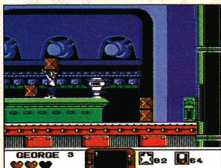
### A Family that Plays Together

Jetsons is a one-player, action, side-scroller where all your favorite Jetsons characters chip in to help George stop

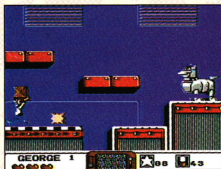
# The JETSONS

Cogswell. Rosie the Robot offers advice; Astro has a Remote Control for Defenses (a Glider and a Shield); Eloy gives Dad some Magnetic Boots for an extra lift; Jane prepares maximum Power Packs for extra energy; and Judy lends George-porgie her Jet Board to do some fast flying.

George needs all the help he can get to make it through the game's 12 stages. The Cogswells send all sorts of robotic menaces to stop George's progress. After all, we're talkin' cheap economic exploitation here, and lots of money is at stake. George starts out in a packing factory, picking up and chucking boxes at his enemies. As he scrolls along, he also uses clumps of Ore, Cogs, and Apples to



**PROTIP:** The second robotic Cog you encounter in the upper levels of the Packing Factory coughs up a Star and three Power Packs when he's hit.



**PROTIP:** To beat the mechanical Bowser at the end of the Packing Factory, stand on the moving conveyer belt and constantly throw the boxes up towards the middle platform. You can get at least one hit in for every two barks this dog sends your way.

knock his mechanical opponents off their feet. To also help him along, boxes hide Power Packs and Stars, along with evil Cogs. Odds are, though, that you'll usually be pleasantly surprised with power-ups rather than opponents.

George has a few standard moves of his own, too. He can run, jump, and fly with his Jet Pack to make it over long leaps.



**PROTIP:** Jump on the leaves that stick out of the water in the Botanical Garden. It's the only way to cross the treacherous waterfall.

### Future Shock

The televised Jetsons looked and sounded better. The graphics in this game are a little simplistic and flat. The music has one track that repeats itself until you feel as stiff as a mechanical robot without an oil can.

George's movements are not that fluid, and he doesn't move very quickly. Combine his lack of speed with the cart's challenging game play, and this Jetson is no cartoony kid's play.

### Another Time and Space

George should have stuck to his TV fame. Although mildly fun, this game's repetitious game play, moves, scenery and sound won't keep hard-core space junkies' heads in the air. If you want good Jetsons' fun, turn on the cartoon.



### The Jetsons: Cogswell's Caper by Taito

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

Price not available  
3 megs  
Available now

Action  
One Player  
Continues

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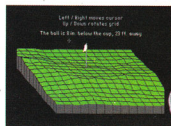


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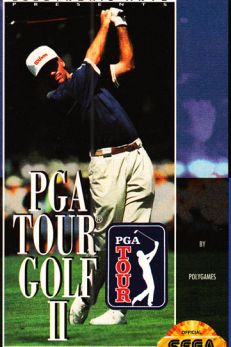
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# GENESIS PRO REVIEW



By Brother Buzz

The name "Disney" usually invokes movie magic. With a little help from video game friends, the Mickey Mouse makers have conjured up some magical Genesis carts, too. World of Illusion Starring Mickey Mouse and Donald Duck by Sega is the latest.

## Mean Magic

Mickey Mouse and Donald Duck are two average magicians looking for something to add some pizzazz to their magic act. Suddenly...poof! A magic box appears! Unfortunately for the boys, the Box is bad news. The malicious Magic Master traps them in his World of Magic, and Mickey and Donald must seek him out for the ultimate magic duel.



Oh no!

World of Illusion is a cute, enchanting, action/adventure game that's sure to make you go "awwwwww." The side-view, multi-scrolling game play is just right for kiddoes of all ages. The cart's no thumb buster, but it ought to keep advanced gamers intrigued for a couple of plays.

Your quest to meet the Magic Master covers five stages. On each stage, you must overcome tricky obstacles, defeat weird creatures, and beat a boss to find the exit. You scamper through "The Enchanted Forest" and across its spider webs. You fly a magic carpet and climb perilous slopes in "Among the Clouds." Then, in "Underwater Adventure," you become submersible as you swim through a gigantic fishbowl and



# World of Illusion

## Starring Mickey Mouse & Donald Duck

swash your buckle through a sunken galleon. "The Library" will warp you to new literary heights. Finally, "The Magic Box" spells trouble as the Magic Master awaits you.



**PROTIP:** When you're stepping across the clouds, don't tarry too long on the small symmetrical clouds. They disappear in a puff of fluff.

**PROTIP:** Some spider webs will not support you.



**PROTIP:** When you dance on the piano keyboard in Among the Clouds, the notes turn into bonus items. Be prepared to catch them, but watch out for bombs!

The Magic Master's minions block your path at every turn. Army Ants, Spiders, Eaglets, Tiger Fish, Star Fish, Fire Sprites, and Pencil Birds are among the menacing menagerie. Magic Hat 1-ups and Goodie Bags, which hold handy items such as Health Point Candy, litter the landscape and keep you going.



**PRO TIP:** Before you jump into the spiders' lair in the Enchanted Forest, jump up to the rocks on your left to find Health Point Candy.



**PRO TIP:** In the Underwater Adventure, keep a sharp eye out for the hard-to-see sea urchins.



**PRO TIP:** The Enchanted Forest's giant spider boss chases you in an "N" pattern.



**PRO TIP:** In the Underwater Adventure, the clams guard Goodie Bags and exits. If you hang by the bubbles, the mean mollusks move forward and block the bubbles. You can then just float past the shelled nuisances.

## Slight of Hand

Illusion's controls are top-notch. Basic moves are easy to master, and mastering magic items is a snap. Alone, you can either play Mickey or Donald. Two players play both characters. Your standard moves are a Jump, a Crawl, and a mad Dash. When the creepy critters attack, you make a nonviolent defense by waving your Magic Cape, which usually transforms them into peaceful creatures.

After you beat a stage, you acquire additional magic power. You must fly a Magic Carpet, swim inside a Magic Bubble, and master Magic Warp Doors.



**PRO TIP:** Jump up and down on flowers. Sometimes the loose petals form steps.

**PRO TIP:** In Among the Clouds, there's a hidden Magic Hat (1-up) just past the last set of Goodie Bags.

## Fine Feathered and Furry Friends

World of Illusion really shines in two-player mode. You and your pal encounter stage areas that are inaccessible in single-player mode. Moreover, all the obstacles and puzzles require cooperative solutions. For example, operating the Mining Cart in the Enchanted Forest requires players to alternately jump up and down on a seesaw pulley mechanism.



**Mickey and Donald need each other's help.**



**PRO TIP:** When you're ready to fly the magic carpet in a two-player game, remember that the character who conjures up the carpet also controls it.

This cart's cooperative game play is great for gamers at unequal skill levels, such as an adult and a little kid. Players can climb on each others' shoulders to jump to high locations, lower a line and haul their friends up slopes, and pull their buds through tight squeezes.

## A Wonderful World of Color & Sound

The graphics in this game are gorgeous. Mickey and Donald look great, along with the other character sprites. The backgrounds feature far-out fantasy scenes in the classic Disney drawing style. They look like they're straight out of a Disney animated movie.

The character animation is superb. Mickey and Donald teeter precariously on one toe when footing gets uncertain. They even throw you a bundle of hilarious looks.

The sounds are solid overall. The music tries hard to jazz up a basically cutesy score. The effects are competent, if minimal, but at least you get to hear some classic Donald Duck squawk talk.








**Always heed Donald's advice: "Sooo, gersh weekash gogaawkk!"**

## A Magical Adventure

Mickey and Donald are in a World of trouble this time, and that's good news for you. If you dig Disney, go for it. Have no illusions, this is a good game.

### World of Illusion Starring Mickey Mouse and Donald Duck by Sega

Graphics	Sound	Control	FunFactor	Challenge
				
5.0	4.0	5.0	5.0	Beginner
\$49.99 8 megs Available March		Action/adventure Two Player Cooperative Passwords		

# GENESIS PRO REVIEW



By *Boy Blunder*

Two years ago, Sunsoft had the last laugh with Batman for the Genesis. For his return to 16-bit screens, the Dark Knight's found a new partner in cartridge crime fighting—Sega. The new union produces a sequel worthy of the Masked Man's rep, but it's not quite a match made in heaven.

## Greetings from Gotham

The oft-abused citizens of Gotham City probably don't feel like humming any holiday hymns this year. First, the Red Triangle Circus Gang spoils the lighting of the Christmas tree by blowing it up real good. Then, a swarm of bats, presumably unleashed by our hero, pushes the Ice Princess to a chilly death. Holy setup!



*If you don't know who really dunnit, you didn't see the movie.*

To clear his good name and restore the of 'X-mas spirit to Gotham, Batman must stomach a double dose of danger.

It seems one Oswald Cobblepot, a.k.a. the Penguin, is behind the misdeeds. Teaming up with the dirty birdie is Catwoman, who's ready to use Batman's face as a scratching post. Let the crime fighting commence!

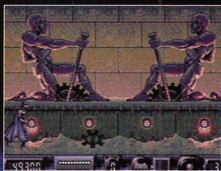
## On the Prowl In the Dark of Knight

Like its predecessor, Batman Returns is a cool-looking, side-view action cart for costumed fingertip fighters everywhere. It thrusts you into a five-level Genesis brawl across the streets of Gotham, Shreck's Wonderland Department Store, the Red



# BATMAN RETURNS™

Triangle Circus Gang's train hideaway, the Sewers, and the Penguin's Lair. The action is straightforward fighting, but you don't get any Batmobile action.



**Stalkin' in a winter Wonderland.**

Batman rounds up and beats up the usual gang of suspects – Red Triangle thugs, knife throwers, stick wielders, circus clowns, missile-armed penguins, and bosses aplenty. Combined, the Penguin and Catwoman seem to have nine lives. You must dispatch them both several times in this cart, each time in a more dangerous setting. This cart is big and tough as claws, so you'll be counting your Bat-blessings for the unlimited continues. You can also set your starting number of lives up to seven.



**PROTIP: To nip Catwoman in Act I, stand below her and rapid punch. You'll nail her as she jumps down to your level. Then, jump above her, duck, and kick her as she tries to leap. Easy pattern!**



**PROTIP: Put down Penguin in Act I with leaping punches and Batarangs. Run underneath him as he descends.**

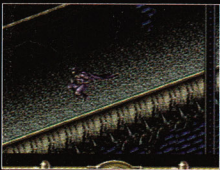
## Knight Life

Batman takes it to the streets with a superheroic arsenal that's attuned more for melee than maneuvering. Batman's basic attacks are standard leaps, kicks, punches, and jump kicks. The Knight also lances his enemies with five Utility Belt Bat-weapons: Batarangs, Smoke Bombs, the Bat Swarm, the Grappling Gun, and Super-Seeking Batarangs.



**PROTIP: At the start of Act II, save all your Bat-weapons to fight the strongman guarding the entrance to Shreck's. Grapple up one side while he's frozen, then Batarang him to death.**

For added mobility, Batman can hook onto ledges with a Grappling Gun. This is useful to climb from one floor to another, but the swing effect is unwieldy. Finally, the Cowled One can glide gently to the ground with his cape unfurled. Bat-control is a tad cumbersome at first, but playable after practice.



**PROTIP: If you're headed for a certain demise on a bed of spikes or you're in a bottomless pit, activate the cape float for a last chance save.**

Overall, the 'Man's moves are first-class, but a step down from Sunsoft's cart with its fancy wall springs and frantic fistfighting. The sleek aerial acrobatics are missed, too.

## Bat Looks and Sounds

Comic book crusaders will dig Batman's attire and animation in this return cart. His shadowed sprite appears as stalwart

and handsome as the character from the pages of Dark Horse Comics. However, the game's overall look is too muted to win an award. The backgrounds are well-drawn, if dark, and the occasional effects are nice. You'll do a double take when you witness the bizarre diagonal scrolling in Act I's cutaway building.



**PROTIP: Foreground scenery often hides weapon power-ups. Jump "behind" the walls and you may find treats.**

**PROTIP: Step carefully in the citadel – holes in the floor are obscured by the frigid colors.**

You probably won't go bats over the music. The Bat-songs beat in the background, but don't particularly wail. The sounds project mixed signals. Some of the effects, such as the thunderstorm, are hot, but others are not. The death bleep for the enemies is particularly grating.

## Fairly Happy Returns

Batman Returns is a solid effort for Sega, although it's heavy on combat. However, without the Bat-vehicle segments and swift wall-climbing moves, the cart lacks that certain something. Maybe the CD version, due out later this year, will pick up the slack.

Video games don't always imitate real life, but it's spooky how often they imitate the movies. Like his silver screen sequel, the Caped Crusader's cartridge return is a good show, but it's not quite a sellout.

### Batman Returns by Sega of America

Graphics	Sound	Control	FunFactor	Challenge
				<b>ADJ.</b>
4.0	3.5	4.0	4.0	Adjustable

\$39.99  
8 megs  
Available now

Action  
One Player  
Unlimited continues

# GENESIS PRO REVIEW

By Scary Larry



He said he'd be back, and he is. That sly cyborg, that mechanical master of mayhem, that silver-plated Conner-stomper – the Terminator of movie fame – is here.

Zip back and forth in time in this Genesis adaptation of the popular arcade game as you try to stop the Terminators from doing what they do best.

## Judgment Day

The original bad boy of the 'borgs made a pretty fair dent in the quarter industry with the arcade version of Terminator 2: Judgment Day. Well, you can put your change back into your piggy bank, because this version is just as much fun. Like the arcade game, T2 is a one- or two-player, first-person-perspective

shoot-em-up that uses either the joystick or the Menacer.

You blast your way through eight stages, (including a nuclear wasteland, an old warehouse, and a metal factory) in order to annihilate a race of mechanical monsters from the future that want to make you takeout for worms. They better take a rain check on that, though, because you're part of a resistance movement that wants to put these platinum pinheads back in the scrapyard. To clear each stage, you have to shoot everything that moves before it shoots



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you as the game auto-scrolls from left to right. Some stages finish with a big bang in the form of a mechanical end boss.



**PROTIP:** Shoot the lights in the warehouse to pick up power-ups and dim the T-800s' hopes for survival.

Terminators are virtually indestructible, but fortunately you've got some heavy-duty weaponry to use against them. You begin the game with a Machine Gun and some Guided Missiles, but you can also find Plasma Pulse Guns, Rapid Fire Coolant, Smart Bombs, Shields, and assorted other goodies. Even this may not be enough to take out silver and gold Endoskeletons, flying HKs (hunter-killers), T-800s (the original Ah-nuld), and the other walking, flying, and killing nightmares that overrun every screen.



**PROTIP:** Shoot at the Endoskeletons' heads when they get up close and personal. A chip may pop out that allows you to pick goodies from a menu as a reward.



**PROTIP:** The truck is the most difficult obstacle in the entire game. To get past it,

you need to keep the truck from blowing up. The trick is to ignore the Endoskeletons and time your hits so that they hit the HKs just before the HKs hit you. It'll take a couple of tries, though, so don't be discouraged.



**PROTIP:** Blow up the silverfish (the creepy-crawly inhabitants of Level Four) and then blow up the doors they came out of. After you've destroyed the top doors (don't fret about the bottom doors), you can move on.

## You'll Be Back

T2 for the Genesis looks good and sounds good, too. Although the limited color palette makes things look just a tad T2-dimensional, the movement of all of the characters is fast and smooth with no slowdown. Of course, the Genesis version can't match the arcade unit's huge, cabinet-rocking explosions, but who needs more noise, right? This makes the music and sound effects a welcome din, which include real digitized speech and pretty good tunes. When Arn says "Terminated," you don't ask any questions.



**PROTIP:** Watch out for Sarah Connor in the later levels. Although she puts a lot of goodies on the floor for you to pick up, she gets in your way.

**PROTIP:** Watch out for the copter when it goes after the SWAT van. All you need to do is strafe the copter with the machine gun to nose it out of the picture.

The game's controls are so easy for either the Menacer or the controller that even musclebound metal heads will understand them. Be warned, though,

only one person in a two-player game can use the Menacer. The other player is stuck with the joystick. That doesn't cut the fun down in the least, though. The Menacer's fun and the controller is too. You'll spend lots of time blasting your way to rescue John Connor.



**PROTIP:** Waste the head of the end-level boss in Stage One first, then go for his hands, torso, and finally his missile launcher. Save some guided missiles for the torso, since that's the toughest part.







**PROTIP:** To demolish the end-level mechanical demigod on Level Four, shoot every port on the wall and then go for its guts. Make sure you've destroyed all the ports before you attack the middle.

## They're All a Bunch of Girly-'Bots

T2: The Arcade Game is a real callous maker. If you've always wanted to help the Resistance but couldn't make it to the screen, now's your chance to kick sand in the face of those slipshod, sheet-metal, overgrown, tin cans. Pick up T2 and start blasting.

### Terminator 2: The Arcade Game by Arena

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

\$49.95; \$69.99 packed  
w/The Menacer  
Available now

Action  
Two Players  
Menacer compatible

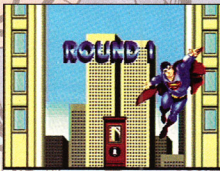


By Gideon

Look! It's a bird! It's a plane! No...it's Superman zooming his way to the Genesis! The granddaddy of all super-heroes will make his 16-bit appearance in a great-looking, challenging adventure worthy of supergamers of all ages. The fate of Metropolis and all its citizens is in your control pad. There's no time to lose...up, up, and away!

## Super Situation

Metropolis has been plagued by a rash of kidnappings, subway hijackings, and superhero girlfriend abductions. Only Superman can rescue the 'nabbed kids from the Prankster, return the stolen subway from Metallo, and save his love interest, Lois Lane, from the clutches of his archenemy, Brainiac. Five extensive, super-challenging, side-scrolling levels await our Kryptonian hero in this exciting one-player game.



Almost 60 years later, and he's still using a phone booth!

## Superpowers

Superman is a very challenging game that befits the world's greatest superhero. In addition to his flying, leaping, running, and punching abilities, Superman can develop Superpowers, such as searing Heat Vision, powerful Sonic Punches, and Hyper Spins that are capable of drilling to other levels beneath the ground. These Superpowers are essential, because you only have one life and the length of playing time is dictated by how long you maintain your life bar. Scores of enemies, such as gun-toting goons, killer drones, Kryptonite-shooting snipers that fly, giant spaceships, and Kryptonite-spouting roadblocks, zap

# SUPERMAN

away at your life units. Fortunately, icons granting additional life units and Superpowers appear throughout each level.

## Super Graphics

Longtime Superman fans will be happy to know that the programmers have been extremely faithful to their comic book source material. Superman looks and moves identically to his four-color, newsstand adventures. All characters and backgrounds are rendered in bright, primary colors, which are effective in creating the impression of a comic book come to life. Superman also is a highly-detailed, large sprite. Attention to the small details, such as his billowing cape, help to give the game extra visual punch.

## Super Game Play

Proving that superheroin' ain't easy, Superman is an extremely challenging



**PRO TIP:** One Sonic Punch takes out Kryptonite stations.



**PRO TIP:** While you fly, it's best to stay along the left edge of the screen. It's easier to dodge oncoming enemies from there.



**PRO TIP:** To take out spaceships, jump up into them or down onto them. One well-placed Sonic Punch also does the trick.

game. Split-second timing and quick reflexes are essential for success. There are no passwords, and you only get two continues. To make things even tougher, only super-high scoring can merit an extra continue. One plus, though, is that most enemies move in preset patterns, so it's often easier to avoid conflict than risk life units in combat. You'll find yourself trying harder and harder to avoid having to start all over — a true sign of a good adventure game.

**PRO TIP:** Store up energy for extra powerful Heat Vision blasts.

## Meet Me in Metropolis

Superman, the game, lives up to Superman, the legend. Sharp graphics and a solid challenge make this a worthy game for all Genesis players. Take Superman for a spin, before it's old news. Now, if we could only find Clark Kent to cover this story!

### Superman by Sunsoft

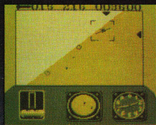
Graphics	Sound	Control	FunFactor	Challenge
				<b>ADV.</b>
4.0	3.5	4.5	4.5	Advanced
\$54.99 Available now Action/adventure			One Player Continues	

# Pull some serious **GEEEEEEZ!**

Defy the skin rippling forces of gravity and soar into Top Gun® Guts & Glory™, the most intense combat simulation ever to fly Game Boy®.

- Unique first person perspective raises realism to oxygen depleting heights. Command an F-14 Tomcat, F-16 Falcon, F-117A Stealth fighter or Soviet built Mig 29 armed with cannons and heat seeking and radar guided missiles.
- High risk combat sorties include air assaults and bombing missions over enemy battleships.
- Dogfight one-on-one with the computer, constantly employing tactical and evasive maneuvers in your quest for victory.
- Three difficulty levels plus a special career mode combining increasingly tougher air and bombing raids.
- Each fighter has a unique performance profile with characteristic turning ability, power, ceiling and blackout resistance.
- Win or lose, know what it's like to have the guts to reach for glory.

## KONAMI®



# GENESIS PRO REVIEW



By Toxic Tommy

When we last left our hero, the Warrior-Messenger, at the end of Shadow of the Beast (see GamePro, Nov. '91), he had just shed his beastly bad looks for slightly better human features by beating the foul demon Zelek's horrible hordes. Now, cruel Zelek's in deep doo-doo with his demonic boss, so he's wrapped his talons around the Warrior-Messenger's little sister! Zelek's a real animal – but he ain't seen nuttin' yet!

## A Game with Bite

If you beat Shadow of the Beast by Electronic Arts, you'll find Beast II a small step up the evolutionary ladder – but that's alright. This time around, your hero's a hunky Tarzan look-alike who sprints everywhere, usually into packs of nightmare-looking monsters. This is a top-notch action/adventure game that's sure to make you howl.

The side-view, multi-scrolling hit-and-run action jams your thumb muscles as it messes with your mind. The game isn't organized by stages, but instead by tasks you must complete to find key game-winning ingredients, such as the Scroll, the Ring, and the Magic Spell.



**PROTIP:** You need the Magic Axe to find the Ring. Once you get past the open forest area, follow the Acid Drops up. The Acid creature has the Axe.



**PROTIP:** On your way to free Israam's prisoner, make sure no one cuts down the first rope you climb down.

## Cruelty to Humans

This game's challenge is hairy – as in HAIR-REE! On your way to Zelek's castle, Beast dishes out a mean mix of intense monster fighting and brain-twisting, multi-step, puzzle solving that's guaranteed to bring out the animal in any Pro. Normal Mode is abnormally hard, and Ridiculous Mode is no laughing matter. Even Easy Mode will make intermediate players cry for their mommas. At least, Treasure Chests relinquish just enough Health Potion to keep you going – barely. Since there are no continues and no passwords, it's all the way in one play.

## Animal Control

Beast II's controls are solid. Your beastie boy runs like a deer. He jumps, he climbs ropes and chains, he flips switches, and he pushes stones. Your standard monster masher is a Mace, which acts like an extended punch. You'll find an Axe, magic spells, and other weapons along the way, too.



The Scroll should be your first reward.

**PROTIP:** You need 16 gold coins to ultimately complete the game.

**PROTIP:** To grab the Ring, you must free BOTH of the prisoners locked up in the prison.

The seamless items interface is particularly handy. You can hold four things at any time and a nice, ever-present, on-screen display lets you know what you're holding without intruding on the game play.

## Claws and Effects

Beast II's graphics will catch your eye just like its predecessor's. As in the first version, the animation's a bit stiff, but the artsy pix are beautifully drawn and colored. The psychedelic, fantasyland backgrounds and the detailed character sprites are especially fresh.








Defeat never looked so good!

Beast's sounds really sing, too. The synthesizer music pops, and the sound effects add excitement to the game.

## May the Beast Man Win

Shadow of the Beast II has animal magnetism. If you feel the call of the wild, check it out. Just don't expect any creature comfort.

### Shadow of the Beast II by Electronic Arts

Graphics	Sound	Control	FunFactor	Challenge
				
4.0	4.5	4.0	5.0	Expert
\$49.95 8 megs		Action/Adventure One Player		

# Shadow of the Beast II



# PHAR OUT.



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

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



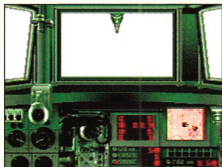


By **Otter Matic**

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

## Get Tanked

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



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

## Super, Super Off-Road

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

# SUPER BATTLETANK



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

## Where Have All the Buttons Gone?

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



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

example, when you steer left, your guns aim left as well.

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



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

## Diggin' in the Dirt

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

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

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	2.5	4.0	Advanced

\$57.00

4 megs

Available now

Tank Simulation  
One Player

# GET 'EM BY THE CROSS HAIRS.



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

**KEMCO**



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

# GENESIS PRO REVIEW



By the Unknown Gamer

Power! It's your divine right, but you're currently a king with no country and only a handful of loyal followers. With a little luck, and a lot of strategy, you just might find a new kingdom to rule in PowerMonger.

# POWER MONGER

## A Game for Would-be Kings

PowerMonger's a strategic simulation that's more or less similar to Populous. Based on a popular PC and Amiga title, the game puts you in charge as you and your soldiers try to conquer enough of the game's 195 different territories to become ruler over the land.

Although PowerMonger is a complex and absorbing game, its intricacies will definitely have a limited appeal for many gamers. You view the one-player action via several different on-screen windows. The central window displays a view of the landscape that features nicely rendered, multi-scrolling, 3D graphics, much like those in Populous.

A hodge-podge of sounds highlight the action and cue you to different goings on, but they're hard to follow and some (e.g. the creaking sound) are more annoying than helpful. On the other hand, the tramping of your soldiers' feet as they march and the roar of their campfire are downright guaranteed to stir your fighting blood.

## Command Performance

Your control of the action is via a point-and-click interface. You move from window to window and select any of the 20 icons that line the right side of the screen. A thick manual details all of the possible actions you can take, but it's up



**PROTIP:** Read the manual, or you won't have a clue!



**PROTIP:** Sheep are an excellent source of food. Whenever you run across them, slaughter them to add to your cache. Remember that you can store surplus food in hidden bunkers across the landscape and return for it later.

## Passive-Aggressive Game Play

A really cool level of complexity is added with your ability to control the aggressiveness of your followers. For example, if you attack a village passively, you're more likely to form an alliance and spare the inhabitants. If you attack aggressively, you'll notice a lot of little angels floating skywards. If your men invent passively, you'll probably get a plow. When they invent aggressively, they're more likely to produce a weapon. Get the idea?!

**PROTIP:** One key to conquering more technologically advanced territories is to invent a Cannon. Work hard to get your men to build an iron mine, invent a Cannon, and then blow your enemies away.





## More Power To You

Overall, PowerMonger's a good video game adaptation of a PC classic. The biggest loss for fans of the original is the two-player head-to-head mode. Playing against the CPU's just not as much fun. Despite its drawbacks, pick up this cart if you're in the mood to burn and pillage a little countryside.



**PROTIP:** Where there's birds, there's usually trees.

### PowerMonger by Electronic Arts

Graphics	Sound	Control	FunFactor	Challenge
				<b>ADV.</b>
4.0	4.0	4.0	4.0	Advanced
\$49.95		Strategic Simulation		
8 megs		One Player		
Available now		Passwords/Continues		

# GET A MONSTER BONE.



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

**KEMCO**



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



By **Slo Mo**

When ninja warriors first stepped out of the shadows of Japanese martial arts legends into Genesis video games, who stood at the forefront? Joe Musashi!

It looks like Joe's gonna get back to his Shinobi roots. ("Shinobi," by the way, is another Japanese word for "ninja.") He's better and badder than ever in Shinobi III: Return of the Ninja Master, an upcoming action/adventure cart by Sega.

## Revenge Again - Neo-Zeed!

Where Joe goes, Neo-Zeed usually follows. This time, the seedy Zeeders plan a major feedbag with Musashi sushi as the main course. Early story line outlines call for the per usual kidnapping of a Musashi friend or relative. An interesting



*It isn't a fit night out for man nor beast.*



*Joe faces this Lobster lookalike.*



*The Neo-Zeed army's a blast.*

plot proposal has Neo-Zeed planting a mind-control device inside Naoko's head, which draws her back to the Z Bio Lab. They know that ole Musashi will soon follow.



*Joe's new jumps will drive you up a wall.*



*Pits are no problem.*

Neo-Zeed's angry army of martial arts monsters can hardly wait to see Joe, too. He'll face giant samurais, fanged tigers, winged warriors, brain creatures, and other foes. His main creature, however, will be the deadly Bio-Ninjas - they're his gene-spliced replicas!

You'll fight with Joe through eight side-view, multi-scrolling stages. The game's terrain will range from murderous mountain caverns to the horrific Neo-Zeed high-tech lab.

## The Cutting Edge

When it's clobberin' time, Joe's got his stuff together. He has his old Shinobi moves. He slices and dices with his Katana sword, tosses Shuriken knives, and can even pull the old Somersault/-Rainbow Shuriken toss attack.

In this cart, however, Joe knows no dead ends. He can scale to new heights by rebounding off walls. He can also grab overhead structures for hand-over-hand treks.

Musashi's ninja magic (called "Jitsu") will offer something old and something new. The fresh stuff are the Jitsu of Hakuriu, which produces a hail-

# Shinobi

## Return of the Ninja Master

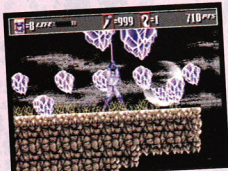


# Shinobi III: The Ninja Master

NINJA  
MAGIC



The Jitsu of Ikazuchi



The Jitsu of Hakuri



The Jitsu of Fushin



The Jitsu of Kariu



The Jitsu of Mijin



The classic rainbow Shuriken move.



Joe's fighting is as sharp as ever.



Joe knows Ninjitsu.

storm of blue dragonstones, and the Jitsu of Kariu, which conjures up four spinning fire boulders. Other Jitsu powers are old friends: Ikazuchi creates temporary invincibility, Fushin gives mega-jump power, and Mijin turns Joe into a human explosion at the cost of one life.

## Regular Joe

Shadow Dancer ("Shinobi II") was a competent warm-up/sidestep, but Shinobi III looks more like what Musashi disciples have been waiting for since Shinobi: Revenge of the Ninja made its 1990 debut. Shinobi III appears to be a souped-up sequel in the style of the original classic Genesis cart – plus more! It looks like the Way of the Genesis Ninja will lie in Sega's direction.

**Shinobi III: Return of the Ninja Master**  
8 megs, Available Spring '93

# GENESIS PREVIEW



By Toxic Tommy

Rash, Zitz, and Pimple are back, but don't go runnin' for the Clearasil. It's just those darned Battletoads, the meanest amphibian fighting force in the galaxy!

Since they first leaped out of the NES pond in June '91 (see GamePro, June '91), the Battletoads have high hopped after the Dark Queen through video game systems everywhere (see GamePro, December '92). They even plan a jaunt into personal computers. The Genesis, however, is their next hop...err, stop.

## An Amphibian Assault

Unlike the SNES version, Genesis Battletoads will mirror the NES cart. The Dark Queen and her evil cronies have slimed out of the darkest regions of space to put the snatch on the fair princess, Angelica. In the process, she nabs the princess' pal, Pimple. Rash and Zitz aren't about to take that squatting down! They take off after Queenie in their star cruiser, the Vulture, with their mentor, Professor T. Bird, at the controls.

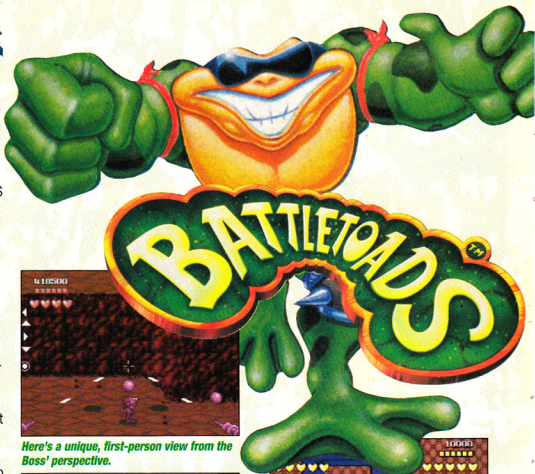


Zitz and Rash break out!



The Dark Queen's on the move again.

You'll get 12 multi-scrolling levels of action/adventure fighting and fun. Two players can play two Toads, or they can try to croak each other. Each level will feature a unique frog-frying challenge.



Here's a unique, first-person view from the Boss' perspective.



Prof. T. Bird will display your game plan.

