

**GamePro
TV Show!**
See Page 50!

NINTENDO • GENESIS • SUPER NES • TURBOGRAFX-16 • GAME BOY • GAME GEAR • LYNX

GAMEPRO

#1 VIDEO GAME MAGAZINE

Science
Fiction Spectacular!
Star Wars!

Plus: Star Wars
Strikes Back!
Excellent
Bucky O'Hare

Super NES
Ghouls 'n Ghosts
HyperZone

Genesis!

ToeJam & Earl
Decapattack
Starflight

Game Boy!

Battletoads

Win a Game Genie!
See Pg. 77

WATCH
GAMEPRO
TV!



An IDC Communications Publication

Volume 3, Number 10

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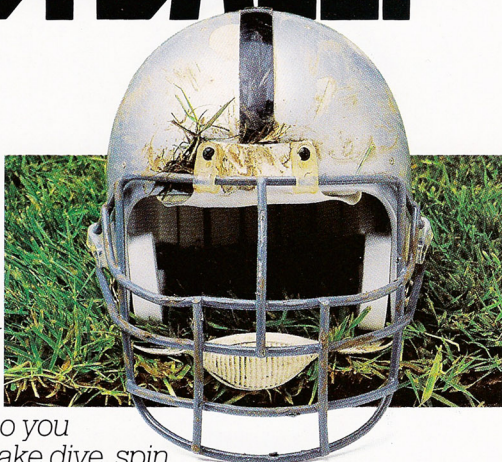
Each one blitzing
and scrambling
its way to Super Sunday. Each one
packed with pro caliber players who you

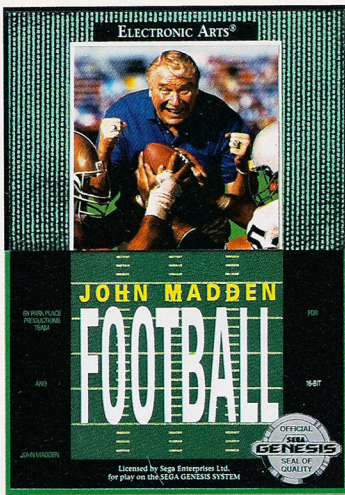
make dive, spin,
jump, block, and break tackles.
Just like the big boys.

Besides real moves, you
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Play on the all-Madden team with guys
who eat their lunch out of their helmet
and don't know the meaning of pain.
It's real mud and guts football.

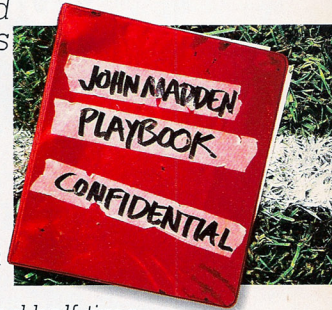
It's fourth down and
you could boom one deep.
Or take your chances, take the punt,
and go for it. What a total kick.



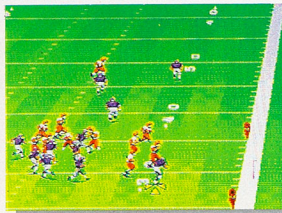


You can call more than 100 real plays, too, for complete, easy on-screen play calling. Pages ripped right out of Madden's play-book. Even audibles.

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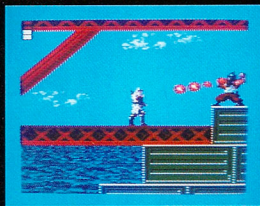
Game Gear™ turns the whole world into your personal playground. That's because the new color portable video game system from Sega™ comes ready to play and packed with possibilities. For one thing, every Game Gear comes with the popular Sega hit, COLUMNS™, pictured left. And that's just the beginning. With Game Gear you can play arcade favorites like G-LOC™, SUPER MONACO GP™ and SHINOBI™ anywhere you want. Or run, climb and leap through the CASTLE OF ILLUSION STARRING MICKEY MOUSE. And lots more games are on the way. They all look great because Game Gear has 32 on-screen colors out of a palette of 4096. The backlit screen means you can play in any kind of light. Even total darkness. And don't forget Game Gear's many optional features. Plug in the TV Tuner** and your Game Gear becomes a hand held color television. Plug in headphones and you've got multi-channel stereo sound. Game Gear also has the added convenience of multiple power sources. It operates on batteries, an AC adapter or a car adapter. So wherever you go, you've got power to spare. Remember, there're lots of ways to go. But with Game Gear you go in style.



G-LOC



SUPER MONACO GP



SHINOBI



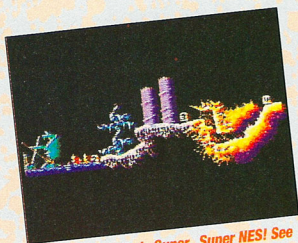
CASTLE OF ILLUSION STARRING MICKEY MOUSE

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*Screens shown are actual Game Gear games photographed on a video monitor for reproduction purposes.

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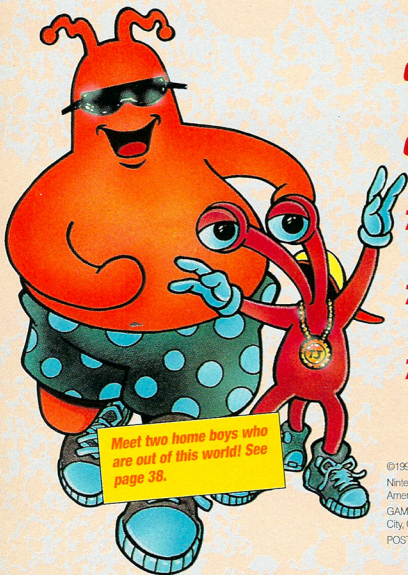
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Flying Warriors Chapter 11

Rick and his friends battle on in the Dark Dimension. Plus: Little Ninja Brothers, beginning on page 40A.

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Humphrey the astronaut's been captured by aliens and imprisoned in a space ship filled with poison gas and killer spike balls. Now he's fighting his way out. Join Humphrey as he hacks into the ship's central computer and discovers a map of the rocket's eight chambers. Help Humphrey

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Toe Jam and aliens in a s



Yo. Wha'sup? My name is Toe-Jam, and this here is my homeboy Big Rappin' Earl (guess who's Big Earl). We're a couple of cold bussin' aliens from the planet Funkotron. Check it out, Earl crashed our hype cruising vessel on the most funk-ed-

up planet in the whole universe, Earth. Now the two of us are lookin' at a most magnanimous adventure.

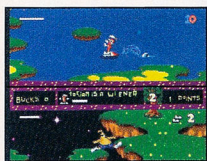
Looks like we're gonna have to

hip-hop and explore the full Earth scene to score the Righteous Rappin' Master Module Speakers and munchies we'll need for the ride home. But yo, we know what time it is. By the time Earl and I blow this 'hood, we will have achieved

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Earl,™ two hip erious jam.



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Everybody dance now!



T-T-Toelam and E-E-Earl.
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Supreme Funk Lord status. What-dya say Earl? "Uh oh."

Say what? Oh sorry, Earl's pants fall down sometimes, he's still a Dufus. What my homey meant to say is that we gotta dis these freaky locals, like this mad dentist dude,

the crazed shopper and worst of all, the nerd herd. But we'll be livin' large if we can find some of these presents, like rocket skates and tomato slingshots. So word up and chill out lazy Earth-dudes, 'cause we'r jammin'!



Brave New Video Game Worlds

By The GamePros

Welcome to our Science Fiction issue! We thought it'd be fun to gather up as many new video games as we could find that have some sort of science fiction theme. Video games with sci fi themes? Gee...tough work, huh? Harder than you think.

First, Star Wars and The Empire Strikes Back! Any questions? They're from JVC. Bill & Ted's Bogus Journey by Acclaim follows the party hearty duo back into time to retrieve famous dudes and babes (their term). Star Trek celebrates its 20th anniversary by boldly going where other games have gone before, but now you get to direct the cast and crew of the "original" Starship Enterprise thanks to Konami.

ToeJam & Earl, however, land on a radically strange world – ours! E.T. is a total weiner compared to these two highsteppin' 'bad rappin' extraterrestrials from Sega. If you like your sci fi a little more, uh...down to earth check out StarFlight by Electronic Arts. It's a great outer space adventure/role-play game.

"Head" on into Sega's Decapattack if medical science is where you like your fiction. And sharpen up your carving skills for the heady Decapattack Contest. Hyper-Zone by HAL America is a dizzying first-person SNES spaceship shooter. And remember, in space no one can hear you scream; just ask the Silent Debuggers (by NEC for the TurboGrafx-16). Some of the all-time great science fiction movies were featured in black and white – Battletoads by Tradewest just might achieve all-time status among Game Boy carts.

Naturally, we know not everyone digs sci fi like we do, so we have a few features this issue that fall back on basic video game fare. We complete our Spring Consumer Electronic Show round-up look at 8-bit carts due out by Xmas...just in time for Winter '91 CES in January. Among our Pro Reviews, Sega's Streets of Rage and Treco's Street Smart should satisfy anyone's craving for bare-knuckled Genesis gaming. Choplifter 2 by JVC flies straight out of the headlines to rescue hostages. And if you want some old-fashioned sizzle and spice, check out Super Ghouls 'N Ghosts by Capcom for the SNES. This great looking classic game features classic runnin' 'n jumpin', slicin' 'n dicin' with all-new levels and graphics.

Of course, the annals of science fiction are filled with far-seeing predictions of far out devices. We've got a couple of hot pieces of hardware fresh off the drawing boards. The Cutting Edge features a preliminary look from overseas at the Sega MegaDrive CD-ROM System (which will translate into the Genesis CD-ROM System here in the U.S.). Hot at the Arcades readers can do some time traveling with Time Traveler to see what coin-ops may look like in the very near future, according to Sega.

If you enjoy reading this type of special focus issue, we'd like to know. Send us some ideas for the GamePro special focuses you'd like to see.

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ABC Audit Applied For.



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

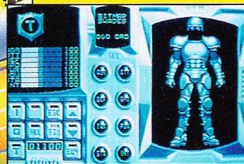
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No More Italian Plumbers, Please

This has been bothering me for a while, and I just had to let somebody in the gaming/toy industry know how I feel: I'm tired of Mario. How much more can we take?! There are Mario telephones, underwear, candies, pajamas, even a Television show! How often do we have to rescue the helpless Princess Toadstool and defeat the silly Turtle King?! Please Nintendo, I can't take it anymore. Please stop this Mario madness or at least come up with a fresh video game hero.

Pedro J. Camacho, Trujillo Alto, Puerto Rico

A "Bit" Confused

Is it really true that the Genesis can handle 16 megs? I recently called a game tip hot line and was told that no 16 bit machine can handle more than 8 megs. Is this true? If it's not true and the Genesis is capable of handling a full 16 megs, will they make any 16-meg games?

Jason Kobelesky, Cherry Valley, CA

(Technically the Genesis hardware can handle far more than 16 megs. The reason you don't see many games over 4, 6, or 8 megs is most likely due to the manufacturing costs involved. The more megs a games uses, the more money it costs to produce. If the average 4 meg Genesis title currently retails for approximately \$50 (and up), a 16 meg game would retail for upwards of \$100. Eventually, as chip technology continues to improve, production and retail costs of 8+ megs will, most likely, begin to drop. It's hard to say for sure, but at this point the future of high meg games looks as if it may be in the CD-ROM games. - Ed.)

About Face

I was flipping through your July '91 issue, and I noticed that on page 54 the game rating icons looked a bit odd. The faces that are usually on the red squares were on the orange squares, and the faces that are usually on the orange squares were on the red squares. Was this a mis-

take, or did you do this for a reason? Just curious - and a little confused.

Brian Becwar, Hawatha, IA

(Well, Brian we're feeling a little red in the face about that little color mix up. Yes, this was an oversight on our part. The color scheme of the rating system has not changed; a red face is still equivalent to the highest possible rating, and an orange face is still equivalent to the second highest possible rating. We apologize if we caused you any confusion. - Ed.)

Where's the Pigskin?

In the July '91 issue of *GamePro*, you stated that there would be a review of Tecmo Bowl in the August issue. Well, there wasn't anything on Tecmo Bowl! What's up? I was really looking forward to getting the low-down on what promises to be a hot Game Boy title.

William Phillips, North Royalton, OH

(We had every intention of including a review of Tecmo Bowl in our August issue, really! Unfortunately there were some delays in the final fine tuning and programming of Tecmo Bowl. Last minute delays in programming are a perfectly normal and not uncommon occurrence amongst industry developers - those last minute changes can make all the difference. Back to the question. We weren't able to get our hands on the finished version of Tecmo Bowl in time to meet our editorial deadline. Since then, however, we have received Tecmo Bowl, and you can look forward to seeing a review sometime before the end of the year. - Ed.)

An Encore for Sonic?

I've just finished Sonic The Hedgehog - wow! What an awesome game! From the way that the game ended, I got the feeling that there's a possibility for a sequel. Is this ever going to happen?

Tony Perkins, Avondale, AZ

(We have it on good authority from our rumor digging mole (a sneaky little rodent who also happens to be good friend of Sonic's) that there is a very strong possibility (no promises) that Sonic may indeed be breaking the speed barrier in a sequel. How reliable a mole is remains to be seen. Keep your fingers crossed. - Ed.)

We Want Sonic, too!

Sonic The Hedgehog looks outstanding on the Genesis - but I own the Sega Master System! Since Sega's Sonic's

supplier, what are the chances that the quick little dude will show for my SMS. Afterall, Strider and Spiderman made the jump. By the way, thanks for the Sega Master System coverage (but you could use some more). The SMS lives!

Jody Chan, Pasadena, CA

(Our rumor-digging mole's working overtime. Sonic The Hedgehog for the SMS is running around Sega's hallways even as you read this. Hopefully we'll snag him for GamePro soon. - Ed.)

Looking for Valis

I have played Valis II for the TurboGrafx CD-ROM system and Valis III for the Genesis. The question is, is there a Valis I, and if so, what system is it made for? I would like to complete the trilogy.

Franklin Espinoza, Elmhurst, NY

(Yes, Franklin, there is a Valis I. However, it was produced solely for the Japanese PC Engine system by a company called Telenet (known as Renovation in the U.S.), and has since gone out of reproduction. Your best bet for finding a copy of Valis I (and a PC-Engine for that matter!), would be to check for stores in your area which specialize in Japanese imports. Good luck!

By the way the Japanese CD version of Valis III is similar to the Genesis version, but it has several additional levels! - Ed.)

No Time for Cartoons

I'm really looking forward to your T.V. show, though I do have one request. You mentioned that you weren't going to have an Adventures of GamePro, yet. Please, keep it that way! It's not that I don't like the AOG, it's just that I'd like to see as much time as possible devoted to new game reviews and tips.

(Watch out, Nathan! GamePro's got your coordinates in the Video Dimension! - 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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Thanks for your input!

CUTTING EDGE

The Genesis CD-ROM System

(We described the Sega CD-ROM system last issue, but then we received this mysterious, solicited, long-distance report (no postage due). While there's still little info about the U.S. unit, the info here is interesting and it jives with what we've recently seen in some Japanese publications. Who are you? — The Whizz)

Something Special from Sega

By ?

There are many rumors circulating about the Sega CD ROM system to be unveiled in Japan this fall. It's called the Mega-CD over here. I've gathered a few specs on the unit. Sega of America will neither confirm nor deny any of the following information, which first appeared in the Japanese video game press. Here goes.

So Much to Play, So Little Time

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

Why is this good? The CD-ROMs CPU will continuously pump game data into its buffer RAM from the compact disc while the Genesis CPU continuously reads that data from the buffer RAM as it displays the action on-screen. The time it takes the Genesis to suck up the data is called access time. CD watchers already know that poky access time is one of the biggest complaints about the NEC TurboGrafx-16 CD-ROM player, which doesn't have its

own CPU. Sometimes the game freezes up for about 5 seconds right in the heat of the moment in order for the TG-16 system CPU to load CD info into its buffer. The Genesis CD's independent CPU speeds up game play since the Genesis processor doesn't have to pull double duty and wait in order to fetch data. That means quicker access time.

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

Scaling and Rotation for the Genesis

One of the the neatest tricks that the Super NES can perform is scaling and rotation. Anyone who's seen Pilotwings or Castlevania IV will tell you that.



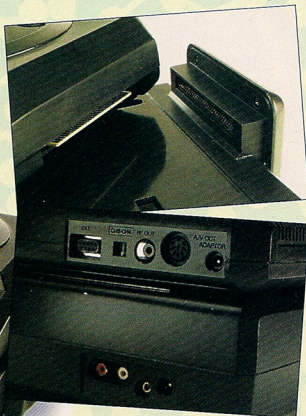
What you may not know is that the Super NES can on-ly scale and rotate the background. Step aside Nintendo.

If you've played Sonic The Hedgehog, you've seen some neat rotation, but until now the Genesis could only accomplish this through software. The Mega CD will have a special chip that will allow very fast scaling and rotation without eating up a ton of processing time. This chip will not only scale and rotate backgrounds but also do the same to sprites from two separate pivot points. This means the Genesis can utilize two different playfields at one time and that they can be rotated independently. Talk about doubling your fun!

The Mega CD will also have a special graphics chip that enables the Genesis to generate more colors and sprites on the screen simultaneously and also process them faster. Additionally, it will be able to animate a continuously running sequence for 1 hour, running at 15 frames per second and supporting 16 colors. Get set to see some of the hottest game intermission screens around.

Sounds So Sweet

As it currently stands Genesis sound capability is 6 FM sound channels or 5 FM sound channels with 1 PCM (Pulse Code Modulation) channel, right?



PCM refers to sampled sound, that is, an authentic sound recording that programmers can manipulate any way they like.

The Mega CD will pump out sounds two different ways. The first and most obvious way is by playing real-time music like that which you hear on a regular CD. The second way is to pump sound through the Mega CD's eight channels of sampled sound. WOW! The sound chip is reportedly a variation of the dynamite chip in the arcade game, Rad Mobile.

A Superior CD

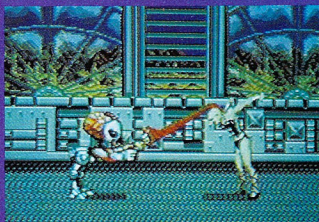
The Sega CD-ROM system knocks my socks off and I haven't even played a game yet! What's down the road? Will Nintendo take this lying down? Time will tell.

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

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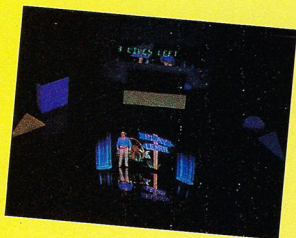
By Hack 'n Slash

We have seen the future and it's live! At least it's as close as it gets for three tokens. Ya gotta see Time Traveler!



Time Traveler (Sega)

Time Traveler is hot, hot, hot! But not so much for the actual game as for the incredible technology it shows off. Sega labels this coin-gulper a Hologram game. It doesn't actually project a true holographic image, but the game characters, real-life actors and actresses, move and groove in cinema-quality images projected onto a play area that looks like a mini-stage NOT a TV screen.



In Time Traveler a renegade scientist from the future has disrupted the time continuum. You play a pistol-packin' cowboy, who's been recruited by the Galactic Federation to bag the time bandit. Your chase covers seven Time Sectors, 50,000 B.C., 1350, 1873, 1998, 2173, 2552, and some weird fantasy era. Naturally, in each sector you must gun down a gang of bad guys. Cave men, drug dealers, zombies, outlaws, and mad magicians materialize out of thin air, so be quick or dead.

The controls are simple: a joystick for turn left, turn right, jump, and duck and an Attack button to fire your six-shooter. You

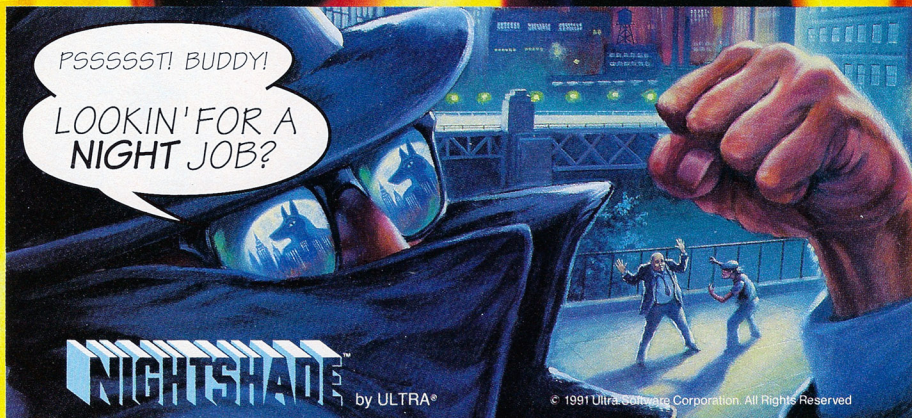
don't walk around much. You also have a Time Reversal button. Hit it immediately after you die to activate a Time Reversal Cube—you see a rerun of your fatal error and you get a chance to replay the scene.

Time Traveler's a good action game that's a kick to play and fun to watch. You'll realize how Neanderthal man felt when he discovered fire. Of course, he had to learn what to do with it before he really changed the world.

PROTIP: 2173 is mostly jumping and ducking. Even after you shoot, some dudes, watch out!

PROTIP: One shot wastes most bad guys, but hefty villains such as 1998's big mummy require rapid button-pressing.

PROTIP: Time Reversal Cubes are critical to beating the game. They cost one token each, be prepared.

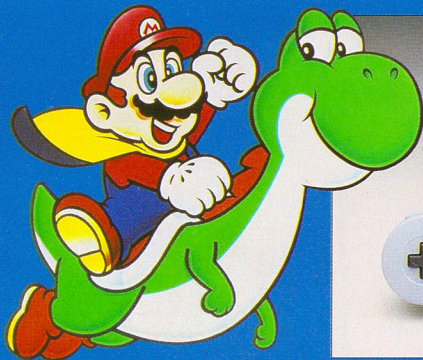


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NINTENDO

PRO REVIEW



By Slo Mo

Long, long ago in a galaxy far, far away... what happened? Yes, Force*Fairs —

Star Wars!

Star Wars by JVC brings that epic space saga from the movies to the NES. With a vengeance. Don't worry, Junior Jedis, Lucasfilms Games is behind this one and it's well-done.

