

GamePro TV  
Goes Cable!  
See Pg. 194

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

# GAMEPRO<sup>®</sup>

#1 VIDEO GAME MAGAZINE

## Star Trek: The Next Generation!

Coming to your SNES!  
And presenting—  
Deep Space Nine!

**FREE** Pullout Section!  
**World Heroes**  
and  
**Art of Fighting**

32 Pgs  
**BIG!**

## Pro Reviews

**Genesis**—Flashback • Ecco the Dolphin • Streets of Rage 2 • Out of this World • Captain America and the Avengers • Double Dragon 3  
**SNES**—Super Strike Eagle • Gods • Super Valis IV • Cool World • Jimmy Connors Pro Tennis Tour • NHLPA Hockey '93 • Combatribes • Ultima VI  
**Sega CD**—The Adventures of Monkey Island • Sherlock Holmes Consulting Detective • Sewer Shark  
**NES**—Alien 3 • Zen Intergalactic Ninja  
**Turbo Duo**—Super Buster Brothers  
**Game Boy**—Super Mario Land 2  
**Game Gear**—Indiana Jones and the Last Crusade • Taz-Mania  
**Lynx**—Dracula

An IDG Communications Publication

February 1993

\$4.95 Canada \$4.95 UK £2.60



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**Hardware on  
the Horizon:**  
Genesis Thumb  
Mouse and  
SNES Four-  
Player Adapter

**The  
Alladdin System  
for the  
NES!**





IF ONLY  
I COULD  
SKATE  
SLAM  
RAGE  
JAM  
THRASH  
SCAM  
AND  
SCORE



LIKE I DO  
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ASCIIPAD SG,  
THAT'D BE  
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Whoever said, "life is unfair" must have gotten their butt kicked by the new asciiPad SG. Here's why: it's got **TURBO FIRE** (up to 24 shots per second), hands-free **AUTO-TURBO** and **SLOW-MOTION CONTROL**. Plus, it looks cool, too. With this kind of control, you'll always land on your feet. Which is more than we can say about life. The asciiPad SG. There's nothing fair about it.

NEW from **ASCIIWARE** for **SEGA GENESIS • SEGA CD**



IT'S HOW TO WIN.

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

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ONLY ONE CONTROLLER STRIKES  
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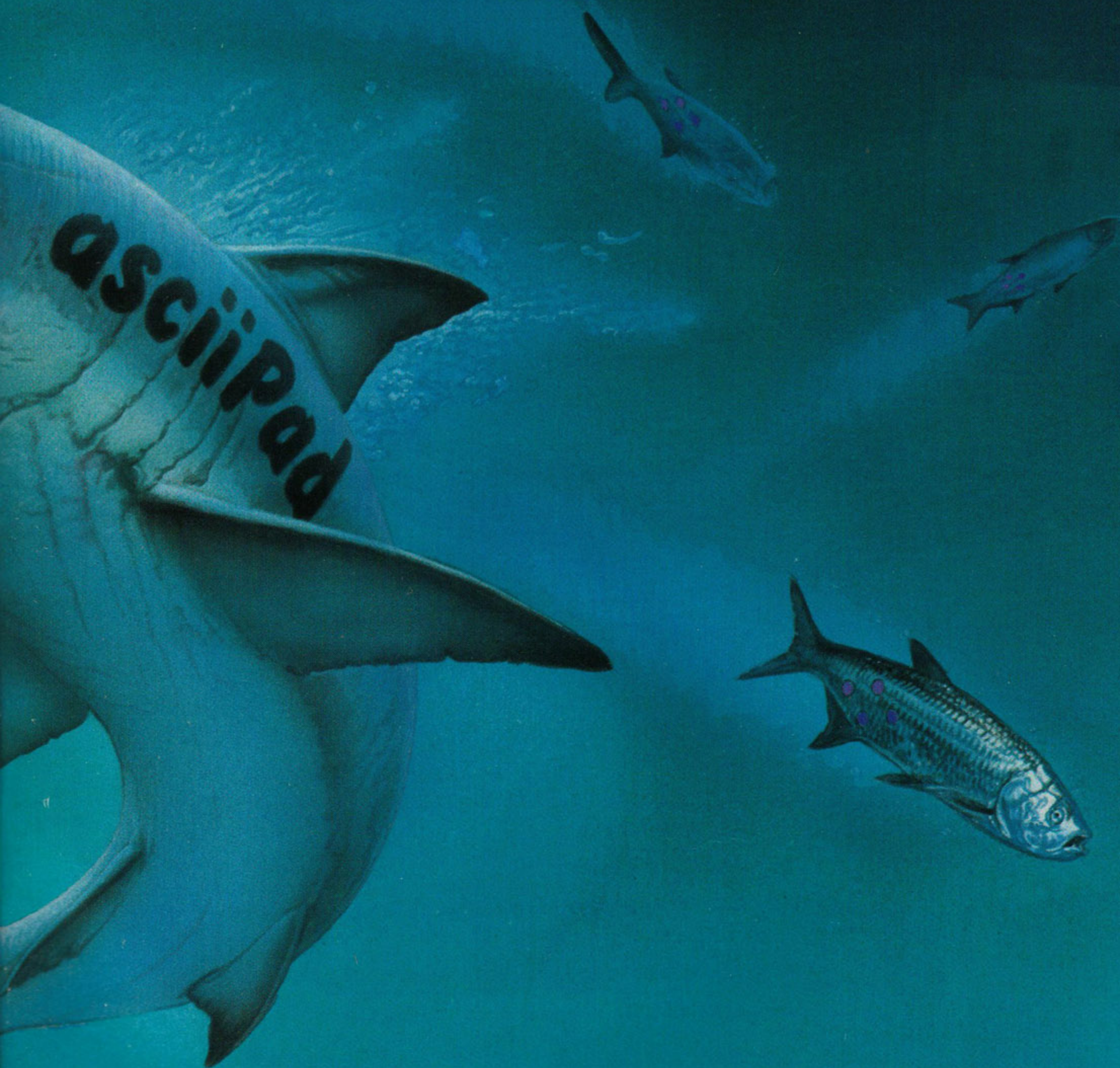


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There's something for everyone in this month's Sports Pages. Grab a bag of Doritos and climb into the ring with George Foreman's KO Boxing for the Genesis. Netters will enjoy Jimmy Connors Pro Tennis Tour for the SNES, a grand slam winner. Take to the ice with Super Slapshot for the SNES, NHLPA Hockey '93 for the SNES, and Hit the Ice for the TurboDuo.

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Flying's your greatest power, but keep your eye on the flight meter



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"Hook's multilayered, smoothly scrolling visuals inspire comparisons to Super NES legends, such as Actraiser and Super Castlevania IV. The music is so good, you'll want to crack open the cart and see if there's a Compact Disc inside! Five-star game play. Hook succeeds in every way." — **GAMEPRO**

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To get your free Hook cassette, mail in the Universal Product Code (UPC) from the package of any Hook video game and the Proof of Purchase tab from the Hook video movie (no photocopies, only original packaging will be accepted) along with your name and address and \$1.50 for postage and handling to:  
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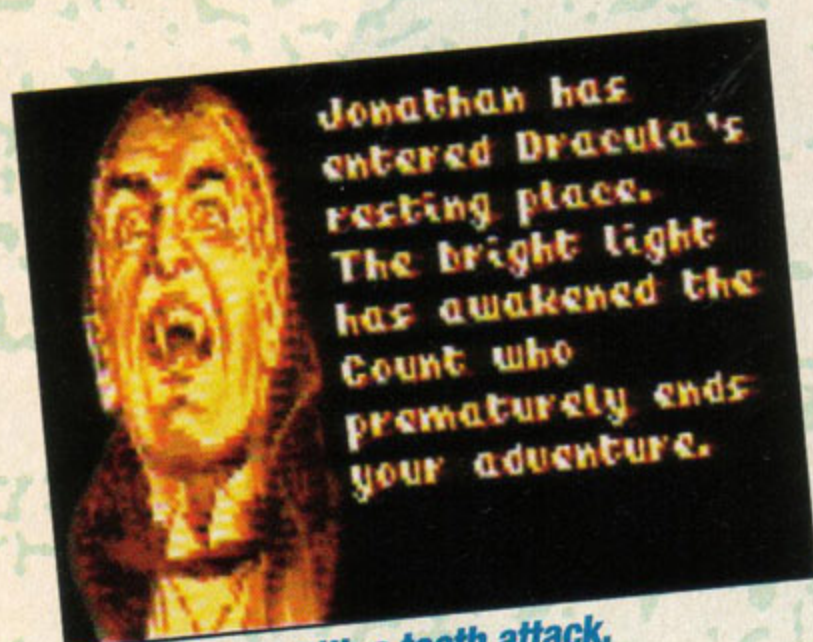
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**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM





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Jonathan has entered Dracula's resting place. The bright light has awakened the Count who prematurely ends your adventure.  
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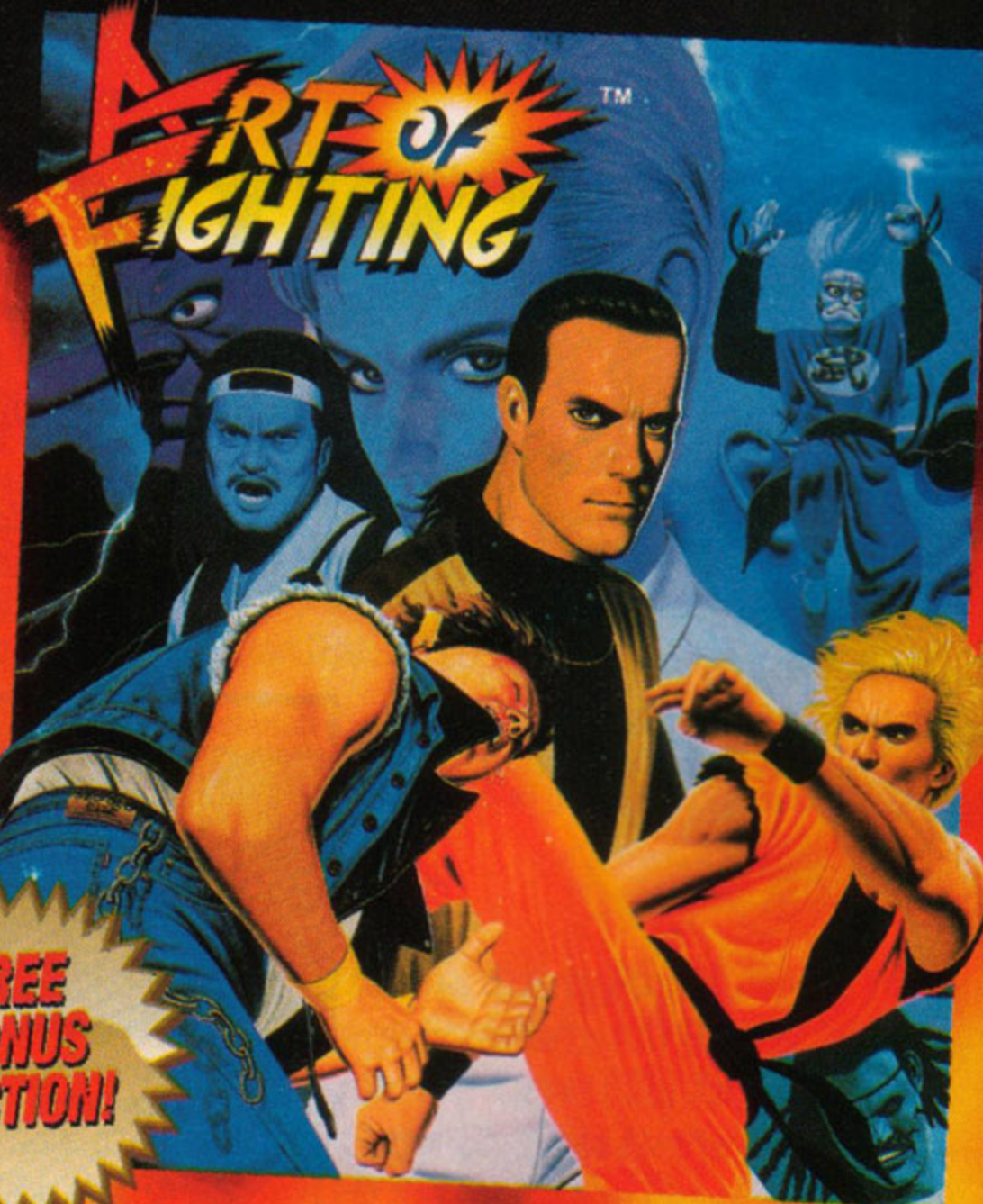
You are the World in World Heroes. See page 85. Fighting is an art in Art of Fighting. See page 109.

# WORLD HEROES

**FREE BONUS SECTION**



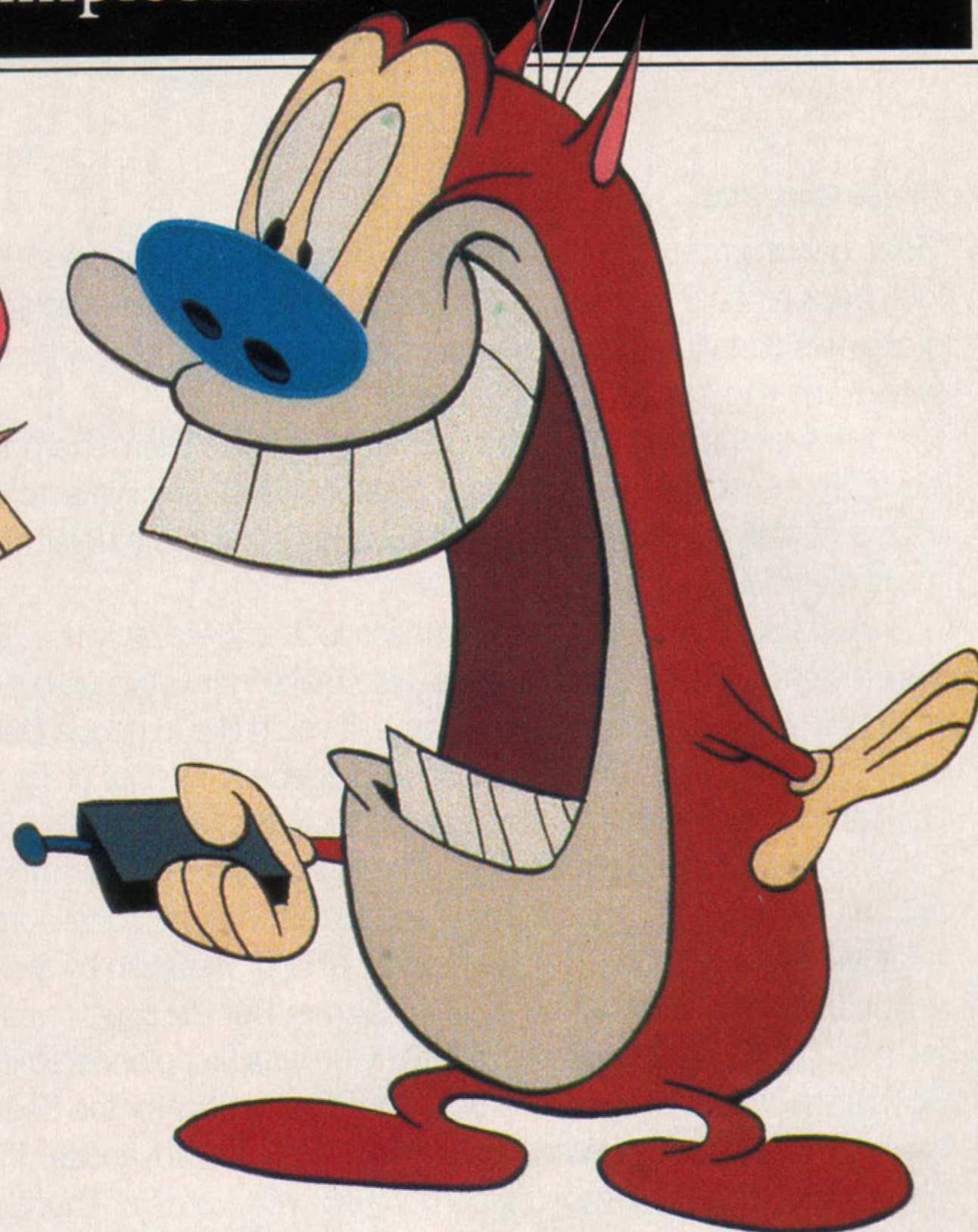
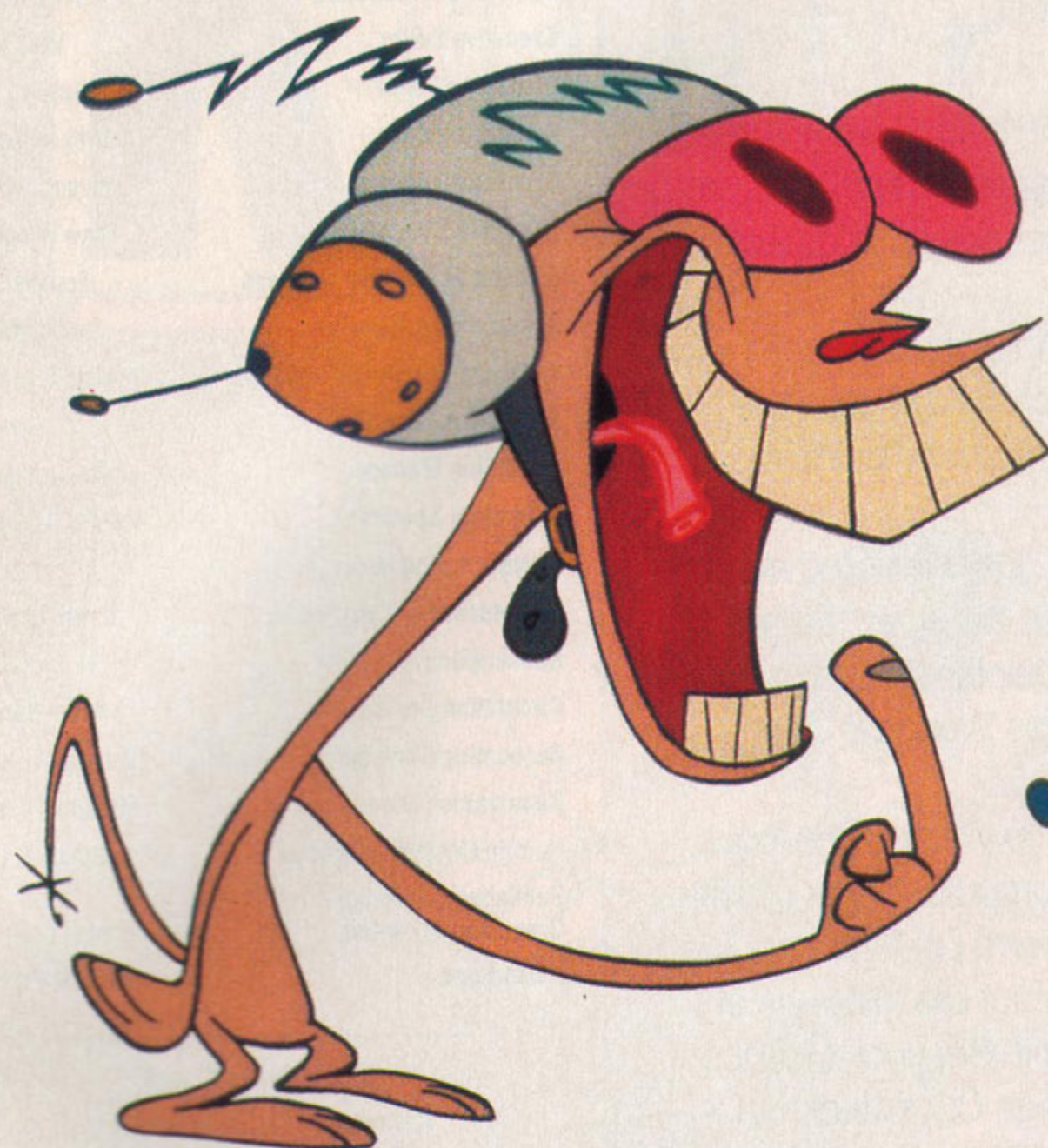
# STRATEGY GUIDE



**FREE BONUS SECTION!**



Warning: Repeated exposure to Space Cadet Adventures may cause temporary Space Madness, unsightly mutations and possibly, instantaneous implosion.

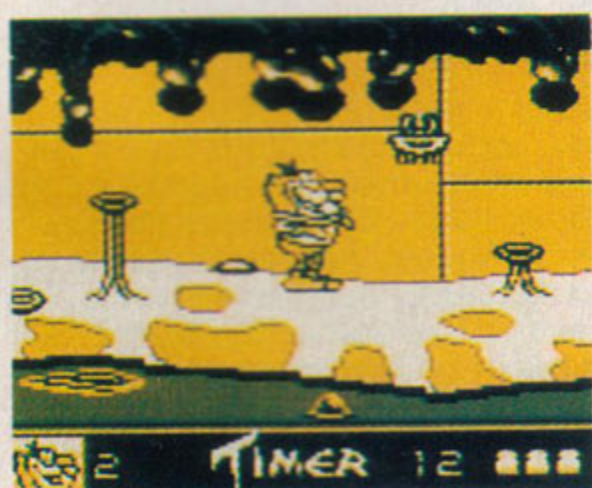


Is there intelligent life in the universe? No, you eediot! Only Commander Ren Hoek and Cadet Stimpy, two space cadets who'll boldly take you where no higher mammal has gone before. The question is, will you know how to get back?

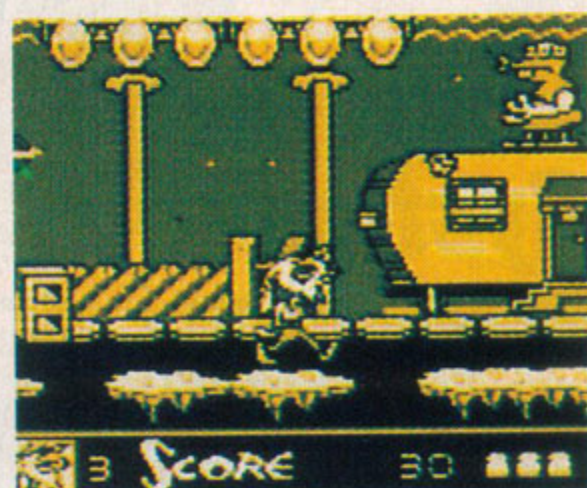
A courageous spacewalk by Commander Hoek is cut short by a control room accident, leaving him

**The Ren & Stimpy Show**

lost in space. In this single player, four-stage adventure, the goal is to reunite him with his faithful companion Cadet Stimpy. Guide Commander Hoek as he searches for his counterpart on the alien worlds and help Cadet Stimpy reach his friend while bounding through a spaceship gone mad. Who can say where their final destination is...?



Thrill to a daring rescue mission in the digestive system of a huge alien beast.



Help Commander Hoek search for his lost pal in an out-of-this-world trailer park.



Ponder the secrets of the space over a tearful reunion on a mound of Gritty Kitty Litter.



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# Video Games Looking Good

## By The GamePros

Video game graphics are boldly going where no game has gone before, with nary a look back at the 8-bit Mario boys who started it all. Game designers, artists, and programmers continue to improve their graphics style, and new techniques and hardware is making a visual splash as well.

For example, Flashback by U.S. Gold is an excellent example of rotoscope technique. To rotoscope images, game creators video tape live actors and digitize the outline of their movements. Then, they color in the sprite detail, point by point, to make the characters come to life.

Flashback's graphics and animation look unbelievably real. Delphine Software, the creators of Flashback in France, also make innovative use of extremely detailed cinematic scenes throughout the game. If you'd like to gauge Delphine's artsy progress, take a gander at Flashback's predecessor – Out of This World by Virgin Games – which features its own eye-popping graphic treats.

Compact disc hardware is also adding graphics grooming to video game looks. For one thing, the CD format eases the transition of personal computer game graphics to video games. See The Adventures of Willy Beamish by Sierra On-Line and The Adventures of Monkey Island by JVC Games. But CD's real impact lies in its use of live action, full motion video. This technique was first pioneered in Sherlock Holmes Consulting Detective for the TurboGrafx-CD and now for the Sega CD. Check out Sewer Shark by Sony Imagesoft for the latest video advances. TTI continues the Turbo's innovative CD-based graphics work with Lords of Thunder.

Now, if you just want to see some out-and-out great-looking 16-bit gaming, this issue presents some of the best of the current bunch. For the SNES, you can see an innovative mix of computer art and graphics in Star Trek: The Next Generation by Spectrum Holobyte. Mindscape's Gods creates some almighty images. Super Strike Eagle by MicroProse features fine vehicle detail and outrageous Mode 7 flying. Ocean's Cool World showcases a world of cool pix. NHLPA Hockey '93 by Electronic Arts looks so real you'll feel the bumps and bruises. For the Genesis, Dolphin's graphics dive deep. Blaze, Axel, and Adam are looking good in Streets of Rage 2. Captain America and the Avengers by Data East brings classic comic book art to life. The Neo•Geo is no graphics slouch, either. Witness Viewpoint, Art of Fighting, and World Heroes.

All in all, the video gaming future just keeps looking brighter and better. Keep your eyes glued to GamePro.

## GamePro's Game Rating System

GamePro's Game Rating System									Challenge
									BEG. Beginner INT. Intermediate ADV. Advanced EXP. Expert ADJ. Adjustable
1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	

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

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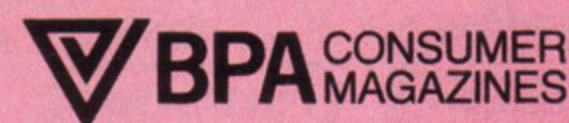
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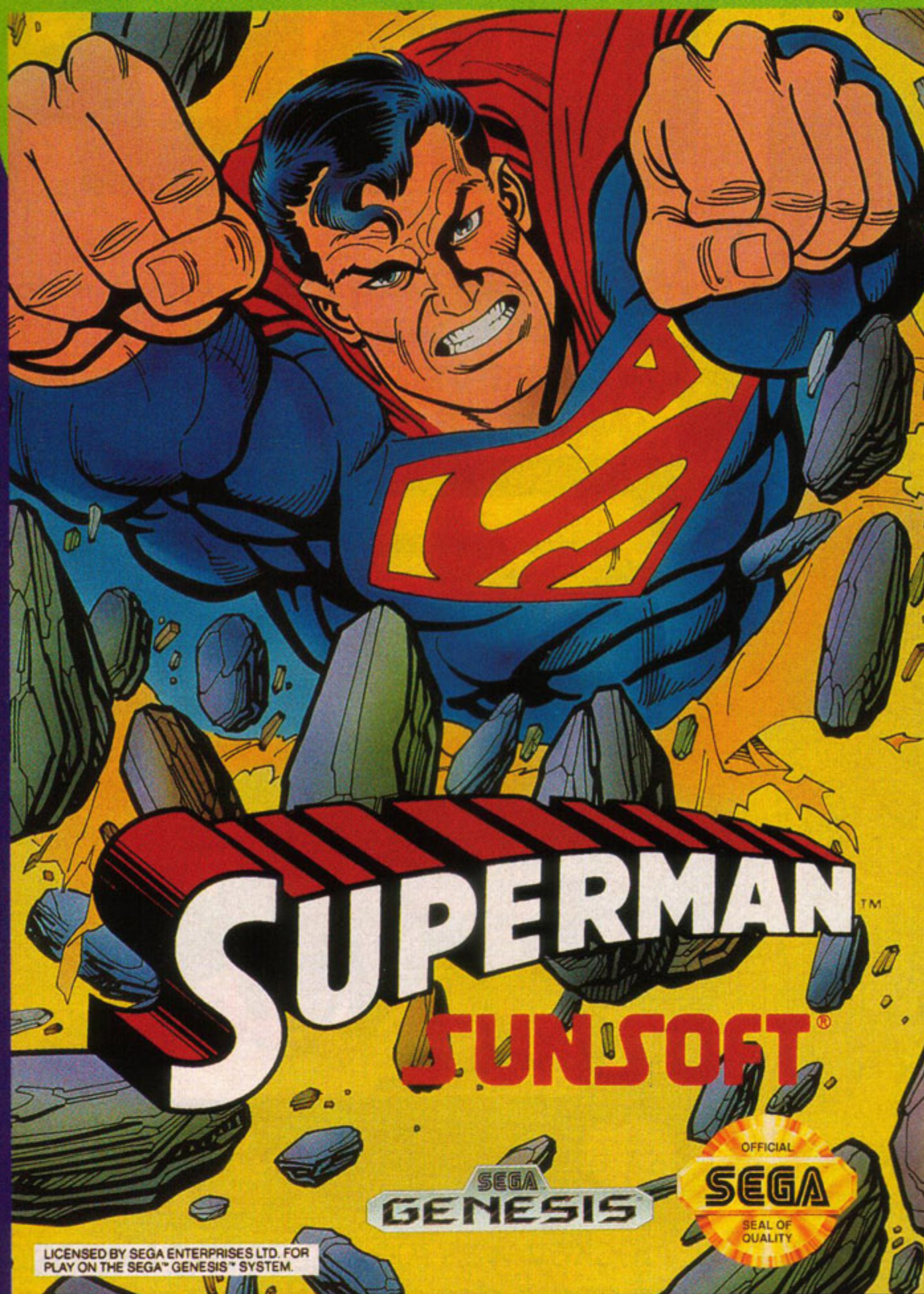
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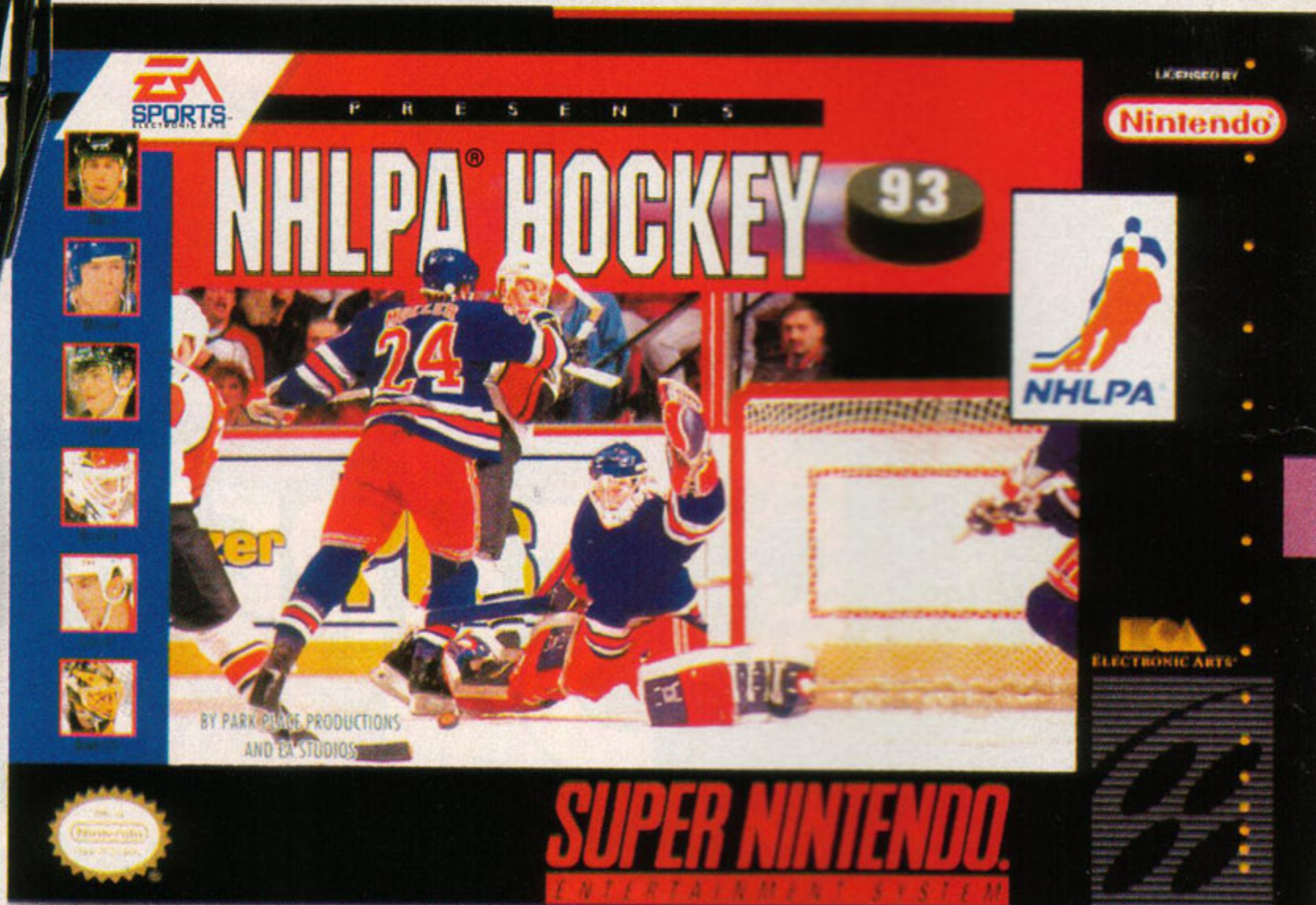
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Nobody can hold a stick to these guys: Oates, Neely, Tocchet, LaFontaine, Sandstrom, and the 545 other guys who play hockey at the highest level. The deadliest marksmen, the enforcers, the brightest stars of the pro game.

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Last year, NHL® Hockey was the top-selling Genesis™ sports title. This year, the same game designers deliver even more explosive game play. Check out all the players. The complete, accurate team rosters from the 1992 season. Including 1993's new Ottawa and Tampa Bay expansion rosters.

NHLPA '93 is the finest the sport has to offer. With more new pro moves than you can shake a stick at.







There are fast, tough-to-beat goalies who leave the crease to clear loose pucks, or lunge and dive to smother shots. Individualized moves, like glass-breaking slap shots, nimble stick action, and brutal body checks. Each player skating his own unique game.

Hot new defensive techniques and an improved computer opponent that raises the electricity in power plays.

Standing between you and the championship are scorers like Yzerman. Goalies like Essensa. Intimidators like Domi and McSorley. Each of the 550 pros rated on 14 characteristics based on 1992 playing stats.

Some are better defensemen, others scoring machines, others specialists at killing off power plays.

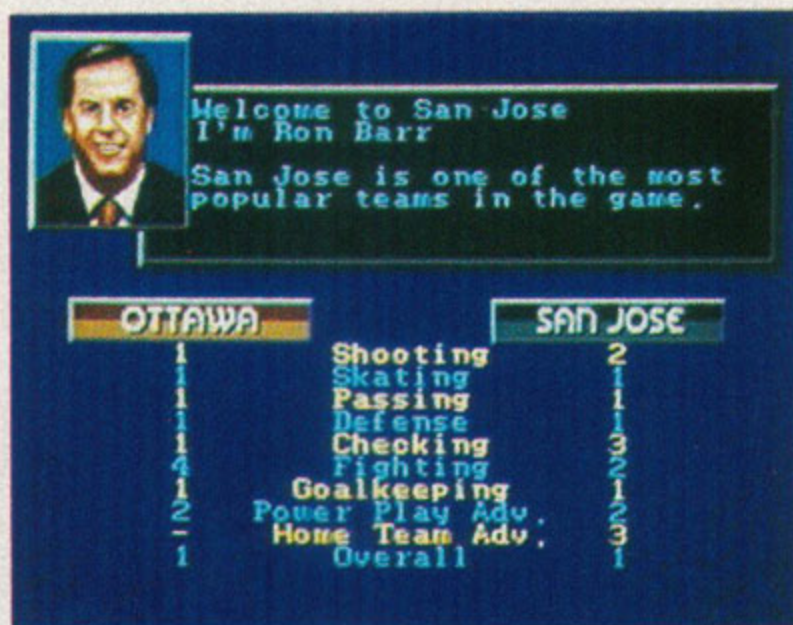
If these guys don't stop you in your tracks, the refs will. For tripping, hooking, cross-checking, off-sides, high sticking, or icing. The more severe the penalty, the longer you're in the sin bin. There are even injuries that can knock you out for the game.



Your goalie now makes diving, lunging, and kick saves. So get the puck outta here.



Talk about a game with impact. Personalized moves include Doug Wilson's cannon-like slap shot.



EA SPORTS' Ron Barr is all over the ice like a Zamboni.\*



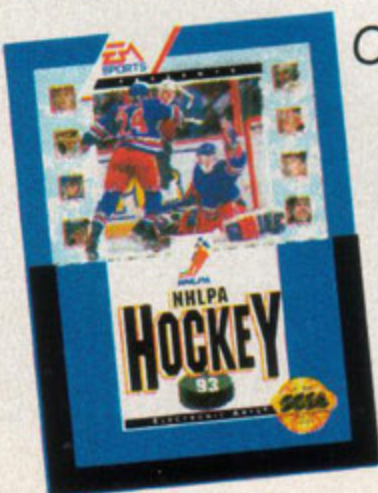
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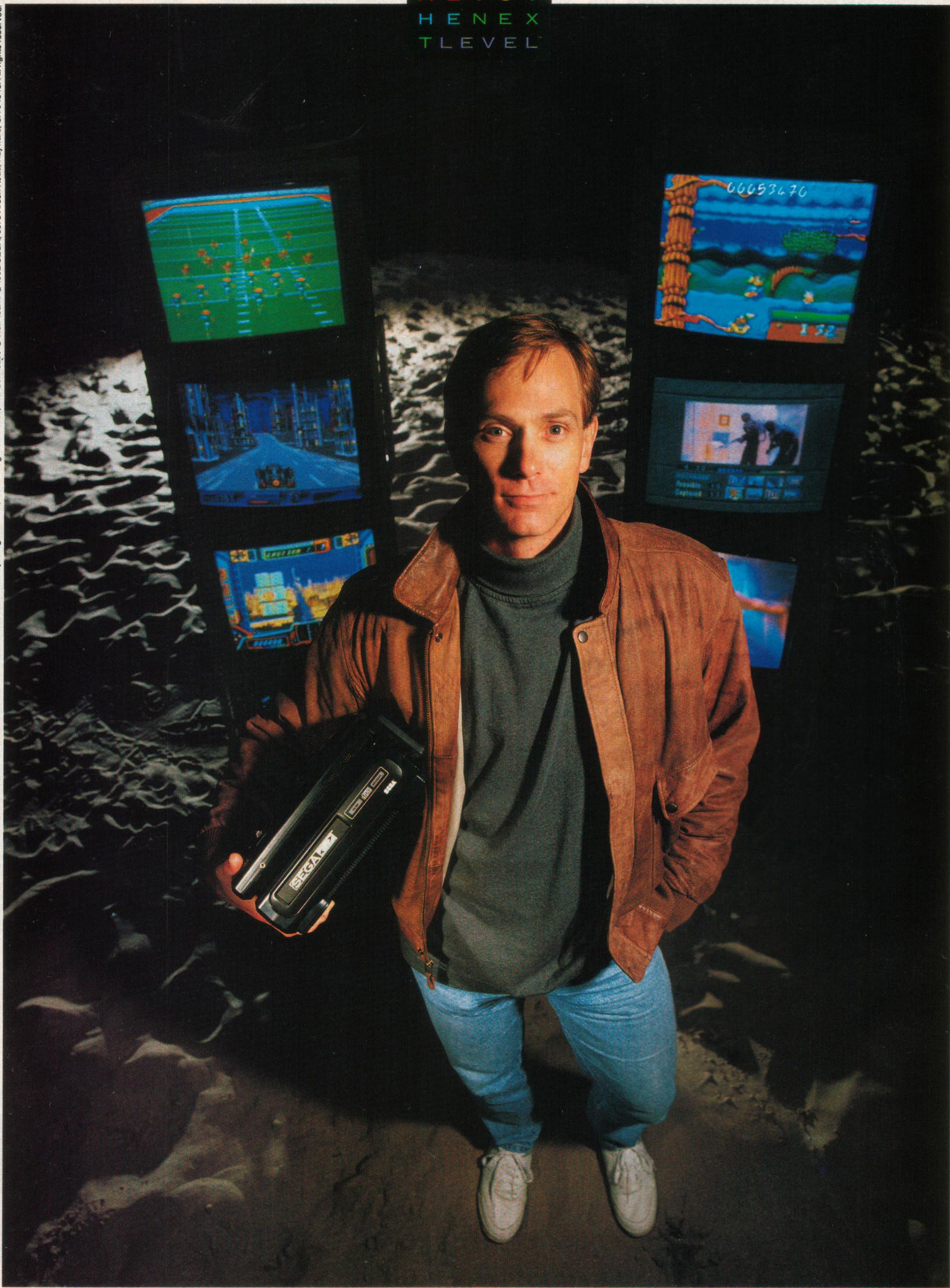
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W E L C O  
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# **Believe it or not,**

*An interview with  
Scott Bayless, CD developer at Sega.*

## **the brains behind Sega CD™**

### **What are the technical advantages of Sega CD?**

Basically, it offers massive storage, which means we can now use real video action. A 16-bit cartridge could only hold a few seconds of motion video. But the CD holds over 500 megabytes, so you can now play for hours, interacting with real video.

## **don't wear pocket-**

### **So the games will be more realistic?**

Yeah, way more realistic. We have a second processor and a special graphics chip, so our zooming, scaling, and rotation is incredible. And we use a lot of real-life video you can actually interact with. Characters will speak to you and harass you.

## **protectors or glasses**

### **What do you mean "interact"?**

For example, there's a game called "Night Trap,"™ that uses all real-life footage with real actors, and you control the action. You have to rescue girls from a house full of ghouls by operating a surveillance system, and trapping them in different rooms. It's like controlling the plot and the action of a real movie, from start to finish. It's pretty wild.

## **held together with tape.**

### **Do you have a personal favorite CD game?**

Yeah. I like the INXS music video game, where you can re-edit their videos with different special effects and graphics. The sound on all the CD's is pretty amazing; it's just as good as an audio component. Plus we're using a lot of original music. When you hook it up to your sound system, it's like playing in a whole new realm. It's really amazing. You forget where you are.

**(Those guys work for our competitors.)**







## GPTV PDQ

What's the best and fastest way to get the Sci-Fi Channel? I want my GamePro TV! I've called all of my local cable companies, and none of them are considering this awesome venture. Help!! I've gotta have it!

Houston Claude, Renton, WA

**(Catch this life preserver, Houston. Don't fret! Starting on January 2, GamePro TV will air on the USA Network on the first Saturday of every month at 7:30 in the morning. As for your local cable companies, if you continue to request the Sci-Fi Channel and encourage your friends to do the same, they just might give in to your demands. Fight the Power! - Ed.)**

## Light Pen

In the Ask the Pros section of your November S.W.A.T.PRO 1992 issue, there were some pretty awesome Street Fighter II moves. In one of these, Guile had a gun in his hand. In another, Dhalsim had his head on the bottom of his outstretched foot. Above these inscriptions it said "don't try these at the arcade, or on your Super NES without a light pen." What is a light pen, and how can I get one?

Chainsaw Salners, California

**(Well, Chainsaw, we certainly can't blame you and the hundreds of other readers who didn't read the fine print in the column alongside the pictures of these Street Fighter II moves. If you had, however, you'd know that all of those moves were bogus. The pictures you saw were re-touched by our graphics magicians using a computer with a drawing program and an instrument called a light pen to draw in the fine lines. It looks like you're gonna have to cut your teeth on the standard SFII moves for now. - Ed.)**

## Arcade Realism

In Street Fighter II for the SNES, there's an option screen that enables you to set the difficulty level. What difficulty level equals that of the arcade version?

Brian Glunt, Anaheim, CA

**(Good question, Brian. In the arcade version of Street Fighter II, there are internal switches that can be set to change the skill level of the game. Most of them are set on intermediate. To have a comparable level of play on your SNES version, set the difficulty to three. - Ed.)**

## Sticker

Recently I went with a friend to a local bowling alley to play some Street Fighter II and we noticed a sticker on the machine that read "Enhanced Version." This version let you do diagonal Fireballs, Blanka Dragon Punches, midair Lightning Hands, and air throws from the ground. Is this an actual new release from Capcom or was it just reprogrammed by some local people? Either way, this version is a must play for all SFII fans.

David Payne, Santa Maria, CA

**(David, believe it or not, the game you played was an illegally reprogrammed version of Street Fighter II that isn't endorsed by Capcom. Although all the new moves are cool, the programmers of this "enhanced version" didn't take into account the role that strategy plays in the game. However, Capcom has developed a Turbo version of Street Fighter II that includes many of the new moves, but has them evenly balanced and implemented to preserve the strategy of the game. Check your local arcades for the official Turbo Street Fighter II: Champion Edition (see GamePro, Jan '93). - Ed.)**

## Penalty Box

One thing bugs me about EA's NHLPA for the Genesis. In Play-off Mode, the cart won't keep track of statistics for goals scored or saved if the number exceeds 63. If your goalie makes more than 63 saves or your number one scorer makes more than 63 goals, you have to keep track of the progress yourself. When I called EA, they said it was a limit in the game that wouldn't be changed unless a lot of phone calls requesting such a change came in.

Ian Bresser, Bergstrom AFB, TX

**(The folks at EA programmed the stats feature to take full advantage of the Save technology. Unfortunately, the technology is limited in its capacity, and all of the game's saved numerical statistics stop at 63. There is no plan to change this, but as new technology is introduced, EA will probably use it to make their games even better. - Ed.)**

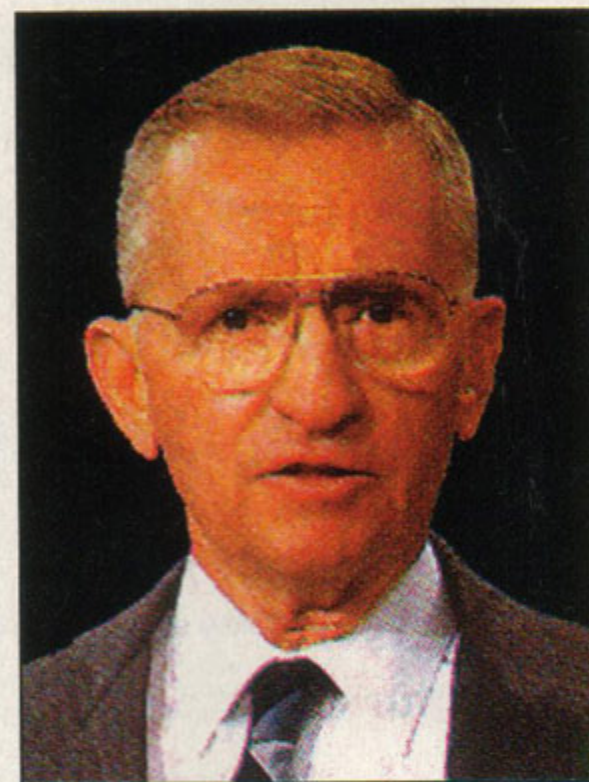
## Independant Party

I think a major presidential candidate made a rare video game appearance on my TV recently. In Bart's Nightmare from Acclaim a character named Smilin' Joe Fission popped up on the screen and said "Hello there." My friend and I concur that Smilin' Joe is the spittin' image of Ross Perot. Is Joe a cartoon parody of Ross?

Brian Kelley, Kerhonkson, NY



Ross Perot and Smilin' Joe - separated at birth?



**(You're right! Ross and Joe do bear some striking resemblances. Smilin' Joe Fission is a recurring character, who appears on The Simpsons' TV show. Joe's first appearance on the show was way before Ross Perot was in the national media limelight, and Joe was probably not intended to be connected with him in any way. Thanks for sharing your observation. - Ed.)**

## So, Tell Us What You Think.

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GAMEPRO Magazine

**Dear Editor**

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from Electronic Arts  
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6173012



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from Sega  
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## GAME GEAR GREATS



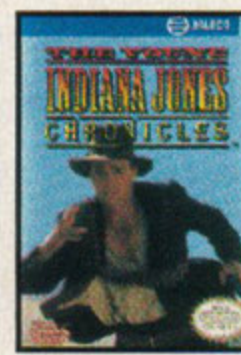
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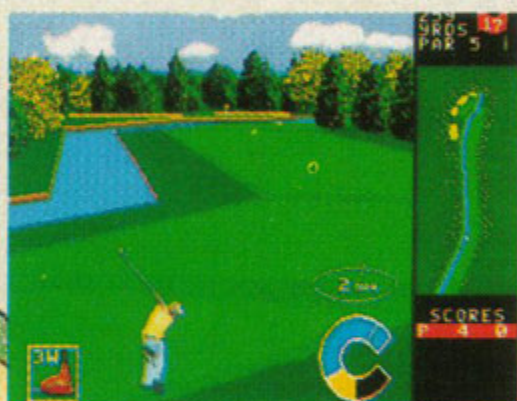
# WATCH YOUR OUR WORLDS

W O R L D C L A S S

## LEADERBOARD™ GOLF



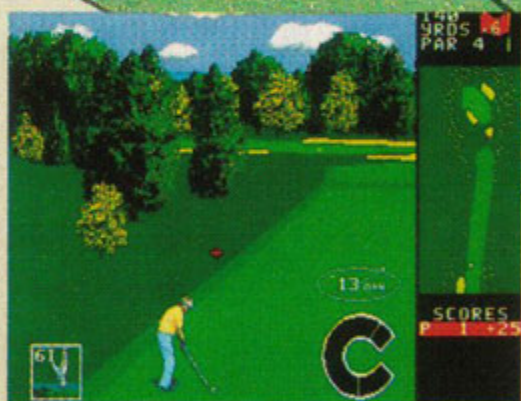
12 different types of scoring and competition for one to four players. Includes "Best Ball," "Skins" and "Texas Scramble."



"Looks like he hit the tree Jim!" Digitized voice and sound effects on all the holes.



Near the green use the special "Chip" and "Punch" shot options to improve your accuracy.

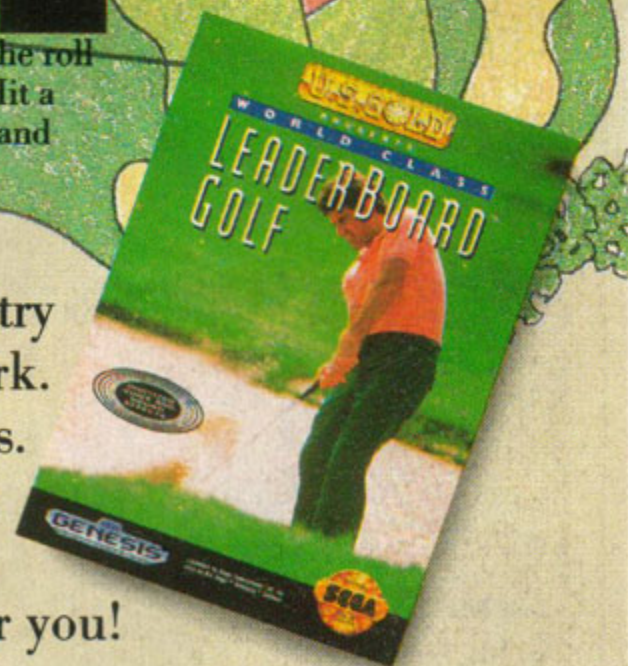


Ask your caddy which club he recommends and be sure to check the wind direction before you hit your next shot.



Weather conditions affect the roll of your ball on the green. Hit a little harder on wet greens and easier on dry ones.

Tee it up on some of the world's most famous golf courses. Florida's Doral Country Club, a course so tough it has pros think about getting into a new line of work. Cypress Creek, the longest in Texas, this baby challenges even the biggest hitters. Saint Andrews in Scotland, the true granddaddy of them all. And, if that's not enough, there's the custom designed Gauntlet Links, maybe the toughest of the four. So if you're ready for the excitement of world class action...This bub's for you!