You even ride Speed Bikes and fly Jet Turbos. You can bet that the combat will be Toad-ally tough, and that our web-footed heroes will come prepared with their trademark power-hits, such as the Jawbuster that turns your hand into a giant fist. You'll fight across mountain-tops, in a fiery volcano, through icy caverns, and finally through the Dark Queen's high-tech house of horrors.



Pig out with the Psycho Pigs.



The Toads get themselves into hot water and more.



Amphibious action!

The Queen's crew has a taste for Toad stew. Among the space vermin you face are the Psycho Pigs, the ravening Robo Manus, and Hornhead (a rhino Terminator).

## Freakin' Frogs!

Will Rash and Zitz save face and rescue the Princess? Will Pimple pop? Tune in next time for the Genesis Battletoads ProReview!

Battletoads by Tradewest  
Available April





# CHUCK ROCKS YOUR SUPER NES!

He's fat, he stinks and he's one of the best-loved characters ever to climb his way out of the primordial slime and onto your video screen. In this rockin' new 16-bit adventure for your Super NES, you'll join Chuck Rock on his belly-bashing, odor-kicking, rock-tossing mission to rescue his wife Ophelia from arch-rival Gary Gritter. You and Chuck, who's equipped with a pea-sized brain and nuclear body odor, have to crush some pretty strange



*A chilly Chuck meets up with the woolly mammoth*



*Bring on all challengers*

characters, like the wild and woolly mammoth, one mean triceratops and a saber-toothed tiger who's permanently hot under the collar. Together, you and the Chuckster swim through swamps, travel up volcanoes and shiver your way through the ice age — all in the name of love!

Nineteen levels set in five prehistoric worlds. Eye-popping graphics and very cool animation. If you wanna rock, you gotta get Chuck Rock.

Also available for Sega CD.



LICENSED FOR PLAY BY

**Nintendo**

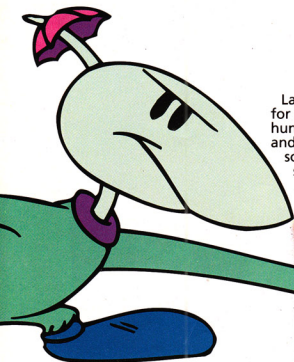
**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

**SONY**

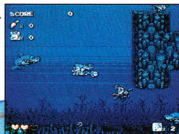


**IMAGESOFT**

# Before you play this know which



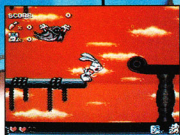
La-a-and Ho-o-o! It's Tiny Toon Adventures™ - Buster's Hidden Treasure™ for Sega™ Genesis™. As Buster Bunny, you've landed in a 33 stage treasure hunt adventure. Check out the animated terrain and "toon" your big blue ears into the groovular sound effects. Bounce through cartoon turf such as the Underground 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.



**KONAMI**®

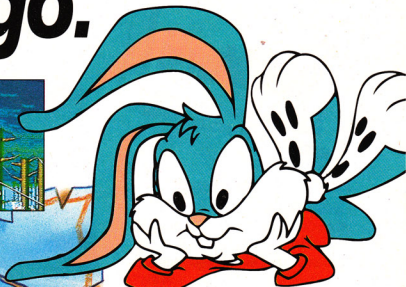
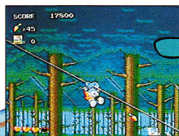
Konami Game Hint and Tip Line:  
1-900-896-HINT(4468).

70¢ per minute charge. Minors must have parental permission before calling. Touch-tone phone required. Konami is a registered trademark of Konami Co., Ltd. Sega and Genesis are trademarks of Sega Enterprises Ltd. TINY TOON ADVENTURES, characters, games and all related indicia are trademarks of Warner Bros. © 1993. © 1993 Konami. All Rights Reserved.

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!





## Flashback! The French Connection

When *Out of This World* first appeared, gamers were amazed at the innovative and realistic graphics and game play. Now Flashback has surfaced with the same look – only better. Who's responsible? A company on the other side of the Atlantic – Delphine Software of France. The mystery makers are revealed.

By *Linoleum Blown Apart*

### Delphine Makes Music

You'll find Delphine Software located in one of the many nooks and crannies in Paris. From its appearance, you'd never know it's the home of Conrad Hart. When you enter the front door of this hideaway building, don't expect to see huge game posters or hear game sounds coming from the corner of the room. Instead, you're confronted by an incredible display of gold records lining the reception room and front halls. What do all of these records have to do with gaming? Not much, but Delphine has a lot to do with both records and games.

The Delphine Group started in 1976 as a record company and has branched out into publishing, software, modeling casting, and distributing. Their main interest is in music, selling over 65 to 70 million records worldwide. Along those lines, most of their revenue is earned by creating jingles for commercials. Even with all of these investments, Delphine Software (the gaming group) accounts for more than 30 percent of all Delphine's business. They haven't limited themselves to



Hard at work at the controls.



A treasure chest of Golden merits.

just video games. Flashback and many other games are out in the personal computer format as well.

This success would not have been possible if the games weren't truly innovative and behind that innovation lies many man hours. Although Flashback was created in only one year, the hours that each person involved with the project put into its fabulous graphics and game play equalled about four years.

Why so long? Well, first the story line was developed, in this case by Paul Cuisset, the General Manager of Delphine Software. Being interested in science fiction, he had Conrad Hart's



The Conrad Creating Crew!

plant-hopping story brewing for many years. Once the stage was set, Conrad was ready to come to life.

Continued on page 60.



# Brain Transplant, \$39.99.

Here's a brainy idea: Pick up *Mystic Quest*,™ the world's first role-playing game especially designed for the entry-level player.

Easy-to-read icons put your head in the game immediately. Skull-tingling action keeps it there. Then there's constantly



**SQUARESOFT™**

changing 16-bit characters and enough heady combat to scramble your synapses.

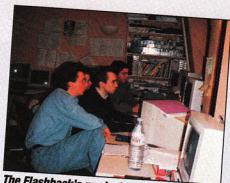
And a free strategy book offer comes in every box.

All this for just \$39.99.

Hey, you don't need to be a brain specialist to see what a smart deal that is.

## Graphics Come to Life

Next, came the actual physical creation of the game. Delphine uses rotscope technology and polygonal graphics. To create Conrad, they filmed a live actor performing each different move. Then they took the video tape and froze it frame by frame. Once the screen was frozen, they actually taped a transparency to the screen of a TV monitor and traced the outline of the actor onto it. They did this for every tiny twitch of movement. Then they took the traced image and taped it to a computer monitor, where they then traced it "into" the computer with a drawing program. Over 2000 transparencies later, you have the



*The Flashback's producing think tank takes a ponderous pause.*



*Welcome to Delphine.*



*The team working on new moves and new action. Flashback 2...?*



*Is it live... or Delphine?*



cool movements that scroll at 24 frames per second and at a resolution of 300dpi x 200dpi. To put it into perspective, typical TV cartoons scroll at 24 to 28 frames per second.

As for the backgrounds and other images, they came later from a variety of sources. Four artists (Benoit Aron, Thierry LeVastre, Thierry Perreau, and Dennis Mercier) are responsible for Flashback's cool backgrounds.

Some of the other images are the results of powerful imaginations. For example, the motorcyclist in Flashback's opening sequence is really a plastic model (Straight Run Rider) of a guy on a motorcycle. It only stands about four inches tall and about six inches wide. This opening sequence is a good example of the use of rotscope technology in the game. In order to create the scaling and flying effects, they had to hang the model from a wire and film its movements, then convert them to video game format frame by frame. The tank was also built from plastic models, but the Taxi from Level Two was hand drawn. The gun that the ogres tote in Level One is really just a cardboard poster tube with a plastic knob at its base!

## A Sound Result

As for sound, Delphine has studios most multimedia software companies can only dream of. With five different recording studios and 15 years of experience in the music business, Delphine knows recording. Musicians Fabrice Visserot and Jean Baudlot are the magicians behind the tunes. While manning huge Mozart or SSL consoles (huge synthesizers that create the sound of hundreds of musical instruments), they viewed a tape of Flashback from a monitor situated above the glass walls of the studio. This enabled them to synchronize the music with the game play and to create special musical effects.

## Flashback 2

If you think Delphine is resting on its laurels, think again: the Flashback crew is busy working on a sequel. The lead character will have entirely new moves, and Delphine even plans to use new actors. If you liked the first foray into Titan, you can look forward to visiting other out of this world places in Flashback 2.



MARVEL  
COMICS

# FLASHBACK

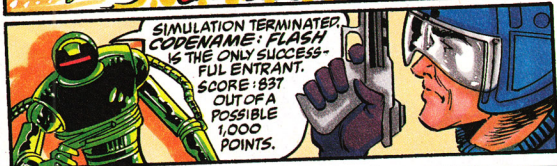
THE QUEST FOR IDENTITY!

Now that you've seen Conrad Hart's incarnation, take a look at where he's going! This exclusive, 15-page comic book adventure will take you through the start of all his trouble!

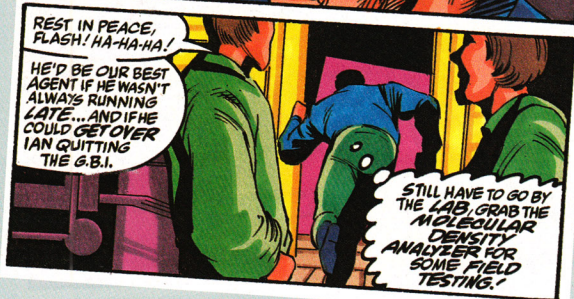
CONRAD B. HART, AGENT OF THE GALAXIA BUREAU OF INVESTIGATION, BARELY HAS TIME TO THINK. SO MUCH DEPENDS ON HIS INSTINCTS.



FLASHBACK™: The Quest for Identity, Vol. 1, No. 1. Writer: Jim Moore, Penciler: Mike Harris, Inker: Frank Percy, Letterer: Rick Parker, Editor: Glenn Herdling. Published by MARVEL COMICS. FLASHBACK ©1993 Delphine Software International and U.S. Gold, Inc. All rights reserved.







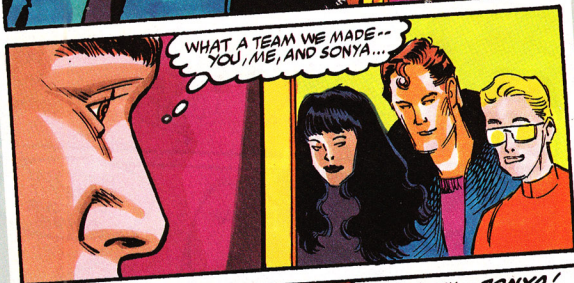
THERE IT IS!

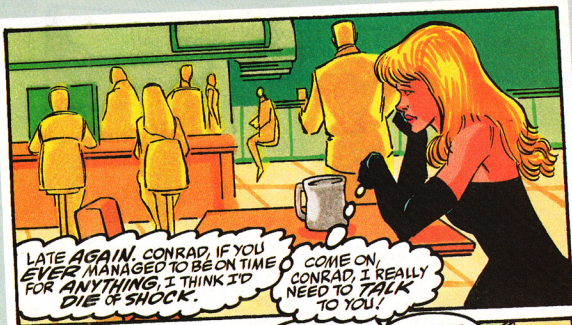
I'D HAVE NEVER BEEN ABLE TO FINISH THE M.D.A. WITHOUT IAN'S HELP. IT WAS GOING TO BE OUR FINAL EXAM IN FORENSIC INVESTIGATIONS.

WELL, IT'S STILL MY FINAL EXAM, EVEN THOUGH IAN QUIT.

IT REGISTERS THE DENSITY OF MATTER, MAKING FORENSIC INVESTIGATIONS A THOUSAND TIMES MORE ACCURATE.

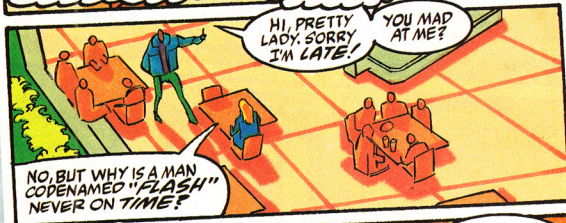
LOCATING EVIDENCE BECOMES EASIER BECAUSE THE MOLECULAR DENSITY OF A HIDDEN OBJECT WOULD BE DIFFERENT FROM THE DENSITY OF ITS SURROUNDINGS.





LATE AGAIN, CONRAD, IF YOU EVER MANAGED TO BE ON TIME FOR ANYTHING, I THINK I'D DIE OF SHOCK.

COME ON, CONRAD, I REALLY NEED TO TALK TO YOU!



HI, PRETTY LADY. SORRY I'M LATE!

YOU MAD AT ME?

NO, BUT WHY IS A MAN CODENAMED "FLASH" NEVER ON TIME?!



GUESS I'M GONNA HAVE TO GET A NEW CODENAME.

DON'T YOU DARE! IT FITS YOUR SMILE.



WELL, THIS SMILE NEEDS TO EAT!

I SHOULD TEACH YOU A LESSON AND ORDER THE MOST EXPENSIVE ITEM.

IN THAT CASE, YOU'RE TREATING.



LATER...

HEY, GUESS WHAT?  
I HEARD FROM IAN  
YESTERDAY.

UGH I COULDN'T  
EAT ANOTHER  
BITE!



MM  
HMM.

HE'S ON THE  
TITAN COLONIES,  
WORKING IN A  
CIVILIAN  
POSITION FOR  
THE G.B.I.



MM  
HMM.

I BROKE THE  
RECORD ON  
THE ATHLETICS  
TEST TODAY.

THEY BLEW  
UP THE PLANET  
MARS TWO  
HOURS AGO.



THAT'S  
NICE.

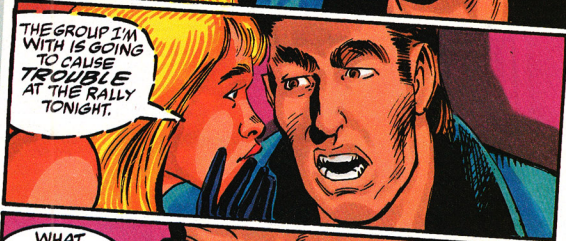
SONYA, YOU HAVEN'T  
LISTENED TO HALF OF WHAT  
I'VE SAID.

I'M SORRY, CONRAD,  
I HAVE SOMETHING  
TO TELL YOU, BUT I'M  
AFRAID YOU'LL GET  
ANGRY WITH ME.

HEY, YOU CAN  
TELL ME, I  
WON'T GET  
ANGRY.



WELL--

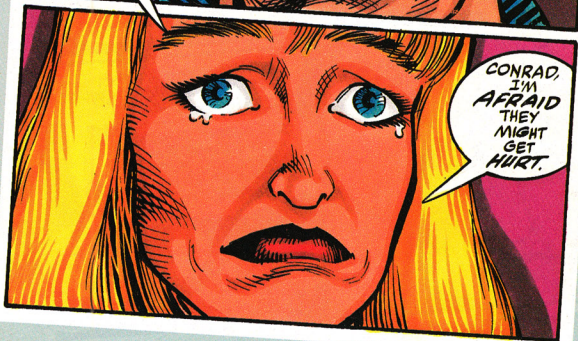


THE GROUP I'M  
WITH IS GOING  
TO CAUSE  
**TROUBLE**  
AT THE RALLY  
TONIGHT.



WHAT  
KIND OF  
TROUBLE?

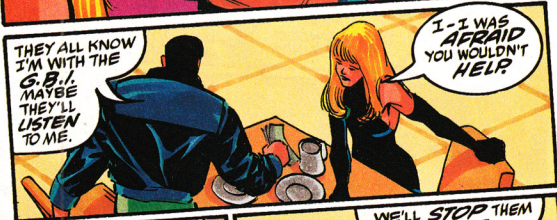
UNLICENSED  
PROTEST, AND  
WITH THE  
**GUARDS**  
THESE DAYS...



CONRAD,  
I'M  
**AFRAID**  
THEY  
MIGHT  
GET  
**HURT.**



RELAX,  
MAYBE WE  
CAN STILL  
STOP  
THEM.



THEY ALL KNOW  
I'M WITH THE  
G.B.I. MAYBE  
THEY'LL  
LISTEN  
TO ME.

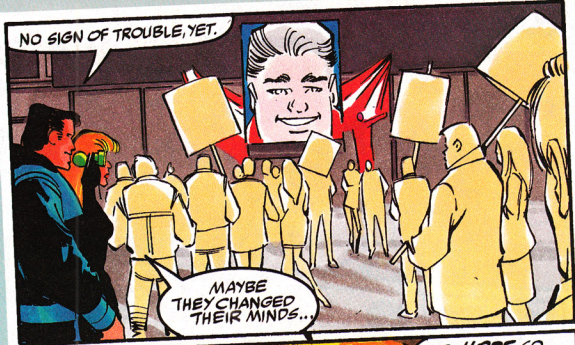
I-I WAS  
AFRAID  
YOU WOULDN'T  
HELP.



YOU CAN ALWAYS  
COUNT ON ME.

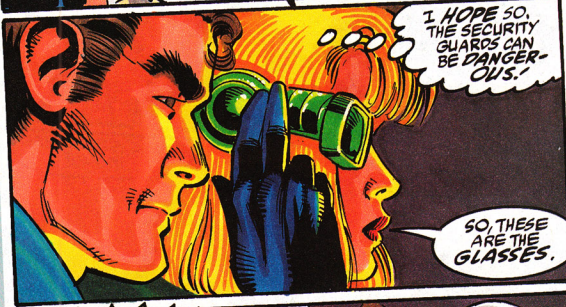


WE'LL STOP THEM  
IN TIME.



NO SIGN OF TROUBLE, YET.

MAYBE THEY CHANGED THEIR MINDS...



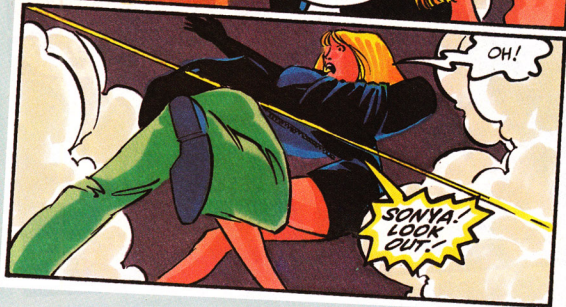
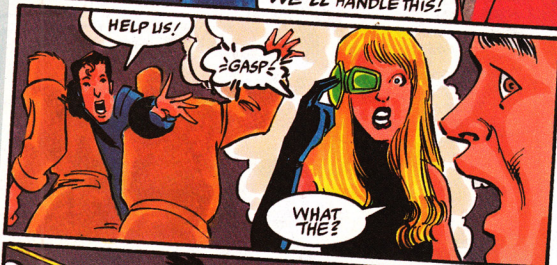
I HOPE SO. THE SECURITY GUARDS CAN BE DANGEROUS!

SO, THESE ARE THE GLASSES.



LADIES AND GENTLEMEN, THE NEXT PRESIDENT OF OUR COUNTRY...

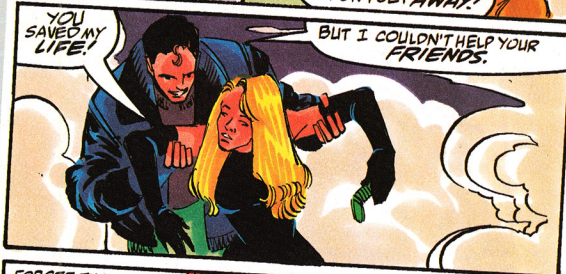






ARE YOU ALL RIGHT, SIR?

MAKE SURE THEY DON'T GET AWAY!



YOU SAVED MY LIFE!

BUT I COULDN'T HELP YOUR FRIENDS.

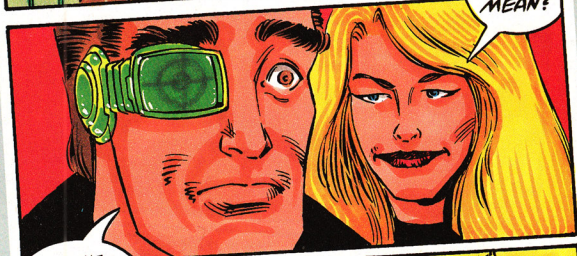
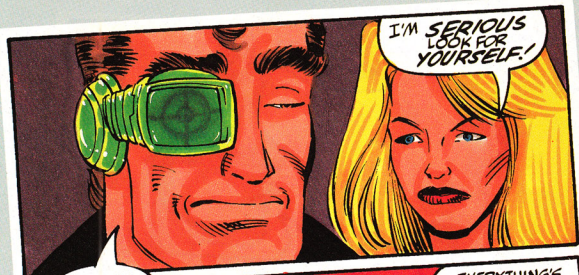


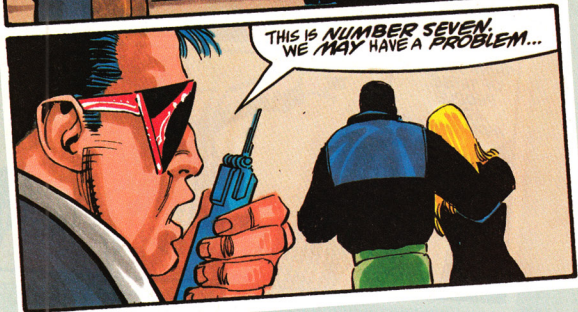
FORGET THAT THEY CAN TAKE CARE OF THEMSELVES.

THERE'S SOMETHING WRONG WITH THE WAY THAT MAN LOOKS IN YOUR GLASSES!



MAYBE YOUR EYES ARE GOING BAD.





TWO DAYS LATER...



I'M BEING FOLLOWED AND I STILL CAN'T REACH SONYA... SHE'S GONE-- JUST LIKE IAN!

THESE HOLOCUBES ARE MY ONLY CHANCE! I JUST HOPE I'M NOT...

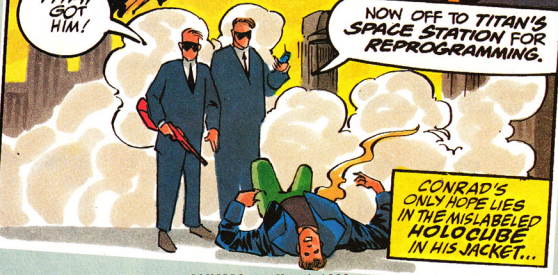


TOO LATE!

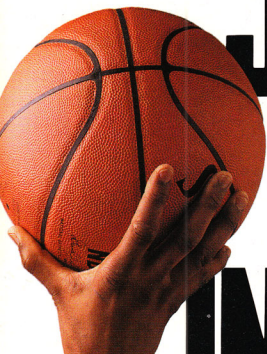


THAT GOT HIM!

NOW OFF TO TITAN'S SPACE STATION FOR REPROGRAMMING.



CONRAD'S ONLY HOPE LIES IN THE MISLABELED HOLOCUBE IN HIS JACKET...



# JAM WITH THE BEST IN THE NBA.

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

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

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

With 5-on-5 gameplay, you get the biggest piece of NBA action anywhere.



or get bounced like a basketball.



When Charles drives, get out of his way



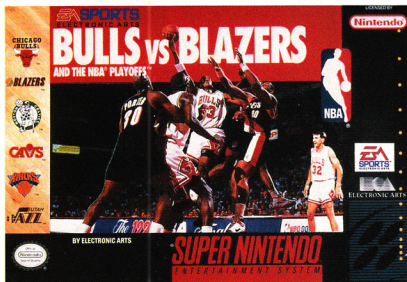
than the Fourth of July.



Clyde the Glide ignites more aerial fireworks



You get the signature moves of the best guys ever to lace up a pair of hightops. Dunks like Person's Alley Oop Slam and Kemp's Off-the-Glass Jam. Slick ball-handling like Hardaway's UTEP 2-Step. Rebounding



machines like Rodman and Willis. And 3-point sharp-shooting like Mullin's patented jumper from the corner.

It's the NBA's biggest guns. And all their shots.

You start at Round 1 with all 16 playoff teams. From there, the action only gets more intense. Establish your inside game. Hit a few treys. Play tenacious "D." Nail letter-

perfect foul shots with the exclusive "T" meter.\* Use up-to-the-minute game stats to know when a starter's fatigued and when to go to the bench.

It's a tall order. But if you can stand up to the competition, the NBA title is yours.



Hardaway's unstoppable UTEP 2-step.



Leave the defense flustered with makes a huge splash.



The Mailman's In-Your-Face Dunk always



shatters the competition.



Kemp's Off-the-Glass Jam always



Cleveland's center of attention.



Daugherty's inside moves make him

EA<sup>SM</sup> SPORTS is all over the court like a loose ball. With coverage of every brick that clangs off the rim, every squeal of \$159 sneakers. Instant replays. Scores from other games. Stats. Highlights. Jump at this chance to join basketball's elite. Visit your local Electronic Arts dealer or order by phone anytime: (800) 245-4525.

And play with the champions of the NBA.

VERMONT 248 9999  
 1-800-245-4525  
 1-360-295-4525

95¢ for the first minute, 75¢ for each additional minute.

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# MAKE YOUR OWN MUSIC INXS



By Scary Larry

So hard-core Rap ain't your style, huh? Well INXS fans should enjoy the latest in the lineup of Make Your Own Music Video CDs. Prepare yourself for a smoother, more laid back, editing style, and let your imagination get INXS-ive.



Video vixen alert! Do you have what it takes to satisfy their video appetite?



There should be a traffic warning sign above these guys that reads "Caution: Men As Dorks."

## Heaven Sent

This third installment in the Make Your Own Video series will follow the other two to a tee, but the music and the images have a distinctively more mellow tone. Your cuts and edits can have a more artsy flavor, and there will be less of the manic, two-second, video-bite skipping found in the Rap CD titles.

The action in this CD takes place in a bar, where two perennial lokes, Ted and Gomez, try their hardest to pick up on some video vixens with appropriately

mixed results. Bar customers are inter-viewed for their preferences, and there you have your Edit Challenge setup. Again, hundreds of video clips and the videos from three INXS songs, "Heaven Sent," "Not Enough Time," and "Baby Don't Cry," will be included.



U Direct and U edit, so U take the credit!

## Bar None

Since it's set in a bar, this video is a more mature, adult-oriented CD. However, the stylistic songs and matching video images (which oddly enough include a lot of cartoons) will still give you enough to work with. Video editing may be your call, and these CD titles may be your start.

# Marky Mark and the Funky Bunch



By Scary Larry

Sega has jumped full force onto the video bandwagon, and it's come up with one of rap's biggest stars (and teenage girls' biggest heartthrob) to date. Marky Mark and the Funky Bunch will be in the house, serving up some Good Vibrations! Come on, come on...

## Hittin' the Mark

This Make Your Own Music Video will follow the same format as the others; allowing you to edit, add special effects, and play back the videos of your choice. The action will take place not in a Rap recording studio as the Kriss Kross vid CD did (see ProReview, previous page), but in the lives of several teenagers. You'll go from their rooms to their bathrooms and to their streets for their opin-

ions and tips on the Marky Mark songs "Good Vibrations," "I Need Money," and



The sounds are here, the effects are in effect...what else do you want, an invitation?



These two have got some video tips just for you.



Marky Mark's got it goin' on...

"You Gotta Believe." You can even take a pugilistic pick from a boxer who wants some specific slugs in his video pick. The videos from the three Marky Mark songs will be on hand, as well as a whole slew of other images from a variety of sources.

## Hip Hop Hooray

This CD looks like just as much fun as the other two by Kriss Kross and INXS. However, it has a harder edge, like Marky Mark's musical style. The Markster will even make an appearance to talk to young fans. If Marky Mark's your man, your CD's comin'!

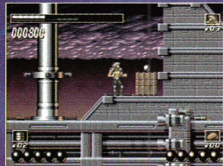


By Gideon

Already available for the Genesis, but revamped and updated to take full advantage of CD-ROM technology, *Wolfchild* is ready to rip apart the Sega CD! The same bloodcurdling, howl-at-the-moon, fast-paced action is now accompanied by earsplitting sound effects and music. With well-detailed, multi-dimensional, enhanced graphics, this canine looks better than ever. Move over Rover, there's a new top dog in town!

## A Beast Is Born

Planning to use Dr. Karl Morrow's advanced genetic research in a scheme to dominate the world, the evil forces of CHIMERA kidnapped the world famous scientist. Unbeknownst to CHIMERA, Dr. Morrow's son, Saul, is hot on their trail. Saul has used himself as a test subject for his father's latest experiment, Project Wolfchild. Now, he can transform into a half-man, half-beast warrior, who possesses enormous strength and super-powers. As Saul/Wolfchild, you must successfully cross nine super-challenging stages in this one-player game. The fate of Dr. Morrow, and world peace, rest in your hairy hands!

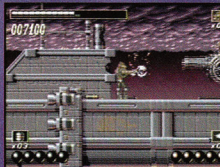


**PROTIP:** Shatter crates to reveal hidden bonus items.

You start out as Saul and must travel through intricately detailed, multi-scrolling stages breaking crates, blocks, and other obstacles that cough up extra life units. Collect enough extra life units, and you'll

trigger the transformation into Wolfchild. However, if you get hit too many times after your chameleon changes, you change back into Saul. If your vitality bar drains completely, you'll lose a life.

You start your father hunt aboard a CHIMERA battle cruiser that drops you onto an enemy island stronghold. Then you cross obstacle-laden jungles, wade through a temple infested with huge, mutated bugs, and sneak into the enemy's inner sanctum for the final showdown with Draxx, CHIMERA's leader.



**PROTIP:** Concentrate all firepower at the head of Stage 1's carnal cannon.

Your moves are simple. As Saul, you are only able to run, jump, punch, and throw a limited supply of smart bombs. As Wolfchild, however, you can acquire single and double Fireblasts, Arc Blasts, Flamers, Homing Missiles, Plasma Balls, Three-Way Fire, and Boomerang Missiles. There are also additional pickup items, like Shields, a Restart to begin at a point within the current stage, an Extend Vitality Bar, and Bonus icons that award extra points and lives.

**PROTIP:** Saul isn't as powerful as Wolfchild, so use a hit and run technique for attacking opponents.



**PROTIP:** Many bonus items are hidden. Venture into all openings and entrances, especially within tree trunks in the Jungle Stage.

As for challenge, you're outnumbered. CHIMERA has created an army of mutated monstrosities. Even the island's plant life spits fatal acid showers. Think and act fast, because there are no continues!

## Creature Features





Wolfchild's graphics and sounds are as intense as the action. The cart pushes the game's full-color palette to the max. All the characters are large and easily identifiable, and the on-screen animation responds fluidly to your controls. The rich backgrounds create believable depth perception.

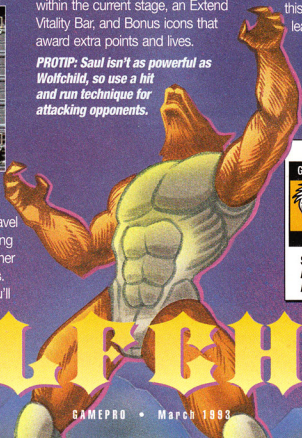
The rocksteady music will make your blood boil. The effects are howlingly good.

## Man's Beast Friend

Wolfchild is a solid action game with plenty of bells and whistles. Sharp graphics, awesome digitized sound, fast-paced action, and an extensive options menu make this game a leader in the CD pack. Unleash Wolfchild on your Sega CD today!

### Wolfchild by JVC

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.5	5.0	5.0	4.5	Adjustable
\$49.95 Available now Action		One Player CD ROM		



# WOLFCHILD

# Take a Drive Off the Deep End with Road Avenger!

Take it to the extreme. Road Avenger for the Sega CD gives you the license to do whatever it takes to wipe S.C.U.M. (Secret Criminal Underground Movement) off the highway. Ever smash a car through a hotel lobby? Spin off a bridge at high speed? How about tearing up the beach on the tail of perpetrators? Now's your chance! Gear up for the ultimate hot pursuit. Road Avenger, so much fun it should be illegal!

- Full CD soundtrack!
- Digitally recorded stereo sound puts you right in the game!
- In your face close-ups!
- Over 30 minutes of full motion animation!
- Heads-up-display keeps your eyes on the action!
- Nine rubber burning stages!
- Head spinning 360 degree scrolling!



*Road Avenger fills your tank with high octane action! Forget the insurance, full-speed ahead to your nearest Sega CD retailer!*

**SEGA** 

**RENOVATION**  
PRODUCTS

Renovation Products, Inc.  
4655 Old Northside Dr., Suite 265  
Santa Clara, CA 95054

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By Scary Larry

Guess who's back in town? It's the original beer-belly, brew beast, Chuck Rock! He's making his high-tech debut on the Sega CD. Although Chuck Rock by Sony/Imagesoft doesn't really have any new surprises in store for you, Chuck's still at his humorous lowbrow best.