Rebel with a Cause

Star Wars is a rousing action cart that meshes several game styles together into one hair-raising adventure. You get sideview, horizontally-scrolling run-and-gun action overhead view combat, and first-person perspective shoot-em-ups.



This classic adventure stars most of its classic characters.

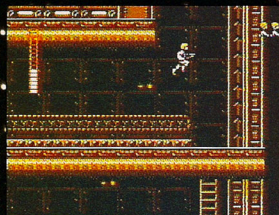
To a certain extent, you dictate the action. There are no levels or stages. On Tatooine and in the Death Star you find your friends, pick up items, and uncover some info, but you don't need everyone and everything to get to the end.

Episode IV: A New Hope

The game stays fairly close to the movie's storyline, at least many of the key events and locations are here. You start on the planet Tatooine, where you explore caves, visit the Mos Eisley Spaceport, including the Cantina, and break into a Jawa Sandcrawler. Be prepared for mucho jumping and shooting.

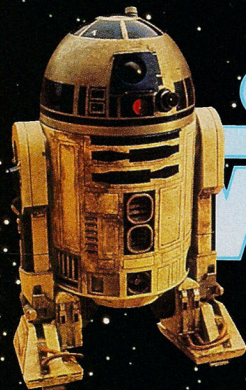
PRO TIP: This is critical. You can make an extra long leap by holding down B, the pressing a direction and quickly rolling

your thumb onto A. You don't need a running start, but it takes practice.



PRO TIP: Rolling conveyor belts can help you make awesome leaps up into the air.

PRO TIP: The Caves have secret areas.

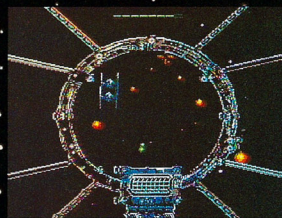


PRO TIP: The invincible purple creature in the Cantina travels the length of his blast then he turns around and fires again.

Then, you're in the pilot's seat of the Millennium Falcon flying through an asteroid field (the remnants of Alderaan). Next, try to rescue Princess Leia from the Death Star with more sideview shooting (yeah, you muck around in the trash compactor, too).

PRO TIP: Ladders help you attack the Power Station. Han's firepower helps.

You fly a Rebel Alliance X-Wing fighter against a TIE-fighter squadron. In the final overhead view battle you blast your way through the Death Star's trenches.



PRO TIP: It's impossible to bring your sights onto TIE-fighters at the edge of the screen. Wait until they head towards the center of the screen.

STAR WARS™

PRO TIP: During the first-person shooting, green TIE-fighter bolts only damage you if they hit between the struts of the forward view screen. You can shoot them, too.

You also get most of your favorite Star Wars characters. You start out as Luke Skywalker and you can pick up Han Solo and Princess Leia. Those three handle the action and you switch among them any time via an RPG-style charac-



Switching characters and weapons is a snap with this screen.

ter/item screen. They each have different levels of blaster power and a few skills. Obi-Wan Kenobi, R2-D2, and C-3PO join you but they're only there as advisors. Of course, Darth Vader brings his evil presence to the party. However, Chewbacca's

missing. Lucasfilms says that with all the stuff programmed into the cart there was no room for the Big Fella. As Chewy himself would say, "Aaaaarrh!"

PROTIP: Looking for Han? He's waiting at Mos Eisley.

PROTIP: Han Solo's firepower is best against Boga Fett.

PROTIP: On Tatooine, Obi-Wan's somewhere in the Blue Cave that doesn't drip green ooze.

The Dark Side

Overall, the graphics and animation are better than most, but they're a mixed bag. There are good-looking close-up screens of the familiar Star Wars heroes and villains and some great backgrounds and cinema sequences. The first person



It takes fancy flying to destroy the Death Stars.

Shooting and overhead flying look sharp. However, the creatures and bad guys just look okay.

PROTIP: #202 helps you find Leia on the Death Star.

May the Force Be with You

This is one of the toughest carts around. The villains are aggressive and most take several hits to destroy. Your characters must do-mucho jumping, and it's tough to make precise stops because they slide when they land. Also, hard landings cost life points. You get three lives max. Since there's no backup feature or password system, players with low self-esteem beware.

Star Wars conjures up the spirit of that great movie, but you really need to use the Force to beat the cart. What's next? What else? Episode V: The Empire Strikes Back!

GamePro's Game Rating System



Star Wars by JVC, Price not available
Available October, 4 megs

STAR WARS™ THE EMPIRE STRIKES BACK

SNEAK PREVIEW!



By Slo Mo

In Star Wars for the NES you become Luke Skywalker, Han Solo, and Princess Leia as you aid the Rebel Alliance in its struggle against the evil Galactic Empire. But the Star Wars movie saga didn't stop there, so neither does JVC and Lucasfilms Games. The Empire Strikes Back for the NES is due in early '92.

Using the Force

It's still in the preliminary stages of development, but Empire already looks like a knockout! As with Star Wars, the game is non-linear so you can choose different paths to play. There's also a mix of game-playing perspectives, side view horizontally scrolling fighting and first-person shooting in an X-Wing fighter.

The graphics and animation are a notch above those in Star Wars, which weren't too shabby. But this time you get digitized images of the Star Wars bunch and the art's much more sophisticated.



See great digitized images of your favorite Star Wars characters.

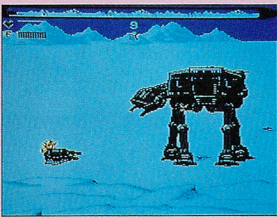
The cart packs nine levels. Once again you become Luke Skywalker as you battle the Storm Troopers and Imperial Walkers on Hoth, the Ice Planet, and

on Bespin, the Cloud City. You also hone your Force powers with Yoda on swampy Degobah.



On Hoth, the Ice Planet, you can ride Tauntauns. Watch out for Snow Creatures!

Empire's packed with great features. On Hoth you can ride Tauntauns. Dismount to explore and get back on to continue your ride. And since Luke becomes strong with the Force, he develops eight Force Powers including Mind Control, Levitation, and Healing.



Go one-on-one against Imperial Walkers.

Reaching for the Stars

This cart looks like a stunner. Hold on to your light sabers, Star Warriors, the Empire's ready to strike back in a big way!

**The Empire Strikes Back by JVC,
Available February '92, 4 megs**

By The Missing Link



Life in the cosmos wouldn't be complete if Captain James T. Kirk and the crew of the U.S.S. Enterprise weren't facing some sort of galactic trauma. Isn't it nice to know that after 25 years some things never change. Ultra's made sure of that with Star Trek – The 25th Anniversary.



An "enterprising" twosome.

The Gang's All Here

In this 8-bit episode, the Enterprise has been sucked through a rip in the fabric of space into an uncharted galaxy. Now, Kirk and the crew have to repair the space hole and find their way home.

All of the original crew members: Spock, Chief Engineer Scott, Uhura, Chekov, Sulu, and, of course, Dr. "Bones" McCoy are aboard. The sprites are huge and pretty darn good likenesses. While you explore a planet you get to see them in three-quarter overhead view, too.

The crew's ready and waiting with their status reports...and it's all bad news. The ship's Dillithium Crystals have burned out, and there isn't enough power to warp out of the unknown-zone or, for that matter, to maintain the current orbit for more than two hours.

Darn It, Jim...

Once the Enterprise is locked into orbit, Kirk and two other officers of your choice (Spock, Bones, Chekov, or a Security Officer) can beam down and begin the quest for crystals. Spock possesses a wealth of knowledge about most everything, and he's great for moral support. An options screen can make Chekov a specialist in either history, geology, or biology. As for Bones, well, Bones is

Bones. The perpetual hot-headed complainer's there for comic relief with great Trekky-style one liners, such as "I'm a doctor not a entomologist."

PROTIP: Bring the Security officer down to the first planet to help keep the Shooting Flowers under control.



PROTIP: Use the Dillithium Crystals you find on the "shaking planet" to deactivate the robot which blocks your path through the rock crevices.



So Many Planets, So Little Time

The first planet is a no-brainer – you automatically visit it. The other three planets of interest are scattered between Romulan Space, the Neutral Zone, and the United Federation of Planets. It takes time but with your crew's help and the Enterprise's computer equipment, you can figure out where you need to go. You even get to engage in a little ship-to-ship combat, but that's the least of your worries!

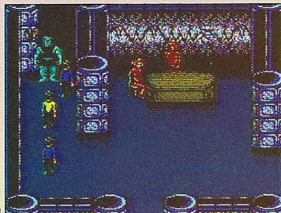
Beam Me Up, Beam Me Down

Star Trek's character control makes exploration a real adventure. You control Kirk while everyone else scurries around him. This pre-programmed tail-

gating works okay until you want to investigate an object of interest. Crew members have to be positioned very precisely otherwise they keep saying that they note nothing unusual.



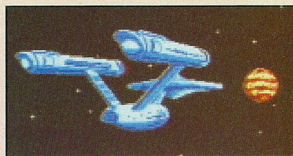
PROTIP: Give a startled, upset lady a flower and in return you may receive the key to a secret door.



PROTIP: The chubby green guy who guards the door leading to the back room of the bar on Lekythos, loves to eat rare insect delicacies.

It Boldly Goes

Star Trek is not what you could call a heady, intense role play adventure. But the fact that Trekky-ism transcends age makes this not too hard, though not too soft, action role play game fun for everybody. May it live long and prosper!



Star Trek by Konami
Price not available
Available November, 4 megs

David Izat
Professional Gamer

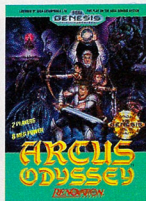


IT'S TIME TO LEARN A THING OR TWO ABOUT FUN.

Professional gamer David Izat knows a lot about fun and games, especially with Arcus Odyssey.

Equipped with 8 meg graphic power, Arcus Odyssey is pure strategy. With up to four warriors (two warriors per game) work your way through daring levels and mind boggling mazes,

and as you master each level, your weapons become stronger. Challenge your mind by finding hidden clues; reward yourself with hidden treasures. Now that you've learned the basics, ask the ultimate question; are you ready to learn a thing or two about fun?



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By Abby Normal



Somebody's been fiddin' with the Circuits of Time and as a result some majorly big-time personages have been tossed into the wrong time and place in history – like who's gonna go back and change all the history books? Bill and Ted are out to right these historical wrongs, so the future of the world, not to mention their musical careers, will happen as planned. It's Bill and Ted's Excellent Video Game Adventure from LJN!

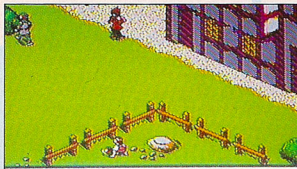
Marilyn to Wed King Arthur

In this just slightly excellent single player roleplay/action/adventure, B&T bee-bop through the Circuits of Time via their time-travellin' phone booth, making stops in five major periods of history: Medieval World, Western World, U.S. Revolution World, Modern World, and Ancient World.

Bill and Ted split the heroics by alternately tackling the history-mysteries. In each world they have two primary tasks.



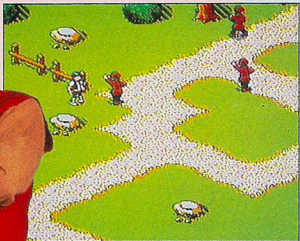
PROTIP: Single sections of fence are stellar places to seek out Historical Bait.



PROTIP: Jump in, around, and even on top of the corral (near Miss Fi Fi's house in Medieval World) to flush out a mega stash of Pudding Cups.

They must locate an out-of-place Historical Dude or Babe (16 in all) such as Marilyn Monroe or Confucious, and they must find Historical Bait – 16 items such as a Rose, a CD Player, and the Holy Grail – to entice them into the phone

ding Cups. History lessons take on entirely new meanings when you see a macho medieval knight dashing after a Pudding Cup or getting down to a fresh Cassette.



PROTIP: If a hostile local is in hot pursuit and you need a moment to plan a getaway, simply jump onto the grassy area and wait until he passes by.

PROTIP: To locate a piece of Historical Bait in the U.S. Revolution world, first get yourself thrown in jail. When you get out of jail head South as far as you can go, and then head East. Find the pudding stash and you're just a few paces due East from the bait.

Bill & Ted's EXCELLENT Adventure



Courtesy Orion Pictures.

booth. If you offer them the wrong bait, they're, well, history and your search is on again!

Be Excellent to Each Other

"Esteemed personages" are unpredictable, not to mention fickle, and learning to judge their moves and moods presents an unusual challenge. Bump into somebody while they're standing still and they either tell you to get lost or pass on a generous supply of clues, Gold Coins, or weapons. But run into the same person again as they begin to walk away and they threaten to throw you in jail!

To distract and destroy hostile locals, Bill and Ted toss a funky assortment of modern day items including Cassette Tapes, exploding Text Books, and Pud-

Better Luck Next Time, Dude

What could have been a truly excellent video game adventure wound up as a mildly entertaining video-jaunt. The cart

features attractive but simple (no faces for Bill and Ted) three-quarter overhead-view graphics. The sound and the gameplay are solidly average. However, the slow pace of the action and the similarity of the worlds make Bill and Ted's an ideal candidate for the beginning role-player, but a bit of a disappointment for the seasoned veteran. Most inauspicious.

GamePro's Game Rating System



Bill and Ted's Excellent Adventure by LJN
\$47.95
Available Now



MegaMan to go.



When the stompin' cyclops springs into action, you better step on it.



The swooping copterheads just might be your greatest challenge yet.



If the giant fan is blowing, only a ledge jump will save you from the spikes.

Dr. Wily's most challenging robot masters will be there when you pump up the GameBoy. And knowing the maniac he is, he's probably concocted a new one or two. Can you survive the eight empires before you break into Dr. Wily's lab? Well, if you've experienced MegaMan before, you know it's no day at the beach. But good reason to get going on MegaMan in Dr. Wily's Revenge. Now.

CAPCOM®
USA



By Bro Buzz

The Toad Air Marshal and his computer-controlled Storm Toads are frog-kicking planets throughout the galaxy, spreading terror and wars as they go. Won't some bunny stop them? Yes, Bucky O'Hare! Here's a preview of this hot NES cart due to jump out of Konami in early 1992.



On the Green Planet, Bucky battles some Storm Toads.



Dead-Eye Duck packs a 3-way shooter.

Hopping Mad Action

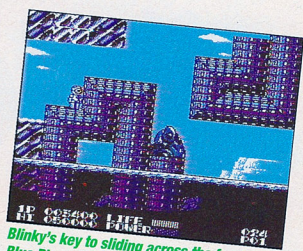
Bucky's a heavy metal hare with a rocket who's ready to rock and roll. You take Bucky and his five heroic friends across five planets in search of the Toad Air Marshal's headquarters. Each planet has eight or more rounds full of hare razing terrain and angry space creatures. You get detailed Konami style graphics in side view multi-scrolling action.

Each character has a special ability and, naturally, you have to figure out the best person for the job at hand. Bucky's shots have the longest range, and, of course, he can jump the furthest. Pilot Jenny, an Aldebaran Cat, focuses a mind blast from her feline forehead. First Gunner's Mate Dead-Eye Duck packs a three-way shooter that covers much territory. Diminutive Android First Class Blinky flies a little and fires a short range cannon. Willy DuWitt, the Earth kid, controls a powerful laser cannon. Simply pressing Select enables you to cycle through your team at any time (just as in Konami's Teenage Mutant Ninja Turtles).



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BUCKY O'HARE

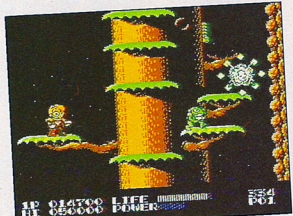


Blinky's key to sliding across the frosty Blue Planet and its Ice Snakes.

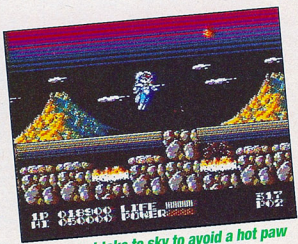
Hare Today

Bucky and his friends are currently planet-hopping in their own cartoon series, in a comic book, and as a set of action figures. They'll be leaping out of your NES soon!

Bucky O'Hare by Konami
Available early 1992



Willy DuWitt climbs up into trouble in this multi-scrolling cart.



Jenny must take to sky to avoid a hot paw on the Red Planet.

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SHOWTIME!

SUMMER CES

part
two

The Summer Consumer Electronics Show last June showcased 87 new 8-bit titles! We flashed 44 last issue, here's the rest.



Micro Machines

Mega Man 4

Mega Man really needs no introduction – he's a video game legend in his own time, and he's back! (By Capcom, Available November '91)

Micro Machines

Team up with the world's best-selling toy vehicles to race micro locales. (By Camerica, Available Now)

Night and Magic

In this classic PC fantasy RPG you gather six adventurers and venture out on 30 different quests. (By American Sammy, Available Fall '91)

Mini Putt

Whatever your handicap, you'll enjoy all the charms of Mini Putt miniature golf. (By JVC, Available Fall '91)

Motor City Patrol

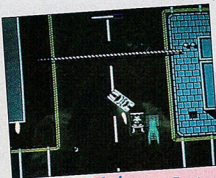
As one of Motor City's finest you patrol the streets, keeping the peace. When a crime takes place, you move into high gear to make the arrest. (By Matchbox, Available September '91)

Mr. Gimmick

This cute little green blob hops, jumps, and shoots his magical star as he battles strange creatures like the Ya-yas. (By Sunsoft, Available September '91)

Nightshade: The Claws of the Sutekh

This roleplay/strategy game features over 100 animation screens and an Egyptian flavor. (By Ultra, Available December '91)



Motor City Patrol

Noah's Ark

Hey, Noah, it's about to rain for 40 days and 40 nights, better herd pairs of every animal on Earth into the ark before it's too late. (By Matchbox, Available November '91)

Over Horizon

Hot B isn't sure if it's going to fly this great looking, horizontally scrolling, side-view, outer space shooter from the Japanese Famicom to the NES. Hope that they do. (By Hot B, Available Fall '91)

Overlord

Your mission in this hi-tech adventure is to colonize barren planets, a mysterious evil force that's out to sabotage your efforts. Confrontation is inevitable! (By Virgin, Available Fall '91)

Paperboy 2

All new routes, unpredictable weather, bicycle acrobatics, and wacky obstacles give Paperboy 2 the same appeal as the original. (By Mindscape, Available October '91)

Pirates!

Ahoy there matey's! Become a pirate and sail the seven seas, complete with ship battles, treasure hunts and sword fights – all in six different time periods. (By Ultra, Available December '91)

Roger Clemens' MVP Baseball

Red Sox star Roger Clemens stars with 26 teams and a unique over-the-shoulder fielding perspective. (By LJN, Available Fall '91)

Romance of the Three Kingdoms II

The second Han Dynasty of China is on the skids and you, a mighty general, must gain control of the country. (By Koei, Available Now)

Sesame Street Countdown

Kids and the young at heart can join the Count for a little counting practice. (By Hi Tech Expressions, Available Fall '91)

Shatterhand

Shatterhand punches out seven levels of horizontally scrolling, futuristic beat-em-up combat. (By Jaleco, Available October '91)

Smash TV

Based on the arcade sizzler, you battle through 50 rooms with grenades, lasers, smart bombs, and your wits. (By Acclaim, Available Now)

Snow Brothers

In this action/adventure the Snow Brothers attempt to put the freeze on fire-breathing dragons who are trying to defrost them. (By Capcom, Available September '91)

Super Spy Hunter

Get ready for a manhunt at the speed of light as you search for the international terrorist "X" in this sequel with all-new pursuit crafts. (By Sunsoft, Available Fall '91)

TaleSpin

Baloo the Bear is trying to deliver items in his plane, while avoiding Shere Khan. (By Capcom, Available September '91)

Tecmo Super Bowl

It's the sequel to the most popular NES football title of all time! This cart features 28 official NFC and AFC teams, team stats, an 18 week season, weekly standings, the ability to create your own pro bowl, and more! (By Tecmo, Available Fall '91)

Teenage Mutant Ninja Turtles III

In this latest and greatest for the heroes of the half-shell, April O'Neil and the entire city of Manhattan are once again in grave danger. The lean green fighting machines save the day once again. (By Konami, Available Fall '91)

Terminator 2: Judgment Day

It's sci-fi action that captures the thrills and special effects of the movie in six levels of play. Hasta la vista, Baby! (By LJN, Available Now)

Thrilla's Surfari

Thrilla Gorilla, superstar of Town and Country's skateboarding and surfing cart, is back to boogie-board through five levels of wacky adventure. (By LJN, Available Now)



Shatterhand



Snow Brothers

SMASH TV

THE COIN-OP GAME OF THE YEAR IS NOW THE MOST ACTION-PACKED NES™ GAME OF ALL TIME!



LIGHTS! CAMERA! 360° NON-STOP ACTION!



MORE ON SCREEN ENEMIES THAN ANY OTHER NES GAME!

Congratulations! You're the next lucky contestant on the game show with the ultimate in prizes...YOUR LIFE! Sorry, no mindless blondes spinning wheels here. Just deadly action, flying shrapnel, and total carnage—all in front of a live studio audience! Instead of picking vowels, you pick 6 futuristic weapons like triple photon lasers and lethal plasma grenades. And the 2 controller action gives you 360° arcade firepower.

Sure, you can win toasters and microwaves...after you defeat hordes of cyborg mutants, power orbs and the 30-ton Mutoid Man! Any wonder this show's #1 in the ratings?



"EAT MY SHRAPNEL!" IN OVER 45 ENEMY-FILLED STUDIO BATTLEFIELDS!



DON'T LOSE YOUR HEAD MUTOID MAN...TOO LATE!



ACTION

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Toxic Crusader

Toxic Crusader

Team up with Toxic, a hideously deformed superhero, who's determined to wipe out Radio-Active mutants and aliens from his beloved hometown in New Jersey. (By Bandai, Available Fall '91)



Ultima: Warriors of Destiny

Ultimate Journey

A mighty Indian warrior, Mojavo sets out to storm the hilltop fortress of the evil Wrathkon and rescue his village's medicine man. (By Bandai, Available Fall '91)

Ultimate Stuntman

Here's every type of action/adventure around packed in one great-looking cart! You get horizontally scrolling shoot-em-ups, vertically scrolling hand-to-hand

Tiny Toon Adventures

Romp through Acme Acres with the Tiny Toon stars in six levels of fast action to rescue the kidnapped Babs Bunny from Montana Max. (By Konami, Available Fall '91)

Tom & Jerry

Get ready for the ultimate game of cat and mouse with Tom and Jerry, just in time for their 50th anniversary. (By Hi Tech Expressions, Available Fall '91)

Trog

This maze action arcade hit features Trog, the one-eyed caveman. Avoid becoming a stone age feast in 47 levels. (By Acclaim, Available Now)

Ultima: Warriors of Destiny

In this third in the NES series of these classic RPG titles, Lord British has disappeared in to the Underworld and the corrupt Blackthorne has risen to power. (By FCI, Available Fall '91)

combat, puzzling mazes, and even vehicle shoot-em-ups. (By Camerica, Available Fall '91)

U.S. Open Tournament Golf

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Your job is to round – up the wily Carmen and her time bandits in over 80 missions of non-stop adventure through 15 centuries of intrigue. (By Konami, Available Fall '91)

Where's Waldo?