Available for Sega™ Genesis™

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# SELF STAR IN PORT SERIES.

## OLYMPIC GOLD



**Archery**

A lot harder than it looks. Wind speed and how far you pull back the bow combine to affect the arrows' flight.



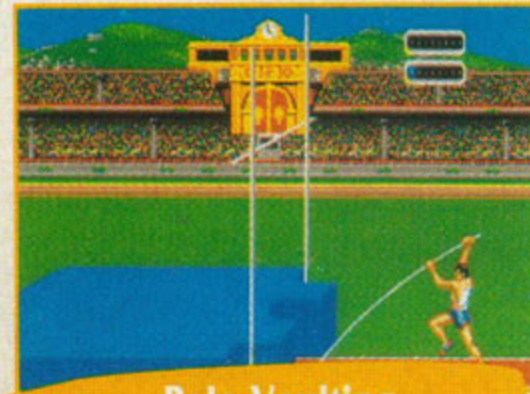
**100 Meter Sprint**

You'll need a fast start and warp speed to have a shot at the gold.



**Springboard Diving**

Four required dives and one optional. Scores are based on difficulty, execution and entry into the water.



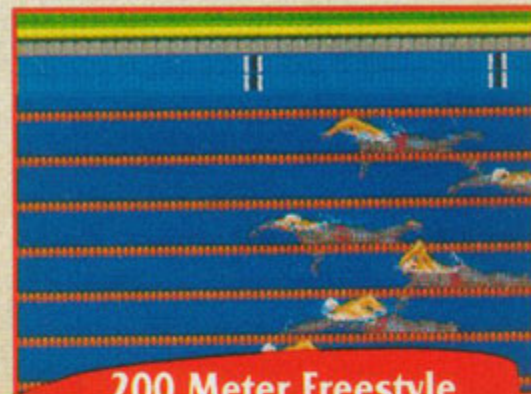
**Pole Vaulting**

The hardest event. Plant the pole and time your release to clear the World Record heights.



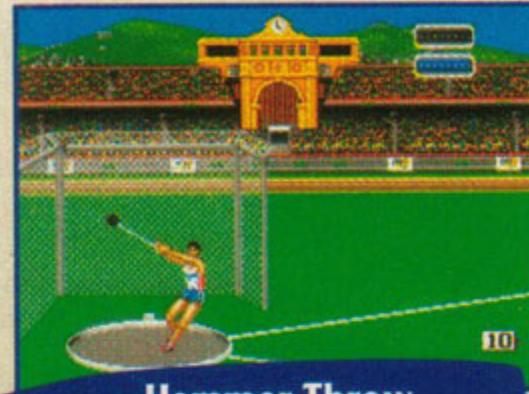
**110 Meter Hurdles**

Timing of your jumps is as important as speed if you hope to medal in this event.



**200 Meter Freestyle Swimming**

Bang those turns, but make sure you conserve your strength to sprint for the gold in the last 50 meters.



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Trajectory, speed, angle of descent, you get the idea.



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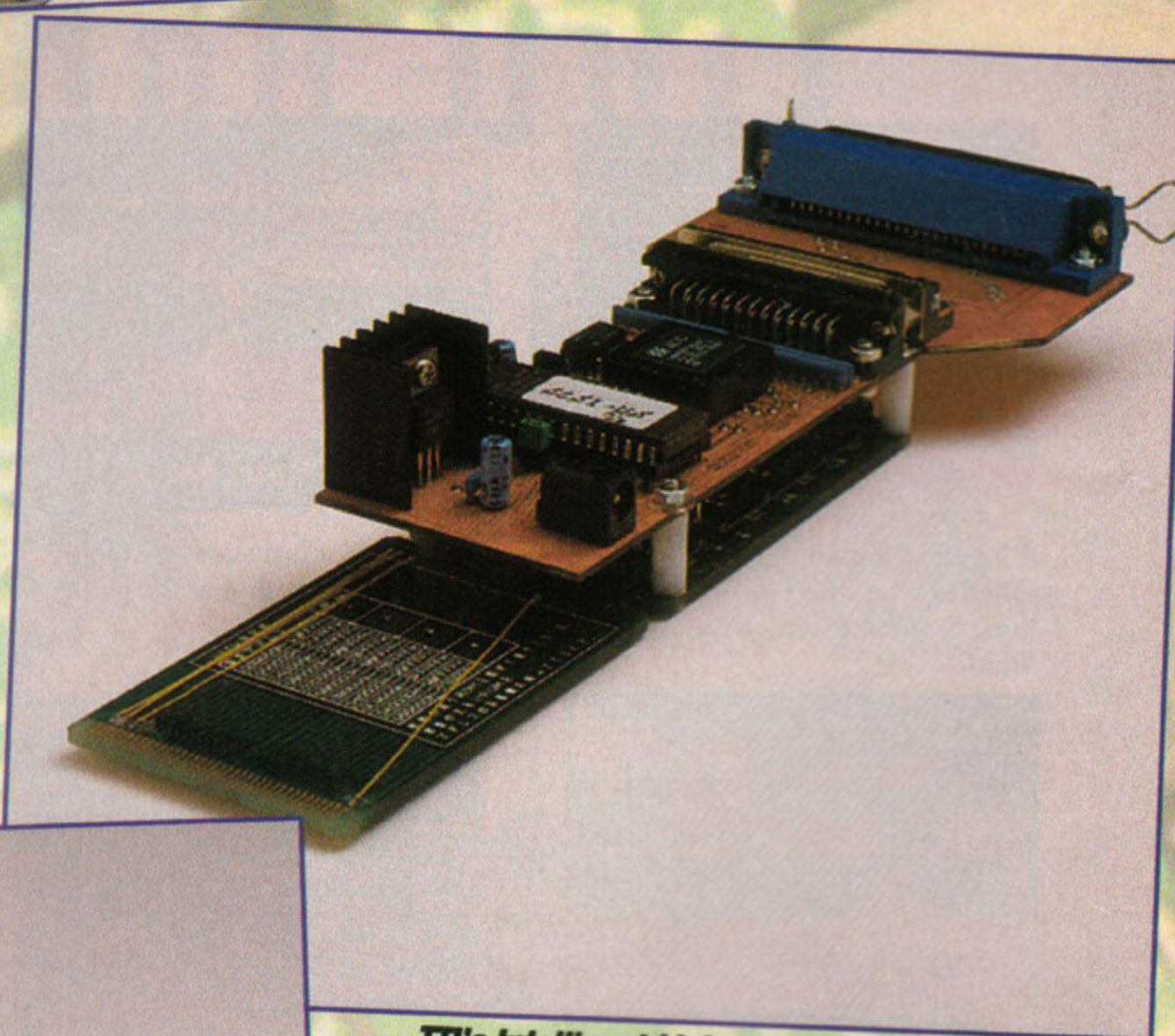
# CUTTING EDGE

By the Whizz

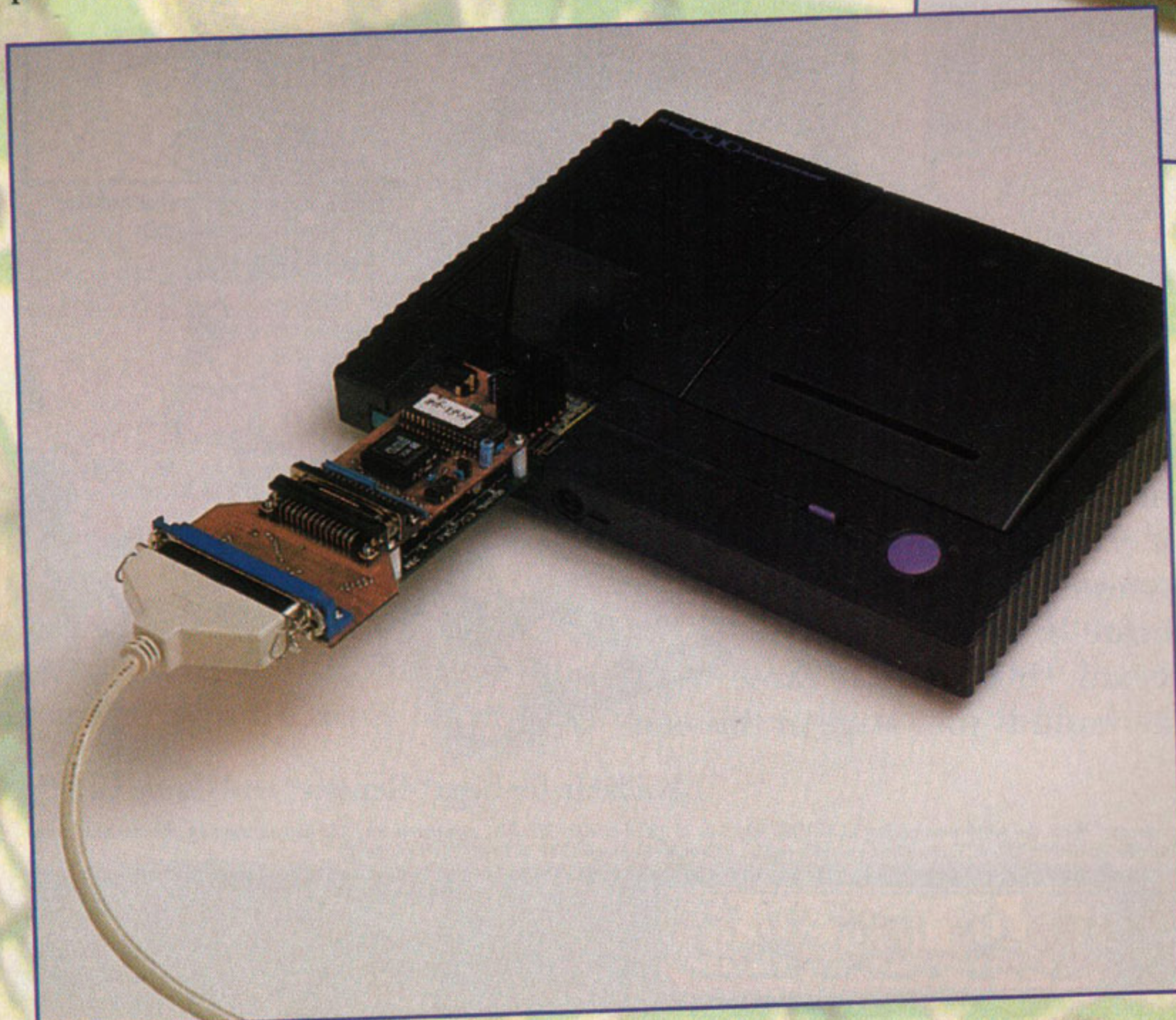
## Linking CDs to PCs

TTI is planning to do what no other video game system has done before. It's going to link the TurboDuo up to the IBM PC and Apple Macintosh.

The Intelligent Link is an adaptor that converts the CD-ROM based TurboDuo into a SCSI-compatible CD-ROM drive. SCSI is a personal computer data-reading format. Link is a compact unit that slides into the TurboChip slot of the TurboDuo. With TTI's new connection, you can plug any SCSI connector cable into the Link and attach the other end to the SCSI port of either a PC or a Mac.



*TTI's Intelligent Link.*



A SCSI interface is then simply plugged into the TurboChip slot of the TurboDuo and then connected to the SCSI port of either a PC or a Mac. The connection makes sense since the Duo's CD-ROM drive is no toy. It's the same laser drive unit that NEC uses in its standalone CD products, including personal computer drives and music CD players.

Continued on page 20.





IN YOUR DREAMS...

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

An SNES  
Dream Come True!  
-Game Players

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

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WEEKLY'S  
#1 VIDEO GAME!

OR BART'S  
NIGHTMARE!

**PLAY THE GAME REVIEWERS ARE LOSING SLEEP OVER!**

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

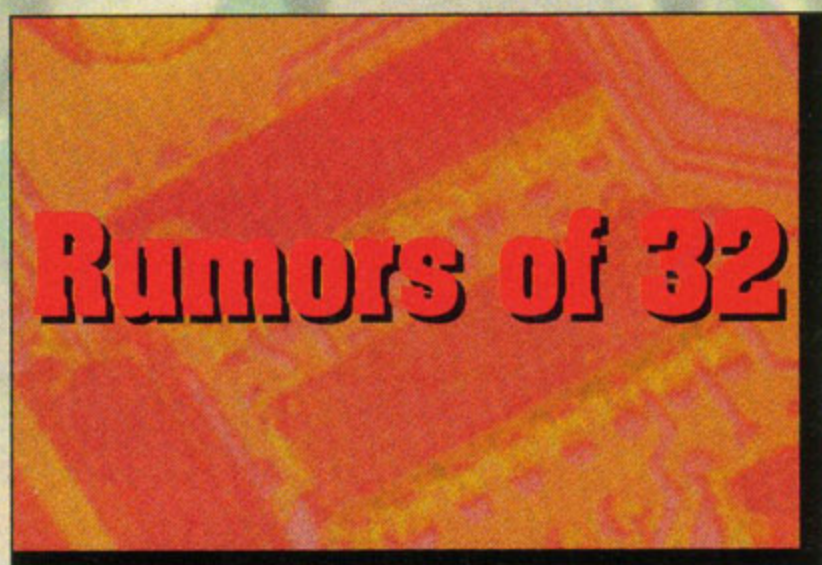


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**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

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Where do we go from here? How about to 32-bit home gaming systems? They're not as far out as you might think. Remember the Jaguar? Atari does

### TTI?

The TurboGrafx/TurboDuo team is currently Number Three, and to move up in the standings it needs to come up with something impressive. TTI may be about to unveil its plans to support a 32-bit, CD-ROM based home game system. The system is a few years out, but the news should come as no surprise. Hudson Soft, the muscle behind TTI, already has a 32-bit development system in Japan.

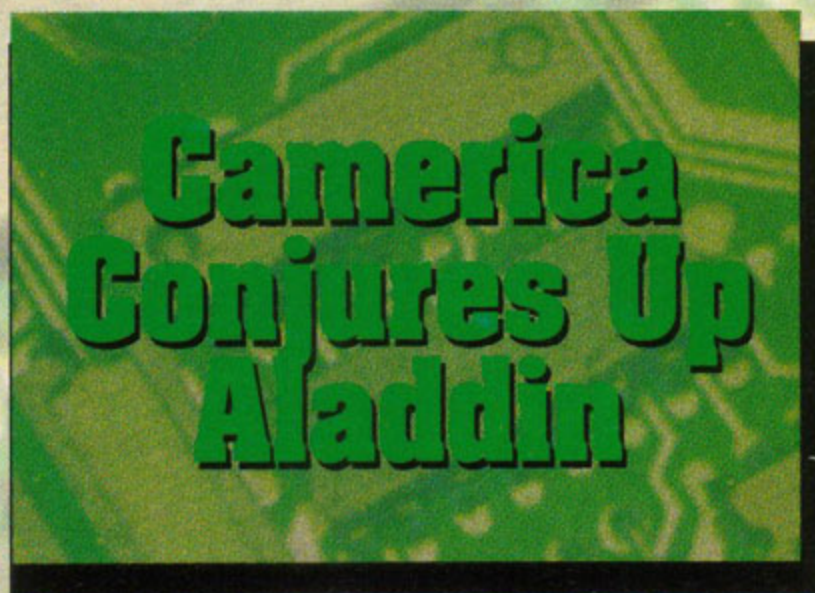
Hudson's system is based on a custom AMD RISC microprocessor. The development system is called the HuC62. The system uses five custom chips. At its heart is the 32-bit HuC62320 CPU, which is based on the CPU used in the Japanese SuperGrafx video game system.

Interesting tidbits about the unit include the 32-bit CPU's 10 mhz speed. The color palette will reportedly support 256,000 hues; that's IBM PC VGA quality. The unit will also sport a built-in software toolbox in ROM that allows programmers to create morphing effects with bit-mapped objects (sprites), bi-axial scaling and rotation, and ray tracing. Rumor has it that the unit will also support four controllers.

### Sega?

Here's a Sega 32-bit rumor that's too hot to pass up: Sega is working on a 32-bit home system in Japan. This should come as no surprise, too, since Sega's already using 32-bit technology in its coin-op systems, such as Virtua Racing (see GamePro, Hot at the Arcades, Jan.

'93). The phantom home unit reportedly in development may feature a state-of-the-art Advanced Micro Devices AMD29005 RISC processor and a couple of turbocharged MC68000s under its hood, all of which will run at 20 MHz. The unit will have a built-in CD-ROM drive and possibly 1.5 megabytes of buffer RAM.



Camerica loves to pull NES magic out of its Canadian hat. Maybe the Game Genie is making your video game wishes come true? This time Camerica's plumbing the other side of the NES bottle. The Aladdin System is a slick product that seeks to cut down the cost of NES gaming by not duplicating the components in game carts (see GamePro, Hardware Helpers, Sept. '92).

The idea has merit. Whenever you buy a game cart, you're also paying for the exact same piece of silicon over and over again. Like many Camerica games and products, Aladdin is the brainchild of the control boys at CodeMasters in the United Kingdom.

### Simply Aladdin

The Aladdin System consists of two separate components – the Deck Enhancer and the Compact Cart. The Compact Cart fits into the Deck Enhancer, which then fits into the NES. The two team up to create what Camerica calls cost efficient gaming in a package that's roughly the same size as an ordinary NES cart.

The Deck Enhancer contains Camerica's custom graphics chip (the Super Chip), a 64 kilobyte graphics expansion chip, and a battery-powered game saver. You can find the Super Chip in Camerica's Gold Series of NES game carts. It helps those games generate their impressive NES graphic effects, such as

the massive sprites (up to one-third of the screen in some games) and parallax scrolling in the backgrounds.

The Compact Cart merely contains a game ROM chip and a connector that fits onto the Deck Enhancer. Of course, game ROMs can be virtually any size. Camerica reports that its first series of Aladdin System games will be either one or two megabits.

### The Money Game

An intriguing aspect of Aladdin is the cost factor. The Deck Enhancer will cost \$39.99, which includes one bundled Compact Cart. The price tag for Compact Carts will range from \$17.99 to \$19.99. That's not bad for some NES fun if the games are good and they fulfill the Super Chip's potential.

According to Camerica, it will publish 35 Aladdin games in '93, all created by Code Masters. At press time, the six anticipated titles due in January were Camerica's usual suspects: Micromachines, The Fantastic Adventures of Dizzy, Quattro Adventure, Quattro Sports, Big Nose Freaks Out, and Linus Spacehead is Cosmic Crusade.

### Camerica Getting Dizzy

The bundled cart is Dizzy the Adventurer. Like the other Dizzy games, the eggheaded hero must rescue his pal, Daisy, by tripping and tumbling through a cutesy, multi-scrolling world. However, this time Diz moves much more quickly and you'll be able to talk with other characters. The cart will actually contain voices. By the way, Camerica hopes to make Dizzy (who stars in 11 games in England) its signature character. He'll try to keep fast company with Sonic and Mario.

### Wishful Thinking

Will Aladdin bring wonder to the NES? Will Camerica score again? The Aladdin System goes on sale in January. You'll know Aladdin's coming to your neighborhood when you see Camerica's massive TV blitz in February. Camerica loves to make moves on the low-end of the cutting edge. So far, they've been pretty sharp.



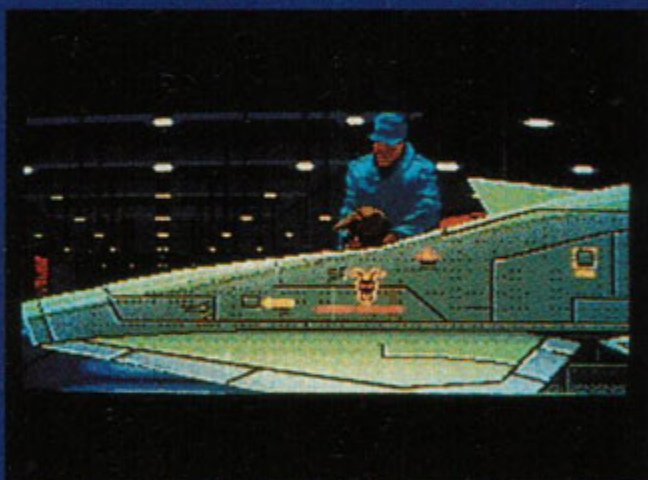
Top Game Honors From  
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Unretouched Super Nintendo Wing Commander Screens



More than 40 separate missions that get more complex as you progress



It's like you're the star in a deep space action-adventure movie



Wingmates like "Spirit" cover your tail as you fight the tiger-like Kilrathi



Trounce the Kilrathi and be a hero-Lose and attend your own funeral

Nothing else will have prepared you for the look and feel of Wing Commander on your Super NES.

Here's why!

Wing Commander has incredible 3-D action, full-screen explosions, 33 super stereo soundtracks and CD game quality. But it plays on your Super Nintendo.

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Are you up for the challenge? This award-winning megahit is now available for the Super NES. Kick some Kilrathi butt with Wing Commander.




**WING  
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The 3-D Space Combat Simulator

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A group of celebrities, including Bill Clinton, George Clooney, Elizabeth Taylor, and others, are shown in formal wear. A cartoon hedgehog character is in the foreground, holding a microphone and asking them questions. The hedgehog has a large, bushy tail with orange and yellow flames. Speech bubbles are directed at each celebrity, containing humorous questions.

*Weren't you  
a centerfold in  
National  
Geographic?*

*Did you  
get those ears from  
Ross Perot?*


*Is it  
true you eat  
Hedgehogs?*

*Is it a fact  
that you bit Barbara  
Walters?*

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

*Bubsy™ in Claws Encounters of the Furred Kind*  
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A group of celebrities, including Gene Wilder, John Goodman, Kevin Costner, and others, are shown in formal wear. They are surrounded by speech bubbles containing humorous questions. A large, stylized orange and yellow shape, resembling a cat's head, is in the foreground.

*Is the  
fur still flying  
between you and  
Roseanne?*

*Did you  
leave that surprise  
on my lawn?*

*Will you do  
Jay or Arsenio  
first?*

*What's a  
Woolie?*

*Will you  
be cutting an  
album with  
Madonna?*

*Does he  
know he's not  
wearing any  
pants?*

*Will you  
and Arnold do  
a 'Furminator'  
movie?*

HEAR

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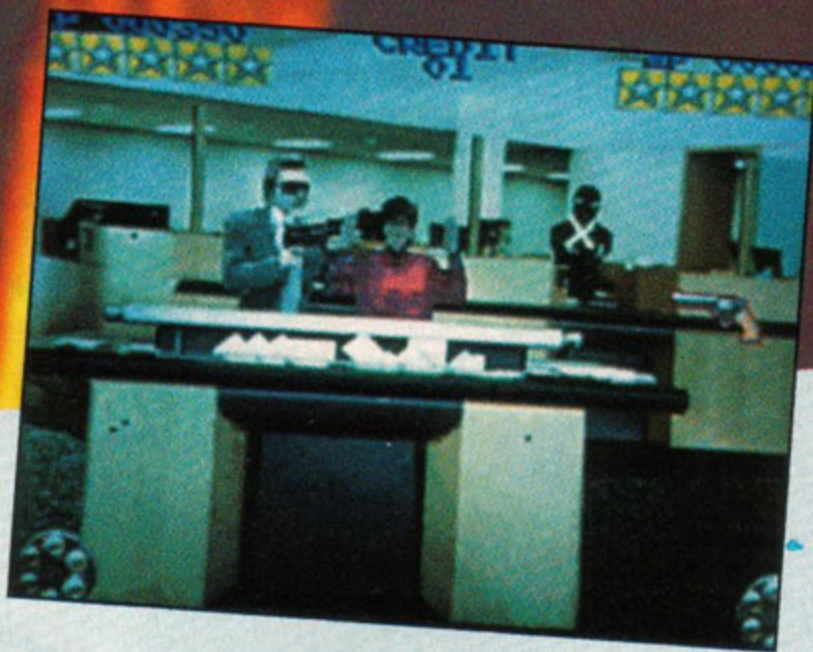


# HOT AT THE ARCADES



**By Hack 'n' Slash**

It's up to you to secure the streets and sail pirate-infested seas in this installment of Hot at the Arcades. A sharp eye and lightning reflexes are mandatory if you're going to master the impressive shoot-em-up action of Lethal Enforcers and the heated pinball intensity of Black Rose. Slowpokes need not apply!



## Lethal Enforcers (Konami)

Konami enters the upright gun game genre with a graphic masterpiece called Lethal Enforcers. You and a partner test your mettle as officers of the law against the most dangerous criminals of the city. How well you perform your duty determines whether you'll be promoted to commander or pound the pavement as a meter maid.

You face incredibly realistic graphics that incorporate digitized images of real actors, settings, and props with animated effects such as explosions and even an enemy attack helicopter. Lethal Enforcers

features side-scrolling action that takes place throughout the entire city. Take aim with your standard issue police revolver to prevent a bank robbery, hunt ninjas in Chinatown, cover a high speed car chase, foil a hijacking at the airport, and nail drug smugglers at the docks. Make it to the end, and you'll be called upon to fix a highly volatile situation at the Chemical Plant. Here, infra-red goggles kick in for intense night vision challenges.

The shooting interface is extremely smooth and responsive, but to improve your marksmanship, visit shooting ranges in-between levels. Become a sharpshooter and earn points that move you up in the ranks. Bonus items, such as extra ammo and life units, are scattered throughout each level, too.



An intense soundtrack and realistic, reverberating, sound effects accompany the eye-popping graphics. This game's sound is so realistic, you'll swear you can smell gun powder. If you miss, you have no one to blame but yourself. Regardless of whether or not you're on target, you better not miss Lethal Enforcers!

## Black Rose (Bally Midway)

Black Rose captures all the excitement and adventure of a pirate's life on the high seas. Based on an age-old theme, this state-of-the-art pinball game features a lockerful of flipper-activated treasures. You can spiral through a Whirlpool Ramp, and hit the torch, gun powder, and the cannonball targets in Davey Jones Locker. Go up the Pirate's Cover ramp to launch multi-ball play. Activate the letters in S-I-N-K S-H-I-P and hit the Broadside target to fire a front-mounted cannon that nets an instant 10 million points!

Black Rose features Bally's signature full-size Dot Matrix Display. In addition to announcing scores and bonuses, it fea-



tures four different, exciting, and entertaining video game interludes that test players skills at knife throwing, rigging swinging, plank walking, and swimming away from sharks! Additional bells and whistles include a gorgeously illustrated playing field, an outstanding music score, digitized sound effects, and plenty of authentic pirate speech!

Set your sights on awesome pinball action. Set sail with the Black Rose!





"This game will set the pace for every future game on the market - A+, 100%, Guy's you did it!"

COMPUTER GAME REVIEW



You're so intent on testing the particle accelerator you've invented that you hardly notice the crackling of a not-so-distant electrical storm.

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

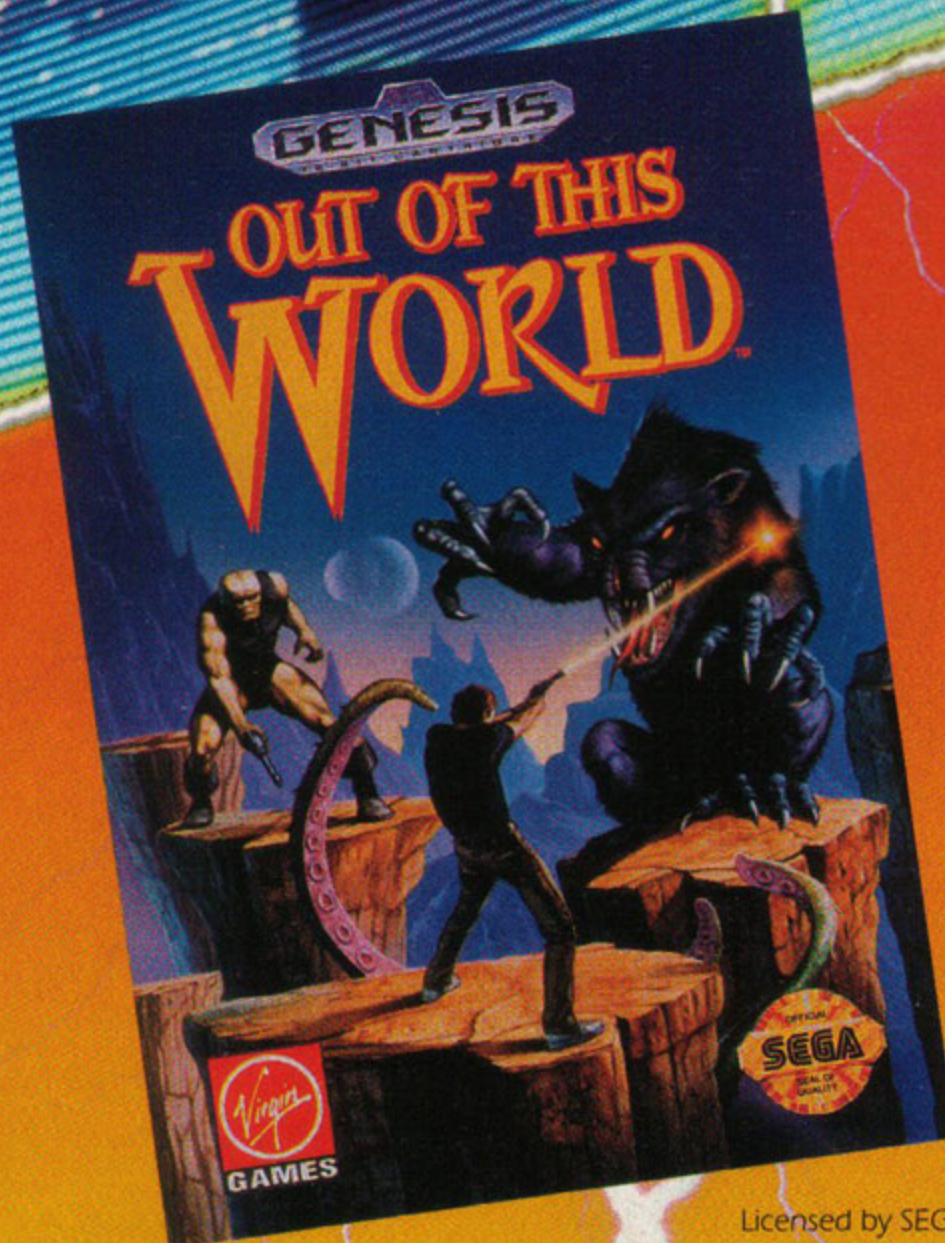
When you finally come to, you have no idea what time or place you're in, but you know you're not safe. Face it you're warped. Unless you want to start calling this place home, you'll need to dodge, outwit and overcome a host of deadly aliens, monster guards and blood-sucking leeches who think you're a delicacy. Now, that shouldn't be too hard for a Whiz Kid like you - right?

### Out of This World Features

- Award-winning cinematically styled, rotoscoped animation
- State of the art real-time polygonal graphics
- Continual audio mix of digitized sound effects and musical score



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**ARE YOU READY?**





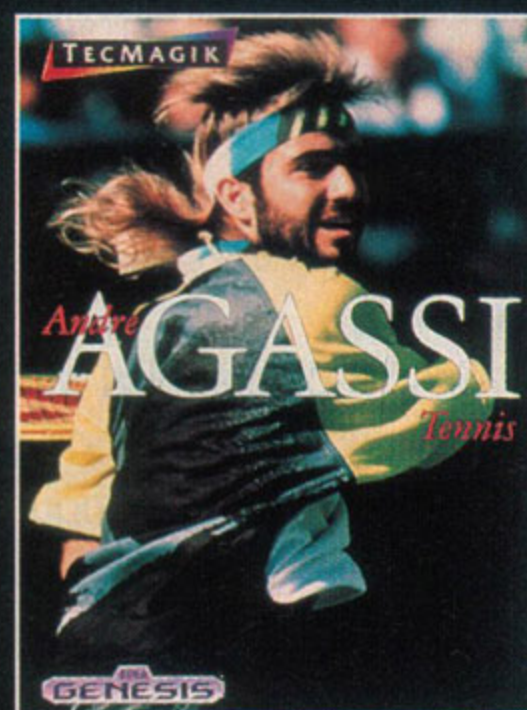


**YOU'VE DARED TO CROSS THE LINE. YOU'RE STARING DOWN THE RACKET OF ANDRE AGASSI. HE SERVES. DEADLY TOPSPIN. A HEARTBEAT. YOU DRIVE HIM DEEP WITH A BACKHAND. HE DIVES. YES! A PERFECT DROP-SHOT. OR IS IT?**

**ANDRE AGASSI TENNIS FOR SEGA GENESIS. THE MOST REALISTICALLY CONCEIVED TENNIS GAME EVER. PLAY AGASSI. IF YOU CAN'T BEAT HIM, BE HIM. TAKE ON ONE OF SEVEN WORLD-CLASS CHALLENGERS. EACH WITH THEIR OWN BRAND OF CHAMPIONSHIP TENNIS. CHOOSE YOUR GAME. SINGLES. DOUBLES. MATCH. CALL YOUR COURT. GRASS. CLAY. HARD. AMERICAN INDOOR. A SPECIAL TENNIS ANNOUNCER WILL MAKE SURE YOU—AND EVERYONE ELSE—KNOWS THE SCORE. ARE YOU READY?**



**The tournament purse doubles with every stroke in a heart-stopping "skins" match.**



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# NINTENDO PRO REVIEW



By Earth Angel

It's a now familiar but still horrifying tale. Ripley, heroine of three chilling space movies, is stranded on a remote mining planet where her ship, the SULACO, has crash-landed. To make matters worse, the planet is now a deserted prison. Well, not quite deserted. A desperate crew of space criminals is incarcerated within the grim tunnels and cells of Fiorina 161, but this band of hard-core thieves, rapists, and murderers are the least of Ripley's problems. The Company's out to breed a vicious race of ravenous Aliens and use them to control Earth. If Ripley doesn't destroy them, our world is doomed.

## The Future Is Now

Alien3 is a one- or two-player (alternating) shoot-n-run action thriller that does a good job of capturing the suspense and excitement of Alien3, the movie. This six-level, multi-scrolling cart combines simple, but slick, game play with jazzy tunes from the movie. It's a game that's just plain fun. Naturally, the cart can't hold its own in comparison to the incredible Genesis version of Alien3, but it's just what NES gamers have been hungering for.

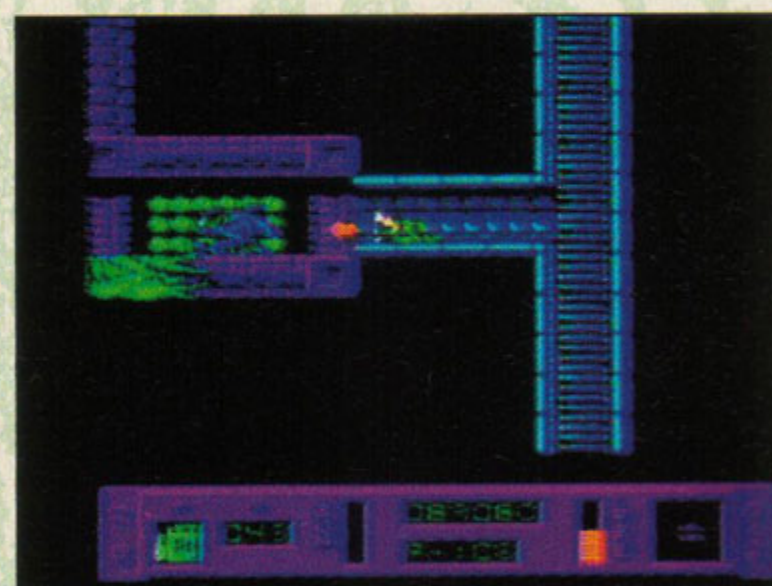
As Ripley, your task is deceptively simple: rescue all of the hostages in each area of the mining colony. Of course, you're gonna have to find them all first. This means that you've got to roam the dark, dank tunnels and passageways of Fiorina 161.

Crisp 8-bit graphics with nary a flicker in sight set the mood in this maximum security prison. Although Ripley's a tiny sprite, the scale of the graphics and the clever rendering of the subterranean tunnels are very effective.

The colony's passageways twist and turn and are fraught with danger, including deadly pits, precarious platforms, locked barriers, and...well, THEM! It seems the Aliens have crash-landed on



**PROTIP:** Fry pods the second you see them, because they generate Face-Huggers. If a Face-Hugger grabs your mug, rapidly tap Left and Right to shake 'em off.



**PROTIP:** When you're crawling down a tunnel, fire a shot every few seconds to take out any nasty surprises that may be waiting out of sight!



**PROTIP:** Watch out for Aliens that spit acid. They'll knock you flat on your..er..holster.



**PROTIP:** You don't have to climb all the way up to a hostage on an overhead platform. Jump from below to snag 'em.

the planet along with Ripley. They're looking for a snack, and they prefer human meat. The greedy scavengers

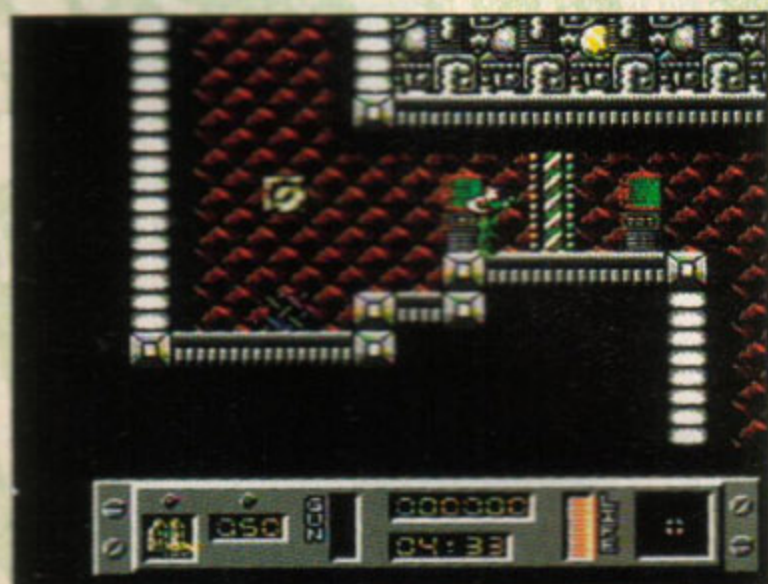




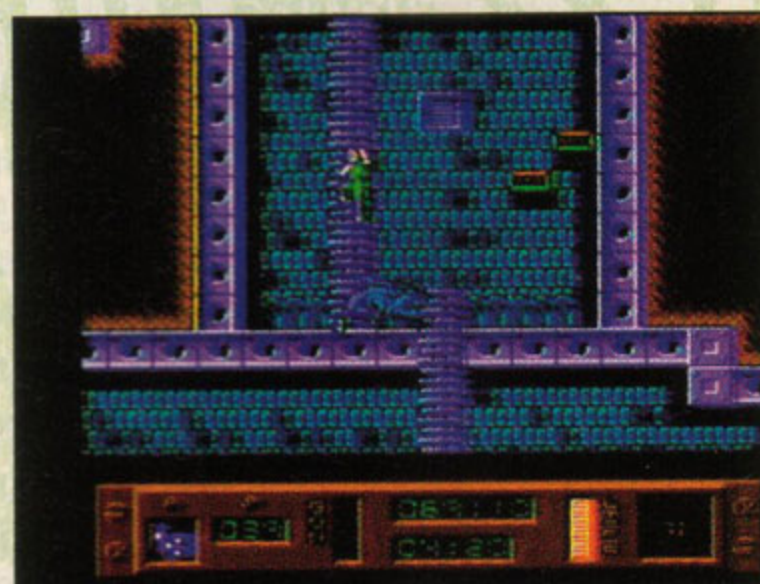
lurk around every corner, and Ripley's got to defend herself against them if she's to have any chance of success in her mission.

## Assassinating Aliens

Fortunately, Ripley's armed and dangerous with an arsenal that includes a Machine Gun, a Flame Thrower, a Grenade Launcher, and Hand Grenades. The ammo for each weapon is limited, so part of the game's strategy is to decide what weapon to use and where. It's important to look down every passageway, since additional ammo, as well as extra lives, are hidden throughout the prison colony.



**PROTIP:** Use your Grenade Launchers sparingly. You'll need them to open doors located throughout the levels.



**PROTIP:** If a hungry Alien's waiting below you as you climb down a ladder, drop a carefully timed Grenade to blow it to smithereens.



**PROTIP:** The acid-spitting Alien Guardians at the end of each area usually fight with an easy-to-decipher pattern. For example, in Level 2 stand to the far left near the door and fire at the Alien when it's on-screen.

Since Ripley can only use one weapon at a time, you'll swap between them with a simple but frustrating button press. All too often you'll find yourself jumping or shooting when you want to swap weapons. To select the weapon you want, you've got to watch an item box at the screen's lower left corner. It's easy to figure out what to do, but sometimes it's tough to pull it off when an Adult Alien is rocketing down a passageway towards you. Other than that, Alien3's standard run 'n' gun controls are easy to master.







**PROTIP:** You may not always have time to fire when an Alien comes running at you. Try to leap over them.

## In Space, No One Can Hear You Scream

Alien 3's adjustable challenge makes it fair game for beginner to advanced space commandos. A time limit for each level combines with unexpected Alien attacks to keep your pulse pounding. There's no time to relax in this seek-and-destroy mission, and that's just the way it should be.

Alien 3 reminds us of what the NES does well – entertain! The formula for success here is a great story line, uncomplicated game play that pumps your adrenaline level, decent graphics, and movie-style tunes. You can do it for Newt, but if you're an NES fan, do Alien 3 for yourself!

Alien <sup>3</sup> by Acclaim				
Graphics	Sound	Control	FunFactor	Challenge
				<b>ADJ.</b>
4.0	4.5	4.0	4.0	Adjustable
\$49.95		Action		
Available January		Two-Players		



## Kid Klown

PRO  
REVIEW

## Rollerblade Racer



By Kay Oss

Ever wanted to join the circus and travel to outrageous new worlds? Now you can with Kid Klown in Night Mayor Land by Kemco. As Kid Klown, you're on the rescue mission of your life as you try to free your Klow-napped family from the Night Mayor's jealous jesters in this cutesy, but fun, NES game.

**Klowning Around**

Kid Klown is lighthearted, but it's no laughing matter and it takes its game play seriously. Prepare to run and jump through five side-scrolling, colorful, and cartoony levels. You run into a mess of meanies, and your only defense is a bunch of multipurpose red balloons. They can blow up enemies, catapult your jumps to new heights, and lift you into the clouds away from danger.



**PROTIP:** On collapsing bridges, walk – don't jump! If you do, you won't ever make it across.

Hurl a few balloons, though, and these menaces are history. The end bosses are tricky, but they all attack in easy-to-decipher patterns.

**The Big Top**

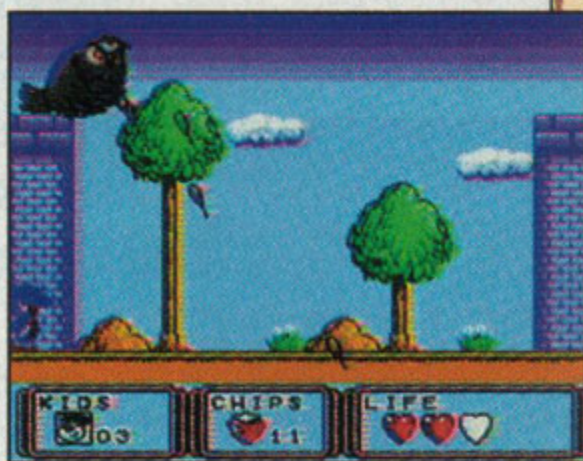
Kid Klown may not keep you on the edge of your seat, but you'll definitely have a little fun and crack a smile or two. The balloons are imaginative weapons that take time to master. So, swing on over to this cart and start Klowning around.



**PROTIP:** In the Shooting Gallery, shoot your balloons a few seconds before your target reaches the cross hairs.

To keep your Klown career going, you visit a shooting gallery in-between levels. Here you use a first-person view and targetting cross hairs to nail life hearts and 1-ups with balloons.

Get used to your overgrown Klown shoes quickly, because there are plenty of dangers to trip you up. You can easily lose your three frail lives as you try to blow away bees, snakes, toys,



**PROTIP:** To beat Level 2's Eagle boss, follow the bird around and position yourself to the far left or right of the screen. You won't get hit by his darts and when he swoops down, you'll be in prime position to blast him with balloons.

Kid Klown in Night Mayor Land  
by Kemco

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	INT.
Price unavailable		Action		
2 Megs		One Player		
Available March		Continues		

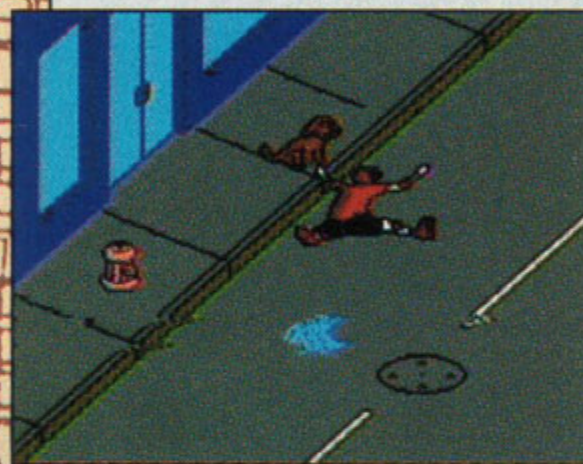
By Rampant Saxon



You may have weak ankles in real life, but with Rollerblade Racer you only need strong thumbs to skate your way through four levels and four qualifying rounds of racing action. Hi-Tech Expressions wants you to race around a neighborhood, the city streets, a beach, and a park. However, you might want to check out the territory before you strap on these NES blades.

**Sharpen Your Blades**

Rollerblade Racer's no thumb-burner, but plan to wear knee pads anyway—you'll hit the pavement often. The cart's look, feel, and 3/4-overhead view is similar to Mindscape's Paperboy. It even has Big Wheel meanies



**PROTIP:** The manhole covers won't send you sailing, but they'll dull your blades and slow you down for a few seconds.

that try to run you down. Step on a crack and you may not break you mother's back, but you might break yours. Fall 10 times and you'll start back at the first area challenge chasing neighborhood dogs.

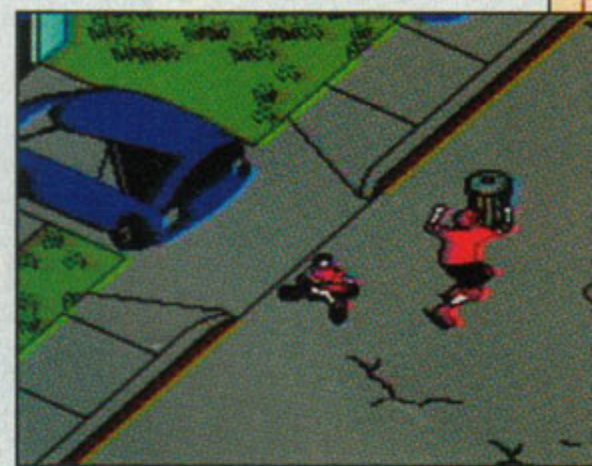
Your wheels are extremely responsive to your controls. However, if you need a little pre-race prep, try out your fancy moves in the Practice mode.

After each area challenge, you have to prove you're a bad blader in the Qualifying Rounds by jumping over barrels, gliding through cones, and twisting and turning through half-pipes. If you succeed, you skate on to the Ultimate Bonus Super Rollerblade Challenge, which combines all previously encountered obstacles.

The graphics and game play in this side-scroller roll on over to the repetitive simplistic side, and the music will really make you put on the brakes. The fun could've been keyed up a bit with a two-player option, although racing to beat the 90-second time clock juices up the action and competitiveness.

**No Thrill Wheels**

If it's a rainy day, you may want to strap on Rollerblade Racer. However, if you really want beautiful scenery and cool tunes while you skate, put on your Walkman and head out to your nearest park.



**PROTIP:** Jump constantly to avoid most of Level 1 and Level 2's dangers.



**PROTIP:** In the Cone Qualifying Round, roll through the upper part of the course. It twists and turns less than the lower half.

Rollerblade Racer  
by Hi Tech Expressions

Graphics	Sound	Control	FunFactor	Challenge
3.0	2.5	4.0	3.0	BEG.
\$44.95		Action		
2 megs		One Player		
Available now				



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Actual screens may vary.

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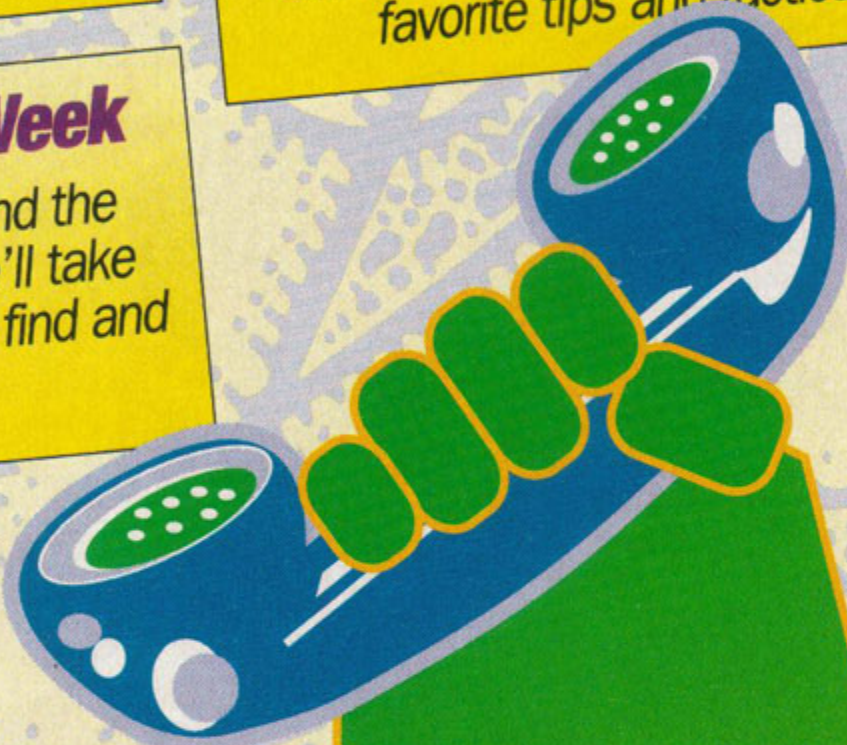
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# NINTENDO PREVIEW



**By Bro. Buzz**

If you consider taking out the trash a chore, how'd you like to do it for the entire galaxy? That's the task confronting Zen, the cosmic ninja. He's been hired as an environmental enforcer. His job: keep the star system pollution-free, beginning with Planet Earth. However, the vile Lord Terminus has other nonrecyclable plans for our polluted world and its potential savior, Jeremy the Starchilde.

Zen Intergalactic Ninja is a new NES cart by Konami that's set to jump into battle next month. You may already be familiar with Zen from his Archie comic book series. Here's an advance peek.