### My Little Chuck-A-Dee

The almost-human, prehistoric pest with a quest is at it again. Gary Critter has stolen his old flame, Ophelia, from Chuck, who was sharing his cave with her. Chuck wants to give Gary a tar pit bubble bath for this napping, but first he has to find him.

You become Chuck (ugh) and travel through five multi-stage levels of Cro-Magnon craziness. While you search for Gary, you have to fend off a primordial pack of enemies, including cartoon carnivores, deadly sea creatures, and other assorted hazards that would make any caveman stay in his cave. The side-scrolling action rolls through a dino-infested jungle, into the sulphurous bowels of a volcano, through the depths of the ocean, and finally through a chillin' Ice Age onto a Dinosaur graveyard.

**PRO TIP:** To terrorize the Level One Boss (Triceratops), throw a boulder onto the ledge to your left and hop up there. Then, toss the boulder onto the Triceratops and jump down while he's stunned. Repeat this procedure until he's extinct.



**PRO TIP:** If you find a thorn patch that looks impassable, try tossing a few rocks onto each other to make a stone step that should raise you up. If no rocks are

available and you have a full heart meter, jump right into the patch and you can bound right up.



**PRO TIP:** Find a rock to sink Chuck under the sea. It's the only way to get past certain oceanic obstacles.



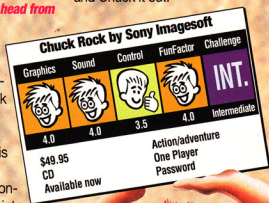
**PRO TIP:** Use rocks to shield your head from airborne obstacles.

If all that isn't enough to make your Tyrannosaurus Retch, then check out this additional antediluvian action. Chuck can walk, throw, swim, and bounce his way to Gary. This cave dude uses everything in his neanderthal arsenal against his prehistoric foes, including his ponderous paunch, which he butts into oncoming enemies. He can also lift rocks and toss them to squash 'saurs before they know what hit 'em. Rocks are also handy when Chuck needs to climb onto things and propel himself upwards with the aid of some strategically placed crocodiles. To check his progress, a heart meter in the corner shows how much heat the enemies are putting on Chuck.

### Waiter, May I Have The Chuck Please?

Chuck Rock is a cartoonish cave cart that doesn't tread any new ground graphically. It looks and plays just like its Genesis counterpart, with the minor addition of some hilarious intro animation, a few more stages, and some improvements in sound. The tunes are definitely tongue-in-Chuck, and, as is expected of a cave dude, Chuck rocks in the sound department. The controls are a little quirky. Sometimes it takes patience and timing to toss a rock perfectly. Belly-butting only requires pushing the B button.

Experienced gamers may breeze through this CD. However, if you enjoy rock-throwing, cave-babe stealing, belly-bopping action that makes your loincloth bristle, then Chuck has the challenge and fun you're looking for. Just don't expect anything that different from the Genesis version. Pick it up, if you can, and Chuck it out.



# Chuck Rock

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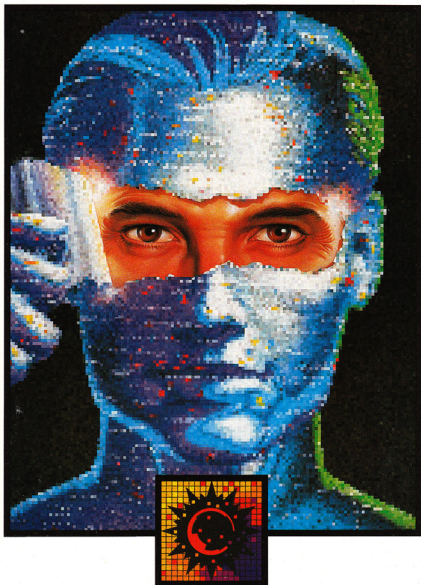
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# SONIC THE HEDGEHOG 2

Part 1



**16-Pages of Sonic Tips,  
Tactics, and Strategies!**

BONUS  
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SECTION

## SPECIAL ITEMS

After defeating Doc Robotnik in his first Genesis game, Sonic the Hedgehog was set to rest on his laurels and kick back in the forest with Miles "Tails" Prower, his foxy friend. Unfortunately the bad doctor has other ideas for the speedy duo. Once again, the forest creatures are disappearing and guess who's behind the plot? This time the cracked doctor is scrambling up a Death Egg that threatens to cook the forest for good.

In his latest caper, Sonic teams up with Tails to whirl through 10 Zones of super fast action. Sonic's got to search each of the Zones, free the trapped forest creatures, and defeat Robotnik and all of his diabolical machines. The only items powerful enough to stop the Doc for good are the seven Chaos Emeralds, so Sonic's got to hunt them gems down as well.

Since everyone's favorite homehog is really up against it this time, his buddies from GamePro have prepared a book of tips that'll help you help him defeat Doctor R. In Part 1 of the insert, we'll check out the game's basics and go through the special rounds. We'll give you strategies for surviving the Emerald Hill Zone, the Chemical Plant Zone, the Aquatic Ruin Zone, the Casino Night Zone, and the Hill Top Zone. We also checked out the first ending. See Part 2 of the insert in next month's GamePro to get tips on the rest of the game!

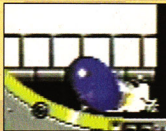
## BASIC MOVES

### Super Spin Attack



Use the Super Spin Attack move to bash Robotnik's minions. Press A, B, or C to jump and spin. You can also do a Super Spin Attack while Sonic's running. Just press Down.

### Super Dash Attack



To rev up a super attack that whips Sonic up steep hills or gears him up for a charge, press and hold down then press A, B, or C. When you release Down, Sonic blazes away.

### Rings



Sonic grabs Rings to score points and to protect himself. If he gets hit and he's got at least one Ring, he won't die. He also grabs Rings to earn the right to play the special rounds. 100 Rings earns him a 1-up.

### Super Rings



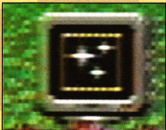
This monitor gives Sonic 10 Rings.

### Power Sneakers



When Sonic grabs his trademark tennis, he's even faster than ever!

### Invincibility



This monitor gives Sonic temporary invincibility.

### Shield



Bounce on this monitor to grab a Shield for Sonic that will protect him from taking damage, but only once.

### Star Post



Touch a Star Post to continue from that position when you die. It's also your key to reaching the Special Stages (see next page).





## Special Stages

Sonic's got to grab all seven Chaos Emeralds to really beat the game. He'll find the Emeralds in the Special Stages. To reach the Special Stage, Sonic must have 50 Rings when he touches a Star Post. He can only use each Star Post once to enter a Special Stage. There are usually multiple Star Posts in each area of the game.

The Special Stages themselves are half-pipe chutes. You get a first-person, forward-scrolling view of the action as Sonic and Tails rip down the shoots trying to grab a certain number of Rings. If the dynamic duo grabs enough Rings, a Chaos Emerald is theirs. If not, they're back to regular game play.



**PROTIP:** Watch out for Bombs! If Sonic OR Tails hits them, you lose Rings.



**PROTIP:** There are three parts to each Special Stage. Keep grabbing Rings, even if you've already earned your quota for the first or second of the three parts of each Special Stage. All the Rings you grab count towards the final total.



**PROTIP:** Don't forget to jump. Both of the boys can leap to grab high-flying Rings.



**PROTIP:** If you reach a Star Post and you've almost got 100 Rings, you might want to skip the Special Stage. 100 Rings earns you a 1-up and it's a lot easier to grab 50 Rings and find another Star Post than to grab 100 Rings and earn a 1-up. When you come out of the Special Stage you've got zero Rings.



**PROTIP:** The Special Stages get progressively more and more difficult!



**PROTIP:** The game's ending is different, depending on whether or not you grabbed the seven Chaos Emeralds.



## **Emerald Hill Zone**

*Act One*

## **THE BAD GUYS**

### **Buzzer**



These mechanical menaces pack a round of stinging shot that flies at you from above.

### **Coconuts**



When they see Sonic or Tails, these sneaky simians sit on top of the palm trees, take aim, and let loose with coconuts.

### **Masher**



Something's fishy, and it's after you! The piranhas wait to leap at you until you're passing over them.

### **Star Post**



Use this yellow button to vault up to a high platform that's to the left. It holds Rings and a Star Post. Leap right to the top of the loop-to-loop to grab an Invincibility Monitor.

### **1-Up**



Have Sonic run, not roll, down the loop-to-loop with the yellow button at the bottom. As Sonic is thrown up into the air at the end of the loop, veer right and you'll enter a secret passage that has Rings and a 1-up

### **Invincibility**

Grab a pair of Power Shoes and race along this bottom area at full speed. Sonic will roll up the side of the loop and on up to a higher level. Hold down Right at the top of his jump and he'll land next to two Ring Monitors and an Invincibility Monitor.



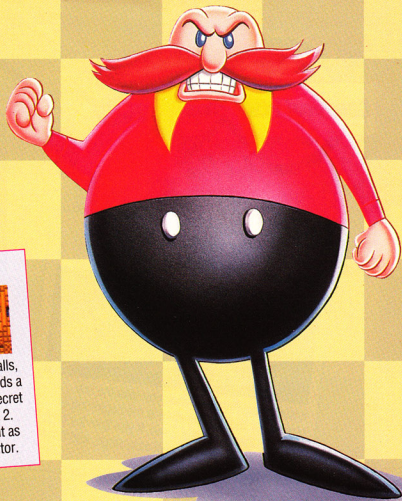
### **More Power-Ups**



Use these three floating platforms to vault to Rings. From here, leap to the top of the loop-to-loop for additional Rings and a Star Post.

## **Emerald Hill Zone**

### *Act Two*



### **Secret Passages**



Take the low road. Just after you zip past a set of three waterfalls, run and leap to the right to enter a secret passageway that holds a secret cache of rings and a Shield Monitor. There's another secret passage just past the single waterfall on the lower level of Act 2. Run past the water fall and jump over the spikes, veering right as you jump. You'll enter a secret passageway with a Ring Monitor.

### **One More Secret Passage**



After you pass this red button, jump right to enter a small secret tunnel with Rings. Beware of the red button hidden underneath the Ring Monitor. It'll bounce you out and towards the spikes.

### **Beat Dr. Robotnik**



Your easiest encounter with Dr. Robotnik takes place in the Emerald Hill Zone. All Sonic has to do is leap and bash the good Doctor eight times. The Doc's only weapon is the cone his craft fires, but Sonic can easily leap over that.

### **1-UP**



Leap to the top of the first loop-to-loop, and use the yellow button on top of the second loop to jump right and over to a higher level. Head right and stand on the falling platform over the waterfall. Sonic drops straight to a 1-up.

## Chemical Plant Zone

### Act One

### You Take the High Road, and I'll Take the Low Road



It makes a difference when you take the low pipeline or the high pipeline at the beginning of the first Chemical Plant Zone. If you take the high pipeline, you'll snag a ton of easy rings, and finish the Act fairly quickly.

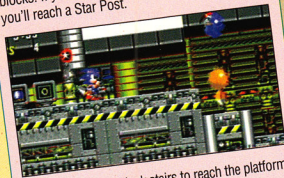
### Off the Beaten Path

If you zip straight through the first Chemical Plant Zone, you'll miss out on some Monitors and rings. For example, take the lower pipeline at the beginning, drop down the loop-to-loop and leap over the red button. Then, head right to snag a Ring Monitor.



Continue to move right, hit the speed rollers, and zip along the pipeline until you reach two blocks. Drop down below the two

blocks. If you move left on the speed bumps, you'll reach a Star Post.



If you use the four block stairs to reach the platform on the right, continue right and drop through the rotating platforms. Head left and you'll reach a Shield Monitor and a Ring Monitor.

## THE BAD GUYS

### Grabber



These pesky arachnids like to grab Sonic and Tails and try to spin them into a web.

### Spiny

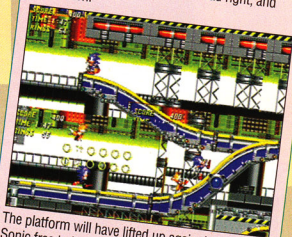


Robotnik's volcano-shaped robots wait until Sonic or Tails are near them then they spew out their deadly shots.

### Ring Ding



To snag the rings underneath this four block platform, drop down the platform, head right, and then return.

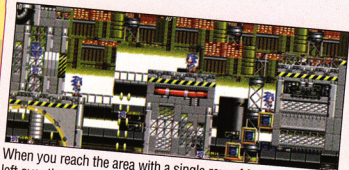


The platform will have lifted up again, leaving Sonic free to leap down and grab the rings.

## Chemical Plant Zone

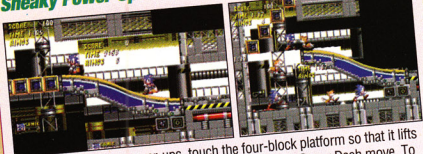
### Act Two

#### 1-Up



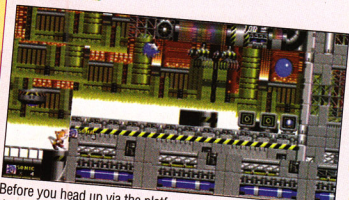
When you reach the area with a single row of four blocks, leap left over the catapult. When you reach a gap, leap left across it. Walk through the yellow striped pipe. On the other side you'll find a hidden 1-up.

#### Sneaky Power-Ups



To snag these tricky power-ups, touch the four-block platform so that it lifts up and then drop down next to them. Then, use your Super Dash move. To escape from this area, vault off the red catapult back to the pipeline.

#### Spin a Web



Before you head up via the platforms in this area, quickly dash right, wipe out the pair of Grabbers and grab the two Ring Monitors and the Shield Monitor.


#### Dr. Robotnik



Doc Robotnik tries a little nasty chemical warfare at the end of the plant, but Sonic's got an easy way out. Stand on the middle platform, and leap and bounce on the Doc when he first emerges from the chemical sludge.



Then, leap back to the platform and duck and cover. The nasty stuff Robotnik drops on Sonic doesn't do any damage as long as he keeps ducking.



This nasty chemical sea hides a 1-up. When you reach the first area where the blocks float across the chemical sea, drop underwater and leap to the right on the underwater platforms until you reach a submerged 1-up.

## Aquatic Ruin Zone

Act One

## THE BAD GUYS

### Grounder



Underwater, Robotnik's robots have sinister beaked faces and burst out of brick walls when you least expect them.

### Whisp



Call the exterminator. These pesky pests are looking to give Sonic a buzz.

### Pillars



The above-ground pillars look innocent enough, but watch out for the squares that feature Robotnik's likeness. They shoot arrows as soon as they sense something's passed by.

### Bumper Bait



Bumpers make Sonic super speedy, but in the Aquatic Ruin Zone they're dangerous. They'll frequently bounce him into nasty Grounders that suddenly burst out of brick walls.

### Bubblicious



Sonic's a mammal. Mammals need air. Hence, Sonic can't stay underwater forever... unless he holds his breath. A good strategy when you're submerged is to stop and jump up to grab air whenever you see a bubble spot.

### A Crushing Surprise



Falling pillars are instant death for Sonic if he's standing in the wrong place at the wrong time.

### Chop Chop



These blue piranhas lurk behind underwater pillars and rocks. They'll come chomping after some hedgehog meat the second they sense it's near.

### Invincibility



There's an Invincibility Monitor near the beginning of the underwater section in the first Act of the Aquatic Ruin Zone. To find it drop down underwater and go to the left. You'll see it just below the second rotating three-platform device.

### 1-Up



If Sonic swims down, way down, to this funny-looking, red log jammed between two falling platforms, he can grab a 1-up. Load up on air, climb inside the log, use the Super Dash to grab the 1-up, and then carefully escape.

## Aquatic Ruin Zone

### Act Two

#### Tread Lightly



Shoes make Sonic move a lot faster, and that comes in mighty handy underwater. You'll find a pair at the beginning of the underwater part of the Act. Jump off the first underwater cliff. The shoes are at the base of the cliff.

#### Invincibility



Leap off this red button to rocket Sonic to an Invincibility Monitor perched atop a high pillar.

#### Dead End



If Sonic's running along the very bottom of the water, he'll reach a place that at first glance seems like a dead end. All Sonic has to do is bounce off the bumper, swing around the broken loop-to-loop, and land on the pillar. The pillar will drop and Sonic can vault off it and head right.

#### 1-Up



Jump on the catapult at the far right of the underwater area. When your jumps are high enough to take Sonic out of the water, veer left. Sonic will pass through a secret passageway and find himself in a hidden room with a 1-up.

#### Going Up



When you reach this yellow button in the shallow underwater area, jump and veer right to snag two Ring Monitors.

#### Make Raft



Stand on the edge of the platform of the second three-platform windmill. If Sonic jumps at the last instant, the platform will detach and become a handy floating raft that cruises conveniently across the water's surface.



#### Dr. Robotnik

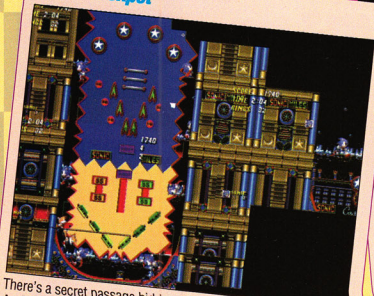


Dr. R tries to hover out of Sonic's reach, but there's an easy way to get him. Wait until he bashes one of the two stone pillars. Leap over the arrow if necessary, and then jump on the arrow when it flies into the pillar. From here, it's an easy leap to Dr. Robotnik. Per usual, it takes eight smacks to ground the Doctor.

## Casino Night

### Act One

#### Secret Jackpot



There's a secret passage hidden near this pinball area in Act 1. As Sonic rolls up the right-hand side of the pinball area, hold down Right on the control pad. He'll step into a secret passageway where he can snag a 1-up.

#### Easy Ring Machine



This Machine's easy to score rings on, since it's easy to spring Sonic into the center slot. The Casino Zone's a great place to rack up Rings and 1-ups. Just be careful about using the same slot machine over and over – Robotnik'll wipe out your wins.

#### Crawl



This crabby creature acts like a bumper when Sonic bounces on him. He's hard to destroy and easy to miss amidst the lights of the Casino Night Zone.

#### Secret Passageway



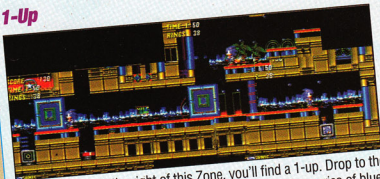
Take this blue elevator up, and push left at the top. You'll enter a secret passageway that leads to a red spring button. If you jump up and veer to the right of this button, you'll land by an Invincibility Monitor and a Ring Monitor.



## Casino Night

### Act Two

#### 1-Up



Way down and to the right of this Zone, you'll find a 1-up. Drop to the bottom level of the Act and head right until you reach a series of blue blocks. The 1-up is to the far right, underneath a blue block.

#### Dr. Robotnik



To beat Robotnik in the Casino Night Zone, Sonic must use bumpers to fly into the air. If he stays at the top of the pinball area, he can bounce down with the Spin Attack and give Dr. R a taste of his own medicine without taking any hits from Robotnik's bombs.

#### Big Money



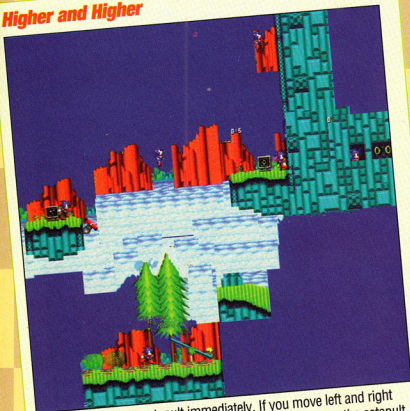
Use this pinball machine to vault to the purple treadmill above. Go to the far right of the treadmill, run left, and vault onto the top of the wall. Head left and drop down the rack to score mucho points.

## THE BAD GUYS

### Hill Top Zone

Act One

### Higher and Higher



Don't spring off the catapault immediately. If you move left and right along the bar, you'll spring higher each time Sol lands on the catapault. This enables you to reach hidden areas. Use the first red button to spring to a high platform with a Ring Monitor. Enter the secret passage to the right to head for higher levels.

### Rexon



This sea monster's head is vulnerable. Spin Attack him on top of his noggin and it'll break apart. Bounce off his body to safer ground.

### Spiker



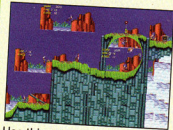
This angry creature moves slowly, but drops his cone-shaped spike in your direction when you pass underneath him.

### Sol



In the hope of having bar-b-que'd hedgehog for dinner, Sol likes to send fire winging in your direction.

### More Rings



Use this catapault to vault on top of the loop-to-loop, where you'll find a Star Post and a Ring Monitor.

### A Sticky Wicket



Be very careful of this red button. It'll push you right into a set of spikes. Jump up and to the right to enter a secret passage in this wall, but beware of a hidden button inside the passage that ricochets you back into the spikes.

## Hill Top Zone

### Act Two

#### Star Post



If you head along the upper level, use the second red button you reach to vault backwards on top of a loop-to-loop. Here you'll find a Star Post and a Ring Monitor.

#### Tunnel Vision



If you take the upper route, you'll reach a tunnel that leads to two more tunnels. If you like, you can use this series of tunnels to head all the way to the bottom of the Act, where you'll find a Star Post. If you go past the tunnel, you'll zip through a long windy passage. As you fly out at the end of the passage, veer left to reach a Ring Monitor and an Invincibility Monitor.



#### 1-Up



If you take Hill Top Zone 2's lower path, you'll reach an area where the trams fall out from underneath you when they reach the end of the cables. Jump to avoid catastrophe. When you take the tram that leads to the left side of this area, let Sonic fall. You'll find a 1-up in the lower left-hand corner, as well as an escape button.

#### Earthquake!



The exit to the earthquake area in the bottom area of Act 2 is up the middle and to the right.



There's an Invincibility Monitor to your right about halfway up the cavern. This comes in handy during your escape.



#### Dr. Robotnik



Sonic needs steady nerves to beat Dr. Robotnik in the Hill Top Zone. When the Doctor first emerges from the area, use the Spin attack to bonk him.



Then, have Sonic leap to the far platform away from the Doctor. If he lands on the lower platform, he'll have to duck when Dr. R fires. If he lands on the higher platform, he'll have to leap over Dr. Robotnik's shot.



After the Doctor shoots his laser, he'll use a fire-spreading weapon. Stay on the far platform to avoid this weapon. Repeat this procedure until the Doc's done for.

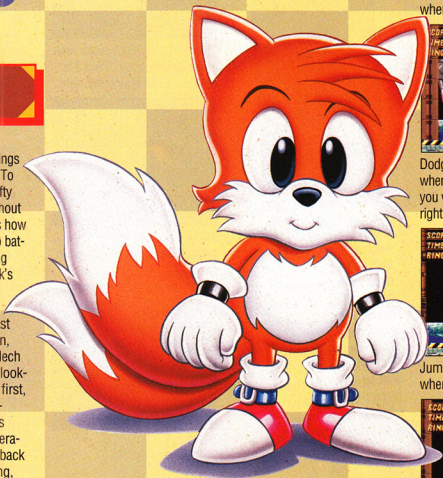
## THE END

There are two different endings for Sonic The Hedgehog 2. To see the first ending, the crafty 'hog can beat the game without the Chaos Emeralds. Here's how to do it. First, Sonic's got to battle his way through the Wing Fortress and defeat Robotnik's final mechanical menace.

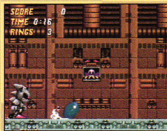
Once the good Doctor's last robot is out of commission, Sonic's got to battle the Mech Sonic. This sinister Sonic look-alike seems unbeatable at first, but he's actually quite predictable. The only time this mechanized tin can's vulnerable is when he's whizzing back and forth. When he's rolling, jumping, or standing still he's impervious to Sonic. The easiest way to beat him is to learn his pattern of moves. Then use the Super Dash move to nail him two times each time he whizzes back and forth across the screen. It takes eight hits to blow Mech Sonic up.



**PROTIP:** Mech Sonic's only vulnerable when he's jetting across the screen or standing still. Use the Super Dash move to nail him.



**PROTIP:** When Mech Sonic jumps and tosses knives, stand just to the left of the center of the screen to avoid getting hit.



**PROTIP:** Face away from Mech Sonic when you use the Super

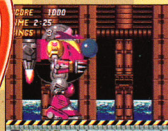
**Dash against him. You can hit him once each way. Plus, when you release the Dash, you won't crash into him and die.**



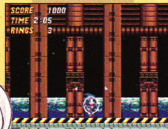
**Eight hits and Mech Sonic's done for!**

Here's the pattern: Roll, Whiz back and forth, Jump over, Roll, Whiz back and forth, Jump over with knives, Roll, Whiz, Jump over, Roll, Whiz back and forth, Roll, Jump over, Jump over with knives, Roll, Whiz back and forth.

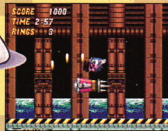
Sonic's final battle is with this Mech Robotnik. Sonic's got to bonk him on the stomach when his arms are back.



Dodge to the far left of the screen when Robotnik's trying to target you with a cross hair. Then leap right at the last second.



Jump over Robotnik's arms when he throws them at you.



When Sonic succeeds in destroying Robotnik, the fortress explodes. Race to safety and Tails will rescue you in his Biplane.

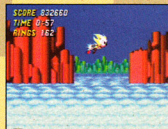


## TRICKS OF THE SONIC TRADE

### How to Get Super Sonic



Once you've grabbed all seven Chaos Emeralds, Sonic can turn into Super Sonic. All you have to do is grab 50 Rings and Sonic turns golden.



Even better, he's got super speed and he's invincible. In fact, he's so fast that he leaves

a trail of sparks in his wake, plus he doesn't even need the Super Dash move to race up steep slopes or loops.



### Collect the Emeralds the Easy Way



Here's a tricky way to collect all seven Chaos Emeralds. First off, begin a normal game and collect 50 or more Rings. Then, head to the first ground level Sign Post.



Play the Special Round and grab the first Emerald. Next, press Reset and select Options on the title screen. Choose any character and collect another 50 Rings. You'll still have the first Emerald, and when you return to the first ground level Sign Post, you can play another Special Round to collect a second Emerald. Repeat this procedure until you've collected all seven Emeralds. Remember, when you go to collect the final Emerald, choose the character you wish to play the rest of the game.



**INSIDE**

**THRILLS!**

**CHILLS!**

**SPILLS!**

**AND...**

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Sonic 2 Tips Next Issue**

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



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# The First CD-ROM

# FLASHBACK

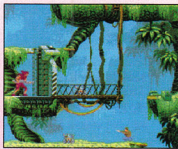
THE QUEST FOR IDENTITY™

12 MEG





# Game in a Cartridge!



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



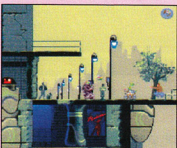
**New Washington:** Find your memory (remember that?) then go under cover to avoid the Heat.



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



**Paradise Club:** You sniff out the aliens' bizzaro 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!



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**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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U.S. GOLD

and

Delphine Software  
INTERNATIONAL

# SUPER NES PRO REVIEW



By Scary Larry

Buster Bunny has come all the way from Acme Looniversity to bring you this action cart for your SNES. They may be Tiny Toons, but their cart is livin' large in the fun department. Join Babs, Hamton, Montana Max, Buster, and the rest of the Toon bunch in an all-out, daredevil dash for excitement.

## Tiny Troubles

Tiny Toon Adventures: Buster Busts Loose by Konami is a real cool cartoon cart. Story line? Nah, not really...like a good cartoon, you never know what's gonna happen until it falls from the ceiling and flattens you. In this one-player, side-scrolling SNES game, you play through six totally unconnected stages of off-the-wall mayhem that take you from Acme Looniversity to the Old West, Acme Acres Stadium, and an outer space hunt, just to name a few. You get to play with and against all your favorite people...err...Toons, like Calamity Coyote, Dizzy Devil, and Plucky Duck.



**PRO TIP:** Always drop kick a few seconds before you reach your opponent. You'll probably land right on them if they're coming towards you.

You start out as Buster, hoppin' and boppin' along and drop kicking your opponents to make them give up stars. You collect the stars, and after a hundred, you get a 1-up. Your moves don't stop there. You can also run, jump, and



**PRO TIP:** Go under the staircase in the first level by Dashing towards it and pressing Down. You should slide right under and collect some goodies.



**PRO TIP:** Get as close to walls as possible before you Dash so you don't waste energy on flat ground.

Dash (a special burst of speed that gives you the ability to climb walls) your way through the stages. You even get to play football and call your own Run and Pass plays. Combine any two moves and give yourself extra high drop kicks or extra long jumps.

The control of your character is not child's play, so watch it. You must use your Dashes wisely, since they run out. Also, it's necessary to follow warnings along your route (RUN, DASH, JUMP), so keep on your Toon toes!

You're going to need more to move you along than just your fancy moves. Along the way, you find items such as Carrot trophies (silver restores one heart, gold increases all hearts, crystal increases hearts by one), Gogo Dodo trophies (silver fills Dash gauge, gold makes you invincible for a while, crystal destroys all enemies on-screen), and Buster Bunny dolls (1-ups). These treasures are not unguarded though. Buster must fend off mischievous mice, deranged dogs, and viciously cute vultures.



**PRO TIP:** By jumping up in the air and THEN starting your Dash, you can scale walls that are unreachable by other means. Try this at the end of the museum in the first stage, and you should find a goodie hideaway.

Unlike other too-cute titles for the SNES, this cart has real diversity. It gets five different bonus games after each level that add up to some pretty hilarious stuff. There's a Guess Your Weight round, Bingo, Hungry Boy Hamton, Racquetball, and a Find Your Friends game.




**PRO TIP:** To get rid of Dizzy at the end of Stage One, get underneath him and knock food from the conveyor belt into his mouth. Remember, he's hungry and it takes a LOT to feed him!



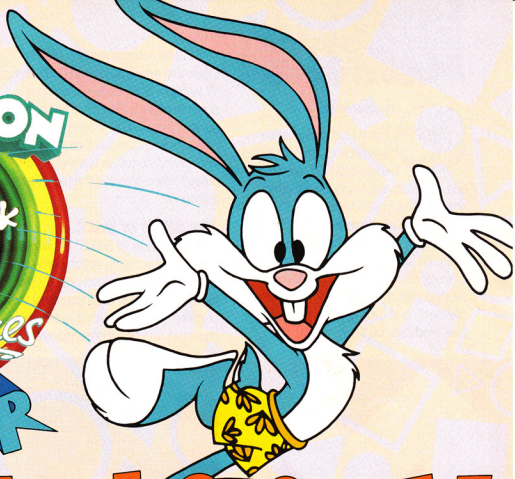
**PRO TIP:** To get past the Train Stage, Dash the hill when you come to it, never letting up on the Dash button. You'll find Gogo Dodos in just the right spots to keep you going. Be sure to jump where it says "Jump."

# TINY TOON



Adventures

## BUSTER



# BUSTS LOOSE!



**PROTIP:** Don't waste any time bustin' buzzards in this horse stage. Dash and leap until you clear it or the vultures will swarm you.

### Rabbit Redux

This game's graphics will make you wish you lived in Toons Town. All characters are large sprites, but not huge. They're Tiny Toons for goodness sakes! The backgrounds are gorgeously colored, and the movement of everything (Buster, enemies, assorted other objects) is well done. To top it off, there are no glitches or slowdown, which you would expect in such a

lush-looking cart. The characters all look exactly like their television counterparts.

The sounds in this cart are Looney, but in a good way. The music matches the sequences, going from Wild Western dance-hall music to spooky Mansion melodies. The familiar theme song is also represented in different formats here. The Toons will keep you entertained for hours on end, just like Mario and Sonic used to when you were little. Here's your chance to be little again.







**PROTIP:** When you catapult up in the Haunted House, always execute a drop kick. You never know what's waiting on the ledge for you.

### Don't Let the Toon Taste Fool Ya

Tiny Toons may look like kid's play, but the challenge is harder than gettin' home early to watch the Toonsters. For those not so Toon proficient gamers, its adjustable challenges make gameplay just a tiny bit easier. The cutesy graphics hide a multi-level, multi-fun game that will keep you twitchin' those thumbs for hours. If you're not watching the TV show, then you definitely should be playing this game. Toon in, GamePros, and keep that rabbit's foot handy!