Where's Waldo? How about inside your NES! This cart translates the popular book titles into an NES format. (By T.H.Q., Available Fall '91)

Wizardry II: Knight of Diamonds

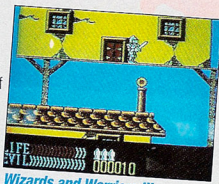
In this second in a series of RPG/Fantasy titles based on the Dungeons and Dragons theme you create your own team of adventurers and venture out to save the City of Lyllygamyn from doom. (By ASCII, Available September '91)

Wizards and Warriors III

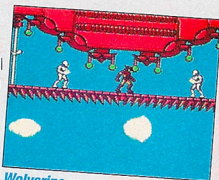
The saga continues as Kuros battles the evil wizard Makil once again to restore the king to his throne. (By Acclaim, Available Fall '91)

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Everyone's favorite X-Men superhero, Wolverine, battles his arch enemies Sabretooth and Magneto. (By LJN, Available Fall '91)



Wizards and Warriors III



Wolverine

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SUPER NES PRO REVIEW

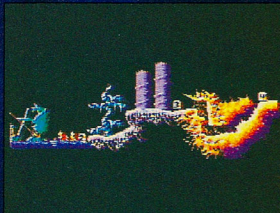
By Boogie Man



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

The Ghouls 'N Ghosts Groove

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



You'll always know where you stand.

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

Ghoulishy Good Looks & Sounds

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

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

On Loki's Trail

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



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

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

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

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



You look tasty to this bird.

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

Knight Makes Right

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



Sometimes Treasure Chests hold armor.

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

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



Weapons have advantages and disadvantages.

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

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

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

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



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

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

PROTIP: Hopping is the fastest way to cover territory.

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

A Knight to Remember

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

GamePro's Game Rating System



Ghouls 'N Ghosts by Capcom

\$59.95

Available November '91, 8 megs

Ghouls 'n Ghosts

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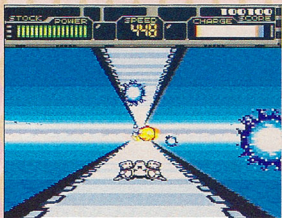
By Andromeda

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

Don't Get Too Hyper

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

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

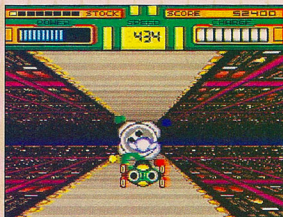


PROTIP: To evade the blue energy blasts in Area 5 just hug the ground in the center of the track and fire constantly.

Light Speed

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

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

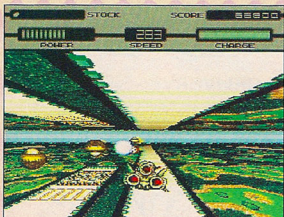


PROTIP: Hold down Button A to power up your HyperBlast weapon. It's most effective against clusters of alien creatures and end-of-area bosses. For example, nail this Area 3 boss with HyperBlast shots to make short work of it.



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

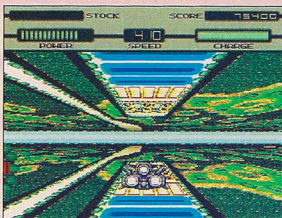
PROTIP: Dodge the fire in Area 2's Blast Furnace by flying close to the ground and zig-zagging around the fireball columns.



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

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

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



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

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

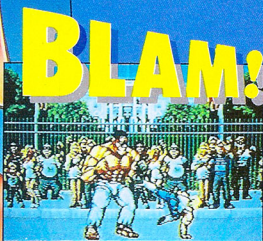
Go Ahead, Make Your Day

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

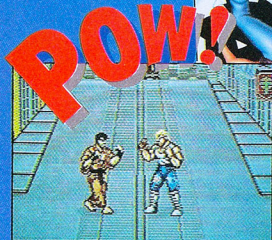


HyperZone by HAL America
Available November
Price Not Available, 4 megs

BETTER GET



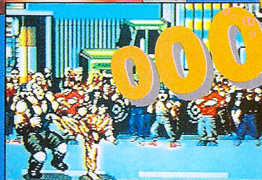
The Kansas Tornado Kick should send this guy to the moon!



Think you're bad, huh? Go head to head with your bud!

Yo! This ain't no plastic trophy contest! You gotta watch out 'cause these street fighters don't mess! They're some of the toughest, meanest, quickest dudes ever to chew on nails, know what I'm sayin'?

Lay down some serious pain! Karate man or Crusher, take your pick! Your bud's coppin' a 'tude? Then let him have a piece! But ya' better get **STREET SMART** first, or you'll have a hard time finding all your teeth with one eye!



Just kickin' around tryin' to make a buck!

BEFORE YOU GET HURT!

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PRO REVIEW



By Videohead

Attention: All heroic starship commander-types

Re: Stellar flares destroying solar systems.

Memo: Starship captains needed. No experience necessary.

Reaching for the Stars

Outer space RPG fans get set for a treat! Now you can not only save the universe, but you'll also have a great time doing it! Starflight is a revamp of one of the best games ever made for IBM PC's. Electronic Arts programmed both versions, and the move to the Genesis hasn't hurt a bit. This game is a one player cart with battery backup. All commands are menu driven and relatively easy to master.



Visit strange new worlds.

The graphics are out of this world. They feature several sharp viewing perspectives depending on your location: forward-looking in a Starport, top-down from above planets, through your ship's view screen, face-to-face with aliens, and more.

An Interstellar Entrepreneur

You work for Interstel, an multi-galactic corporation, as an independent contractor. They ask you to find the source of the solar flares which are killing carbon-based life all over the universe. However, Interstel is broke, so you must fund your

expedition yourself by mining for minerals, discovering new life forms, finding alien artifacts, and recommending worlds for colonization.

Strange Crew

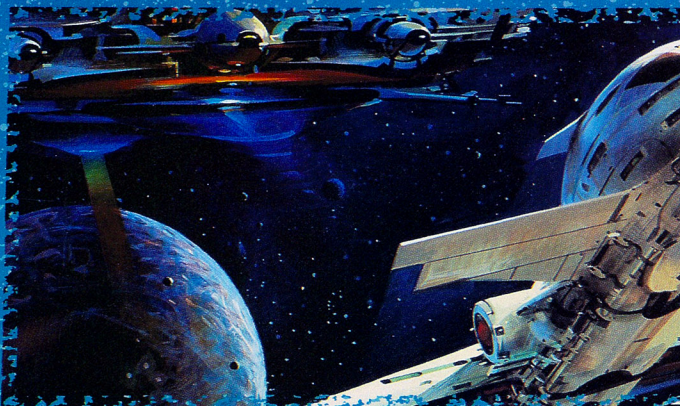
As Captain, your first task is to recruit a crew from five friendly alien races. Each race possesses certain innate skills in science, navigation, engineering, communications, and medicine. You must spend your hard-earned cash to upgrade their knowledge. You'll need each at some point...so train your crew!

Finding the right mix of species for your crew is a lot of fun, but keep in mind that some races hate each other. Your choices are: Humans (you've met



Mining can be hazardous to your health.

stealing their minerals, but these folks have long memories and you might need their help later. Skip piracy and earn cash money by mining and recommending planets for colonization...the finder's fees are good money.



em, strange race.), Velox (hive culture insects with big egos), Thrynn (reptiles who are great diplomats and hate plants), Elowan (plants who learn quickly and thoroughly dislike reptiles), and Androids (durable folks with fixed skill levels).

Space Piracy for Fun and Profit

When you begin the game, your ship has no weapons, shields, armor, or engines and everything costs money. Your initial 12,000 MU (monetary units) is chump-change. You'll only be able to afford the cheap stuff at the outset, but you can upgrade as you earn more bucks.

After training your crew, equipping your ship, and outfitting your Terrain Vehicle for planet mining, you'll feel pretty broke. Once you get weapons and armor you could start blasting other ships and



Piracy isn't the best policy.

PRO TIP: Buy the Mineral Scammer 2 for your Terrain Vehicle, it will earn far more than it costs.

Bright Lights, Big Universe

Once you leave your local System you'll encounter the rest of the universe - and it's a biggie! You'll map the universe, fall through fluxes and warp to other regions,



Map the Starflight universe.

rocket to purple nebulas, and visit every backwater solar system around. You'll have a great time exploring.

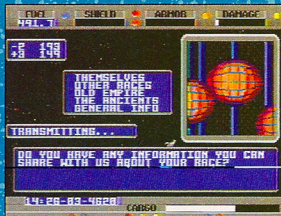
PRO TIP: Once you find *endurium* you can get it again and again by leaving the planet and coming back down. Fill up.

PRO TIP: Get the Red Cylinder as soon as possible, then the rest of the artifacts are much easier to find.

PRO TIP: Get the Dodecahedron at 118,146, 16s x 20w, 4th planet, but sell it or you can't use your weapons.

Faces Only Their Mamas Could Love

You'll have close encounters with many weird beings during your adventure. You must learn the proper way to communicate with them but some alien races shoot at you immediately, especially if you have their enemies on your crew. The E.T. mob includes: Gazurtoids (pink fish whose religion requires saving air-



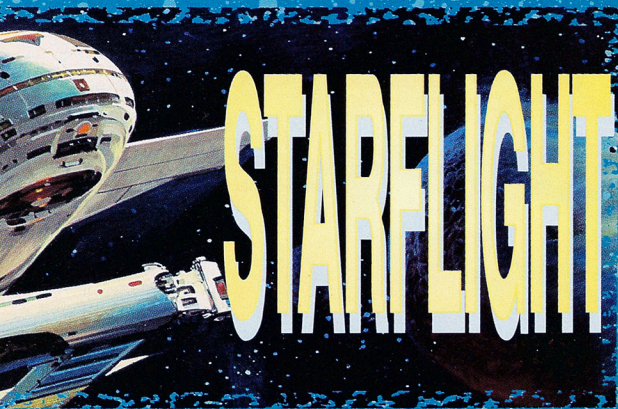
PRO TIP: Mysterion binary code converted to decimal is a phone number.



PRO TIP: The *Veloxi* consider the number 6 sacred.

PRO TIP: The *Spemins* respect hostility. Blast one!

PRO TIP: Give the *Focusing Stone* to the *Veloxi*, but don't give away any eggs.



PRO TIP: Don't forget to log the position of *Starport!*

PRO TIP: Use your sensors before you land on planets. One hundred and thirty times Earth-normal gravity can be rather crushing.

PRO TIP: Read the *Intrepid* captain's log for lots of hints!

Be on the lookout for the Artifacts of the Ancients; they'll help you beat the game. They include Black Eggs (planet killer bombs), Tesseract (cuts fuel use in half), Red Cylinder (locates all artifacts from orbit), Flat Device (warps your terrain vehicle back to the ship), Crystal Pearl (warps you out of losing battles), and many more.



Watch out for Gazurtoids. Their motives are fishy.

breathers by killing them), Minstrels (a funny, rhyming race, whose arms stick out of their heads), Mysterions (orbs that speak in binary code), and Spemins (obnoxious little blobs). All the aliens look great, and they're fun to deal with...even those that gun for your ship.

Out of this World

Starflight pushes the Genesis's technical capabilities to the max. For instance, you get digitized voices...your ship's onboard computer calls out ship's status updates, lots of them. You might be losing a heated battle and hear a bored female voice say, "Engines failed." This is pretty funny, even if you're about to die.

Even if you beat Starflight, you'll want to play again and again because you can play from so many different angles - new crews, new paths, etc.

As an added point of interest, science fiction great, Robert Silverberg, has written a short story based on this game that's included with the manual. This game does everything well! Starflight is stellar!



Starflight by Electronic Arts
\$69.95, 8 megs w/ battery back up
Available now

By Earth Angel



(Rap the following section).

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

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

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

Two Guys From Outer Space

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



Two players split the screen.

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

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

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

PROTIP: If you're stuck and it seems impossible to reach an area don't give up.

Walking along the edges of land often causes new land to

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

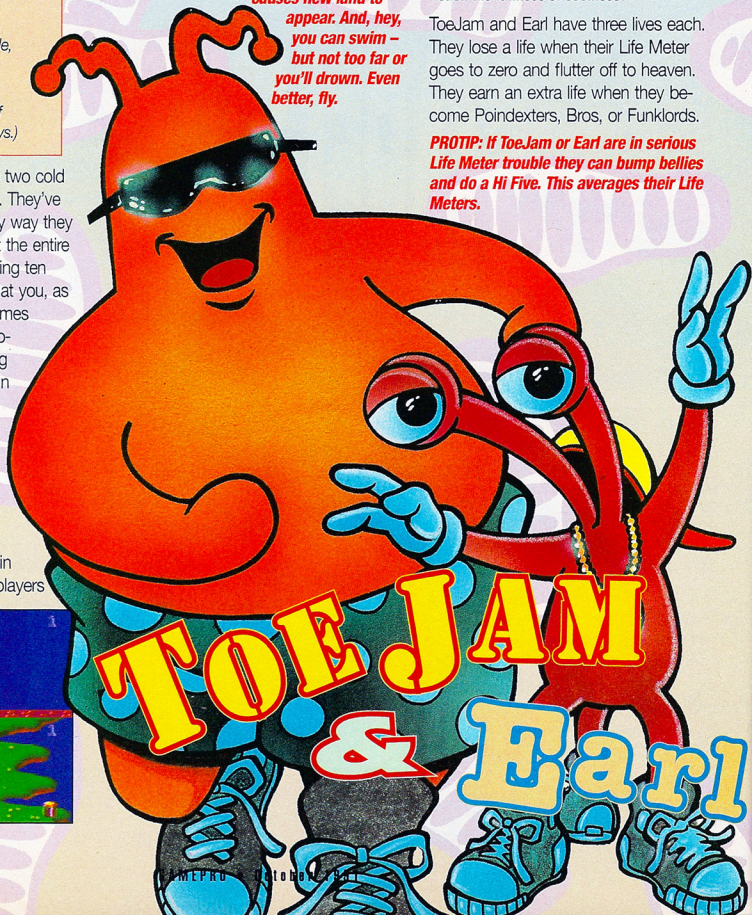
ToeJam and big rappin' Earl begin the game as Weiners on the coolness scale. As they earn points in the game by collecting special items and exploring the planet they get cooler and cooler, becoming Poindexters, Dudes, and if they're totally cool, they reach the ninth level of coolness and become Funklords.



Reach the fullness of coolness!

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

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



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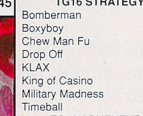
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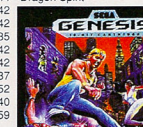


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 Shipping times not guaranteed. No returns accepted. Nothing is cast in stone. Everything is subject to change. Visa & MC accepted. CODs \$4. Personal checks held 4 weeks. Money Orders treated as cash.

Yo, Whas'up

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



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



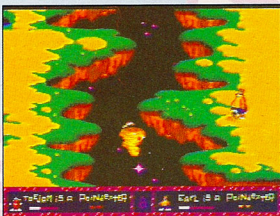
PROTIP: If you see something tunneling at you, boogie outta' there fast. It's a Mole and he gets ya' he'll grab a few of your Presents.



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

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

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



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

Play that Funky Music Space Boy

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



Fly high with Icarus Wings.

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

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

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

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

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

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

They Be Bad

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



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



FLYING WARRIORS™

CHAPTER 11

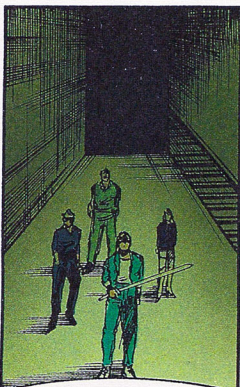
MOONLIGHT WARRIORS
FROM THE DARK DIMENSION.

CULTURE BRAIN'S COMIC
FOR YOUR NES® GAME.

IN THE ANCIENT UNIVERSE THERE WAS A DESTRUCTIVE STRUGGLE BETWEEN THE LIGHT AND THE DARK DIMENSION. IT WAS A LONG AND DESTRUCTIVE WAR. FINALLY WHEN DRAGONLORD, A WARRIOR OF THE LIGHT DEFEATED AND SEALED DOWN DEMONYX WITH THE MANDARA POWER PEACE RETURNED TO THE UNIVERSE. NOW, THERE IS A PROPHECY. IT SAYS THAT DEMONYX WILL AWAKE AS THE EVIL RED STAR APPEARS, AND THE FIVE WARRIORS OF THE LIGHT WILL FLY DOWN FROM THE SKY. THE FIVE WARRIORS OF THE LIGHT IN THIS PROPHECY ARE THE FLYING WARRIORS!

HERE DEMONYX HAS REVIVED WITH THE STAR AS IT IS FORETOLD. THE EARTH IS ABOUT TO BE IN HIS HANDS ONCE AGAIN. FIGHT FOR THE PEACE, FLYING WARRIORS!

* THIS IS THE ORIGINAL COMIC FOR CULTURE BRAIN, USA INC.'S "FLYING WARRIORS™" FOR NES® .

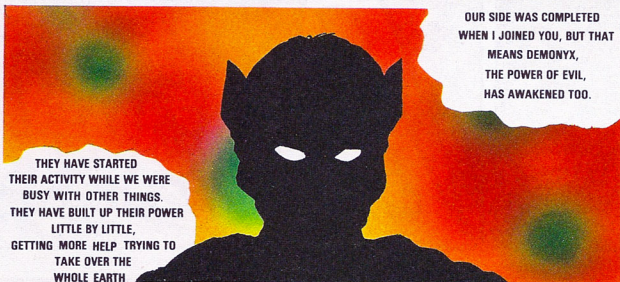


BE CAREFUL, WE'LL BE RIGHT HERE. AS YOU KNOW, THEY CAN TRANSFORM THEMSELVES INTO OTHER PEOPLE, TO CONTROL INNOCENT PEOPLE, OR MAKE THEM INTO ZOMBIES OR FEARFUL MONSTERS.



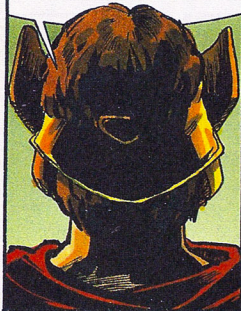
THEY CAN SEND ALL THE EVIL MONSTERS INTO THIS WORLD THROUGH THEIR "DARK DIMENSIONS".

THEIR DIMENSIONS ARE INVISIBLE TO US, UNLESS THEY'RE HUGE.....



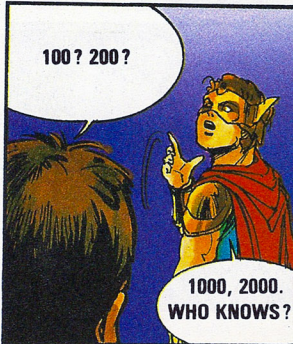
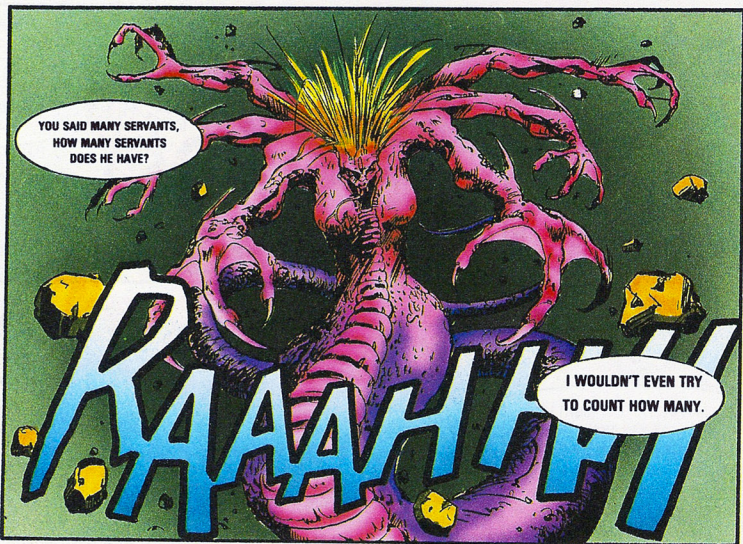
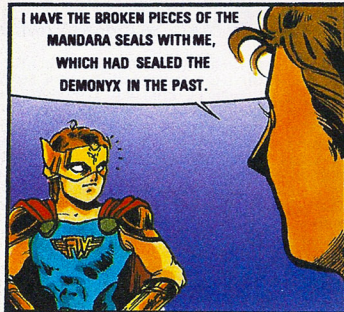
THEY HAVE STARTED THEIR ACTIVITY WHILE WE WERE BUSY WITH OTHER THINGS. THEY HAVE BUILT UP THEIR POWER LITTLE BY LITTLE, GETTING MORE HELP TRYING TO TAKE OVER THE WHOLE EARTH

OUR SIDE WAS COMPLETED WHEN I JOINED YOU, BUT THAT MEANS DEMONYX, THE POWER OF EVIL, HAS AWAKENED TOO.





CULTURE BRAIN'S



AVAILABLE FOR YOUR NES®

COMIC FOR YOUR NES[®] GAME

WELL, DEMONYX JUST HAPPENED TO BE SEALED HERE ON THE EARTH, IT COULD HAPPEN ANYWHERE IN THE UNIVERSE, THEY THINK THE EARTH IS ONLY DEMONYX'S BED OR SO.

NOW WE'RE TRYING TO FIGHT AGAINST 4 MOONLIGHT WARRIORS, WHO ARE DEMONYX'S GUARDIANS WHO HAVE JUST AWAKENED, AND ARE VERY THIRSTY FOR BLOOD.