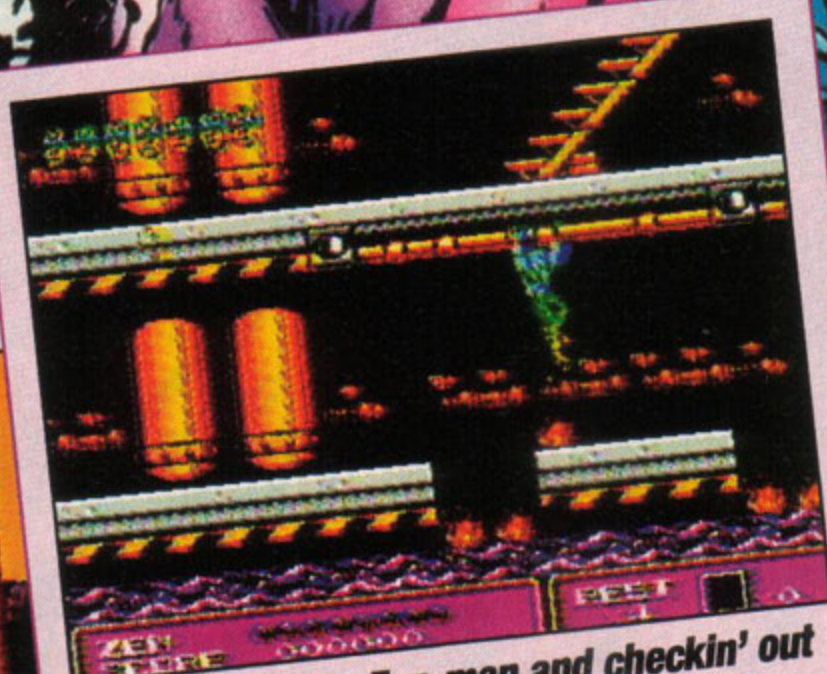
## ZEN Intergalactic NINJA



*The boss villains are seriously environmentally incorrect.*



*HE IS LORD CONTAMINOUS.  
That's MISTER Contaminous to you, buddy!*



*Hangin' with the Zen-man and checkin' out the scene.*



*It's no day in the woods for intergalactic ninjas.*



*When you're protecting the environment, gotta carpool.*



*Zen must protect Jeremy from Contaminous.*

### **Zen and the Art of Intergalactic Ninjitsu**

Zen Intergalactic Ninja will be pure NES action/adventure gaming. However, the action will take place in three scrolling views – horizontal, vertical, and diagonal. Zen swings his wicked Photon Stick through a massive 8-bit environment with 12 lengthy stages in all!

The stages will feature various ecological disasters, such as the Acid Rain

Forest, the noxious Toxic Factory, the Cavern of Crud, the Cesspool, and Scrap Heap's Heaven. In a Bonus Stage, you'll try to collect recyclable materials in order to revive your buddies, the Recycled Heroes – the Lawn Ranger, Pulp, Bottle Bandit, Can-it, and Lights Out.

If Zen's pals are environmentally fit, his foes are full of...err, grit. The rotten nogoodniks include Sulfura, Oil Slick,

Smogger, Garbage-man, and even Zen's own evil twin.

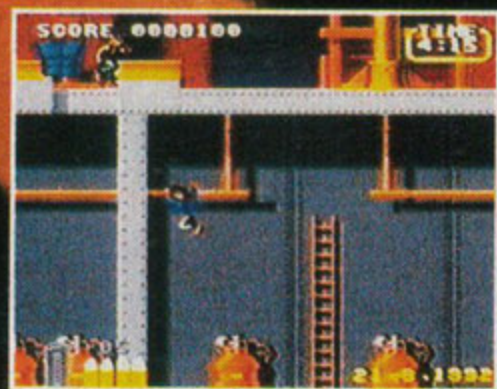
### **A Yen for Zen**

Zen's lean and mean, and he's trying to keep Earth green. Zen Intergalactic Ninja will definitely be polluted, but in this case that could be good.

**Zen Intergalactic Ninja by Konami**  
Available March



# LETHAL WEAPON™



Excitement and adventure are back as Murtaugh and Riggs, once again, fight chaos and mayhem in the streets of Los Angeles. Conquer thugs and thieves, and overcome tricky obstacles in this action-packed, crime-fighting adventure you don't want to miss!

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*The name of the game*



Ocean of America, Inc.  
1855 O'Toole Ave.  
Suite D-102  
San Jose, CA 95131



Screens shown are from the SNES version of the game.



# GENESIS PRO REVIEW



By Linoleum Blown Apart

If you're ready for a peek at the likely future of Genesis gaming, then flash forward with Flashback. This awesome action/adventure cart mixes solid, complex game play with outstanding action and wraps them up in magnificent, never-before-seen graphics.

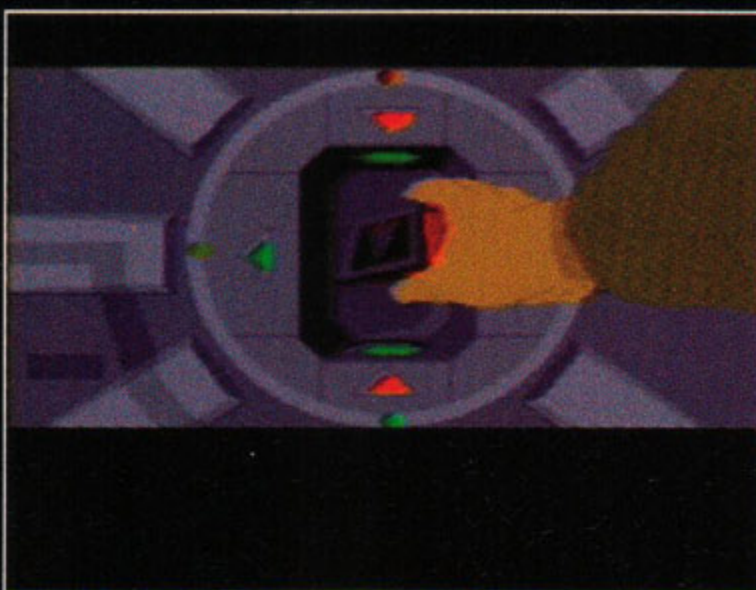
Brought to the States by U.S. GOLD, Flashback was designed by Delphine Software of France, the creators of Out of This World (see Genesis ProReview this issue). If you thought Lester Chaykin was shakin', wait till you join Conrad Hart on his epic, futuristic, mystery adventure.

## What's the Matter?

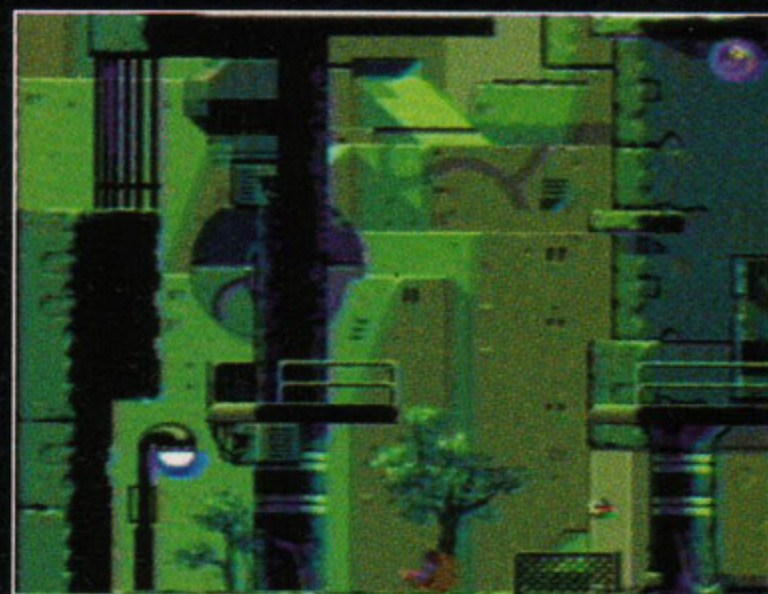
Conrad is a Galaxias Bureau of Investigation agent-in-training. For his graduation project, he designs some high-tech glasses that reveal the molecular density of living beings. Using these special specs, he notices that several high-powered officials, including military strategists, politicians, and multimillionaires, are extremely dense (and they dress badly too). Unluckily for Conrad, someone's watching him. A freaky Billionaire Boy's Club kidnaps him and erases his memory. Conrad's only salvation is the Holocube, a memory recording device that he had the foresight to keep with him.



**PROTIP:** After you pick up the Stone in the Jungle (Level 1), jump straight up. You'll find 10 credits.



**PROTIP:** When you find the Magnetic Cartridge, use the Energy-Generator to charge it. Later on, you'll need a fully charged Cartridge to activate a laser bridge.



**PROTIP:** Do a shoulder roll under the small laser sphere in Level 3. When it stops firing, stand up and blast it.

brain cells trying to figure out how to use objects and move past obstacles.

Part of the game's intrigue has to do with the assortment of objects you can find. You start out with a Gun and a Shield. Then, much like a role-playing game, you have to search for important items, such as ID cards, Credits (money), a Magnetic Cartridge, Force Fields, and more to help you get past the obstacles.

# FLASHBACK

## Thanks for the Memories

As Conrad, you must find pieces of your memory bit by bit and solve the mystery of the weird looking rich folks. Your search takes place across six, multi-scrolling levels, including a wacked out TV gameshow, a cyberpunk nightclub, and several far out planets.

Flashback is basically a run and gun game, but that's like saying Madonna's basically a woman. This is not a pick-up-and-play-me cart. You're going to have to read the manual to learn the controls, because Conrad has more moves than Michael Jackson. He climbs through levels like the Prince of Persia, crouches, somersaults, pistol whips bad guys, and pulls his gun out of his front pocket so smoothly you'll swear you're watching "Cops." You get into intense shoot outs with bad guys of all shapes, sizes, and planetary origins, but you also bust your

You'll need help, too, because Flashback is fierce. There are three difficulty levels, but even on Easy you'll meet your doom often. You mainly get tripped up by traps such as Disintegrators, Electrified Floors, Landmines, and Falling Mines. However, even if you fall



**PROTIP:** On Level 3, the Death Tower TV Show, the first goon won't make the first move. Pistol whip him to get him mad, then take him out while he's rocketing through the air.



too far, you're a goner. On the plus side, there are Energy-Generators placed throughout the levels that will polish your Shield back up to its original shine, and game save boxes that keep you running.

If you fail, however, you won't mind starting back at the beginning. This game plays like a great comic book reads. You'll get so entrenched in the intoxicating story line that you'll want to finish the game just to see how it turns out.

### Mind-blowing Visuals

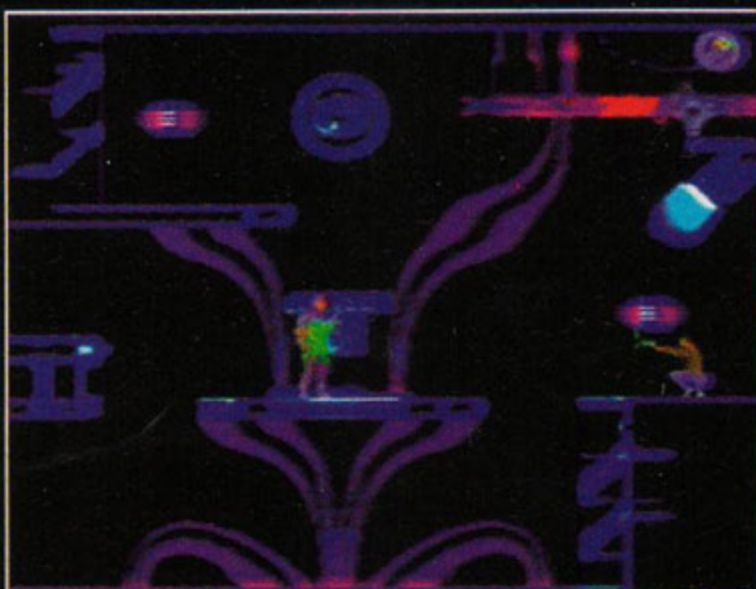
You've never seen a Genesis cart that looks as amazing as this one! Like Out of This World, Flashback's graphics are based on polygonal pix produced with rotoscope technology that incorporates and digitizes film footage of live actors. However, Flashback takes the pix to another level. Although Conrad is a little sprite, his movements are fluid, smooth, and unbelievably lifelike.

# ACK

Not only are the graphics superb during game play, there are great-looking pass-the-popcorn cinematic sequences throughout the cart. Even the back-grounds look outrageous.



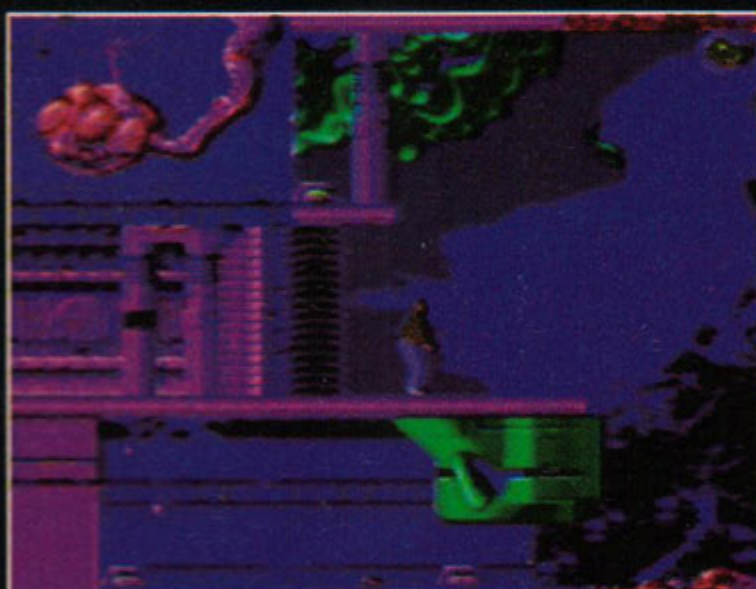
**PROTIP:** Beat the blue blob men in the Secret Base of "Paradise" (Level 5) by somersaulting away from them while they're in the blob state. Then turn and shoot 'em. You'll have to do this till you're dizzy.



**PROTIP:** Right after you shoot, quickly raise your Force Field to block your opponent's shots.

### A Musical Note

Flashback's sounds are a monster. The great music shifts subtly with the mood of the on-screen action. Just like in a good movie, this helps to keep the tension high. The sound effects sound real. There's a realistic thud when Conrad lands from a leap. Jungle noises give you the creeps. Gunfire makes you wince.







**PROTIP:** Grab the Mechanical Mouse from the platform above and place it in front of the blinking wall switches on the ground below. It will open the metal door on the middle platform.

### You'll ♥ Flashback

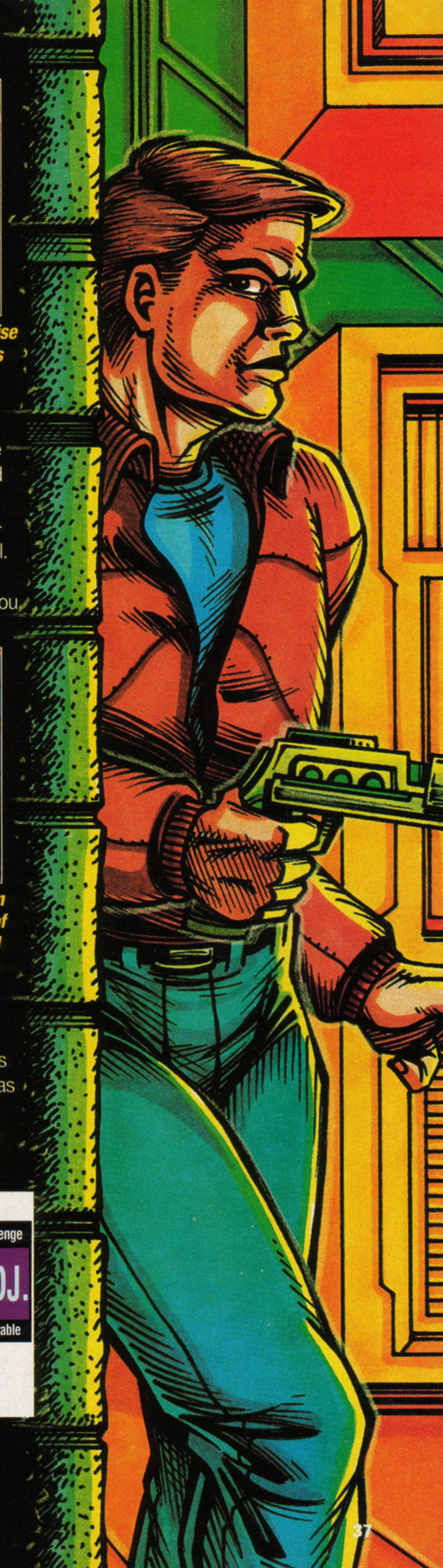
Flashback is as close to a no-brainer as they come – get it! It's as fun to watch as it is to play. Just in time for Valentine's Day, you'll love this game. Don't let the bad guys break your Conrad Hart.

#### Flashback by U.S. GOLD

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

Price unavailable  
12 megs  
Available February

Action/adventure  
One Player  
Passwords





# GENESIS PRO REVIEW



By Scary Larry

Something fishy's going on in the ocean. A mysterious race of beings from the planet Vortex is secretly harvesting food from the Earth's oceans. When Ecco the bottle-nosed dolphin's family and friends suddenly disappear, it's up to him to find them and learn more about Vortex. Sega's taking the search for intelligent life into an entirely different element.

## Oh, You Beautiful Dolphin...

Dolphin is one of the most original, graphically-spectacular, intelligently thought out, multi-scrolling adventures ever to swim in the Genesis, or any other game system for that matter.

As Ecco, a lonely dolphin survivor, you must find out why your friends and family disappeared in a sudden, mysterious whirlwind at sea. When you come to after the storm passes, the only dolphins you meet are strangers. Determined to find your family pod, you must swim through 24 levels of oceans; including briny deeps of the past, the Lost City of Atlantis, and even an ocean of the future.

Dolphin's enchantment begins with the incredible control you have over Ecco's movements. Sega studied footage of real dolphins swimming in order to build animations for Ecco that are so true-to-life that you'll actually feel you're a dolphin. Doin' the Dolphin with the Genesis controls is uncluttered and simple. The A button sends your sonar soaring, the B button surges Ecco forward with a burst of speed, and C makes Ecco swim faster than normal. The directional pad puts Ecco in the air, where he can jump and do a loop. By holding A down, you can release a sonar wave that enables you to track your current position on a small map.

## Porpoise with a Purpose

As Ecco searches the deep blue sea, he picks up clues to his pod's whereabouts by talking to other sea creatures and by bouncing sonar off the 'Glyphs, crystal-like remainders of Atlantis that act as

undersea switchboards. Some 'Glyphs also block exits. To pass by these, you must find a Key Glyph which opens a passage.



**PROTIP:** Jump from the Jurassic pool and use your sonar to reach the Pteranodon to give you a much needed lift.



**PROTIP:** To break certain rock obstacles in the Lagoon area, you must first find these stone-eating stars. Push them along with your sonar.

When you do get clues, they're welcome indeed, because Dolphin is also a puzzler. Exiting an ocean stage often requires very intricate cavern swimming and Glyph searching. You'll need the intelligence of a porpoise to swim through twisting undersea mazes and to figure out how to get past mysterious obstacles.

To make matters even more complicated, you must watch your blowhole. Just like any mammal, Ecco can only stay underwater for so long. You must constantly search for undersea air pockets or return to the surface to get more air. In addition, Ecco can only take a limited number of hits on his hide (hey, Dolphin skin is sensitive). He replenishes his health by charging at small fish and eating them.

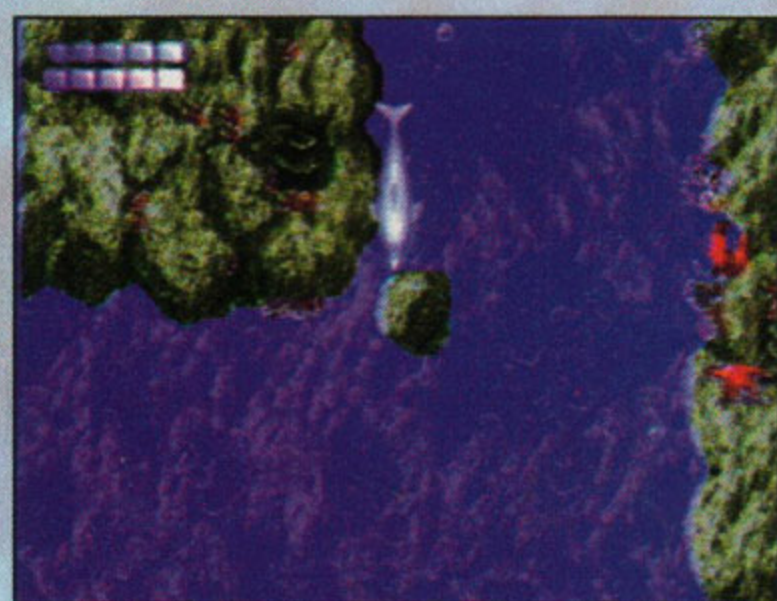
## Under the Sea

As Ecco swims the oceans, he discovers many other sea creatures. The watery wonderlands that make up the game are

inhabited by savage sharks, killer sting-rays, belligerent blowfish, obnoxious octopi, and more. Ecco also meets



**PROTIP:** Use this shell to shock open these rocks. Get the shells as close to the rocks as possible. Then, using your snout, push the shell gently upwards.



**PROTIP:** To get past the strong vent currents, find a rock, push it into the current, and follow its path downward.



**PROTIP:** It's best to avoid sharks. It takes multiple bumps to make them go belly up.



**PROTIP:** To safely pass Eight Arms, swim slowly and let your fin barely touch his tentacle. Stay cool, though...the slightest movement makes his arms begin to wave.



friendly creatures, including other dolphins and whales, who he communicates with to learn more about the Vortex mystery.

Although the sea creatures are beautifully rendered, you may have trouble concentrating on the briny bunch. You'll be too enthralled by the gorgeous oceanic background scenes such as a submerged Atlantis, a prehistoric ocean floor, and a mechanical underwater fortress, to name a few. The colors are sharp and the background scaling is fast and smooth, adding a true sense of beauty to the deep blue sea. As for the tunes, the music reflects many mammalian moods, from happy, Reggae-like jams to more somber, sad music.



*He flies through the air with the greatest of ease.*



**PROTIP:** To jump small islands, swim below the island, charge (Button B) and then swim diagonally upwards.







**PROTIP:** Since timing is crucial on most levels, it's more important to keep Ecco's

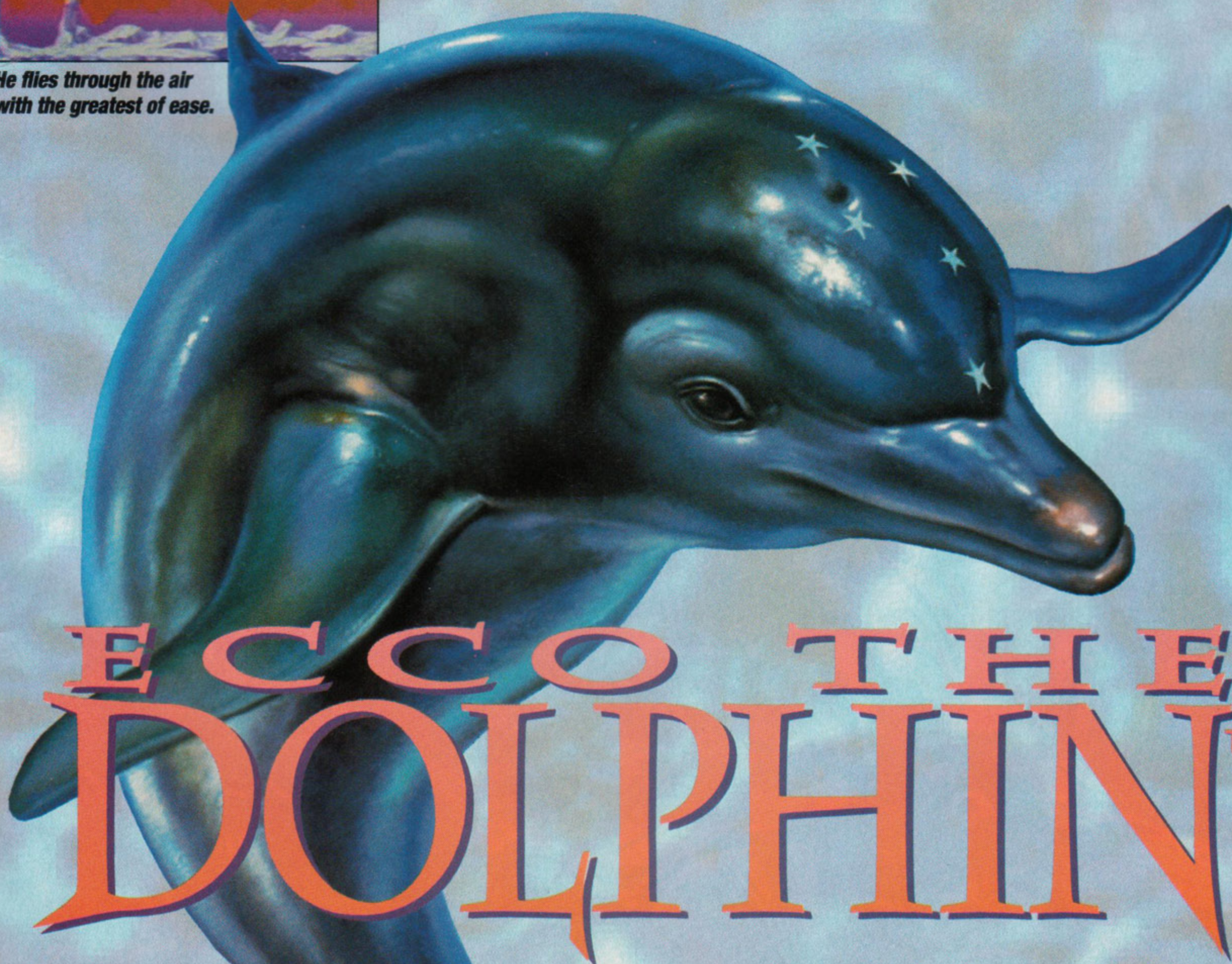
*life bar full than his air bar. When your air runs out, you don't die until your life bar runs out as well.*

## Seaworthy

Dolphin is fantastic! It's intelligent, thoughtful, and fun to play! It's also very challenging. The game was done with great sensitivity to all living things. It's a spectacular testament to the idea that video gaming can still be fun, even if you don't have to beat up or shoot up the competition. No points, no power-ups, no punching...just a porpoise with a purpose. Take Ecco for a swim in your Genesis.

### Ecco the Dolphin by Sega of America

Graphics	Sound	Control	FunFactor	Challenge
				<b>INT.</b>
5.0	5.0	5.0	5.0	Intermediate
\$59.99		Action/adventure		
8 megs		One Player		
Available December		Passwords		





# GENESIS PRO REVIEW



By Gideon

Avengers alert! Fans of the smash arcade hit, Captain America and the Avengers, should dive instantly into Data East's Genesis version. Although scaled down,

the home version features the same characters, hot action, cool graphics, and fast game play as its arcade big brother. If you like comics and you love action gaming, this cart's for you!

## Avengers Assemble!

Captain America's archvillain, the Red Skull, has gotten his hands on a powerful device that enables him to exert total mind-control over all other supervillains. As Villain Supreme, the Red Skull is on a one-way express to world domination. Only Captain America and his fellow Avengers (Iron Man, Hawkeye, and Vision)

stand a chance of derailing the Red Skull's sinister plans. In the superhero biz, the fate of the world is always at stake!



Choose between Vision, Iron Man, Captain America and Hawkeye.





Each hero has specific superpowers that you can command. Captain America throws a self-returning indestructible shield. Both Vision and Iron Man fly and shoot lasers. Hawkeye is always on target with his souped-up arrows. Every hero also starts with 100 life units. Lose all your life units, and you can restart as any one of the other heroes until you run out of continues. Regular robot sentries do you little damage, but Bosses can sap it away in seconds. Fortunately, Quicksilver (a fellow Avenger) randomly drops by with extra life units, and the Wasp, another compatriot, appears and adds to your firepower during critical moments.



**PROTIP:** Since only Iron Man and Vision can fly, launch aerial attacks by continuously jumping into the air to avoid being hit.



**PROTIP:** The only way to attack robots carrying shields is to hit them from behind.

Go solo or team up with a friend to take on all five side-scrolling, action-packed levels of this game. Each level features hordes of evil robots and henchmen, plus famous comic book supervillain bosses, such as Ultron, the Living Laser, Klaw, Mandarin, and Juggernaut. Comic book fans will be thrilled that both villains and heroes look, fight, and have the exact same superpowers as they do in the comics. Plus, unlike most action games, this cart offers not one but several bosses for each level! Who says we're in a recession?



**PROTIP:** Klaw and Living Laser tend to move in tandem. Jump over them when they attack and hit them from behind.



**PROTIP:** Hit the Jump and Attack buttons repeatedly to shake out of a villain's grasp.

## All Roads Lead to Mecha (Red Skull)

The five levels of this cart transport you throughout a myriad of locales. Start off entrenched within the city streets, where you hurl bricks and garbage cans as weapons. Next, reel in underwater combat as you chase the Red Skull through the depths of the ocean. There, blast off into outer space for an interstellar dogfight leading to an attack on the Red Skull's orbiting space headquarters. However, defeating the Red Skull is only half the victory. Finally, you must face Mecha Red Skull, a cyborg monstrosity built by the Red Skull to ensure revenge if he were ever defeated.



**PROTIP:** Concentrate firepower on the Sentinel's head – his only weak spot.

Captain America and the Avengers is really several games in one. Standard side-scrolling hand-to-hand combat is par for the city streets and within the Red Skull's hideout. The game converts into a shooter as the heroes fly through the underwater and outer space levels, dodging and blasting enemies as effectively as any spaceship.



**PROTIP:** Since you can't shoot backwards, stay in the middle of the screen in order to dodge projectiles from either direction.

## Make Mine Marvel!

Captain America and the Avengers is a comic book adventure come to life. It's evident that great care was taken to ensure that all characters are true to their comic book origins. The bright, colorful, detailed graphics capture the excitement and energy of their four-color printed adventures. The digitized heroic speech, sound effects, and soundtrack effectively mimic the macho dialogue, explosions, and tone of the comics.

Captain America is surefire action entertainment for both comic and non-comic book fans alike. The difficulty select feature, and combination of both fighting and shooter action guarantees its wide-range appeal. Enlist today for action and adventure with the Avengers!

### Captain America and the Avengers by Data East

Graphics	Sound	Control	FunFactor	Challenge
				<b>ADJ.</b>
4.5	4.0	4.0	4.0	Adjustable
Price unavailable 8 megs Available now			Action/Adventure Two players	



# GENESIS PRO REVIEW

By Slasher Quan



Clench your fists, make a muscle, and get ready to throw your weight around those alleyways of anger – again. Sega's latest entrant in the beat-em-up ring is none other than the long-awaited, over-exposed, 16-meg Streets of Rage 2. For once, it was worth the wait. If Streets of Rage was a fantasy vacation in Maui, the sequel's a million dollar shopping spree!

## Take to the Streets

Anniversaries are always memorable, but Axel and Blaze probably want to forget this one. Exactly 365 days after Mr. X met defeat in Streets of Rage, he returns from beyond the penitentiary to copnap Adam, the pair's partner in crime fighting. Axel and Blaze get mad, and vow to get even. They recruit Adam's kid brother Skate and Axel's best friend Max to help them clean up the streets and sign Mr. X's name on the dotted line of disfigurement. Looks like everybody's gonna be kung fu fighting!



*Give Adam liberty or give his friends death!*

## Move It or Lose It

You alone or you and a brawling bud hit the streets armed with the widest and most potent array of martial arts moves ever found in a side-scrolling beat-em-up. All told, each hero packs 15 techniques, including standard kicks and punches, jumping attacks, running assaults, throws, hair-grab holds, combinations, and other special attacks. Pipes,



# STREETS of RAGE II

swords, bombs, and knives also give you an edge. Rage 2 does have one major hole in its offense: there's no defense. You can't block or reverse enemy kicks.

**PROTIP:** Hit enemies with jump kicks as they begin to stand up.



**PROTIP:** It's a crapshoot, but sometimes you can disrupt an enemy's combo with a special attack.

The signature moves are awesome. Axel, the street-clothed police officer, injects the power of the Dragon into his fists. The sultry femme fatale, Blaze, tosses fireballs, pulls a clothesline, and makes running football-style tackles. Skate, the roller-skating bad boy on wheels, uses a break-dance spin kick and a Corkscrew kick.





**PROTIP:** To score multiple hits, back an enemy against a wall and use Max's Thunder Tackle or Skate's Corkscrew.

**PROTIP:** Rear attacks are easier if you hold down B, and press C.

At first, SOR 2 seems out of control – you'll clobber enemies and they won't even know what hit them. Then, it all starts to make sense and you begin to figure out the nitty gritty on how to make all the right moves.



**PROTIP:** The secret to successful fistfighting is learning the range and direction press required for each move.

## Sights for SOR Eyes

Not only have the street-fighting ranks swelled, the warriors themselves are maybe 50% larger in the return Rage bout. This produces even more graphic, adrenaline-surging battles than before. Compared to other side-scrolling, kick-butt carts, only Final Fight sports bigger brawlers. Animation is clean as a whistle, and slowdown is infrequent.



**Them sprites be bigger and badder than ever!**

You maul your way through eight slick-looking and excruciatingly long stages. Among other areas, you clean house in a baseball stadium, on a beach, in an amusement park, and in a factory. The colorful backgrounds and touches of multi-scrolling enhance the groovy graphics. You meet and beat a plethora of pinheads, thugs, and bosses en route to Mr. X's high-rise HQ.



**PROTIP:** Use Blitz attacks to crash the bike riders on the bridge in Stage 2.



**PROTIP:** Sidestep Big Ben when he exhales his bad breath. Then catch him from behind with a combo.

**PROTIP:** Regular moves won't do the trick on stronger bosses. Outlast them with your special attacks.

Even with adjustable difficulty and two continues per game, SOR 2 leaves players of all skill levels battered and bruised. Most players should beat Easy without breaking a sweat, but experienced players will want to try Hard for a real skull-caving challenge.

**PROTIP:** Don't, don't, DON'T play this cart on Easy if you're a GamePro, or you'll ruin the ending for yourself. Go DIRECTLY to Hard, and don't look back!

**PROTIP:** Beat the heck out of the Hard mode, and you'll learn a secret code to play a hidden challenge setting called Mania.

## A Koshiro Classic

A well-known video game music composer, Yuzo Koshiro, is the man from

Japan who strikes the sweet chords in Streets of Rage 2. His discoteque/funk/modern rockish melodies fill the screen with energy. Sound fx-wise, the cart surpasses previous Sega efforts with a snoot full of digitized grunts, groans, screams, and yelps. Clarity is definitely lacking, but the voices pump you up even if you can't understand them.







**Yuzo Koshiro's music is all the Rage.**

## Do Onto Others

In addition to the main game, SOR 2 also offers a diversionary Duel mode. Built exclusively for two-player head-to-head battles, Duel enables you to pick any of the four fighters and battle it out in one of eight battleground settings. Duel is a fun little "extra" and a great way to practice techniques. However, it lacks the blocking, combos, strategy, larger sprites, smoother control, and secret moves you need to compete with full-blown, one-on-one games such as Street Fighter II.

## Final Blows

Stacked against the Final Fights and Super Double Dragons of the world, Streets of Rage 2 more than fends for itself. Sixteen megabits of great, improved graphics, massive sprites, top-notch audio, and multitudes of moves make it the 165-bit side-scrolling street fighter to beat. Would-be Genesis heavyweight champs, this game's right up your alley!

Streets of Rage 2 by Sega of America				
Graphics	Sound	Control	FunFactor	Challenge
				<b>ADJ.</b>
5.0	5.0	4.5	5.0	Adjustable
\$69.95 16 megs Available now			Beat-em-up Two Players Continues	

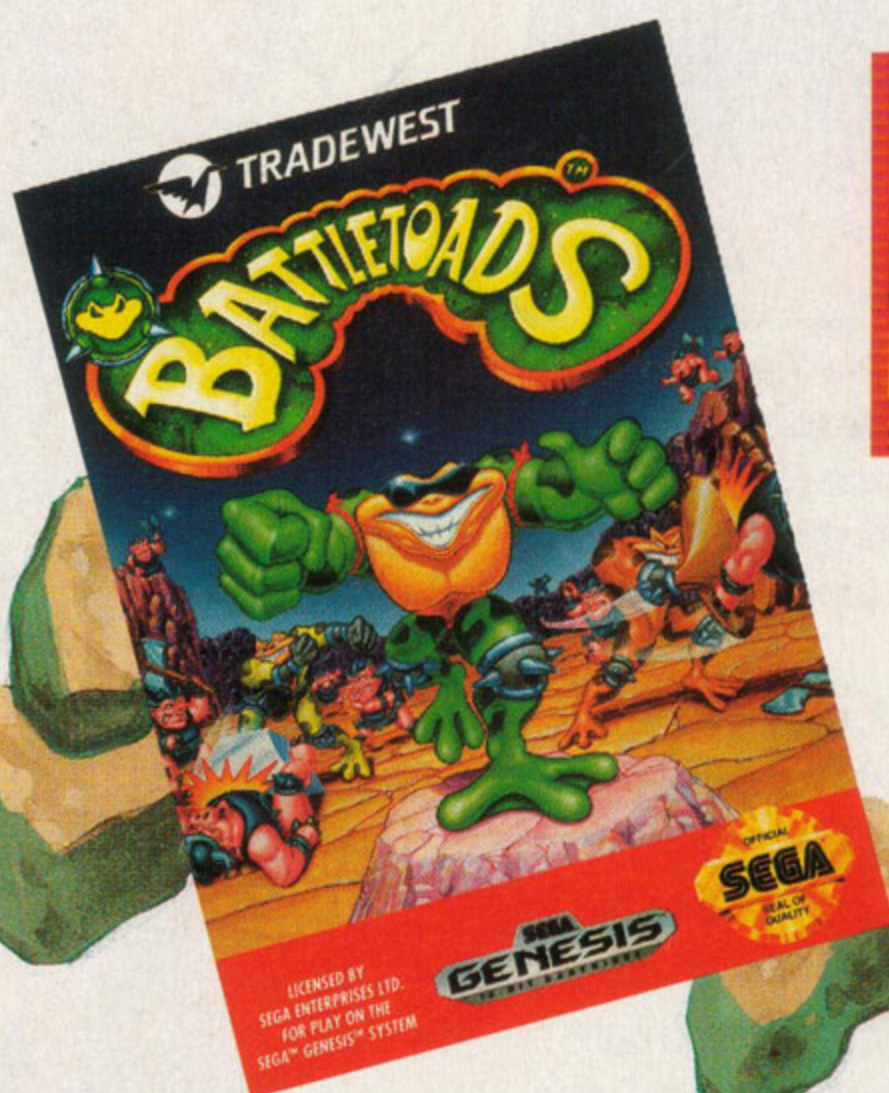


# BUSTIN' THRO

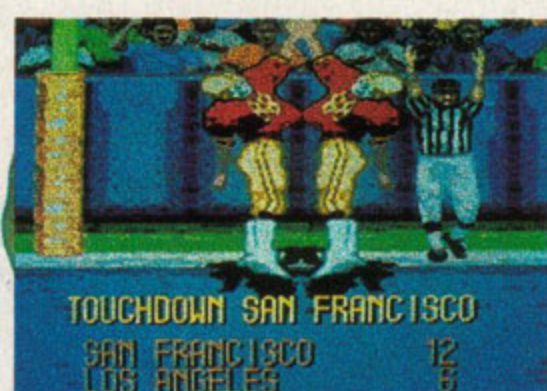




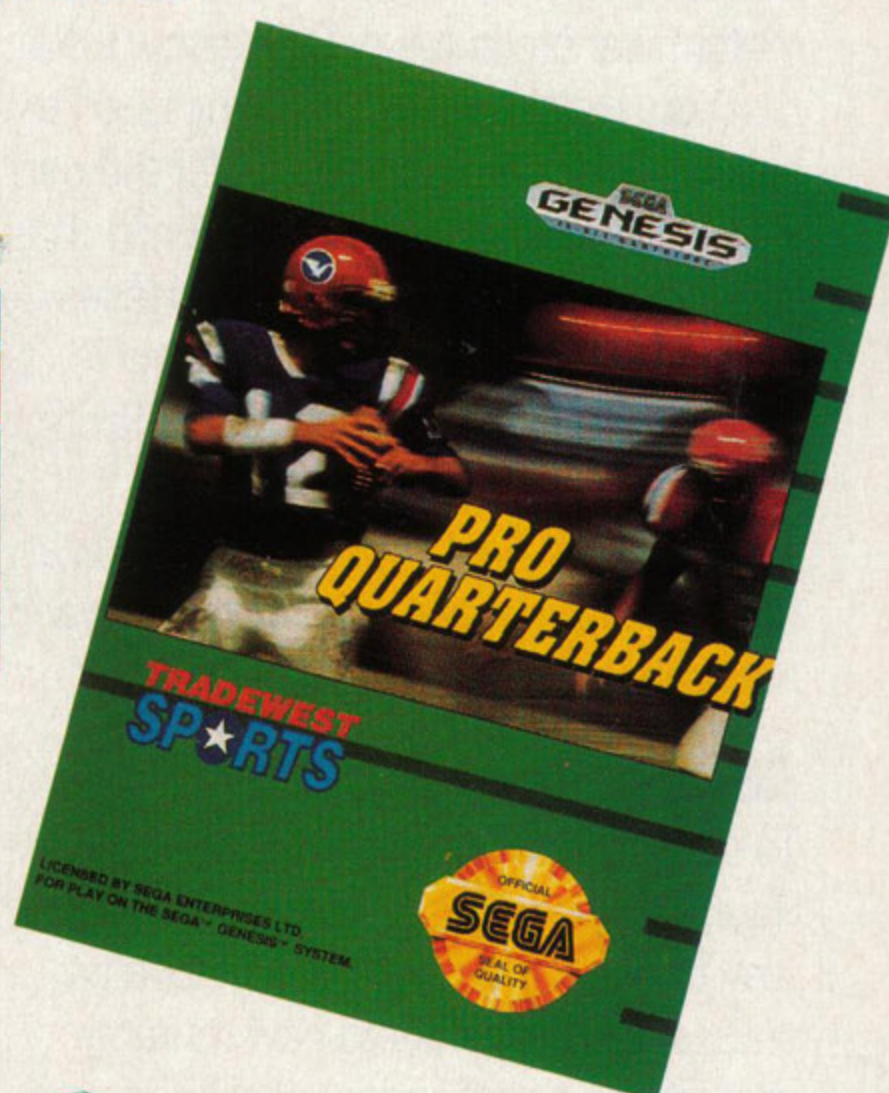
# UGH FOR YOU!



When the evil Dark Queen kidnaps both your best buddy and the best-looking girl this side of the Mazallion Star Cluster, what're you gonna do about it? Cry? Hide? Call the Starcops? No way — 'cause you're a BATTLETOAD! So strap on your blaster, fire up the Toadster, and get on down to the Dark Queen's planet — and don't forget to take along the Jet Turbo, the Space Board and the Speed Bike. Because you'll need 'em all if you're gonna rescue your friends and get the frog outa there with your green skin intact!



Lace up your cleats and get ready to play the most realistic football game ever produced! All the hard-hitting action of football comes through in living color, using the digitized images of real players. Every detail of football is right here — from the opening kickoff to the post-game stats. You call the shots, you call the plays... After all, you're a pro now — a PRO QUARTERBACK!



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# GENESIS PRO-REVIEW



**By Athletic Supporter**

JVC's latest action/adventure Genesis game, *Wolfchild*, is an example of science gone mad. From mutant fish to lizard-like humanoids, *Wolfchild* packs enough lycanthropic chills and spills to make even Lon Chaney unhappy.

## AAAARRRRROOO'D Awakening

Dr. Karl Marrow, the world's foremost authority on biogenetic science, has been kidnapped by the terrorist group CHIMERA. The leader of this group, a confirmed sociopath named Karl Draxx, has set out to conquer the world using mutant war creatures of Dr. Marrow's own creation. However, Draxx's army failed to find Marrow's secret blueprint for the perfect war machine — Project *Wolfchild*. This half-man, half-beast warrior possesses enormous strength, incredible psychic powers, and an immunity to pain. Taking his life in his own hands, Marrow's youngest son Saul enters the transmutation booth and emerges a werewolf warrior hellbent on revenge.

## Get Ready to Howl

To destroy Draxx and ultimately save Saul's father, you'll have to make your way through five tough and innovative stages. Each one offers new mutants and different challenges, plus large wolf-chomping end level bosses. You start aboard a Chimeran Battle Cruiser (Stage 1), which drops you into a rumble in the Jungle against snake lizards and other mutants (Stage 2). Then move on down to plow your way through the Underground, the insect infested ancient ruins of Stage 3. Keep descending and you'll hit Stage 4's CHIMERA base that's loaded with the odd looking mutant fish. It's now time to face Draxx (your most deadly challenge) at the inner core of the CHIMERA base (Stage 5).

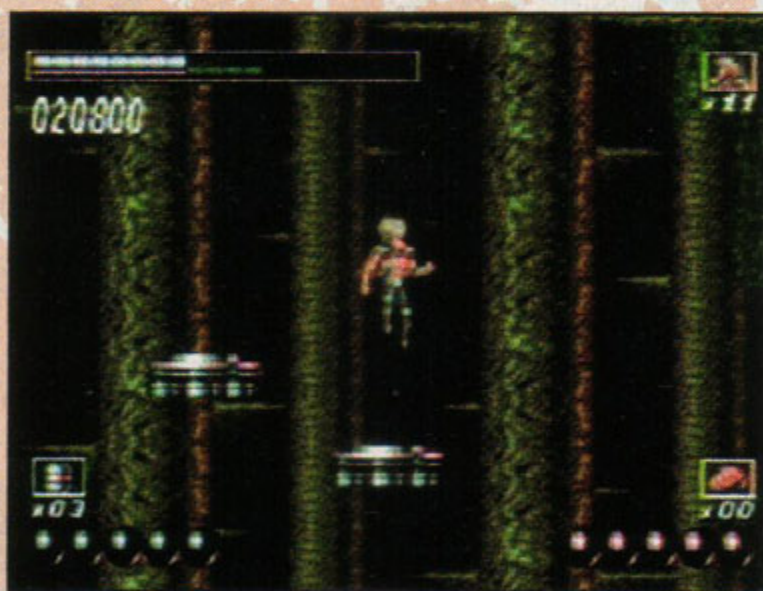
**PROTIP:** To avoid getting hit, leap over creatures. You'll save precious vitality points if you punch or shoot them from behind.



**PROTIP:** Try to get behind Stage 1's flying dragon boss by either leaping over or ducking under him. Once you're behind him, bombard him with punches or fire blasts. Since he can't turn around, he'll be history.

Most of the creatures that stand in the way of your ultimate showdown with Draxx look like Mutant Ninja Turtles from hell. Fortunately, you don't go into the fray totally unarmed, although you're rather limited in your ability to fight. You can duck, jump, or punch your way to Draxx. However, your best defense is to turn into a *Wolfchild* by collecting vitality bonuses, which come in the shape of orbs.

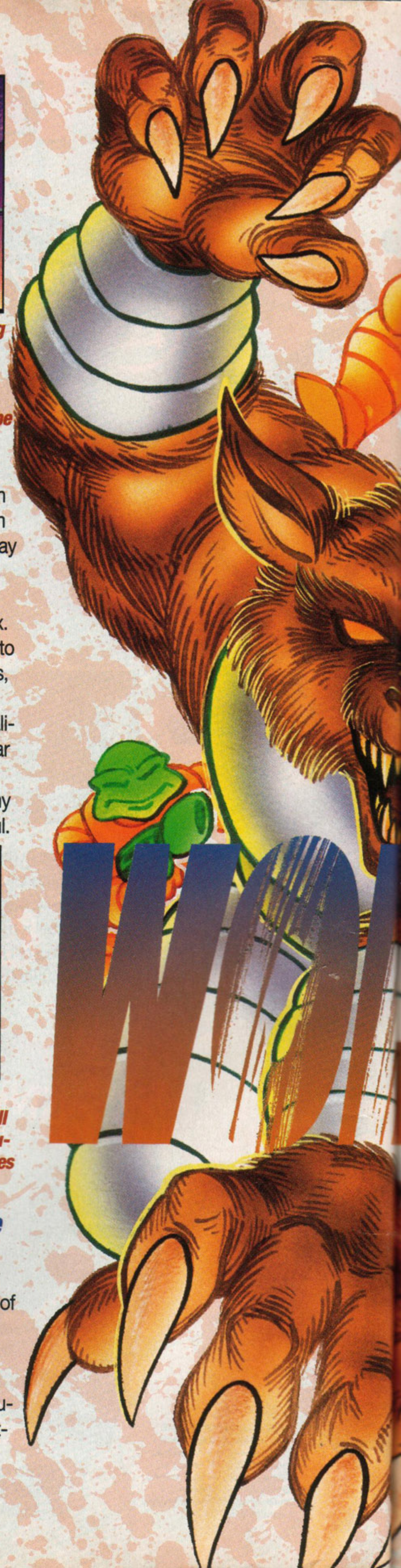
You begin each game with the vitality bar filled up to the max. When the bar goes past the maximum, you turn into *Wolfchild*, where you remain until enemy blows beat you back into just plain Saul.



**PROTIP:** At the beginning of Stage 2 (the Jungle), jump out as far as you can. You'll land on a floating stair, which will eventually take you to a tree limb. This path takes you quickly to the end of the stage.

## My What Big Teeth You Have

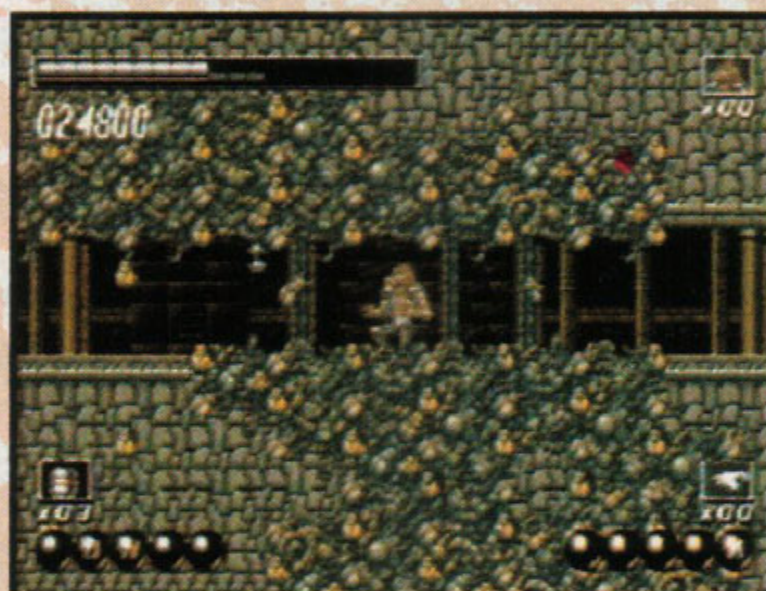
Once you become the *Wolfchild*, you really have power at your fingertips. Sly and Arnold can only dream of this kind of firepower. The *Wolfchild* is capable of using an unlimited number of single fireblasts. You can also pick up orbs, which enable this man/beast to use double or even triple fireblasts, but in a limited supply. Other weapons you'll find







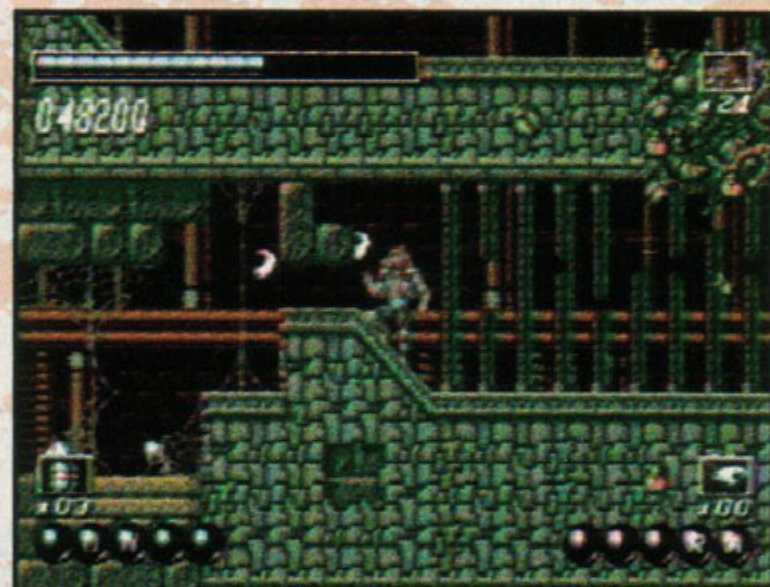
along the way include a Flamer, a Homer (a kind of heat-seeking missile), and a Plasma Ball. Keep in mind that each weapon is unique in its design and destructive capability and use this to your advantage. However, you can only use them when you're in Wolfchild form.