#### Tiny Toon Adventures: Buster Busts Loose by Konami

Graphics	Sound	Control	FunFactor	Challenge
 5.0	 5.0	 4.5	 5.0	ADJ.
Price unavailable		One Player		
Available March		Passwords, Bonus Stages		
Action				



**By Otter Matic**

For B.O.B., life as a teenage android isn't all oil and batteries. B.O.B. went for a ride in his father's car, but wandering android eyes caused him to crash into an asteroid and sent him careening down to the surface of an unfriendly planet called Goth. B.O.B.'s got more important things to worry about than being stranded on a strange planet—like scoring another set of wheels and getting to his very important blind date on time.

In *The Adventures of B.O.B.* by Electronic Arts, you guide B.O.B. through 47 levels of action/adventure fun in a quest to replace Dad's hot rod and pick up your honey. The game's full of funny graphics and dialogue that keep you from crying corrosive tears when the creepy aliens give you the high-voltage treatment.

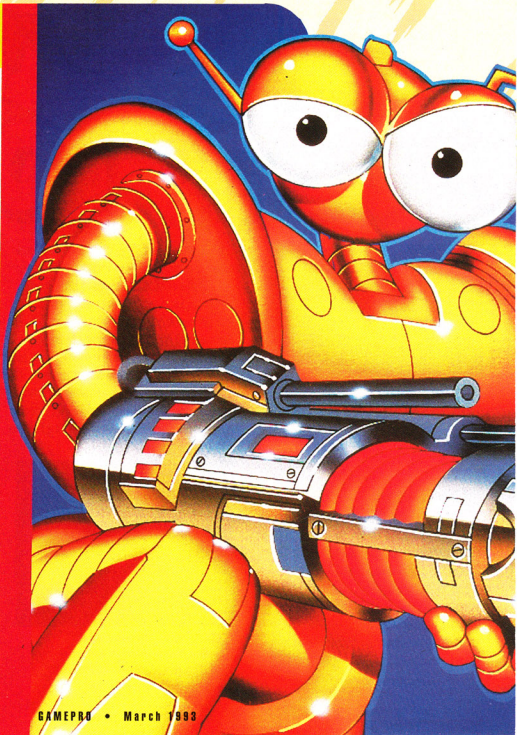
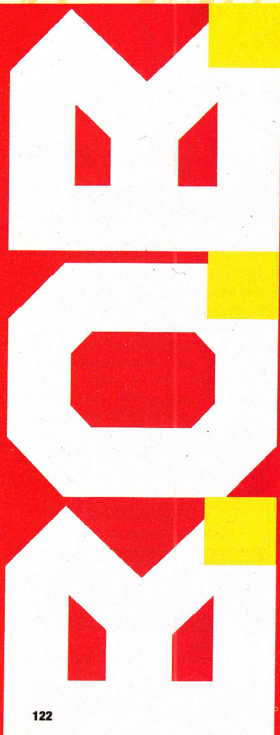
### ***The ABC's of B.O.B.***

*The Adventures of B.O.B.* is a single-player, side-scrolling action game with a lot of cool weapons and power-ups. To escape from each level, you must evade or defeat a weird menagerie of space creatures and find the transporter to the

next level before time runs out. The clock gives you enough time to explore all the nooks and crannies of each level, so run through the hallways of darkness and fear no evil. You'll usually find more than one route to the transporter.

### ***What Makes B.O.B. Tick?***

Like most teenage robots, B.O.B. has some good things going for him. There are several ways that B.O.B. can cope with a dangerous situation, and none of them involve running away. B.O.B.'s got a Gun Arm to help him fight Bug Pods, Snout Monsters, Scorpions, Potato Heads, Firebirds, Blue Meanies, and a



host of other crazy creatures. B.O.B.'s other defense is his Remote Arm where he stores cool gadgets that he picks up during the game. These include an Umbrella (saves B.O.B. from falling too fast), a Trampoline (hurls B.O.B. upwards), a Helicopter Hat (for flying), and a



**PROTIP:** In *Anciena*, don't stand on the crosses that are on the ground or you'll get a big surprise.

Blinding Flash (temporarily disorients enemies). B.O.B. also uses his Remote arm to hang from pipes and beams.

B.O.B.'s moves don't stop there. He can also crouch and crawl to avoid airborne obstacles and take out enemies at ankle-level. This

'bot's got one more trick up his sleeve, a whalloping punch that helps you save your precious ammunition.



**PROTIP:** Whenever you see one of these energizers, stand in front of it and push up to charge your energy.



**PROTIP:** In *Level Five*, head down and to the right to collect a 1-up.

### Shiny and New

B.O.B.'s graphics are a marvelous mix of slapstick sequences and superbly colored, animated enemies. With skinny arms and legs, B.O.B.'s sprite captures all the agility and lankiness of a teenager. He also has a number of animated death scenes that range from disintegration to melting metal and include wacky dialogue that will surely strike your funny bone. When it comes to the opposition, you won't know whether to laugh or shoot at them in this game. A prime example is when a crazed, wobbling, angry Mr. Potato Head gives B.O.B. a swift knock in the chops.

### Teenage Robot Dance Party

B.O.B.'s got a cool soundtrack with a seriously thumpin' bass line that'll make you shake, rattle, and roll. As for sound effects, B.O.B.'s noises take on a decidedly campy flavor with cartoony "Boings" and "Splats." After a few levels of this, the joke wears thin, so be sure to ready your own tune-age.



Mr. Potato Head mashes B.O.B.







**PROTIP:** To avoid crashing on the flying levels, turn early and use the blue arrows as your guide.

### Air B.O.B.

There are three levels of B.O.B. that involve flying an indoor space scooter. The action on these levels is from the same side-scrolling perspective. However, instead of controlling B.O.B., you're at the pilot's seat of a souped-up scooter that turns on a dime. The challenge is high on these levels because you're racing against a tough time clock. Luckily, B.O.B. issues you passwords at about every third level, so practice your driving skills until you get it right.

### Bobbing for Games?

The Adventure of B.O.B.'s many levels, cool and funny graphics, and neat gadgets make it stand head and robotic shoulders above other side-scrolling action games for the SNES. If you've got a heart, help B.O.B. steal wheels and make it to his date on time.

The Adventures of B.O.B. by Electronic Arts				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.5	3.5	4.0	4.5	Intermediate
\$59.99 8 megs Available April		Action/Adventure One Player Passwords		



By Scary Larry

Yo, kick it, Gnome-boy!!!!

One day three guys just hangin' round  
the fjord,

Got beamed up, Scotty, by a spaceman  
who was bored.

He wanted some captives for his outer  
space zoo,

So he made off with my Teutonic crew.

Olaf, Eric, and Baleog got 'napped  
By a no-good, alien, outta-space rat pack.  
Tomator was the alien, he wanted them  
to stay.

The three Vikings took one look, and then  
said "No Way!"

Now they're lost in space.

Time's been erased.

If they wanna get home, it's gonna be a race.

So, pull your helmet from the rack,  
Give your sword a good smack,  
And help to get the Vikings back on their  
Nordic track!

## Norse by Norse-West

The Lost Vikings by Interplay is a one- or two-player action/adventure/puzzler that really gets your brain matter going. You try to help three Viking brothers – Olaf, Eric, and Baleog – return to their quiet Nordic life, which was interrupted by the intergalactic zookeeper, Tomator. Seems the Tomator wanted the boys as specimens, but the boys had other plans. Now they must travel through different time periods trying their Dansk darndest to find a way back to their people.



**PROTIP:** Always send Olaf to scout ahead. His shield can stop any attack and hold up any enemy.



**PROTIP:** When using elevators, always put all three Vikings on at once before sending the elevator up or down. If a Vike misses the lift, he may get nailed waiting for the next one.



**PROTIP:** When reaching higher ground, have Olaf put his Shield up so Eric can move up onto it and then over to elevated surroundings.

Working cooperatively, the Vikings help each other over seemingly insurmountable obstacles and bearish beavies of enemies, which range from futuristic fanatics to prehistoric pests. Using each of the Vikings' special skills, you must work the team through each level in search of the exit that will send you on to the next level. For instance,

Baleog the Fierce is an arrow-shootin', sword-swingin' warrior, who's able to knock off opponents and flick hard-to-reach switches. Olaf the Stout makes good use of his shield, whether it's to block enemy projectiles, help him hang glide through the air, or give Eric a lift up. Eric the Swift is the shaker and mover. He runs and jumps, traverses areas inaccessible to his stout siblings and puts his hard head to use by knocking down walls. The areas covered by the three brothers vary from Tomator's ship to a Mesozoic maze. After you complete three levels, you find a warp into the next time period, which brings you ever closer to home.

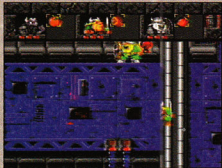


**PROTIP:** See something that you want but can't seem to find a way to get it? Look for dark patches in the rocks (which are actually entrances), position Olaf under them, then lift Eric up onto the shield and into the stone passages. Voila, Vike Victory!





**PROTIP:** If you're having trouble getting across lava pits, use Baloeog to shoot the stalagmites. They'll drop to form a bridge.



**PROTIP:** When a Vike falls, keep him close to the walls. Secret passages often hold goodies.

### Vikings Out of Control

Solving the puzzles that lead to the exits is really most of the fun, although the dialogue in this game is Standup Comic funny, too. Most of the puzzles require

the skills of ALL THREE Vikings. If you happen to lose one of the little guys along the way, you must give up and start from the beginning of the level. Each of the Vikes has three life bubbles, and you lose them by getting hit, falling long distances, or by stumbling into other mishaps. Luckily, there's plenty throughout the stages to keep you going. You can also pick up and use Bombs, Keys, Flaming Arrows (for Baloeog), etc., but each Viking is limited to only four items apiece. However, you can switch items between Vikings. If one of the helmet-heads is all loaded up, give it over to his brawny bud.



**PROTIP:** When approaching bubbles, time your jump from bubble to bubble by watching when they quiver. If you don't see another bubble nearby, backtrack.

### The Fat Lady Sings

The music is hip-hop Handel with some Beowulf bass thrown in for good measure. You'll find yourself tapping your clogs in time to the music, which should be cranked right from the beginning.

As for the controls, you'll need to be careful about which button does what. You may find yourself feeding a Vike rather than bombing a beastie. Don't let that stop you from taking on the challenge of this game, though. There's enough fun and puzzlement here to keep any gamer of intermediate skill going for hours. In a two-player game, Player One controls one Vike, Player Two the other, and you can switch between the last Vike.



**PROTIP:** Even though you can't finish a level when a Viking dies, try to get as far as you can with the other two for scoping purposes.

The Lost Vikings features outstanding graphics. The sprites have realistic and funny movements, like when Eric rams a wall and goes cuckoo for a while. Even though the characters are small, they don't suffer from limited animation. Olaf's gliding, Eric's running, and Baloeog's bashing are sleek and nimble. The backgrounds are more colorful than a Viking's language, and the enemies are well-drawn and nicely animated.

### Save the Last Dansk For Me

The Lost Vikings looks and feels a lot like Gods, another great action/adventure/puzzle game for the SNES. Help the boys make it home, because the Vike you save just may be your own.



#### The Lost Vikings by Interplay

Graphics	Sound	Control	FunFactor	Challenge
				
5.0	4.0	5.0	5.0	Intermediate

Price not available  
Available April  
Action/Adventure/Puzzle

Two Players  
Passwords

# UTOPIA™

THE CREATION OF A NATION



By *Andromeda*

Take a dash of Populous, a pinch of Overlord, a bit of Tyrants, and blend well with SimCity. What have you got? That's right, Utopia. But wait, if you're thinking this is just another strategy game, you're wrong. Utopia combines many of the best features found in similar "Sim" games and comes out a winner.

## Planetary Planning

Utopia: any ideal place or state. In Jaleco's one-player adventure (a port over from an Amiga title), you attempt to create an ideal civilization that's free from crime, hunger, disease, and even boredom. Sounds tougher than it is.

Utopia takes place in the far-distant future. As a Colony Leader, you settle on one of ten planets. Each planet has different climates, natural resources, and geographical features, but there's a catch. Each also harbors a hostile alien civilization. Until you've got some experience under your belt, it's best to begin your colony building on a planet with a less aggressive civilization.

Once you've settled on a planet, your task is to...well...do everything! You've got to monitor all of your colony's

needs and react accordingly. In addition to budgetary and basic living concerns, you must also ensure a high Quality of Life for your population.

Via a Populous-style window with a well-rendered raised topographical 3-D view of your colony, the quickly multi-scrolling window enables you to view all ranges of buildable territory on the planet in addition to overseeing your colony's progress.

Utopia's controls are an easy-to-learn point and click icon system. Although the game is designed to work with the SNES Mouse, the regular controller works just fine. The controls are not as simple as those of SimCity, but the interface is straightforward and easy to learn. You're just a click away from accessing any of the data you need to efficiently monitor your colony.

All of this cool visual data is highlighted by weird and wonderful music. The Utopian version of Pachelbel's Canon in D is especially nice.

## Advancing Your Civilization

As each colonization begins, you've got a 50% Quality of Life rating, and most of the basics covered (simple housing,

food, life support). Your first task is to scan the terrain, the existing colony, and the potential resources in order to formulate a plan for the future.



**PROTIP:** At the first hint of crime, build Security Stations to keep up your Quality of Life.



**PROTIP:** Nobody likes to live near a factory. When you lay out your community, bear in mind that residential areas should be far from industrial areas, hospitals should be convenient, and so on.





**PROTIP:** At the first hint of a viral infection, immediately build another hospital or two.



**PROTIP:** A Sports Stadium is always a good morale booster for your populace.

Fortunately, you're not alone. You've got a crack team of six extraterrestrial Advisors, each with an area of expertise. These include a Military Advisor, a Civil Engineer, a Head of Research, a Colony Administrator, a Financial Consultant,



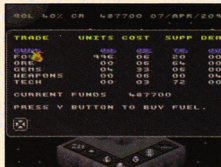
**PROTIP:** Keep a generous amount of cash in Research Funds. The devices invented, and the knowledge of your enemy gained, really help you to plan.



**PROTIP:** Continually check with your Advisors. Their suggestions are especially good when you're stuck. However, don't wait on

**your Military Advisor. He won't tell you to build arms until it's way too late.**

and a Senior Psychiatrist! You can consult any one of them whenever you choose. They'll provide you with vital stats via a window interface, as well as advise you on the course of action you should take.



**PROTIP:** Develop strong trade relations. Extra food, fuel, and other resources are relatively easy to accumulate and generally in demand. The extra funds always come in handy.

Since you make all the decisions, it's up to you to define budgets, set the tax rate, decide what type of buildings to build and where, use a map screen to scan for mineable natural resources, plan for the future needs of your growing population, trade with other colonies, and, above all, prepare to defend your colony against enemy attacks.



**PROTIP:** Build an extra Life Support Station and Command Station. They're key enemy targets and you don't want to be left without either one.



**PROTIP:** The best way to defend your colony against attack is to place Missile

**Launchers at its edges. Further out, place a ring of Laser Turrets. They'll shoot anything that comes within six squares of them.**



**PROTIP:** Continually check with your Colony Administrator. You need to anticipate your community's need for air, food, and fuel. This is easy to do if you monitor your populace's usage compared to your production. When you see the margin narrowing, build a new Hydroponic Farm or Power Plant. If you wait until your demand exceeds your supply, your colony may have to go without a necessity for several months - and your Quality of Life will go down.

How do you win? You don't! You can continue to play any colony until your population is so happy that you're ready to move on to a bigger challenge in the form of a new colony, or until your people are so miserable that they assassinate you! Note: you can save one game for continued play.

## A Near-Perfect Game

In what's getting to be a crowded category, Utopia succeeds in standing out from the crowd by combining some of the best qualities of other society-building strategy games. The result is an entertaining and absorbing game. However, the complexity of the game play and the lack of up tempo thumb action make it not for everyone. If you've never built a colony piece by piece, try it! You just might like this brave new world.

Utopia by Jaleco				
Graphics	Sound	Control	FunFactor	Challenge
				<b>ADJ.</b>
4.5	4.5	4.5	5.0	Adjustable
Price not available Available now		One Player Save game Simulation		



By Scary Larry

Outlander's the name and all out highway terror is the game! It's 108 years after the Apocalypse. The world is a barren wasteland whose only hope is the Water Synthesizer, an invention that promises to revitalize the parched landscape. Unfortunately, Dr. Beaumont, creator of the synthesizer, is being held captive deep in the Australian Wasteland. As a mercenary hired by the United Nations, your job is to rescue the Doctor so that he can save the world.



## Highway to Hell

Outlander is a one-player Mad Max®-style car game that mixes a first-person-perspective, road warrior driving and side-view, walk-don't-run, shoot-em-up action. It's a great concept for a game, and the shoot-to-thrill game play is fun, despite a few control hiccups.

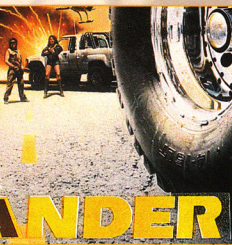
You start out behind the wheel of a car. The forward-scrolling, out-the-windshield look paints a nice 3-D perspective on the action, which takes you from one meager outpost of civilization to another. As you cruise the roads, Molotov-tossing biker dudes and other assorted outback scum try to take you out. To survive, you must avoid road barriers and knock off bad guys by blowing them out of their motorcycle boots or running them down like traffic cones.

Your car comes equipped with a hood-mounted machine gun, and you're equipped with a shotgun, which you use to blast bikers foolish enough to get in



**PROTIP:** If you see a motorcyclist coming up on your side, edge him towards a barrier and let him do the hard work of tearing it down.

your way. You aim the shotgun out of either side window via a slick on-screen window that also enables you to watch the road ahead.



Although blowing away the bad guys makes for big fun, controlling your vehicle is harder to learn than driving a stick, since you have to use every SNES controller button.

When you reach a town, you climb out of your car on a side-scrolling search for vital supplies. You punch, kick, and shotgun your way through the town goons and pick up ammo, food, and fuel left in your victims' wake.



**PROTIP:** Hitting barriers and roadside obstacles saps life from your meter. Hitting a rock will really drain you, so don't hug the curves on sharp turns.

## Road Worry-er

The graphics in this game are good, but not spectacular, especially in the side-scrolling areas where the sprites are small. The in-the-car perspectives are nicely drawn, even if they aren't innovative. You'll enjoy the nice, catchy Down Under disco tunes and realistic sound effects, like the grunts enemies make when they bang into your car.



**PROTIP:** Don't waste shotgun shells unnecessarily while you're driving. You really need them for the towns.



**PROTIP:** Check everything in town for supplies, including barrels and boxes.

## Drive Yourself Crazy

Oddly enough, Outlander's slow speed and clunky controls do not detract from its Fun Factor. There's enough challenge to keep even the most jaded driver going, and there's something to be said for the perverse thrill of wiping people out on the open road. Haven't you always wanted to be the Car-Key de Sade? Outlander is the answer to your freeway fantasies.

### Outlander by Mindscape

Graphics	Sound	Control	FunFactor	Challenge
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\$59.99

Available March

Action/adventure

One Player

# ELECTRIFYING

## SUPERCHARGED GAMES



The smash arcade hit has been given a few new dents. Lead-footed criminals will grind your gears, not only on the highway, but the jungles and snow choked mountains as well.



You'll need to unleash your fatal fists on some bad dudes and crazy creatures. *Punch-in* and get to work because this job will take a real super hero!



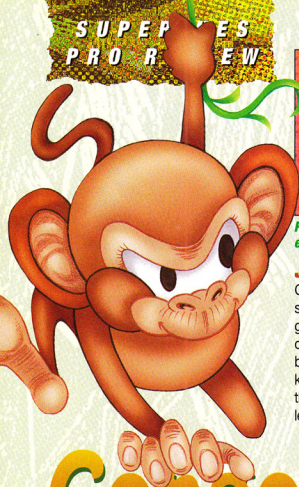
This head bargin' hard checkin' free-for-all will rattle your bones and send you flyin' into the next county. So, lace 'em up and **CHECK** it out!



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!

**TAITO**  
THE ONLY GAME IN TOWN.

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**PROTIP:** In Part 4 of the Valley stage find an extra life in this passage through the wall.

### Jungle Fever

Congo's Caper is a rambunctious, multi-scrolling, hop and bop rumbler in the jungle. Congo must use his trusty wooden club and acrobatic skills to rescue his beloved Congette. He chases the Devil-kid and bashes a cavernman tribe called the Fuzzynecks over six Stages with 35 levels of crazed game play.

**life by jumping on the other side of this rail and hopping onto this rising pad.**



**PROTIP:** If you fall onto the spikes in the Water Stage, be sure to run to the right and grab the red Rubies to restore your life in order to keep going until you reach the exit.

### Not Just Monkeying Around!

Congo's Caper hits you with some of the best side-scrolling action around. Congo is easy to control and he has some nifty moves. He can jump extremely high and even roll over or dive into his enemies. If Congo stuns a Fuzzyneck with his club, he can roll him like a ball or toss him into his cohorts.

The graphics stand out with great color schemes, and the backgrounds feature smooth,

multi-scrolling effects. The sprites are animated well even for their relatively minuscule size.

You must play through the game several times to see everything Congo's Caper has to offer. There are many secret rooms and hidden areas to be found in the vast network of levels.

### This Monkey Shines

Step back in time to have a good time. Congo's Caper is a lengthy game that's long on fun. This cart will make you go ape!

# Congo's Caper



By Doctor Dave

Data East has yet another prehistoric adventure in store for us with their new Super Nintendo game, Congo's Caper. Unlike the last blast from the past, Joe & Mac, this time you play a monkey named Congo who's mysteriously transformed into a half human along with his girlfriend, Congette. Right after the transformation, a Devil-kid grabs Congette and takes off. Now Congo must prove his devoted love and save Congette from the clutches of an evil cave clan.



**PROTIP:** In this bonus area within the Ghost & Ghouls Stage, hit Joe's statue for unlimited gems. You can earn up to 99 lives!





**PROTIP:** Toss Fuzzynecks to break bricks in hard to reach places.

Congo's first challenge lies in the five stages of the Valley where he will encounter cavemen and dinosaurs. Then, he can choose the path for his next challenge – the Water Stage, the Speeding Stage, the Ghost & Ghouls Stage, and the Modern Technology Stage – on his way to the Final Kingdom. You bat enemies over fast ramps, across haunted graveyards, and even through a high-tech lab. Occasionally, you can hitch a ride on a Pteranodon to a bonus stage.



**PROTIP:** In the first part of the Modern Technology Stage, you can grab an extra

### Congo's Caper by Data East

Graphics	Sound	Control	FunFactor	Challenge
				<b>INT.</b>
4.5	4.5	5.0	5.0	Intermediate
\$49.95 Available March Action/adventure		Two Players (alternating) Passwords		

# ROAD RUNNER'S Death Valley Rally

TAKES

REFLEXES

SPEED

CUNNING

BRAINS

GUTS

and a little luck.

Only from

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LOONEY TUNES

SUPER NINTENDO

AAAAAAAAAAAAA...



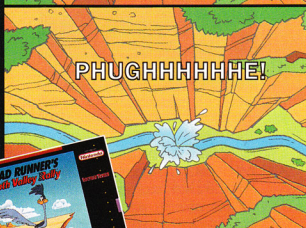
AAAAAAAAAAAAA...



AAAAAAAAAAAAA...



PHUGHHHHHE!



BEEP! BEEP!





By **Slasher Quan**

Sometimes games are ported over from Japan with

almost every last sprite in place. That's not the case with Street Combat for the SNES, a.k.a. *Ranma 1/2*. Although the game still has some of the fighting power that made it an Overseas ProSpect, it's only a shadow of its former self.

## Combat with Questionable Character

Street Combat weighs in as a mid-ranked contender in the SNES street fighting ranks. It'll give some opponents sound beatings, but Street Fighter II's not in any peril of losing its championship belt.

Prepped for fingernail-splitting battle are eight, bad attitude brawlers. Solo mode forces you to play as Steven a split personality techie fighter with two suits of armor that help to beat the bad guys 'til they're done for. In two-player mode, you can pick any of the martial artists and go head-to-head.



**PROTIP:** If G.I. Jim tries to shake things up with the dust attack, take him out with flying attacks.

Visually, Combat's pretty good lookin', but it's no fatal attraction. The characters walk, stick, and hit, but they don't swagger or crack tons of facial expressions. The sprites are mid-size. The backgrounds are colorful, but don't expect any psychedelic multi-scrolling.

Overall, *Ranma 1/2*'s characters were sharper looking before the operation. Two of the three femme fatales are now guys. Additionally, the U.S. game doesn't have any violent tendencies, and it lost a few battleground scenes. These missing



elements cancel out the comedy that was the hallmark of the Japanese version.



**Kodachi and the female Ranma 1/2 are now Dozo and Steven. Thank goodness this didn't happen to Chun Li!**

## Socketed in the Ears

Street's music is almost gifted at times and noxiously tinny at others. The sound effects aren't big hits. The shrieks and screams from Ranma are now generic grunts and groans. Ugh!

## Movin' to that Beat

The one-on-one fighting is not quite furious, but it's close. Fortunately, the Iremians didn't tamper with the game play. By combining directional presses with one or two buttons, you get three punches, three kicks, two leaping attacks, one regular special technique, several hidden special techniques, a cool double-hit combo, a throw, and blocks.



**PROTIP:** Tap the punch button twice to use the lightning arm move. This works great against Happy in the bonus stages!

While the repertoire is loaded, the control can at times feel intoxicative. The characters are fairly responsive, but the action isn't as fluid as SF II. Combat's challenge is adjustable, but battling the computer's a drag after a few plays. Two-player showdowns are definitely best. If you don't live with a brawlin' buddy, you may want to skip this cart.







**PROTIP:** Hold down L and R and press Start to play a character against himself or herself.

## Parting Shots

Overseas ProSpectors discovered a veritable gold mine in *Ranma 1/2* (see Overseas Prospects, GamePro, July '92). The U.S. version is still a good fighting find, but it's only a nugget.

### Street Combat by Irem

Graphics	Sound	Control	FunFactor	Challenge
				<b>ADJ.</b>
4.0	3.5	4.0	3.5	Adjustable
Price not available Available March		Beat-em-up Two Players		



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.

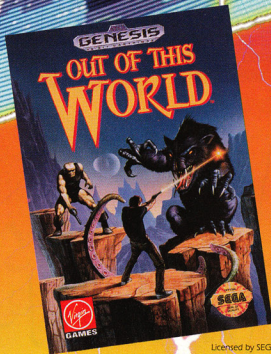
Before you can say SNAP, CRACKLE, POP, a lightning bolt slams through you and your accelerator with deadly accuracy.

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?

# SHRINK-WRAPPED TIME WARP

## 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 Otter Matic

Ocean is back with an all-new SNES game based on the animated TV show, *Addams Family: Pugsley's Scavenger Hunt*. From what we've seen, this game is every bit as good as the first SNES *Addams Family* offering.

## Sister Sinister

Wednesday Addams has played a trick on her brother Pugsley. She has hidden about the mansion ooky and kooky items that Pugsley holds near and dear to his heart, like Spider Venom and



*This is the list of items that Wednesday Addams has hidden about the mansion. You can keep tabs on your progress by checking this list.*



*In the attic, you'll find this world of knights and castles as Grandma Addams sees all through her crystal ball.*

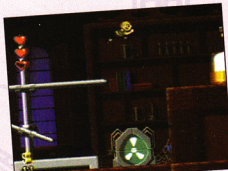


*Score some laundered money in the soapy bathroom area.*

Moldy Cheese. Not only did Wednesday skillfully hide these items, she also surrounded them with deadly monsters and placed hidden switches throughout the mansion's rooms. Some switches reveal bonus rooms and others present certain doom. Hey, what are sisters for?

## S-equally As Good

The adventure begins in the mansion's main hallway where you can access all the other areas of the house by opening a door, shimmying up a rope, or jumping into a trapdoor. At the end of each area lies one of the items on the Pugsley's Scavenger Hunt Checklist. You must collect all of the items on the list to master the game. The levels are diverse and colorful. In Uncle Fester's Laboratory, you must step lively across giant bunson



*Uncle Fester's Lab is a giant playland for the twisted chemist.*



*The dimly lit basement is a dark and creepy place, where you'll find rusty pipes and other scary obstacles.*



*Pugsley catches a ride on a cannonball and casually chomps down on a sandwich.*

burners and avoid falling into huge flasks, while dodging slimy creatures and rolling eyeballs. Gomez's soapy bathroom really shows off the game's graphics with killer rubber duckies, slippery floors, secret passages, and a beautifully animated background of giant soap bubbles. If you stay stationary for a short period of time, pudgy Pugsley will grab a sandwich from his pocket and start chomping down.

## You Rang?

With an incredible number of secret passages and eye-popping graphics, Pugsley's Scavenger Hunt could be what SNES players have been searching for. The Addamses will creep into your system soon.

**The Addams Family: Pugsley's Scavenger Hunt**  
By Ocean, Available March

# The Addams Family



This is what your enemies  
will see when you fly  
the F-117A Stealth Fighter™.

## This is what you'll see when you fly the F-117A Stealth Fighter!

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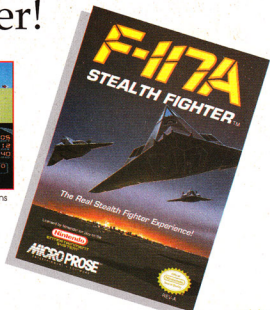
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By Kay Oss

Ocean is once again dipping into the cinema grab bag and pulling out a blockbuster game based on a blockbuster movie. SNES gamers will soon be under attack in *Lethal Weapon*, based on the movie *Lethal Weapon 3*.

## Rigg Me Up for Action

As Martin Riggs (Mel Gibson in the movie), you're fighting a renegade ex-cop in a massive crime wave that's rocked your familiar turf – the streets of L.A. Well, it's not exactly its streets, more like L.A.'s sewers, ventilation shafts, shipyards, shopping malls, and subway tunnels. Funny, does Los Angeles have a subway? Hmmmm! Except for the intermittent mug shot of Murtaugh when you enter the Plain Clothes department or the Internal Affairs office, you won't find Rigg's movie partner (Danny Glover) in this game.

Once inside a department, you have to kick, run, or shoot your way out. Bullet-proof vests monitor your progress. You'll need as much padding as you can get to beat these thugs.

Like in the Addams Family games, you start out in a hallway, only this one's not in a mansion. It's in the middle of a chaos-ridden police station. To begin this five-level, one-player, multi-scrolling



Here's his Hunksness!



Riggs takes a dive.



Let's see what's behind door Number 3?

adventure, you enter the door of either the Plain Clothes department, the Narcotics division, the Bomb Squad, the Kidnapping division, or the Internal Affairs office.



Send 'em sailing!



Give 'em the old karate kick.



Riggs is no slouch when it comes to lethal synchronized swimming.

The cartoony graphics should keep you intrigued. From what we've seen, they're on par with Ocean's first Addams Family game. You'll also get digitized, real video footage of the movie's actors and action interspersed throughout the game.

## Lethal and Legal

If you need a deadly dose of action, you might find it in *Lethal Weapon*. Strap on your bullet-proof vest and prepare to follow Riggs through his adventures in an upcoming issue of *GamePro*.

*Lethal Weapon*  
by Ocean  
Available March





# Help Mega Man turn Proto Man into spare parts.

Proto Man's got Dr. Light. But Mega Man is back—ready to put some heavy pedal to the metal to defeat Stone Man, Gyro Man, Star Man, Wave Man, Charge Man and other robotic goons. Use his Mega Buster and Super Arrow to make it to the castle and put Proto Man on the scrap heap forever.



*Use your modified Mega Buster before this robot gets the jump on you.*



*When you hit the gravity chamber, it's hard to tell which way is up.*



*Catch a wave on your hydro-cycle and sink this robot for good.*



*ACME Looniversity, a classic*



*Showdown at Calamity's Corral*



*Spook Mansion After Dark*



*The Mystery Weight Challenge*



*Furrball's Championship Squash*



*The Hungry Boy*

# YOU WON'T FIND THESE LISTED IN YOUR



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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*

# TINY TOONS EPISODES TV GUIDE.®

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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By Doctor Dave

Hear that distant rumbling? It's good news for shoot-em-up fanatics everywhere: the long-awaited sequel to Gate of Thunder has arrived! Lords of Thunder from Turbo Technologies has enough shoot-em-up action to satisfy even the pickiest space jockeys.

### Thunder Bolt Boogie

In this awesome one-player shooter, you're Landis, a man with a mission. Wearing special armor you inherited from the legendary hero, Dyu, you set out to single-handedly battle Zaggart, the nefarious ruler of the Dark World. This sinister character has taken over the six Lands of Mistral. It's up to you to battle his minions.



Great animated sequences enhance the game.



Choose any of the six lands as your first target. Beware! They're not very kind to tourists!