THEY EXIST TO FIGHT FOR THOUSANDS OF YEARS, AND THEY LOVE TO GET THE BLOOD FLOWING AGAIN.

JIMMY, HOW COME YOU KNOW ALL ABOUT IT?

I'VE LEARNED FROM A PROPHET.

CAN HE FORETELL THE RESULT OF THIS WAR?

IT ALL DEPENDS ON US.

WELL, I GUESS YOU'RE RIGHT.

NOW THIS IS THE ENTRANCE.

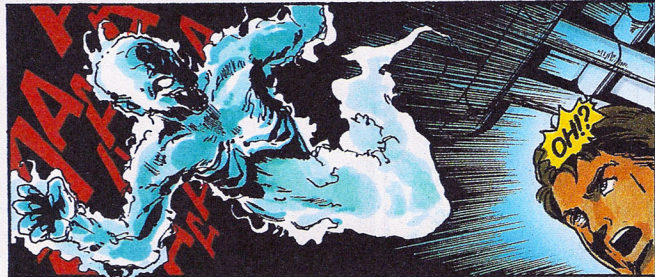
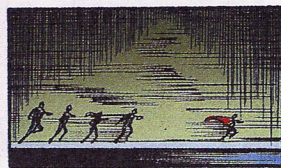
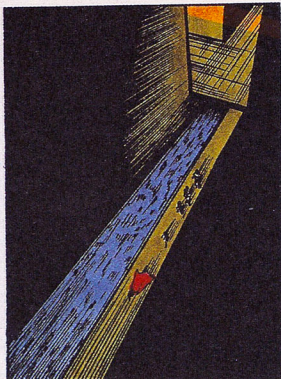
WE'LL NEVER KNOW WHAT'S GOING TO HAPPEN TO US FROM NOW ON.

THIS IS NOT AN ORDINARY SEWER. BE CAREFUL.

WE'RE GOING TO DASH THROUGH THIS PLACE. DON'T FALL BEHIND. READY?

THE COMIC SERIES WILL DIFFER SLIGHTLY FROM THE NES[®] GAME OF THE SAME TITLE. PLEASE ACKNOWLEDGE THIS.





FLYING WARRIORS. FANS CORNER.

**"FLYING WARRIORS™"! IT'S A GAME ABOUT 5
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WE CREATED THIS POPULAR COMIC SERIES, BASED ON OUR GAME "FLYING WARRIORS™". YOU CAN BET THE GAME IS A LOT MORE EXCITING THAN JUST READING THE COMIC. THE "CONTACT SPORTS" STYLE IN THE GAME IS A CULTURE BRAIN EXCLUSIVE, ALONG WITH THE "SHINGAN" STYLE OF OFFENSE AND DEFENSE. THE DESIGN OF THE ENEMIES IN THE GAME ARE ALSO UNIQUE TO CULTURE BRAIN, BACKED BY DISPLAYS OF SOME REALLY SUPERB GRAPHICS. THE GAME HAS A DRAMATIC STORYLINE, AND AN AMAZING ARRAY OF INCREDIBLE SOUNDS FOR A NES GAME. BECAUSE OF THESE FEATURES, WE FEEL THIS TO BE A NEAR-PERFECT GAME. PLEASE EXPERIENCE THE EXCITING WORLD OF "FLYING WARRIORS™" ON YOUR NES® NOW!

-THIS SEAL WILL PROTECT THE FLYING WARRIORS FROM THE MAGIC SPELL ATTACKS OF THE ENEMY. IT IS THE ONLY PROTECTION AGAINST SUCH SPELLS. BUT UNLESS YOU HAVE THE ITEM - MIRROR, TO THE MANDARA SEAL, YOU WILL NOT BE ABLE TO USE IT.

-ATTACK..... WHEN YOU USE YOUR OWN MAGIC, YOU WILL NEED THE MANDARA SEAL COMPLETED.



-TO CLEAR THE GAME YOU MUST HAVE THE MANDARA SEAL COMPLETED.



-IF YOU HAVE PLAYED THE GAME BEFORE, YOU WILL RECOGNIZE THIS ENEMY TO BE VERY POWERFUL, AND YOU PROBABLY LOST TO HIM MANY TIMES BEFORE.



-THIS PARTICULAR ENEMY FROM THE DARK, HAS AN INCREDIBLE ATTACK.



-THIS IS ONE OF THE ENEMY ZOMBIES THAT WAS ONCE A SOLDIER UNDER GREG. DO YOU REMEMBER?



THIS IS THE "SHINGAN" SYSTEM. THE RED SPOT INDICATES A WEAK POINT. IF IT APPEARS ON YOU, DEFEND IT. IF IT APPEARS ON YOUR OPPONENT, ATTACK IT. THE GAME IS DESIGNED WITH A BUILT IN TUTOR TO TEACH THIS UNIQUE STYLE. AS YOU PROGRESS IN THE GAME AND IMPROVE YOUR TECHNIQUES, ARTIFICIAL INTELLIGENCE WILL INCREASE THE DIFFICULTY OF THE GAME SO THAT YOU WILL NOT BE EARLY BORED WITH THE GAME. ISN'T THIS GREAT!

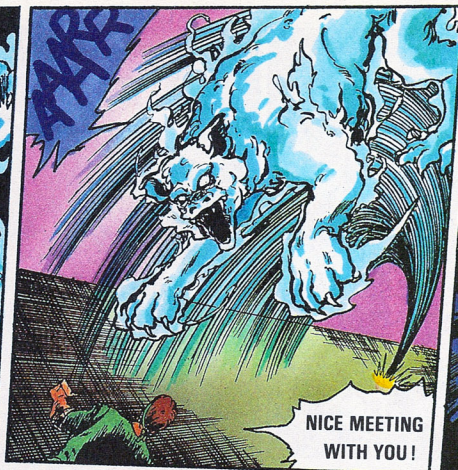


-THIS DRAMA WILL UNFOLD IN A SERIES OF VISUAL SCENES. IN A MOVIE-LIKE STYLE.

-WE DON'T HAVE ENOUGH SPACE TO TELL YOU ABOUT THE TOURNAMENT MODE, AND ALL THE ABOVE ARE JUST A SMALL PART IN THE GAME "FLYING WARRIORS™" (THOSE OF YOU WHO HAVE PLAYED "FLYING WARRIORS™" WILL KNOW). FOR THOSE OF YOU WHO WANT TO EXPERIENCE "FLYING WARRIORS™", CONTACT CULTURE BRAIN AT: 15315 NE 90TH, REDMOND, WA. 98052.



×WHICH FLYING WARRIOR
DO YOU LIKE BEST?



TRIAL GAME! "FLYING WARRIORS™" TRIAL GAME!

Have you tried Culture Brain's game "FLYING WARRIORS™" yet? No? Why not? Maybe it's because your local toy store doesn't carry any, or you don't know if it's a good game or not, or you simply don't have enough allowance money to buy one. But, you want to play it, right? Right. Here's good news for those who haven't played "FLYING WARRIORS™", but wants to try it out. We are going to send to 200 people our game cartridge on a trial basis, on the condition of submitting a review upon returning it.

FREE TRIAL GAME!
DRAMATIC GAME!



THIS IS THE MYSTIC SPELL!



AWESOME OPENING!
GREAT GRAPHICS!
THE STARS IN THE BACKGROUND MOVE JUST LIKE YOU SEE IN THE MOVIES.
YOU'VE GOT TO TRY IT!



THE DARK IS ABOUT TO SWALLOW THE EARTH! GIVE EARTH A HAND!



LOOK AT THIS HORRIBLE MONSTER, NAGA!



YES, 2 GAMES IN 1! YOU CAN ENJOY A MARTIAL ARTS GAME, AS WELL AS THE ACTION ADVENTURE GAME.

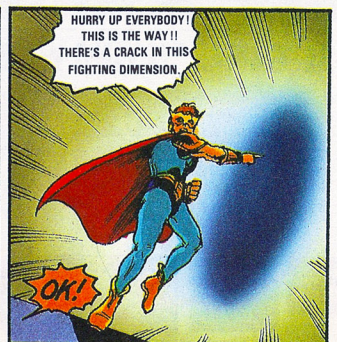
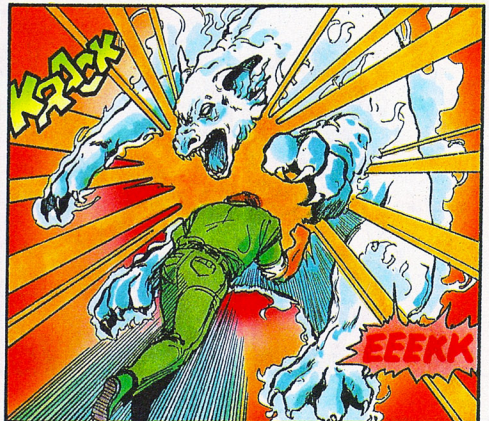
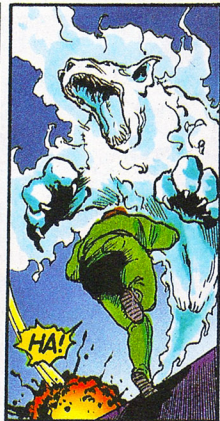
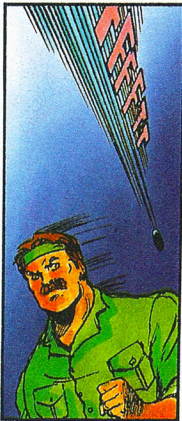
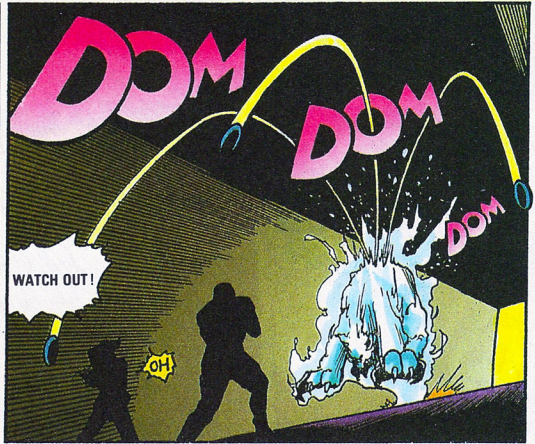
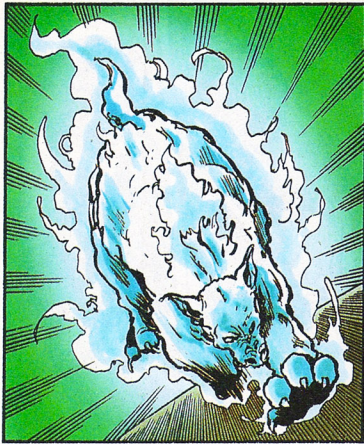


GO "FLYING WARRIORS™", FIGHT AGAINST EVIL! USE THE MANDARA POWER TO PROTECT THE EARTH!

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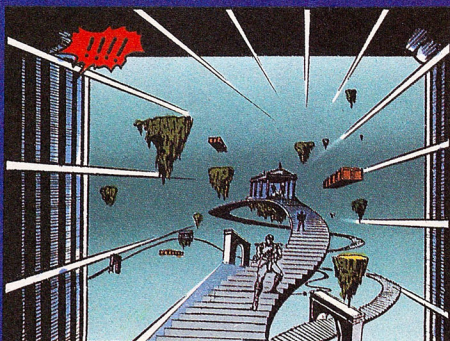
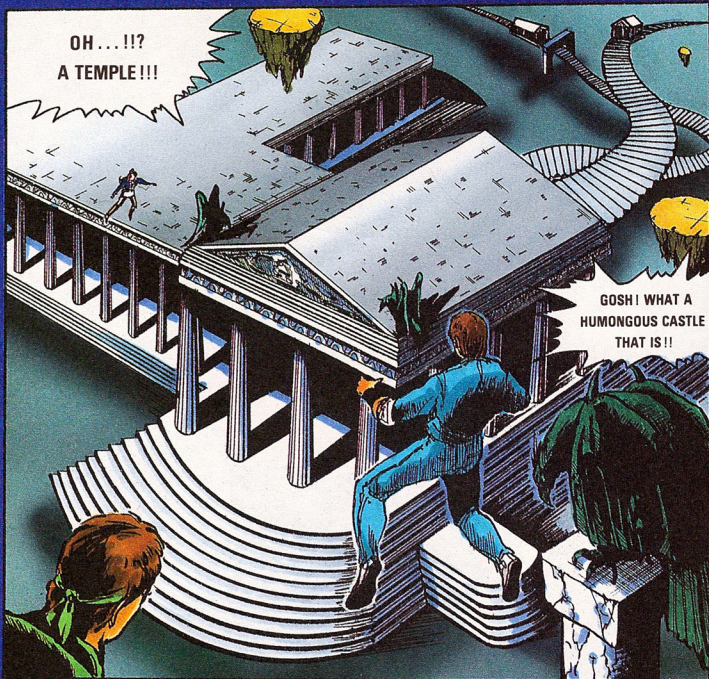
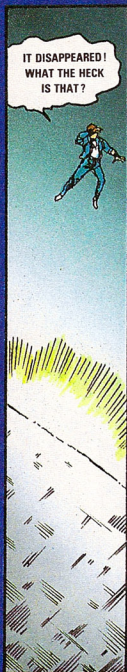


COMIC FOR YOUR NES® GAME



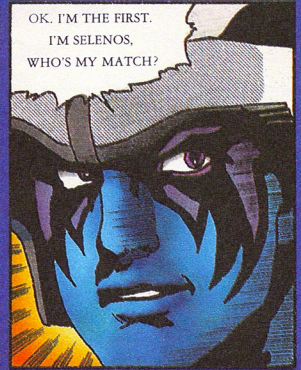
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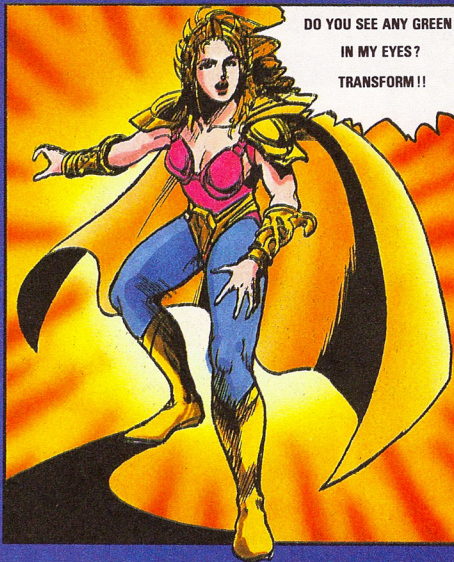
THE MIDNIGHT WARRIORS: THESE 4 WARRIORS, ZAKROS, SEIROS, LUNATOS & SLENOS, ARE THE GUARDIANS OF THE DARK DIMENSION. THEY LOVE FIGHTING, AND THEIR PERSONALITIES ARE BRUTAL AND CRUEL. HOWEVER, THEY'RE PROUD OF THEMSELVES AS TRUE WARRIORS, AND BELIEVE IN THEIR ENORMOUS POWER TO INSIST ON ABSOLUTE OBEDIENCE FROM OTHERS, NOT LIKE DARGON. THEY ARE STRAIGHT FORWARD ABOUT FIGHTING, AND DON'T AGREE WITH SHREWD TRICKS.

COMIC FOR YOUR NES® GAME



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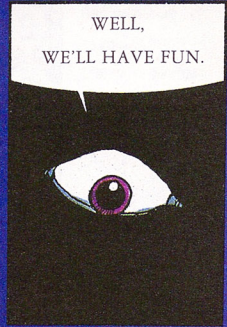
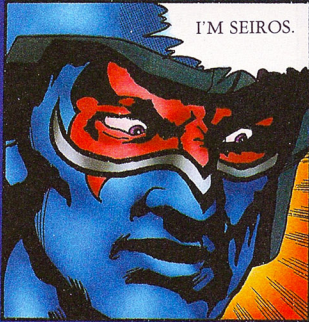
MY FATHER WAS KILLED
BY THE DARK, AS HE
KNEW TOO MUCH ABOUT
THE DARK. BUT HE NEVER
TOLD ME ANYTHING
ABOUT IT. I HAVE BEEN
WONDERING WHY HE
DIDN'T. I STILL DON'T
KNOW WHY. YOU DON'T
UNDERSTAND HOW SAD
IT IS, DO YOU?



OH.
SENTIMENTALISM IS THAT WHAT IT IS?
A VERY COMMON PHENOMEMON FOR
THE PEOPLE ON EARTH. I'M LUNATOS.
WHO'S MY MATCH?



COMIC FOR YOUR NES® GAME



THE COMIC SERIES WILL DIFFER SLIGHTLY FROM THE NES® GAME OF THE SAME TITLE PLEASE ACKNOWLEDGE THIS



I'LL GO AHEAD AND
FIGHT AGAINST
DEMONVX BY MYSELF.



I'LL GO NOW.
SEE YOU ALL LATER!

HEY,
WAIT JIMMY! IT'S TOO
DANGEROUS TO GO THERE
ALL ALONE!
COME BACK JIMMY!!

COMING SOON!! 2 NEW GAME SOFTS FROM CULTURE BRAIN!

1 FIGHTING SIMULATOR 2 in 1™

WOW! ARE YOU SURE THIS IS FOR THE GAME BOY? THE STORY IS SIMILAR TO THIS COMIC BUT EVEN MORE EXCITING! RICK IS GOING TO FIGHT FOR A LEGENDARY TREASURE IN THE "MOUNTAIN OF THE DRAGON", HIS BIRTHPLACE.

YOU CAN ALSO ENJOY A THRILLING WORLD TOURNAMENT. WHY? BECAUSE THERE ARE 2 GAMES IN 1 GAME PAK, THAT'S WHY. ONLY FROM CULTURE BRAIN. ENJOY THIS GAME TWICE AS MUCH!

*COLLECT 5 MEDALS
TO OBTAIN THE
LEGENDARY
TREASURE.



*THE "DOUBLE
SWORKSMANSHIP"
HAS JOINED THE
TOURNAMENT!



*2 GAMES IN 1
ROM. SAME AS
THE "FLYING
WARRIORS™"
FOR NES®

2 FIGHTING SIMULATOR WORLD™

THIS GAME IS ESPECIALLY DESIGNED FOR CONTACT SPORTS FANATICS LIKE YOU. WRESTLERS, BOXERS, KARATE FIGHTERS, AND MANY MORE ARE WAITING FOR YOU TO PLAY. THERE ARE 12 CHARACTERS TO CHOOSE FROM, AND 80 DIFFERENT POWERFUL TECHNIQUES TO MAKE THE MATCHES EXCITING. YOU CAN CREATE YOUR OWN CHARACTERS BY SETTING PARAMETERS, AND EVEN TRAIN THEM! IF YOU DON'T BELIEVE IT, TRY IT!



*THIS IS
WESTERN RALIAI.

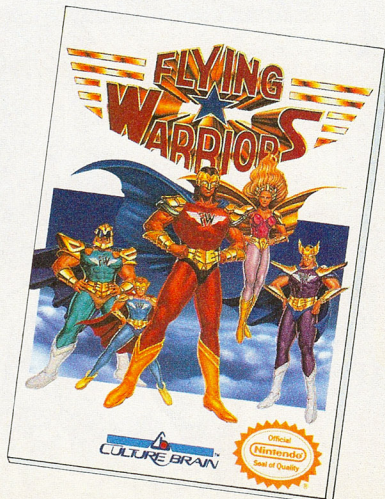
*THIS IS BACK
DROP.

*TRAINING WILL MAKE THEM
STRONGER.

NEXT ISSUE

THE FIGHT BETWEEN THE LIGHT AND THE DARK HAS STARTED AT LAST! HOW ARE THEY GOING TO FIGHT AGAINST, AND DEFEAT THOSE MOONLIGHT WARRIORS? HOW DO THEY PROTECT THE MANDARA FROM EVIL'S HANDS? THE WAR HAS BEGUN AND THERE IS NO PLACE TO GO BACK. GO FLYING WARRIORS, FIGHT THE DARK! LOOK FORWARD TO THE LAST CHAPTER, "THE ADVENTURE OF DRAGON-LORD" IN THE NEXT ISSUE!

CHECK WITH YOUR LOCAL RETAILER FOR ANY SPECIFIC
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Nintendo

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Little NINJA BROTHERS™

WOW, HELP! HELP!
HE'S GOING TO GET US!

HI, WE'RE JACK & RYU.
WE MUST DEFEAT DEVILLIAN IN
ORDER TO MAKE IT TO MT.
CONE-RUM. BUT HE'S A LOT
TOUGHER THAN WE
THOUGHT. WE'RE IN A FIX!
HELP US MENTOR!



DO YOU REMEMBER
THE EAGLE SWORD,
RYU?

USE THE EAGLE
SWORD JACK! WHEN THE
SWORD TOUCHES THE
ENEMY, IT'LL TAKE THE
ENERGY AWAY FROM
HIM.

OH, HOW COME YOU HAVE
THE SWORD? THAT IS THE SWORD
WHICH ONLY THE SPIRIT IN THE
PLACE ABOVE CARRIES!

THAT'S
RIGHT!

LOOK, HERE'S THE
ANSWER!! HE'S
FLUSTERED.
HE'S AFRAID
OF THIS
SWORD!

LET'S GET
HIM!

**100 GROUPS
NEEDED FOR REVIEWING!**

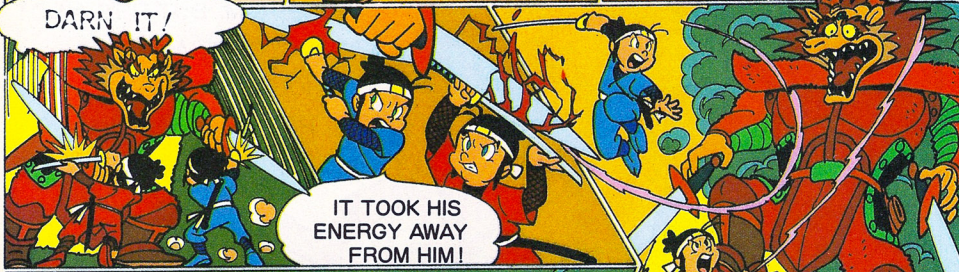
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RYU JACK



RATS!!



DARN IT!

IT TOOK HIS ENERGY AWAY FROM HIM!



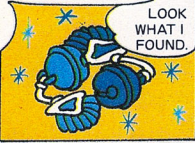
HE DISAPPEARED.