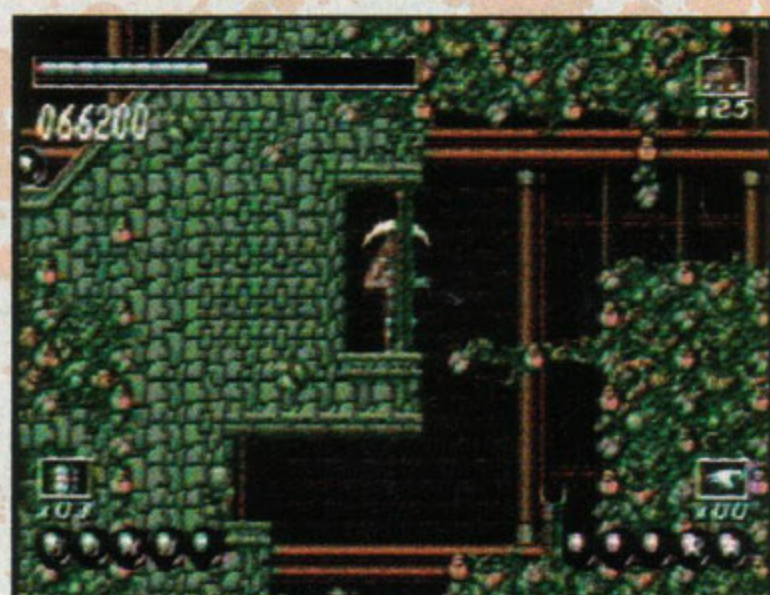
**PROTIP:** Keep your snout close to the maggots in Stage 3. When you see two silver ball-like objects that hang down from the ceiling or stick up from the ground, a larvae is not far behind. Blast it before it can crawl out.

Human or not, you start out with three Smart Bombs, which can basically destroy anything or any mutant creature on the screen. Orbs containing letters offer another bonus. Find all the orbs that spell out "BONUS EXTRA" and you get 20,000 points and an extra life.

The graphics in each stage are totally cool and colorful. The detail of the innovative mutants and scenery (notice the motion of the battle cruiser) is excellent. It wouldn't do for strong graphics to team with weak sound, and this game doesn't. A pop music-style tempo keeps this dog running through the infested stages.



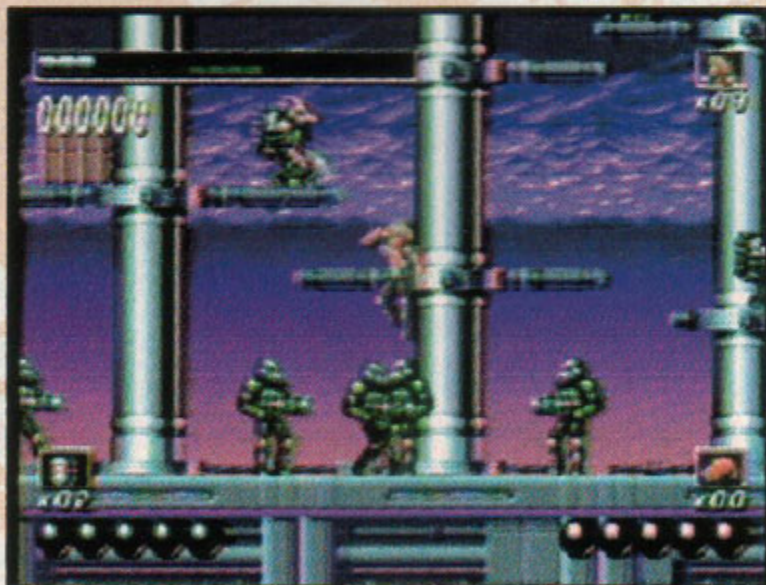
**PROTIP:** Hit all the big rectangular blocks in Stage 3. They hold points and power-ups.



**PROTIP:** Bounce off this branch in Stage 3, and you'll find a secret room to your left. You'll come out of the room with a shield.

### Leader of the Pack

Wolfchild's multilayered, smoothly-scrolling visuals keep you going, along with the pulsating, upbeat music. The plethora of mutants and hair-raising challenge will keep any beast entertained for hours. The adjustable challenge also ensures that beginners can step into Wolfchild's paw prints. So, get used to hairy knuckles and bite your way through this cart.



**PROTIP:** Be smart with the smart bombs. Let as many mutants appear on-screen as possible before you throw one.

#### Wolfchild by JVC

Graphics	Sound	Control	FunFactor	Challenge
				<b>ADJ.</b>
4.5	4.5	4.5	4.5	Adjustable

\$49.95  
8 meg  
Available March

Action/Shooter  
One Player  
Continue



# GENESIS PRO REVIEW



By **Slasher Quan**

Genesis fistfighters often get stuck with the short end of the stick when it comes to kick-A martial arts carts, e.g. witness the SNES arrivals of Street Fighter II and Super Double Dragon. Flying Edge wanted to turn the tide with Double Dragon 3: The Rosetta Stones, which was directly converted from the coin-op. In the ocean of beat-em-ups, the Stones make a decent splash, but they're no tidal wave.



## Stoned Again

When a gang of would-be, world-dominating warriors steals the precious Rosetta Stones, the soothsayer Hiruko predicts that Billy and Jimmy Lee will be called upon to mop up the streets with someone's face (gee, that was a tough one to call). Their latest one- or two-player mission is to recover the Stones and dismantle the mysterious crime syndicate responsible for the rocknapping. In order to win back the Stones in question and gain clues from your companion, Hiruko, you must conquer entire countries in a moderate-length, five-level brawl. No Maid Marion at the end of this road, but plenty of precious jewels.

DD's graphics take a beating as you take it to the streets, the swamps, and the forests. Surprisingly, the background graphics and foreground pix are sharp as razors, but the characters themselves move like stiff marionettes – no fluid animation here. Music's confined to one catchy, but repetitious, theme song per level.

This game spans the U.S. of A., China, Japan, ancient Rome, and Egypt. Samurais, ninjas, archers, and bosses aplenty are your opponents. These guys

play to win, but they don't play fair. Often they stand over your fallen body and nail you as you stand up – quite annoying.



**PROTIP:** Japan's crafty Ninjas will attempt to trap you in a corner and skewer you with throwing stars. Use a running head butt to escape.



**PROTIP:** Weave diagonally through Egypt's trap room to avoid the hand's shocking grasp.



**PROTIP:** Stand still and use rapid kicks to dispose of Rome's boss as he dismounts.

## Sticks and Stones Don't Break Any Bones

Unlike its amply-armed NES and coin-op forefathers, this son-of-a-Dragon is devoid of weapons. Those nunchakus,

bo staves, and whips are sorely missed. However, your hand-to-hand and foot-to-face arsenal gets the job done, and you get a few fancy moves to boot. The cart also features an unusual addition – backup brawlers for both Billy and Jimmy. These extras step into the fray with a few new moves when the main martial artists lose their lives. However, murky control for all the fighters knocks the action down a peg.

**PROTIP:** Double tap the controller in either direction to get a running start on a super move. This is not in the manual!

Most Game Boy DD 3 players (See GamePro, October '92) probably have sore memories of the handheld version's ridiculous no-continue challenge level. The Genesis version hits the opposite end of the spectrum. Overall, it's too short, and you can purchase 20 or more continues with coins you earn during game play.



**PROTIP:** When you reach Egypt, remember R-o-s-e-t-t-a.

## Action on the Rocks

Technology moves fast, and Double Dragon 3 doesn't quite keep up with the pace. It's a fun tide-me-over with familiar characters and foes, but its graphic animation, sounds, control, and character moves get run into the ground when compared to Streets of Rage II, the current king of the Genesis beat-em-up hill. The Rosetta Stones will make you sweat for a few hours, but they won't rock your world.

### Double Dragon 3 by Flying Edge

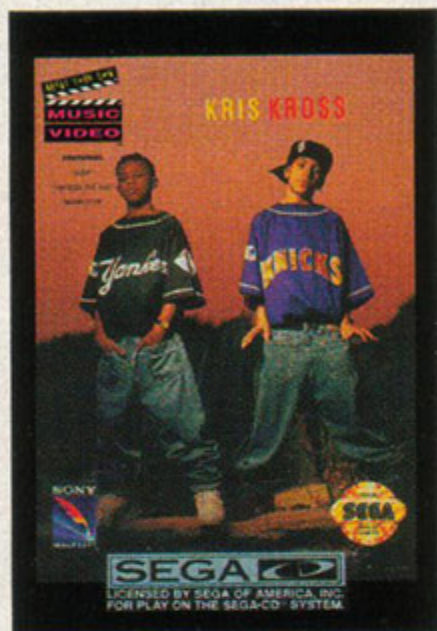
Graphics	Sound	Control	FunFactor	Challenge
				<b>BEG.</b>
3.5	3.0	3.5	3.5	Beginner
\$49.95 Available now Action		Two Players Continues		





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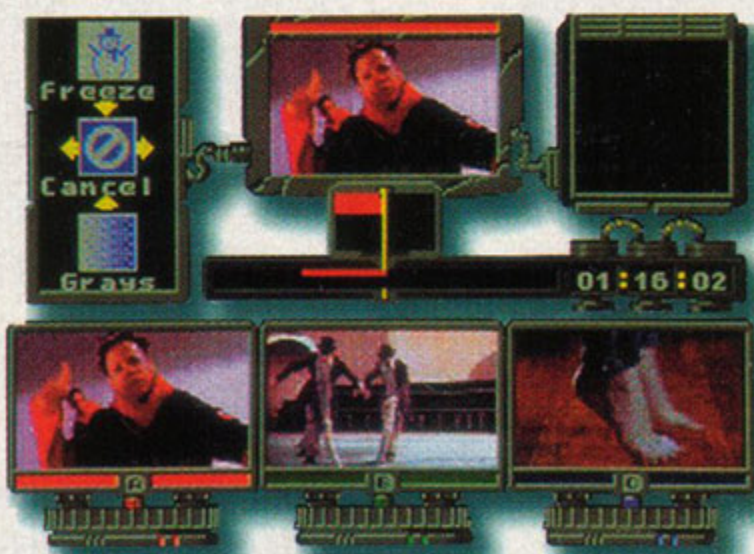
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# GENESIS PRO REVIEW



By Toxic Tommy

Hearken back to the days of yesteryear when men were men and justice blazed forth from the barrel of a gun. It's time to saddle up that Genesis, pardners, and take a ride with Sunset Riders by Konami.

## How the West Is Won

Konami's rounded up the classic cowboy, shoot-em-up coin-op and herded it into this cart. Sunset Riders dishes out thumb-blisterin', six-shootin', fun-and-gun action. You play a Bounty Hunter, either six-gun totin' Billy Cool or Cormano Wild, who's out to clean up this one-horse cart with his scattergun (that's a shotgun, Tenderfoot). You're out to make a bundle of loot. The side-view, horizontally-scrolling shootout covers four lengthy levels in town, across a train, and in the mountains.

One gunfighter can fight solo or two gunslingers can form a posse. Two hombres can also have a showdown in Versus mode.



Wanted: Alive

## Clear, Cool Graphics and Sound

The graphics are crystal clear and Konami clean. The character sprites feature cool, cartoony, bright colors. Take a good gander at the nicely-detailed, multi-scrolling backgrounds, too. The cart even manages to rustle up some above average sounds.

## Slap Happy Trails

This Old West is wild, wooly, and weird. You're after four hard cases - Simon Greed Well, Paco Loco, Chief Scalpen, and Sir Richard Rose. These varmints

# SUNSET RIDERS



**PROTIP:** Railroad overheads wipe out bad guys as well as you. However, you can slide under them.

have pulled a passel of dastardly deeds, such as hoarding the town's underwear, stealing a year's supply of toilet paper, and clear cutting a forest to make cheap tourist souvenirs.

Yes, the cart's humor is straight from the Silly Saloon, and the game's definitely P.C.; that's "Pro-cowboy" not "politically correct." The gals are all dance hall babes or damsels in distress, and the Indians look like they ought to be Tomahawk Choppin' for the Atlanta Braves.



**PROTIP:** Git along on those little doggies. Hop across the backs of the stampeding Longhorns.

## Gunfight at the Okay Corral

Don't worry, though, you don't mess around in this gunfight. The controls respond like your life depends on 'em - and it does.

You've got to admire Konami's notion of fair odds. The levels are overrun

with bad guys, who attack you from all angles, and it only takes one hit to send you to Boot Hill. The game's as tough as saddle leather. The mangy polecats bushwack you from windows and doorways, stab you, dynamite you, fry you, and, of course, blow your brains out.

**PROTIP:** Dynamite blasts can reach you through barriers, and you can shoot dynamite sticks out of the air.

At least, you get help. You can set up the game for three, four, or five lives with five continues, and there are power-ups aplenty for life-saving aides such as rapid fire and a second gun. A slick bonus stage also enables you to ride your faithful horse after bonus lives.



**PROTIP:** When you're galloping after the Bonus Wagon, catch bonus items by riding over their shadows on the ground.

## Thank You, Masked Boy

Sunset Riders is a straight shooter all the way. If you've got a hankerin' for an intense, barrel-melting shootout, put out the call for Sunset Riders, and smile when you say that.

### Sunset Riders by Konami

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	4.0	4.0	4.0	Adjustable
Price not available Available now			Arcade Two Players	



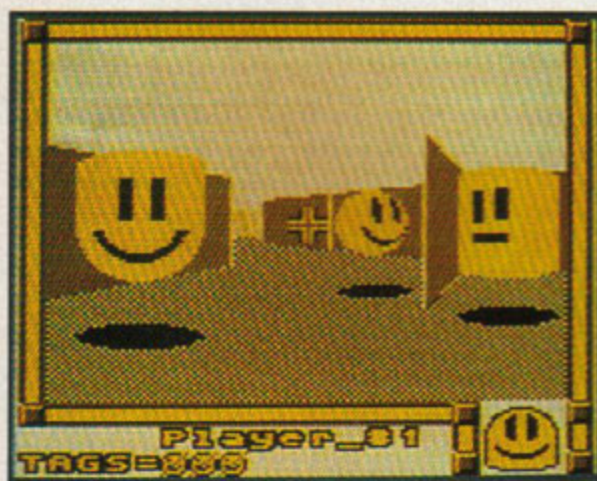
# WIPE THE SMILE OFF THIS FACE!

Here's your chance to wipe the smiles off those annoying happy faces once and for all! In FaceBall 2000, "Have a Nice Day" takes on a whole new meaning — in first-person perspective, with 3D graphics and 360° maneuvering!

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And we mean *into*! FaceBall 2000 is a new virtual reality game for 1 to 4 players. You don't just *see* your character, you *are* your

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WATCH OUT! They only look happy!

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FaceBall 2000 for the Super NES. Don't miss it!



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Face evil Smiloids in CyberZone's endless mazes.

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# GENESIS PRO REVIEW



**By Uggs the Bug**

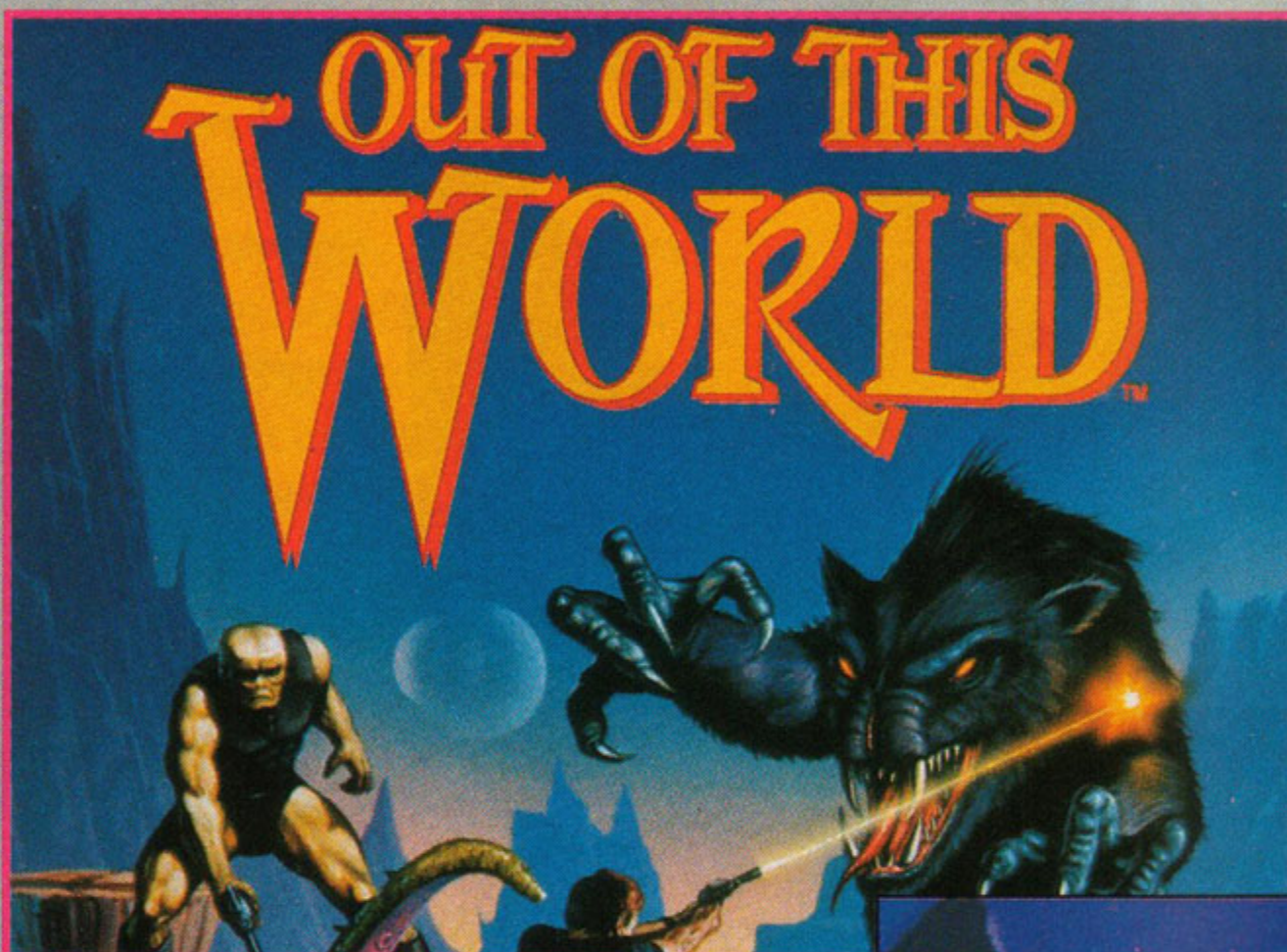
Maybe you've been there with the SNES (see GamePro, May '92) or the PC, but now it's time for Genesis gamers to get Out of This World. Virgin Games brings this far-out sci-fi adventure to the Genesis, unscathed by its sojourn in those "other" systems.



**PROTIP:** Your weapon can create a shield, bust shields, and obliterate walls.

make things easy on you either. You have

to figure out all the moves. You run into some tough problems, such as how to turn off a waterfall, how to escape a suspended cage, and the toughest (but most important) problem of all – how to make a friend.



## Boo Boo Means Bye Bye

Lester Knight Chaykin is a boy genius, who designs an earth-shaking anti-matter experiment. In fact, when his project glitches, it shakes him...right, out of this world.

Lester materializes in a weird dimension, where the video game action immediately hits top end and doesn't let up. Before you can settle into your new digs, you're stung by nasty worm-things, chased by a blood-thirsty beast, and dissed by a grotesque, buffed humanoid...and the game's just getting started. The next thing you know, you're a slave! The game isn't divided into stages, but there's roughly 15 areas that you travel through in this epic adventure.

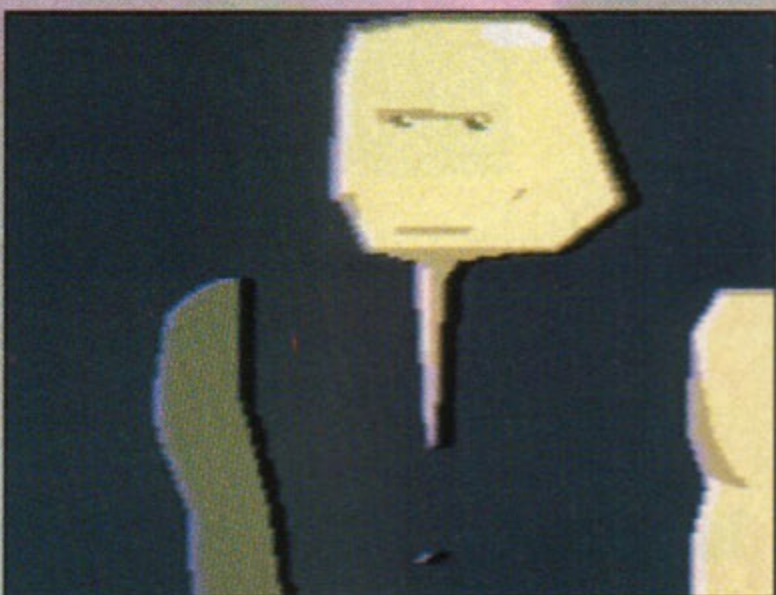
**PROTIP:** Practice running and then leaping, because these moves require holding the controller in an awkward position. Press Left or Right plus A to run, then hit C to leap.

## Otherworldly Problems

Out of This World will bust your brain cells. The minimalist manual doesn't



**PROTIP:** Sometimes the key to passing a seemingly impenetrable obstacle lies in another location. For example, to get past the waterfalls survey the caverns.



**PROTIP:** Try not to lose your friend. It'll get you out of some jams.

## Out of Control

The controls are primo. In fact, you'll be surprised to discover how much a Gene-

sis controller can accomplish on-screen. The controls change depending on the situation you face, so you have to learn to roll along the ground, rock a cage, swing on a vine, swim, and more.

**PROTIP:** If you find yourself with no place to go, try blasting anything around you.

## Looks Good

This game's graphics will make your eyes bug out! The cart's side-view multi-scrolling, graphics dump the typical bit-mapped pixs and use a polygonal graphics technique common to personal computer flight simulators. You don't get the clarity of detail or the vibrant colors of your average bit-mapped Genesis cart, but the technique features rotoscoped images, which are digitized video of live actors. The characters and creatures feature life-like movement that, mixed with panoramic pans, zooms, and close-ups, give the action a juicy cinematic flavor.







**Out of This World's outtasight!**

Even the sounds keep pace with the on-screen antics. They blast some cool grunts, groans, and explosions.

## World Beating Action

Before there was Flashback (see ProReview this issue), there was Out of This World. If you're a Genesis adventurer who's looking for new territory to conquer, check out both of these games. Out of This World is...well, out of this world.

### Out of This World by Virgin Games

Graphics	Sound	Control	FunFactor	Challenge
				<b>ADV.</b>
5.0	4.0	5.0	5.0	Advanced
Price not available 4 megs Available March		Action/Adventure One Player Passwords		



A first-person perspective from a motorcycle rider on a winding road. The road is paved and has a yellow center line. The road curves to the right, flanked by dense green trees and foliage. Sunlight filters through the trees, creating a dappled light effect on the road. In the foreground, the motorcycle's dashboard is visible, featuring a speedometer and other gauges. The handlebars and mirrors are also visible. The text is overlaid in a stylized, red, hand-drawn font.

"I WAS RACING MY  
BUDDY AT 172 WHEN  
I GOT SOMETHING  
IN MY EYE"





NEW TWO-PLAYER SPLIT SCREEN  
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ERASE YOUR FRIENDS.



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BIKES—WIN ENOUGH AND YOU'LL  
GET NEW NITRO-EFFECT TO BLOW  
BY COPS WHO ARE WAY BENT ON  
CATCHING BOTH OF YOU.

**BIKE BRAWLING JUST WENT 2 PLAYERS**



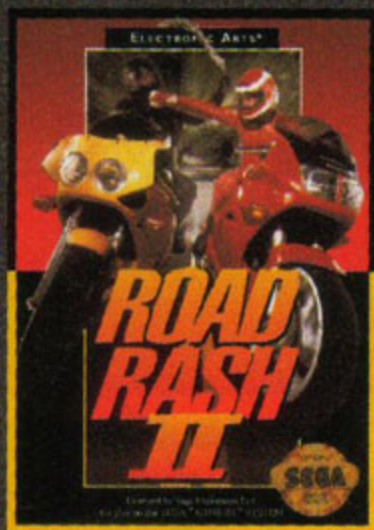


EAT IT BIG TIME IN NEW BODY-TORQUING WIEPOUTS. OR CATCH HUGE AIR TO SURVIVE MORE HAZARDS, TRAFFIC, COWS, MOOSE AND A NASTIER GANG OF BIKERS.



GRAB THE NEW UGLY CHAIN OR THE OLD TRUSTY CLUB—BOTH WEAPONS WILL LAUNCH YOUR FRIEND INTO GUT-WRENCHING HEAD PLANTS, ENDO'S AND FACE SKIDS.

# —ROAD RASH II



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# SEGA CD PRO REVIEW



**By Otter Matic**

We're looking for a few grog-swilling, foul-smelling men. If you're having trouble making a career choice, the Pirate Corps is in serious need of some salty, bearded fellows who can shout, "Yo-ho-ho," and drink a bottle of rum.

Prepare to voyage for many an hour with *The Secret of Monkey Island* by JVC. Solving the puzzles in this intricately-detailed Sega CD saga can be as tough as chugging a bottle of rum. Although you won't see special effects and graphics that simulate St. Elmo's Fire, *Monkey Island* is more fun than a barrel full of monkeys.

## Calling All Pirates

As Guybrush Threepwood, you play an optimistic young man with an unfortunate name. This PC classic is a one-player graphic adventure in the tradition of *Loom*. You've come to Melée Island to become a pirate. When you arrive, you'll find that the local swashbucklers are too afraid to go to sea. It seems that the spectre of a dead pirate, LeChuck, is making guest ghost appearances in the waters that surround the local islands. To earn your pirate's patch, you must complete the Three Trials and find your way to Monkey Island, where you'll come face to undead face with LeChuck.

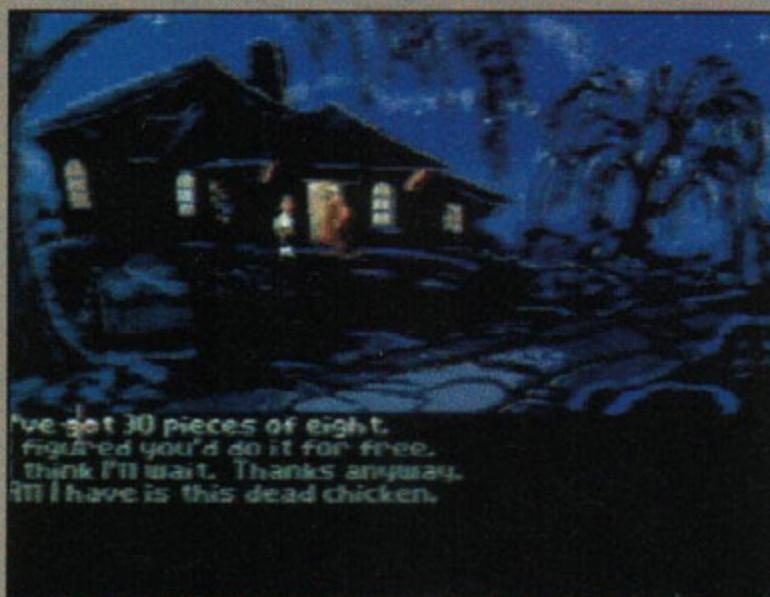


**PROTIP:** Use the rubber chicken with the pulley in the middle to wheel your way over to Hook Isle.

## Monkey Around

You navigate Guybrush through this seafaring adventure via a point-and-click interface that's easy to learn and familiar to PC and video gamers alike. There's a handy menu bar of commands and a row of icons across the bottom of the screen that represent your current inventory.

Monkey shines when it comes to conversation. The dialogue is funnier than a simian's uncle, and this playfulness is evident throughout the game. You can talk to just about every character you see, including the dog in the bar. After you select a character to converse with, the game displays a menu of appropriate questions or comments. If you ask the right questions, you'll glean valuable hints and eventually discover the secret of Monkey Island.



**PROTIP:** The Sword Trainer will only take insistent students.



The Sword Trainer uses some rather unorthodox teaching methods.



**PROTIP:** Push this sign in the woods to make the bridge to the Sword Master's house come together.

**PROTIP:** The only way to earn money is to allow the wacky brothers at the circus to shoot you out of their cannon. First, grab a pot from the Scumm Bar kitchen to use as a helmet.

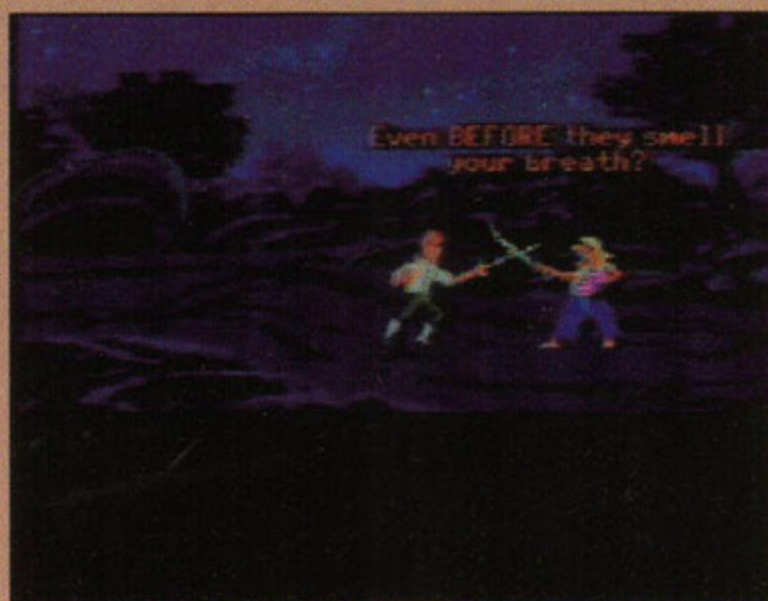
## Sea-ing Is Believing

Once you've sailed through Sega CDs with full-motion video effects like *Night*





Trap (see ProReview, December 1992) and Sewer Shark (see ProReview in this issue), Monkey Island's graphics seem rather mundane. Most of the screens look like a PC graphic adventure game circa 1982, but occasional closeup scenes feature surprisingly life-like digitized faces of important characters.



**PROTIP:** You have to fight many swordsmen in order to gain a formidable arsenal of insults.



**Pirates aren't a pretty bunch, and this guy's no exception!**

Monkey Island's theme music is a calypso instrumental with a smooth rhythm that sounds sweeter than a coconut creme pie. Although there aren't any digitized voices, the sound effects and musical score provide a more than fitting earful as you rack your brain to get Guybrush out of this jam.



**PROTIP:** To get past the troll on the bridge, grease his palms with fish oil.

### Dig Up This Treasure

This game is bound to be an instant classic for adventure fans who like a game with a huge, interactive cast of characters. The Secret of Monkey Island may not be as visually stimulating as other CD games, but the story, witty dialogue, and intricate puzzles make it a disc that flies high. If you jump into the CD sea, swim for Monkey Island.

# The Secret of Monkey Island

## The Secret of Monkey Island by JVC and LucasArts

Graphics	Sound	Control	FunFactor	Challenge
				<b>INT.</b>
3.5	4.5	4.0	5.0	Intermediate
\$49.95 Available now		Adventure One Player		



# SEGA CD PRO REVIEW

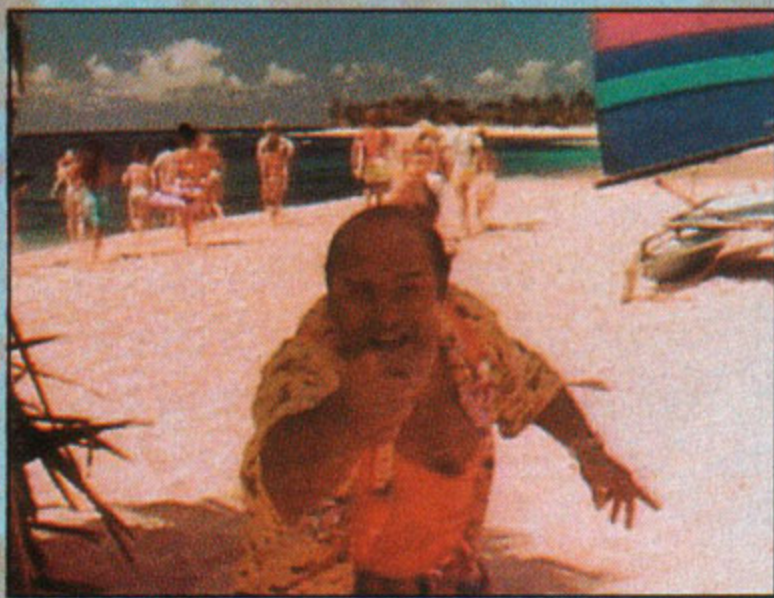


By Mister Blister

Forget the CD hype. Any game system worth its chips requires a thumb-burning, mind-melting shoot-em-up. Well, the Sega CD's got one that's a hundred-miles-per-minute, white-knuckled, rollercoaster ride! Sewer Shark is guaranteed to thrash you, your Genesis, and your CD!

## Sewer Showdown

It's some time in the future and most of the Earth's one big nuclear sunburn. The sewers are infested by monstrous mutant Rats, Bats, Scorpions, Moles, and energy-sucking Fireflies called Zerks! Hotshot Sewer Jockeys, such as yourself, have been recruited to clean up this mess. Blast a million pounds of sewer vermin, and you'll be rewarded with a trip to Solar City (the only non-radioactive spot on Earth) where you'll be surrounded by bikini babes while you sip banana fizzies. Easy, right? Not! No Sewer Jockey's ever made it to Solar City...alive, that is!

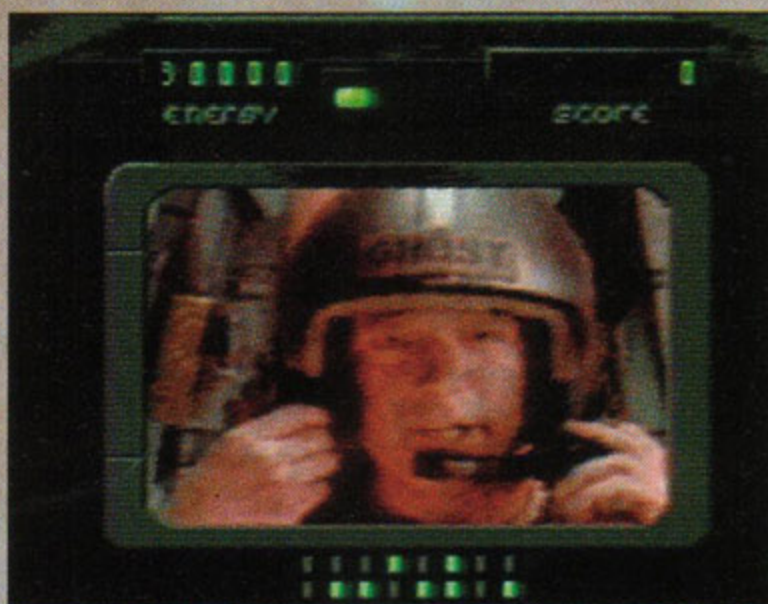


Reach for the beach!

## Shark Bites!

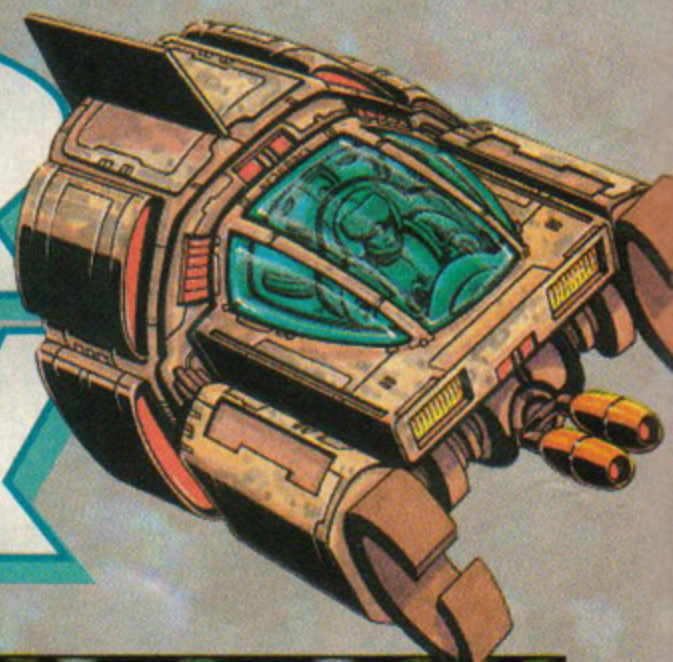
A lengthy, full-action, mini-movie prologue introduces you to the scenario. Your co-pilot, Ghost, is a veteran Sewer Jockey. His style is abrasive and he calls you "Dogmeat," but he's the only one who can navigate safely through the seemingly endless labyrinth of sewer passageways. Miss a turn, and he might be able to lead you back on course. Miss too many, though, and you'll turn and burn!

Your craft is the "Hole Hawg," a customized Exterminator Class Sewer Shark that's equipped with twin cannons,



Your host, Ghost.

# SEWER SHARK



hydrogen flares, and a Recon Probe Com Link to home base. Slide into the cockpit and view the mind-reeling action from a first-person perspective. In addition to the forward-looking display screen, you'll find other important data readouts, including the Tube Jump Indicator, the Targeting Crosshair, and the Score Indicator, which shows pounds of vermin killed.



**PROTIP:** Your energy's limited, so conserve your firepower for targets within range.

**PROTIP:** Rats and Bats are harmless. All other creatures drain your energy.

**PROTIP:** Shoot your flares as soon as the Hydrogen Indicator flashes red.

Awesome special effects make this ride almost too real as the Hole Hawg rockets through the sewers at breakneck speeds. The full-motion, digitized action merges nicely with the on-screen animation of the targeting crosshairs, your gun fire, and the vile creatures. You'll reach for the Dramamine after just a few twists and turns!

The controls are primo and you need 'em! You can only steer your ship at specific points called "Tube Jumps," which are difficult to spot in the darkness and amongst the debris. Pay close attention to Ghost! He'll only give you Tube Jump directions once. Also, keep an eye out for Recharge Stations, which hold critical power-ups.



**PROTIP:** Tube Jump openings are marked by black and yellow stripes.

**PROTIP:** Go for the Recharge Stations that flash green. The stations that flash red don't charge you up.

## Turn and Burn!

Sewer Shark is an awesome hybrid of hot shoot-em-up video game action and state-of-the-art CD graphics with an incredibly intense soundtrack and explosive sound effects. You'll be torn between wanting to sit back and watch the movie-like action and wanting to grab the controls and zip through the tubes to gun down sewer vermin. A perfect introduction to CD power gaming, Sewer Shark is a maneater!

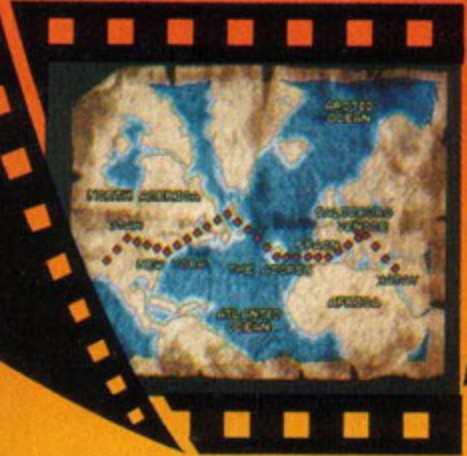
### Sewer Shark by Sony Imagesoft

Graphics	Sound	Control	FunFactor	Challenge
				<b>ADV.</b>
5.0	5.0	5.0	5.0	Advanced
Price not available Available now Shooter			Shoot-em-up One Player	



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The catacombs are a danger-  
ous place, skulls, bones, fiery  
rats and the constant threat  
of death.



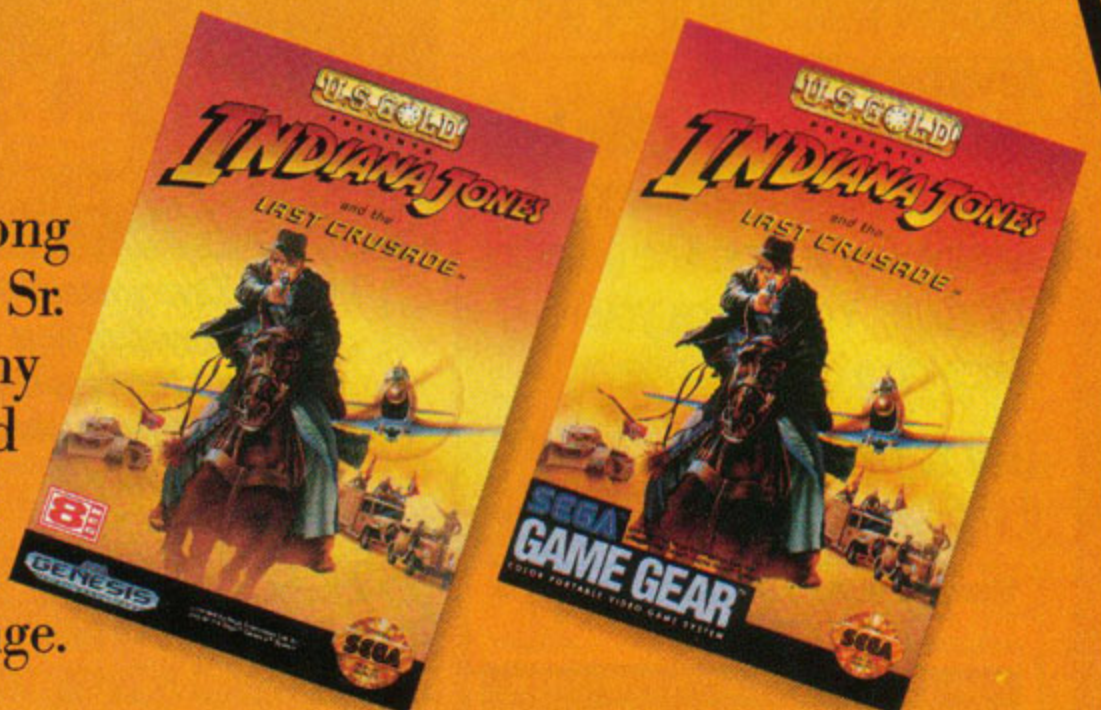
Storm Castle Brunwald; but  
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dangerous fall you won't live  
to tell about.



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Not only is the Holy Grail about to fall into the wrong  
hands, they already have their hands on your father, Dr. Jones Sr.  
There is still time but you better step on it and don't make any  
mistakes. Fight your way through five levels of danger packed  
action. Be smart, steady and above all fast, and you might  
have a chance. Blow it...Your father and the world are doomed.  
This game is only recommended for those up to the challenge.



Available for Sega™ Genesis™ and Game Gear™

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### U.S. GOLD®



# Sherlock Holmes Consulting Detective

# PRO REVIEW

# Sol-Feace



By Slo Mo

Sherlock Holmes Consulting Detective is back, this time it's bundled with the Sega CD.

This is a bonafide classic CD game that made its debut last year on the TurboGrafx-16 CD. This game's almost exactly the same. It only has a few inconsequential graphic changes, but that's good!

## Whodunnit?

Holmes and the erstwhile Dr. Watson must solve three cases. You must solve them, too, but your additional challenge is to solve them more efficiently than England's greatest consulting detective! Fast thumbs won't buy you any advantages. It's strictly brain over brawn. You've got to gather clues by interrogating suspects and searching the scene of the crime.

The game rates the efficiency of your detective skills versus Holmes'. Sherlock easily sends you packing off to private eye summer school. Even after you've solved the cases, he always seems to stay one step ahead of you.

A smooth, point-and-press, icon-driven interface places seven sleuthing tools at your fingertips. The ones you use most frequently are the Directory, which lists people and places you can visit, and your Notebook, which records key facts.

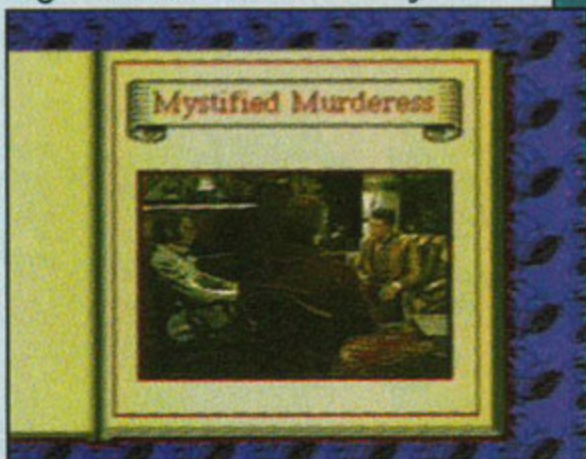
You get invaluable help from the Baker's Street Regulars, nine entertaining personalities including Holmes' favorite whipping boy, Scotland Yard's Inspector Lestrade. The dialogue showcases the CD with digitized voices, but there's no music in the game.

## Mystery Theater

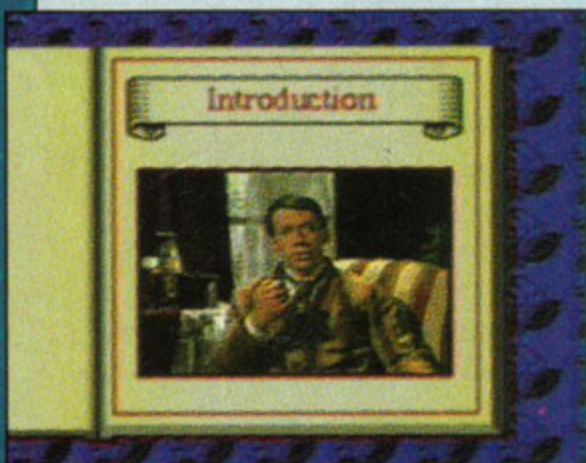
This was the first CD game to showcase full-motion animation starring live actors. The graphics still shine. You'll think you're watching a grainy movie.

## Get It On, Holmes

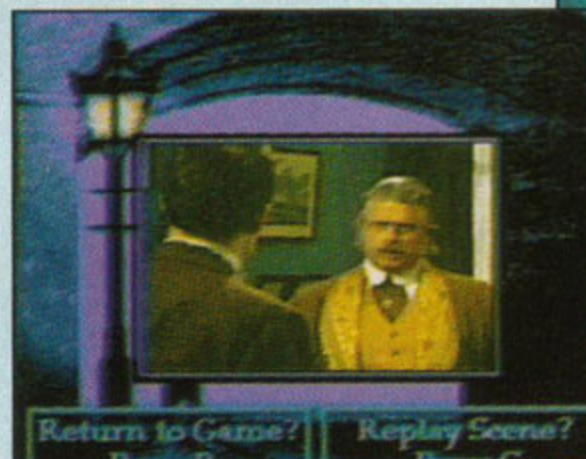
If you love a mystery, you'll love



*The solutions are always... right - elementary!*








**PROTIP:** "Eliminate the impossible, and whatever remains, however improbable, must be the truth." - Sherlock Holmes.



**PROTIP:** Save yourself some return traveling time by listening! The people you interrogate never change their stories.

this game. But hurry to solve these cases, because Sherlock Holmes II is on its way. The game's afoot!

Sherlock Holmes Consulting Detective by Sega				
Graphics	Sound	Control	FunFactor	Challenge
				
4.5	4.0	4.0	4.0	ADV.
Bundled with Sega CD		Advanced		
Available now		Adventure One Player		

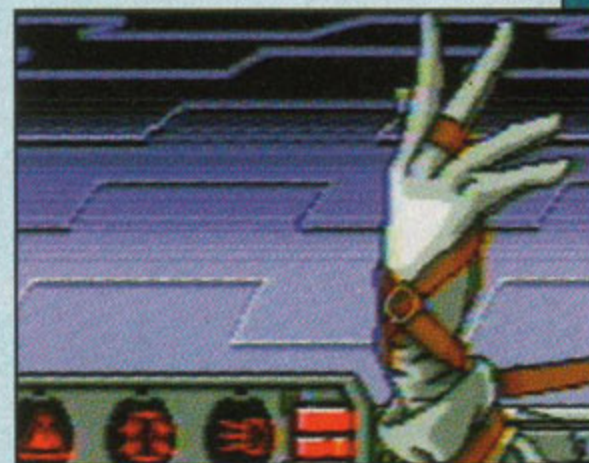
By Bubonic the Blowfrog



Sol-Feace is a Sega CD version of the awesome Genesis shooter from Renovation, Sol-Feace (see

ProReview, May '92). The name may be slightly different, but the game play is identical to the original game. The only additions are an animated sequence in the intro and at the end, plus a revamped soundtrack.

As in the original, you pilot a spacecraft on a mission to free the human race from the enslavement of a supercomputer brain that controls the galaxy. You've got one shot at searching out the nerve center of this computer and destroying it.



*Strap on your gloves for super shoot-em-up action.*



*Your copilot readies herself for the flight ahead.*

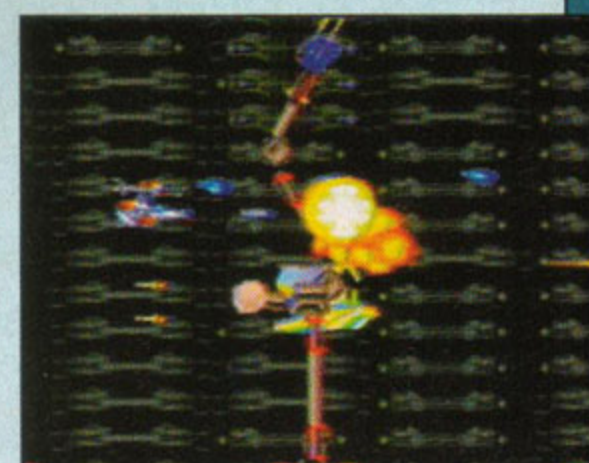
**PROTIP:** From a safe distance, aim at the center of Level One's boss. Then move above or below its body when it juts out its retractable arms.

## Feace's Face

Sol-Feace is a side-view, multi-scrolling shooter that presents some interesting enemies and killer backgrounds in six strenuous levels. Special graphic detail on your ship includes recoiling guns and killer explosions. The new CD soundtrack also pumps some rock and Sol to make game play even more frenzied.

## Aim to Maim

Sol-Feace's controls help make it stand out from other shooters. You aim your guns at an angle by moving the ship forwards and backwards. This is a bummer for star fighters who enjoy turbo fire, but otherwise it's a cool idea that works well.