This action-packed side-scroller is loaded with enough brain blisterin' shooting and major firepower to make it an instant classic. You can begin your battle in any of the six lands. But before you enter the land of your choice, you must select one of four types of Armor. Each kind of Armor (Wind, Fire, Water, and Earth) triggers different weaponry and Bombs. Each Armor's firepower also

has three different levels of strength that you can increase by picking up power-ups. After you select your Armor, you get to visit a Shop where you can purchase special items, such as Bombs, power-ups, extra life, and more.

**PROTIP:** It's a good idea to lay off maximizing your power-ups at the beginning of stages, because the first enemies you'll encounter usually drop power-ups for you to collect.



**PROTIP:** Since each different type of Armor has specific powers in different lands, try to use the power that's opposite to the natural element related to each stage. For example, to ensure maximum damage, use the Fire Armor in the Water Land, or the Wind Armor in the Earth Land.

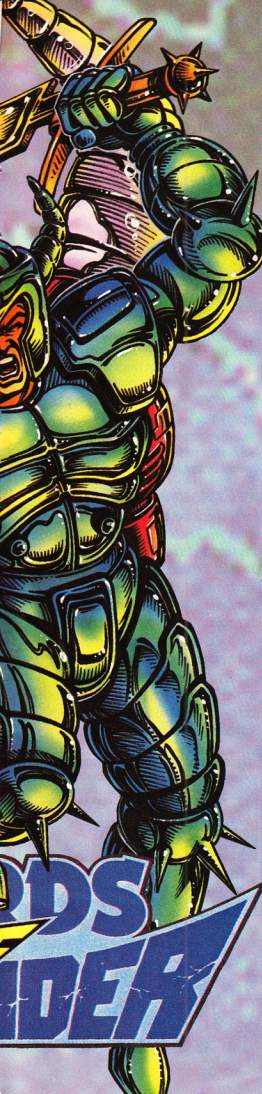


Before you enter each Land, you have the opportunity to shop for special items such as life, weapon power-ups, Bombs, and Shields.



**PROTIP:** Continues usually aren't a good use of your money. When you buy a Continue, you don't have any money left to buy other special items that you'll need in more difficult levels.





# ORDS IDER



**Fire Armor Bombs** home in on enemies!



**PROTIP:** Using the Earth Armor Bombs against bosses gets the job done more effectively and quicker than any other weapon.

**PROTIP:** Shop wisely! If you make it to the end of a stage and then die fighting the boss, you'll find yourself fighting the boss again. The second time around, however, you'll have little money and no power-ups!

## The Six Great Lands

Strategic use of the different firepowers is the key to re-conquering each of the six Lands of Mistral. Each land is ruled by a huge boss, who you must defeat to make the land peaceful again. During your highly dangerous journey, you'll encounter volcanoes, underground caverns, air fortresses, and even an underwater abyss. Only after you have neutralized the six lands can you enter the seventh and final land, where Zaggar awaits your arrival. If you think you've seen intensity in the previous levels, just wait 'til you get to the big Z!



**PROTIP:** Run along the ground when you encounter huge flames.



**PROTIP:** Hang back and bomb this Underwater Level nasty before he uses his deadly bubbles.



**PROTIP:** If you run out of Bombs while fighting a boss, fly up to its weak point and hit it at close range. It produces maximum damage!

## Thunder & Lightning

Lords of Thunder definitely surpasses its predecessor, Gate of Thunder. The graphics are fantastic and eye-catching, while character sprites are sharp and distinguishable from the backgrounds. Each game stage is full of multi-horizontal scrolling with lots of detail in the drop-dead, beautiful, background graphics. As for the music, it Lords over the best hard rock soundtrack found in any CD-ROM title to date. The game's adjustable challenge levels and heavy action will make trigger fingers everywhere itchy for hours of adrenaline-filled excitement. Lords of Thunder deserves thunderous applause! Get ready to rumble with the High Court.

### Lords of Thunder by Turbo Technologies

Graphics	Sound	Control	FunFactor	Challenge
				<b>ADJ.</b>
5.0	5.0	5.0	5.0	Adjustable

\$49.99  
Available now

One Player  
Action/ArCADE Shooter

# TURBOCHIP PRO REVIEW



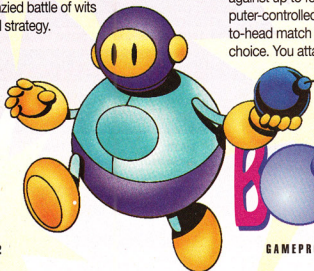
By Otter Matic

Five's company and all's fair in Bomberman '93. TTI teaches an old game new tricks in a sequel to their Bomberman TurboChip. The game includes an exciting list of enhancements that make game play so addicting that the box should be labelled with a warning for folks who are prone to game dependency.

## Playing with Fire

Bomberman's game play is very simple. You use an over-head view to move your cute little asbestos-clad Bomberman up, down, left, and right through a two-dimensional Pac-Man type maze. As the name implies, your character sets down Bombs that explode boulders and other Bombermen within range.

One of the coolest new features of Bomberman '93 is the multitude of items that you pick up after blowing up boulders. Better scurry for 'em, 'cuz you won't survive long without 'em! Your Bomberman can only set off one Bomb at a time unless you find a Multibomb icon. In addition to the Multibomb, you can also grab Fire Power to increase your Bombs' blast range; Line Bombs, which enable you to lay an unlimited number of Bombs in a row until you reach a boulder, another Bomberman, or a Bomb; and Bomb Kicks, which give you the ability to boot bombs around. With all of these moves at a Bomberman's disposal, the game is a frenzied battle of wits and strategy.



**PRO TIP:** To stay alive in the Battle Game, only move when you have to.



**PRO TIP:** Beware of chain reactions! If a Bomb explodes and another Bomb is within range, it will also explode.

## Loads of Modes

Play Bomberman '93 in Normal Game, Battle Game, or Versus Game modes. Normal Game is a single-player mode that pits you against an evil Bomberman and his six cronies through six unique planets (eight levels each plus a boss level). To reach the next stage, you must destroy all the enemy characters within the time limit. Normal Game mode features some cool power-up items that aren't in the other modes—a Flameproof Suit that lasts 20 seconds, a Remote Control Bomb detonator, and a Bomb Pass that enables your Bomberman to float over Bombs that would normally block his path.

In Battle Game mode, you can play against up to four other human or computer-controlled Bombermen in a head-to-head match on the battlefield of your choice. You attack each other with Bombs, and the lone survivor is the winner. If

you've got a TurboTap and some extra TurboPads, go for this mode.

Versus Mode is a two-player version of Battle Mode. It's especially designed for two TurboExpress players who are linked by a communication cable.



**PRO TIP:** To blow up opponents on playing fields that include warp holes, constantly lay bombs next to the warp hole. You'll eventually destroy an unsuspecting warp hole traveler.





**PRO TIP:** Stay away from infected Bombermen. Once an opponent touches a Skull Icon and flashes white, he can infect you with his disease by touching your Bomberman.

## An Explosive Situation

If you check out the GamePro Rating scale, you'll notice that Bomberman '93's graphics and sound aren't too explosive. Don't let the bad scores fool ya, though. Bomberman '93 is one hot game! Bomberman's mix of immediacy and strategy is what makes it so addictive.

If you're a fan of the original Bomberman game, this version will knock your socks off. If you haven't played Bomberman before, it's high time you did. It's a great way to separate the Bomberman from the Bomberboys.

### Bomberman '93 by Turbo Technologies

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.0	3.0	5.0	5.0	Adjustable

\$49.95  
Available March  
Strategy

Five Players  
Passwords  
TurboExpress mode

# BOMBERMAN '93





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DEFEND HUMAN HIDEOUT  
PENETRATE SKYNET  
ENTER TIME FIELD**

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PROTECT JOHN CONNOR  
DESTROY CYBERDYNE  
TERMINATE MIMETIC  
POLYALLOY T-1000  
PREVENT JUDGMENT DAY**

➤➤ **WEAPONS - SELECT**  
 >>> RAPID FIRE MACHINE GUN  
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 >>> 10 GAUGE SHOTGUN  
 >>> M-79 GRENADE LAUNCHER

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SPECIAL  
FEATURE

# FULL TILT TANGO

Listen up y'all, the days of waitin' for yer local arcade to stock the latest pins are fading faster than grandma's curtains. You can catch all the thrills and chills of pinball excitement on that there TV tube o' yours. Check out two of the hottest home pins ever to roll silver on the screen, and then hang around for Four On The Floor (our peek at some good ol' fashioned arcade pins). So sit a spell, have a chaw, and let yer flippers fly.

## CRÛE BALL



By Scary Larry

Heads up, headbangers! Here's your chance to thrash with the Crüe. They're in your town with a massive metal pinball explosion, just waiting to rock on with you. Keep those fingers loose, because this pinball machine is merciless.

### Motley Mayhem

Crüe Ball by Electronic Arts is a one- to four-player pinball smash-'em-up that definitely keeps your fingers twitching. You and the Crüe are in a fight for your right to party, but your opponents, unfortunately, are not metal maniacs! You need to defeat the spirit of Anti-Metal, the evil Mr. Gore. What's the Crüe to do? That's right...totally annihilate anything that comes between you and your music.

There are nine thumb-bustin', rock 'n' roll raving levels of action that require hands steadier than a speed-metal guitarist. You advance through these levels on a pinball machine that covers three screens. Knock down the letters in the

middle screen, then move to the top of the screen and break the Wall behind Craig, the gatekeeper. When you hit the volume knob behind the Wall, it's way-cool time, dude. Keep your cool though, because it's not like there's nothing between the flippers and the finale - the opponent list reads like a graveyard ball. There's Dread Heads, Sister Twisters, and Beethoven Dudes. You get four balls, a couple of flippers, and the spirit of Heavy Metal behind you. Pretty even odds, if you ask me.

Control of this game is Crüe easy. Your direction pad controls your left flipper, and your C button controls your right. You can even jiggle the machine with the B button, and use A to unlock your ball.

### Tall, Dark, and Crüe-some

The graphics in this game are awesome by any standard. Every sprite is just large enough to catch your eye, but too small to distract you. You'll need that Crüe-damaged attention span because this game is faster than a Billboard bullet.

Does anything need to be mentioned concerning sound? Okay. The sound is Crüe-some! There's even a music demo where you can hear such Crüe staples as "Dr. Feelgood," "Home Sweet Home," and "Live Wire." Not enough, my metal monsieurs? Well check out the titanium tunes by Brian Schmidt, whose company, Schmidt Entertainment Technologies, does sound consulting for Electronic Arts as well as other arcade and pinball companies in the U.S. and abroad. Needless to say, the other sound effects are also in-Crüe-dible.

### Dr. FeelGood Will See You Now

This game has enough chills and thrills for even the most die-hard Perry Como fans. You'll snap those fingers and tap



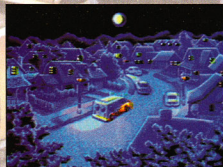
**PRO TIP:** Want to see the Bonus Round? You gotta jump the ramp that appears when you knock down the R-O-C-K R-O-L-L gates and the J-U-M-P R-A-M-P gates.



**PRO TIP:** Even if it looks like your ball's headed straight for the middle of the flippers, flip on, dude, and crank that B button. The motion should get the ball back into play.



**PRO TIP:** You get an extra ball for destroying a Craig, so keep that sucker at the top screen for as long as you can.







**No one appreciates late-night, straight from the van to the room, headbanging, metal mayhem. If only they understood...**

those feet as you bite your lip in anticipation of making that triple-move, up the ramp super move. Your challenge is a tough one, especially in the higher levels,

where the Wall is guarded heavily. As they say, practice makes perfect. If you want to make the band, you better start with those flippers, son.

**Crüe Ball: Heavy Metal Pinball**  
by Electronic Arts

Graphics	Sound	Control	FunFactor	Challenge
				<b>ADV.</b>
5.0	5.0	5.0	5.0	Advanced
\$49.99	Pinball			
8 megs	Four players			
Available now	Extra balls for high			

Each bonus stage represents an entirely different playing field and type of game play. For example, warp 45,000 years into the past and play a game of neanderthal golf for the chance to win an extra ball. Another warp is set 63 years in the future on an orbiting Mars colony that's under construction. To help build you must tilt horizontal beams to steer the balls into an extra ball pocket. Sometimes, you accidentally warp to another dimension. That's called a Warp Miss, but you still have a chance to rack up a load of bonus points.

sound effects and electric piano-style tunes really bite the silver ball.



**PRO TIP:** To keep your ball from falling to the screen below, hit the Rescue targets that will safely spring your ball back into play.

**Such a Supple Wrist**

Time Cruise's controls are pretty simple to master. You can move each flipper and nudge the table to the right or left. To simulate real pinball control a bit more accurately, there's even an option to control the game using three Turbo Pads instead of one.

# TIME CRUISE



**By Otter Matic**

Combining time travel with a pinball game seems a bit farfetched, but TTI and the programmers at Face did an incredibly wonderful job of mixing these two elements to create Time Cruise. Time Cruise shows that the TurboGrafx-16 and Turbo Duo can indeed display many intricately detailed sprites on the screen at high speeds.

**A Quantum Leap**

Time Cruise's main action happens with an overhead-view of an unconventionally shaped pinball table that is three screens tall in the center and two screens wide on each side. On the table are a number of targets including rows of lights that spell out "Time" and "Cruise." Each time you light a group of targets, you receive a load of points. In some cases, you can increase your bonus factor up to eight times. All the obstacles and flashing lights of a real pinball game are here, and the playing field quickly scrolls vertically and horizontally to keep your ball in the center of the screen.

Time Cruise takes a timely departure from other video pins with its time-travel mode. There are five strategically-placed time warps on the table that are activated by hitting their corresponding time-travel switches and landing the ball in the center of the time-travel mechanism. At any time you can activate a switch and warp to one of six bonus stages set in various time periods.

**Ain't Seen Nothing Like It**

The graphics in Time Cruise are superb. The intricate table designs and the impressive shading and coloring of sprites on the bonus stages rank this 'Chip's graphics at the top of its class. You've constantly bombarded with cool effects including an eye-popping rotational feat when you make a high score.



**PRO TIP:** To avoid losing your ball, try to keep it on the upper screens of the board.



**PRO TIP:** To increase your bonus factor on the prehistoric sea floor stage, strategically hold the ball by keeping one of the flippers up, and then launch the ball when you see the bonus factor shellfish scroll by.

**Can't Hear No Buzzers or Bells**

Unfortunately, Time Cruise's zowie graphics aren't accompanied by killer sound or music. In fact, the wimpy







Check out the graphics on this bonus stage!

**Pinball Wizard**

This cart rolls the excitement of a killer pinball game and the patience of some puzzling bonus stages into one good game. It doesn't pack-in the auditory onslaught that you'll find in Crüe Ball, but the other super aspects of the game make it a blast to play. Turbo players who have any interest in pinball must get this cart. Take this pin for a spin.

**Time Cruise by TTI**

Graphics	Sound	Control	FunFactor	Challenge
				<b>INT.</b>
5.0	1.5	5.0	5.0	Intermediate
\$49.95	One Player			
Available now	3-pad control			
Pinball				

SPECIAL  
FEATURE

# FOUR ON THE FLOOR!

To keep up with high-falutin' video gaming, pinball machine companies are usin' some really neat-o thangs, such as the Dot Matrix Video Display found on some of the newer machines. Pinball machines are making a steady comeback in the arcade, and these next four pins are the cream of the crop.



## Doctor Who

After thirty years of television air time, Doctor Who has found an even greater arena of hostility: the Pinball Machine! Doctor Who by Data East has all the earmarks of success. It contains a multi-level mini-playfield Time Expander, where you can lock up to two balls. This exposes a second level, where you must thrash several targets. Once you've blistered your thumbs on that, a third level rises to reveal three doors and a Multi-ball area, where scores and jackpots can total up to 300 million points! You can also play a full-scale, Dot Matrix, side-scrolling video game that features wave after wave of enemies. Dr. Who is in and ready for his next patient.

**Doctor Who by Bally/Midway  
Manufacturing Company**

## Al's Garage Band Goes on a World Tour

Take Al and his Band on tour and be the first to be there when he goes Big Time! This monster maniac of metal should keep those guitar fingers busy. Eh, what's that? Can't hear me? That's because Al's ear-splitting, rock-a-thon, pinball jam is cranked to the max, dude. First try your luck at the CD Skill Shot, and that ain't even the beginning. Hit the Loop Shot to

send Al's band from city to city. Strum the guitar neck by shooting the Metal Monster Ball Popper. The awesome Feed Back Kicker screams you into the Guitar Mix Lane! In the Video Mode, rock on dudes and dude-ettes, and help Al get from garage to glory! You can even bang out a massive drum solo on the Video Mode.

**Al's Garage Band Goes on a World Tour  
by Alvin G. & Co.**



### White Water

White Water is a wet and wild ride that should keep flipper jockeys drenched. This brand-spanking new release by Williams showcases some Mountain cool features like "Insanity Falls," the "Whirlpool," and the "Big Foot Hot Foot." To make the Skill Shot, you shoot your plunger to the upper flippers, then into Insanity Falls. Shoot two Big Foot targets to distract Big Foot, then hit Big Foot's cave for a Jackpot. Also, shoot Insanity Falls to earn the flashing Boulder Garden feature. If you spell out R-I-V-E-R, you'll advance bonus multipliers. If you don't get your feet wet with this one, you could be the biggest drip in town.

**White Water**  
by Williams Electronic Games, Inc.



### Lethal Weapon 3

The box office blockbuster that made Mel Gibson an Australian Adonis now shares an equal amount of time between the flippers of this outstanding pin. Lethal Weapon 3 by Data East is a rock 'em, sock 'em, cop shoot that burns ramps faster than the Highway Patrol. Your pin shooter comes equipped with a gun handle, which you'll need in the full-view, Dot Matrix Display. You can pop the pin and try your luck at three Video modes, including a one-on-one showdown, a street fighting mode, and a crime simulator. With music from ZZ Top and C&C Music Factory, this game's definitely a pin that's Mel-bound!

**Lethal weapon 3 by Data East**



# **Pictured:**

His name is Howard Peay. (It's pronounced *Pea*, like in *Peanut Butter Sandwich*.) But, you can call him *Mr. Peay*.

## **The head money guy**

He's the top bean-counter at Sega. What does that mean? He takes care of the cash. He makes sure we stay

## **at Sega,**

in business. And now, (wake up this is the part you care about) he's giving away games. If you buy two of the

## **with the only thing**

Sega™ Genesis™ games on his coupon, he'll give you one more for *free*. This is a big moment for Mr. Peay. The whole

## **he ever**

coupon thing was his idea. Just look at him, he's really proud of it. Okay, that's enough. Go get the scissors.

## **designed.**





# FATAL FURY

The Battle of Destiny

By Scary Larry



There's a new fighting game in Japan that's hit the Super Famicom with a fury. It's Fatal Fury by Takara. It's a pretty good beat-em-up that runs along some well-travelled game play lines, but adds gorgeous back-grounds and smooth fighting action.



Joe Higashi whips up some wind action and blows away his opponents.



Terry Bogard is just a good ol' boy who lays down some pyro power when he's in a jam.

## Kings of Pain

Fatal Fury is a one- or two-player, side-scrolling, punch-out that's a lean and mean clone of Street Fighter II. You can pick either Terry Bogard, his brother Andy

Bogard, or Joe Higashi in an all-out competition for the King of Fighters crown. You can play against a friend. However, in a curious options twist, the first fighter can only choose to play one out of three fighters, while the second fighter can control any one of the 11 fighters, including the bosses. Each fighter comes with his compliment of super moves, including Fire Tricks, Spin Kicks, and Mini-Tornado licks. You can practice your moves on an array of opponents, such as a boxer, a wrestler, a martial arts master, and more. Each opponent has their own special moves. Hmmm...sounds familiar...



Andy spins like the Wheel of Misfortune, and you better watch out where he lands.



Tung Fu Rue may seem like a harmless old man, but he possesses the ability to transform himself into a beefy, young, killer.



Billy Kane's stick does most of his dirty work. When it spins, he's invincible.

The sprites are fairly large, well-animated, and fast. The action doesn't slow down a bit, and the backgrounds are great-looking. Take your pick of scenery:

a day at the beach, a pirate punch-fest, the subway, an amusement park, or other fighting frontiers.



Watch for Richard Meyer's rafter-hanging foot stomp. The minute you see him go for the stomp, it's either crouch or ouch.

## Furious Fun

If you like your games to be brutal, Fatal Fury is for you. The Super Famicom version (a remake of the Neo-Geo version) is done with great attention to detail and faithful fighting game play. Hopefully, you won't have to wait long before this is ported over for your SNES. Until then, keep those thumbs loose, 'cuz you never know when you're going to run into someone with a Fatal attraction for you.

Fatal Fury: The Battle of Destiny  
by Takara Amusement

# STREET FIGHTER II MULTIPLIES



By Captain Pachinko

Street Fighter II is one of the hottest games for the Super NES ever. Some pundits have even said that it's kept the SNES in the fight against the worthy Sega Genesis.

Nintendo die-hards scoffed at the idea that this big money game would ever see the light of day on another system. They tried their best to keep it from happening. They whined, they cried, they threatened.

It happened anyway. It's official, Street Fighter II is coming soon to the two "other" systems in Japan. The Sega Mega CD and the NEC P.C. Engine will both get versions of this incredible game



early in '94! The Mega CD version will mirror the Street Fighter II: Champion Edition, while the P.C. Engine game will be based on the original Street Fighter II.

### Sega's Alright for Fighting

Sega's been dreaming dreams of Street Fighter, too. If this game is released in the U.S. in a timely fashion, it could push system sales into the stratosphere! Now the Street Fighter champ, Capcom, the last of the big original NES software developers to hold out from Sega games (Konami and Acclaim have long since jumped ship), is committed.

Capcom reportedly has added many enhancements not found in the Super NES version. The backgrounds are more detailed and the animation is smoother. They've even put back frames of character animation found in the arcade game that are missing in the SNES version. Naturally, the intermission between fights are embellished with CD voice and animation. Some Championship Edition Turbo moves may also be included.

### Controlling the Streets

Capcom is also reportedly mulling over a decision on whether to produce a nine-pin digital (MegaDrive-type) version of their custom Street Fighter joystick or invest in a DSP adapter box to connect with the Super Famicom version. Either way, SFII Genesis fans can rest assured that they won't be stuck with three buttons, because Sega also has its sights set on a Street Fighter controller (tentatively called the "Mark II").

The Sega unit will feature a second row of buttons (labeled "X," "Y," and "Z") underneath the current A-B-C setup. The controller will be better for Street Fighter II than the Super Famicom pad, because the button alignment is closer to the arcade machine's configuration. Future Sega games, like *Mortal Kombat*, *Arabian Fight*, and various flight simulators, will also support this controller.

### A Japanese Debut

The Mega CD version of Street Fighter II: Champion Edition will be available in Japan for the Sega Mega CD early in the second quarter of '93. At press time, Sega of America was mum on the topic.



### Street Fighter Turbo Duo

Although a Super CD version of Street Fighter II under the guise of Fighting Street II ("Fighting Street" was Street Fighter's original name) has been rumored for some time, NEC Avenue Software has finally announced the game, and it's not on CD!

Reportedly, NEC Avenue programmers felt that they couldn't do Street Fighter II "right" on the Super CD, simply because the system's 256K RAM buffer is much too small for the task. Consequently, they're using a new high-capacity, HuCard technology to produce the game on a massive 20-megabit TurboChip! How can they do an accurate reproduction of Street Fighter II on an 8-bit machine? How could it be as good, let alone better, than the awesome 16-bit Super Famicom (SNES) version?

The answer is simple. The P.C. Engine is an older machine, but able programmers can make it perform most of the 16-bit tricks through software that the Super Famicom and the MegaDrive do in hardware. Also, the special 20-meg TurboChip will hold four megs of system memory.

NEC Avenue insists that the game will be better than the Super Famicom version. (Pssst. Don't worry, Avenue folks, Street Fighters everywhere will let you know instantly if it ain't!) However, they al-

ready cop to a significant loss in music and sound quality, and gamers shouldn't expect that cool "warped" multi-scrolling found in the SNES and arcade versions. On the other hand, the characters and the backgrounds will be more colorful and have smoother animation.

To give the game added punch, NEC is rumored to be releasing a new six-button controller, which will be compatible with the regular two-button pad as well as the three-button NEC Avenue Pad 3.

Expect Fighting Street II to be out during the first quarter of '94. No word on a U.S. release yet, but Turbo Technologies Inc. must be salivating.

### Dance in the Streets

You just can't keep a good game down. Let's hope both versions reach the U.S. soon.



By Buck Ingham

England may be the size of your state (or smaller), but it's no slouch when it comes to gaming. What else are the Brits to do on those frequent rainy days. Take a look at what's happening across the Atlantic

### Burn, Baby, Burn

Crank up the tunes. That's what they're doing in England. Video game music has taken on a whole new twist. In fact, you can do the twist to some new songs coming out, which are based on video games. "Tetris" by Dr. Spin and "Super Mario World" by MC Mario have been sailing in the Top Ten charts for several months. Not to be outdone, that famous Hedgehog will be dancin' his way up the disco scale with a song called "Hedgehog With an Attitude." Having started out in the record business, Virgin is also returning to it in a round about way. They too are

Continued on page 152.

coming out with cool tunes on CD from their Dune and Mega-lo-Mania games.

To really keep your booty shakin', the hip image surrounding Sega in Britain has branched out into an underground Sonic The Hedgehog dance club in London, where you can dance the night away, that is if you can find it. Looks like video games are definitely not just for kids anymore.

## Brit Bits

### Sega Overseas

Speaking of that speedy critter, Sonic The Hedgehog 2 for the MegaDrive seems immune to the increasingly bad recession hitting Europe at the moment.



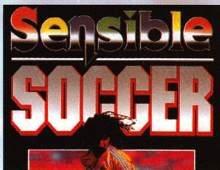
He's sped his way through homes across England in his latest sequel. According to recent English reports in the UK, Sonic's zoomed past those infamous plumber brothers in popularity. In fact, Sega is sending an extra 250,000 Sonic The Hedgehog 2 carts to England just to keep up with the growing British video game market, which is estimated at 700 million British pounds in 1992. That equals over a billion US dollars!

### Virgin

If you're a sci-fi fanatic, you be glad to know that Frank Herbert's Dune and Dune II will be boggling to Genesis shores soon. From what we've seen of Dune, this extremely colorful game is along the lines of Populous, but with much more action, complex game play, fantastic graphics, and excellent music.

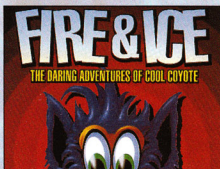
### Renegade

Most Renegade products in the states fall under various labels, and a couple of their creations will dock on U.S. shores this year. One of the hottest Amiga titles in England (Amigas still being very popular over there), Sensible Soccer, is out for



*Sensible Soccer.*

the MegaDrive and should be coming over to the states this summer. Expect to see a lot of fast-paced ball-passing with real teams and players from around the world. You're not limited to the computer's team selection; you can mix and match your team players and even their uniform colors.



*Cool Coyote.*

Another title that runs hot and cold is Fire and Ice. As Cool Coyote, you have to make a multi-scrolling, platform-to-platform, hoppin' journey from the Arctic to your natural terrain, the desert. Armed with only an Ice Ball, You have to freeze out all kinds of nasties. However, as it gets warmer your ammunition dissolves more quickly. Keep on your toes, or you'll find yourself dog meat.

### TecMagik

Although mainly a Master System game maker, TecMagik hasn't ignored the 16-bit systems. Andre Agassi was their first foray into the Genesis/MegaDrive market and they'll be striking again soon with that lovable cat and canary duo, Sylvester and Tweety in Cagey Capers. Look for the cart to come out sometime in the Spring of '93. TecMagik's also working on two other "secret" big name games for the Genesis.

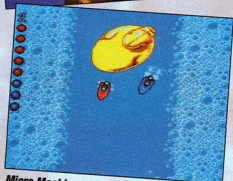
### U.S. Gold

Although it's a small company over here, U.S. Gold is a giant in Britain. Its Birmingham facility is a main distribution center

for most of the British game companies and operates out of huge warehouses. In addition to its distribution duties, U.S. Gold is churning out innovative titles, such as Flashback. You can expect to see Flashback 2 possibly by the end of '93, but don't hold your breath. Innovative games such as these take many man hours to produce. Also, look for U.S. Gold's first foray into the SNES market later this spring.

### Code Masters

Along with their new hardware device, the Aladdin (see GamePro, February '93), Code Masters, linked with Canada's Camerica, will jump from the NES to the Genesis. Their first two games are Micro Machines and The Fantastic Adventures of Dizzy.



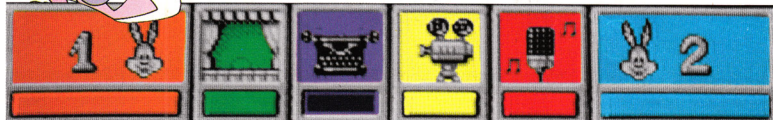
*Micro Machines.*

Micro Machines puts you in the hot seats of sports cars, Formula One cars, power boats, combat tanks, dune buggies, and helicopters, just to name a few. Race across 27 tracks found in the most unusual places.

Although he hasn't quite caught on in the States, Britain's favorite video egghead is moving on up to 16-bit in The Fantastic Adventures of Dizzy. Just for yolks, roll around with His Humptyness on the Genesis.



# CREATE YOUR OWN CARTOONS.



1

The cartoon world's wildest characters are at your command! With Tiny Toon Adventures Cartoon Workshop for the NES™ you can make your own animated shows up to five minutes long, then save them on video with your VCR. It's

easy and fun,  
here's how  
it's done.

2

1) Choose a character like Babs Bunny, Buster Bunny, Plucky Duck, or Furrball and select from a wide assortment of hilarious pre-drawn action moves and props.

2) Pick a favorite Toonster scene like Acme Looniversity or the Desert World.

3) Give your stars some wacky one-liners.

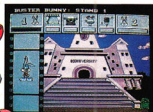
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4) Then it's "Roll 'em!" for a preview of your cartoon creation. You can also make any changes you want.

5) Liven up the action with pre-recorded music and sound effects.

6) Put another character in the scene if you want. You're the director so holler "Lights! Camera! Action!" and make your own mark on show business!

6

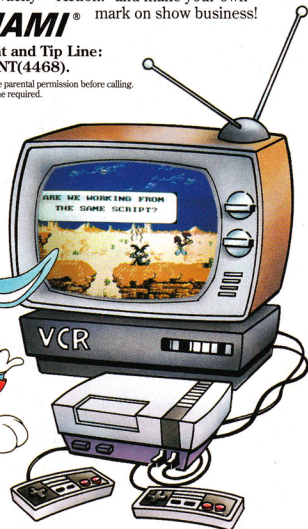
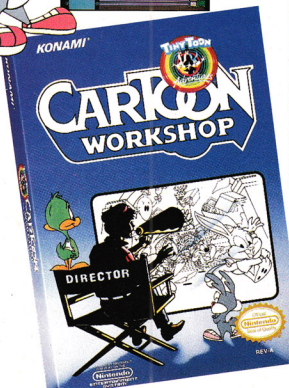


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Touch-tone phone required.



## Jaguar Cashes in on Your Sega CD

Jaguar  
XJ220



By Otter Matic

It's coveted by many but owned by few. The Jaguar XJ220 automobile is as sleek, fast, and powerful as its counterpart in the animal kingdom. JVC now gives you the option of bringing a spinning silver replica of this automotive wonder into your living room. Jaguar XJ220 is an excellent, behind-the-car-view, driving game with three modes of play, plenty of options, and even a way to create your own tracks.

### Ways to Play

You can drive a Jaguar XJ220 in Grand Prix, World Tour, or Free Practice Mode. In Grand Prix, you race against 10 of the top racing teams in the world on a 16-course tire tango. The sooner you reach the finish line, the more money you'll collect. The game's over when you run out of money or conquer all 16 courses.

In World Tour, you race on the same 16 courses, but this time you get to choose the location of each race. Each time you choose a new race, you'll incur a travel cost that varies depending on the distance from the country where you last raced to the new one. To help you grapple with this economic puzzle, the game provides you with a Financial Advisor. After each race, you must fix the wear and tear on your car in the Repair Shop. Free Practice mode lets you race on a test drive, with or without a teammate, through one of 32 race courses.



**PROTIP:** In World Tour Mode, always follow your Financial Advisor's suggestions.



**PROTIP:** Be frugal in the Repair Shop by only fixing parts that are colored red. If it's yellow, let it mellow.

### Teamwork

Unlike most racing carts, this one features two-car racing teams. In the single-player mode, it's you plus a computer-controlled teammate. In the two-player mode, you and a friend team up as Team Jaguar to bum past some of the most notable teams in the world. Your overall score is computed by using the composite score of your team, so you'll want to choose your teammate wisely.