MENTOR CAME INTO MY MIND FOR A SECOND, AND CLUED ME IN.

THE BELLS! TWO OF THEM!

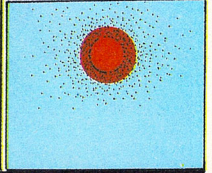
WHEWWW. WE FINALLY GOT HIM! I'M GLAD YOU CAME UP WITH THE IDEA OF THE SWORD. THAT SAVED US.

LOOK WHAT I FOUND



HE MUST HAVE HAD THOSE. HOW LUCKY WE ARE.

YEAH. LET'S HEAD FOR MT. CONE-RUM NOW.



THE NINJA BROTHERS

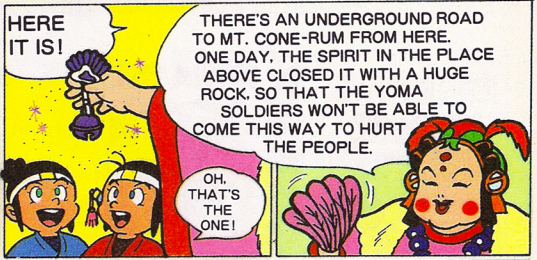
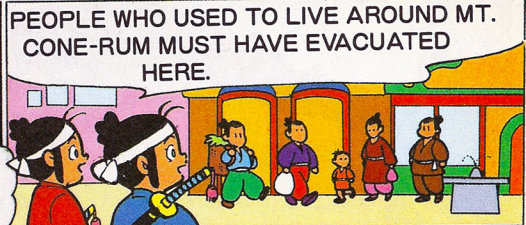
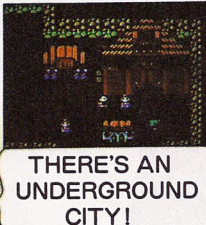
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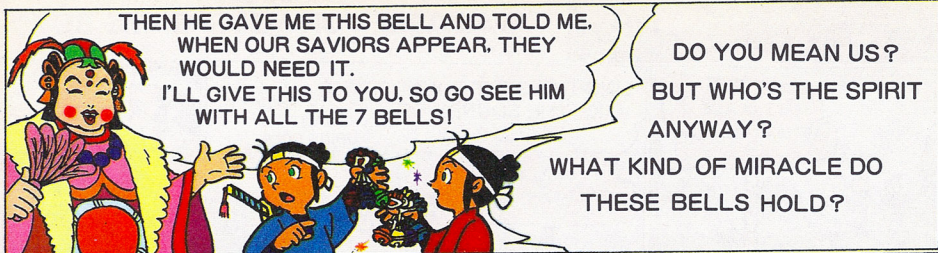




NINJA BOY

AVAILABLE FOR YOUR GAME BOY™





THEN HE GAVE ME THIS BELL AND TOLD ME, WHEN OUR SAVIORS APPEAR, THEY WOULD NEED IT. I'LL GIVE THIS TO YOU, SO GO SEE HIM WITH ALL THE 7 BELLS!

DO YOU MEAN US? BUT WHO'S THE SPIRIT ANYWAY? WHAT KIND OF MIRACLE DO THESE BELLS HOLD?



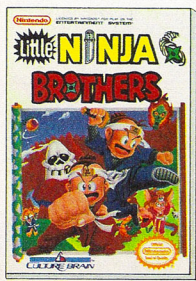
WELL, HE'S LIKE A GOD, OR ALMIGHTY GUARDIAN OF CHINALAND. ONLY THE PEOPLE WITH 7 BELLS GET THE PRIVILEGE TO RECEIVE AUDIENCE. HE'LL ALSO MAKE YOUR WISH COME TRUE.

I SEE. ALRIGHT JACK, LET'S GO SEE HIM AND ASK HIM TO SAVE THE COUNTRY.

LET'S GO TO THE CONE-TOWER.

YES!! IT'S GETTING EXCITING!

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GamePro's Hot Tip Hotline!



GamePro Mailbox

Have a totally tubular tactic? A simply stupendous game strategy? Or just want to leave a happening rap for the GamePros? WELL, JUST DO IT!! Call the Hot Tips Hotline and leave a message for the GamePros! Tell us what you want to read about, what you like or don't like, or share a great new gaming tip. And, if the GamePros think your tip is great, they'll publish it in GamePro Magazine — and you'll get a free GamePro t-shirt!



Nintendo Tip of the Week

If your fingers are shaking, and your control pad is quaking, you must be in the middle of an NES attack! The Hot Tips Hotline has just the cure for your Nintendo blues. Each and every week it features a new game tip, so be sure to keep the number near your phone for that quick Nintendo fix!

**New Tips
and Info
Every Week!**



J.D. Roth's Celebrity Game Tips

Hey, Hollywood stars love video games too, and guess what? They've got some great tips and tactics that they'd love to share with GamePros everywhere. Every week J.D. Roth interviews some of the hottest talents of today's favorite TV shows, and you can hear their starstruck gaming strategies up close and personal just by dialing the GamePro Hot Tips Hotline!

J.D.'s Celebrity Mailbox

Hey, J.D. Roth fans, get on the horn to the hippest host around, straight from the hit TV show, GAMEPRO! Now you can leave a personal message for J.D., just by calling the Hotline. Tell him what you want to see on the show, or submit game tips and tactics. Stuck in a rut on your favorite game? Just ask J.D. Your question may be featured on an upcoming episode of the GAMEPRO show!



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Hot Tips Bulletin Board

It's new, it's improved, it's more games, more tips, more fun! The GamePro Hot Tips Bulletin Board continues to be our callers' favorite feature, and now it's even better! All of our Hot Tips are changed weekly so be sure to call often to get the latest lowdown from the #1 video game magazine around—GAMEPRO!



GamePro's All-Time Greatest Game Hints

You can teach an old cart new tricks with these golden oldie game hints, whether you're trying to conquer that one pesky game level or simply want to rev up for another action-packed round. So play it again, Sam, with tips for some of the greatest games around!

\$1.75 for the first minute, 90¢ for each minute thereafter.

Be sure to get your parents' permission to use the Hotline if you are under 18 years of age. Messages subject to change without notice.

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Street Smart



By Road Kill Warrior

Have you ever wanted to beat up a couple of guys two or three times your size? Well, now you can with Street Smart by Treco.

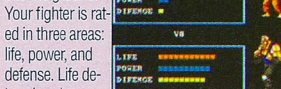
In Street Smart one or two players can beat-em-up for bucks. In order to make enough money to live on easy street, your fighter must punch, kick, and jump his way through nine increasingly difficult levels of battle.



You run into some massive bodies

PROTIP: When you're up against the twins (Levels Six and Seven), it's best to concentrate on just one of them at a time.

Street Smart requires some smarts. You can't rumble mindlessly — each opposing fighter attacks with different techniques. Although Bobby may rely on his kick, Mr. X wants to headslam you into the ground. Your fighter is rated in three areas:



life, power, and defense. Life determines how many hits you can take before you're knocked out. Power refers to the strength behind your punches and kicks. Defense is pretty obvious — the higher your rating, the less damage you sustain. After each fight you win, you can increase one of these characteristics. Choose wisely.



The roundhouse is your basic kick.

PROTIP: Always increase your fighter's Life rating as much as possible until you reach Level Four or Five. You don't really need extra Power or Defense until then.

Street Smart is a fun fight. While it may not be deep or involved, it's the perfect way to kill an afternoon.



Street Smart by Treco
\$49.95, Available now, 4 megs

Streets of Rage



By Doctor Dave

Have you been craving a hot fist-fighting type game for your Genesis? Well, now you can start dancing in the streets, Streets of Rage that is! The street fighting concept has been used everywhere else, such as in the arcades and on all other home systems, but it's never been done on the Genesis and it's rarely been handled this well.

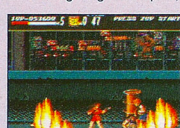


Grabbing goons and piling-driving them is a breeze!

However, you will recognize Streets' style, which mirrors that of Alien Storm and Golden Axe.

Streets of Rage has eight fist-pounding levels in which you fight along shorelines, on a cargo ship, up an elevator, and, of course, in wind-blown streets. The graphics and animation in this cart are terrific!

You choose from three characters, tough cops who each specialize in different hand-to-hand fighting techniques, Boxing, Martial



When things get too tough, just call for backup!

Arts, and Judo. This game is packed with awesome moves that help you escape most sticky situations, and you can grab loose items such as lead pipes and baseball bats for a swinging time. Simultaneous two-player games are a blast, and a second player can join in any time!

PROTIP: In two-player games, you and your partner should take position at both sides of the screen.



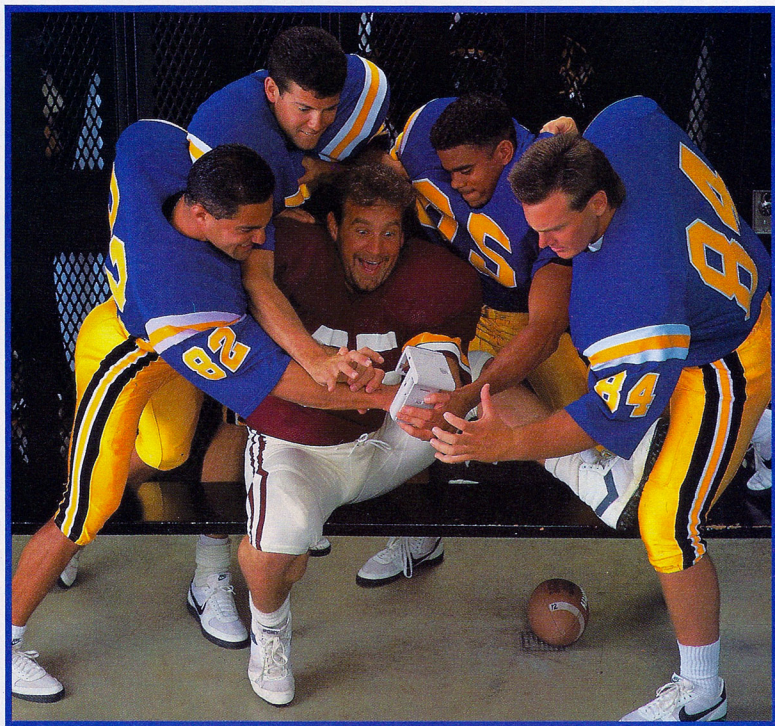
PROTIP: Use back kicks and jabs by pressing Buttons B and C to escape tight spots!

Streets of Rage will knock you out! If you enjoy games like Double Dragon or Final Fight, you must slug it out with Streets of Rage.



Streets of Rage by Sega
\$49.95, Available now, 4 megs

Light Boy is Bound to Attract Attention!



I can't take my **Light Boy** any place without making a commotion. All I wanted was a few private moments on the Game Boy before the offense got off the field; but now I've got these rookies from the other team in here. They like the way **Light Boy** makes the Game Boy screen light up in the dark. The 1 1/2 times magnification is great, too. **Light Boy** is bound to attract attention.

Now, how do I get rid of these guys?



- Bilateral lighting
- Batteries included
- 1.5 magnification
- Replaceable light bulbs

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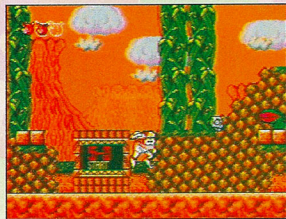
By Abby Normal

Dr. Stein's
private diary:

March 25, 2027 - Entry

number 592: Those eternally ungrateful monsters! I toil for hours in a hot laboratory to give them life, and what do I get in return? Mutiny, revenge, an outta' control monster bash. Those beasts have taken my island (which I scrupulously put together from spare body parts) and ripped it into pieces. They sold out to that ridiculous wannabe teetotaler, Max D. Cap!

I must avenge myself. I shall create the ultimate monster-weapon. Yes, yes, I'll call him Chuck D. Head.



How many heads can Chuck D. Head Chuck?

You Be Headed for Adventure

A mad-cap mission for the solo video-jockey - Decapattack contains the ingredients of one tasty seek-and-destroy action cart. You're Chuck D. Head, Doc Stein's latest and greatest brainchild. You were created for the sole purpose of bringing the good doctor's discombobulated life and island back together.

As the grand seeker and destroyer you pillage seven creature-filled waist, uh, wastelands: Abdomainland, El Beau Island, Tibuland, Armington, Pumpington, Las Leg Land, and Eyeland. Each one consists of three areas with a boss at the end. Each time Chuck conquers a level, a section of island gravitates back where it belongs.

PROTIP: Not all good things come in shrunken packages. Many Shrunken Heads are booby trapped.

DECAPATTACK



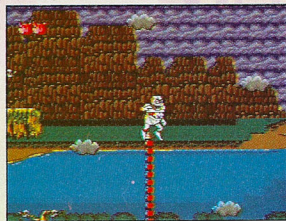
PROTIP: Boss number one's slow on the turn around, so get behind him and bash him on the behind.

A Real Head Trip

This cart's gorgeous graphics are real eyeball captivators. The swift multi-scrolling backgrounds, painted with unusual colors, make you feel like you've really landed on a tweaked-out, nucleary-wasted island. Oh yeah, the synthesized music's really groovy, too!

Heads-up for an equally colorful and tweaky assortment of creatures. The most common critters (Walking Skulls,

Daffy-ish looking ducks, and arrow-tossing midgets) are easy to destroy. It's the Man-Eating Plants and the bug-eyed land fish that bum-out your life meter.



PROTIP: If Chuck begins to run out of steam, he can visit and re-visit the Spring-poles for a boost to his health. However, Chuck must land directly on top of the pole without causing it to waver.

Getting A Head in the World

How does Chucky-D overcome his dilemmas? By using his heads - as in two heads are better than one. Doc Stein

GALAXY GAZETTE

Aerostar Blasts To Earth!



AEROSTAR

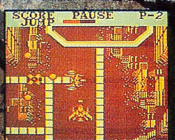
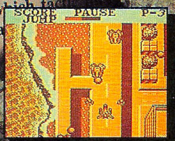
It has been many years since the Intergalactic Council allowed the earth to be populated after a series of devastating wars. In the years following our return we as a people have struggled for survival. The most difficult battle is still ahead. At this writing, mutant forces are wreaking havoc on our defenseless planet.

Our cry for help has not gone unanswered. The Intergalactic Council has made an effort to stop these violent attacks by deploying AEROSTAR. This state-of-the-art nuclear-generated vehicle of destruction is ready to face the most intense combat. Unfortunately, AEROSTAR is missing the most important factor—a pilot.

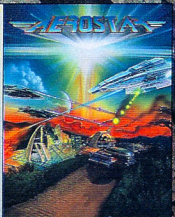
As the search for our defender persists, conditions on earth grow worse. The human people can only hope salvation is near.

Intergalactic Council Meeting Today.

Members from nine galaxies are here to reach an agreement on which to destroy the enemy. Earth leaders will discuss the future of the planet after the attacks. Intergalactic forces. They will reach Earth soon.



GAME BOY



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accidentally stuck one head in Chuck's belly and the other where it should be – between the ears.

Jewels-in-the-bowel are Chuck's permanent and primary source of defense. This head-like appendage extends and retracts from his belly like an accordion. Head number two, on the other hand, is used like a baseball on a rubber band. Chuck hurls it and it eventually springs back.

Strategically placed goody holders, called "Shrunken Heads," contain the keys to success: life-hearts, potions for strength and invincibility, coins for bonus rounds, and more.



PROTIP: Look out for One-Ups on legs. These little guys really do have legs, so you've gotta' be quick.

PROTIP: Chuck can fly over danger spots if you launch him into the air and rapidly press Button C.

Headdin' Out

Decapattack breathes life into the worn out action/adventure theme – you gotta' admit, head tossing is a pretty innovative form of self-defense. It's got all the makings for a superior game: great graphics, manageable challenge, ear-pleasing tunes, and, yahoo, endless continues. It's well worth losing your head in Decapattack.



Decapattack by Sega
Price not available
Available now

GamePro
and Sega
presents...

Use your head...Both of them! DECAPATTACK, Sega's new adventure game, features Chuck D. Head flinging his head at ghouls, man-eating plants, and other bizarre creatures. Send GamePro a photograph of yourself with a Jack O'Lantern you've made – your "second head." Prizes will be awarded for the best photos. All entries must be postmarked by the 15th of November, 1991.

136 Great Prizes Grand Prize Winner

Will receive a cordless Elite wireless control system, 2 control pads, and your choice of 3 Sega Genesis games.

30 – Second Prize Winners

Will receive their choice (one per winner) of either Decapattack,

Ghouls 'n Ghosts, or Ghostbusters for the Sega Genesis.

100 – Third Prize Winners

Will receive their very own Chuck D. Head mask.

Rules

- No purchase necessary to enter.
- Employees of Sega, GamePro, and their affiliates are ineligible to enter.
- Void where prohibited, restricted or taxed by law.

Chuck
D. Head's
Decap-
attack
Contest

- Winners will be notified in the December, 1991 issue of GamePro. All decisions are final.
- Sega and GamePro reserve the right to cancel this promotion at any time without appropriate notice.
- Winners' names and prize information may be used by Sega and GamePro without further compensation.
- Prizes will be awarded only if winners comply with these rules. Sega and GamePro reserve the right to reject any entries that do not comply.

Mail Entries to

GamePro Magazine
Decapattack Contest
P.O. Box 3329
Redwood City, CA 94063

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Expanding your Game Boy system does not mean giving up portability; not now. The rugged Light Boy **GAME KEEPER** is a durable and practically designed hard-shell case for everything you will need to get the most out of your Game Boy system.

With special compartments for your Game Boy, Light Boy, Rechargeable Battery Pack, Six Game Paks, Game Link, and Ear Phones, the Light Boy **GAME KEEPER** allows for on-the-go action. A port is even provided to allow the cord for the battery pack to pass through to Game Boy. If you have a battery pack, you can keep it inside the **GAME KEEPER** and still provide the power to keep your Game Boy going on the outside.

Never again will you have to sacrifice power for portability.

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TURBOGRAFX-16 PRO REVIEW



By Road Kill Warrior

Looking for an exciting job that pays well? One that enables you to travel and see the stars? All that and more can be yours when you join the ranks of the few...the proud...the Debuggers!

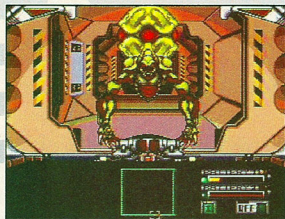
What's a "debugger," you ask? Debuggers are futuristic mercenaries, rental warriors who will do any job for the right amount of money. In *Silent Debuggers* a single player, first person shoot-em-up from NEC, you take on a role as one of these tough troubleshooters.



Great cinematic screens tell the story.

Oh my, Ohme

Silent Debuggers is an action-packed game, even though it lacks diversity. You begin your extraterrestrial bug hunt on the first floor of the cargo space station



Feeding time!

Ohme, with your fellow Debugger Leon. Reports have come in that this station is filled with riches — and alien monsters. There are six levels to Ohme, naturally all the wealth is stored on level 6. To reach the big bucks, you must wipe out the alien infestation on the lower levels.

This would be easy as taking data from a computer, if it weren't for the fact that the whole place is set to explode in exactly 100 minutes! And, of course, the only way to deactivate the time is by reaching the main computer on Level 6.

PROTIP: Each time you continue, you lose 5 minutes. If you continue more than three or four times, it's a good idea to start over. The later levels take a long time to beat!

Debugger Power

No respectable Debugger takes on a mission like this without the proper arsenal. When you begin you're armed with a hand laser. But your buddy Leon offers you six sidearms to choose from: a machine gun, a beam gun, a homing gun,



Choose your weapons.

and three types of launchers. As you progress through the levels, you find more equipment.

PROTIP: The sleep device helps hold the aliens in place while you let 'em have it!

Of course, this "equipment" isn't exactly what you'd find in your local army surplus store. You can get everything from enhanced scanning devices to jump jets that let you move quickly. These things come in very handy when you encounter some of the near-invincible aliens.

Creatures of a Different Color

Silent Debuggers has its buggy points. There are only a few types of aliens, and the only visible difference between each one is its color. As far as appearances go, imagine a brain with two arms attached. You now have a perfect picture of what the Debuggers face!



PROTIP: Don't always chase the aliens. They usually after you if you stay in one place. This way, you'll never be ambushed!

The other spacey fact about this cart is that the aliens don't really fight in any special ways. They just run into you, presumably to take a bite out of your face. It would have been nice if the different aliens had some unusual power or at least a different style of attack.

Alien Action

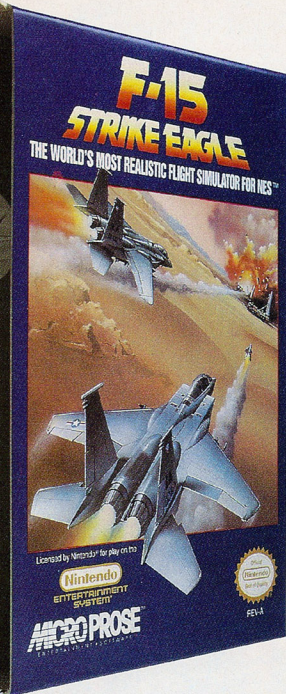
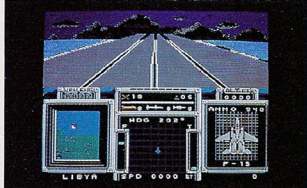
Silent Debuggers is a fun game that overcomes its shortcomings. Even though the action doesn't vary much, it's exciting enough to keep you entertained for hours on end! The sound effects are pretty realistic, even though the graphics are average. All in all, this adventure challenges both your mind and your reflexes. *Silent Debuggers* should make some noise.



Silent Debuggers by NEC
Price not available
Available October

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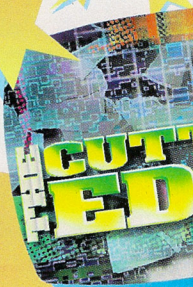
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Albuquerque, NM	KGGM-13	Detroit, MI	WDIV-4	Lansing, MI	WSYM-47	Roanoke, VA	WSLS-10
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Colorado Springs, CO	KXRM-21	Indianapolis, IN	WTTV-4	Pittsburgh, PA	KDKA-2	Washington, D.C.	WRC-4
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Corpus Christi, TX	KDF-47	Jacksonville, FL	WNFT-47	Portland, OR	KPDJ-49		
Dallas, TX	KDFI-27	Johnstown, PA	WWCP-8	Providence, RI	WNAC-64		
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*Cable Channel

PRO REVIEW



By Holly Wood

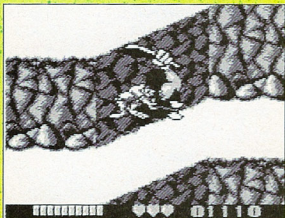
Those bad boy outer space amphibians, Zitz, Rash, and Pimple, are up to their bug-eyes in "toad-acious" trouble in Tradewest's Battletoads for the Game Boy. Posing as a Thallian Thorax Dancer (a hot ticket tootsie in the toad world) the wicked Dark Queen distracted the trio and blasted them. Then Queeny dumped Rash and Pimple into her wicked rocket, the Gargantua, and shipped them off to the planet Amagedda.