*Look out for wormy enemies.*

**PROTIP:** To kill the Egg Walker boss in Level 2, hover above it and shoot your shots down and to an angle while evading the Walker's blue bombs.

**PROTIP:** When you grab a power-up, you gain momentary invincibility.

## Shoot from the Soul

Sol-Feace's horrific visuals and torrential tunes paint a pretty picture for shooter fans of all skill levels. This game falls on its Feace with limited power-up weaponry and fewer levels than you'd expect from a CD game. However, this game is still good for your soul.

Sol-Feace by Sega				
Graphics	Sound	Control	FunFactor	Challenge
				<b>ADJ.</b>
4.5	5.0	4.0	4.5	Adjustable
Bundled with Sega CD		Shooter		
Available now		One Player		
		Continues		



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## SEGA ADVENTURE

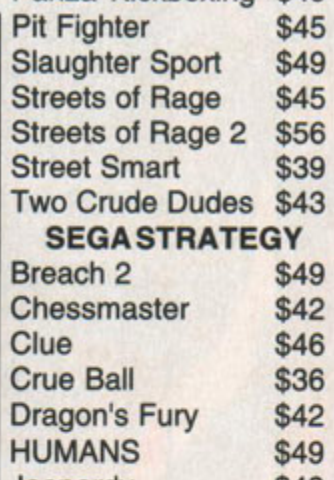
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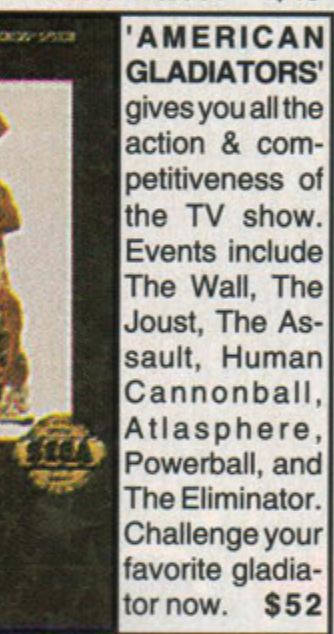
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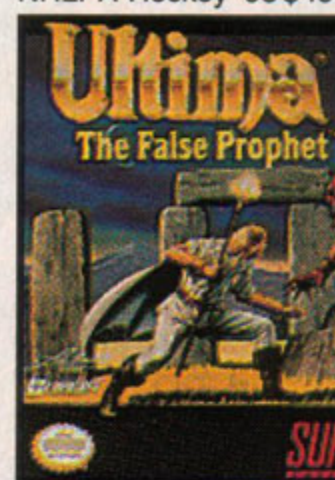
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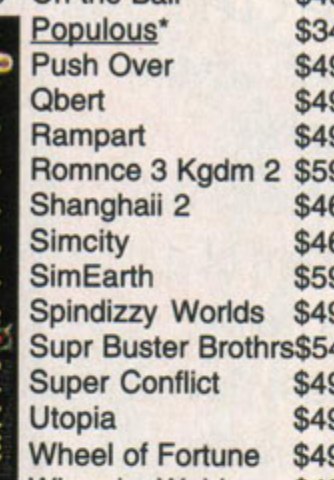
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**By Otter Matic**

Heads up cartoon fans, Dynamix plans to introduce you and your Sega CD to the first-ever, interactive, cartoon adventure. A portover from a PC graphic adventure game, *The Adventures of Willy Beamish* puts you in the sneakers of a crafty nine-year-old boy named Willy.

The game begins on the last day of school, where you're anxiously awaiting your summer vacation. Your summer goal is to make it to the Nintari Video Game Championships of the World. Before you reach the video game contest, you'll need to avoid your tagalong little sister, escape your nagging mother, rescue your kidnapped father, save the city's sewer plant from being blown sky high, and take first place at the local frog jumping contest.

## A Talented Team

To ensure that *The Adventures of Willy Beamish* will be an engaging journey into cartoonland, Dynamix teamed up with animators who've worked on projects like *The Little Mermaid* and *The Simpsons*, and with a crack team of writers from NBC. Their goal was not just to create a graphic adventure, but to bring a personality to life.

There are hundreds of beautifully hand-drawn, cartoon-style screens in *Willy Beamish* and an incredibly zany cast of characters that all have digitized voice parts. The digitized voices of the tenured teacher and the bumbling principal will make you laugh yourself out of your seat.

A promising special feature is the game's ability to branch out to multiple endings. Willy's fate depends on the decisions you make earlier in the game.

## On the Beamish

Stay tooned for a full-blown review of Willy's misadventures in an upcoming issue of *GamePro*. Willy looks like a winner!

***The Adventures of Willy Beamish*, by Dynamix  
Available now**



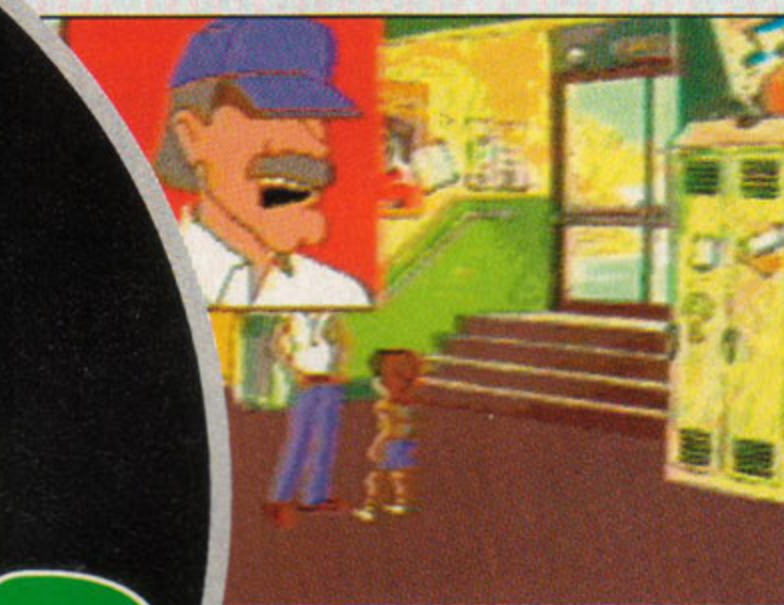
**When his frog Horny croaks in class, Willy's got to think fast on his feet.**



**Check out this desk full of goodies.**



**Sneaking out of class is one of the many skills that you'll acquire as Willy.**



**This beefy guy is the school's gym coach, who doubles as a hall monitor.**



**Willy Beamish or Ferris Bueller? You decide.**



**Willy's teacher, Mrs. C, is a walking argument against tenure.**



**You'll become quite familiar with the hot seat in the principal's office.**





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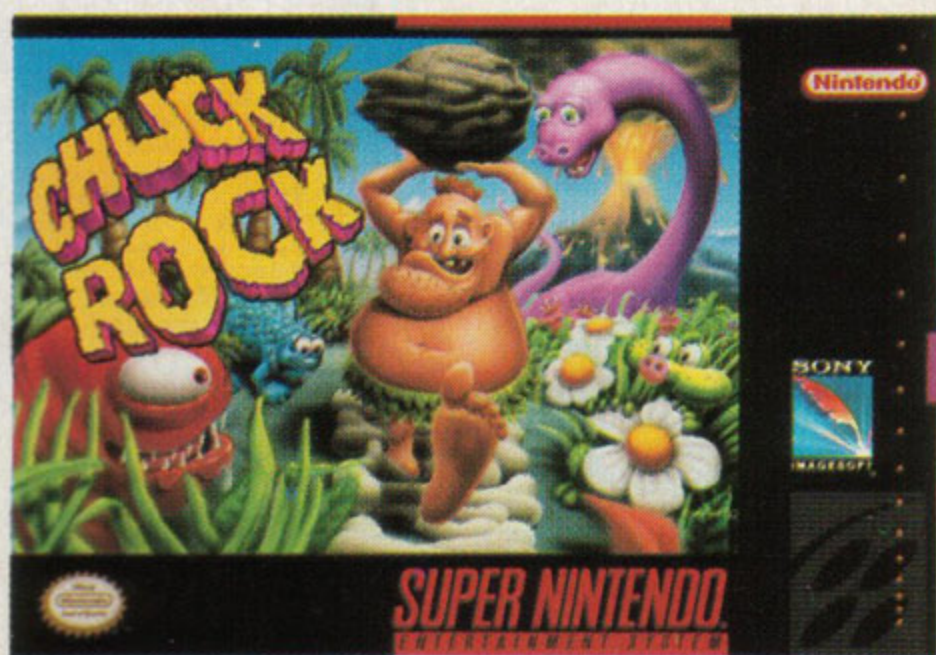
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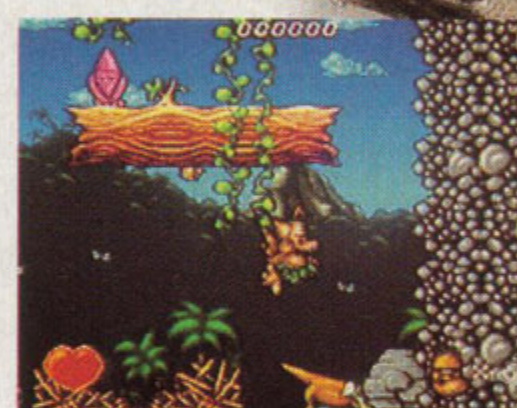
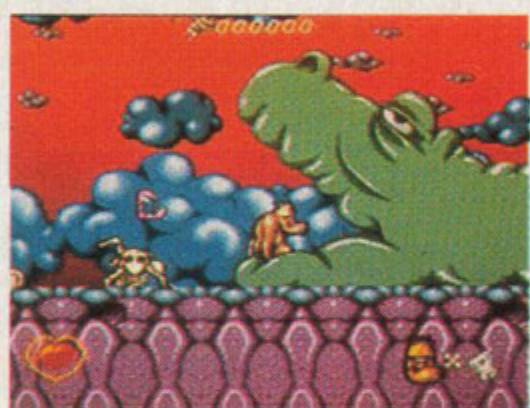


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**SNES  
PREVIEW**

# STAR TREK

## THE NEXT GENERATION™



**By Bro. Buzz**

Star Trek The Next Generation is preparing to go where no Star Trek game has gone before – into the SNES! Spectrum HoloByte plans to make it so by October 1993 in an awesome action/adventure/puzzler cart. Check out this preview.

### **A Mystery in Space and Time**

The game begins with the Enterprise warping to the planet Quadra 4 to deliver vital medical supplies. Enroute Capt. Picard and his crew rescue a derelict spaceship. The alien captain reveals that he and his crew have been in suspended animation for thousands of years awaiting the appearance of the legendary Universal Field Derandomizer (UFD). This legendary omnipotent device contains power so awesome that its ancient creators sent it into the future, to reappear every 10,000 years until it is found by a sentient race wise enough to manage it.

Every Next Generation fan knows Capt. Picard is an accomplished amateur archaeologist. He had always considered the UFD a mere myth, but now its reality will take him and the crew of the Enterprise on an interstellar search to reveal its secrets. However, the Federation isn't the only one interested in the UFD. The Romulans have crossed the Neutral Zone, the Ferengi are sniffing about, and a mysterious race called the Chodak have arrived on the scene. You will guide the Next Generation crew in its race to find the UFD.

### **Strange, New Worlds**

Star Trek: The Next Generation will be a massive game with eight main missions

and a huge hunk of outer space to explore. The SNES cart will adhere to the Federation's humane moral code, so expect to use your smarts and wisdom and not spread galactic megadeath (or break the Prime Directive).

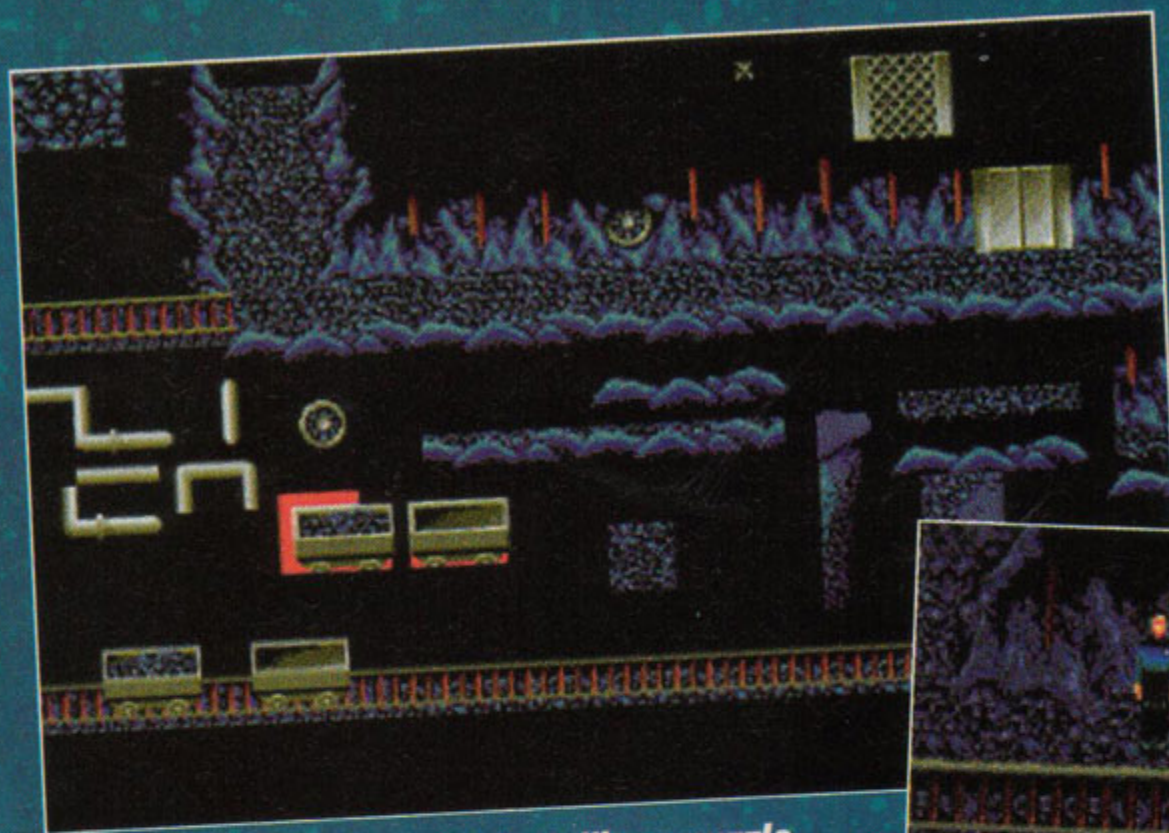
Spectrum HoloByte will beam all the popular Next Generation characters into the cart. Great-looking character graphics will bring Capt. Jean Luc Picard, Commander Will Riker, Data, Lt. Worf, Counselor Deanna Troi, Dr. Beverly Crusher, and Commander Geordi La Forge to life via your SNES.

The Next Generation will feature three types of game play perspectives: a first-person "captain's" view, overhead view space battles, and ¾ overhead views for Away Team missions. On the bridge, you'll be able make a first-person, 360 degree scan of the Bridge from the Captain's chair. You can pick any Bridge Station, such as the Science Station, and use its instrument panel. You'll also move around inside the ship to work in various areas such as the Turbolift, Engineering, Sick Bay, and even the Transporter Room.



*The Star Trek crew will come to life on your SNES.*





*At first, graphic elements look like a puzzle. Then they are pieced together to form scenes with intricate details.*

Although fighting action isn't emphasized or encouraged in the cart, when you're forced into combat you'll have the best weapons in the galaxy at your command. The game will switch to a familiar-looking space combat style overhead view as seen on the Enterprise's Tactical Screen. You'll be able to fire Phasers and Photon Torpedoes, hail other spacecraft, and divert power from various ship's systems to reinforce weakened Shields.



However, most of the action and almost all the puzzle-solving takes place outside the Enterprise. As in the TV show, you'll be able to pick an Away Team of up



*Picard and crew will visit many strange new worlds.*



*This derelict ship holds many mysteries.*

# STAR TREK

## SPECIAL FEATURE

to four characters. And, yes, even those famous Star Trek no-name favorites, the "expendable crewmen," will be on hand to serve as designated victims.

Away Teams will appear in a ¾ overhead view. Team members will move around as a group, but you'll be able to send each one off to perform individual tasks as well. All the main characters will be rated according to technological ability, biological knowledge, tactical thinking, diplomacy skills, and physical strength. Away Team adventures will include rescuing trapped miners, capturing a hijacked starship, and repairing a derelict spacecraft.

### Engage!

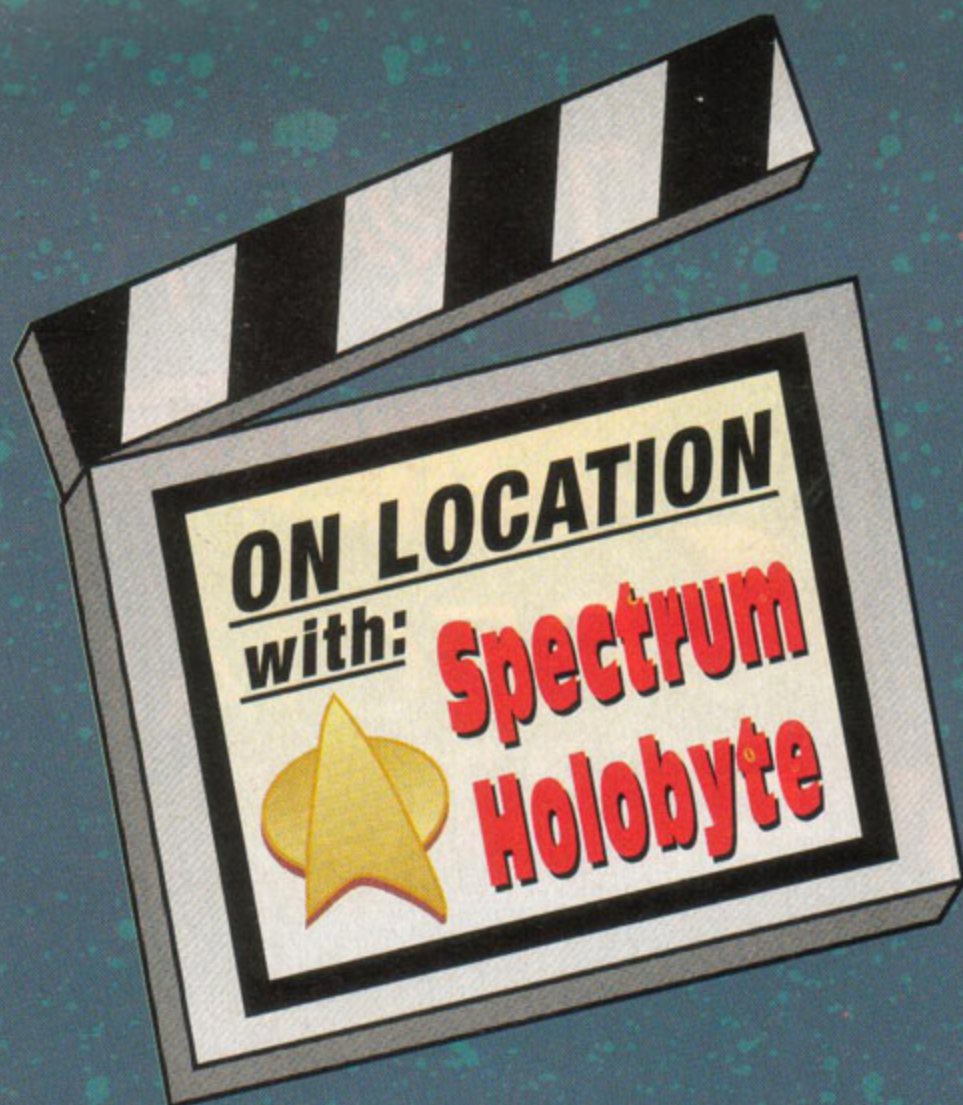
Star Trek: The Next Generation will seek out new life in the SNES. In fact, Spectrum HoloByte already has Trek's 2 and 3 on the drawing board. Live long and prosper!

*Star Trek: The Next Generation  
by Spectrum HoloByte  
Available September '93*



*Shooting will be a last resort!*





**By Brother Buzz**

How many settings does a Hand Phaser have? What's the absolute fastest and safest speed the Enterprise can travel? Can the Transporter duplicate people?

If you don't know the answer to these questions at a Star Trek convention, you're just a major dweeb (or possibly a Ferengi fan). If you don't know the answers to these questions at Spectrum HoloByte, you're not doing your job!

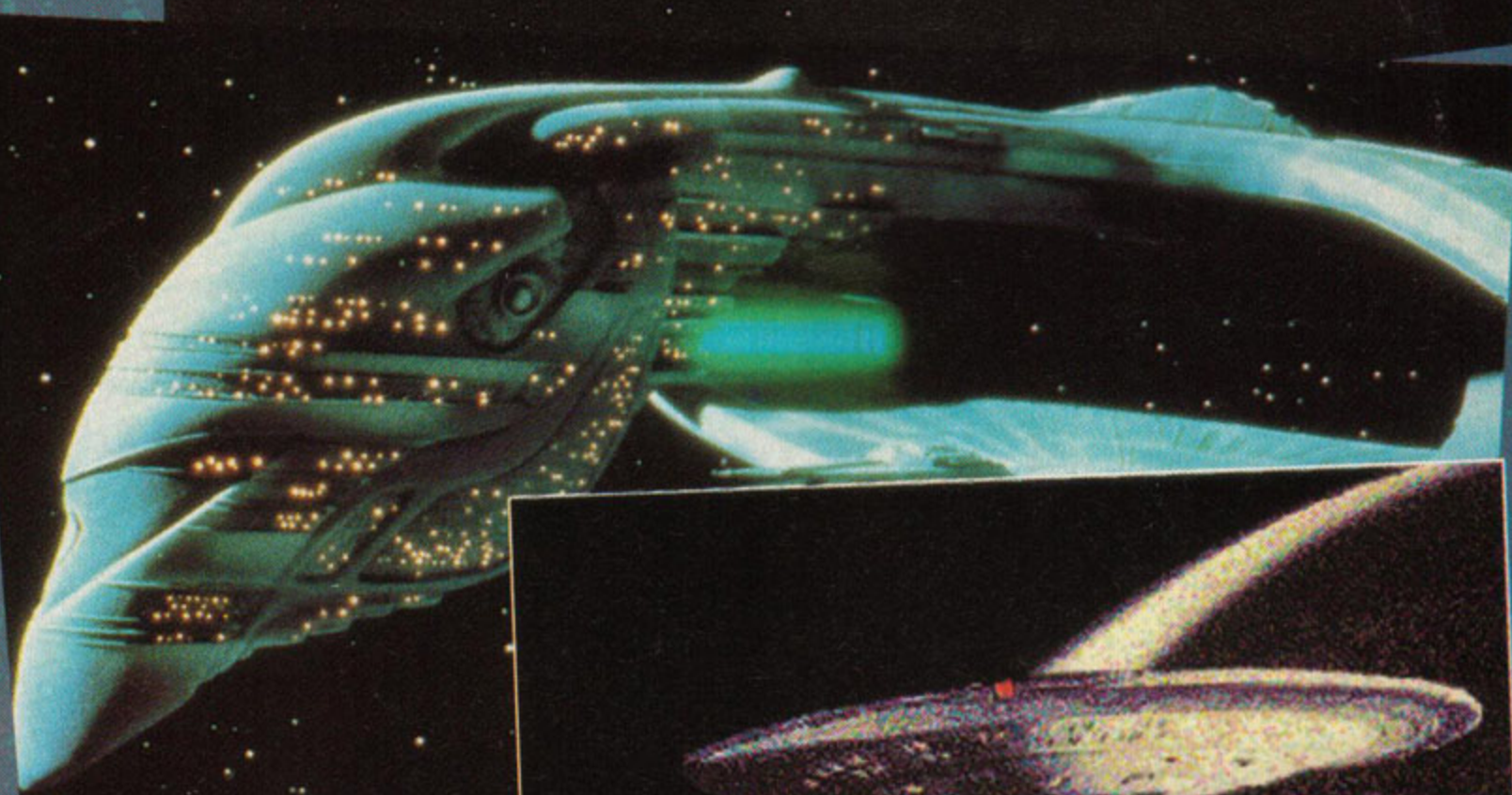
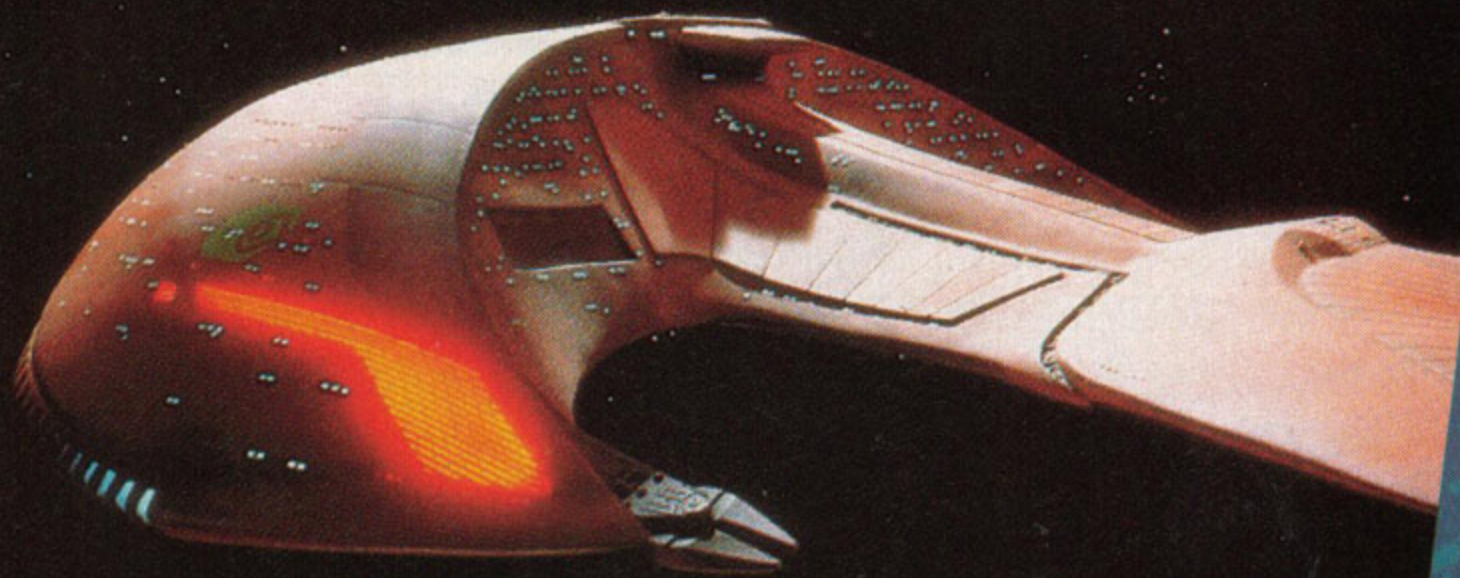
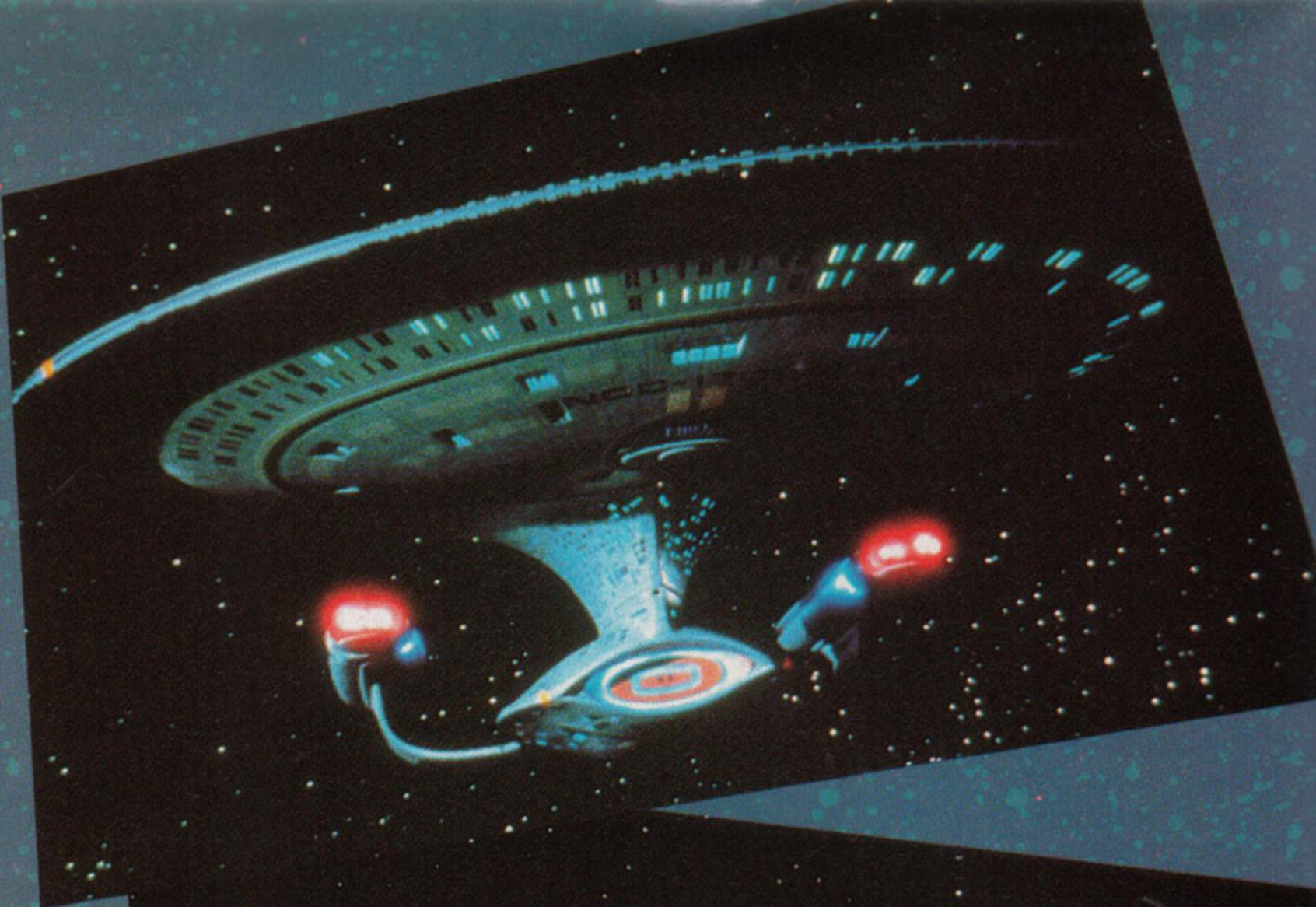
### **Only Trekkies Need Apply**

The SNES programming and design team for Spectrum HoloByte's Star Trek: The Next Generation realizes that the cart must pass muster with millions of eagle-eyed Star Trek fans. But that challenge suits them just fine. You see, they're bonafide Trekkies, too. And if they need to be reminded that airtight accuracy is the best policy, Trek's TV and movie production company, Paramount Pictures, is more than willing to oblige.

The methods that the team uses to satisfy Paramount (and hopefully Star Trek fans, too) range from scrupulously perusing Star Trek reference books to building scale model spaceships. Each phase of the game, from storyline to storyboard, must be periodically okayed by Paramount before Spectrum's Trek team can continue working on it. And each Star Trek actor must okay his or her image in the game, too.

### **Words into Warps**

Spectrum HoloByte's Star Trek "bible" is the "The Writer's Technical Manual," which Paramount Pictures issues to all writers who create episodes for the



**All of the game's spacecraft are scrupulously designed, according to the TV show's original specifications.**



show. The Manual is official, as close to Starfleet standard issue as you can ever get. It was put together by The Next Generation TV show's technical consultants, Michael Okuda and Rich Sternbach. It's religiously updated after each episode.

The publication describes in mind-boggling detail how everything, everywhere is supposed to work. For example, did you know that "a hand

Phaser set for medium stun (Setting 2) can cook a chicken pot pie in five minutes?" The manual even lists, by name, every ship that's appeared on the show, whether it was destroyed, how it was destroyed, or if it's still in service. The Team also relies on published Star Trek reference works such as Okuda and Sternbach's "Star Trek: The Next Generation Technical Manual."



## Keeping Trek on Track

Simon Ffinch is the technical manager for the Star Trek cartridge group. He sees that the artists, the sound designers, and the programmers are all working on the same part of the game at the same time, but one of his most important tasks is to make sure all the artwork looks right. He's also the lead programmer for the Enterprise Bridge section of the game, which will act as a gateway to all game functions as well as to other areas of the ship.

Ffinch points out that everyone working on the Trek project keeps an eye on accuracy. "We have a lot of serious Trekkies here," he says, "I just threw in some art for several science stations and displays, and a bunch of excited people immediately began pointing out everything that wasn't right." Ffinch is planning to get the actual Macintosh computer files that

Paramount uses for the Bridge displays, so that the game screens mimic the show's science station displays.

## Sounds like the Captain

When Captain Picard speaks everyone listens, so he'd better sound right. It's Steve Goldin's job to make sure that what SNES Picard says stays true to the

TV Picard. His credentials for the job include a Star Trek novel, "Trek to Madworld" (Bantam Books, 1978), which is based on the original TV series.

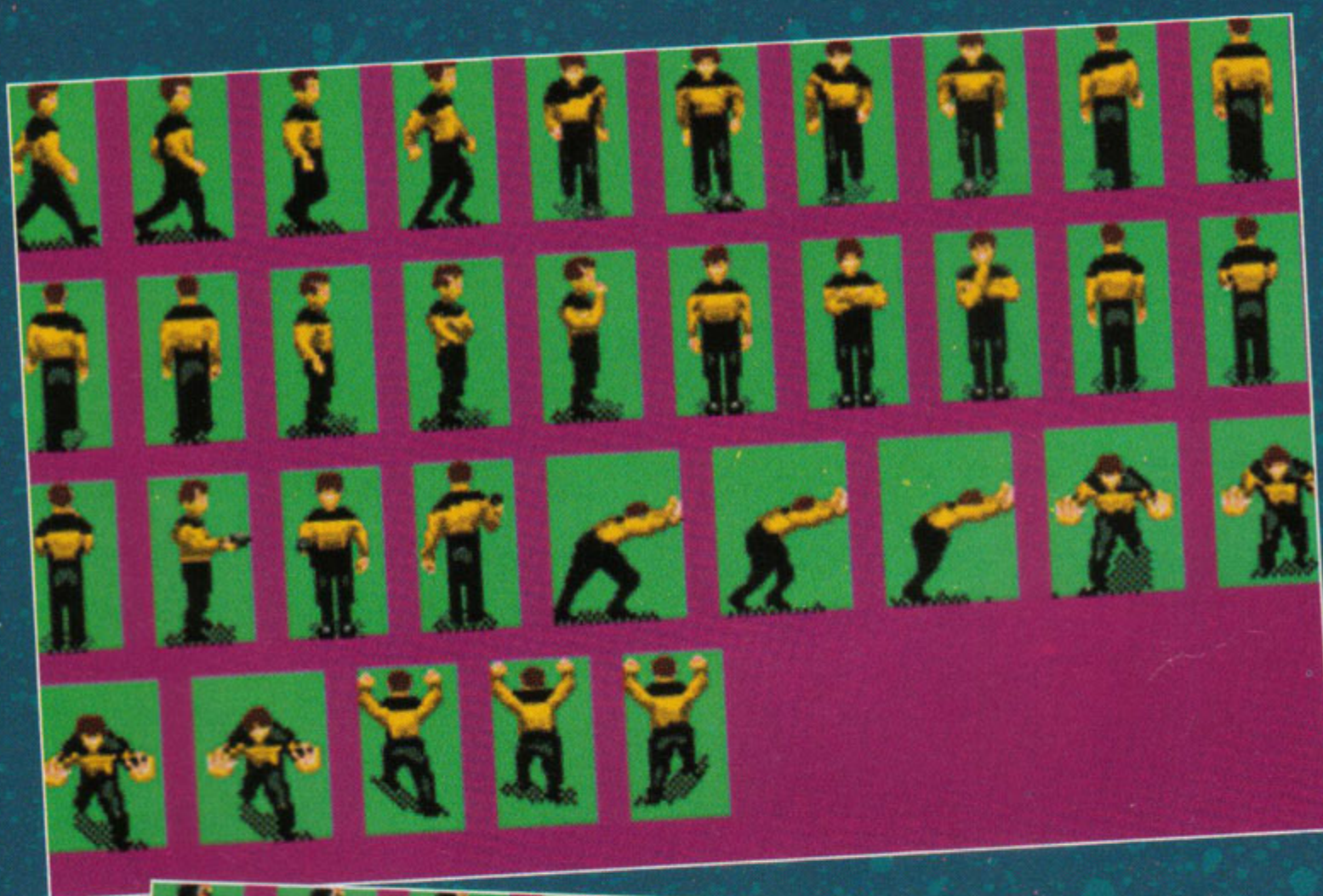
Goldin fine tunes dialog for every character in the game, so that it matches their TV personalities. He also makes sure that skills and individual expertise translates accurately into the game. "For example," Goldin explains, "when an Away Team meets aliens, Lt. Worf might speak to them in brusque, suspicious language whereas Picard will be diplomatic. Since Counselor Troi is not as familiar with a computer as Geordi or Data, she might get less information out of one than the other characters."

Goldin's fact-checking responsibilities extend to the ship's computer, too. "We all know the Enterprise computer knows just about everything in the known universe," he says, "I'll be writing that background information, so that game players will be able to use the computer to research detailed information on any object they find."

Additionally, Goldin maintains the Trek team's database of information about every object in the game, and it'll be his task to make sure that all those objects work like they're supposed to. However, Goldin's tasks don't end there — he'll write the game's manual, too!

## A Star Trek Original

Of course, when you're seriously shooting for accuracy it pays to go to the source — Andy Probert, supervising artist, designed the Starship Enterprise. He also designed the Ferengi Marauder, the Romulan Warbirds, and the Enterprise  
Continued on page 70.



Great care is taken to endow each character with realistic movements. The images must get each actor's approval.



piloted by Kirk and crew in "Star Trek: The Motion Picture."

He was in fact the fifth person hired to work on Star Trek: The Next Generation. "Gene Roddenberry (the "godfather" of Star Trek) hired me to do concept work for The Next Generation," Probert recalls, "the Bridge was the first thing I designed. Seventy-five percent of the engine room and eighty percent of the corridors are mine." Naturally, he's considered Spectrum's resident Trek expert.

In addition to the SNES game, Probert contributes ideas to all of Spectrum

HoloByte's Star Trek projects – the personal computer game, the CD, and the virtual reality center being developed for Horizon Entertainment (see Pronews, GamePro, Dec. '92). He's also working on



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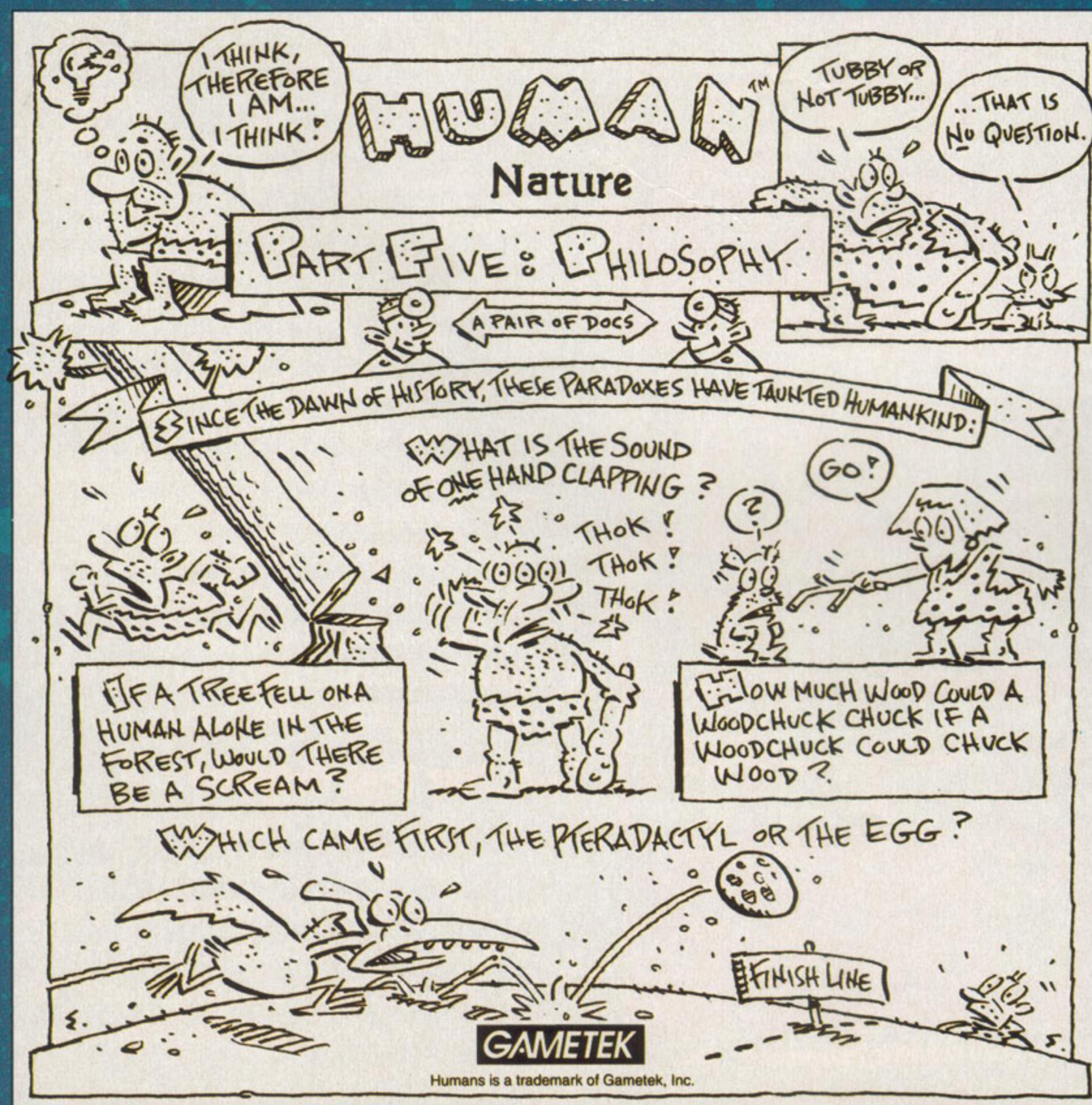
You'll use this view screen to pilot the Enterprise.

ways to incorporate "Deep Space Nine" technology into the VR centers. "I walk around and see what everybody's doing," he says, "if something sends up a red flag I can let them know what's going on."

Probert says he's impressed with Spectrum HoloByte's commitment to accuracy. He says, "If the Trek team didn't care, the game even at this stage wouldn't look as good as it does." He predicts the team's Trek loyalty will help make the games a natural continuation of the Trek legacy. "Star Trek fans feel kinship with the characters," he says, "it would be great if they came away from these games feeling closer to these people who they've come to know."

### Not the Final Frontier

It looks like Star Trek fans (as well as video gamers) everywhere are in for a treat, but for Spectrum HoloByte's Trek team there's always one more detail to attend to. When you're boldly going where no one has gone before, you don't have time to look back – Star Trek: The Next Generation II and III are already on the drawing boards.





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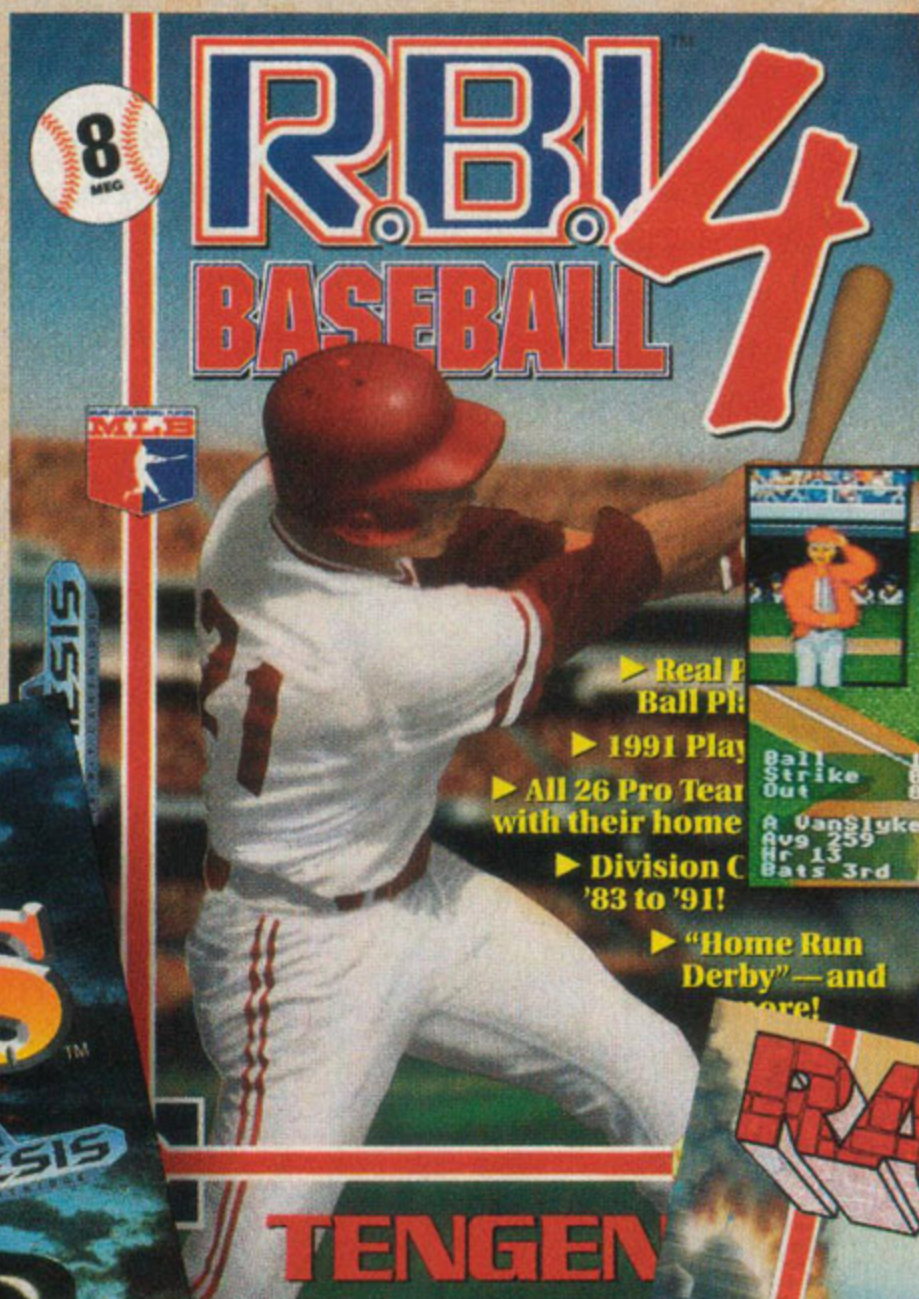
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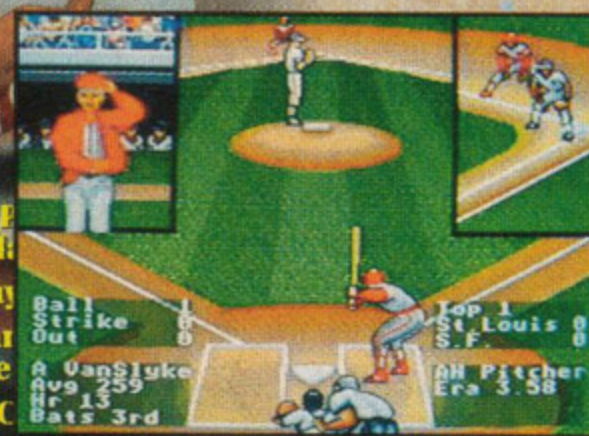
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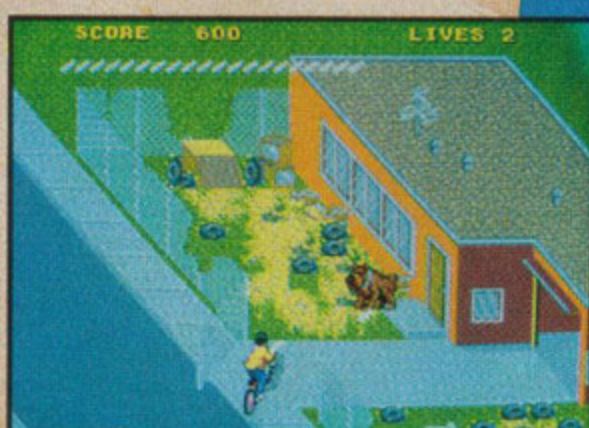
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Trek Talk  
Spoken Here

# STAR TREK

## SPECIAL FEATURE

# STAR TREK: DEEP SPACE NINE



By Bro. Buzz

After seven seasons, *Star Trek: The Next Generation* is beginning its final pass through the galaxy of prime time TV this, its seventh season. If you're a die hard Trekkie, don't beam yourself into oblivion. In fact, you'll get a double dose of Trek.

*Star Trek: Deep Space Nine* spins off *Star Trek: The Next Generation* into entirely new *Star Trek* adventures with an almost entirely new cast. The show premieres in January and it will run concurrently with *The Next Generation*.

*Deep Space Nine* will share many of Trek's great people resources, such as writers, set designers, production crews, and even some of the Trek stars. Its story even takes place in the same time period as *The Next Generation*, the mid-24th Century. What it won't share is its locale.

### Out There!

In the two-hour premiere episode, the U.S.S. Enterprise visits an alien space station called "Deep Space Nine," and

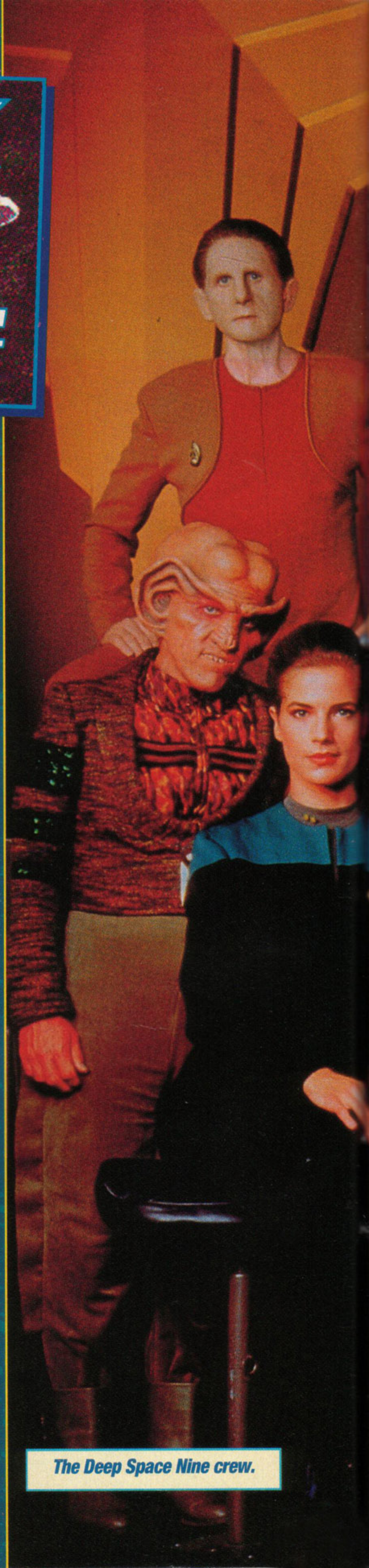
beams down several of the ship's officers for permanent duty, including Transporter Chief Miles O'Brien (actor Colm Meaney). Once the Enterprise makes its delivery, it's gone and *Deep Space Nine* takes off!