**PROTIP:** When you take a tight turn, don't drive on the shoulder or you'll lose traction and slide across the road.

### Kit Car

If you get tired of the 32 courses offered by the game, you can choose Track Editor from the Main Game Menu and design your own course. You can create hills, turns, or tunnels, plus pepper the shoulders of the course with objects of your choice, including signs, farm workers, spectators, and numerous types of shrubs and trees. The Track Editor Option is a cool feature that can really lengthen the life of this game.



**PROTIP:** Don't crash into the other player in two-player mode. Remember, it's a team effort.

**A Treat for Ears and Eyes**  
Jaguar XJ220 sports the best graphics and sound of any racing game available for the Genesis. One look, and you'll agree that this car's scrolling is as smooth as it gets. The Repair Shop sports a beautifully colored and animat-

ed sequence that really struts the Sega CD's stuff. Speaking of CD, before you meddle with the pedals you get to choose your tunes from the in-dash CD player. The music loops too quickly, but the sound quality is awesome!

As far as racing on your Genesis or Sega CD goes, Jaguar is at the top of its class. With exhilarating graphics and sound, a split-screen two-player mode, a Track Editor, and an interesting money-oriented goal, this Sega

CD will make your head spin. This cat's in pole position.

Jaguar XJ220 by JVC				
Graphics	Sound	Control	Fair play	Challenge
5.0	4.5	5.0	4.5	Mistake
\$49.95		Two Players simultaneous		
Racing		Battery save		
		Track editor		

## EA Challenges Genesis Drivers

### Lotus Turbo Challenge



By Otter Matic

Put on your Sunday best because you'll want to look sharp behind the wheel of a Lotus sports car, one of the most stylish and well-crafted vehicles in the automobile industry. Lotus Turbo Challenge by Electronic Arts is a no frills racing game that pits you against a fast-moving time clock that doesn't allow for mistakes. The high level of challenge may frustrate would-be video asphalt animals, but ace racers will rise to the occasion and be rewarded for their skill.

#### Choose Your Model

You drive either a Lotus Turbo Esprit or a Lotus Elán. The Elán has better handling, while the Turbo Esprit has a higher top speed. The car automatically chooses the most appropriate car for the race based on terrain type and weather conditions. The game also offers a satisfactory list of options, including a split-screen, two-player mode; Manual or Automatic Transmission, and customizable controls. Even with all that under your seatbelt, the only things that matter are your car, the road, and the clock.



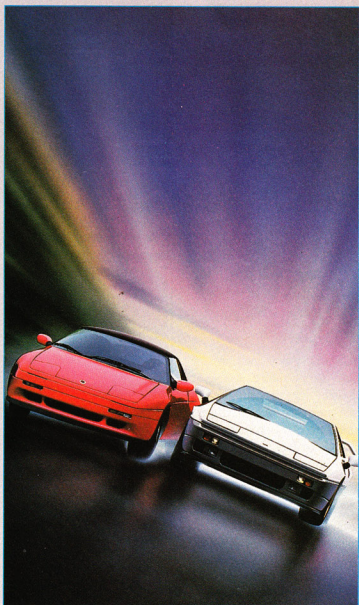
**PROTIP:** If you're just starting out, use the Automatic Transmission. For more control over acceleration and deceleration, learn how to use the five-on-the-floor Manual Transmission.

#### Green Light, Hold Tight!

Lotus Turbo Challenge features a behind-the-vehicle point-of-view that puts you as close to the road as possible without the street burns. Each of the eight tracks consist of serpentine road segments, separated by four to nine checkpoints. The "Challenge" in Lotus Turbo Challenge is to reach each checkpoint in the allotted time. If you make any mistakes, it's nearly impossible to reach a checkpoint in time. You must avoid hitting stationary objects, colliding with other cars, or driving on the shoulder of the road.



**PROTIP:** To jump over puddles and opponents, drive over logs on the first track.



**PROTIP:** Breeze through sharp turns by starting the turn the instant you see the signs with the arrows on them.

Since this is a race against time, you won't have to keep tabs on your car's position in relation to other drivers on the track. Make it to all the checkpoints, and you graduate to the next track and earn a password.

#### Don't Blink

With no sound effects or music to speak of, this cart speeds up with

Continued on page 156.

Continued from page 155.

great, smooth graphics. There is enough detail to satisfy even the video racer precision. Lotus Turbo Challenge is the first racing cart for the Genesis that scrolls as smoothly as Top Gear for the SNES (see ProReview, May '92). Realistic special effects for weather conditions (fog, snow, and thunderstorms) will keep you in the driver's seat for many hours. With each new track you drive comes new terrain-specific scenery that will make you put the brakes on, such as tumbleweeds

on the Desert track, cross traffic trucks on the Interstate track, and log jumps on the Marsh track.

Because of the Lotus license, the game doesn't contain any spectacular crashing scenes. For



**PROTIP:** Some turns are too sharp to take at full speed, so you'll need to downshift.

veteran video racers, the lack of mangled steel and glass may seem like a gaping hole. Once you get into this game, however, you'll realize that it's a "civilized" drive that doesn't rely on cheap thrills.

### Twin Turbo

Lotus Turbo Challenge really shines in two-player mode. The head-to-head, split-screen action is so intense that you'll need to take a breather to cool your engines.

### Premium Stock

Lotus Turbo Challenge, like some of the finest sports cars, comes stock with just the necessities and

doesn't waste your time with superfluous features. Eight unique tracks, one tough time clock, and a two-player mode that really kicks some bumper make this cart worth a test drive. Once you try it, you'll never settle for anything less.

Lotus Turbo Challenge by Electronic Arts				
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	5.0	4.5	4.5
\$49.99	8 megs	Available now	Racing Two Players	ADV. Passwords

## Cyber Spin: Give Me A Brake

### Cyber Spin



By Scary Larry

Hang on to your helmets, and strap yourself in for a spinning, dizzying race that is sure to leave you queasy and uneasy. Takara makes tracks with their new overhead-view racing game, Cyber Spin for the SNES.

### Go Speed Racer

Cyber Spin is a one-player, racing game that moves and grooves but ultimately stalls. You play Chuck "Chase" Davis, a 17-year-old who wants world recognition of his driving skills. Sliding behind the wheel of the Cyber Car (the racing vehicle of the future), you take your dream to 10 different locales against seven other drivers. The Cyber Car's top speed is 384 km/h, but that just ain't gonna cut it in this race. Luckily, you also get Turbo Speed. A power gauge in the upper right corner of the screen lets you know how much juice is left in the tank. But watch out, because your power decreases when you

get hit or spin out. To tank up on a power refill, just pull into the pit.



**PROTIP:** Don't waste precious Turbo power on the first and second laps in the qualifying round. Only the third lap qualifies you for the other races.



**PROTIP:** As soon as you see the turn markers, hang into the curve just a little bit.

### Spins and Outs

Cyber Spin looks as smooth as a Lamborghini with sleek graphics, smooth scrolling, and absolutely no slowdown. The sounds are basic tire screeches and engine roars, while the music is standard pit disco. Control of the car is tricky, as can be expected with

high speed cars. You may find yourself kicking in the carburetor a few times in frustration. The game is challenging, perhaps a little on the unfair side. Just when

you think you have the upper hand on the steering wheel, the computer lets a driver blindside you and knock you down a few positions in the race.



**PROTIP:** After a spin out, release all buttons and use small bursts of power to extricate yourself from the grassy shoulders along the raceway. If you try to speed out, you'll career off the walls.

### Spinster

Cyber Spin is for hard-core speed demons who have the skill of a pro and the patience of an angel. If you decide to take this for a spin, pack your Dramamine, 'cuz you may find yourself going in circles.

Cyber Spin by Takara				
Graphics	Sound	Control	FunFactor	Challenge
4.0	2.5	2.0	3.0	3.0
\$54.99	4 megs	Available now	Racer One Player	ADV. Passwords

# A PGA Tour De Force

## PGA Tour Golf II



By Colorful  
Commentator

Even as the real-life Professional Golfers' Association prepares to get into the swing of things in '93, Electronic Arts beats the pros to the greens – the electronic greens. PGA Tour Golf II tees off with superb (but familiar) game play, three new courses, a few fringe improvements, and new features.

### PGA Plays with the Pros

As in PGA Tour Golf I, you and up to three opposing duffers (either computer or human) can take shots on the driving range, play a practice round, or play a four-round PGA tournament. New is the Skins game format that pays cold cash for each hole won. Better polish those irons, though, because 60 of the PGA's finest compete side-by-side with your foursome. During match play, Ron Barr of EA Sports updates you on the competition's progress.

Statistically, PGA checks, balances, and tracks gobs of numbers. A select group of 10 pros are rated for strengths, weaknesses, shot accuracy, and shot distances. The stats impact their performance during game play. Stats are also recorded to battery memory for up to 18 human players, and they include hole-in-ones, money won, skins won, and the number



**PRO TIP:** Reset in the middle of a bad shot, then restore from your last save. In this game, winners always cheat and cheaters always win.

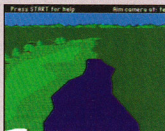
of strokes versus par. The Save Game feature is handy, but you can only save one position at a time.

### A Matter of Courses

Seven accurately-rendered courses are packed into the cart. The three new greens include Southwind (Memphis, TN), Eagle Trace (Coral Springs, FL), and Scottsdale (Scottsdale, AZ). Awesome in visual presentation, each course is recreated with painstaking attention to detail. Water hazards, trees, sand traps, and varying grades of grass are based on the actual course layouts and blueprints.

If you're a golf graphics nut, PGA II puts it in perspectives – lots of 'em! You get a standard behind-the-golfer view, an overhead map of the course, a helicopter's-eye-view flyby sequence, and an all-new Hole

Browser, which enables you to scope out the entire course with a height- and angle-adjustable floating camera. Instant replay shows your sexy shots and horrible lies on videotape.



**Eye spy a water hazard with the Hole Browser.**

Some of the graphics move in fits and starts, but overall the video is top of the line. However, the BallCam from last year's PGA I never made its way to the Genesis – regrettable.

### Gallery Noise

Like the real thing, PGA II's

audio gets polite applause. The comforting background noises include bird chirps, the stroke of the club, and the ball catching the rim of the cup. New audio includes theme music from a real-life golf TV show, "Inside the PGA Tour."

### Similar Strokes

There's not much new under PGA II's game play sun, but that's not necessarily a bad thing. The tried-and-true mercurial power-and-accuracy bar does its duty, and you still get Overswing, Hook, Slice, and the Punch and Chip specialty shots. A new shot angle meter puts draw and fade precision at your fingertips. Strong winds and bad ball lies are still your worst nightmares. On the greens, that wondrous isometric grid for pinpoint putting is unchanged. Few golf carts come close to PGA II's level of control.

Continued on page 158.

Advertisement

**NOW ON GENESIS!**

# JAM IT HOME!

**SEGA GENESIS** **FLYING EDGE** **SEGA**

**PLAY WITH THE PROS!**

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**PRO TIP:** Don't be afraid to use overdrive on par 5s with wide fairways. You'll reach the green, in two and get a chance for an eagle!



**PRO TIP:** Press Down to fully rotate the grid clockwise. It's much easier to judge your putts.

**PRO TIP:** Play it safe when chipping from off the fringe. Try to use the ball's roll to reach the cup instead of trying to land on the cup. You'd rather under hit than over hit.

### No Holes in II

On paper and in play, PGA II is a near-flawless, if only slightly revamped, 8-meg links monster. The added courses, draw/fade meter, and increased stat categories are great, but otherwise it's still the same game. With little or no Genesis competition, PGA II bags the grand prize purse!

**PGA Tour Golf II by Electronic Arts**

Graphics	Sound	Control	FairFactor	Challenge
4.5	4.0	5.0	4.5	4.0

\$59.95  
 8 megs  
 Available now

Sports  
 Four Players  
 Battery back-up

**INT.**



American League). If your team qualifies, there will also be a best-of-seven game play-off and a championship series. The standings are updated after each day's play.



**PRO TIP:** Move your pitcher to one side of the mound. Then throw to the other side of the plate. The batter

usually takes the first two pitches so you can get ahead in the count.

### A Pitcher's Dream

Since Clemens is one of the top pitchers in baseball, you would expect this cart to be geared toward pitchers, and it is. As the manager of your team, you earn your pay trying to establish the best starting rotation. Just like in "The Show," the starting pitchers can't take the mound each game and that's where the calendar schedule comes in. The pitchers need at least three days rest between starts. Also, during the

## Roger Clemens' MVP Baseball has All-Star Potential

### Roger Clemens' MVP Baseball

By **Atlantic Supporter**



3-2-1! Ignition!

We have lift-off. Get ready to blast off with "The Rocket" Roger Clemens. Flying Edge's Roger Clemens' MVP Baseball is the latest version of America's favorite pastime for the Sega Genesis.

If you're a big-league fan, the one drawback to MVP Baseball is that this cart isn't licensed by the Major League Baseball Players' Association. The only Major League star you'll see in this cart is "The Rocket." The other players and teams are about as real as the Chicago Swords, one of the teams on the cart. Don't let that stop you from checking this cart out. It has enough features and options to keep any prospect entertained for hours.

### Pennant Fever

This one- or two-player cart has your two standard lineups: Exhibition and Regular Season. In Exhibition, you take on the computer or a friend in a one-game showdown. In Regular Season, you choose a team to play a full schedule against the other 25 computer teams. This realistic option gives you the opportunity to lead your team to the "Championship Series" and a possible world title against the computer teams.

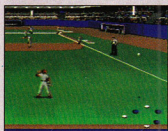
You start out the regular season two games behind the divisional leaders. However, "The Rocket" hasn't left the cupboard totally bare. You've got a dominant bullpen (four batters averaging better than .300) and a Golden Glove outfield. You play three games against each team in your division (for a total of 33 games in the National League and 39 for the



game, a corner screen box gives you the pitch count for your man on the mound – a key stat for any big-league manager. In the field, your players can dive for those hot smashes or leap for a high fly. Unfortunately, your defense is set, so you can't make any adjustments to your field.



**PROTIP:** Mix up your pitches. Don't throw a curve ball or a fastball each time. Even the computer will eventually figure you out, and then it's tatter time.



**PROTIP:** Keep the ball on the outside part of the plate. The computer loves to pull the ball. If you keep it outside, you'll usually get a grounder to either the shortstop or second baseman.

### Going, Going, Gone

The graphics for Roger Clemens' MVP Baseball are pretty cool. Flying Edge, which also published NBA All-Star Challenge and Super High Impact Football, added some nice details to MVP Baseball, such as the batter blowing a bubble while waiting on the pitch. The pitchers' windup and the movement of the players are as lifelike as any cart on the market. The perspectives in this game



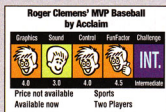
**PROTIP:** When men are on first and third and the ball is hit in the infield, send the runner on third towards

home plate. When the defense throws home, send the runner on first to second. Then, just before the runner reaches home plate, send him back to third. This way everyone's safe and the bases are loaded.

(behind-the-plate, behind-the-field-player, the tag screen, etc.) change faster than Clemens' pitch.

### Diamond Dance Hall

OK, so the music is dugout dull and it's pretty lame that they've only got one stadium in MVP Baseball. The graphics and the Regular Season mode alone, however, are worth the price of admission. Roger Clemens' MVP Baseball deserves at least a few first-place votes this year.



## GamePro Interviews

### Roger Clemens

You'd think after winning three American League Cy Young awards, an American League Most Valuable Player award, and playing in the World Series, that Roger Clemens' children would be pretty impressed with dear ol' Dad! Well, think again! Sure they thought Dad was pretty keen, but what put him over the top was having his own video game.

Clemens, who's only the second three-time Cy Young award winner in the American League, finally hit the big time with kids when Roger Clemens' MVP Baseball hit the stores. The star of Roger Clemens' MVP Baseball, which is now available on the Super NES, Genesis, and

Game Boy, sat down with GamePro and talked about his video game and the game of baseball.

**GP:** What made you decide to lend your name to the game?

**RC:** I'm a big fan of video games, and my kids and I play a lot together. In fact, I think my kids think I'm a bigger hero now that I have my own video games. I also think video games promote friendly competition, test hand/eye skills, and offer baseball fans a unique way of enjoying their favorite sport.

**GP:** What did you contribute to the game?

**RC:** A special section in the game that allows gamers to ask "The Rocker" for tips and hints is an example of the types of playing strategy I supplied. Also, I provided firsthand knowledge about positioning strategies (what players are supposed to do during

Continued on page 160.

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**NOW ON GENESIS!**

# FEEL THE HEAT!

**ROGER CLEMENS' MVP BASEBALL**

SEGA GENESIS FLYING EDGE SEGA

**THE PLAY WITH THE PROS!**

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Continued from page 159.

certain plays, how a Double Play works, etc), and I offered my views on how to make the game as realistic as possible.

**GP:** What is your attraction to video games?

**RC:** They're an entertaining way to spend time together as a family. Playing games allows my wife and I to share a common interest with our children. Besides, they're a lot of fun.

**GP:** Do any of your teammates play your game?

**RC:** We have a lot of guys on the team who love to play video games, especially during long road trips. Now, with Roger Clemens' MVP Baseball available for the portable Game Boy, my teammates and I are never far from a pickup game. I'm going to practice hard over the winter so I won't get beaten at my own game.

**GP:** Have you played the game?

**RC:** Yes, I have. The realism of the Super NES and Genesis versions really gives players the look and feel of being at the ballpark.

**GP:** Is there anything in the game that you'd like to see carried over into professional baseball?

**RC:** I think these games capture the true essence of pro ball, but one thing I would like to see carried over into baseball is a reset button. It would be especially helpful after I give up a home run.

**GP:** Have you received any offers to do other video games?

**RC:** Not at the present time. If there were, they'd have to beat Acclaim. I think Acclaim has done a super job of bringing my favorite sport to popular gaming systems.

**GP:** Any plans for a Roger Clemens' MVP Baseball 2?

**RC:** The game has really been a hit on the Nintendo, the Super NES and the Genesis, so it's not entirely out of the question.

**GP:** Any predictions for the Red Sox this year?

**RC:** There are going to be some changes in the Red Sox from last year. There were a lot of great players on the free-agent market, and we picked up a couple, like Andre Dawson. I'm really looking forward to this year. I think we've got a competitive team, and we're looking to win the AL East and to the World Series. That's our goal every year.

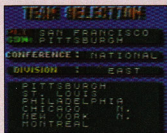
# A True Player's Game

PREVIEW

## The Majors Pro Baseball Game Gear

By Otter Matic

Tired of playing around on the minor leagues of hand-held baseball? Pretty soon, you'll be able to play with the Majors on your Game Gear. The Majors Pro Baseball by Sega is officially licensed by the Major League Baseball Players' Association (MLBPA). If you're a baseball fan, you'll be happy to find all of your favorite pro ball players packed into this cart, plus their statistics.



Pick your favorites.



Check out the inset screens for each man on base!

### Can't Wait for Opening Day

This game will offer you a one-game Exhibition or full-blown Pennant Race. With a Gear-to-Gear cable, you'll be able to run bases against a friend. You'll also be able to play any of the 26 Major League Baseball teams, plus an All-American and an All-National team. If you feel creative, mix and match the players to create two of your own All-Star teams.



The game will feature a standard behind-the-batter perspective that switches to an overhead view



This outfielder makes a diving catch to save his salary!

for fielding. Cool extras include a digitized umpire's voice, inset screens for on-base runners, and batting line substitutions.

### Batter Up

For those of you with an itchy pitching hand, don't fret! Your chance at winning the Pennant is on the way. Keep an eye on the Sports Pages for a full review of this game.

**The Majors Pro Baseball by Sega Available now**

# EA Signs La Russa to Manage

Tony La Russa Baseball



By Mo Mo

Electronic Arts is finally getting into baseball in a major league way. EA has published several award-winning Genesis sports carts in the past, so they don't want to stop now. Heads up, baseball fans, they're going with a proven winner - Tony La Russa, manager of the Oakland A's.

## Tony's Tourney

In Tony La Russa Baseball, you'll be able to play with any team in the Majors and use their real players, too. Take on a full 162-game

season, a half season, or a four-team Round Robin tourney. The cart will also generate an All-Star team or you can pick your own.

Baseball stat junkies should go nuts with this game. La Russa Genesis uses the same stats engine as Tony La Russa Baseball for the PC, and the stats are compiled by Stats Inc., the outfit that does USA Today newspaper's statistics. On-screen game play will reflect the '92-'93 Major League statistics up to spring training. Each player will be rated according to nine categories - Speed, Power, Range, Arm Strength, Streaks, Injuries, and

their ability to Hit and Run, Bunt, and come through in Clutch situations.

On-field action looks like it's going to belong in the Bigs. You play the game from a behind-the-batter view. There will be five different batter animations in the



This game will keep Major League stats.



Take your cuts with great batter animations.

game, and in the prelim version they looked great.

Fielder's should have a field day. A special ball-spotter circle helps you make plays by indicating the spot on the field where a hit ball - grounders, line drives, or fly balls - will touch the ground. For fly balls, it will move around.

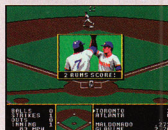


Go for the fences!

Armchair managers will make critical decisions by setting up pitching rotations and organizing batting lineups (lefties versus righties). Video managers will also be able to make relievers warm up in the bullpen and watch

Continued on page 162.

Advertisement



View classic looks for a classic game.



Tony La Russa and Ron Barr offers sage advice.



The ball-spotter circle helps you make the play.

**NOW ON GENESIS!**

# IT'S A KO!

**GEORGE FOREMAN'S KO BOXING**

**THE PLAY WITH PROS!**

SEGA GENESIS FLYING EDGE SEGA

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Continued from page 161.

to see if they've got their good stuff. You'd better watch them closely, too. If you leave them in the 'pen too long, they'll wear out their arms. You'll even be able to send guys to the showers.

### Plays with Great Potential

EA took its time about getting into America's favorite pastime, and it looks like it will be worth the wait. Tony La Russa Baseball could be a winner in any league.

**Tony La Russa Baseball**  
by Electronic Arts  
Available March

## Play HardBall

PREVIEW

Al Michaels  
Announces  
HardBall III

Genesis

By Scary Larry

Step up to the plate, baseball fans! HardBall III is on its way from Accolade, and it's grand slamming its way onto the Genesis. If you've been waiting for a realistic conversion of America's oldest pastime, your park prayers may be answered!



Go ahead and get picky with the plenitude of options. If only you could change Major League salaries this easily.

### Baseball Bounty

HardBall III is a one- or two-player multiple-perspective baseball game. You can choose your views from a behind-the-pitcher shot, a behind-the-batter shot, or combinations of the two (pitcher

shot while you're pitching, batter shot while you're batting). You can also choose to have a close-up view of the action. You can even edit any of the 28 teams from the color of their caps and jerseys, to changing their star players, to actually redesigning their logos. However, since this game is not endorsed by the Major Leagues, you'll have to suffer with names like the Kansas City Kings

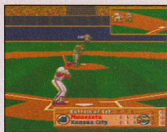
In HardBall III, you'll have the opportunity to be the main man—the coach. Change infield and outfield formations, substitute players, and rearrange the batting order. Want more options? How about the ability to rest and rotate pitchers, pick stadiums (over 25 to choose from), and even see highlights from games you've already played. There are so many options, you'll need to get hands-on experience to understand them all.

### Now Pitching...Al Michaels?

That's right. As all the PC players of HardBall III know by now, Al Michaels is the pitch man. He lends his linguistic license to this version of HardBall. Unlike the SportsTalk series released for the Genesis (Joe Montana SportsTalk Football and SportsTalk Baseball) where whole phrases were digitized, only single words will be digitized here. When a batter goes 0 and 4, HardBall III will let you know with merciless digitized speech. Every throw, every stat, every comment will be electronically reproduced for realistic announcing action.



Looks like a long fly into right...It's going...Oh, sorry Al, you take it from here...



You control the curveball, so use it to its fullest advantage.

### Field A Dream

HardBall III looks loaded with options and realistic game play. This baseball cart could knock the horsehide to tatters and make previous baseball carts seem like foul balls. The wait for great baseball video action could be almost over.

Al Michaels Announces  
HardBall III By Accolade

## This Football Game Goes for the Jugular

Mutant  
League  
Football

Genesis

By Dirty Player

At last there's a video game on the horizon that looks like it's just perfect for that much maligned sports figure—the Dirty Player! Mutant League Football by Electronic Arts looks like it escaped from the football funny farm. It's



The play calling looks familiar—NOT!

set in a far-out future in a far-flung galaxy. The players are monsters, aliens, robots, mutants, and other misfits of the imagination. The really hilarious thing about this cart is

that some of the video football strategy and plays are for real. They just have a violent, sci-fi twist.



Looks like real football, but looks can be deceiving.



If you can't say something nice about a team, kill 'em.

### Monster Football Action

Mutant League features 16 weird-ed-out teams, such as the Sixty Whiners, the Psycho Slashers, and the Maniac Misfits. You even get two All-Star, all-creature teams. You'll play in 19 different stadiums, including the Frozen Waste Dome, Blood War Stadium, and Penitentiary Park. As an added bonus, you'll be able to set five skill levels called the "Death Index," which range from Rough to Annihilation.

John Madden Football fans will croak when they recognize the football interface. On-field playing perspective, play selection screens, passing screens, and more have all been appropriately "stolen" from EA's premiere football cart.

You'll only play with seven men...err, things at a time, but you can call some nifty plays. This cart gives new meaning to the term "offensive formations"—you get five containing several ratched-out plays each. There's Slayaction, SuckDraw, and, of course, Slash Right and Left. The Shotgun formation will also be popular. When all else fails, you can call "Kill the Ref." Of course, you might get hit with a five yard

penalty for murder! The game keeps 10 stat categories, some serious ("First Downs" and "Attempts-Completions-Interceptions"), others speak for themselves, like "Deaths."

### Pick Your Play, Not Your Nose

Mutant League Football's obvious take off on John Madden Football is probably driving the Electronic Arts Sports guys nuts. However, yah' gotta like a game that's going to go for quality, even though it doesn't take itself too seriously. The Mad Man would fit right in, and so might you.

**Mutant League Football**  
by Electronic Arts  
Available Spring '93

## Play Dirty B-Ball

PREVIEW

Arch Rivals

By Mister Blister



The arcade sports bruiser, Arch Rivals, has finally made its way to the Game Gear. Although it bears the name, features the same basketball game play, and showcases some of the trademark graphics, this diminutive, handheld Arch Rivals just isn't able to see eye-to-eye with other home versions of the arcade hit.

### Shock Jocks

Simply put, Arch Rivals is basketball without rules. Choose between five, two-man teams to compete in a four quarter, sixteen-minute game. You control one player, while the computer controls your teammate. You can also beef up your skills by controlling when your teammate shoots and passes the ball. Game play is simple - move and shoot the ball on offense; do anything you want to your opponent on defense. Score more points than the other team at the buzzer and you win!



**PROTIP:** Since your player is only able to play defense facing an opponent, don't try to steal or block from behind.

### Fast Breaks

Arch Rivals has been noticeably streamlined to fit within the tiny confines of the Game Gear. Game play is limited to jumping and shooting on offense, and punching, stealing, and lunging on defense. Players move extremely fast on-screen as they race up and down the side-scrolling court. So fast, that it's often difficult to block a shot or get a punch in. The court also doesn't help. Defenders often end up eating dust when opponents blast off in a fast break.



**PROTIP:** Hold down the shot button when you charge the net for a slam dunk.

**PROTIP:** Desperation half-court shots are very possible in this game.

### Visual Impact

The graphics are nicely rendered and extremely detailed, especially the crowd scenes. Players respond well to the controls and are easy to focus on amidst the background and other players. The only drawback is that there isn't any marker to delineate which player you control and both players on your team look alike. You find yourself trying to locate your player more often than the ball.



Go Team!

### Bench Warmer




Arch Rivals is adequate entertainment as the only roundball action currently available for the Game Gear. However, it lacks the game play of the arcade version, and it's too simplified for a true sports challenge. Although pretty to look at, Arch Rivals doesn't have the stamina to run the length of the court.

Arch Rivals by Flying Edge				
Graphics	Sound	Control	Factor	Challenge
4.5	3.0	4.0	2.0	INT.
Price not available		Sports/Action		
Available now		One Player		




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SEGA GENESIS FANS

# PLAY WITH THE PROS!

**Jam it home with NBA® All-Star Challenge™. Feel the heat with Roger Clemens' MVP Baseball™. It's a KO with George Foreman's KO Boxing™. When you're tired of watching from the sidelines...it's time to Play With The Pros!™**

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# NEO • GEO PRO REVIEW



By Doctor Dave

A hot new Neo•Geo fighting game looks like it's going to make a "Furious" run at Street Fighter II. SNK's Fatal Fury 2 has just hit the arcades, and it'll be available for home systems soon.

This Fury is the awesome sequel to last year's Fatal Fury. Its tough beat-em-up action has twice the speed and double the number of characters than that of its predecessor. In a super fighting frenzy, you must beat up 12 opponents one-by-one to earn the title of Master of Mayhem. It's not a new theme, but when it comes to fighting, it ranks up there with the Numero Uno fighting game.

## The Fatal Three Are Back

Fury 2's stab at the Street Fighter crown is powered by a formidable stable of fighters. In addition to the standard punches, kicks, throws, and jump kicks, each one has at least three special techniques, such as throwing Fireballs or busting great Flying Kicks. Moreover, you can block your opponents' moves. The special moves also blend in well with combos.

You have eight characters to choose from. Five selectable characters have joined the the original three, but the originals still hold their own. Terry and Andy Bogard move much faster, which makes their combos flow more smoothly. Joe Higashi has great attacks, including a Slash Kick for incoming opponents and a TNT Punch for close attacks. The other characters have a wide set of special attacks, like Mai Shiranui's Dragon's Flame Fandango, which produces a flame when she arcs her fan at her opponents. Chin Shin Zan's Tempest Blast gives him bombs to throw, which explode in a green deadly flame.

If you beat eight opponents, your fighting's not done. Four unselectable boss characters await you.

## The Five New Furies



Mai Shiranui is a Japanese Ninja Master. Her five special techniques include throwing fans to hit an enemy at a distance and dashing at opponents with her elbow.



Chin Shin Zan uses his lumpy self as an art. He has four special techniques, including his Tempest Blast and his deadly Belly Blast, where his flab hurts you.



Jubei Yamada, who is nicknamed the Judo Devil, has four special techniques. His Senbe Shuriken slices opponents with cookie cutters. The Body Drop crushes opponents like an All-Star wrestler. Jubei leaps from the top of the screen and lands on his competition.

# FATAL FURY



Kim Kap Hwan is a master in Tai-kwon-do and has four special techniques. For long range hits, he smashes you feet first with his Crescent Moon Slash. His Flying Slice Kick will knock you out — literally.



Big Bear is a wrestling champion who has some pretty potent moves like his Giant Bomb. He uses this shoulder charge to flatten any antagonist. He only has a few special techniques, but his regular moves are more powerful than any other player's moves.





## Fatally Attractive

The characters look great and the quick animation keeps the fighting fast and furious. Even the 12 backgrounds feature great details with slick scrolling. The sound is fantastic! The nicely digitized screams and groans are just what the Doctor ordered.

## It's a Knock Out!

Fatal Fury 2 has all of the action-packed game play that a fighting game fanatic could ever want. It packs a Street Fighter-tough challenge. Plus, if you get tired of beating up your friends, the computer actually plays like a Pro. If too much Street Fighter is making you see stars, punch out Fatal Fury 2.

### Fatal Fury 2 by SNK

Graphics	Sound	Control	FunFactor	Challenge
				<b>EXP.</b>
5.0	5.0	5.0	5.0	Expert
\$239	106 megs	Available now	Beat-em-up Two Players	

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# Special Feature

## SUPERVISION PORTABLE VIDEO GAME SYSTEM

*Here's a nifty hand-held system with great aspirations. In addition to taking on Nintendo's Game Boy, it plans to put monochrome AND color portable games in your pocket!*

### **By the Whizz**

Are hand-held video game systems evolving towards all-color units? Well, yes and no, according to Watary Industries. Watary's Supervision is a new hand-held, monochrome, video game system that will offer a color option later this year. Hong Kong-based Watary's known for its LCD games, and the Supervision represents an ambitious step into the big video game leagues.