Hit the Road, Toad

This awesome GB cart packs one heck of a whallop. The three lives and three continues are a mere spit in the toad pond against the TWELVE, hellacious levels of Amagedda. And rumor has it that there be a bonus level, or two.



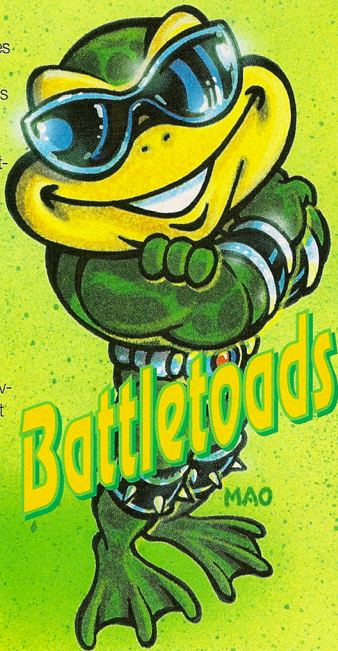
PRO TIP: Rush Big Blag, punch him, pick him up, carry him to the far right corner, and dump him. Keep him cornered and continue to pummel him rapidly so he can't get away.



PRO TIP: Position yourself to the far left of the Clubbas and you will be able to swing at them and take little, if any, damage.

A Toad Alone

As the lone Battletoad in a hostile land, you've got alot to contend with including 20 different species of toad haters and an outrageous variety of gameplay situations. One moment you're running and jumping to avoid death-blows from land creatures, perhaps an enraged Psyko Pig or a shark-toothed Kruncha. The next



moment you're swinging from ropes or riding a jet ski dodging logs, rats-on-rafts, and giant whirlpools.

PRO TIP: Beware of off-screen enemies. If there are no enemies in sight but the screen hasn't scrolled forward yet, take this as a sign to hang back a few seconds. If you don't you'll be blindsided.

PRO TIP: Lure your opponents away from the edges of cliffs and ponds. The power of your own punch can throw you right over the edge.

Basic Toad-fu

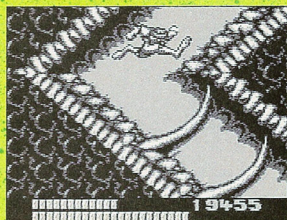
And how battle-eth a Battletoad? First of all, Zitz is capable of delivering ten different blows and body slams. He begins with basic jabs and uppercuts. However,

when he goes for the knockout punch, his fist often balloons up to twice its normal size or transforms into an anvil or a hammer. Secondly, Zitz can knock a stick or an axe right outta' an enemy's hand and use it right back at 'em.

While we're on the subject of ballooning fists, let's talk graphics. Nirvana would be a slightly larger toad sprite. Everything else, scrolling, animation, detail, is top o' the line.



PRO TIP: In level three, ride the jet ski along the far side of the bank. This helps you to avoid the giant Tentacles which spring up out of the water.



PRO TIP: Cut corners to stay ahead of the Brain Damage monster in Level 4.

Toad-ally Amazing

Battletoads is a truly impressive piece of work. All the basic features are hard-hitters: great multi-scrolling graphics, big levels with plenty of varied gameplay, and great sound. What more could you ask for? Well, maybe a few more continues. The challenge is tough enough to make even steel-nerved Game Boy vets scream. If you'd like a good scream and you want a great value for your money, then go for the toads.

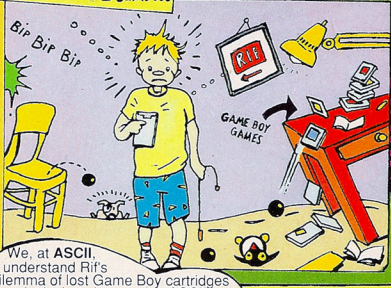
GamePro's Game Rating System				
Graphics	Sound	Gameplay	FunFactor	Challenge

Battletoads by Tradewest
Price not available
Available November, 1 meg

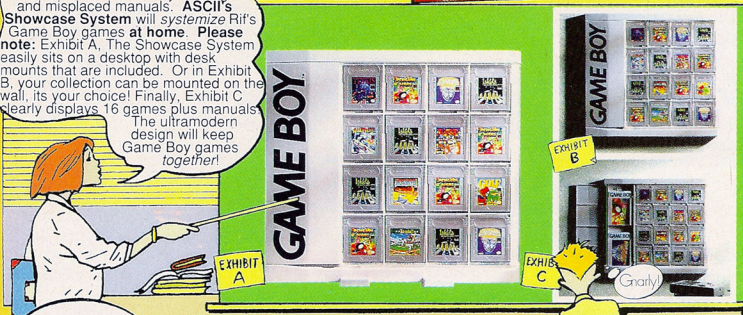
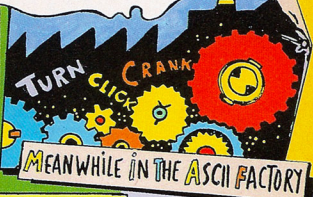
Getting it Together with GAME BOY



OUR STORY BEGINS...



Major problem, dude. Organizing's a drag at home and on the road. I, like, need some help, pronto! What's a guy gotta do to chill with this Game Boy Stuff?



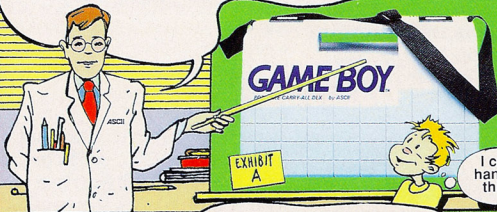
We, at ASCII, understand Rif's dilemma of lost Game Boy cartridges and misplaced manuals. ASCII's Showcase System will systemize Rif's Game Boy games at home. Please note: Exhibit A. The Showcase System easily sits on a desktop with desk mounts that are included. Or in Exhibit B, your collection can be mounted on the wall, it's your choice! Finally, Exhibit C clearly displays 16 games plus manuals. The ultramodern design will keep Game Boy games together!

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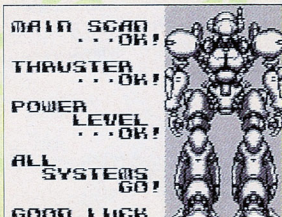
GET IT TOGETHER!

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By Riff-Raff

Battle Unit Zeoth from Jaleco is a metal mech-type shoot-em-up with a slight twist. The Battle Unit Zeoth (BUZ) packs a jet thruster à la The Rocketeer. You must pilot the BUZ through five levels of alien-infested streets, underground bases, and finally the mechanical command base.



The Battle Unit Zeoth!

Flying is tricky. To guide the BUZ, press the A button and the thrusters kick in, blasting a boost upward. Release A and BUZ floats down. You use the directional pad to point the BUZ for either flying or shooting. The controls can be a hand full, especially when you're firing weapons and trying to fly during intense enemy attacks, but they give the game its own personality.

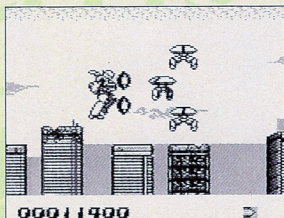
PROTIP: Controlling the BUZ can be difficult sometimes. Try pressing the A button repeatedly, rather than holding it down to hover.

Amber Waves of Grein?

Make that attacking waves of Grein. Grein is the metallic alien race that apparently still holds a grudge against Earthlings after being chased off the planet 42 years ago. They secretly built an underground base near New Age City, and now they're poised for another attack.

Fortunately, you have more than just the standard rapid-fire Vulcan cannon to thrash the Grein. You can get beam weapons, laser weapons, power-ups to upgrade your weapons, and even a hyper shield upgrade that re-energizes your life meter.

BATTLE UNIT ZEOTH



Mow down the Grein!

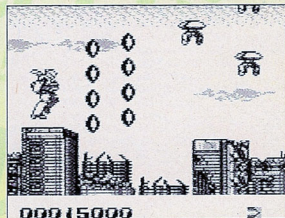
PROTIP: Some enemies can only be killed with a Beam or a Laser weapon. If you are having trouble with an enemy, you may need a better weapon. Just avoid it or seek a power-up.

PROTIP: Conserve your Hyper bombs. They use up your life meter, and you can get bonus points for leftover bombs.

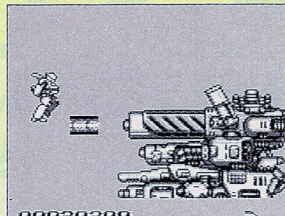
One Life to Live

Yes, you only have one life to get through each level. Of course, unlimited continues makes the trip easier. In fact, with only five levels, BUZ is a very short game.

The side view action flows both horizontally and vertically. Level One begins on the city streets, where you'll run into many power-ups as well as the easiest of enemies. Level Two scrolls vertically. As you descend into the underground base, let gravity pull you down slowly, rather than zipping down into a slew of Grein. Level Three is where the action really gets going, with new enemies and few power-ups. The best strategy for this level is to just keep moving. The remaining two levels you ought to experience yourself. They help make this short game, fairly difficult.



PROTIP: Stay at the top part of the screen in Level One to get power-ups galore.



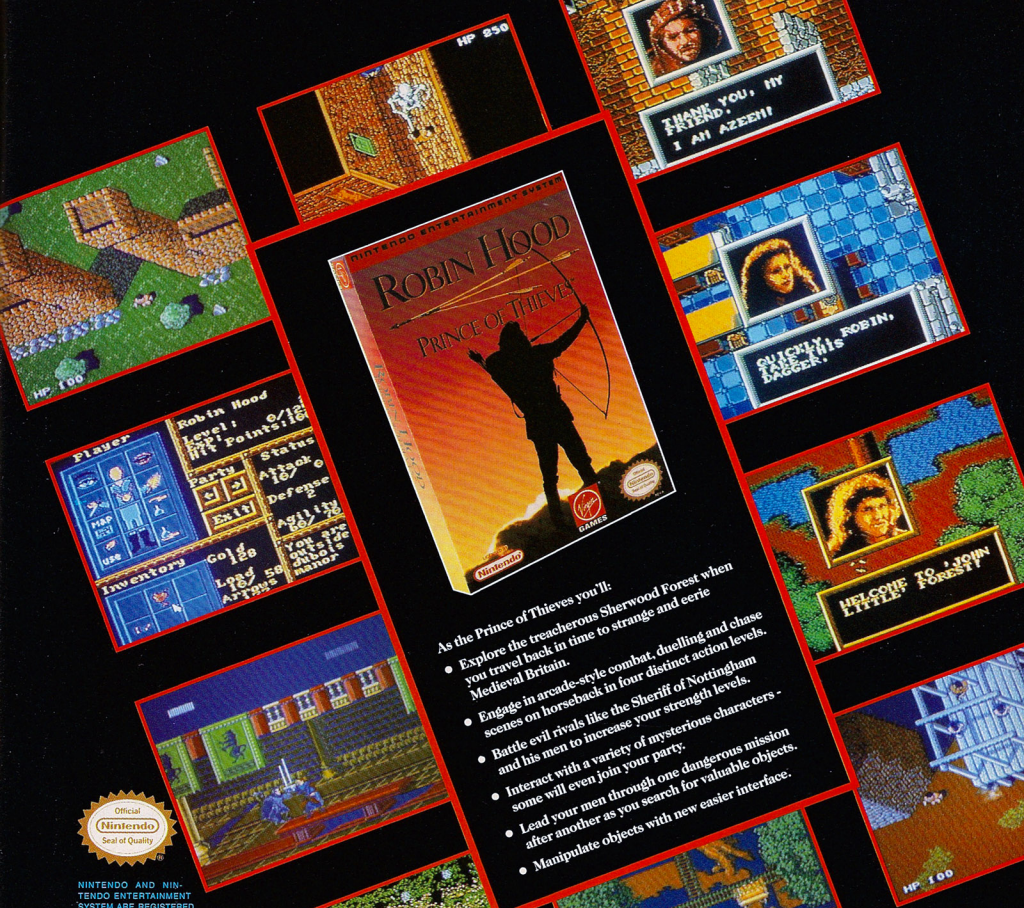
PROTIP: To beat the first boss, move to the upper right corner, aim down, and shoot away!

BUZ Isn't Bad

Although BUZ isn't an especially great game, it's a good Game Boy shooter. It's short, but challenging. If your trigger finger is itchin' for a new shoot-em-up, give BUZ a buzz.



Battle Unit Zeoth by Jaleco
Price not available
Available now, 512k



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Player

Level: 6/12	HP: 160	Status: OK
MP: 16	Points: 16	Party: 2
EXP: 0		Attack: 16
		Defense: 6
		Agility: 15
		Hit: 15
		Drop: 50
		Arms: 1

Inventory

Gold: 100	Lock: 50
Arms: 1	



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Choplifter II



By Rigor Mortis

Prepare to take to the black and white LCD skies in a state-of-art attack helicopter, Choplifter II! PC gamers already know the fun and thrills in store, this Game Boy version plays exactly like its PC predecessor.

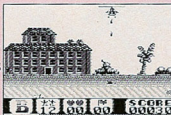
Your mission is to fly into 5 enemy sectors to rescue hostages. Although there's no time limit, you must find hostages quickly, or they're blasted by enemy fire.

Choplifter can be excruciatingly tough. Luckily your chopper's armed with unlimited machine gun fire, plus you can pick up optional armament such as Bombs, Missiles, and Temporary Invulnerability. Carefully whizz through the horizontally-scrolling, winding and twisting levels

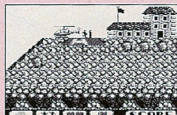
against wave after wave of anti-aircraft cannons, tanks, jets, and even birds. At least you get passwords.

PROTIP: Start at Level 3, Sector 2 with this password: RGHTHND

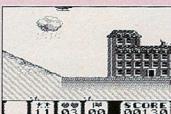
Choplifter II's graphics are clear, fluid, and detailed, and the anti-sized hostages are a howl to watch as they scamper up to your helicopter! This is a rare game that requires both sure shooting and meticulous strategizing. Choplifter II will have Game Boy fans lickin' their "chops" in anticipation!



PROTIP: Shooting straight down while hovering above your target is the most accurate way to take out enemies.



PROTIP: Deposit hostages at the base as soon as you pick up more than a two, you don't credit for them if your chopper's destroyed before you return.



PROTIP: Cruising beneath a thunder cloud damages your chopper; however, its OK to fly over it.

Turrican



By Slasher Quan

Just when you think mankind has entered a permanent state of peace, some mega-computer goes haywire and levels an outer-space colony. In Turrican from Accolade the wayword electronic brain is the Multiple Organism Unit Link (MORGUL). Turrican is the man with a plan to dethrone MORGUL — but this plan has some flaws.

MORGUL'S defenses on Alterra's four multi-level stages make Fort Knox look like Pee Wee's Playhouse. This planet's death is laced with swarms of gun emplacements, dive-bombing drones, ram-paging robots, and confidence-shattering bosses.

PROTIP: Before you battle level boss number one, grab the invincibility icon located in a hidden block at the beginning of the battle area.

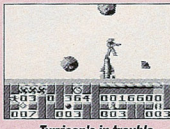
Turrican takes on overwhelming odds with six nuke 'em weapons. His main weapon, the Gun, can power up to a three-way rifle or a laser pistol. Other Turrican tools include the Lightning Whip, Power Line, Mine, Grenades, and Buzzsaw.

PROTIP: Fail everywhere with the Lightning Whip and you're bound to find a secret stash of arms.

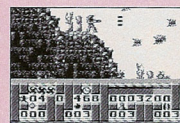
Turrican's one tough customer — too tough for its own good. Turrican's sprite is small even by Game Boy standards, and some of the

enemies are positively miniscule. Although the tunes are decent, there's no damage-beep (or graphic-flash) to let you know you're being hit! To top it off, you only get three continues and no passwords, making this too-tough title nearly impossible. Think no Game Boy can make you beg for mercy? Turrican...can.

Turrican's tiny terrors.



Turrican's in trouble



Turrican's tiny terrors.

GamePro's Game Rating System



Choplifter II by JVC, \$27.95
Available October '91, 1 meg

GamePro's Game Rating System



Turrican by Accolade
\$29.95, Available November

SHARPEN

Young Skills

Can you hack it? As the imprisoned young adventurer who has just managed to escape your cell in the palace dungeons, you have only 60 minutes to make your way to the top of the palace and rescue the beautiful princess from a forced marriage with Jaffar the evil tyrant who has stolen her father's throne.

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PRO REVIEW



By **Gideon**

A fighter jet that flies as easily as it cruises beneath the waters?! You'll need both a flight jacket and a set of fins to take on this aero-aquatic adventure, Turbo Sub, Atari's newest shooter for the Lynx!

Deep Sea Dangers

It's the late 28th century, and intergalactic barbarians have taken over the Earth's skies and oceans. You pilot an elite Turbo Sub, a state of the art fighting vehicle packed to the gills with weaponry. Although ridiculously outnumbered, you must seek out and destroy the invaders, or Earth will be lost forever!

The Turbo Sub is an extremely mobile ship that moves as easily in air as in water. You play via a first person perspective out your viewscreen, with an unlimited supply of electro-plasma blasts at your fingertips. You also carry a limited supply of powerful mega-bombs, which instantly vaporize all the enemies within view.



PROTIP: Save your mega-bombs! Only use them when you get in a jam!

PROTIP: A better option to slip out of a hot jam is to dive and resurface moments later.

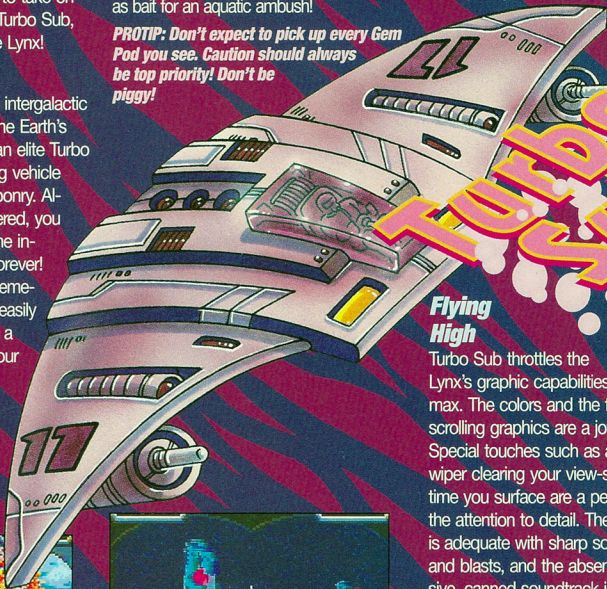
Crusin' for Bruisin'

You guide the Sub across 17 levels of finger-mashing action. You start each level zooming high above sea level, but you have the power to submerge and resurface at your discretion. This is a powerful

advantage over your enemies who are restricted to either the air or under the sea. Cruise above the ocean surface, taking out enemy stealth fighters until your radar locates an underwater Gem Pod Zone. Gem Pods are 28th century currency, which you exchange for valuable weapons and power-ups. Dive and pick up as many Gem Pods as you can.

Proceed with extreme caution, for Gem Pod Zones are always littered with obstacles and alien sentries. Some Gem Pods serve as bait for an aquatic ambush!

PROTIP: Don't expect to pick up every Gem Pod you see. Caution should always be top priority! Don't be piggy!



USE 15 GEMS TO BUY EXTRAS

	PRICE
Extra Life	4
Fuel	4
Mega Bomb	3
Multi-Blasters	8
Rapid Fire	5
Shields	8
Range Missiles	8
Tracking	9

PROTIP: Tracking should always be one of your first purchases, since it automatically aims your guns!

Flying High

Turbo Sub throttles the Lynx's graphic capabilities to the max. The colors and the first-person scrolling graphics are a joy to behold! Special touches such as a windshield wiper clearing your view-screen every time you surface are a perfect example of the attention to detail. The sound quality is adequate with sharp sounding lasers and blasts, and the absence of an abrasive, canned soundtrack is a welcome change.

Turbo Sub's only drawback is that some gamers may find facing wave after wave of the same air and undersea challenges repetitious. However, if you're looking for a fast-paced, uncomplicated, non-stop, finger-bruisin' shooter with awesome graphics and special effects (and who isn't?), dive into Turbo Sub!

Turbo Sub by Atari



PROTIP: Quickly maneuver around the indestructible pillars. Bank left or right immediately upon seeing a pillar or you're busted.

At the end of each Gem Pod Zone is a secret underwater supply center. Here you exchange Pods for a myriad of upgrade options including: Extra Life, Fuel, Mega Bombs, Multi-Blasters, Rapid Fire, Shields, Range Missiles, and Tracking. Each option's priced differently, so you must shop wisely!

GamePro's Game Rating System



\$34.95

Available October, 1 meg

Slider

PRO REVIEW

Devilish



Bro's Buzz

The rose-colored kingdom of Rozen has a terrible case of the blues. Nasty invaders have literally painted the land blue. As Slider, a fuzzy furbal hero, it's up to you put Rozen back in the pink.

A Pink Puzzler

Slider is a fun, single player puzzle/action game from Sega. You get 99 levels, each of which is built out of blue squares, that extend across several screens. You must slide over all the blue squares and turn them pink.



PROTIP: Sometimes Firefaces place squares across empty spaces.

No problem? Wait. Each level has a time limit, and the entire world is overrun with Ghouls, Blobs, Firefaces, Octopi, and other cute-looking but deadly foes. One bite or blast and you go into a spinning tizzy.

The maze-like levels themselves are no pushovers. Each one's laid out in a tricky pattern, featuring tough terrain. Since every level is suspended in space, one false step and you're a goner. Impenetrable blocks block your path. Some squares integrate when you touch them. Slick ice cubes can send you slipping into darkness.