*Deep Space Nine* is a non-Federation space station that has just been designated a Starbase. The reason why is that it sits beside the only known stable wormhole – which all Trekkers know makes it the hottest, most strategic spot in the quadrant!

Wormholes are "tunnels" in the fabric of space. When a starship enters one, it blasts to an extremely distant location. On the other side of this wormhole is a new area of space that's never been explored before – the Gamma Quadrant. Gamma's light years away from the current Trek universe, and it contains entirely new star systems, planets, and creatures.

### Alien Nation

Since it truly sits on the edge of the final frontier, the action at *Deep Space* will get



The *Deep Space Nine* crew.





wild and wooly. The officers are forced to deal with aliens of all shapes and sizes, some of whom they don't particularly like. The aliens aren't too happy about having Starfleet officers in charge either.

Moreover, the new Starbase sits next to the planet Bajor (Ensign Ro Laran's home planet). In fact, it was built by the Cardassians when they conquered Bajor and drove the Bajoran civilization into decline. Now, it's surrounded by the dour Cardassians.

The station's last landlords were the foul Ferengi, which gives the place a decidedly non-Fed-friendly atmosphere. In fact, the station's "Promenade" of gambling houses, open markets, and pleasure HoloSuites is run by the Ferengi, a system inherited by the Federation. To say the place isn't up to Starfleet or Federation specs is an understatement.

### ***The New Cast and Crew***

The new cast of characters is a diverse array of Federation and non-Starfleet officers. Odo is the security chief, who's savvy about the Promenade so the Feds keep him in place. He also happens to be a Shapeshifter, who doesn't know where he came from! He arrived one day in a broken down spaceship and has been searching for his identity ever since. Let's just say, he's a lawman who has his own way of doing things – his natural form is as a gelatinous liquid!

Dr. Julian Bashir is young, ambitious, and extremely wet-behind-the ears. He's just graduated from Starfleet Medical, and he thinks he knows it all. He doesn't.

Benjamin Sisko, commander of the base, has lived a life of tragedy. Remember when Capt. Picard was kidnapped by the Borg and led their attack on Wolf 259? This guy commanded one of the ships destroyed by the Borg. He's got a king-size beef with Jean-Luc!

### ***Deep Space***

Deep Space Nine plans to boldly go where The Next Generation couldn't. Not to worry, Trekkers, the characters will maintain the same noble, honorable, and heroic qualities as Picard or Kirk. Star Trek should continue to live long and prosper.



# SUPER NES PRO REVIEW



By Frequent Flyer

SNES jet jockies have been patiently twiddling their thumbs in the Ready Room, waiting for a combat flight simulator with the Right Stuff. Now it's time to...SCRAMBLE! SCRAMBLE! SCRAMBLE! Super Strike Eagle by MicroProse is the best jet fighting/flying game to soar into the SNES yet. The only hitch is if you can't stomach take-no-prisoners action, dizzying graphics, or hardline politics.



**You're in command.**

## Where Eagles Dare

Super Strike Eagle blasts a fierce mix of action-packed combat, thought-provoking strategy, and four knock-out game play views. If you're afraid that the thawing Cold War will make America's air power rusty, chill out. You fly nine tough-as-nails, pre-emptive strikes in five politically-hot Theaters of Operation. You begin with a get-to-know-your-Eagle "milk run." Then you strongarm four "naughty" little countries - Libya, Cuba, Iraq, and Korea. Strike Eagle says: "They're outta here!"



**Always know exactly what you're looking for.**

# SUPER

## A Boom with a View

Strike Eagle's graphics fire up the after-burners. All the F-15 Strike Eagle pix, from any angle, will make jet junkies drool. The animation's super slick, and the scenery is gorgeous.

Eagle's most eye-catching graphics features are the cool game play viewing Modes. The cart automatically switches between four sharp views: a behind-the-jet view during take-offs and landings, a satellite view on your way to the targets, a first-person cockpit view during dog-fights, and a unique outside-the-aircraft look during ground attacks.

## A View from Above

You spend significant time flying in the excellent Satellite Map Mode. Here you guide your F-15 from "outer space" across a Theater's terrain. You can easily see all enemy jets, your targets, and your friendly bases. You have to dodge a steady stream of SAMs (surface-to-air missiles), too. Satellite Mode automatically switches views when an enemy jet approaches you, you pick a ground target, or you decide to land.



**Sidewinders are your best friends.**

## Looks that Kill

Air-to-Air Combat Mode turns and burns. The first-person look at the horizon is familiar flight sim stuff, but the sky's vibrant colors are great, especially during night missions. You can also pick out nice detail on the enemy jets.

Inside the cockpit, the HUD (heads up display) and the instrumentation are lean, mean, and easily seen. The HUD enemy-busting cursors, the Tracking Box and the Aiming Reticle, move smoothly. You'll live or die by your ability to quickly comprehend the easy-to-read Radar Screen, which tracks bogies and missiles. Another key display is the WSO (Weapons System Officer) Screen, which monitors fuel and damage.

**PROTIP: Enemy interceptors fire missiles to the rear.**



## Ground Round

When you pick a ground target, Ground Attack Combat Mode kicks in with an outrageous, mind-bending Mode 7 tour-de-force. Here you see the terrain surrounding your objective from an outside-the-jet overhead view. However, when you dive you follow the jet from behind; when you climb, the jet flies up towards you! As you make your bombing run, slick scaling makes the ground, your targets, and enemy fire rush up at you. Turn and everything spins to scale.



**PROTIP: To set up dive bombing runs, climb for height and slow down.**



## Breaking the Sound Barrier

Eagle's sounds are almost supersonic. The effects are excellent, particularly when you're hit by missiles or rattled by gunfire. The music has a catchy militaristic rock. Even the engine drone inside the cockpit is ear-compatible.

## Survival of the Fittest

Strike Eagle is a tough bird, and its meat-grinder missions will sink their talons into your throat. For example, Libya alone has 19 targets! However, mastering the game's crisp controls (which use every SNES button) will save your tail. You have Vulcan cannons, air-to-air Sidewinder missiles, air-to-ground Maverick rockets, and missile-fooling Chaff and Flares at your command.

**PROTIP:** You can slow down to zero and start up again as you're flying.



**PROTIP:** Fly too fast and you rocket by enemy jets. To attack, reduce speed to 40 knots.



**PROTIP:** SAMs and anti-aircraft guns only target you at certain altitudes.

**PROTIP:** If there's a bogie on your tail, put on the air brakes. When he flies by, nail him.

Whoever's selling arms to the opposition is doing a great job! You're hit hard and often by roving gangs of interceptors, murderous arrays of anti-aircraft guns, and swarms of SAMs. The two types of SAMs test your smarts, too, since you have to quickly pick Chaff or Flares to escape 'em.



**PROTIP:** Use Chaff and Flares wisely. You can fly faster than enemy missiles and pull tighter turns.

Even if you beat the bad guys, the game ain't over till it's over. Landing safely can require fancy flying, especially if your ship's about to fall apart or you're covered with radioactive fallout.



Landing is tricky!



**PROTIP:** You can shoot enemy missiles, but it's tough!

Part of Strike Eagle's fun is planning your attack. You must use fuel-efficient strategy to jet to and from your targets and fly like a pro to knock them out without sustaining too much damage.



**PROTIP:** Display the Satellite Map to take a break in the action. You won't burn fuel either.

"R&R" here means "refuel and repair," which you can only do a limited number of times. You can only land twice per base during daytime missions, and nighttime missions are a nightmare – you can't land at all!





## Two to Tango

Two-player games require the toughest flying skill of all – teamwork. One Eagle-rider's the pilot, the other's the Weapons Systems Officer, who controls all weapons and defenses. You each use a controller, and you'd both better communicate! The action's so frantic that your friend may wind up being your foe.

## Where Egos Dare?

Serious video air warriors have no choice – you must fly Super Strike Eagle. For extra added incentive MicroProse will reward the first 1,000 fliers who complete nine missions with a cool F-15E Strike Eagle color picture book. Strike Eagle soars.

### Super Strike Eagle by MicroProse

Graphics	Sound	Control	FunFactor	Challenge
				<b>ADV.</b>
5.0	5.0	5.0	5.0	Advanced
\$69.95		Combat/flight simulator		
8 megs		Two Players		
Available February		Passwords		



# SUPER NES PRO REVIEW



## By Boss Music

If you're a video game trivia buff, you know the hush-hush development team behind the Double Dragon boys is not Tradewest, not Acclaim, but a little company called Technos. Consequently, expectations are high as a kite for the company's latest 12 megs of SNES fighting fury, *The Combatribes*. Bad news, high fliers – this one catches some air, but it won't blow you away.

## Go 'Tribe!

When leggy supermodel/cyborg Martha Splatterhead recruits a gang of ruffians and tries to turn New York City into a demolition derby, there's only one tribe of heavy hitters to call. The Cleveland Indians baseball team? Nope, the Combatribes! As crack street vigilantes, you and a buddy hit the streets to deliver your own brand of justice. You can mangle Martha in a side-scrolling, Double Dragonish game, or kick some rear in a Street Fighter II-style, one-on-one contest.



**Martha won't escape alive if you have something crude to say about it!**

## A Fistful of Face

Berzerker, Blitz, and Bullova are your three semi-tough street warriors in the side-scrolling part of the game. Each has a different rating for strength, speed, and endurance, so choose wisely. No matter which knucklehead you pick, don't expect to win a disco award for smooth moves. All told, seven attacks comprise the average repertoire. You can run and fight, but you can't hide behind your fists – no blocking allowed.



**PROTIP: Use Bullova's dashing punch to fry Salamander in Level 2.**



**PROTIP: Be careful in Vs. Mode's Area 3. Your movements are heavily restricted.**

# THE COMBATRIBES

The base game packs a good punch, but lacks the length and depth of other fighting carts. Each of the five levels is short, maybe a third of the size found in most games. The thugs are pushovers, but the bosses are tough. The areas lack weapons, obstacles, or items. The cart is way too short, but limited continues give it an intermediate to advanced challenge.

**PROTIP: Walk up two paces, then stand still and kick like lightning to ice the roller skaters in Level 3.**

**PROTIP: Beat most bosses with the traditional pattern: walk up or down when they're close, start punching, and wait for them to step into your fist.**

## Combat for Two

In Vs. Mode, you play head-to-head either against a friend or the computer in one of three different closed-off arenas. You can fight as any character in the game, from the lamest runt fighter to the boss of bosses herself. The only catch is that the password system requires you to complete a level in the base game in order to gain access to its fighters.

Essentially, Vs. uses the same side-view game play style, only each fighter gets a few added moves, such as blocks, sliding kicks, and fireballs. Vs. is a nice diversion and a good warmup for the scrolling game, but SF II it's not.

## Mean Looks

The martial artists paint a great-looking picture in this game. The side-view graphics are color-rich and, while the characters are smallish, the animation is smooth as a silk/polyester compound. However, due to the game's short length, don't expect a multitude of eye-bugging backgrounds. The music and sound effects have a few sweet spots, but a few soft spots as well.

## Built for Battle, not for War

In the crowded house of Super NES street fighters, *Combatribes* doesn't quite hold its own. The structure for a solid scrolling beat-em-up is in place, but the level building blocks need expansion work. If *Street Fighter II* is a mansion and *Super Double Dragon*'s a bungalow, *Combatribes* is somewhere in between.

### The Combatribes by American Technos

Graphics	Sound	Control	FunFactor	Challenge
				<b>INT.</b>
4.5	3.5	4.0	3.5	Intermediate
\$64.95 12 megs Available January			Beat-em-up Two Players Passwords	



# GIVE YOURSELF SKIDMARKS.



Go fast. Really fast. Really really really fast. Get the world's #1 race game for Super NES.™ With simultaneous, head-to-head, 2 player racing. It'll squish you into your seat.

**KEMCO**



Coming soon: X-Zone, the revolutionary new Super Scope™ game you shoot from the hip. Phalanx, the hyperspeed Super NES™ shootout in space. And Ka-Blooey, the mind blowing puzzle game.



# SUPER NES PRO REVIEW



By Scary Larry

The call goes out far and wide from Britannia. The Gargoyles are running amok, and Lord British needs help. Will you answer the call, or simply reverse the charges?

Gather round, fans of the Ultima saga. At last, one of the most popular role-playing games has arrived for the SNES, courtesy of FCI. Too bad it comes with a whimper instead of a roar.

around, this cart offers nothing new for SNES fans. It's a role-play game in every sense of the word, and it demands patience, a good memory, and meticulous note-taking.

This game faithfully maintains its RPG tradition, but the graphics are conservative almost to a fault. The  $\frac{3}{4}$  overhead view provides a unique, although distant, perspective on the action, and it



**PROTIP:** Talk to characters twice, especially after you complete a task or find something special. They usually have something new to say.

## Walkie Talkie

The Ultima world is vast and complex, maybe too complex for its own good. There's a lot of real estate to cover, so be sure your party's wearing their Air Britannias. However, there's no real direction for you to follow, so pick any compass point and start trekkin'. Also, unlike most RPG's where you can't blink without attracting a crowd, this terrain is fairly fiend free. You do alot of walkin' and talkin'.

In fact, you do more talking than an insurance salesman as you meet just about every citizen in Britannia. The text box has a neat feature that highlights words that sometimes lead to more clues. However, less conversation and more action would have been more fun.

## Lord British Have Mercy

Ultimately Ultima VI is a satisfying RPG challenge, if you have the perserverance to plow through Britannia. However, the Legend of Zelda and Final Fantasy are far less tedious and more fun. If you aren't an Ultima fanatic, this gargantuan cart may make you want to get out of the Gargoyle slaying business. Maybe Lord British can just hire an exterminator to get rid of that nasty pest problem underneath his castle.

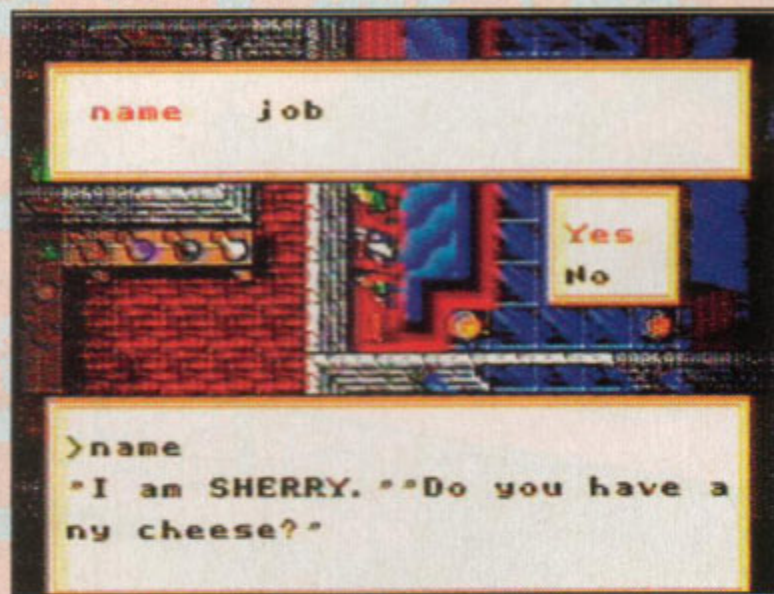


## Ultima Warrior

Ultima VI: The False Prophet is a huge one-player RPG. As that famous Ultima hero, the Avatar, you must walk through innumerable towns, talk to the townspeople for information, find weapons, discover 48 spells, gather experience points by computer-controlled monster mashing, and restore peace to the land. The interface is point-and-click. The music is also simple and clean but it's definitely from the Middle Ages.

Sound too familiar? It is. Although the Ultima series is one of the most respected personal computer RPGs

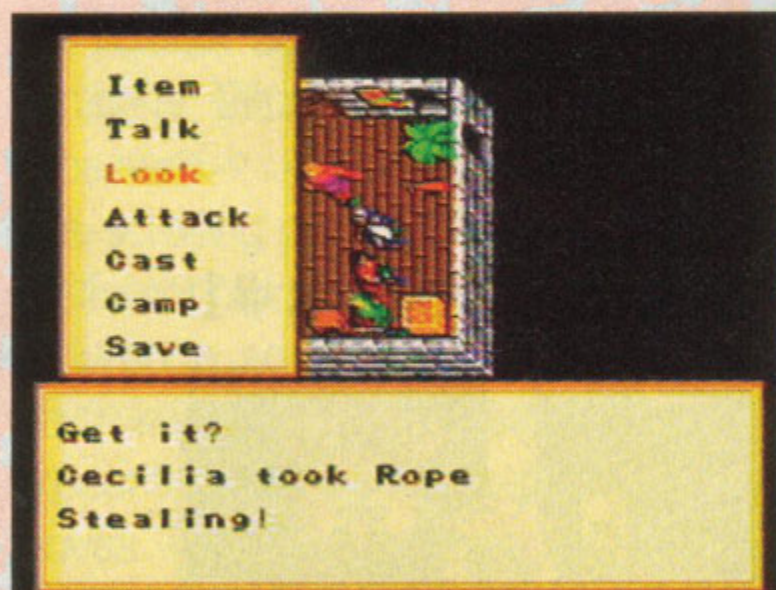
doesn't take advantage of the SNES's scaling or rotational abilities. There are no close-up zoom-ins during battles or changes of perspectives during conversations. The locales are monotonous, which gets very tedious after a while.



**PROTIP:** Find Sherry the Mouse in Lord British's castle.



**PROTIP:** Study the outside outlines of buildings. If the inside doesn't conform to the outside proportions, check inside for hidden doors.



**PROTIP:** You play Ultima in real time, so don't knock around town at night. No one will be awake. Also if you take anything, you'll be branded a thief. That lowers your Karma points.

Ultima VI by FCI				
Graphics	Sound	Control	FunFactor	Challenge
				<b>ADV.</b>
3.0	3.5	3.0	3.0	Advanced
\$69.99 8 megs Available March			Role-play One Player Battery backup	



# PHAR OUT.



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

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





# SUPER NES PRO REVIEW



By Scary Larry

Gods has descended for the SNES, and its arrival is nothing less than divine. This one-player, action/puzzle cart was heavenly on the Amiga and the Genesis. Now, it's ready to make an equally miraculous SNES incarnation.

**PROTIP: The Genesis PROTIPS (see GamePro, Jan. '93) work in the SNES version. Look 'em up, and try 'em out!**

## They Got the Whole World in Their Hands

Gods by Mindscape is as unique as any game created for the SNES. In it, you play a Warrior who's been challenged by the Gods. To win immortality, you must battle through each of the game's four Cities, each with three sub-levels, or "worlds." Each city requires an unusual and fascinating blend of monster mashing mayhem and brainteasing intellect.

To puzzle your way through the levels, experiment with different levers and doors to find the right combination that'll enable you to escape. At the same time, you've got to worry about keeping your meter from dipping too far into the red as you're attacked by an evil cohort of fiendish gargoyles and otherwordly nasties.

It'll take superhuman abilities to defeat the Gods in this tough game. If you can battle your way past a Centurion, a Minotaur, two Dragons, and other assorted demons, then you deserve the right to live forever. The Gods in this game are not merciful. However, along the way you'll meet a storekeeper who



**PROTIP: When the Minotaur backs up, it means he's gonna charge. Run towards him and sneak under him while he's airborne.**

wants your shekels bad enough to risk offending the Gods by selling you a few goodies. You can shop for everything from Fireballs and Power-Ups to extra lives and food.






## Diggin' the Divine-ness

While the music is hot and definitely post-Pompeii, the gorgeous graphics are a definite blast from the past, the waaayyy past, as in ancient Greece. Don't stop to enjoy the scenery and decipher the 'glyphs, though, or you'll definitely be demon dogmeat. The enemies run the gamut of evil from hunchbacked henchman to teeth-gnashing trolls. They fly, walk, and run right into you, so keep your concentration focused straight ahead, even as your prayers go upward.

## Oh My Gods

Whether or not you crave immortality, Gods is an otherwordly experience you'll want to check out as soon as it's available. Mindscape displayed more than a little omnipotence in porting over this powerful game. Who wouldn't want to play in this heavenly league?

### Gods by Mindscape

Graphics	Sound	Control	FunFactor	Challenge
				
4.5	4.5	3.5	5.0	ADV.
\$64.95 Available now Action/puzzle				One Player Passwords



4. You will teleport here.

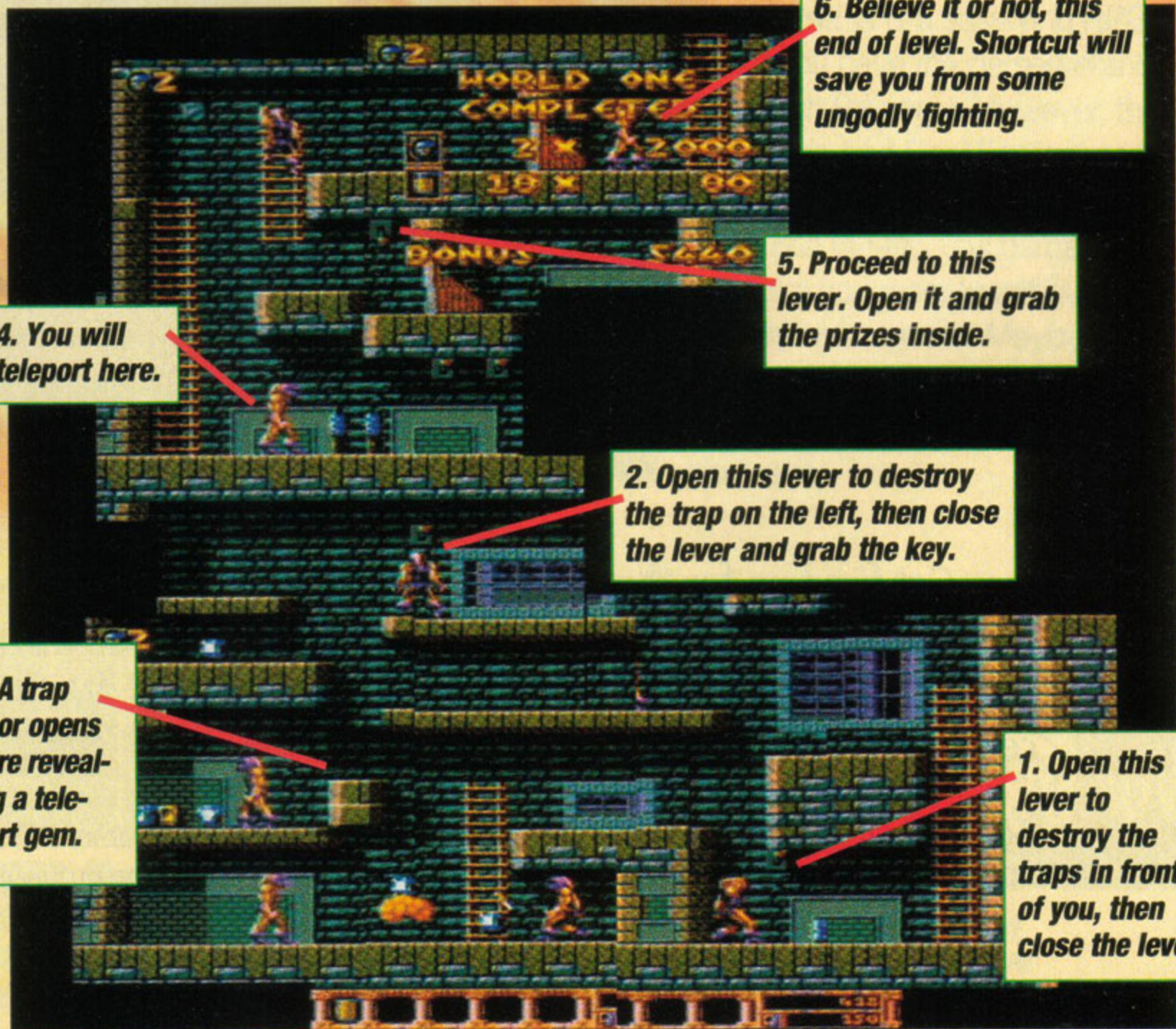
3. A trap door opens here revealing a teleport gem.

2. Open this lever to destroy the trap on the left, then close the lever and grab the key.

6. Believe it or not, this end of level. Shortcut will save you from some ungodly fighting.

5. Proceed to this lever. Open it and grab the prizes inside.

1. Open this lever to destroy the traps in front of you, then close the lever.





# GET 'EM BY THE CROSS HAIRS.



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

**KEMCO**



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



# SUPER NES PRO REVIEW



**By Doctor Dave**

The Valis series has cut a path through the Turbo-Grafx-16 and the Genesis.

Now it's slicing into the Super NES as Super Valis IV: Mighty Maiden of the Red Moon, a true winner in the series, by Atlus Software.

In this top-notch, side-scrolling, action/adventure cart, Yuko, the heroine from the last three Valis games, has gone to a peaceful rest in the clouds. However, there's no rest for the wicked as the evil King Gallagher and the generals of the Dark Forces have their minds set on taking over the Spirit World. Gallagher will stop at nothing to preserve his ruthless power, so a new champion picks up the Valis Sword – Lena Brande, a 16-year-old female warrior.

## Lena's Mean

Valis IV features the same thumb-burning, hack-'n'-slash, mystic sword fighting that's made the Valis games famous. As Lena, you cut to the chase by running, jumping, and swinging your sword. When the going gets really tough, you get rough with Valis Sword magic blasts.

The nonstop action covers seven sharp Acts. Lena begins her struggle in Dreamland and continues through to unusual looking locales, such as Castle Vanity, the Garden in the Air, the Crystal Fortress, and the Red Moon.

## Sharp Graphics and Sounds

Super Valis IV has super graphics – the best yet in the Valis series. The back-grounds have sweet multi-scrolling effects, and the character sprites are highly detailed. The upbeat, cutting edge music puts you in a sword-swinging mood.

## Unkind Cuts

The creeps and creatures are out in force. Each stage is overrun with enemies (19 different types), which keeps you pounding those buttons. At the end of each stage, you meet wicked bosses, such as the murderous mechanical soldier, Conversion DS-30; the half-man half-tiger, General Dahlgren; and the tricky, shape shifting being, Nornil.

**PROTIP: Use the Attack Items often. There are always more spread throughout an Act.**



**Skillful jumping is critical in Castle Vanity, Act 1!**

## Magic and Mayhem

This tough cart packs almost inhuman challenge, so you need to take advantage of Lena's magic skills. Unlike the other Valis games, Lena can pick up

Recovery and Attack items and store up to six of them for use at any time. Hearts and Armor protect you. The four Attack Items (the Three Way Beam, the Homing Dragon Fire, the Bomber, and the Search Wave) are good for 10-20 shots each and obliterate your adversaries.

The continues are unlimited, but masochists can set difficulty settings to goose the challenge. Luckily, your controls are crisp and smooth to handle the tough adversaries. If you finish the game, you earn one of 16 rankings. Trying to move up the Valis IV ladder makes playing the game a blast that's worth the effort.



**PROTIP: In the Crystal Pillar, be sure to jump again after you land from a running jump, or you may slide off platforms.**

## Sword to Your Mother

The heroine's name changed, but the game remains essentially the same. There's never a dull moment in this cart. Super Valis IV is sharp.

# Super Valis

# IV



**Nice scenes accompany the story line.**



**PROTIP: Use Homing Dragon Fire on the boss of Act 1, Conversion DS-30.**

## Super Valis IV by Atlus Software

Graphics	Sound	Control	FunFactor	Challenge
				<b>ADJ.</b>
4.5	4.0	5.0	5.0	Adjustable

\$59.99

8 megs

Available March

Action/adventure  
One Player



# GET A MONSTER BONE.



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

**KEMCO**



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





By Doctor Dave

Diesel fumes from your engine singe the hair in your nose as you roar past enemy ground positions. Your nerves are fried, your hands are shaking, and you're down to your last few super missiles. So why are you smiling?

## Yahoooooooo!!!!

In Firepower 2000, a blistering one-player or simultaneous two-player shooter by Sunsoft, an evil underground race of beings has developed a deadly arsenal of weapons that makes them a sinister super-power. This game's unbelievably gorgeous graphics, superior game play, and cool tunes (piped in via your in-flight radio) make for one awesome shoot-em-up.

The first thing you're gonna notice about Firepower 2000 is the beautiful, ray-traced graphics, which are backed up by cool scenic images and nicely detailed visions of dune blaster armor divisions bearing down on you. Despite the furious onslaught of sprites there's no trace of slowdown, even in the two-player mode. Don't spend too long gazing at the scenery, though, 'cause if you take your eyes off the action in these six stages of nonstop combat, it'll be the last time you use 'em!

## Don't Fly Solo

Firepower 2000 really soars as a simultaneous two-player shooter, especially since one player fights with a copter and the other with a jeep. Each vehicle has different weaponry and maneuverability. Playing together takes teamwork under-the-gun, but playing with a partner is also twice as fun.



**PROTIP:** The Jeep (which Player Two automatically controls) can move its cannon

# FIREPOWER 2000



**independently. This means you can fire in one direction, while moving in another.**

When you roar through the big blue open sky looking for trouble, you'll find you're definitely not alone. The skies are seriously unfriendly, loaded with blitzkrieg bombers, juiced-up jets, killer copters, and other enemy aerial forces. The ground ain't no sanctuary either, so watch out for tanks, floating land mines, and gun turrets.



**PROTIP:** With the Jeep, make sure that you've cleared ditches before you fire on enemies. Also, watch out for the automatically scrolling screen; it will push you off the edge and you'll lose a life.

## Armed and Dangerous

Don't start groanin' about getting overwhelmed...there's some weaponry on your side. Each vehicle has standard weapons with seven settings of increasingly destructive power, including Plasma shots, a Laser, and an Ionic weapon. You can grab Red Tokens for three special emergency weapons: X Missiles, Scorch, and Homing Missiles. Shoot objects to uncover power-ups and 1-ups, and peg glowing mines to uncover Bubble Shields. Grab the Bubbles for protection, or blast them for a screen-clearing megaton of fun.



**PROTIP:** The minute you start flying, you'll find the first power-up in the right-hand corner of the screen.







**PROTIP:** Flame is one of the most effective weapons, but it has the shortest range.

## Locked and Loaded

Firepower 2000 has no continues and wave after seemingly endless wave of merciless opponents. This is no game for SNES sissies! Bring along a cohort for maximum fun. Power up those vehicles, say your prayers, and get those thumbs poppin' for this, the Mother of All Combat Carts!

### Firepower 2000 by Sunsoft

Graphics	Sound	Control	FunFactor	Challenge
				<b>EXP.</b>
5.0	4.5	5.0	5.0	Expert
\$54.95		Shoot-em-up Two Players		
8 megs				
Available December '92				



# WORLD HEROES

**FREE  
BONUS  
SECTION!**



## STRATEGY GUIDE





NAME: Hanzo

AGE: 25

NATIONALITY: Japanese

OCCUPATION: Iga Ninja

NAME: Fuuma

AGE: 25

NATIONALITY: Japanese

OCCUPATION: Fuuma Ninja

## SPECIAL ATTACKS

### Shuriken Shave



To execute this sharp Shuriken shot, push the joystick Down, Down-Towards, and Towards and hit the punch button.

### Ninpo Furin Kazan



It's easier to do than say. This spinning blade move works when you move the joystick Down, Down and away from your opponent, plus away from your opponent with the kick button.

## Killer Combo, the Sequel



1) Jump in with a Heavy punch.



3) Continue to duck, and use a Light kick.



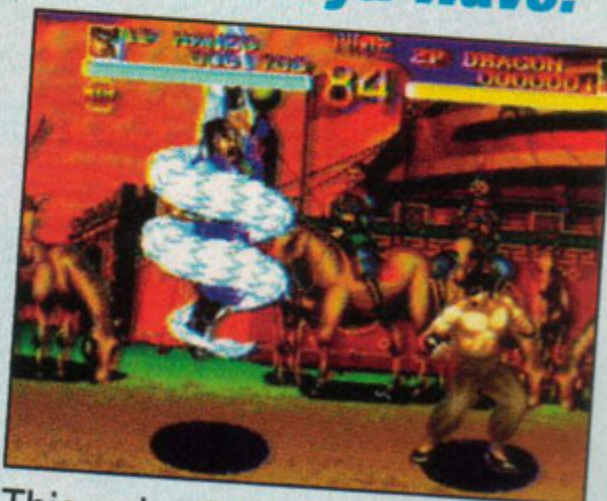
2) When you land, nail your attacker with a ducking right punch.



4) End the mayhem with a Heavy ducking kick.

**KILLER  
COMBOS!**

### Do the Koryu Wave!



This pulverizing peach is executed exactly the same way as Ryu's Dragon Punch in Street Fighter II. Push Towards, Down, Down-Towards, and Punch to pave the wave for you.

## HUNTIN' HURLERS

### Tossed!



To get a hit on your opponent, tap A or C to slam them to the ground.

### Triple Hitter!



1) Jump Towards your opponent and use a Heavy kick.

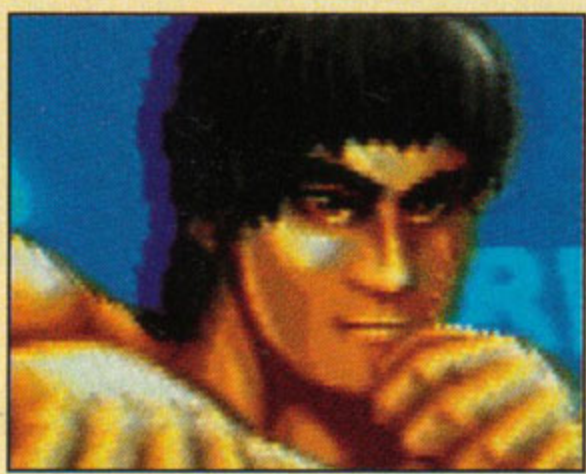


2) Follow this with a Light punch.



3) End this cruncher with a Shuriken.





NAME: Dragon

AGE: 26

NATIONALITY: Chinese

OCCUPATION: Martial Artist

## KILLER COMBOS!

## Feet First



1) Jump towards your opponent with a Heavy kick.



2) When you land, quickly do a standing Heavy kick.



3) When your opponent dizzies, unleash the backhand by pushing Towards your opponent and hitting the punch button.



## Double Play



1) Jump towards your opponent with a Heavy punch.



2) When you land, finish the combo with a standing Heavy punch.

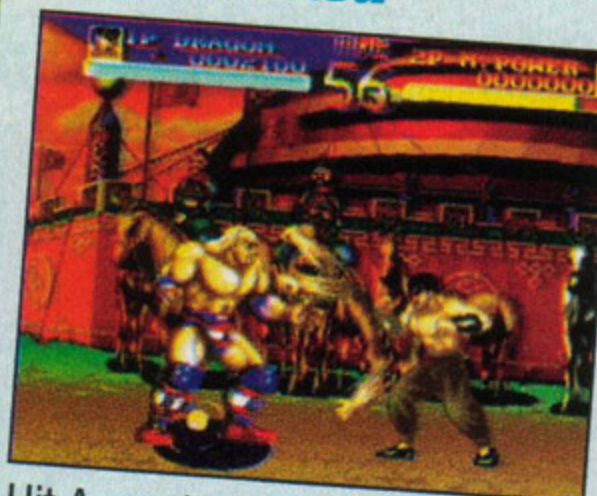
## SPECIAL ATTACKS

### Dragon Kick



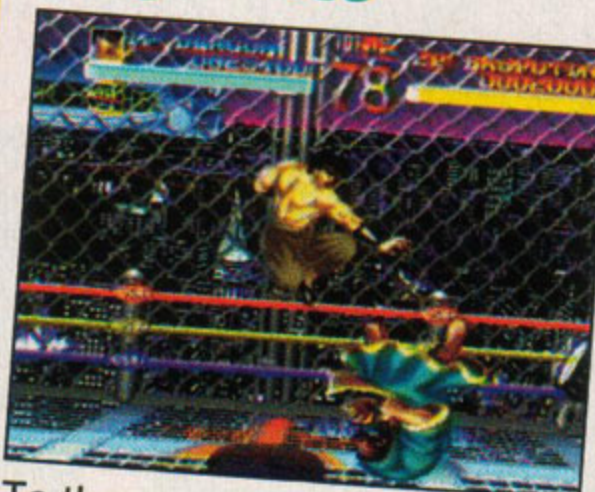
Push the joystick away from your opponent then Towards your opponent and hit B to unleash the fury of the Dragon!

### Hyaku Retsu



Hit A continuously for an unstoppable barrage of knuckles.

### Dragon Toss



To throw your enemies, press Towards and A while in midair. This potent throw supplements Dragon's regular throw.

## HUNTIN' HURLERS

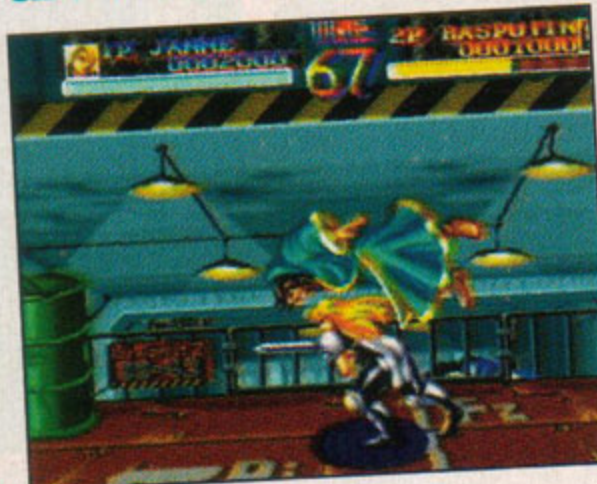




NAME: Janne  
AGE: 18  
NATIONALITY: French  
OCCUPATION: Fencer

## HUNTIN' HURLERS

## Grand Slam!



Move Towards your opponent and press C to up-end them.

## KILLER COMBOS!

### Janne Jams



1) Jump Towards your opponent with a Heavy punch. Sword swings are punches for Janne.



2) While charging Back, do a standing Heavy punch.



3) Release the Ohra bird (charge away from your opponent then Towards your opponent and press button A) to make them see stars.

## SPECIAL ATTACKS

### Ohra Bird



Push away from your opponent, then Towards opponent plus B for this fiery feathered Janne helper.

### Flash Sword



For the Flash Sword, move the joystick Down, then Up and tap Button B.

### Down Sword



Help Janne score a point by jumping over her opponents and then tapping A while pulling Down.

## Four-Hit Frenzy!



1) While charging the Ohra Bird, jump towards your foe with a Heavy kick.



2) While still charging, hit the opponent with a standing Heavy punch.



3) Release the Ohra Bird.



4) As the Ohra Bird hits, use a ducking Heavy kick. Good-night!





NAME: J. Carn

AGE: 35

NATIONALITY: Mongolian

OCCUPATION: Fighter

## Mouko Hakyoko Do



Move the joystick away from your opponent for two seconds then Towards your opponent, and press A. You'll smash shoulders with the best of 'em.

## SPECIAL ATTACKS

### Mongolian Dynamite



Charge Down. Hold it for two seconds, then pull the joystick Up and tap Button A to release Carn's dynamite death charge.

## KILLER COMBOS!

### Three-Hit Carn-age!

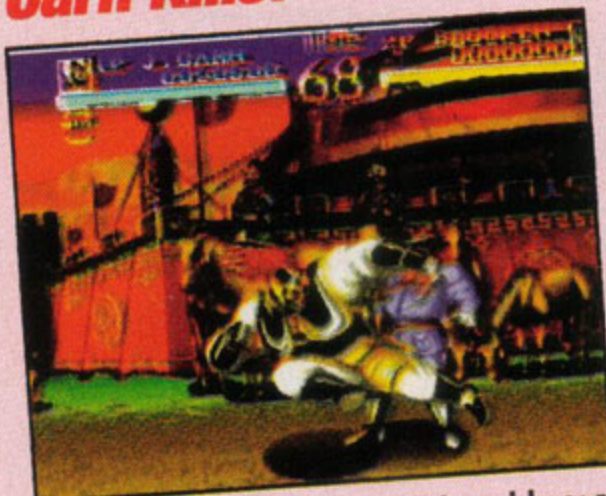


1) Jump Towards your enemy with a Light punch.



2) When you land, push Towards and hit with a Heavy punch to do the double head-butt.

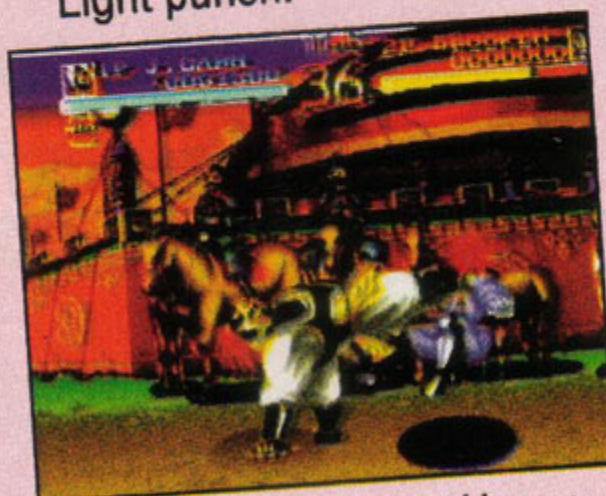
### Carn Kills!



1) Jump Towards with a Heavy kick.



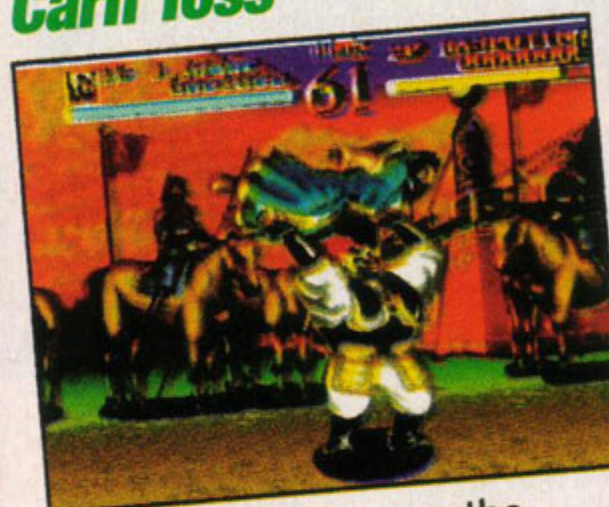
2) Follow up with a ducking Light punch.



3) End with a ducking Heavy kick.

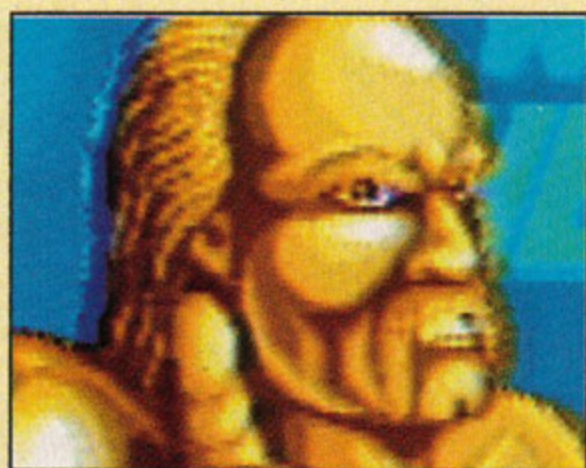
## HUNTIN' HURLERS

### Carn Toss



Carn makes this over-the-shoulder-boulder-thrower when you press C and throw his opponent.





NAME: Muscle Power  
AGE: 38  
NATIONALITY: American  
OCCUPATION: Wrestler

## KILLER COMBOS!

### Numbah Won!



1) While charging Back your Muscle Bomb, execute a Heavy jump kick.



2) While still charging for a Muscle Bomb, land and tap the A button for a Light standing punch to the face



3) End it with the Muscle Bomb.

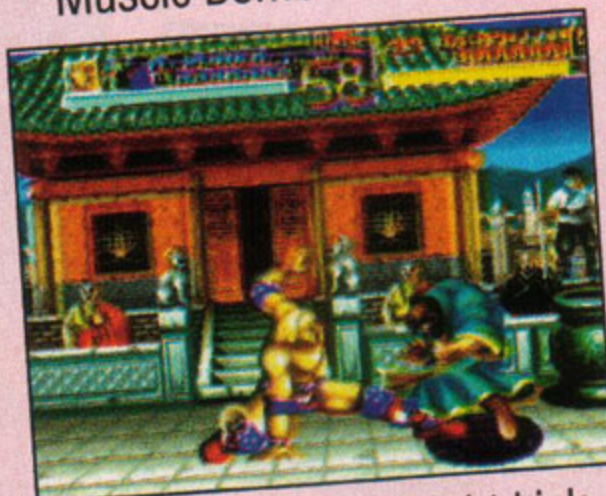
### Slammer



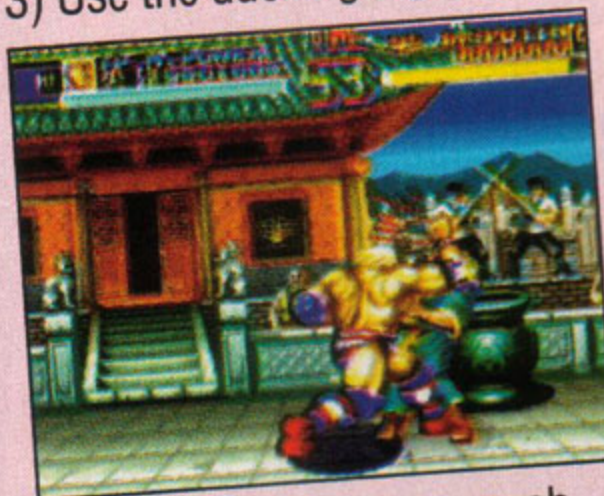
1) Jump Towards your opponent. While you're in the air, pull Down on the joystick and press A for the Heavy chest attack.



2) When you land, use a ducking Light punch and immediately charge back for the Muscle Bomb.



3) Use the ducking Light kick.



4) Release the elbow smash.

## HUNTIN' HURLERS

## SPECIAL ATTACKS

### Tornado Breaker



For a spinal shocker, do a 360 with the joystick, then hit the A button while walking Towards the opponent.

### Muscle Bomb



Move the joystick away from your opponents then Towards and hit A. The enemy will be pounded into submission!

### Suplex City



Get close and press C to make tossed salad out of your enemies.





NAME: Brocken  
AGE: 30  
NATIONALITY: German  
OCCUPATION: Soldier

## KILLER COMBOS!

### Brocken Breaks Ya!



1) Come in with a jumping Heavy punch.



2) Land and do a standing Light punch.



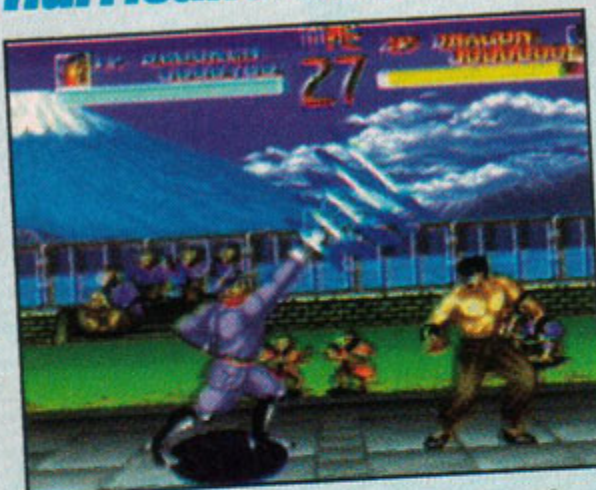
3) While hitting the punch button, jump Up and pull away from the opponent.

### The Flying BrockMan



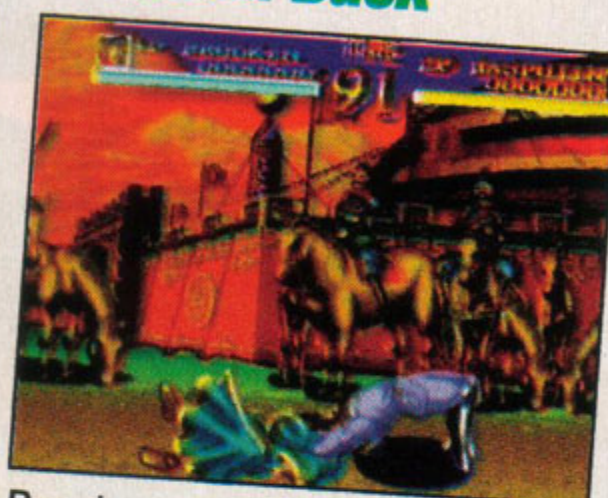
Jump Up, then while you're in midair, pull away from the opponent and hit the punch button. Air Brocken is on the move.

### Hurricane Arm



To create a small tornado of electricity, move your joystick Down-Towards, then Down, Towards, and hit the A button.

### Brocken Back



Brocken can throw with the best of them. Be careful and watch your back. Ouch!

## SPECIAL ATTACKS

### Grenade Launcher



While hitting the A button to launch a grenade, direct your joystick away from your opponent, then Towards them.

### Spark Thunder



Press your A button continuously to jump start your matches and send shivers down your opponent's spine.

## HUNTIN' HURLERS





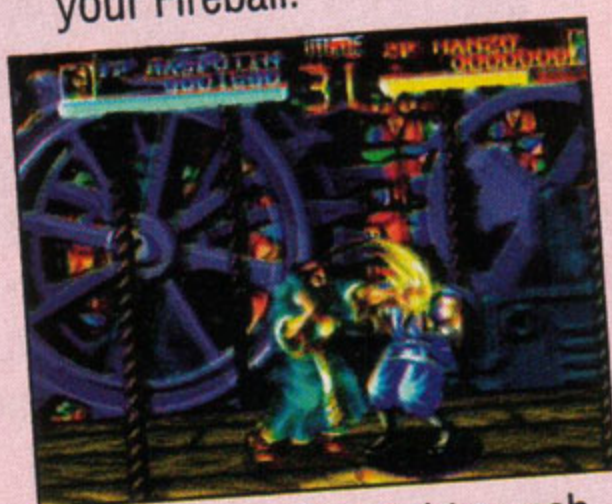
NAME: Rasputin  
AGE: Unknown  
NATIONALITY: Russian  
OCCUPATION: Magician

## KILLER COMBOS!

### Rough Russian



1) Jump above your opponent. On the way down, execute your Fireball.



2) Do a standing Light punch.



3) Go into a ducking Light kick.



4) While moving Towards your opponent, end it with a standing Heavy punch.

### Fireball



Push your joystick Down, Down-Towards, and Towards plus your punch button for some fire action that's too hot to handle.

## SPECIAL ATTACKS

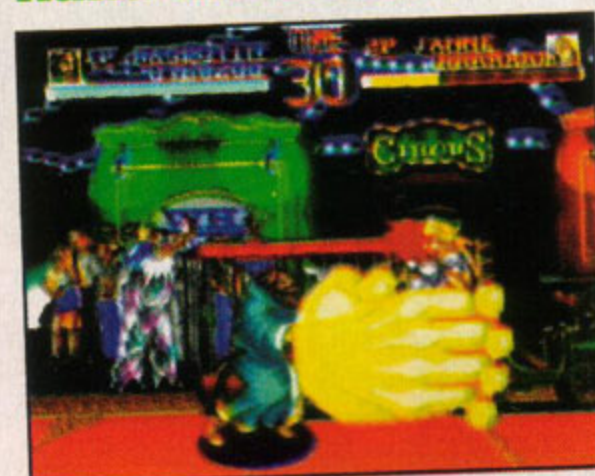
### Accelerator Spin



Move your joystick Down, Down, and Back and tap B to spin out of danger.

## HUNTIN' HURLERS

### Hand Me Downs



Get up close and personal with your opponent. Then press C to put the squeeze them.