### **Easy on the Eyes**

At 4.5 inches by 7.5 inches, Supervision is a wee bit heftier than a Game Boy, but there's a reason. Supervision makes some nice gestures towards easing the eyestrain that's somewhat inherent in monochrome hand-held video gaming. The unit's signature design feature is its screen, which sits on a bendable stalk so that you can find the right viewing angle for hard-to-see games. It also features a respectable liquid crystal, 2.76 inch by 2.76 inch display that offers more than twice the viewing area found on the Game Boy screen. Moreover, the LCD paints a healthy 160 pixel by 160 pixel screen resolution.

### **Looks like a Portable**

No mystery to the control layouts. Like the Game Boy, you get A, B, Select, Start, and a directional pad. However,

the Supervision's pad eschews the standard Nintendo cross design for a diamond-shaped surface that makes hitting the diagonal switches a little bit easier. Contrast and volume controls sit on the side of the unit.

Supervision also supports standard hand-held options. The unit pumps out stereo sound through a headphone jack that's conveniently located at the bottom of the unit. There's also a jack for an optional 6-volt A.C. adaptor.

The game cartridges look very similar to the Game Boy's, although they're a 1/4 of an inch shorter. Naturally, the two systems are incompatible.

Supervision sports a super price tag, too. The unit itself retails for \$49.95. Game cartridges will cost from \$9.95 to \$18.

### **Supervision's Super Vision**

Part of Supervision's allure lies in a little 9-pin communication port nestled in the side of the system. Players will be able to link two Supervisions through the connector for head-to-head games. However, Watary has more options in store.

By fall '93, the company plans to release the Supervision Color Link Interface. This mindboggling peripheral will enable you to play compatible Supervision games in color on any color TV set! According to Watary, the color games will cost under \$18, and you'll still be able to play them in black and white on the Supervision sans Color Link. Color Link games in design so far include The Terminator and Rambo.



### **Yeah, but What about the Games?**

The Supervision looks like an innovative hand-held with an attractive price tag that's sure to turn a few heads. But as always, the proof's in the playing. See the following page for a look at a few Supervision games available at press time.

*Naturally, any new video game system on the market has to have interesting games. This year, Watary plans to have 60 Supervision games available in the U.S. Here are quick hits on three Supervision games.*

### **Olympic Trials**

Olympic Trials is a track and field game that places you in six Olympic events - Hurdles, the Long Jump, Archery, Shot Put, Rowing, and Cycling. The cart offers an interesting variety of game play going from side-views to first-person perspectives. The game's monochrome graphics are okay, but they aren't Game Boy detailed and they

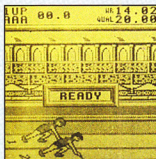


# Special Feature

## SUPERVISION

### OLYMPIC TRAILS • CHIMERA • P52 SEA BATTLE GAMES

definitely benefit from the Supervision's large screen. The sounds are appropriately sticky and sweaty.



Olympic Trails is a tough competitor that will put you through tribulations. It tests your hand-held gaming stamina, and it may drive some players nuts. You must play the six events in a set order. If you fail to qualify at any time, you start all over again. Winning all six events earns you the right to play against tougher opponents and tougher qualifying scores.

The controls work well, but some events overwhelm them. High Hurdles, Rowing, and Cycling require massive button mashing. You must pound like crazy, and the Supervision takes a big league lickin'.

This game strains your fingers. If "no pain, no gain" is your gaming credo, go for the gold.

Olympic Trials by Supervision				
Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.0	3.5	INT.
				Intermediate

### Chimera

Chimera is an engaging adventure/puzzle game where you play an astronaut aboard a derelict alien spacecraft that

threatens to blow up the Earth. You must construct four warheads from missing pieces, that are scattered throughout 60 rooms. Then, place the warheads in vital areas and find your way off the ship before their self-destruct mechanism blows you to smithereens. Good luck. Chimera's a tough nut to crack. The ship's full of traps and astronaut-seeking hazards. Some puzzles require you to find and use objects. Moreover, the ship is huge!



While you're lost in space, you can at least enjoy the view. Chimera's graphics look pretty good. You play via a sharp, isometric, 3-D (¾ overhead) view. Your astronaut's got style, however, he moves (and sounds) like a robotic typewriter.

The rest of the sounds are minimal. They're highlighted by an enthusiastic scream of anguish whenever you meet your doom.

Puzzle players will find Chimera a worthy challenge.

Chimera by Supervision				
Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.0	4.0	ADV.
				Advanced

### P52 Sea Battle

Sea Battle puts you at the helm of a submarine in a fast-paced, if familiar, shoot-em-up. The cart does a nice job of mixing thumb-numbing action and solid controls with two game play views.

You must fight four types of battles. Versus enemy Submarines and Aircraft Carriers, you shoot missiles using a side-view, vertically-scrolling screen, where you're underwater shooting up at the enemy's vessels and aircraft. Versus Cruisers and Destroyers, you aim from the bow of the sub as enemy ships scroll horizontally across the screen. You can maneuver right and left. The different game play styles keep the action interesting. The controls aren't complex, but they enable you to shoot and move quickly and smoothly.



That's good, because Sea Battle deploys an engaging challenge. To beat the game, you must move up four difficulty levels, and it ain't easy! The enemy gets faster, smarter, meaner, and more accurate as you go.

The graphics in this game look simple and they are, but they create a seaworthy fighting environment. The sounds, however, are a mixed bag. The effects are acceptable, but the music will make you seasick.

Sea Battle's seaworthy challenge keeps this cart's head above water.

P52 Sea Battle by Supervision				
Graphics	Sound	Control	FunFactor	Challenge
3.5	2.5	4.0	4.0	INT.
				Intermediate

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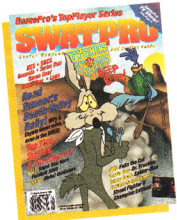
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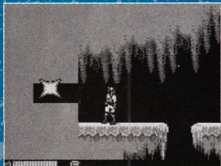


By Linoleum Blown Apart

Grab your Lightsaber, Jedi! Although the Death Star was destroyed in Star Wars, Darth Vader isn't finished with you Rebels, yet. In Capcom's *Empire Strikes Back* for the Game Boy, you play the leader of the Rebel pack, Luke Skywalker. You're trying to evade the Storm Troopers on your way to save Princess Leia and the gang.

## Fighting the Evil Empire

In this complex, multi-scrolling, side-view adventure, you wind your way through various highly detailed, futuristic terrains. Starting out in the ice caverns of Hoth on a Tauntaun (a kangaroo-like creature), you can decide whether to ride or run. After finishing off the Snow Beasts, jump into your Snowspeeder and continue to fight. This time you're up against AT-AT (Imperial Walkers) along with the Storm Troopers. If you get past their arsenal, you're off to the Echo Base and then on to your search for the Jedi wise man, Yoda.



**PROTIP:** Not every wall in the ice caverns of Hoth is a dead end. You can blast your way through some to find power-ups and passages.

After your Jedi training, you'll be the right Jedi for the job of fighting T-IES in Bespin and rescuing your friends in Cloud City. You're not done yet: Han has been captured by his old adversary, Boba Fett. Once he's rescued, return to Cloud City and save Princess Leia. Then it's off to conquer the Dark Lord of the

# STAR

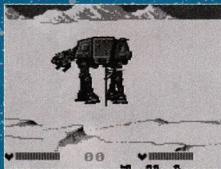


# EMPIRE STRIKE

Sith: Darth Vader (your long-lost father). He'll be waiting for you in a final showdown. Who said Jedi work was easy?



**PROTIP:** You only have five missiles to use. Use them wisely! Shoot one as soon as you see the AT-AT Walker. After you pass him in your Snowspeeder, double back and make sure he's down.



**PROTIP:** After you've used all of your missiles against the AT-AT Walkers, fly to the next Walker and crash your Snowspeeder. You can then run underneath the Walker and shoot up at its belly. You can even crawl inside and shoot it from there.

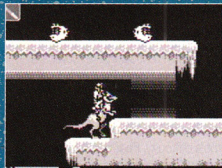
## Force-ability

The Empire is no easy enemy. Darth has hit men out in full force. Luckily, you have some fighting power on your side, and of course, the Force. You begin with multi-directional gunfire. Then you can find Force icons, which enable you to draw upon eight Force Powers: jump higher, run faster, reflect your enemies' shots, enhance the power of your Lightsaber, enhance the power of your Blaster, level

# THE EMPIRE STRIKES BACK

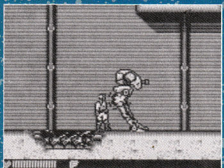
# WARS™

tate, convert Force Ability to Health, and the Graph Eye. However, even after finding an icon, you can only use these powers when you're on foot or riding a Tauntaun.



**PRO TIP:** You'll find the Lightsaber Force in the Ice Cavern by dropping down and heading to the right. You'll reach a ledge guarded by two Snow Beasts. Jump off your Tauntaun and run right. Jump over the ledge on your left and get away from the ledge's right edge as soon as you can.

**If you don't, the Snow Beast's blasts will keep knocking you off the ledge. You'll find the Lightsaber at the dead-end corner to your left.**

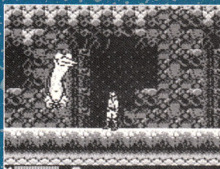


**PRO TIP:** Take over an AT-AT by shooting it from behind and then climbing into it.

Not only is the game play complex, so are the graphics. Although Luke is a little sprite, he's easy to see. The enemies are also small, but they're deadly! The graphics are detailed enough to recognize all of Luke's modes of transportation right off the bat, such as the Tauntaun and the

Snowspeeder. However, it's good that Lens Crafters makes glasses in an hour, because you may need them after staring at this extremely dark screen.

As for music, you get a tinny rendition of the theme song. Use your Force to turn the music off.



**PRO TIP:** When travelling through Dagobah on your search for Yoda, watch out for Elephant Slugs. They come out of holes that you'll pass in the walls.








**PRO TIP:** When you run across the Spiders in Dagobah, stand on the ledge and shoot diagonally down at them. If you jump off the ledge and try to destroy them on level ground, you'll be all tied up.

## Jedi Joy

The Empire Strikes Back is a Game Boy adventure you won't want to miss. Put a few hours aside, because Luke's mission is a long one. You'll die a few deaths before you become Jedi material. Remember, use the Force.

### The Empire Strikes Back by Capcom

Graphics	Sound	Control	FunFactor	Challenge
 4.0	 3.5	 4.0	 5.0	 Advanced

Price not available  
Available February

Action/Adventure  
One Player



By Scary Larry

Everyone's favorite pumped-up metal monster, the Terminator, is back and in action on your Game Boy. Surprise, surprise! The action is just as fun and furious as it is on other systems.

## Hasta La Vista, Baby

T2: The Arcade Game by Acclaim is the latest conversion of the hit coin-op that burst through the arcades like machine gun fire last year. Once again, you're faced with the possibility of being an extinct species, thanks to a race of robots that's trying its hardest to exterminate you. For survival, you've joined forces with a small but determined resistance movement that is trying to protect its leader, John Conner, both in the present and the past. Need further clarification? See the movie.

From a first-person, gun sight-ready, head-on perspective, you'll scroll through a vast assortment of landscapes, including Skynet's fortress and the Cyberdyne labs. The graphics are amazingly detailed, which makes up for the lack of color. Because of the small and very dark Game Boy screen, you may want to crank up that contrast and save a couple of eye nerves along the way.



**PROTIP:** When you hit stage 2 of Skynet, you reach some Bunkers set in the wall that have Killer Orbs in them. Shoot out all the Orbs and Bunkers, except for the last two. Waste all the T-800's in front of the last two Bunkers for a bevy of blasting bonuses, like extra ammo and smart bombs.

## Heavy Metal

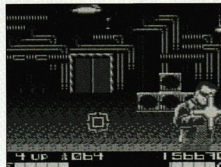
You begin armed with only a machine gun, but you collect a variety of power-ups to increase your fighting power,

# T2

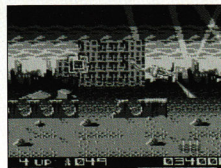
## THE ARCADE GAME

including shields, gun coolant, bullets, and T-1-ups. You also get some guided missiles for your protection.

You'll need plenty of ammo, information, and courage to face what's ahead. Each robot, police officer, and Terminator gets up and in your face during the course of the frenzied action. The mechanical assault also gets nasty when weird, futuristic HK's fly by and metallic Endoskeletons try to push you to the brink of extinction.

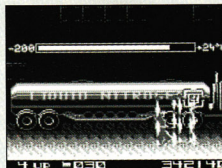


**PROTIP:** It's tempting but dangerous to spray machine gunfire across the screen. Your gun can run low on power after sustained use. Instead, always use short controlled bursts of gunfire for effective and merciless killing.



**PROTIP:** Don't bother with the flying HK's in the first stage. They're harmless, and you'll need to focus all your attention on the Endoskeletons, which are fast and deadly.





The game has little music, but that doesn't stop it from being noisy. Every deafening explosion and machine gun burst is clearly defined and very loud. Your ears will know when you've hit something, even if your eyes don't.



**PROTIP:** When you have the Terminator cornered in front of the nitrogen truck, shoot ahead of him to unleash nitrogen. Then bring the temperature gauge down to -200 degrees to chill out that homeboy.

## Pumping Irony

For a system that sports no color, it's ironic that this Game Boy version of the T2: Arcade game is a faster and more furious game than others. You may find some frustrating flex time over the game's difficulty. Fear not, friends! Saving John Conner has never been more exciting or rewarding. Don't be a girly-gamer, get out the guns and waste 'em!

T2: The Arcade Game by Acclaim				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.5	4.5	5.0	5.0	Intermediate
Price not available Available Spring		Action One Player		





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# GAME GEAR PRO REVIEW

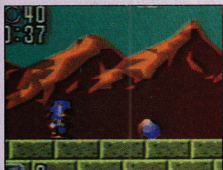


By *The Unknown Gamer*

The recipe for a great hand-held game is pretty simple, but sometimes hard to pull off. Fast-paced game play, crisp graphics that won't leave you blind, and enough challenge to ensure you won't finish the game with one set of batteries seems to be a tough combo for a mighty miniature. Good news! Sonic The Hedgehog 2's back for a Game Gear sequel and has everything it takes to make you wanna hold hands with your Game Gear for a good long time.

## Which Way to the Emerald City?

Sure, Sonic finished off the diabolical Ivo Robotnik in the first Sonic The Hedgehog for the Game Gear (See GamePro, February '92). If you thought that was the end of that story, though, you're way wrong. Robotnik's returned to the forest and kidnapped all the little forest creatures, including Sonic's two-tailed foxy buddy, Tails. To free all the critters from Robotnik's Crystal Egg, Sonic's got to locate all six Chaos Emeralds.



**PROTIP:** The first Chaos Emerald is in the upper far-right corner of the Under Ground Zone's Act 1.

The scene is set for seven zones of rip-roarin', multi-scrolling action/adventure that shows off the Game Gear at its best. Sonic runs, rolls, and jumps through the two Acts of each Zone, and then faces off against one of Robotnik's seven deadly robots in each Zone's additional final Act.



**PROTIP:** Defeat Robotnik's first robot by simply leaping over all of its cannonball shots.

## Hedgehog Handsome

Sonic 2's graphics belong in the top ranks of the Game Gear's greatest hits. The scenery is crisp and clear, and it includes plenty of secret tunnels, loop-to-loops, and interesting underwater areas. Sonic's a small sprite, but his movements are well-animated and easy to follow.

What's new and different to see? Try the loop-to-loops for one. Then, check out the deadly spinning Flywheels in the Gimmick Mountain and Crystal Egg Zones. While you're at it, eyeball Sonic's new rides: the Railcarts in the Under Ground Zone, the Hang Gliders in the Sky High Zone, and the Bubbles in the Aqua Lake Zone.



**Sonic flies through the air with the greatest of ease.**



**PROTIP:** The game scrolls up when Sonic jumps. This often makes it impossible for Sonic to see what's below him. Look carefully before you leap and beware of jumping in areas with moving critters below you.

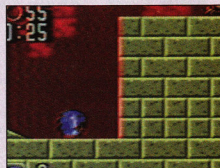


**Don't blow it!**

The game play is Sonic all the way, simple to learn and easy to control for the most part. However, Sonic's a feisty character. Master the subtleties of his movements, or you'll roll into some serious and frustrating trouble.



**PROTIP:** Sonic still likes to rock and roll - right through solid walls. Search for areas where the bricks or blocks are smaller or different. This usually indicates a spot where you can break through the walls.



**PROTIP:** It's often hard to control Sonic's roll. If you're trying to break through a wall, the most effective technique is to run at full speed, then duck to roll at the last second.

## Ring Around the Rodent

Per standard Sonic, you grab Rings and special Monitors to earn different types of power-ups and you must always have at least one Ring in your possession. One hundred Rings still earns you a 1-up, but this version of the game doesn't have any Bonus rounds. Sonic can also search for Super 10 Ring Monitors,

Power Sneakers, Invincibility Monitors, and 1-ups.



**PRO TIP:** 1-ups abound in secret areas, of course. For example, in the Under Ground Zone, you find a 1-up in the first Act if you jump up and veer to the left off the silver button that you find along the upper path. The button's located between two rows of falling stalagmites.



**PRO TIP:** In the second Act, search for the silver button along the upper path. Ricochet off it and blow through the wall. You'll find a series of Ring chambers. To the far right, you'll find a 1-up.

### Rodentia Dementia

Even the speediest of Sonic players won't blow through this Game Gear adventure in one sitting. As in all the Sonic adventures, you can attempt to fly through the Zones, but you're not gonna beat the game without the six Chaos Emeralds. To up the challenge, Sonic begins the third Act of each Zone without Rings – and he won't find any either. He's got to fight each Robotnik robot without a single Ring in reserve. This means one hit, and you're out. Although frustrating, this also ensures that the bosses are tougher to beat than prior Robotnik incarnations.





### The Little Hedgehog that Could

Sonic The Hedgehog obviously has what it takes to be more than a long-term contender in the video game arena. This latest success story's got the game play,

the graphics, and the guts to ensure that Sonic will continue to be the title holder in the Game Gear division.



#### Sonic The Hedgehog 2 by Sega of America

Graphics	Sound	Control	FunFactor	Challenge
				<b>ADV.</b>
5.0	4.0	4.5	5.0	Advanced

\$39.99  
Available now  
Action/adventure

One Player  
Continues



By Scary Larry

Game Gear fanatics who missed the excitement of Double Dragon, which has hit every system from hand-helds to 16-bit units, now have Double the power, Double the fun, and Double the trouble! Gear up, Gear-heads, 'cuz Double Dragon is here!

### Look What the Cat Dragon'd In

Double Dragon by Virgin is a one-player, side-scrolling beat-em-up that takes you through four murderous, multi-stage levels. You play Billy, one of the Lee brothers, who's on a quest to save his brother, Jimmy, from a fate that's worse...er, is death.

Using the two Game Gear buttons to punch and kick, Billy's got a few other moves up his t-shirt. Beside his two staples, he can also somersault and pick up weapons, such as a gun, a baseball bat, a shotgun, and a crowbar. Your control of his movements is kind of haphazard. If you try to kick and end up with a somersault, don't worry - it's not you.



**PROTIP:** The best way to handle opponents is to somersault behind them, then start wallin' away with Billy's fists. You should knock 'em around quite a bit.

This fist-rate adventure takes Billy through some desperate places, like the slums, the waterfront, and the subway. Desperate places require desperate people, and this cart is littered with enough malevolent miscreants to make San Quentin look like Sunnybrook Farm. In addition to end-level bosses, Billy will encounter maniac motorcycle mamas, chainsaw-wielding chumps, and fire-breathing femme fatales, just to name a

# DOUBLE DRAGON

few. There are plenty more bruisers, and you can bet that Billy will have to fight 'em!



**PROTIP:** To do Double duty on most end-level bosses, come into them at an angle and start Billy's fists of fury. To fight head on is unwise.



**PROTIP:** Motorcycle riders are quick. Keep punching rapidly the minute you hear those bike engines revving. The rider should drive right into your fist.

### Looks Like Fun

The Game Gear graphics are spectacular with every sprite movement well-detailed. The game moves very fast (even faster than some of its 16-bit counterparts) and scrolls across the screen smoothly. The backgrounds are well-drawn and intricate, plus some clever advertising is thrown in. Check out the

subway ads for Chuck Rock, The Terminator, and other Virgin titles.

The music is funk for punks, and it adapts itself for different moods. There are a few sound effects, such as a motorcycle roar and a chainsaw buzz, but they basically all sound the same.







**PROTIP:** Billy's pretty much invincible when he pulls his somersault, so use it to his advantage.

### The Fist of It's Kind

If you find yourself tearing out your hair over the difficulty of the game, join the club. This challenge is not for the weak of arm (or thumb). Hang in there, though, because this cart gets to be more fun as it rolls, punches, and kicks its way along. You'll love this Double Dragon twice as much as any other

#### Double Dragon by Virgin Games

Graphics	Sound	Control	Fun/Factor	Challenge
				<b>ADV.</b>
5.0	4.0	4.0	5.0	Advanced
Price not available Available March			Action One Player	

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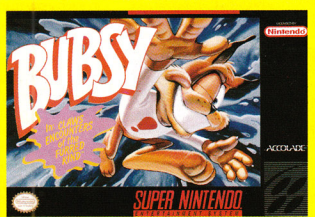
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'SUPER STRIKE EAGLE' lets you take part in assorted carrier based bombing runs & dogfights. Features breath-taking Mode 7 effects, first person view for complete control in dogfights, and a wide angle aerial view for attacking ground targets. **\$56**



'BUBSY' battles weird aliens out to steal his yarmball collection in this 16 Meg video game cartoon. Features 16 levels on 5 different worlds, digitized speech, full length tunes with area sensitive music, the ability to fly, pounce, catfight and float. **\$54**



'MECHWARRIOR' puts you in a virtual world landscape in which you can walk, run, or fly in first person perspective while shooting down your enemies. Choose one of 4 Mechs & arm it with your choice of weapons. Includes save game feature. **\$52**

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# PRO REVIEW



By Weekend Warrior

There are innumerable theories as to how early man evolved from apes in the survival-of-the-fittest struggle against monstrous prehistoric creatures and incredible odds. Now, thanks to the good folks at Atari, the truth can finally be told. Our prehistoric ancestors didn't evolve from apes — they competed in Dinolympics!

## Evolve or Die

Dinolympics is a captivating, side-scrolling, one-player puzzle game with generous doses of action and adventure. You lead a clan of cavemen in a 25-level Evolutionary quest up the primordial food chain. Each level has increasingly difficult, mind-bending challenges for your clan to master within a set time limit, such as the discovery of spears, fire, and the wheel. Teamwork and planning are key to completing each challenge. Succeed, and your Cro-magnon cronies develop more skills and establish themselves as the dominant species. Take too long, and your tribe won't even merit a footnote in the history books.



**PROTIP:** Place spear-wielding guards opposite hungry dinosaurs at dangerous spots.

**PROTIP:** Only the top man on the human ladders may walk onto ledges. Throw down rope to enable the others to join you.

## Go Team!

Dinolympics is a charming, unique change of pace in the puzzle gaming genre. Each tribesman in your clan must



**PROTIP:** It's essential to study the map before you begin each level.

**PROTIP:** You can throw spears, fire, and rope to other caverns.



**PROTIP:** Use the witch doctor only as a last resort. Keep track of how many men you need in order to finish the level before you sacrifice one to the doctor.

# DINOLYMPICS



**PROTIP:** Throw spears back to your buddies so they too can jump over chasms and join you.

serve a specific function in order to solve a puzzle. To evolve, your cavemen must learn a variety of advanced skills, such as how to create a human ladder and how to throw spears, firebrands, and rope. They can use their spears as poles to vault over narrow chasms, or, in conjunction with firebrands, as weapons for attack. After making it to the upper levels of the game, your clan can develop superior advanced skills, such as using fires to burn away obstacles, climbing ropes and discovering and riding the wheel.

The whimsical graphics of cavemen and dinosaurs and an innocuous, light-hearted soundtrack belie the complexity and sound of this game.

Each level has a minimum number of cavemen required to accomplish each task. It's easy to lose men by using them inefficiently — strand a man in the wrong position, put him just a little too close to





the edge of a cliff, or accidentally feed him to the hungry man-eating dinosaurs.

There are also a couple of beneficial options at your disposal. Check a detailed map of the entire level to plan your strategy. In dire situations, summon forth the tribe's witch doctor to grant you much needed items. However prehistoric, a visit to the doctor still costs you. But hey, you can always sacrifice a tribesman to pay off the doctor.

## Archaic Athletes

Dinolympics packs a prehistoric punch. Puzzle fans will love the challenge. Action gamers will appreciate the arcade-style interface and the thrill of trying to beat the clock while dodging dinosaurs and overcoming obstacles. The game play is smooth and easy to learn, and the graphics are bright, colorful, and well-rendered. The upper levels are extremely challenging. You'll have to play the game more than once before you beat it — a sure sign of good puzzle game. Dive into Dinolympics before it's history!

### Dinolympics by Atari

Graphics	Sound	Control	FunFactor	Challenge
				<b>ADV.</b>
4.0	4.0	4.0	4.0	Advanced
\$39.99		Puzzle		
2 megs		One Player		
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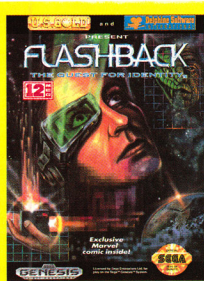
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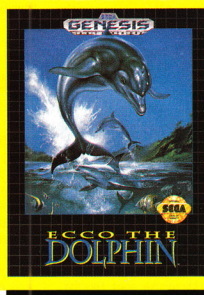
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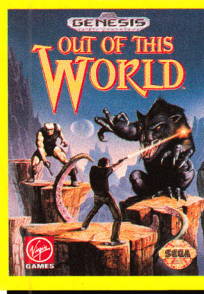
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'FLASHBACK' is a 12 Meg action adventure game in which you alien-conspirator to dominate the Earth. Travel through 7 levels to overcome deadly aliens, replicants, and traps. Use items carefully to survive. Features lifelike animation running at 24 frames/second, and cinematic intermissions. \$54



'ECCO' THE DOLPHIN has lost his family. You must guide him through an under-sea adventure to locate them. Use sonar to discover hidden caverns, charge packs of bloodthirst sharks, and dive deep but don't linger because you need air to breathe. Features 25 giant levels, password save and 8 Megs of excitement. \$44



'OUT OF THIS WORLD' warps you into another time and place where you'll need to dodge, outwit, and overcome a host of deadly aliens, monster guards, & blood-sucking leeches. Features cinematically styled, rotoscoped animation, real time polygonal graphics, & a continual mix of digitized effects & music. \$49

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# HARDWARE HELPERS

## The Pro Action Replay

### Hack Away at SNES and Game Boy Games

Pro Action Replays from Innovation for the SNES and the Game Boy are here, and they're bound to score big with gamers who want big scores. The Pro Action Replay is a deck enhancer, similar to a Game Genie, which enables you to create and enter cheat codes that change certain parameters in your games. For example, you can create codes that give you infinite lives, unlimited time, invincibility, and full power-ups. Wow!

### Two New

The Pro Action Replay for the Genesis (see Cutting Edge, June '92) has been around since last year. Innovation stepped in to distribute the products after Coast to Coast Technology went under last year.

The two new Pro Action Replays work similarly to the Game Genie, with one important exception—the Trainer mode. In Trainer mode, you can use the Replay to create codes for the game of your choice! The manual describes five different techniques you can use to crack codes.

### How It Works

The Pro Action Replay is based on the assumption that there are a finite number of information BINS, or memory locations (8000 for the Game Boy and 128000 for the SNES) in any cart. Each of these BINS holds a value. By process of elimination, the Pro Action Replay searches out the values you want and alters the game play by making those values constant. For instance, you can track down the BIN that stores the number of lives for Super Mario Land, and generate a code that will set the lives to three. Entering the code will keep your lives at three no matter how many times you get squashed.

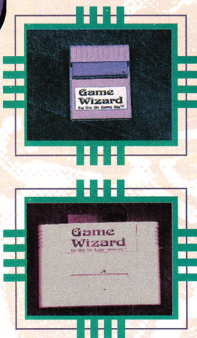
If all that went over your head, it doesn't matter. What does matter is that you can apply this code-cracking technique to almost any aspect of the game. With patience, you can conceivably create thousands of codes for every game!

### But Wait, There's More...

The Pro Action Replay also lets you use up to four multiple codes at once. You can activate or deactivate them at any point by flicking a switch on the Replay. Both of the new Pro Action Replays come packaged with a code book filled with ready-to-use codes for hot games like Street Fighter II (SNES) and Super Mario Land (Game Boy).

### What's in a Name?

Currently, the Pro Action Replay is being manufactured by Datel, a British company, and distributed by Innovation. This summer, Innovation will release their own version of these devices called the Game Wizard, but they'll sell at a considerably lower price. However, if you can't wait until summer, you can buy the British version now.



### Be a Pro, or Just Look Like One

The Pro Action Replay has the potential to become a gamer's most valuable tool for conquering tough games or adding new life to stale ones. Use the supplied codes for fun, or tackle the game of your choice with the Trainer mode and your hacker mentality. Either way, you'll impress your friends and neighbors with the tool that makes you play like a Pro.

**The Pro Action Replay by Datel/Innovation**  
SNES and Genesis versions: \$89.99  
Game Boy version: \$69.99  
Available now

**The Game Wizard by Innovation**  
SNES and Genesis Versions: \$69.99  
Game Boy version: \$49.99  
Available Summer '93

Product Information:  
800/INN-OVAT or 203/395-3095

## The Handy Power II

### Tower of Power

Power-up with the Handy Power II rechargeable battery from STD Entertainment. If you haven't already bought a Handy Twin Power Kit (see Hardware Helpers, Dec. '92) for your Game Boy or Game Gear, here's a second reason to do so. The Handy Power II is a rechargeable battery that you can buy separately for your Handy Twin Power Kit. When fully charged, the device gives you 28 hours of continuous play for your Game Boy or four hours of continuous play for your Game Gear. The battery will fully charge your energy-depleted hand-holds back up to their original playing power in under 80 minutes, making it one of the fastest charging and longest lasting battery packs for any hand-held system. The same battery pack works for both the Game Gear and the Game Boy. If you own both, it's a double investment. Why throw batteries into a landfill when you can use a rechargeable?

**The Handy Power II Rechargeable Battery by STD Entertainment**  
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410/785-5661





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# SHORT SHOTS

## Nintendo

### R.C. Pro-Am II (Tradewest)



Radio-controlled Racers, start your engines. This sequel to an NES classic has an over-

head-view and 24 unique tracks. This ain't no orderly race – weapons are involved. If you only concentrate on your three computer or human opponents, you'll smash into one of the four types of obstacles or miss grabbing any of the seven different bonus items you'll find along the course. If you're going for the purse, be sure to enter the two bonus games. They're worth their weight in gold. Cross the finish line first, and you can brag about being the R.C. Pro-Am II champ.

**Available now**

## Genesis

### Toxic Crusader (Sega)



Tromaville is in trashy trouble and a trio of mop-slinging heroes must try to clean up the

city. Choose to play as any of the three Toxic Crusaders in this one-player, side-scrolling adventure that's packed with dirty fun. Glide through Tromaville on your skateboard, but you'll have to hoof it over trains and other grimy grounds. All you wanted to do was visit your blonde babe,

## Nintendo

### Terminator (Mindscape)



Arnold never quits. He just keeps coming back – at least to video games. Based on the first movie, this side-scrolling, one-player adventure sends you, as Kyle Reese, back to the past as Sarah Connor's protector. The six levels of intense, nonstop action are drawn straight from the movie. You'll be terminated more than a few times. Luckily, you have a pre-

Yonne, but the slimy slugs that parachuted their way into town are big trouble. Now it's up to you to mop up this toxic mess.

**Available Spring**

### Paperboy (Tengen)



Delivering papers is an overrated job – bad hours, bad pay, innumerable hazardous

conditions, and hard work. If you've taken the SNES Paperboy route, you'll find similar customers on the 3/4 overhead-view Genesis route. You have three weeks to test your biking and paper-tossing skills. If you make it through a week, you get a bonus round training course. To go that extra mile, you must perform four types of good deeds in order to earn 100 Boy Scout points. Wake up early and take to your neighborhood streets.

**Available now**



sent and futuristic set of arsenals. Keep 'em handy, or it's hasta la vista, baby!

**Available 2nd Quarter**

### Speedway Pro Challenge (Renovation)



Rev' up your engines, and head for 16 international tracks in three different racing modes.

Driving a custom-built car, you and a buddy can race with a behind-the-car, split-screen perspective view of the action. Eight different skill rankings will keep your adrenaline pumping through the turns. Get ready, set, go, because serious speed is about to hit the Genesis streets.