However, Slider sports plenty of items and abilities that put you on even footing with any dangers. Slider shoots power bolts with unlimited ammo. Power-ups replenish your time, freeze your enemies, and make you invincible. And you get four lives, unlimited continues, and four letter passwords as you complete a level.

PROTIP: You can scrunch up against the impenetrable blocks to get a better angle on your shots.

PROTIP: Watch for Green Exits. They instantly warp you to the next level.

PROTIP: Painting Green Squares affects all enemies onscreen.



These One Way Arrows speed up your painting, but only in one direction.

Go Along for the Slide
Slider is a good-looking, entertaining puzzler with just a whiff of shooter in it. Trying to see the details in the tiny power-ups will strain your eyes, but the cutesy graphics and animation are very good. With all the built-in aids there's no way any average player should get stuck in any one level, but going for all 99 levels definitely takes time and much thought. It will give you a good run, err...slide for the money.

GamePro's Game Rating System

Graphics	Sound	Gameplay	FunFactor	Challenge

Slider by Sega
Price not available,
Available October,
1 meg



By Bro's Buzz

Breaking up is hard to do – especially when the fate of your

kingdom depends on it!

Devilish is a captivating, great-looking "break-out" style ball and paddle game. This time, however, the ball is a blue bundle of energy and your paddles are actually a bewitched Prince and Princess. You must swat the bouncing ball to bust your way through eight levels of weird-looking obstacles and creatures.



Watch out for Waterfalls, they deflect the ball at weird angles.

Great Balls of Fire

The graphics in this cart are psychedelic, bizarre, and gorgeous! The action moves vertically up the screens as you pass through waterfalls, an old castle, a volcano, an ice world, and an ancient evil temple.



PROTIP: When you bust a hole through a wall of blocks, shoot the ball through it and it will bounce around inside the wall, causing major damage to the bad guys.

The creatures you face are imaginative and nicely drawn. They put up a good fight, too. Naturally, you knock your ball at Zombies, Skeleton Warriors, and Carnibal Flowers. But guess what? You also face a thin guy named "Michael" who busts some killer "Thriller" moves in the graveyard (Get it?). Each stage has an end boss such as the Snake Master, who blocks the balls with huge snakes, and Gamma, who looks like Batman gone bad.

The gameplay is great! To counter this mad menagerie, you can position your two paddles in four formations to hit the ball at various angles, and you can find useful power-ups including a devastating Buster Ball, that can tow three balls behind it, and a Flashing Bomb that blows apart blocks.

PROTIP: Watch for Catching Holes which swallow up the ball and then spit it out at high speed. Position the paddles to deflect the ball for maximum speed – and destructiveness.



The Demon spits blue flames.

Devilish Speaks No Evil

If the title of this game makes you uncomfortable, don't let it. Even though the ads and packaging make the main bad guy, Gamma, look like a thinly disguised version of you-know-who, that's about it. The game itself is good Game Gear fun with superior graphics. Have a ball.

Devilish by Sage's Creation, \$34.95,
Available November
1 meg

GamePro's Game Rating System

Graphics	Sound	Gameplay	FunFactor	Challenge

SHORT SHOTS

Nintendo

Barbie (Hi Tech Expressions)



Hint: She's blonde, glamorous, an international star, has her very own hall of fame, and she's not Madonna. Who is she? She's Barbie! After 33 years as one of the most popular plastic-people ever, she's now immortalized in her very own video game. In this sleek new adventure for one, Barbie sets out to hunt down the fashions and accessories she needs for her upcoming appearance at the Royal Fantasy Ball. This extraordinary shopping spree is spread out over three exciting worlds: Mall World, Underwater World, and the 50's Soda Shop World. When Barbie enters each world she must complete a variety of tasks, such as searching for sunken treasure and purchasing accessories, as well as avoiding a variety of unusual dangers including giant piping hot cups of coffee and, yes, even a chocolate waterfall!

Available Now

Mini Putt (JVC)

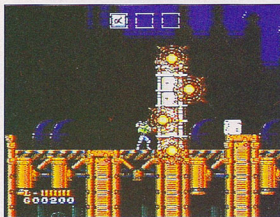
Mini Putt's a miniature golf simulation cart, which contains enough options to satisfy even the most discriminating "pee-wee" golfer. There are four courses to choose



from: Traditional, Deluxe, Challenge, and Classic. Each course varies in difficulty, but you can up the challenge factor further by selecting from a variety of tricky-to-play-in weather conditions, including Fine, Cloudy, Drizzly, and Rainy. Your vantage point enables you to see the layout of the hole before a shot as well as while the ball's in motion. Naturally, you have complete control over the direction and strength of each shot. If you're up "fore" a game of great miniature golf, JVC's got the perfect game for you.

Available November '91

Shatterhand (Jaleco)



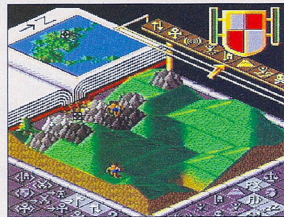
Shatterhand takes you on an action packed solo journey through a technological nightmare. You play Shatterhand, a man endowed with a specialized pair of cybernetic hands. A group of scientists gone mad intend to use the same cybernetic technology for world domination. You must stop them. You handle eight levels, five of which can be played in any order. Your task is to seek out and destroy an army of robots. To supplement your super-hand strength, you can uncover and collect twelve Greek symbols. Collect the symbols in certain groups of three and they produce satellite robots, which brandish fire power in the form of

Sonic Maces, Beam Swords, and more. It's you and your cyber-shadow against the world.

Available October '91

Super NES

Populous (Acclaim)



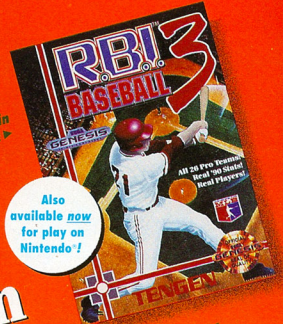
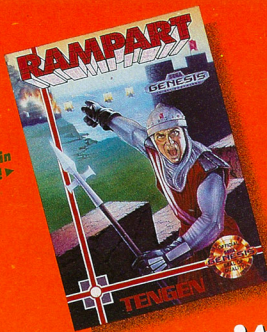
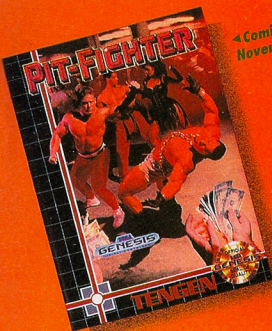
Populous, the ever popular game of the "gods," is practically omnipresent. It's had great success on both the PC and the Genesis; now it's making its presence known on the Super NES. When you take over the reins of power as divine creator, you must increase your god-like powers by encouraging your followers to "go forth and multiply" over more than 900 levels. To build up your people-power you create suitable land masses for your clan to settle upon as well as protect them from evil intruders by using Mother Nature's forces, including earthquakes, floods, swamps, and more, as weapons. Nobody ever said being in charge of the world was going to be easy!

Available Now

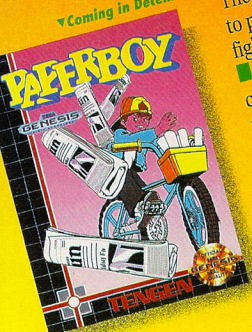
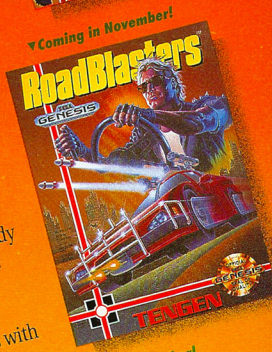
Genesis

The Killing Game Show (Electronic Arts)

Psygnosis and Electronic Arts have joined forces to bring you the ultimate game show from hell - The Killing Game Show. In front of a television audience you, the reluctant contestant, are forced to climb your way to the top of 12 Pits of



Catch these hits on your Genesis... Now the arcades come home!

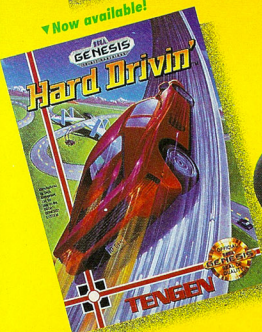


These games made it to the top of charts in the arcades. Now get ready to play them at home! ■ **PIT-FIGHTER** uses digitized images of live fighters for super realistic hand-to-hand combat and conquering castles! ■ In **RAMPART**, you're a medieval king building and conquering their 1990 stats, and Division Winners from '83-'89 make it the best game around! ■ Drive a super armed car in the deadliest race of your life—**ROADBLASTERS!** ■ Perform breath-taking stunts at high speeds in **HARD DRIVIN'!** ■ If you'd do the job for free! ■ **MS. PAC-MAN**'s 36 mazes will amaze you! ■ **PAC-MANIA** fever will grip you when you play Pac-Man in 3-D—and jump over ghosts!



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Death. Awaiting you in these less-than-lovely pits are a host of Hostile Artificial Life Forms (HALFS) and Deadly to Organic Life Liquids (DOLLS), which slowly ooze upwards as you climb. Weapons and tools are at your disposal – if you're quick enough to find them. If you're really, really lucky you might even walk away with the ultimate grand prize – your life!

Available October '91

Ms. Pac-Man (Tengen)

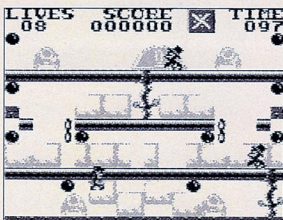


Pac people never turn down an encore, so the feminine member of the Pac-family, Ms. Pac-Man, is back again in an all new Genesis game. For the select few who aren't familiar with this famous round-gal, this is how it goes. Ms. Pac-Man hungrily eats her way through dozens of mazes, gobbling up "point-dots," fruit goodies, and Power Pills. Dining and dashing is the key ingredient of this moveable feast, as those ever nasty ghosts Inky, Blinky, Winky, and Clyde are hot on Ms. Pac-Man's trail. See ya' round, Ms. Pac-Man!

Available Now

Game Boy

Bill and Ted's Excellent Adventure (Acclaim)

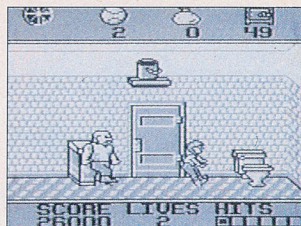


Greetings, video dudes and babes, Acclaim's created a most excellent two-player Game Boy adventure based on the amazing San Dimas movie star duo, Bill and Ted. A totally evil dude named De Nomulus has stolen the Fragments of Time and scattered them throughout history. This most heinous event will completely alter the course of the future unless Bill and Ted bag the scattered fragments. The game's ten, high-action levels (five parts in each level) take the bodacious pair through a series of vertically and horizontally scrolling maze-like areas spread across a variety of historical periods including Ancient Greece and Medieval England. Unfortunately a most bogus assortment of villains crop up left and right to try and stop B & T. Bill and Ted's outstanding trip through the Circuits of Time will leave you feeling most excellently stellar (inspired).

Available Fall '91

Home Alone (THQ)

Young Kevin McCallister's parents obviously didn't learn their lesson the first time around – they've gone off again and left him "home alone" in Game Boy world! Marv and Henry, the "Wet Bandits," are back, too, and they want revenge! In this tricky action cart, Kevin must make his way through the four, huge sections of his folks' house, gathering up their valuables and dropping them



down the laundry chute before Marv, Henry, and their crooked friends get their grimy mitts on them. Once the goods are safely stashed, Kevin must settle the score with Marv and Henry and face up to his ultimate fear – the basement boiler room! You never know what can happen when you're home alone!

Available October '91

Lynx

Checkered Flag (Atari)



In this original Atari racing title you put your driving skills to the test as you burn rubber in your Formula One racer around the twists and turns of a variety of tracks, which are either pre-designed or personally customized by you. For an extra adrenalin rush simply grab some friends and a few Comlynxes and you're ready to take on up to five additional players. Rev up those Lynxes it's time to hit the road and go for the Checkered Flag.

Available October '91

SUPER R-TYPE

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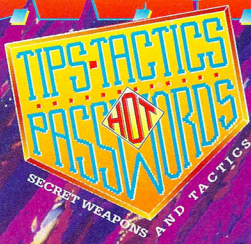
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SWAT



James Pond (Genesis)

Warp Zones

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

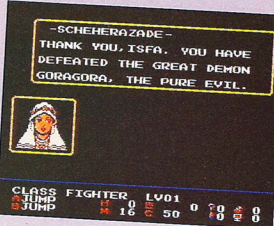


Mission 1: There are two warp zones in Mission 1. To enter either you must first free all of the Lobsters. Once you've freed them move to your far left between the wall and your home pipe and push Down in the middle of the ground. This warps you to Mission 6. The other warp zone is also to the far left. You'll notice a little ledge just out of the water. Stand on top of it and push Down to warp to Mission 11.

Mission 2: Once you grab all the items in Mission 2, return to the tube that leads to

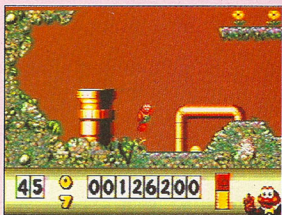
Magic of Scheherazade (Nintendo)

See the Ending, Hear the Sounds

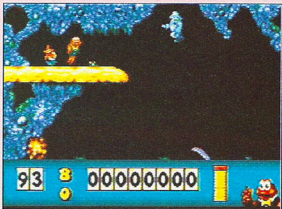


To see the end of Magic of Scheherazade use the code: END. To hear the 31 sounds of the game use the code: SOUND.

Christopher Nicolls, Alberta, Canada



your house. On the left side of the tube in the middle of the ground push Down to warp to Mission 5.

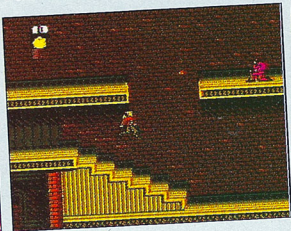


Mission 4: Go to the dark water area surrounding the Ship. Look for a long ledge to your left. Go to the middle of the ledge and push Down to warp to Mission 8.

Patrick Primeau, Ontario, Canada

Rocketeer (Nintendo)

Passwords



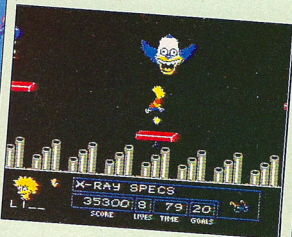
Here are the passwords for each of the chapters in Rocketeer:

- Chapter 2: 490-629-312
- Chapter 3: 435-765-818
- Chapter 4: 775-454-215
- Chapter 5: 318-469-417
- Chapter 6: 040-473-312

Ray Till, Mt. Prospect, IL

The Simpsons (Nintendo)

Unlimited Lives



To earn unlimited lives enter the first building on the third level and walk until you reach the first platform under the air-blowing pipes. Now, wait until coins begin to shoot out at you. When you get fifteen coins you'll earn an extra life. Just stand and keep collecting coins until you've earned all of the lives you want. The counter only goes up to nine but you can earn as many lives as you choose.

Eric Brodie, Homer, NY

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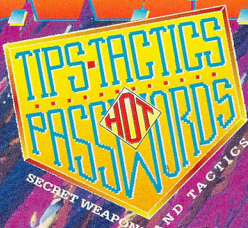
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SWAT



Sonic The Hedgehog (Genesis)

1-Ups!



To get a 1-Up at the top of the Green Hill Loop, Act 2, kill the three fish near the bridge and go get the shoes that are on the bottom path to the left. Use these to get a running start from the bridge, and then jump to snag the 1-Up. To get a 1-Up in the Marble Zone, Act 2, cross the third lava river to the wall where you can break through. Now, run back. There's a 1-Up in the Starlight Zone, Act 1. Grab it by running down the hill, across the gap, and then back to unblock it.

Mark Chimbo Jr., Stamford, CT

Sonic The Hedgehog (Genesis)

Secret Hidden Room

There's a secret hidden room in the Green Hill Zone, Act 3. Work Sonic through this level until you reach a solid wall. You'll know you're there when you can't move ahead without bouncing on the bumper. Instead of bouncing over the wall, break through it. Move Sonic back so that he picks up enough speed. Right before he hits the wall, push Down on the directional pad to cause Sonic to spin. If you're going fast enough you'll break through the wall

Sonic The Hedgehog (Genesis)

Defeat the World 1 Boss Easily



At the end of the Green Hill Zone, Act 3, on the last hill before the Boss Enemy stage, if you jump up to the right from just the right spot you'll "sonic" to the tallest tree where an invincibility Monitor is hidden. Grab it and don't waste time — head straight to Dr. Ivo Robotnik and use your temporary invincibility to bash him.

Michael Bazzell, Edgewater, MD

Sonic The Hedgehog (Genesis)

Collect All of the Emeralds Before You Start the First Round



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

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

Mike Kays, P.E.I., Canada



and you'll notice a secret speed tunnel. Work Sonic through this area without jumping on any bumpers. When you reach the area with the blue water background you'll notice six Monitors with a total of 50

rings and a 1-Up. Jump on the next bumper and you'll fly back to the top of the level to continue your game normally.

Chris Camera, Williston Park, NY

SCRATCHING ATV BEASTS



Screaming all-terrain vehicles claw for traction on a snaky dirt track. Racing these beasts demands your sharpest animal instincts and lightning reflexes. Slam into rises and conquer huge jumps. Downshift and countersteer in tight corners. Coax knobby tires to grab for traction through hairpin turns. Control four-wheel drift and torque up to brain-warping speed!

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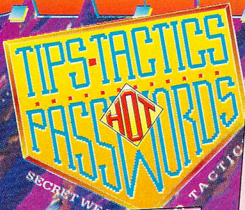
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Suite 102, Santa Clara, CA 95054-3013



SWAT



Strider (Genesis)

Get Permanent Dipodal Saucers



Here's a trick that enables you to get permanent robots. Grab two robots - two blocks of your life bar should be red. Now, sooner or later you'll come across a container that has the robo-panther. Open it but DO NOT touch it! It remains curled up in a ball. Now, get hit on purpose so that you lose a robot. Next, activate the robo-panther by touching it. After you play for a short while the robo-panther will go away and leave you with two robots! These robots won't leave even if you die from hits - they'll return when you begin your next life. The only way you can lose them is by falling off the screen or by using a continue.

Steven Hill, Sophia, NC

Battle Royale (TurboGrafx-16)

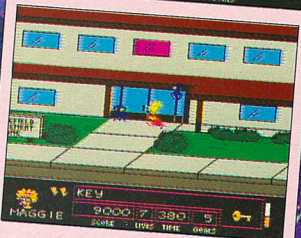
Return to the Ring

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

Jerry Palmerino Jr., Baltimore, MD

The Simpsons (Nintendo)

Use the Key and the Whistle



If you've ever wondered what the Key and the Whistle can be used for in Stage 1, wonder no more. You can use both at the Springfield Retirement Home. Go to the door of the Springfield Retirement Home and use the Key. You'll teleport back to Moe's Tavern. To use the Whistle return to the last pair of windows of the Retirement Home and then blow the whistle. Grandpa Simpson will appear in the top window and shower you with tons of coins!

Storm Ross, Traverse City, MI

Power Blade (Nintendo)

Sound Test

To check out all of the sounds in Power Blade simultaneously hold down Select and Upper Right on Controller 1, and Button A, B, and Lower Left on Controller 2. While continuing to hold all of the buttons press Start on Controller 1.

Joel Courtney, Las Cruces, NM
Nathan Cullen, Cincinnati, OH

Game Genie Codes:

Super Mario (Nintendo)

Codes for Strange Fireballs

Super Mario IOAULT =
Fireballs explode in air.
Super Mario GXALUV =
Short range fireballs.

Mike Demond, Manhattan, KS

RC Pro AM (Nintendo)

A Handicap Code

RC Pro AM KSZEG =
Handicap for RC PRO

Mike Demond, Manhattan, KS

Chip 'n Dale: Rescue Rangers (Nintendo)

Give the Chipmunks a Special Attack

Chip & Dale XPAGKX = Special Attack

Mike Demond, Manhattan, KS

Teenage Mutant Ninja Turtles: The Arcade Game (Nintendo)

Here's a few wild Turtle Codes

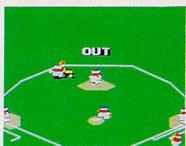
TMNT II YLTEAG = Handicap
TMNT II SZPYXI = Freezes fire in first level.
TMNT II IPGATO = UNLIMITED lives and score for player 2!

Mike Demond, Manhattan, KS

SOUND MODE

TYPE01
TYPE02
TYPE03
TYPE04
TYPE05
TYPE06
TYPE07

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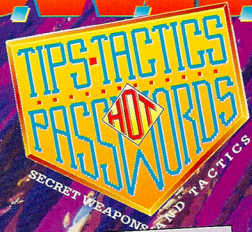
namco
The Game Creator

PAC-MAN

Here's PAC-MAN, zipping around the maze munching yummy ghosts. If they catch him, he's ghostflakes! Chomp down power dots and fruit treats for big bonus points. Connect two Game Gears for extra ghost-mania. Choose different rounds to even up the competition. When you gulp a ghost, it pops up in your friend's maze. Then he's got double trouble, and you've got the points!

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SWAT



Warbirds (Lynx)

Beat the Red Baron



You can send the Red Baron into a permanent nose dive. First, select unlimited damage, 200 rounds of ammo, no collisions, unlimited men if you're not good at landing, and a dueling start. Once you're in the air, fire your machine guns at the Baron. After he flies by, waste your ammunition on purpose. Next, land. While your men are trying to fix your plane, the Baron will crash trying to shoot you on the ground!

Joshua Thoma, Midland, TX

Air Fortress (Nintendo)

Passwords

Here are the passwords for each stage in the First and Second Quests of Air Fortress:

First Quest:

Stage 2: I8TA

Stage 3: KA9I

Stage 4: 6KAI

Stage 5: 8NYU

Stage 6: 2APP

Stage 7: OS85

Stage 8: SUGA

Second Quest:

Stage 2: IINA

Stage 3: 5AJI

Stage 4: TOBI

Stage 5: NDA4

Stage 6: MA1K

Stage 7: DOMO

Stage 8: 7NDE

Fatal Labyrinth (Genesis)

How to Get the Punch



To get "Punch," a powerful but undocumented weapon, go to the Options screen and choose the "Weapon" icon. Then discard the weapon you are equipped with. You can pick it up again if you want to.