### Whack Attack



1) Jump Towards your enemy with a Heavy kick.



2) When you land, duck and toss a Light punch.



3) While still ducking, hit your foe with a Heavy punch.







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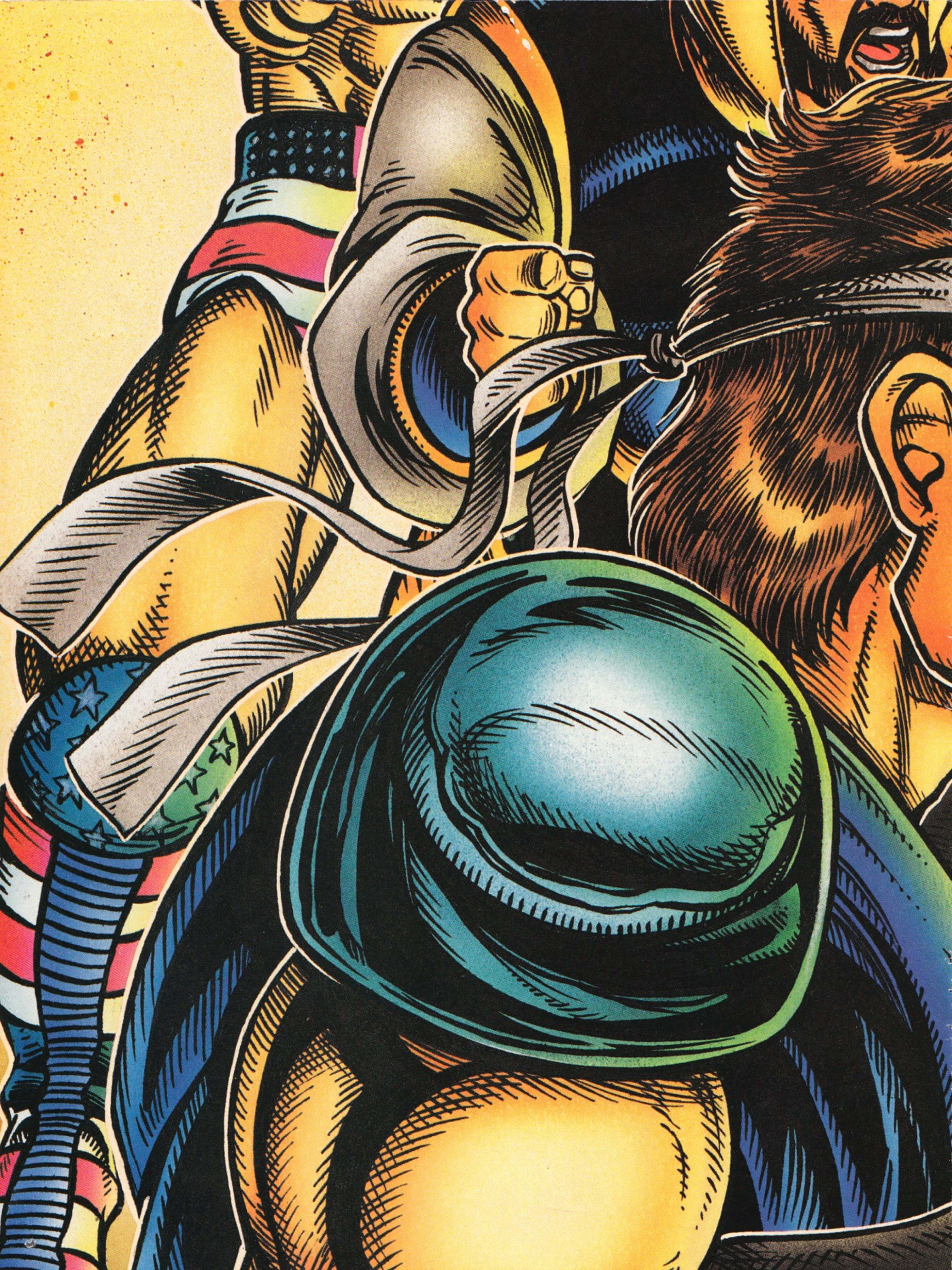




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FRANCIS  
MAO

GAW





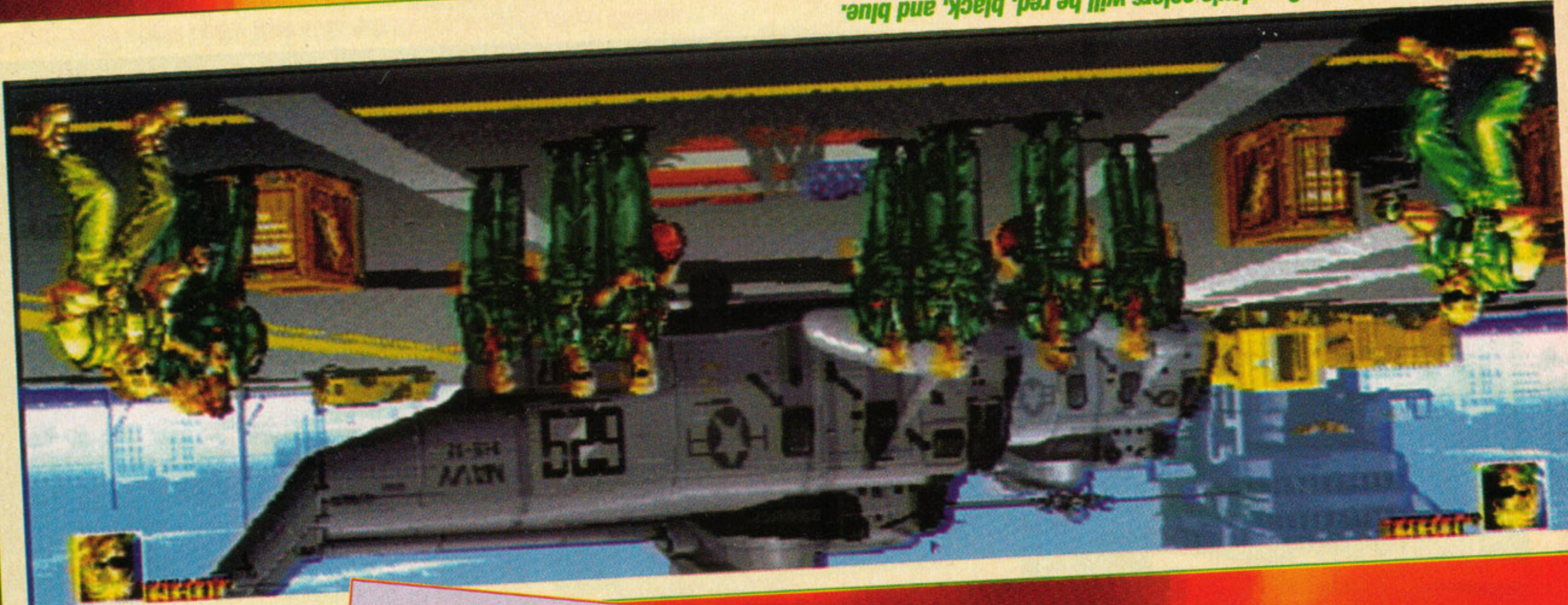
**LEPRO**







When you're done here, Crawley's colors will be red, black, and blue.



Your fiercest punch is this spinning backhand that should slap some sense into your opponents. Move Towards. Tap Button A and then Button C.



### POWER PUNCH!

To toss this Fireball, push the joystick Down, Towards, and then hit Button A. Few can stop this military missile.



### Projectile Power

If you're close enough, your kick will spin and connect with some unfortunate person's face. To execute, move Towards, tap Button B, and then hit Button C.



### KILLER KICK!

To go into this foot frenzy, pull the joystick Down, Down-Away, Away, and hit your Kick Button.



### Captain Kick

To perform this fast-moving, deadly trick, pull the joystick Down diagonally, Away, Up diagonally, Towards, and press Button A.

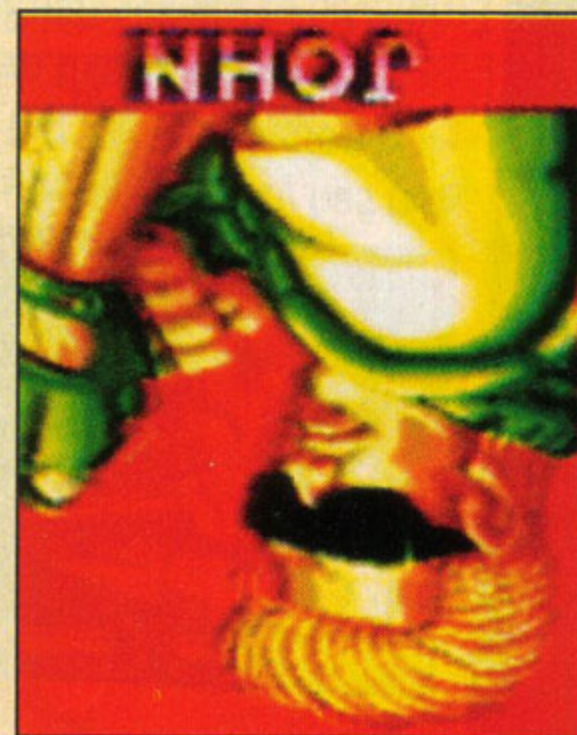


### Spinning Overhead Elbow Crusher

This top gun tease better watch his manners....



### TAUNT!



### John Crawley



Micky's 'hood could use a face-lift...but then again, so could Mickey.



Push the joystick Down, Down-Towards, Towards, and hit Button B to send a ground attack along similar lines.



**Burning Lower Cut**

This beauty is a beast. Push the joystick Down, Down-Towards, Towards, and hit Button A to send the message that Mickey is the Master.



**Burning Uppercut**

Hold down Button C, and hit Button A or Button B for a left- or right-handed power upercut.



**Tiptoe Face Tap**

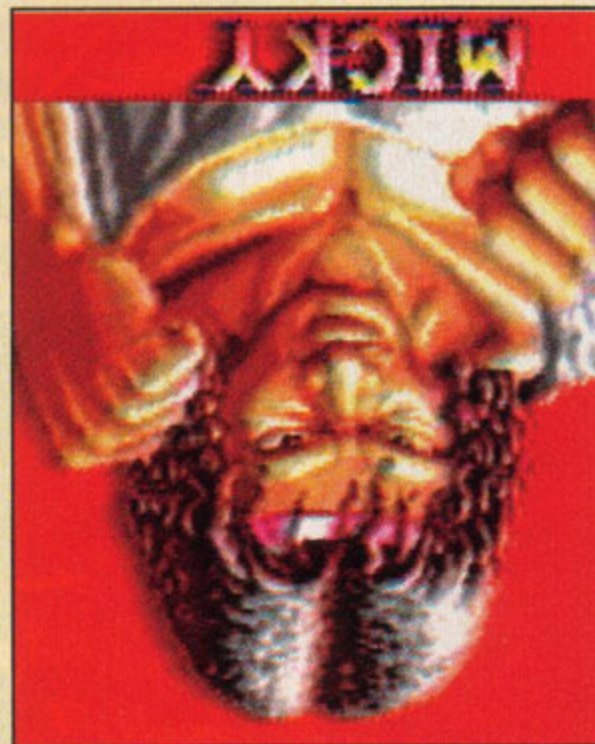
## SUPER MOVES!

Nyaah nyaah nuh-nyaah nyaah...Maturity is not a strong point for Mickey.



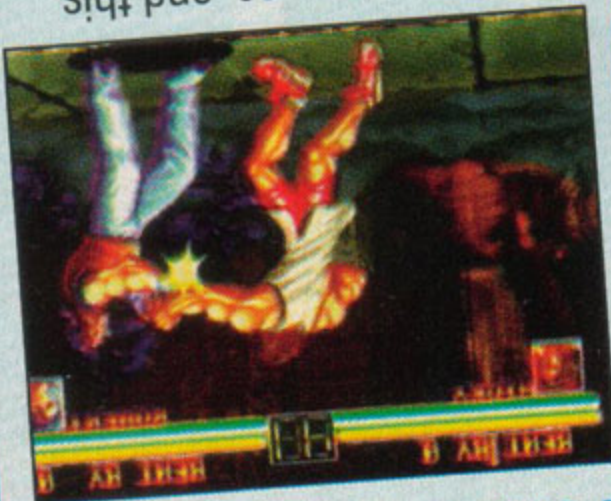
**TAUNTI**

This fighter had his career cut short when he accidentally mauled a man to death in the boxing ring. His search is now two-fold: find worthy opponents who are unafraid of death and find the ghost of Bob Marley.



**Micky Rogers**

Micky's no mouse, and this powerful smash will prove it. Move Towards, tap Button A, and then Button C.



**POWER PUNCH!**

Well, not really. Mickey has no kicks, but the Kick Button will perform this little back alley biter. Push Towards, tap Button B and then Button C.



**KILLER KICK!**



Lay one in the lips with this knee hit. Pull the joystick Down diagonally, Away, Up diagonal-ly, and Towards, and then press Button B.



**Leaping Knee Crusher**

To send some fire down the wire, move the joystick Down, Down-Towards, and Towards, then hit Button B.



**Fire Foot**

Pull the joystick Down, Down-Away, Away, and then press the Kick Button to execute this kicking crew ball.



**Kick Queen**

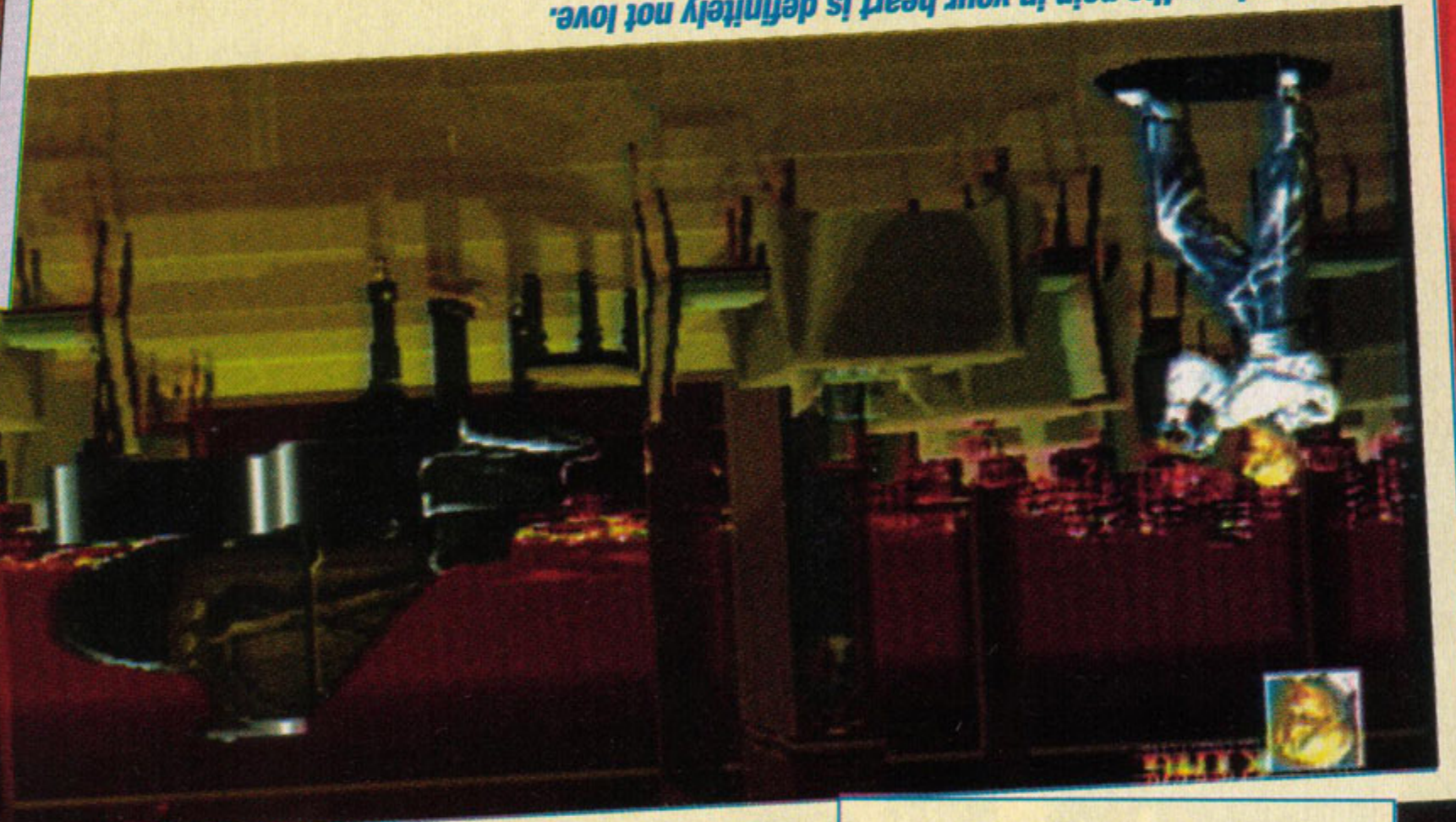
**SUPER MOVES!**

King knows she has the upper hand...and upper foot...and upper cut...



**TAUNT!**

*L'Amor...where the pain in your heart is definitely not love.*



Employee of the mysterious Mr. Big and bouncer at his restaurant, L'Amor, King spent her childhood mastering the martial art of Muetai. She's often seen in L'Amor reading the works of Gertrude Stein.



**King**

King doesn't fold easily, and this two-hit punch is why. Move the joystick Towards. Tap Button A and then Button C.



**POWER PUNCH!**

Pull the joystick Towards, tap Button B, and then press Button C. She'll kick like a donkey and make a mule out of the competition.



**KILLER KICK!**



Chinatown is no place for strangers...or you.



Hold down Button C and press Button B as you close in on an enemy. You'll make Achilles' ache from coast to coast.



**Heel, Boy!**

To send 'em home, pull the joystick Towards, tap Button B, and then hit Button C. This gets a gut-gusher going.



**KILLER KICK!**

To double up hits on your opponent, move Towards, tap Button A, and then Button C. You'll score a two-hit screamer.



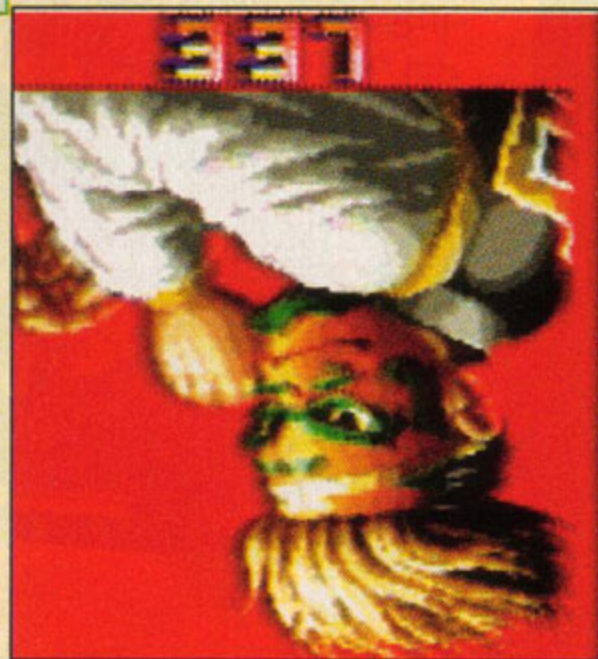
**POWER PUNCH!**

Just to make you mad, Lee puts the leg up on you and it works.



**TAUNTI!**

Master of the Chinese martial arts and an expert on Chinese medicine, Lee now acts as director of the Southtown prison. Long ago he faced Ryo's father in battle. Now he waits to see the mettle of the son.



**Lee Pai Long**

**SUPER MOVES!**

**Spinning Ginsu Revisited**



To execute this move with an airborne twist, follow the above directions, but substitute the Punch Button for the Kick button.

**Ten Thousand Toe Terror**



Pull the joystick Down diagonally away from your opponent, then push Up diagonally towards your opponent, and press Button B. You'll do the jitterbug on an opponent with three left feet.

**Furious Fingered Fatal Fist Finish**



End your opponent's onslaught with this move. Pull the joystick Towards, Back, and Towards, and then press Button C. Good Luck.

**Spinning Ginsu**



Lee slices, Lee dices!!! The amazing Lee does this when you move the joystick Down, Down-Towards, and Towards, and then the Kick button.



To slide and slice your opponent, pull the joystick Down, Towards, and tap the Kick Button.



**Safe!!!!**

**SUPER MOVES!**

They won't even see this one coming! Pull the joystick Down, Down-Towards, Towards, and then tap the Punch Button.



**Hop, Skip, and a Punch**

To put your attacker in traction, get close to him and press Button C.



**Thrown for a Loss**

Pull the joystick Down diagonally away from your opponent, Up diagonally towards your opponent, and press Button B. You'll fly in and land like a Lear jet.



**In Your Face!**

Mac's Bar...where the action puts you in traction.



He goes by the name of the Terrible Typhoon, and he's the notorious leader of a South-town gang. Jack's also an agent of the mysterious Mr. Big, and he's definitely looking to chop down your beanstalk.



**Jack Turner**

To execute this piercing pulverizer, move Towards, tap Button A and then C.



**POWER PUNCH!**

This move is simple and powerful. Move Towards, hit Button B and then Button A.



**KILLER KICKS!**

Jack's unconcerned with your dilemma. He'll drain your Ki and chew gum just to show how much he doesn't care.



**TAUNTI!**





Tap Button B and then C to grind your foot into someone's midsection.



**KILLER KICK!**

Todo nails you with this martial arts staple. Tap A and press C to unleash his fist.



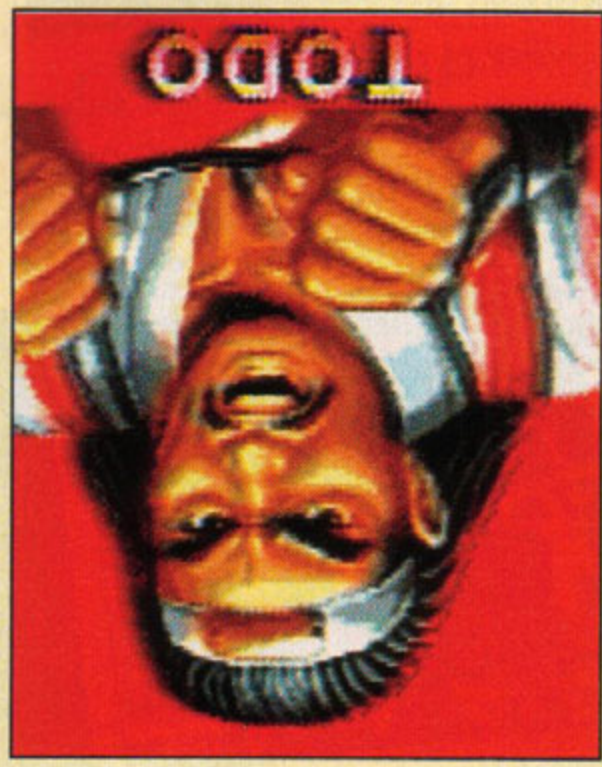
**POWER PUNCH!**

You'll want to send Todo back to Kansas after he jeers at you...



**TAUNT!**

A strict disciplinarian of traditional Japanese martial arts, Todo tears through Southtown looking for worthy competition.



**Ryuhaku Todo**

**SUPER MOVES!**

Move close to an opponent, hold down Button C, then press Button A to give your opponent a massive headache.



**Pardon Me! Your Elbow is in My Eye.**

Move close to an opponent, hold down Button C and press Button B. You'll never be asked onto the dance floor again.



**Watch Your Step**

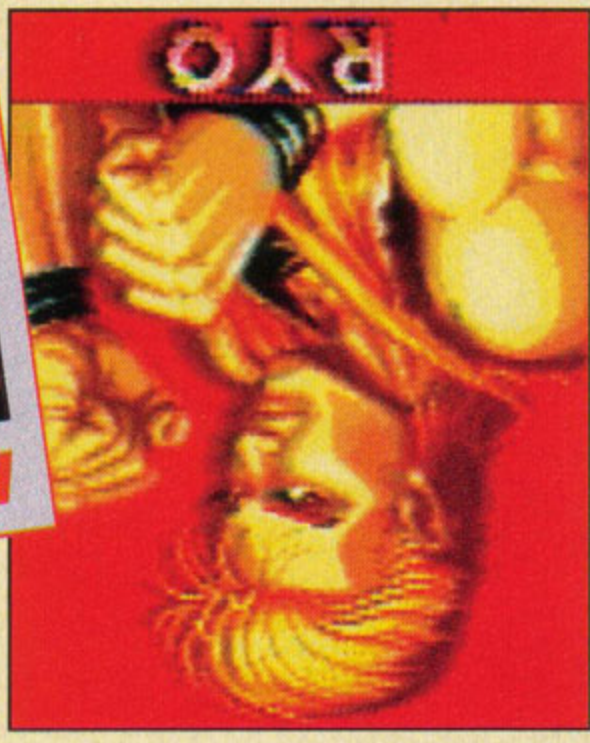
To send sheets of flame towards your enemies, push the joystick Down, Down-Button A.



**Flame and Fortune**



### Ryo Sakazaki



Son of Takuma Sakazaki, Ryo was orphaned at the age of ten, and now lives with his kid sis-ter, Yuri. After Yuri is kid-napped, Ryo's rage is unstoppable. He'll do anything to save her.

### Fired Up



To execute a Fireball with Ryo or Robert, push the joystick Down, Down-Towards, Towards, and then hit Button A.

### SUPER MOVES!

### Flash 'n' Dash



To pull off this super fast move, pull your joystick Down, Down-Towards, and Towards. Then press A.

### POWER PUNCH!



To let the long arm of the law-ess loose on your enemies, hit A and then C.

### Face Ripper



To execute this deadly dig-it-dinger, move the joystick Towards, Away, Down-Towards, Down-Away, and hit Button C.

### TAUNTI!



Sticks and stones may not break your bones, so these guys have volunteered for the job.

### Magical Misery Tour



Only Ryo, Robert and the last Boss can do these Death Blows.

### KILLER KICK!



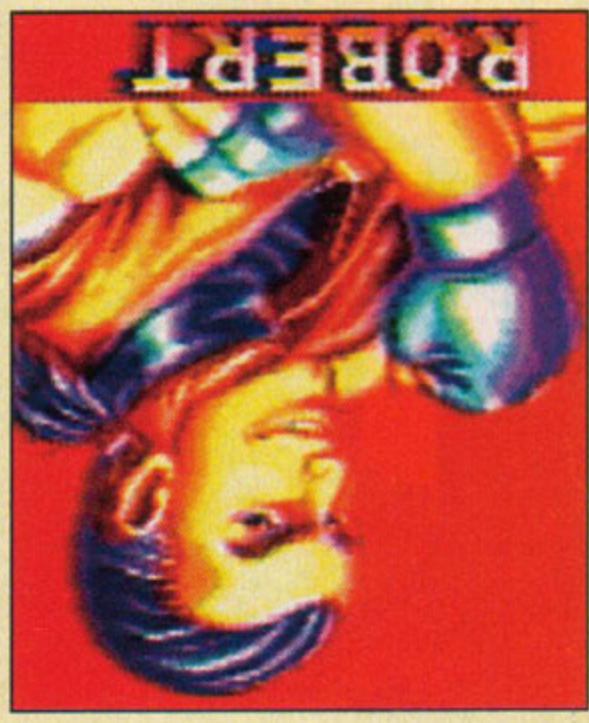
### Insert Foot A in Mouth B



Pull your joystick Down diagonally, Up diagonally, Towards, and press B. You'll send most opponents searching for medical attention.

Tap Button B then Button C for a turnaround roundhouse that will flatten those unwise enough to challenge you.

### Robert Garcia



Son of the multimillionaire, Albert Garcia, Robert has trained under Ryo's father Taku-uma. After the disappearance of Ryo's father and the death of his mother, Robert took Ryo under his wing. Robert, however, kept his confidence in his own fight-ing abilities.

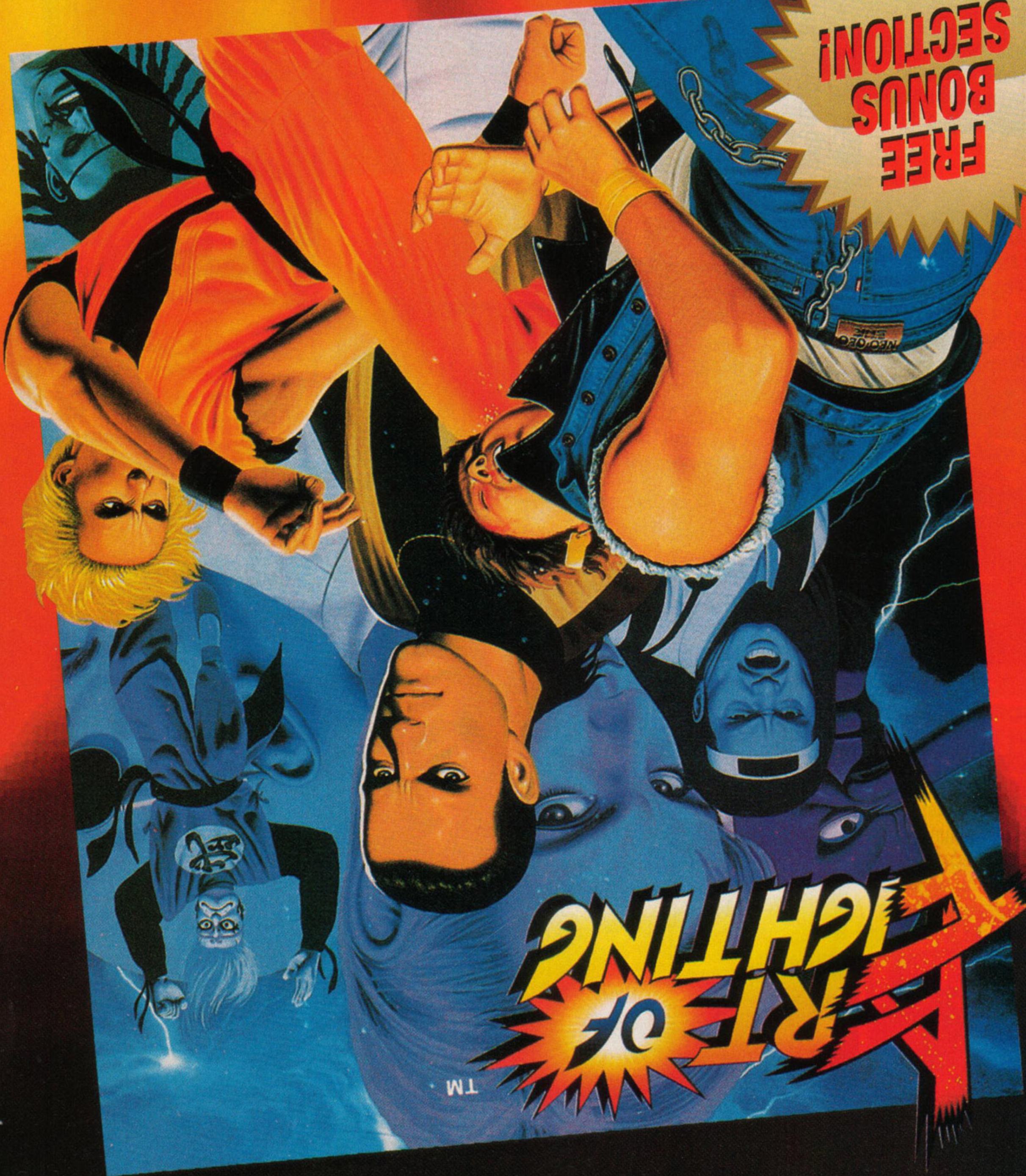


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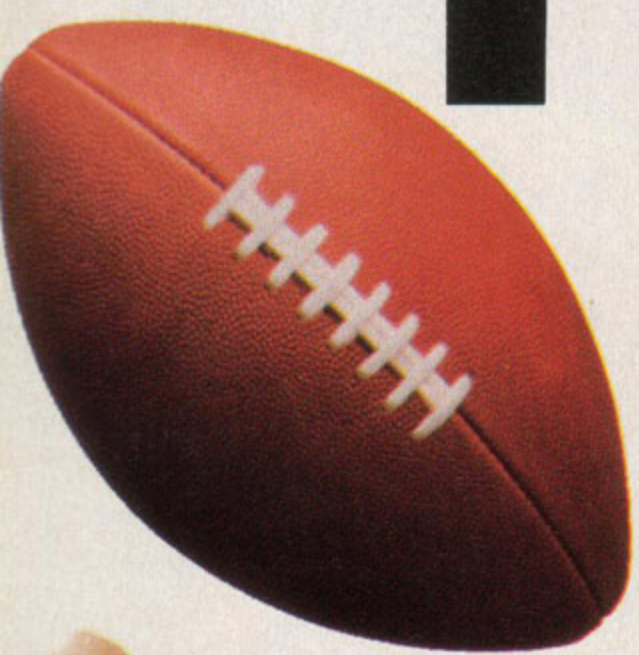


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OAKLAND '76  
DALLAS '77  
PITTSBURGH '78  
WASHINGTON '82  
SAN FRANCISCO '84  
CHICAGO '85  
NEW YORK '86  
Here are my picks.

John

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For '93, the gameplay's far faster, the graphics much smoother. It's easier to hit your receivers in the numbers. But the defensive backs now cover more ground, too. So if you catch one over the middle, you'll get nailed.

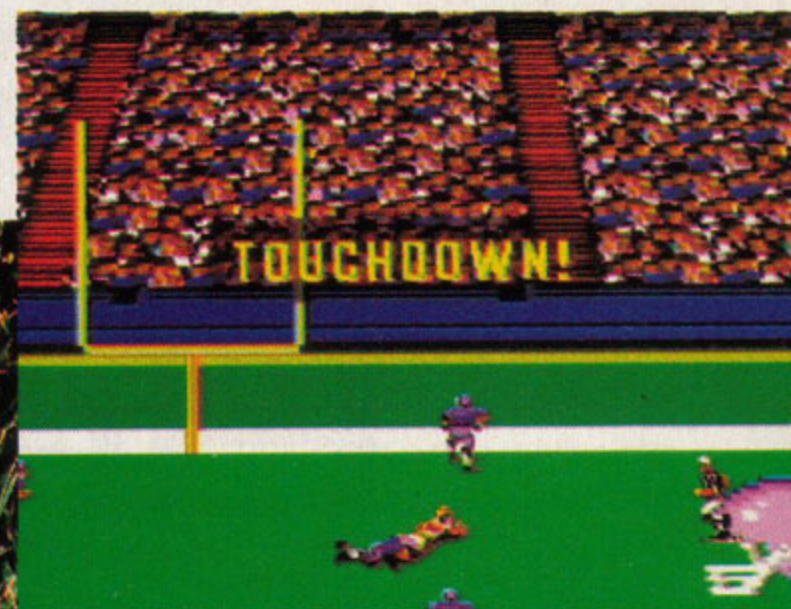
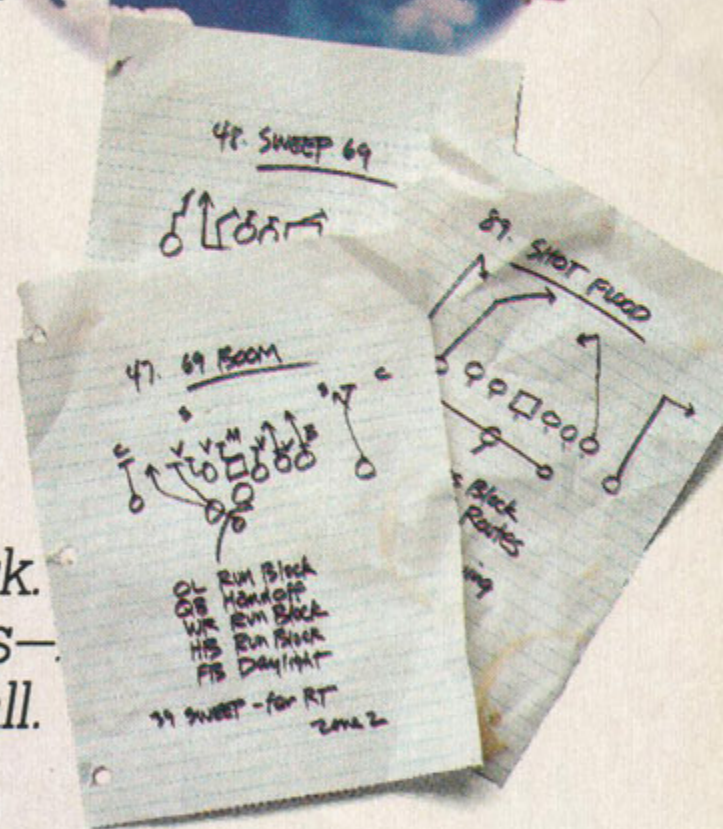
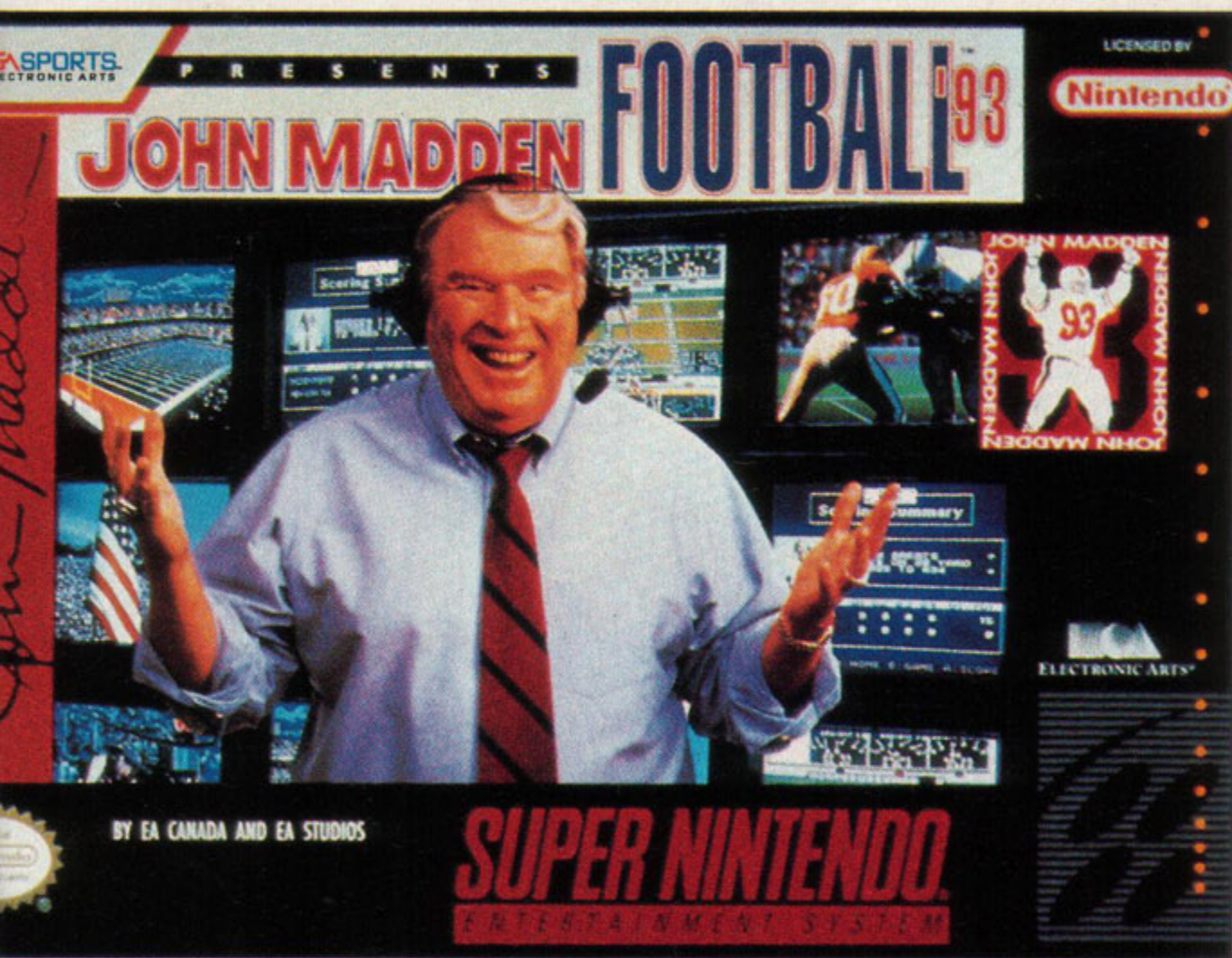
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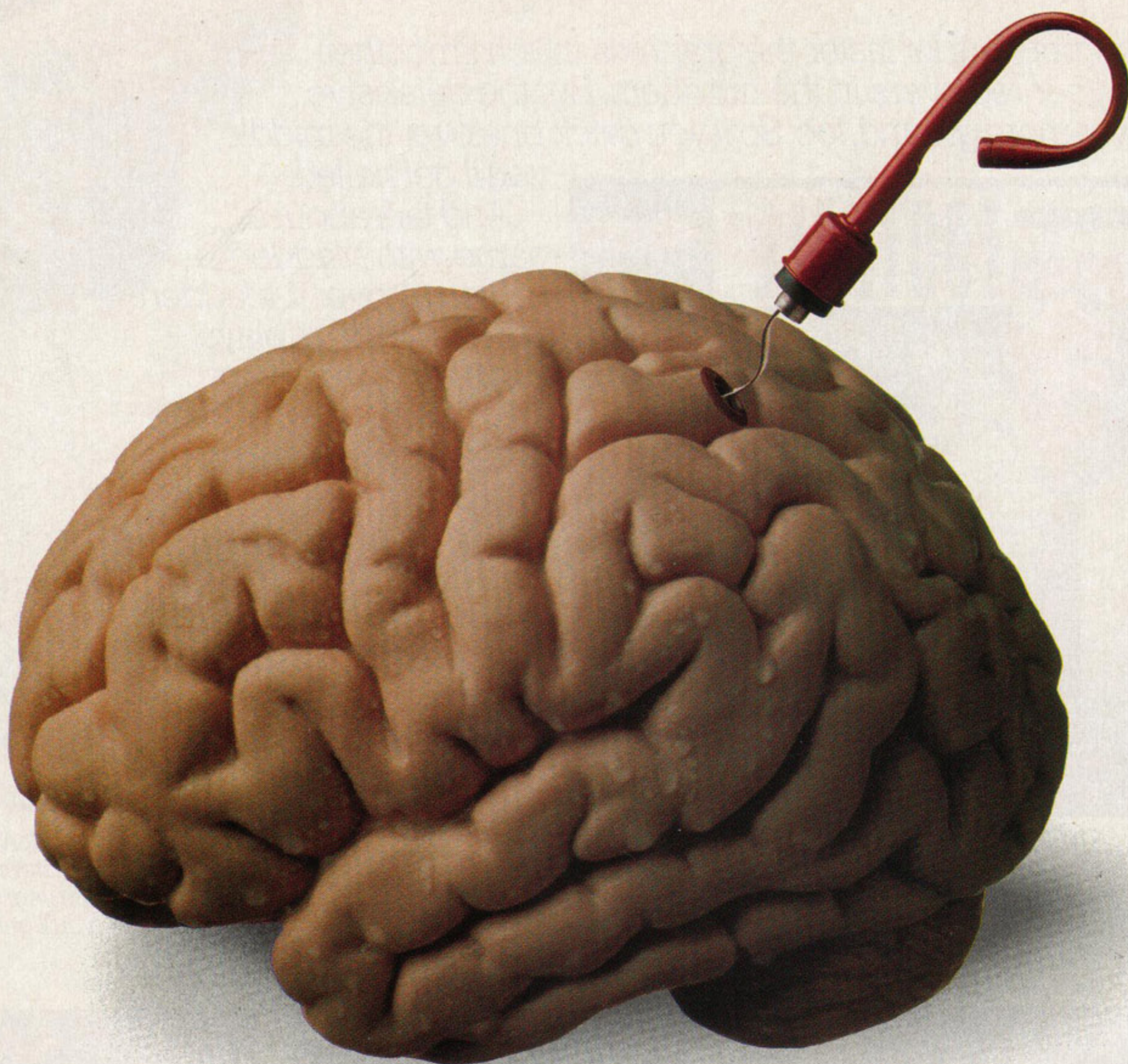
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<b>QUICK RESPONSE</b>	<b>Yes</b>	<b>No</b>
<b>EASY DIAGONAL</b>	<b>Yes</b>	<b>No</b>
<b>TRUE CIRCULAR</b>	<b>Yes</b>	<b>No</b>
<b>BETTER CONTROL</b>	<b>Yes</b>	<b>No</b>
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# SUPER NES PREVIEW



By Bro. Buzz

Who's B.O.B.? He's a major teenage hunk – hunk of metal, that is! B.O.B.'s an android who's cruising the cosmos in his dad's car...err, spaceship on his way to a blind date. When he accidentally slams into an asteroid, it's bad news for B.O.B., but it could be good news for you! In *The Adventures of B.O.B.* by Electronic Arts, you'll have to help B.O.B. find a new set of wheels...uhh, rockets to keep his date.

## Car Search

*The Adventures of B.O.B.* will be a cartoony slice of action gaming. The funny graphics are a kick, especially the '50's style outer space hot rods. Moreover, B.O.B.'s a 'bot with personality. EA's trying to inject a massive dose of attitude into the shiny metal dude.

B.O.B.'s multi-scrolling, side-view adventure will cover three 15-level planets. Goth's a weird world that's part organic garden, part steel smelting plant. Anciena features an industrial motif inside an ancient stone pyramid. On Ultraland, you'll jungle-gym it through lush tropical greenery.

This cart will be no joyride! Each world is overrun with a voracious assortment of metal-munching beasties and robot-crunching traps. B.O.B.'s foes run from the ridiculous to the sublime, including giant mosquitoes, fire bats, bad 'bots, Bubblemen, and a mutant Mr. Potatohead.

To make it or break it, B.O.B. must find weapons and other high-tech doodads. His arsenal will include a Flamethrower, a Triple-shot Shooter, and an Energy Wave gun, but he'll have to find ammo as well. Hilarious but helpful hardware includes a Helicopter Hat and even a Trampoline.

## Robot Love

Will B.O.B. be late for his date? Will he save himself from dad's wrath? It's tough to be a teenager in love, but it might be even tougher to be B.O.B.

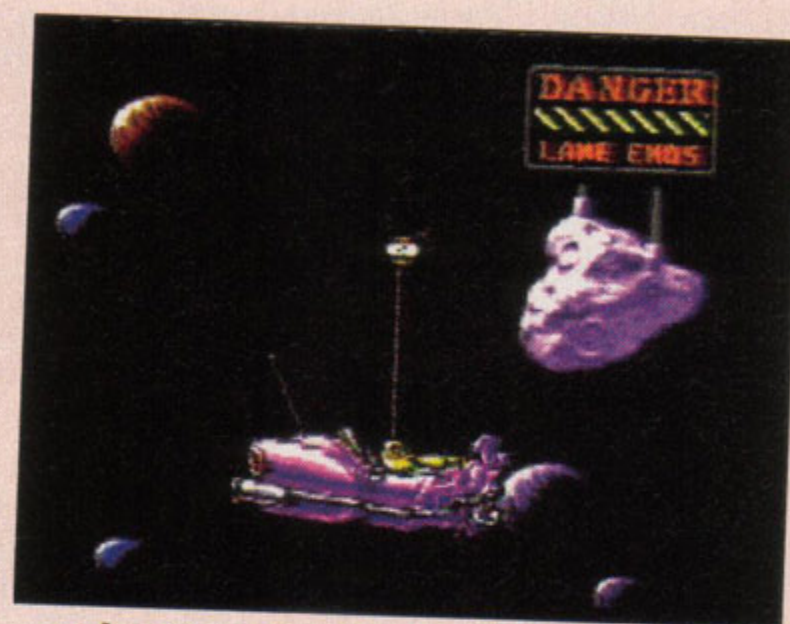
***The Adventures of B.O.B. by Electronic Arts***  
**Available March**



*B.O.B. 's on cruise control...*



*Sometimes you're a hunk of junk.*



*...so he never knows what hit him.*



*B.O.B.'s worlds are flat!*

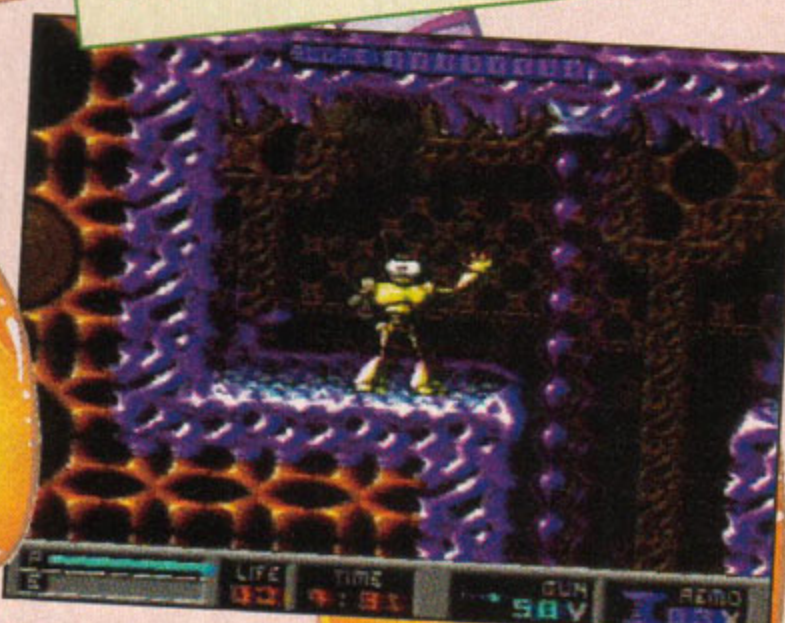
# The Adventures of

# B.O.B.

HEY – WAIT A MINUTE! We don't know what "B.O.B." stands for – and neither does Electronic Arts! You might get a chance to play "Name that 'Bot'" with EA. Stay tuned for details.



*Get stoned on Anciena.*



*B.O.B.'s a 'bot with personality.*



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# SUPER NES PREVIEW

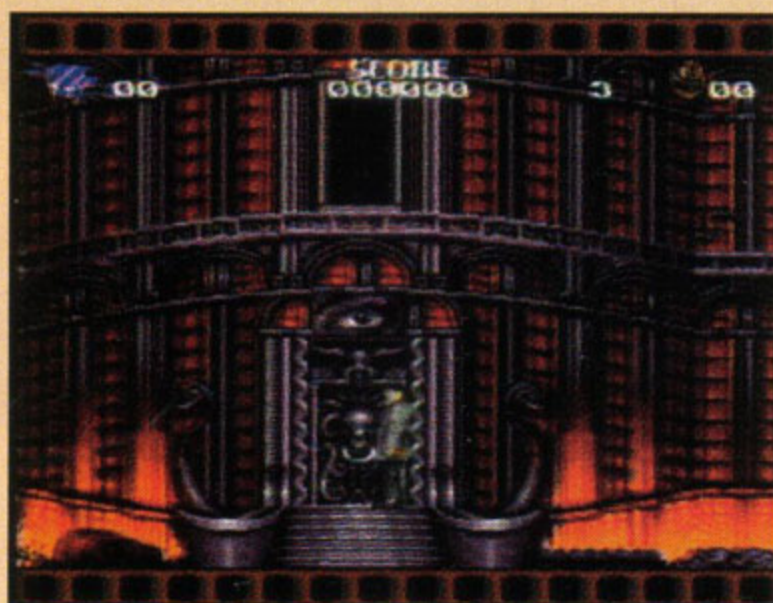


**By Otter Matic**

Last summer, moviegoers had a chance to take a peek at *Cool World*, a flick that mixed live actors and cartoon creatures. Soon gamers will have a chance to interact with the characters of *Cool World* in Ocean's latest and, based on its *Cool* looks, perhaps its greatest SNES endeavor.