**Available March**

### Outlander (Mindscape)



You take the high land, I'll take the out land and I'll run over the pedestrians before ya.

You're on a one-player hunt for Dr. Beaumont, the creator of a Water Synthesizer that can produce water in barren lands. Jump behind the wheel of a car that's equipped with a massive arsenal to take on

## Genesis

### Elemental Master (Renovation)



The Elements are beckoning and you better listen. As Laden, a powerful sorcerer, you must dethrone the evil King Gyra in six levels of overhead-view action. Neena, the princess of fairies, accompanies you in this adventure, where you fight with four special elemental weapons. After you complete a level, you'll receive a magic spell that



you can add to your arsenal. It's Elementary, so pick it up.

**Available March**

post apocalyptic punks. Until you hit the town, your view of the action is from behind-the-wheel. Once in the town, you climb out of the car for a little side-scrolling action with a shotgun and your fists. Pick up vital supplies and use the on-screen map to track your progress as you search for the Doctor.

**Available March**

## SNES

### MechWarrior (Activision)



You're back with the 'bots in the 'hood and ready to revenge your father against the insidious

Dark Wing Lance. From an in-the-'bot, cockpit view, you travel through dangerous worlds. As Herras Ragen, blast your way through a multitude of assignments and earn the cash that goes with the job. Then you're off on a spending spree in order to buy better 'bots. Choose from shiny new metal monsters, each with its

own particular brand of mayhem, or upgrade your favorite hunk of metal to get it just the way you want it.

**Available Spring**

### Dream Probe (Renovation)



Surreal, the inventor of the Dream Probe, is trapped in her own invention. In order to rescue her, you must conquer cyborgs and other mutated monsters through six terrifying levels of one-player, multi-scrolling dream weaver action. Choose to be either a male or female warrior, who needs to master 10 different weapons. With three levels of difficulty to choose from, this could be a game that dreams are made of. No matter what, don't forget your night light.

**Available now**

### Doomsday Warrior (Renovation)



It's Doomsday, folks, and the Doom Squad is out to wreck your day under the guidance of

the evil sorceress, Main. Doomsday has seven unique characters and beat-em-up action, plus 15 secret moves. Each time you win a fight, you strengthen and customize your Doomsday Warrior's five skills. If the computer action's too easy, take on a friend. Battle it out to see who will survive Judgement Day.

**Available now**

### Ninjo: Way of the Ninja (Koei)



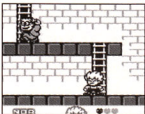
As a young ninja heavy on revenge, travel by foot or boat to the famous Ninjutsu training

grounds. Here, you'll become powerful enough to lead the stragglers you've picked up on the way into battle against the ruthless ruler, Nunobaga, who destroyed your home village. This overhead-view, role-playing game has 18 challenging, multi-level, dungeon mazes. With maps, magic spells, and swords to help you, you'll destroy more than 100 sinister monsters in this one-player game. Revenge is sweet.

**Available May**

## Game Boy

### Kid Dracula (Konami)



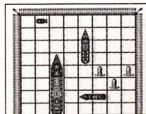
Sharpen your fangs, 'cuz this Kid can bite. He will, too, in this eight-level, one-player

quest to save the night from the evil Garamoth, a tyrannical lizard king from the year 2 billion B. C. The Kid will control this amphibian and his 12 evil followers with seven magical powers. Complete a

level, and you're in for up to five more sub-games. Go for the jugular and sink your teeth into this one.

**Available April**

**Battleship (Mindscape)**



In this video version of this classic board game, you aim blindly at an overhead-view grid as

you try to find and sink your enemy's four ships with your missiles. Of course, your enemy is trying to sink your ships as well. If your opponent sinks all four of your ships in this one- or two-player game, you're sunk. Who did sink my Battleship?

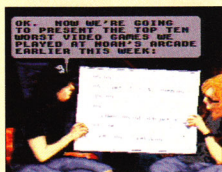
**Available now**

**SNES**

**Wayne's World (T.H.Q)**



Excellent!! Wayne and Garth have schwinging their way onto the small screen. Wayne's on his own through four multi-scrolling levels in this one-player action/adventure. Wayne's got his guitar to keep him company and to protect him against evil instruments. To get really strumming, he can upgrade his instrument to an Axes or PCB Fender. Collect Schwings, Worthiness, and extra lives throughout each lev-



el. Each level also has its own set of special power-ups. Take a schwing with Wayne, if you're worthy that is.

**Available March**

Advertisement

# OLAF'S OUT-A-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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**Lynx**

**Power Factor (Atari)**



The Atarian Redd Ace is back, but his space station's been invaded by slimy Silendo Tech-

mods. During 11 multi-scrolling levels, Redd must find the six hidden bomb components to help destroy the invaders. In this race against the clock, Redd encounters the occasional Ceegarian guard. Luckily, he's armed with weapons that range from high-tech blasters to simple, but important, maps. This Ace must go it alone, but he's got the Power.

**Available now**

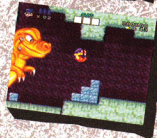
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EVOLUTION  
REVOLUTION!



## Joe & Mac's country cousin comes to the Super Nintendo!

If you were a monkey, just hangin' out in the jungle with your chimp-chick, and a magic ruby fell out of the sky and zapped you both, turning you into half-humans, and a demon-kid swooped down and made off with your girl — what would you do? You'd high-tail it after them and stop at nothing to save her, that's what — 'cause you're Congo, the monkey-turned-superkid, and only you can uphold the law of the jungle! But it's more than a jungle out there — your search for little Congette will take you from ghost towns to pirate ships to ninja castles to the belly of a Tyrannosaurus. This is no time for a banana-break — you'd better get down to monkey business!



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**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



# SWATPRO

TIPS/TACTICS  
PASSWORDS

## Ax Battler (Game Gear)

Battle Ax



PASSWORD

BHIF	JHPG
CLCN	OMDC

A B C D E F G H  
I J K L M N O P  
RUB END

These codes will take you anywhere in the Game Gear cart, Ax Battler. Even better, once you get to the village of your choice, you'll already have the techniques down for that village:

- Firewood: IMKP IIHE, OGII  
NNPH
- Turtle Village: IPEG AIGL, PIEL EFOH
- Sand Marrow: BHIF JHPG, CLCN  
OMDC
- Southwood: EIIN PMOK, PNGI  
CLJD
- Brookhill: LKHC CFLI, DLOJ  
BMDA
- North Valley: DNCD NPMP, LPGD  
HDEE

Jerimiah Adkison, Sapulpa, OK

## Battletoads (NES)

Toad-ally Awesome



Game Genie

AEPOZKLU  
GKISTIVYN  
PYXAAALAE  
GXZZZLVI

These Game Genie codes for Battletoads on the NES enable you to start at the top of the Dark Queen's tower and battle on from there with infinite lives: Dark Queen Tower Code: PYXAAALAE Infinite Life Code: GXZZZLVI

James Desilva, West Orange, NJ

## F-22 (Genesis)

F-22 and Counting



Get ready to take to the skies. Type in this code and be prepared for an aerial

## Q-Bert (Super Nintendo)

Hip Hop



You can make some weird magic in Q-Bert 3 for the SNES. Go to the Option Screen, hold down L and R simultaneously, and then release them. A Programmer's Screen will appear. Press Select to change to a background preview. Press Select as many times as you wish to check out all the different backgrounds. Press Start to return to the Options Screen. Way cool, huh?

Terry Pasley, Redding, CA

Direction: Arrow: move cursor  
SPACE: 5 to take better  
ENTER: 6 to backup own letter  
UP/DN: 1/2 to select country

Password: GPRJCM

artillery onslaught. You'll fight F-22's, KC-135's, and MIGs. The code is GPRJCM.

Jason Kindano, Marshfield, MA

## Super Mario Kart (SNES)

### Super Mario Lives!

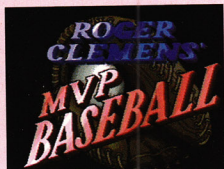


Check out this bug in Super Mario Kart. While you're in the **Battle Mode**, select **one- or two-players**. Playing either player, lose all your protective balls, but keep your finger on the gas. You can continue to drive even though you're lost.

Adam Barkley, Morrisburg, Canada

## Roger Clemens MVP Baseball (SNES)

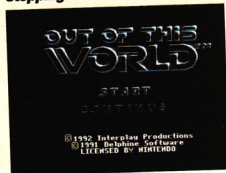
### Pitch In



Take yourself out to the ball game with these codes for Roger Clemens MVP Baseball for the SNES. The following

## Out of This World (SNES)

### Stepping Out with Level Codes



Here are some otherworldly passwords to jump you through to Stage 13 in Out of This World:

- Stage 2: HTDC
- Stage 3: CLLD
- Stage 4: LBKG
- Stage 5: XDDJ
- Stage 6: FXLC
- Stage 7: KRKF
- Stage 8: KLFB
- Stage 9: DDRX
- Stage 10: HRTB
- Stage 11: BRTD
- Stage 12: TFBB
- Stage 13: TXHF

Max Nihel, San Francisco, CA

## Street Fighter II (SNES)

### Street Fighting Ending



For an easy look at the character ending in Street Fighter II for the SNES, set the game to **Championship Mode** by pressing **Down, L, Up, R, Y, and B** at the **Capcom logo**. Then, set the **difficult setting to 2**. After you breeze through the game and beat **M. Bison**, but before the picture fades away, **simultaneously press Start and R** to see the character ending.

Enrique Hernandez, El Paso TX

passwords only work if your team is the New York Buffalos:

Tied with the Montreal Lumberjacks and seven games left in the season:

CGDPNW RBO2S5 LC809C CMBBGS

In first place with four games up on Montreal and three games left in the season:

\*G5M34 GLO2XN NK819C CMBB6M

NL East Champs with your team ready to play the Cincinnati Big Cats for the NL Championship:

DHDWON SLO59N NMR29C

CMBBTM

Tied at two games apiece with Cincinnati for the NL Championship:

GDBQZV

FVBBBB BBBBGG CMBBCC

NL Champs with your team ready to play Kansas City Kings for the World Championship:

KB5BZV FBCBBB BBBBGG CMBBHD

Ahead three games to one in the World Championship against Kansas City:

GBDFWZ F3BBBB BBBBBL CMBBGG\*

Jeff Brown Fishkill NY

# SWATPRO



## Game Genie Mania

Here's some Game Genie codes from our friends at Galoob:

### The Simpsons: Bart's Nightmare (SNES)

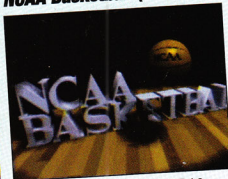


Infinite Lives (Bartman and Itchy & Scratchy Stages) C2BE-60EA



Infinite Z's in Main Game: C2C3-6925 + C2C3-61B5

### NCAA Basketball (SNES)



Infinite Time to Shoot: C2B5-DDA9



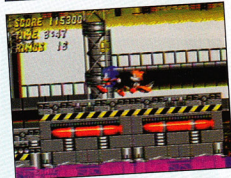
Player One Free Throws Worth Two Points: 76BD-0D07



No Five Second Violations: C265-D4D7



## Sonic The Hedgehog 2 (Genesis)



Each Ring Worth Eight Points: SAST-DA1A  
Jump a lot Higher: EBVT-CAE2

## Space MegaForce (SNES)

Infinite Bombs: DD65-AFAB

Infinite Ships: DD6D-07AC

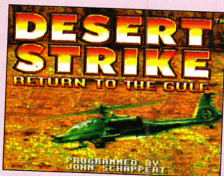
Begin in Area 12: CB6A-0D0D + DA6A-0D6D

A big GamePro "Thank You" to Dave Tilbor at Galoob for these codes!



## Desert Strike (SNES)

Just Desert



Here are four codes that will help you beat Desert Strike for the SNES:

Stage 1: 3ZJMZT7

Stage 2: K32L82R

Stage 3: JR8P8M8

Stage 4: F9N5CJ8

Now all you have to do is select your copilot and your options, and you'll be off desert striking!

**Stuart Tomisaka, San Jose CA**

## Street Fighter II (SNES)

Street Genie

Check out these cool Game Genie codes for Street Fighter II:



© CAPCOM 1991, 1992  
© CAPCOM U.S.A., INC. 1991, 1992



B229 A7A7 (stand in one spot and hit your opponent no matter where they are on the screen)



D524 07D7 (the computer cannot block low attacks)

**Mike Pirrone, Cedar Park TX**

## Taz-Mania (Genesis)

Chill with Taz



Taz-Manian Devils are greedy. To keep Taz happy, go to the Iceland level of Taz-Mania for the Genesis, jump over all the ice blocks, except for the block just before the arrow. Instead of jumping over it, stand on this last ice block while it falls, and you'll discover a bunch of goodies for Taz. Climb back up the ice cliffs and Taz on.

**Eddie Deveau, East Boston MA**

# SWATPRO

TIPS/TACTICS  
PASSWORDS

## Street Fighter II (SNES)

### Street Fighter Turbo!

Here are some ultra cool codes to use with your Pro Action Replay and the SNES mega-hit Street Fighter III!



Make Midair Moves: 7E0C B200



Low Height, Wide Arc, Dragon Punch:

7E0C 323E

Turbo Speed: 7E0C 6010

Ultra Slow Fireballs: 7E0C B912

Ultra Fast Fireballs: 7E0C B911

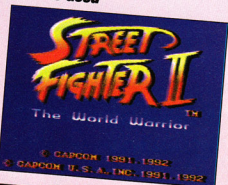


Invisible Street Fighter: 7E0C 0000

Note: These codes will only affect **Player One**. If you wish to have **Player Two** use these awesome effects, **change 7E0C to 7E0E**, but leave the rest of the codes the same. The Turbo Speed code is the only code that automatically works for both players when inputted.

Jorge Aquino, Daly City, CA

## Street Fighter II (SNES) Sounds Good

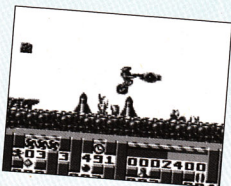


Check out some new sounds for SFII. You can change the sound effects in the **Options Mode** by pushing the **R** button rapidly on either 25, 26, or 27. You'll hear some new sound effects on 1f through 23.

Steven Matson Huntington Beach CA

## Turrican (Game Boy)

Turrican Do it



Here's a few great tips that come in more than handy for the Game Boy version of Turrican.

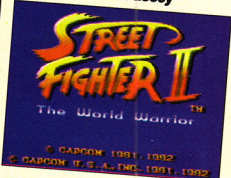
For invincibility: press A,B,B,A,B,A,A,B,A,A,B,A,A during the title screen.

To skip stages: press Start and then Select while you're invincible.

Homan Yuen, Bakersfield CA

## Street Fighter II (SNES)

Watch Honda Get Goopy



Use the Turbo Speed code for the Pro Action Replay and back E. Honda into a corner. When you can't go any farther and it seems you're stuck, wait a few seconds. Honda should melt into a green glob. Maybe it's all that steam from the tub.

Scary Larry and Dr. Dave

## 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 3329  
Redwood City, CA 94064

## Super Mario Kart (SNES)

Nitro Mario



To execute a Nitro cheat on Super Mario Kart, hold down the accelerator in between the first and second beeps on the starting grid. You'll zoom ahead of the pack and cruise to the goal line.

Dylan Odgers, Brahma Lodge,  
South Australia

# GAME BUSTERS



By Slo Mo

If you've escaped the Arena in Out of This World, you deserve a break today! Your never-ending quest is almost complete. Here's how to get out of Out of This World.



2) **PROTIP:** Then stop on the ledge and put up a Shield. Four guards will charge in from the right. Nail each one by blasting their shields with a Mega-blast and then quickly firing a regular shot. Be sure to maintain power on your own Shield the whole time.



4) **PROTIP:** When your friend comes to your rescue, you must crawl to the control panel on the right. Hold down Right. You must reach the panel before the scuffle ends.



5) **PROTIP:** The panel helps you zap your friend's evil twin. Wait till he walks into the center of the lighted portion of the floor, then hit A.



6) **PROTIP:** To escape, you must be quick. After you disintegrate the bad guy, immediately hit A again and hold down Left. You must crawl back into the lighted portion of the floor, or the guards will burn you.



7) You and your extraterrestrial buddy escape to a rooftop getaway. You'll mount a friendly flying dragon and soar off into the sunset. But wait! You're still not home! Will there be an Out of This World 2?



3) Get by the Guards, and your friend joins the escape. Too bad! A shot knocks you off the ledge, but someone saves you. Your savior looks like your pal...but looks can be deceiving!



1) The fun begins when you bust in on the alien pool party. Don't soak up the action, though! Immediately run Right onto the ledge.

# Master the GAME

Post Office Box 702, Essex, MA 01929

## \*SPECIALS\*

*Titles on Special are listed in Bold Print.*

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- 547 Spiderman
- 549 Splatterhouse II
- 554 Sportstalk baseball
- 544 Wheel Talons
- 548 Streets of Rage
- 557 Streets of Rage II
- 545 Sunset Riders
- 549 Super Battle Tank
- \$38 Super Smash TV**
- 545 Super WWF
- 545 T-2 Arcade Version
- \$36 TailSpin**
- 545 Tasmania
- 545 Team USA Basketball
- 548 TMNT Huperston Heist
- 547 Toe Jam & Earl
- 552 Tyrants
- 545 WC Leaderboard Golf
- 550 Wheel of Fortune
- 548 X-Men

### Look for soon...

- 545 Battle Tadda
- 546 Chase HQ
- 557 Chester Cheetha
- 545 Double Dragon III
- 554 Flashback
- 551 Haidabal III
- 546 Hit the Ice
- 552 Humans
- 547 James Bond 007
- 545 Mutant League Football
- 552 Out of this World
- 554 Tony Larusa Baseball
- 549 Toys
- 548 Tiny-Tune Adventure

### Sega-Genesis CD Games

- 542 After Burner III
- 545 Batmans Returns
- 546 Black Hole Assault
- 552 C&C Music Factory
- 546 Chuck Rock
- 545 Cobra Command
- 545 Dungeon Master
- 545 Final Fight
- 545 Hook
- 545 Jaquar
- 546 J. Montana NFL
- 552 Kiss Krass
- 551 Make own music (INXS)
- 551 Monkey Island
- 551 Night Trap
- 552 Out of this World
- 545 Prince of Persia
- 545 Rise of the Dragon
- 545 Road Avenger
- 552 Sewer Shark
- 552 Terminator
- 532 Virtual VCR Prince
- 532 V. VCR March of Time
- 545 Wing Commander
- 545 Wolf Child

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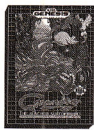
- 141 System w/ Super Mario
- 595 Core System
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- 558 Aerobix
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- 552 Bart's Nightmare
- 551 Baseball Simu. 1000
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- 552 Best of the Best
- 548 Blaze On
- 551 Bulls Vs Blazers
- 552 C. Ripkin Jr. Baseball
- 551 California Games II
- 554 Chester Cheetha
- \$46 Chuck Rock**
- 548 Clue
- 553 Contra III
- 547 Cyber Spin
- 552 Death Valley Rally
- 551 Desert Strike
- 552 Dino City
- 561 Doomsday Warrior
- 557 Double Dragon
- 545 Dragon's Lair
- 551 Dream Probe
- 539 FR Mystic Quest
- 549 F-Tero
- 553 Faceball 2000
- 558 Fajal Fantasy II
- 553 Final Fight
- 552 Foreman's Boxing
- \$51 Gem Fire**
- 552 Ghoul'n-N-Ghost
- 552 God
- 552 Gonitica
- 552 Harley's Humongous Adv.
- 552 Home Alone
- 552 Home Alone II
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- 551 Lemmings
- 557 Magical Quest
- 548 Monopoly
- 551 Musyu
- 550 NCAA Basketball
- 551 NHL Hockey '93
- 551 On the Ball
- 544 Paperboy II
- 551 Phalanx
- 551 Power (Deadly) Moves
- 553 Prince of Persia
- 550 Pushover
- 552 Q-Bert 3
- 552 Race Drivin'
- 551 Rampart
- 552 Rival Turf
- 554 Robo Cop III
- 552 Rocketeer
- 552 Roger Clemens MVP

- 547 Shanghai II
- 558 Sim Earth
- 550 Space Megaforce
- 551 Spanky's Quest
- 552 Spiderman / X Men
- 554 Soulblazer
- 552 Street Fighter II
- 552 Strike Gunner
- 552 Super Adv. Island
- 552 Super Batter Up
- \$46 Super Bowling**
- 550 Super Buster Brothers
- 561 Super F1
- 548 Super Goal
- 550 Super Mario Kart
- \$41 Super Mario World**
- 552 Super NBA All Stars
- \$43 Super Play Action FB**
- 552 Super Sonic Blastman
- 552 Super Star Wars
- 552 Super Valls IV
- 552 Super Wrestlingmania
- 552 Syvallion
- 551 Test Drive II
- 550 TKO Boxing
- \$47 TMNT IV**
- \$45 UN Squadron**
- 550 Uncharted Waters
- 550 Wheel of Fortune
- 556 Where in Time is C.S.
- 556 Wing Commander
- 549 Wings II
- 545 Word Tris

### Look for soon...

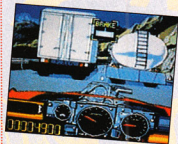
- 552 Alien 3
- 552 American Gladiators
- 551 B.O.B.
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- 551 Brainies
- 545 Congo's Caper
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- 557 E.V.O.
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- 557 Fatal Fury
- 551 Hit the Ice
- 558 Injico
- 553 King Arthur's World
- 555 Might n' Magic II
- 550 Outlander
- 554 Pugsley's Scav. Hunt
- 552 Radio Flyer
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- 552 Terminator
- 552 T-2 Judgement Day
- 554 Tiny Tunes Adventure
- 550 Tom & Jerry
- 551 Toys

Many, Many more titles in stock - call for more information.



## Take To the Open Road

**Renovation's** ready to hit the streets with their first CD title, **Road Avenger**. Designed by Wolf Team (creators of **Cobra Command**), this CD features almost full-screen animation with an entirely different style than anything we've seen for the CD to date. Road Avenger's set in the future. You're a member of S.T.O.P. (Special Task Operations Patrol) and you're out to



Road Avenger

protect the highways from S.C.U.M. (a bunch of terrorists)! The one-player action features a cool 3-D perspective, over 30 minutes of full-motion animation, 360 degree scrolling, digitally recorded stereo sound, and nine stages of action. Fasten your seatbelt for the ride of your life. We'll give Road Avenger a test drive next month.

# PRO Report NEWS

## Mario Is Missing!

Yup, Mario is missing! But not for long! **Software Toolworks** and **Nintendo of America** have teamed up to create the first in a series of educational products starring everyone's favorite plumber. In **Mario Is Missing!**, players roam the world through exotic locales and famous cities in search of evil characters who have turned things upside down. Software Toolworks' series of games based on Mario will educate gamers in such areas as geography, history, mathematics, reading, and early learning.

## SFX Games Get Foxy

Now that Mario's busy with Software Toolworks, **Nintendo's** concentrating on developing a few new products of their own. Look for the premiere of StarFox, the first game to make use of the new SFX chip. In this 3-D flight adventure, **StarFox** pilots will climb, dive, and barrel roll through outer space. Hope you don't get airsick!

## Cracking Down on Game Counterfeiters

**Nintendo** continues to prove that they're more than serious about working with authorities to crackdown on the problem of counterfeit video game cartridges. In late November, the largest raids to date took place in Hong Kong. Customs agents raided 40 wholesalers and retailers, plus three manufacturers of illegal counterfeit video games. Over 30 persons were arrested and the contraband material

recovered amounted to about 30 million Hong Kong dollars worth of merchandise. Nintendo of America's General Counsel, Lynn E. Hvalsoe, indicated that Nintendo will continue to aggressively assist government customs agents in pursuing illegal game counterfeiting operations and will also continue to institute civil enforcement actions against counterfeiters.

## Show Them Your Moves

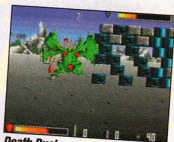
**Sega's** getting ready to use a little body language with their latest peripheral, the **Activator**. This new device enables gamers to control the on-screen action with movements made by their body. When you move your arms and legs, it breaks an invisible beam of light. As they say, for every action, there's a reaction! Look for more on the Activator in an upcoming Hardware Helpers. It's an out of body experience!

## Konami's Latest and Greatest

Now that **Konami's** jumped into the Genesis pond, they're on a roll. Look for their next Genesis game to feature a brand new hero, **RocketKnight** (working title). This jet-propelled superhero can fly at high speeds, float, slide through water, hang by his tail, and carry a sword. In his first game, **RocketKnight Adventures**, he'll have to rescue a kidnapped Princess and return the "Key to the Seal" to protect the honor of the land. Konami plans to blast off with **RocketKnight** in the summer of '93. We'll have more on **RocketKnight** in an upcoming issue.

## Just Say No

Ever heard of Parents Against Video Game Violence? Well, PAVV is a watchdog group of parents based on the East Coast that checks out games and lets us know the ones they think are too violent for kids to play.



Death Duel



Pit-Fighter



Splatterhouse 2

Lawrence Heath, President of the group, recently sent GamePro their top five most violent Genesis titles. PAVV suggests that parents and kids everywhere boycott these games, or at least beware of their violent content:

1. Death Duel by RazorSoft
2. Pit-Fighter by Tengen
3. Pigskin Football by RazorSoft
4. Super Smash TV by Acclaim
5. Splatterhouse 2 by Namco

## I Want My Sega CD

CDs may or may not be the next wave in video gaming, but a whole lot of people want to find out. The first 35,000 Sega CDs sold out in 48 hours. Sega projected sales of 200,000 units by the end of the holiday season. The only reason that number isn't higher is because they can't make them fast enough to supply the demand. Sega's plan? Just keep making 'em and shipping 'em as fast as possible.

## Bomberman Surprise

Those wacky programmers at TTI are just crazy for **Bomberman**. Seems they secretly included Bomberman 93 on the 3-in-1 disc that comes with the Turbo Duo. This explosive title features dynamite five-player action (See this issue of GamePro). Of course, this means the 3-in-1 disc isn't really that at all, but rather a 4-in-1 disc, which means you actually get six free games with the system! Cool! By the way, those folks at TTI are busy with another secret project. Can you say 32-bit? Stay tuned to an upcoming issue of GamePro for the latest.

## I See U-2

If you caught the recent Fox TV special program that featured mega group U2, you may have noticed that U2 guitarist, the Edge, did more than just play great rock and roll. If you watched U2: Zoo TV closely, you probably caught the Edge playing a video game. The name of that game was **Super Battytank** by **Absolute** (check it out in this issue of GamePro).

## It's a Nightmare

If you're looking for a change of pace, you just might want to check out Nightmare. This



Sega CDs - can't make 'em fast enough!

interactive video board game is just about the hottest thing to come from Down Under (Australia, mate) in a long time. What makes Nightmare so cool is the VHS tape that comes with the game. The cassette stars "The Gatekeeper," a thoroughly creepy dude who interacts with the players. If you're tired of video games and board games leave you bored, you just might want to check out Nightmare. Sweet dreams!

## Philly's Best Go One-on-One with NCAA Basketball



NCAA

It was the video sports challenge of the year! Early in December, Philly's hometown b-ball star, Rasheed Wallace, took on com-

mentator and former player, Steve Mix, and **Nintendo** champ, Jeff Hansen, in an NCAA tournament - that's **NCAA Basketball Challenge** for the Super Nintendo!

This was the first NCAA hoops action for the 6'4" Wallace, who hasn't yet decided which college he'll attend. Wallace's verdict? "This game is as exciting as any I've played in. I've been practicing day and night getting ready for these guys because I know little guys can be quick. But, I think I have some length a d v a n t a g e in my thumb!" It's nice to know that

when you walk on the SNES NCAA basketball court, it doesn't matter how tall you are!

## BLOCKBUSTER VIDEO

## Top 10 Video Game Rentals

### Nintendo NES

1. Tecmo NBA Basketball
2. Mega Man 5
3. Tecmo Super Bowl
4. Home Alone 2: Lost in New York
5. Simpsons: Bartman Meets Radioactive Man
6. Foreman's KO Boxing
7. Spider-Man: Return of the Sinister Six
8. WWF Steel Cage Challenge
9. Caesar's Palace
10. Terminator

### Super Nintendo

1. Super Star Wars
2. Road Runner's Death Valley Rally
3. Super Mario Kart
4. NHLPA Hockey '93
5. John Madden Football '93
6. Bulls vs. Blazers & the NBA Playoffs
7. Magical Quest Starring Mickey Mouse
8. Out of This World
9. Spider-Man & X-Men: Arcade's Revenge
10. StreetFighter II

### Sega Genesis

1. Sonic the Hedgehog 2
2. Captain America & the Avengers
3. John Madden Football - Championship Edition
4. NFL Sports Talk Football '93
5. NHLPA '93 Hockey
6. Streets of Rage 2
7. Road Rash II
8. LHX Attack Copper
9. Batman Returns
10. T2: The Arcade Game

This information was provided exclusively to GamePro Magazine courtesy of Blockbuster Video.

# GamePro

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- #39 (Oct. '92) Streetfighter II Strategy Guide Insert, Part 2
- #40 (Nov. '92) Streetfighter II Strategy Guide Insert, Part 3
- #41 (Dec. '92) Streetfighter II Strategy Guide Insert, Part 4
- #42 (Jan. '92) Streetfighter II Turbo Strategy Guide, Battletoads Pull Out Section



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| Sega Genesis Secrets, Vol. 2<br>290 pages.   | Rusel DeMaria<br>\$9.95          |
| Sega Genesis Secrets, Vol. 3<br>250 pages.   | DeMaria and Meston<br>\$9.99     |
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- SWAT #8 (Oct./Nov. '92) Special Feature on Super Double Dragon

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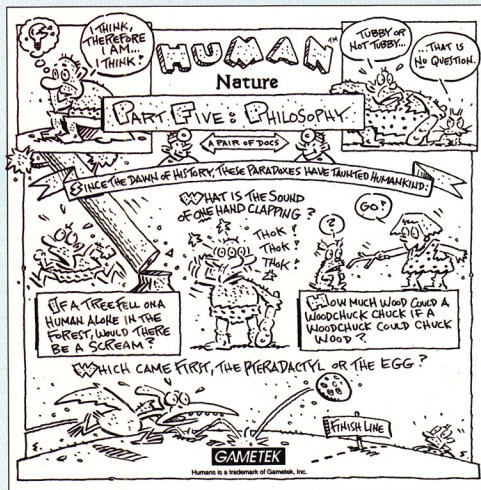
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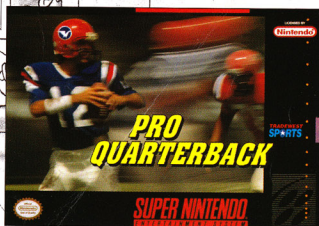
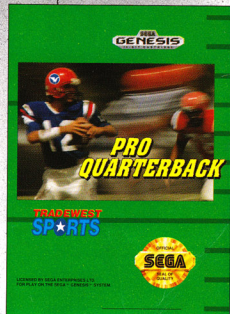
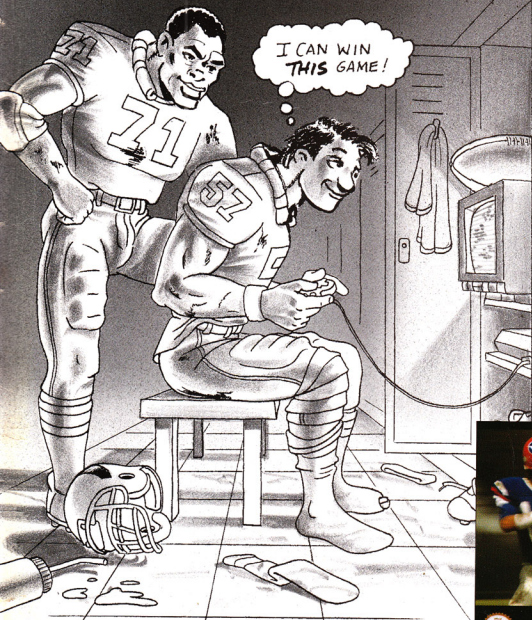
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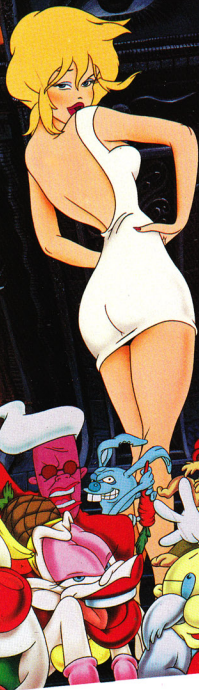
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