Andy Wienick, Highland Park, IL

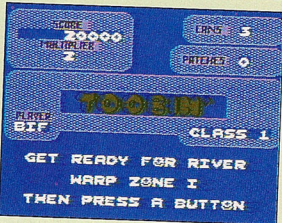
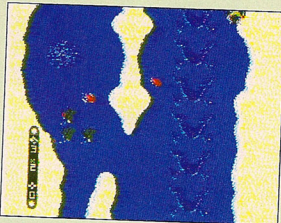
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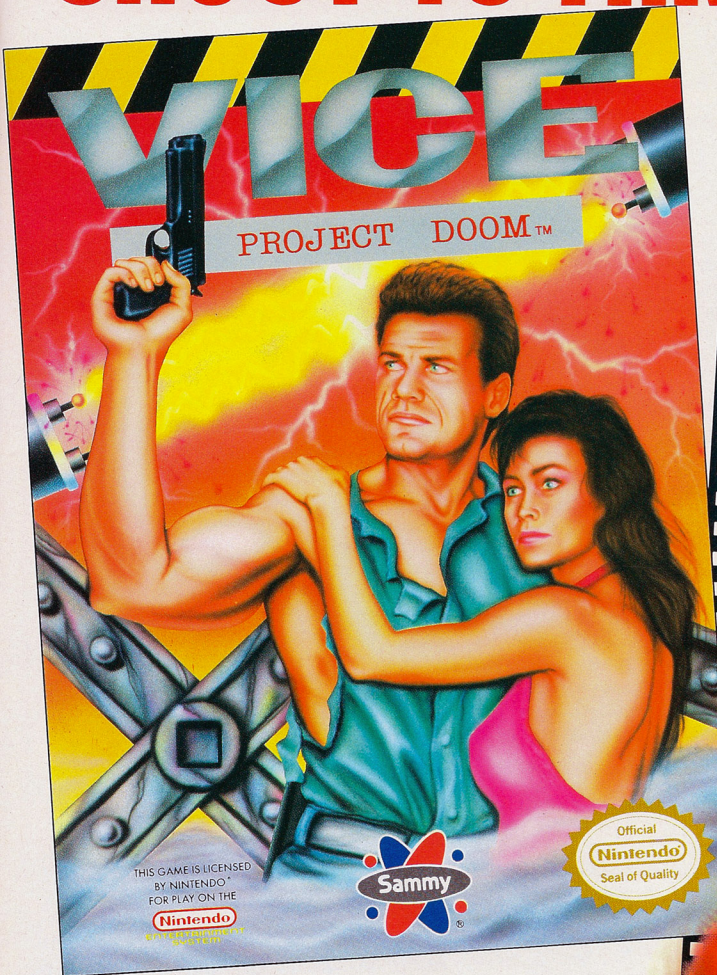
Toobin' (Nintendo)

Warp Zone

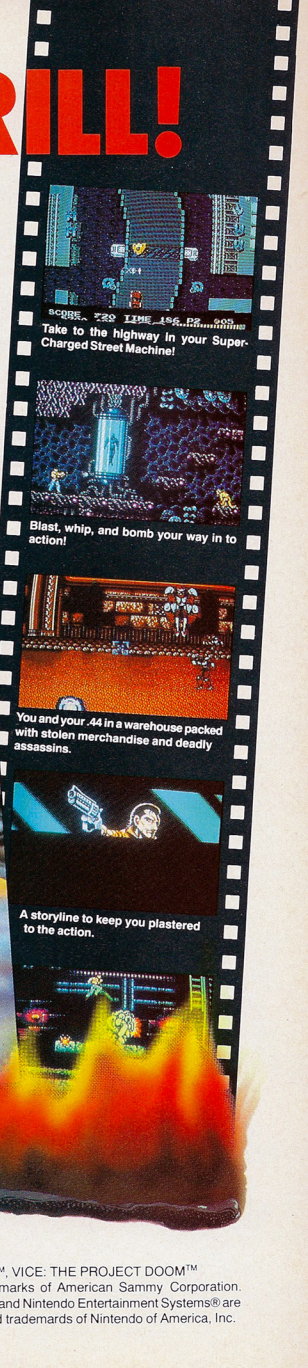


On the first river near the waterfall there's a whirlpool that is a warp zone. Save up your Cans to shoot the sticks blocking the whirlpool and then head to the warp zone.

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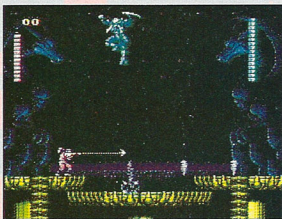
Nintendo

Shadow of the Ninja

Dear ASK THE PROS,

My friends and I have tried constantly to beat Emperor Garuda at the end of the game. Getting through the last stage is no problem, but no matter how many times we hit him, he doesn't seem to suffer any damage. When we try to elude him by climbing down the ladder we get zapped. Please help us!

Egbert Sayers, Jr., Barbados, West Indies



Emperor Garuda's a real hard case!

Dear Egbert,

Emperor Garuda certainly is tough! There's no easy method you can use to defeat him, but here are some tips. Retreating down the ladder does not help; try to hold your ground. The Kusarigama (sickle and chain) is a good weapon to use against him because of its long range. Your weapon power and life points must be maxed at the time you confront him. In fact, you've probably seen the two item boxes right before you face Garuda. They'll charge up both those attributes, but you must be outrageously quick to open them both so try to power up earlier. Victory can be yours. Good luck!

Destiny of an Emperor

Dear ASK THE PROS,

In Destiny of an Emperor, I'd like to know how to wake up Zhu Ge Liang and talk to him. But the most important question

is: how do I get to Liu Zheng, the Peaceful Land of Shu?

Patrick Lapiere
St. Constant, Quebec, Canada

Dear Patrick,

Did you suspect that the solutions to both of your problems are related? Put on your running shoes, here we go. First, make sure Xu Zhe is with you. Now travel to Ma Liang's house located between Nan Yang and Chang Sha Castles. Ma Liang and Ma Su will join you. Now head to Gui Yang castle and meet Emperor Liu Bei. Talk to the Emperor and Xu Zhe is summoned by his mother. Now go to Zhe Ge Liang's house. He's not home, but go to Lou Sang village, where the game began, and enter Qui Zhou Ping's house. You'll find that Zhe Ge Liang was just there, but he went back home. Go to his house. You'll just miss him again, but you're getting closer. Go to Nan Yang Castle. Use the Invite command, and then talk to Liu Bei. He'll send you back to Zhe Ge Liang's house, where you'll find the general sleeping in the back room. When you're asked if you want to wake him up, say no but don't leave. Zhe Ge Liang will wake up and tell you to meet him at Gui Yang Castle. Go there and use the Invite command to speak with Lui Bei again. Now speak with Zhu Ge Liang and he'll join your party. Now, finally, you can enter the Peaceful Land of Shu. (And now you know why Zhe Ge Liang had to take a nap in the first place.)

The Immortal

Dear ASK THE PROS,

In The Immortal, how do I unlock Lindli's puzzle at the end of Level 2? I have the three Gems but nothing I do with them works.

Randy Scott, Rockford, IL

Dear Randy,

If you've gotten this far, we suppose you've spoken to the Goblin King as he bites the dust. His clues are cryptic, but they do work.

The three designs on the floor of the puzzle room each have four indentations, three surrounding the triangular design and one in its center. Place one Gem in the right indentation of the left design.

Place another Gem in the left indentation of the center design. Now, place the last Gem in the center of the right design. There's the secret door!

G.I. Joe

Dear ASK THE PROS,

My friend and I have been trying for months to explore the different levels in G.I. Joe, but we can't get past the bosses. Can you give us a few passwords.

Lev: Upp, New London, VT

Dear Lev: Upp,

Nice name. Ask and ye shall receive – but it's more fun to beat the bosses.

G.I. Joe Passwords

First Quest

Mission 2: BRJJ0VD8H

Mission 3: 3ZDX9N5X5

Mission 4: ORBJHVD83

Mission 5: NZD39G5X5

Mission 6: 5ZD3NNSX5

Second Quest

Mission 1: ZND39N5XF

Mission 2: BV9J0VD87

Mission 3: 3N2V9G5X5

Mission 4: 5X03H8GZ8

Mission 5: NN2V2RX9

Mission 6: X58H0266

Final Quest

Mission 1: 3R69N5XGG

Mission 2: DG239N5X1

Mission 3: 3G2B9N0XF

Mission 4: NR8VN5GG6

Mission 5: VH959V38C

Mission 6: DHJ59VD87

Genesis

Sonic The Hedgehog

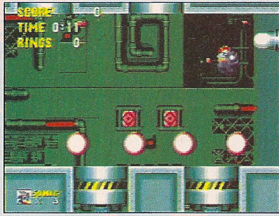
Dear ASK THE PROS,

Dr. Robotnik in the Final Zone of Sonic The Hedgehog is giving me a bad time. This is a great game and I've just got to beat it! Help!

James Okazaki, San Francisco, CA

Dear James,

If you've gotten that far in Sonic, you don't need much help, buddy! To defeat Dr. Robotnik stand on the far right side of the screen. From there it's perfectly safe to jump up and hit the Doctor. When the



Stay to the right corner...



...but be prepared for the Doc's last dash!

energy balls appear, move in between them and as they drop down on you, jump up through them and land back on the right side of the screen. Just continue these moves until you beat the Doctor. It takes about 10 hits to down him.

Sword of Sodan

Dear ASK THE PROS,
In Sword of Sodan, I can't get past Level 4 (the graveyard level) without losing three or four men. The zombies just keep hitting me. What can I do?

Mario Vellandi, Fountain Valley, CA

Dear Mario,
Do what you should do if you ever see a zombie in real life. Run! Use the Shield Spell (purple and blue potions) and run through the zombies as fast as you can. The zombies are slow. Hack any that get in your way, but keep moving. There's an infinite number of them, that is, it's impossible to get them all.

TurboGrafx-16

Aero Blasters

Dear ASK THE PROS,
Aero Blasters is giving me a bad time. I can get up to Phase 5, but is there a way to get more than 5 credits?

Mark Anthony S. Navarro, Los Angeles, CA

Dear Mark,
There sure is. At the title screen, press Right three times and then hit Select. "Credit" will appear onscreen underneath "Blaster2 Scramble." Now you can increase your credits up to 9. By the way, if you press Select again you get a Sound Test.

Keith Courage in Alpha Zone

Dear ASK THE PROS,
I can finish several TurboGrafx-16 games, but I can't defeat the Titan Warrior, two-part dude, at the end of Keith Courage. I've gotten this far; can you tell me how to defeat this boss creature?

Douglas Gordon, Long Beach, CA



Make this jump and the final boss is easy.

Dear Douglas,
The Titan Warrior at the end of Level 7 is a two-piece robot and the bottom piece is invincible. However, there's a way to freeze that piece of the Warrior. At the entrance to the pit where the Titan Warrior is waiting, jump over the last ledge to the other side of the pit. Now jump into the pit so that your character falls from left to right. Remember, you fall at an angle. When you land at the bottom of the pit, you'll freeze the invincible part of the boss (he doesn't expect you to show up there). Now fight the second piece of the Warrior. Use your sword at full blast, jump up, and hit the boss at the top of your arc. It takes approximately 10-15 hits to destroy it.

Sega Master System

Alex Kidd: High Tech World

Dear ASK THE PROS,
In Alex Kidd: High Tech World, I can get out of the Castle and make it across the Forest, but I can't find a Travel Pass to

get out the Village gate. How do I get the Travel Pass?

Marty Costello, Valparaiso, IN

Dear Marty,
Good work so far. To get the Travel Pass, go to the church and pray one hundred times. After that, go to the burger shop at two o'clock for a nice surprise. However, do not pick up the gun. If you do, you'll wind up in jail - Game Over!

Miracle Warriors

Dear ASK THE PROS,
I need help with Miracle Warriors. I'm powered up as far as I can go, and I have almost everything there is to find - except the three keys. Please help.

Twihyla Gorr, Richmond, CA

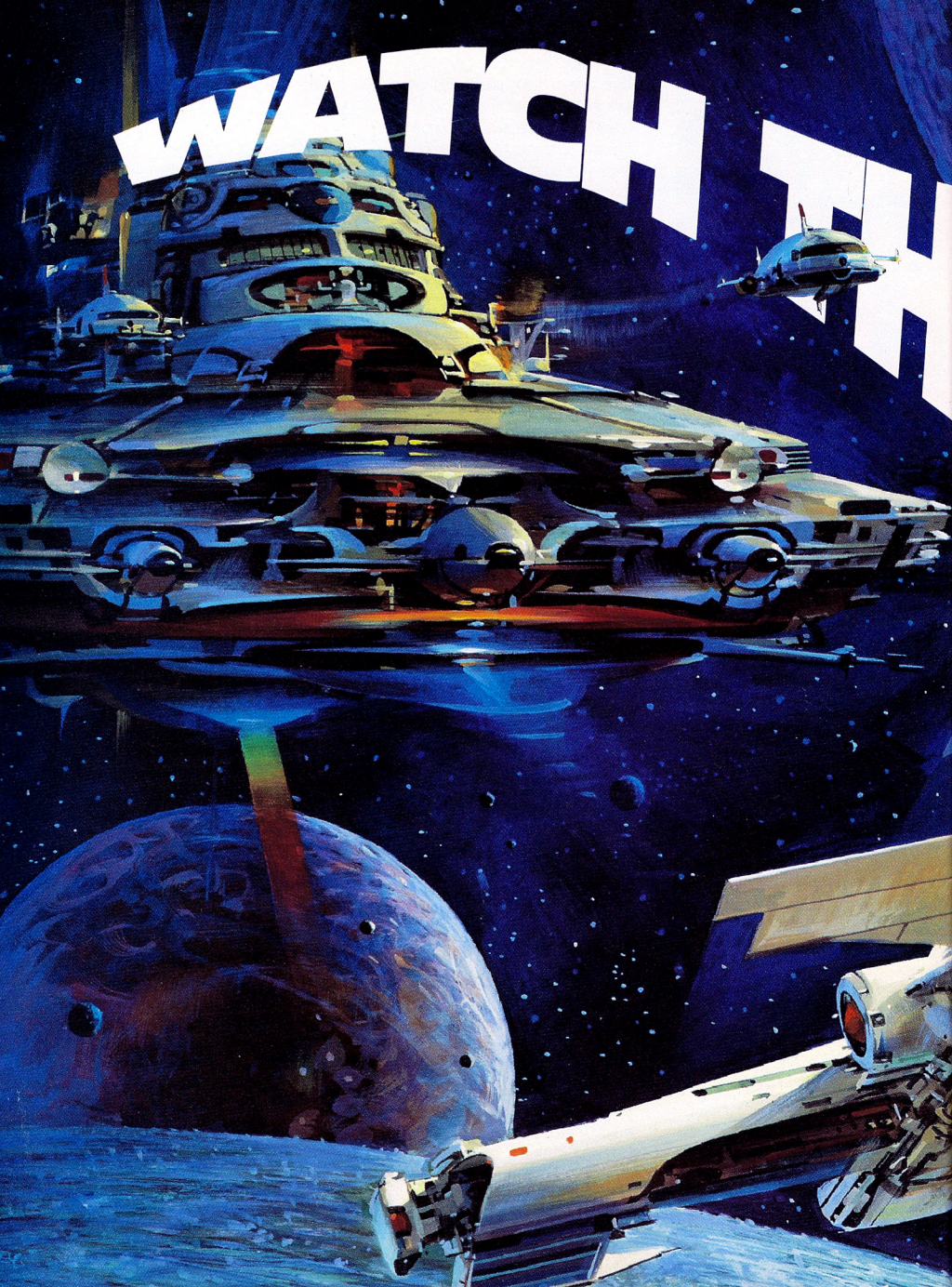
Dear Twihyla,
The keys are hidden in three secret shrines on the continent of Areas. From the town of Tegea, move 16 spaces South, press Button Two, and then use the spell, "Come, Iason." Now, proceed through the maze and you'll find the Key to Heaven. From there, move 16 spaces West, and enter the shrine to find the Key to Earth. From there go 10 spaces North, enter the shrine, and you will find the Key to Hell. Finally, move 6 spaces West, and you'll enter the Gorkis Shrine where you find Terrarin, oops...you didn't ask for that info, did you?

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Our GamePros will solve your unsolvable problems or answer any tough questions you have. So send 'em and we'll solve 'em. If your letter is published, you'll get a free GAMEPRO Super Shirt.

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SEGA
GENESIS

ELECTRONIC ARTS

Kids Source Corp Becomes Turbo- Grafx-16 Publisher

Chicago-based **Kids Source Corporation** has been added to the short list of officially approved third party publishers for the TurboGrafx-16. KSC plans to adapt popular fantasy and science fiction novels into action/adventure and roleplaying games for the system. The first game in production will be **The Riftwar Saga** by Raymond E. Feist, an action/adventure game starring Pug, an apprentice magician, and Tomas, an apprentice swordsman. The game will incorporate role-playing elements into a "Dungeons and Dragons" type hack and slash. KRC is currently negotiating with other well known authors for follow-up titles.



GamePro up to bat!



Homerun!

GamePro Staff Stars in New Sony SNES Baseball Cart

We've been caught – rehandled! When the staff of GamePro magazine isn't putting together the best video game mag in

the world, they're moonlighting as the professional baseball team, the Houston Petros. Those alert programmers at **Sony Imagesoft** must have caught one of our games – and created video likenesses in their new baseball cart for the SNES, **Extra Bases**.

The game hits the market in November and features the majority of the GamePro staff, as well as some folks from those other game magazines. But in head-to-head

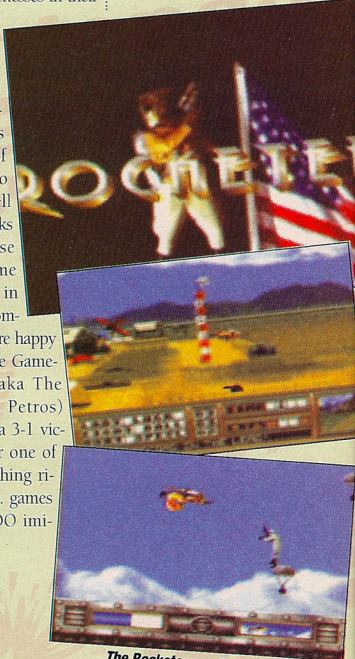
competition, we're happy to report the GamePro team (aka The Houston Petros) notched a 3-1 victory over one of its publishing rivals. See... games really DO imitate life!

Virgin Games Creates SNES MAGIC

Nintendo licensee, **Virgin Games**, is bringing some "Magic" to your SNES. Magic Johnson, that is! The Lakers point guard is the subject of another basketball game. The game is slated for a January 1992 release and is rumored to be programmed by those sports experts at **Park Place Software** (the guys who did John Madden Football for the Genesis). Virgin also has another 7-Up 'Spot' game in production; this one a running and jumping horizontal adventure for the SNES.

IGS to Bring Rocketeer to SNES

IGS, a new SNES licensee, will be bringing **The Rocketeer** to the SNES this winter.



The Rocketeer on the NES.

With help from the programmers at **Nova Logic**, IGS' Rocketeer will be visually spectacular, using digitized video of real actors and scenery in all areas of the game. The cart will merge several popular formats—there's a horizontal scrolling "Defender" style shooting level, an "Operation Wolf" first person shooting gallery type sequence, an air race segment, and even a vertically scrolling fist fight in the air! Look for the Rocketeer to reach the stores sometime in January of 1992.

Galoob To Pursue \$15 million Nintendo Bond

After winning its copyright infringement case brought by Nintendo of America, **Galoob**



Toys announced it would "aggressively pursue" recovery from Nintendo on a \$15 million bond, which NOA was required to post on March 28, 1991 to cover lost profits or damages Galoob may have incurred because it was wrongly enjoined from selling its Game Genie video game enhancer.

Galoob has resumed manufacturing the Game Genie, and is expecting to ship to stores by the middle of October.



Get Your Free CD-G!

NEC has announced that beginning this Fall you'll get a free CD-G when you buy specially marked TurboGrafx-16 CD's. What's a CD-G? It's a music video compact disc that enables you to simultaneously listen to AND watch your favorite recording stars in action (In case you didn't know, you can listen to music compact discs on your TurboGrafx-16 CD player). The sample disc comes from **Warner New Media** and features the following artists and songs: Little Feat—Representing the Mombó Bonnie Raitt—Talk to Me Fleetwood Mac—Love is Dangerous Lou Reed—There is No Time Jimi Hendrix—Purple Haze Gram Parsons—Las Vegas

Woody Guthrie—This Land is Your Land
Van Dyke Parks—America
Alphaville—She Fades Away
Magic Flute—Overture
The Planets—Mars
Bruckner—Sohorzo

The Game Gear Gears Up

Gamer's looking for good games in small packages ought to keep an eye on the Game Gear. **Sega's** got an interesting line-up of handheld games due out



Sega's Game Gear

by Xmas. **Leaderboard Golf**, **Slider**, **Poker** and **Solitaire Poker** should hit the shelves in September. Solitaire Poker is a unique take on this classic card game. Slider's a multi-level puzzler where you help the Furballs paint Furland pink! Leaderboard Golf's a nifty linkster

cart that features four real-life courses. Football fans will see **Joe Montana Football** in October. This Joe's similar to the Sega Master System version, with its sideview, full-field look. Also, this month, you can burn some rubber with **Outrun**. In November get set for the return of a classic—**Space Harrier!** You get straight ahead alien-blastin' runnin' and gunnin', which doesn't scrimp on the graphics

Chessmaster plays chess just as well as the great PC title it's based on. Its due in December.

Several competitors have Game Gear games in development. **Sages Creation** has **Devilish**, a "break out" style adventure game. **Arena's** working on **Aliens 3**. **Namco's** got **Pac-Man** and **Batter-Up**. And look for carts from **Bignet** and **Kaneko**, too.

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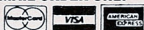
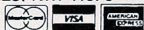
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For the SNES: Castlevania IV, Super R-Type, Joe & Mac

For the Genesis: The Immortal, Shadow of the Beast, Raiden

For the TurboGrafx-16: Impossamole,
 Preview: The Addams Family CD

For the Game Boy: Faceball 2000, The Simpsons

For the Game Gear: Slider, Devilish

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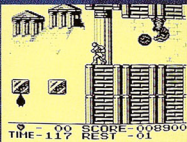


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