## Hot Game, Cool World

In this one-player, side-scrolling, action/adventure game, you'll get your fair share of running, jumping, and punching action. As cartoonist Jack Deebs, you fall in love with one of your more shapely doodles, Holli Would. Holli's got a few tricks up her sleeveless dress: she wants to use you to acquire a human body and cross over into the Real World. To make her transition complete,



*Holli's doorman is a giant eye with an attitude.*



*The entrance to the Pawn Shop is a face only a mother could love.*



*The streets of Cool World are dangerous. This guy'll shake you until all your pockets are empty, so deposit your money in the bank.*



*Part of the game takes place in Las Vegas, where some of Jack's 'toons find refuge.*

# Cool World

Holli needs to get a hold of the Golden Spike of Power, which is hidden atop the Ocean Hotel in Las Vegas. You've got to stop Holli, because she could destroy both worlds in the process.

After plunging head over heels into *Cool World*, you'll encounter doodles from the movie – Nails the Spider, the Popper Police, and Sparks (Holli's right-hand man). In seven magnificently drawn and extremely colorful levels, you've got to destroy the bad doodles by punching them with your hammer fist or sucking them into your pen.

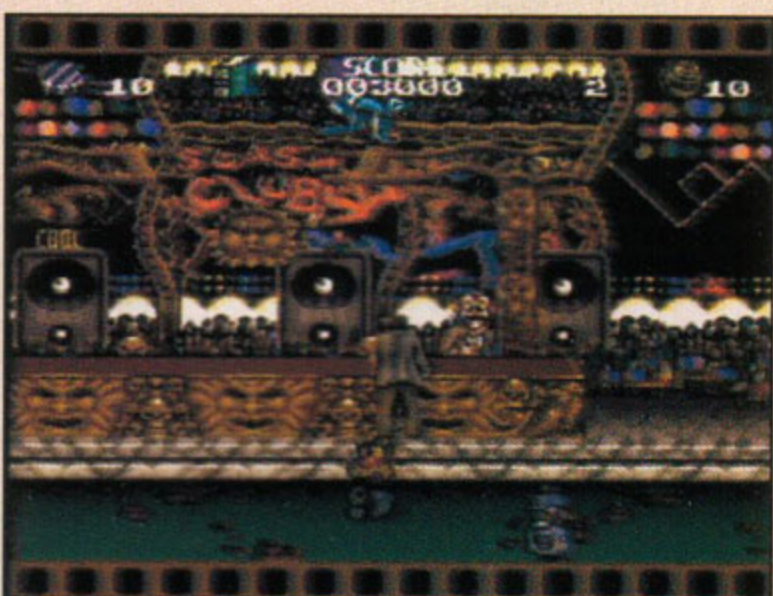
## Three Times as Cool

Ocean will offer three ways to fall into *Cool World* in 1993 with games for the SNES, NES, and Game Boy. While you're eagerly waiting to enter *Cool World*, take a sneak peek at what's in store for your SNES.

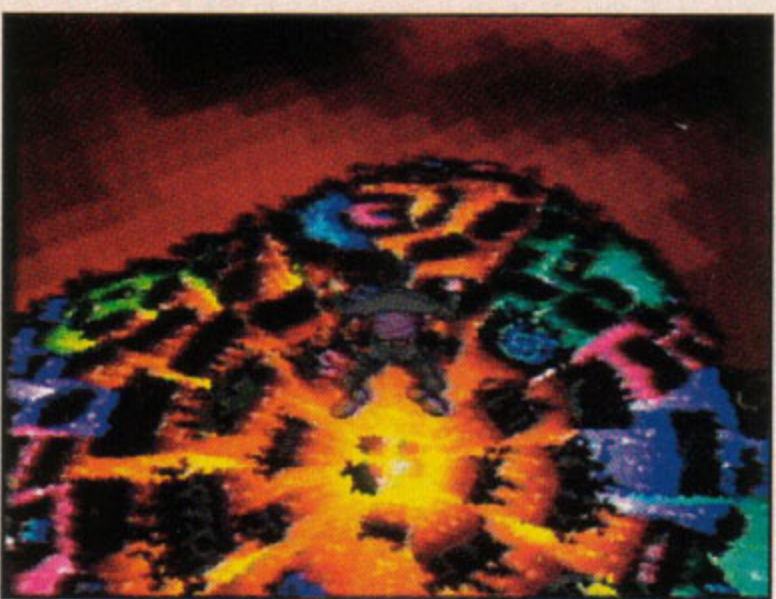
**Cool World by Ocean**  
**Available January '93**



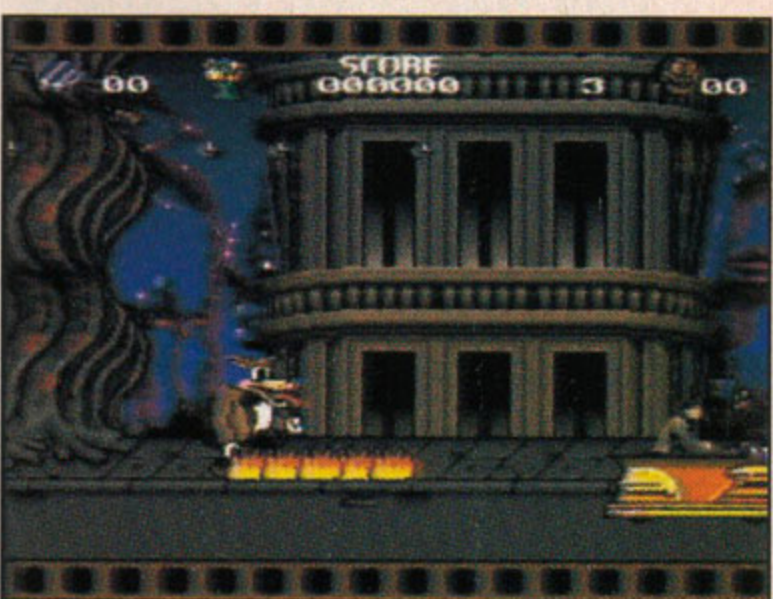
*Don't be fooled by the cute characters in the Sweet Place – they've got hard candy shells.*



*This hard rockin' Slash Club is one of Holli's favorite hangouts.*



*As you fall into Cool World, you'll get a view of this game's cool rotational scaling.*



*For the ride of your life, grab the keys and hop into this convertible!*



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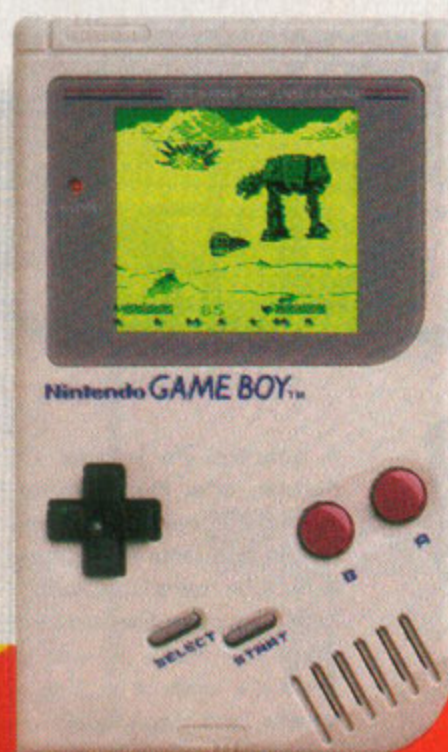
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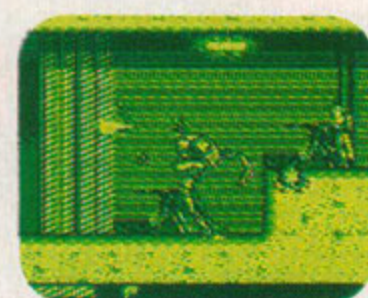
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Princess Leia and Han Solo are the bait in Darth Vader's trap for Luke Skywalker. To save them, you must learn the only thing that can conquer Vader—The Force. Aim your Game Boy for Dagobah, where you'll hone your skills under the wise instruction of Yoda. Then take off for Cloud City where Vader's army awaits. But even if you make it, remember. Lord Vader himself must still be conquered!



*Under Yoda's watchful eye, Luke explores the swamps of Dagobah.*



*Luke uses an AT-ST walker to attack stormtroopers inside the rebel base.*

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## 2in1 FLYING WARRIORS.

FOR ALL GAME PLAYERS FROM BEGINNERS TO EXPERTS!!

# 3

OPERATION MODES ARE AVAILABLE.

THIS GAME HAS FOUR MODES IN IT. IT'S ALMOST LIKE TWO GAMES IN ONE CARTRIDGE!

FROM ACTION GAME MANIACS TO PEOPLE WHO ARE NOT SO HOT ABOUT ACTION GAMES CAN HAVE FUN! THIS IS THE NEW HIRYU NO KEN SYSTEM THAT PEOPLE HAVE BEEN TALKING ABOUT!

1. EXPERT MODE THAT FULLY UTILIZES THE HIRYU NO KEN. 2. EXCITING FIGHTING MODE THAT REQUIRES SIMPLE CONTROL. 3. COMMAND BATTLE STYLE, ANIMATION MODE FOR PLAYERS WHO WANT TO ENJOY THE STORY. 4. AND LAST BUT NOT LEAST, VS TOURNAMENT MODE WHERE EIGHT PLAYERS CAN PARTICIPATE.

THE FIGHTING GAME HAS FINALLY COME THIS FAR! THE ULTIMATES 150 TECHNIQUES!

IT HAS GOT YOUR BASIC TECHNIQUES, LIKE PUNCHING AND KICKING. ALONG WITH THROWING, FINISHING AND ALSO THE NEW FEATURE, OVERTURNING TECHNIQUE IS AVAILABLE! OUR OWN SYSTEM REPRODUCES OVER 150 DIFFERENT TECHNIQUES THAT HAS ALL ELEMENTS OF FIGHTING SKILLS! A FIGHTING GAME THAT IS NOW CLOSEST TO PERFECTION!

STORY MODE HAS A POWERFUL ENEMIES TOO!

A MYSTERIOUS ENEMY THAT HAS SUPERHUMAN SKILLS AND TECHNIQUES MOVES SUPER QUICK AND ATTACKS WITH A BIG HAMMER, GIVING FLYING WARRIORS A LOT OF TROUBLE. WHEN YOU FIND THE TUSK SOLDIERS AND THE MOONLIGHT WARRIORS AMONG THE FIGHTERS, TRANSFORM INTO THE FLYING WARRIOR AT ONCE AND FIGHT AGAINST THEM IN THE FIGHTING DIMENSION. USE MAGIC SPELLS AND OTHER ITEMS WISELY! YOU'LL HAVE A SHOWDOWN WITH DARGON AT THE END!

WIN THE TOURNAMENT! UP TO EIGHT PLAYERS CAN PARTICIPATE IN THE VS TOURNAMENT MODE!

UP TO EIGHT PLAYERS CAN PARTICIPATE IN THE VS TOURNAMENT MODE! MORE THAN 150 TECHNIQUES ARE AVAILABLE FOR YOU TO CHOOSE FROM OF COURSE. YOU CAN ENJOY THE GAME BY YOURSELF OR WITH YOUR GOOD FRIENDS. PUSH THE START BUTTON! LET'S SEE WHO IS GOING TO WIN THE TOURNAMENT!

## WHAT IS THE NEW HIRYU NO KEN SYSTEM?

THIS GAME HAS FOUR DIFFERENT MODES. FIRST, YOU CAN ENJOY EXCITING ATTACKS AND ARE NOT REQUIRED TO DEFEND YOURSELF IN FIGHTING MODE. SECOND, EXPERT MODE FOR FIGHTING MANIACS. IT'S GOT JOINT TWISTING, OVERTURNING, COMBINATION TECHNIQUES AND MUCH MORE! THE FIRST VIDEO GAME THAT LETS YOU PLAY A FULL SCALE FIGHTING GAME! FOR BEGINNERS AND THOSE PEOPLE WHO ENJOY THE STORY, THERE IS COMMAND BATTLE STYLE, ANIMATION MODE AND VS TOURNAMENT MODE THAT LETS UP TO EIGHT PEOPLE PARTICIPATE. IT'S A SUPER GAME SYSTEM!

### NEW HIRYU NO KEN SYSTEM



## EXPERT MODE

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## FIGHTING MODE

YOU CAN ENJOY EXCITING FIGHTS WITH SIMPLE OPERATIONS.

THE STIRRING FIGHTING MATCHES THAT HAVE A LOT OF FIGHTING TECHNIQUES CAN BE PLAYED WITH SIMPLE BUTTON OPERATIONS! EVEN BEGINNERS CAN ENJOY THE FULL SCALE FIGHTING ACTIONS!



## ANIMATION MODE

STORY MODE IS MUCH MORE FUN AND INTERESTING!

FOR THOSE WHO ARE NOT CRAZY ABOUT FIGHTING ACTIONS, COMMAND BATTLE STYLE, ANIMATION MODE IS AVAILABLE NOW! AND THE SUPER NES™ MAKES THE FLYING WARRIORS SO COOL! ENJOY THE ACTIONS BETWEEN THEM AND DARGON WHO'S RISEN FROM THE DEAD AS A BLACK GHOST!



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2in1 FLYING WARRIORS

**NINJA BOY 2**

2 GAMES IN 1!



IT'S LIKE 2 GAMES IN ONE CARTRIDGE! IS THIS REALLY ON THE GAME BOY? YOU CAN PLAY VARIOUS KINDS OF CONTACT SPORTS. IN FIGHTING SIMULATOR MODE ONE OR TWO PEOPLE CAN PLAY, OR IN THE FIGHTING ACTION GAME MODE, MANY FEATURES LIKE SIDE SCROLLING ACTION AND COSMIC SAUCERS ARE AVAILABLE.



ON DINOSTAR, MECHA COLONY, KING'S PLANET, ... "NINJA BOY2™", ANOTHER GREAT ADVENTURE BURST INTO SPACE! JACK AND RYU WENT ON A SPACE TRIP WITH THEIR PALS, WHERE THEY CAME ACROSS THE GALANDS, FIERCE PIRATES OF SPACE. WHAT THEY ARE AFTER IS CONTROL OVER THE UNIVERSE WITH THE MIGHTY POWER OF 7 TREASURES. RIGOROUS BATTLES AROUND THE TREASURES BREAK OUT WITH YOU IN PART OF THE ACTION AGAIN!!





# TURBO CD PRO REVIEW



By Earth Angel

Those bad boy Buster Brothers are back. In the one-player SNES version of the game, one of the Brothers was busted. This time they're both here! TTI's CD version of Super Buster Brothers (a.k.a. Pumping World) spins circles around its Super NES version, thanks to the simultaneous, two-player, bubble-busting madness!

## Buster Moves

It's global armageddon, Buster Brothers style, as multi-colored spheres fall from the skies and bounce through various countries around the world. In this one- or simultaneous two-player action shooter, the Buster Brothers must pop and destroy every last sinister sphere in 17 levels of play.

The Buster Brothers run left and right, and climb up and down ladders on a single-screen playing area that features nicely drawn (although not as nice as the SNES version) backgrounds for each different locale. There are two to three cities per continent. To win, the Brothers must fly across the world and clear the bubbles from every continent. Each area has cool tunes with CD sound that captures the mood of each locale. Other than the music, the game's sound effects are pretty much confined to pops!

Teamwork makes the world go round, especially in Buster Brothers.



**PROTIP:** If one Brother gets busted on a level, the other's left to fight on his own, which is usually bad news.

Bursting bubbles solo is fun, but Super Buster Brothers really flies as a simultaneous two-player game where the two Brothers have to work together to win. Some of the tougher levels seem impossible solo.

## Bursting Your Bubbles

The actual game play is very addicting, easy to control, and easy to learn. It'll remind you of Bubble Bobble, Rainbow Island, and Snow Brothers. As the bubbles bounce down from above, you must figure out how to destroy them all to clear each level and liberate the city. The chief weapon in the Buster Brothers arsenal is a Harpoon Gun. Each time you tag a bubble, it explodes and turns into two smaller bubbles. To finally eliminate this well-rounded mess, you've got to destroy the bubbles when they reach their smallest size.



**PROTIP:** Don't bust too many bubbles at once. A lot of little bubbles are harder to dodge than a few big ones.



**PROTIP:** You score more points when you shoot successive bubbles that are the same size.

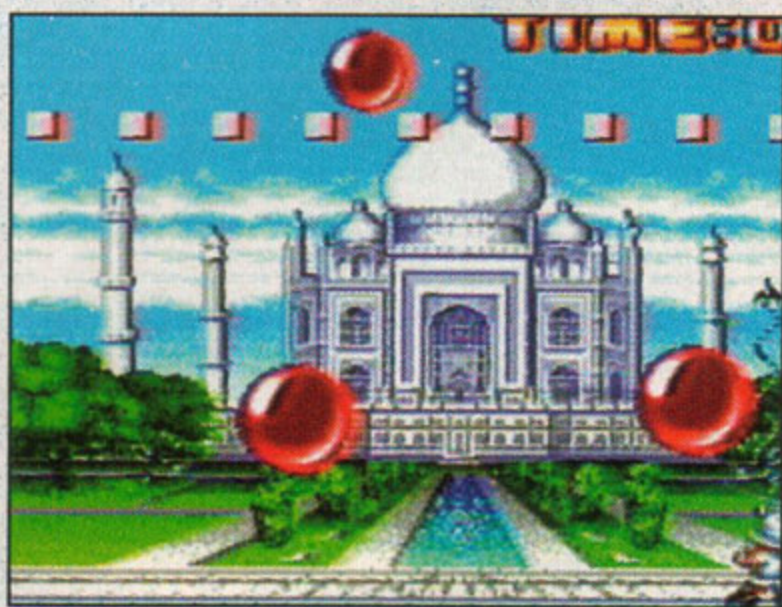
Fortunately, the Brothers benefit from occasional power-ups that give them different kinds of advantages, including a rapid-fire Vulcan Gun, a Power Wire, Double Wires, a Bomb, and a Shield. They can also grab tasty snacks for mucho points. It's easy to get 1-ups via your score, so points are important. Get a Clock and it freezes the

# Super

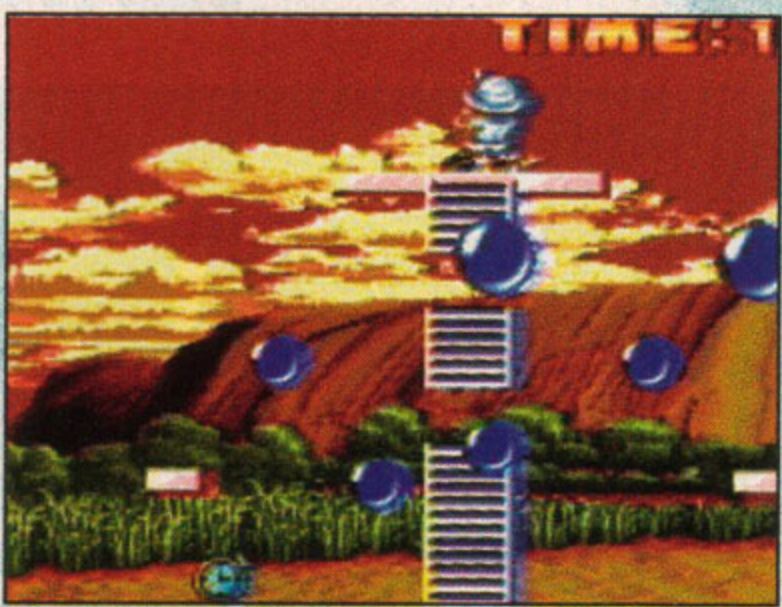
action to enable the Brothers to plug away at as many bubbles as possible. There's no complicated button pressing techniques to worry about or weapons swapping to do – whatever you grab is what you have!



**PROTIP:** Grab the Vulcan Gun for quick, rapid-fire shooting, but remember you must stand directly underneath bubbles, and you can't destroy platforms.



**PROTIP:** Remember that you don't have to stand underneath bubbles to shoot them with your Harpoon Gun. Stand to the side, fire a line, and let the bubble bounce into the line.



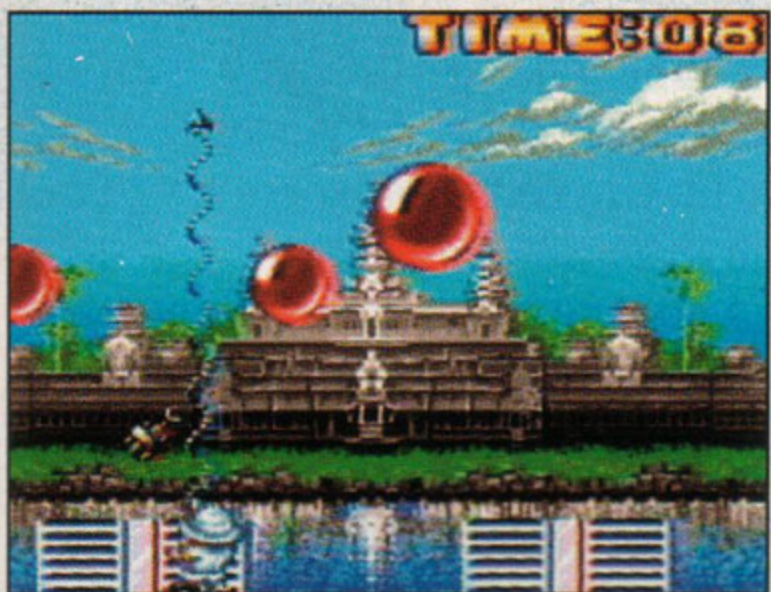
**PROTIP:** Use tall platforms to avoid bouncing bubbles. The bigger the bubble, the higher it bounces. Bust them into smaller spheres, and then climb to safety as necessary.



# Buster Brothers



**PROTIP:** You don't have to wait for fruit to drop to the ground to grab it. Shoot it for a quick harvest.



**PROTIP:** Bombs blow up all the bubbles. This seems cool, but it can be a problem if you blow up everything on-screen and then have to dodge tons of tiny bubbles.

A swarm of inconsequential critters appear on-screen during each level, but they're not really worth noticing. These critters can either help or harm you in very small ways, but they seem like more of an afterthought than an essential part of the game.



**PROTIP:** Since he'll pop bubbles for you with his claws, leave the Crab alone. Watch out for other creatures, like the Hermit Crab, whose touch leaves you temporarily without shooting power.

**PROTIP:** Don't forget to check your time. If you don't play conservatively, it runs out.

## Blowing Double Fun





Super Buster Brothers begins slowly, but the challenge quickly builds as you bust more and more bubbles. Beginner to advanced gamers who enjoy shooters that require quick reflexes mixed with brain cell action will find the game entertaining.

The Brothers bring a basic, but far from boring, style of play to the CD, especially in the hilarious simultaneous two-player mode. Snappy tunes and classy graphics back the boys up. Grab a buddy and have a Busters Brothers blow out.



Illustration: Dave Joly

### Super Buster Brothers by TTI

Graphics	Sound	Control	FunFactor	Challenge
				<b>INT.</b>
4.0	4.0	4.5	5.0	Intermediate
\$49.99 CD Available January			Action/Shooter Two Players Continues	



# TURBOCHIP PRO REVIEW



By Otter Matic

Get ready to fight for humanity in Shockman, one of the most challenging one- or two-player, side-scrolling, action games to come along in a while. As one of two cyborgs, or Shockmen, you're on an eight-level quest to return yourself to human form. The scientist who transformed you into a cyborg agreed to turn you back to normal, but wouldn't ya know it, he got kidnapped! To save yourself, you'll have to save the scientist from his captors. Most of the action is run, jump, and shoot, but an occasional underwater shoot-em-up level mixes up the game play.

## A Familiar Face

If this game's story line sounds mega-familiar, just wait until you see it. The Shockman characters are cute, pint-size figures that move and look like sprites from Mega Man for the NES. In fact, the characters and the backgrounds mimic the Mega Man graphics so accurately, you might think they're 8-bit. You can definitely find better pix for your TurboDuo.



The professor's in trouble!

## Mega Tough

In Shockman, you only get one life, which is merciless considering that the enemies are super fast and your controls are super slow. Your life gauge starts full, but it's quickly zapped by an onslaught of nasties in your face. You run up against a weird army, which includes cyborgs and bubble creatures, and these enemies are no pushovers. They'll suck



your life's blood with a few shocking moves of their own, and the sluggish controls will ground you.

Luckily, you're blessed with unlimited continues, which gives you unlimited chances to conquer the difficult levels. Power-ups are few and far between, but batteries will juice up your Life Gauge. Weapon power-ups make even rarer appearances, especially from Stage Three on.



PROTIP: Charge up your weapon before you fire.

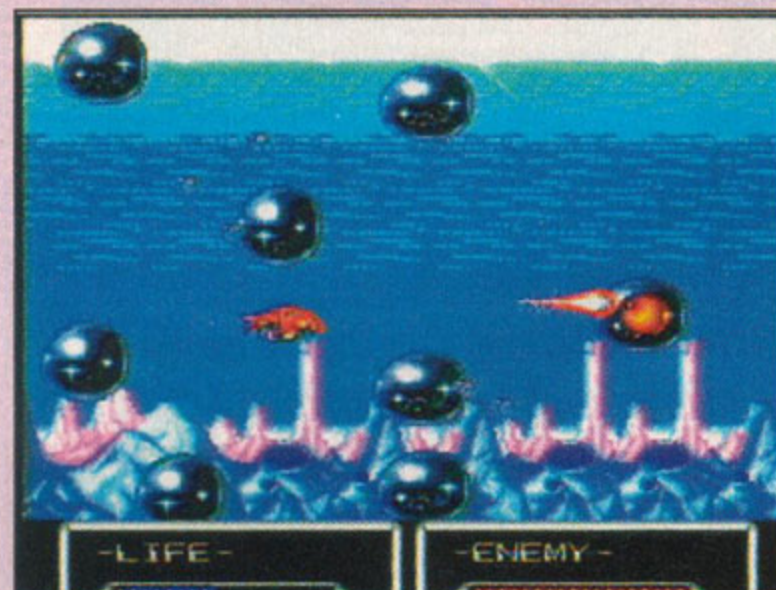


You'll gasp for air in the Shockmarine level.

**PROTIP:** To defeat the flying Dragon Boss at the end of Stage One, hop from building to building. You can fall as often as you want and it won't affect your life meter. To deliver a shocking blow, charge up your weapon and fire it at the Dragon in midair.

## Twice the Challenge

Shockman's one-player game is tough, but the two-player simultaneous game is nearly impossible. In the buddy mode, you play alongside a pal, but you've got twice the firepower. Unfortunately, you also have twice the weakness since you both share one Life Gauge.



PROTIP: To decimate Stage Two's packet of nasty bubble varmints, shoot the one with the colored center.

## Electric Shock Therapy

You'll need Electric Shock Therapy after you play this game for a few hours. If you're not an experienced gamer, don't even think of bolting for this one. If you are, ask yourself if you're ready to ride the wave of lightning in this incredibly tough game. Shockman is powerful.

### Shockman by TTI

Graphics	Sound	Control	FunFactor	Challenge
				<b>EXP.</b>
3.5	3.0	3.5	2.5	Expert
\$49.99		Two Player		
Available now		Unlimited continues		
Action/adventure				





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TERMINATE MIMETIC  
POLYALLOY T-1000  
PREVENT JUDGMENT DAY

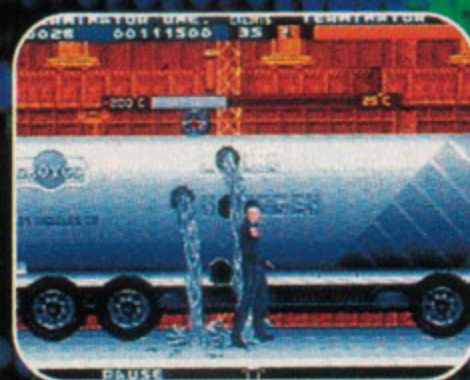


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>> ROCKET LAUNCHER  
>> 10 GAUGE SHOTGUN  
>> M-79 GRENADE LAUNCHER

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## TURBO SUPER CD PREVIEW



By **Bubonic The Blowfrog**

Just when you thought you'd seen everything there was to see in a shoot-em-up, TTI released their tremendous Gate of Thunder (see ProReview, July '92). This February, TTI will spawn a Super CD sequel that, from its looks and sounds, will bust open the Gates as the new king of shooters, Lords of Thunder.

### Get Your Wings

Long ago a legendary hero, Dyu, imprisoned the evil Dark One on an island in the center of the Six Lands of Mistral. Over time, each land fell prey to evil rulers, who in turn fell prey to the imprisoned Dark One's sinister influence. As Landis, Dyu's only living descendant, you must don your ancestor's magical winged armor to conquer the Six Lands and ultimately destroy the Dark One.

Lords of Thunder is a side-scrolling shooter with seven stages of intense action and a plethora of magical weapons and power-ups. Before each stage, you select a suit of magic armor – Wind Armor, Water Armor, Fire Armor, or Earth Armor. The armor determines the types of weapons you'll receive to best suit each different environment.



*If the armor fits, wear it.*

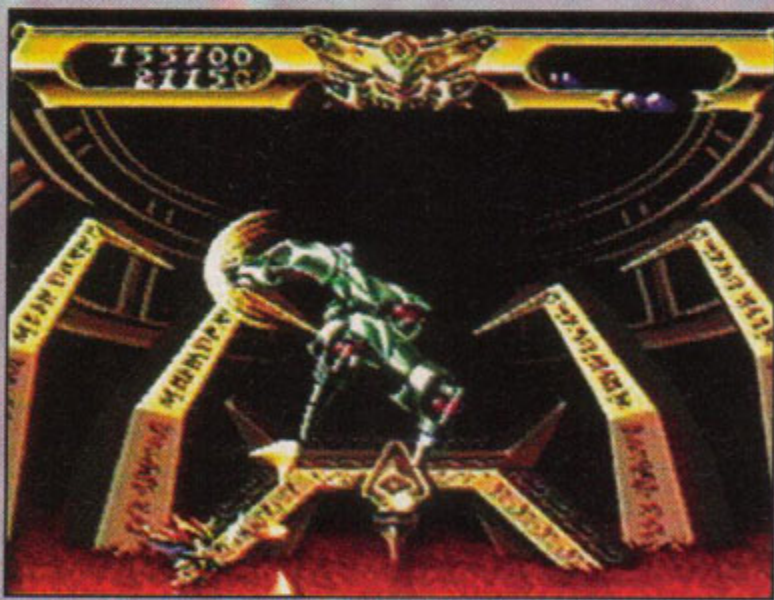


*This shop is always fully stocked!*

# LORDS OF THUNDER



*Avoid deadly diagonal fire streams.*



*This boss packs a powerful punch.*



*Here's a map of the Lands of Mistral.*



*This mondo-sprite stretches across three screens.*



*Landis versus Zaggart: This is one fight you won't see on Pay-Per-View.*



*View the Evil Lords of the Six Lands of Mistral.*

### Lord of Sight and Sound

Lords has some of the most awesome graphics ever assembled in one game, including a lengthy, fascinating, animated intro sequence and single sprites that stretch three screens long! The music matches the action with hair-pulling, guitar-blasting metal that will blow you out of your seat.

### Lords Almighty

It looks like TTI is seriously pushing its Super CD technology to make Lords of Thunder the best shooter ever – and this disc just might rule! This game moves so fast that still frames hardly do it justice, but check out these tasty preview pix. Lords have mercy!

**Lords of Thunder by TTI**  
**Available February**



## Championship Joystick

# Finally! An Arcade Joystick For Your Super NES!



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Experience the excitement of the Street Fighter II™ arcade game...at home! There is no other controller on the market which offers true arcade playing action, with the size, feel and durability of the Championship Joystick.

So, while others may claim that their controllers are "Arcade Quality", only C&L Controls delivers true arcade action for your Super NES™.

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OVER  
SEA'S  
*ProSpects*

# LANDSTALKER



**By Doctor Dave**

There's a collision going on in Japan and gamers everywhere are going to benefit from it. Two game genres – action/adventure and role-playing – are coming together to spawn a new fleet of hybrid games that seek to offer the best of both styles. One such offspring is Landstalker by Sega for the Mega Drive.

## A Boy Named Roy

LandStalker combines a terrific-looking ¾-overhead action-style view with a massive interactive 3D world to create a new RPG dimension. You play Roy, a young elfin boy, on a search for the ultimate treasure. Treasure huntin' can be lonely business, so you find companionship in a tiny 12-inch faerie named Furaide. This magical character is part bat, part human and she knows the secret path to the ultimate treasure. Furaide will stow away in your backpack, and help you if you keep her safe from the evil Kaara and her men.



*Stay the night at the local inn!*



*Wearing a mask can get you into a lot of trouble*

## Swords and More

As an action RPG Landstalker doesn't limit itself to typical RPG formats. For example, to beat the beasts you don't use a tactical fighting interface. Instead, you launch a hack 'n' slash, button-press attack with Roy's sword when evil enemies come within sword-swinging range. As you travel from city to city, the game play maintains an action-style point-of-view with good-sized character sprites. The cart doesn't downshift the magnification as some RPGs do, so it keeps the action/adventure feel of the game.



# NOTICE: GENESIS OWNERS

We are aware that all of you were not lucky enough to get a CD Player for your Genesis™ System this past Christmas. So that you're not penalized for your misfortune, we are introducing our first CD ROM Game on a *cartridge*.

Introducing  
**FLASHBACK™**  
The CD ROM Game on a cartridge

**Available February 20th**

Flashback is a trademark of U.S. Gold Inc. and Delphine Software International. GENESIS is a trademark of Sega Enterprises Ltd.



and





In this beautifully animated world, you've gotta use your brawn and brains to fight nasty creatures and piece together clues in order to enter the dangerous caverns where you'll find great treasures. You can climb to new heights on multiple



**Some enemies drop gold when you attack them.**

levels and platforms. Sometimes you must move obstacles around and even stack them to reach higher objects.



**Explore eight towns and castles.**

Of course, Landstalker maintains classic RPG ties. You must build up your character traits and amass strength to fight. A life meter shows your current strength, which can be increased with herbs or a good night's rest at an Inn.



**Destroying enemies can trigger secret doors and elevators.**

You can carry money, weapons, and treasures. Use the cash to buy goodies at each village's country store.

### **Trend Setter?**

Landstalker is just one of many new action RPGs that are emerging in Japan. Hopefully, this impressive cart will stalk its way to the U.S. soon.

## **MADE IN JAPAN**

**By Betamax Boy**

### **Super Sega**

Sega is soaring in Japan after some relatively scant offerings in the past few months. Hot new CDs are filling the aisles and rumours are flying about a Sega 32-bit system in 1994, as well as upgrades to bring Mega Drive carts to a new high. Some of the hottest Mega CD titles now available in Japan include 3x3 Eyes, Nobunaga and his Ninja Force Aleste, Golden Axe III, Thunder Force V, and Shining Force III.

### **Team Wolf**

One of the biggest developers in the Mega CD market is Wolf Team, a small group whose work is published by software giant Telenet Japan, publishers Laser Soft, RIOT, Renovation, and Telenet products. Wolf Team was responsible for the popular RPG Aisle Lord, and the awesome Thunder Storm FX (Cobra Command). With Cobra Command, Wolf Team successfully digitized and converted a classic Laserdisc arcade game to the Mega CD. The next conversions from the big disc to the CD are two classic Data East Laserdisc arcade games, Time Gals and Road Blaster FX. But, there's plenty more games on the horizon from Wolf Team.

Time Gals is an awesome Dragon's Lair-style romp through time with a bikini-clad heroine at the hilt. Don't be distracted by her good looks, because the quest to destroy the evil Time Lord is difficult. Four glowing gems on either side of your heroine give you quick instructions. If you can find a place to carry them, swords and laser guns will help you fight your foes! Wolf Team preserved more detail and color than with Cobra Command in Time Gals, without sacrificing speed! Player control is limited, but the game is dazzling.

Anyone who saw Mel Gibson's Australian Mad Max movies knows the premise of Road Blaster FX. You drive a maxxed-out, Camaro on a post-nuclear interstate. Use Missiles, Cannons, Gatling guns, Machine guns, Miniguns, and Grenade Launchers to defend your area from petrol thieves on this highway to hell.

Road Blaster FX's graphics are animated, but the realistic pix are more along the lines of Akira than Speed Racer. You'll speed along desert roads littered with automotive carcasses, sawgrass, and a cactus or two. Mean hybrid vehicles with awesome firepower will confront you in this post-apocalyptic auto adventure. Road Blaster sets the asphalt on fire with no speed limit, cops, or traffic laws.

### **Future Fare from Our Furry Friends**

Earnest Evans fans rejoice! An all-new sequel to the Earnest Evans and El Viento

series called Annet is on its way from Wolf Team/Telenet! The graphics on the CD version of Earnest Evans were cool, but not up to CD standards. Annet more than makes up for this with a heapin' helpin' of cartoon-quality intermissions, super detailed graphics, and a bass-thumpin' soundtrack.

Namco has allowed Wolf Team/Telenet to tackle one of the most daunting conversions from arcade to home system yet: the awesome 3-D shooter Star Blade. Star Blade used powerful processors to render its 3-D visuals in the arcade. Now Wolf Team is using the processing muscle of the 12.5 mhz MC68000 in the Mega CD to produce a near carbon-copy of the original.

Another Namco 3-D effort that Wolf Team may convert, perhaps even more spectacularly, is Galaxian 3. In the arcades, this third installment in the Galaxian series used some of the most advanced 3-D visuals yet in an awesome RISC-based, double-screen, six-player competition. Plans call for cutting down the Mega CD version to two players and one screen. Stay tuned.

### **The Quest for RPGs**

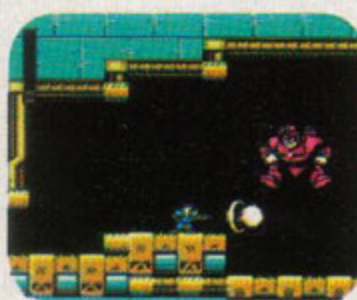
Game Arts has Lunar: The Silver Star II in development. Luna and all her friends are back in a new romp through the kingdom. Climax is producing Shining Force III for Sega/Falcom on the Mega CD. It will feature the largest above-ground quest yet and confounding 3-D dungeons.



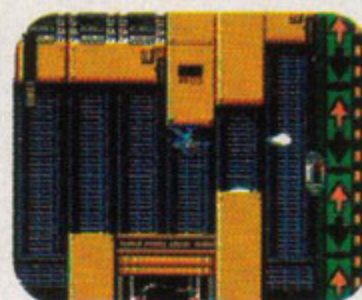


# Help Mega Man turn Proto Man into spare parts.

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



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



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



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



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HENEX  
TLEVEL

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4. Cut out and include the proofs of purchase (UPC Code) from the back of the Genesis software boxes.
5. Include a check or money order for \$3.50 US dollars (no cash, stamps or COD's) to cover shipping and handling. Make check out to: **GENESIS 2FER PROMOTION.**
6. Complete the information requested on this certificate.  
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CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_  
PHONE (\_\_\_\_) \_\_\_\_\_  
M \_\_\_\_\_ F \_\_\_\_\_ AGE \_\_\_\_\_ STORE WHERE PURCHASED \_\_\_\_\_
8. Mail ALL above requested items postmarked **NO LATER** than **APRIL 30, 1993** to:  
→ Genesis 2Fer Promotion  
P.O. Box 4656  
Hayward, CA 94540-4656

\*Sega reserves the right to send a substitute title in the event that titles requested are not available. Sega will send you one of the Genesis Cartridges, eight to twelve weeks from receipt of all completed redemption materials. Offer not valid in combination with any other Sega Genesis offer. Valid in the U.S. only. Void where prohibited. Sega, Genesis, and all game titles are trademarks of SEGA unless otherwise noted below. Spider-Man and the distinctive likeness thereof are trademarks of Marvel Entertainment Group, Inc., and are used with permission. © 1992 Marvel Entertainment Group, Inc. Toe Jam & Earl © 1992 JVP. California Games and Epyx are registered trademarks of Epyx, Inc. © 1992 SEGA 3375 Arden Road, Hayward, CA 94545. All rights reserved.



# **Pictured=**

His name is Howard Peay. (It's pronounced *Pea*, like in *Peanut Butter Sandwich*.) But, you can call him *Mr. Peay*.

## **The head money guy**

He's the top bean-counter at Sega. What does that mean? He takes care of the cash. He makes sure we stay

## **at Sega,**

in business. And now, (wake up this is the part you care about) he's giving away games. If you buy two of the

## **with the only thing**

Sega™ Genesis™ games on his coupon, he'll give you one more for *free*. This is a big moment for Mr. Peay. The whole

## **he ever**

coupon thing was his idea. Just look at him, he's really proud of it. Okay, that's enough. Go get the scissors.

## **designed.**





## Foreman Chomps Down on the Genesis

### George Foreman's KO Boxing



By Captain Controller

Grab a bag of Doritos and a Big Mac and climb into the ring. In George Foreman's KO Boxing by Flying Edge you punch it out as boxing champ, George Foreman, and go fist-to-fist against fifteen powerhouse opponents. As with the SNES cart (see ProReview, October '92), the Genesis version screens an over-George's-shoulder view of the fast-paced boxing action. You better start eating your wheaties, because this cart starts tough and gets progressively more challenging.

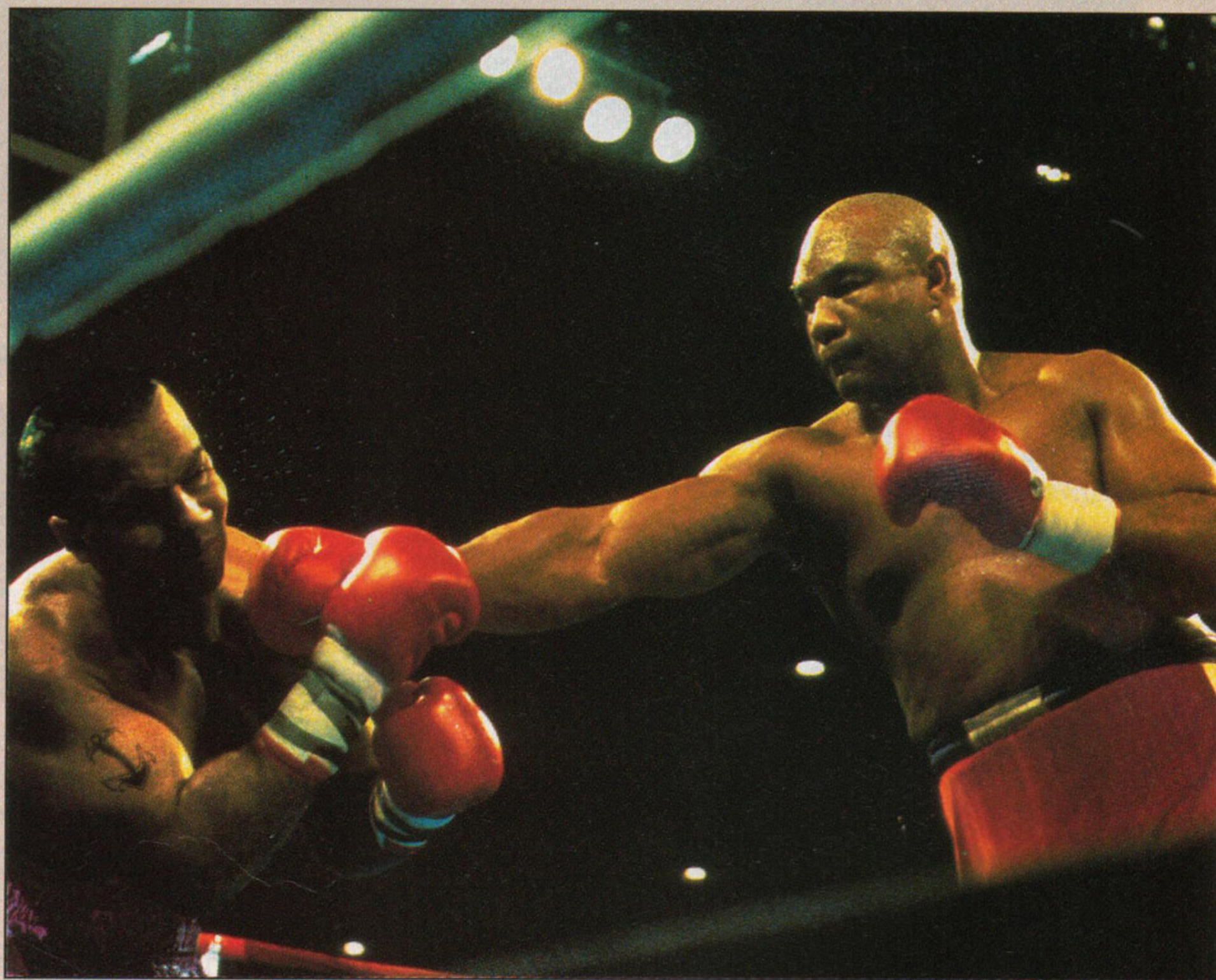
### He's Mean, but not Lean

At 251 pounds and a 6' 4" frame, Foreman's a hefty heavyweight and a former champ who's back to kick some serious butt. In one-player games, you can play George against 15 fighters, or you can take on a fellow pugilist in a two-player head-to-head mode. For serious career boxers, there's a password option, too.

Each fight consists of three two-minute rounds. Your goal is to cause as much damage to your opponent as possible.

### Hearing Is Believing

KO Boxing hits home with gruesomely realistic sounds. Digitized voices capture the crass exchanges between boxers. The sound effects also really strike a blow with completely different sounds when a glove lands on a face, as opposed to a stomach or a



block. Listen to the whooshing air current as your opponent winds up for a Superpunch.

### Making the Moves

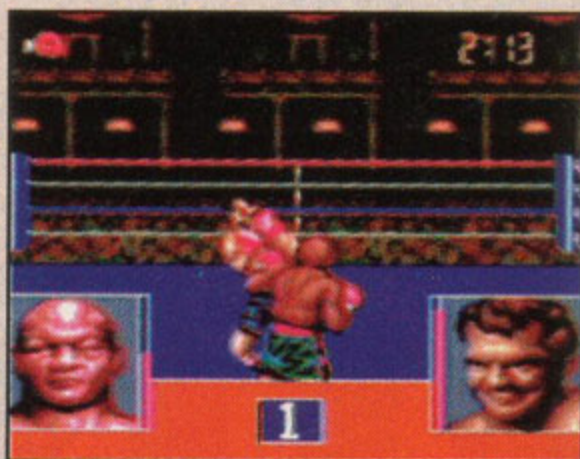
Using the controller you can throw right- or left-handed punches to your opponent's body or

face. You can also block and dodge your opponent's fists. The controls are responsive, but, unlike Muhammed Ali Heavyweight Boxing for the Genesis (see ProReview, October '92), you don't move around the ring.

### Body Language

If you like graphic graphics, you can check out your opponent's Damage Meter in the lower right

portion of the screen. The meter displays the fighter's face and a red bar that indicates his strength. The face also registers abuse (swelling, blood, and sweat) with each successful punch. Since this cart shows a waist-up view of the fighters, the characters are large and meaner looking, too.



**PROTIP:** After you land a few hits, a red glove appears in the upper-left portion of the screen. The glove signals that you can throw a Superpunch by pressing C. If your timing is right, you'll cause mega-damage to the dude you're fighting.

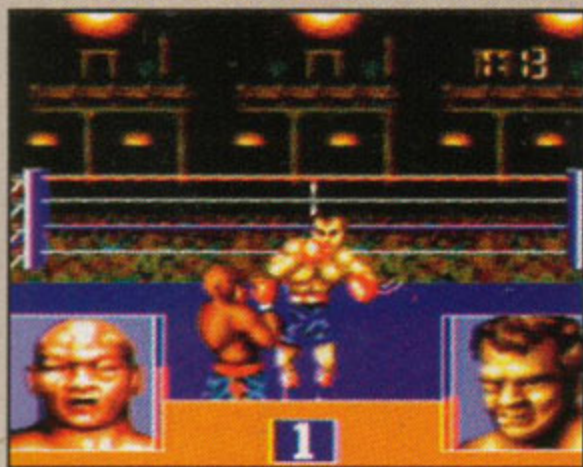


**PROTIP:** To regain your strength after your opponent knocks you down, rapidly press A and B. The trick is to press these buttons as quickly as possible.



**PROTIP:** Try to keep your percentage of landed punches (hits) high. If a fight goes for three rounds without a knockout, the judges will use this percentage to pick a winner.





**PROTIP:** To avoid a heavy pounding in the first fight, look for Lorenzo to wind up his arm for a Superpunch. Then quickly dodge in the opposite direction of the punch.

### A Serious Contender

This cart offers detailed graphics and life-like sound effects as the

two fighters seriously beat on each other. Even if you're a total wimp, you can take on the role of a living legend and expect some pretty realistic boxing action from this game. Foreman is big and bad, but only you can make him the best.

George Foreman Boxing by Flying Edge				
Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.5	4.0	Advanced
\$49.95		Sports		
Available January		Two Players		

# Grand Slam Winner

## Jimmy Connors Pro Tennis Tour



By Weekend Warrior

Jimmy Connors Tennis by Ubi Soft honors its namesake by presenting one of the best video tennis games available on any system. Just like Connors, who has a record 109 singles victories, this cart's a champ!

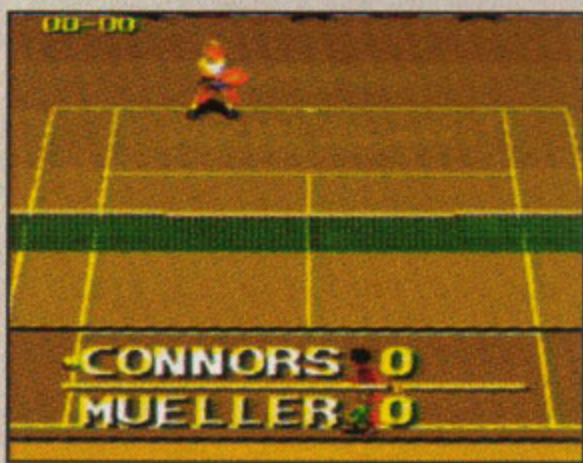
### Play Your Way

Connors Tennis features a netful of customizable options and features to create the perfect game for you. One or two players can play singles or doubles, either going head-to-head or playing as teammates. Choose any one of the 16 international players (including Jimmy Connors) and challenge someone to a quickie Exhibition game to hone your skills. Then, enter the year-long, 28-game, international tournament that takes you across the world, from Singapore to Tel Aviv! A password feature also enables you to pick up tournament play at any time.

In Exhibition mode, the Playing Court Menu lets you choose to play on grass, on clay, on a hard court, indoors, in a desert, or even on a snow-covered Antarctic court. Naturally, success on the different surfaces and in the various playing conditions requires different strategies. You can also choose to play one-, three-, or five-set matches.

### Get Real

Jimmy Connors Tennis takes full advantage of the SNES' graphic and audio capabilities. Using a 3/4 over-head view, this game comes alive with beautiful, detailed, well-animated graphics and players that look realistic and move in real time. Add digitized sound effects and scoring announcements (complete with an indoor echo) and you've got a game that's so close to the real thing that you'll get tennis elbow.



**PROTIP:** Practice with Jimmy, the most well-rounded player, on a desert court. Desert courts make balls move slowly.

### Tighten Your Grip

Jimmy Connors Tennis features very responsive controls that use all six SNES controller buttons to simulate realistic tennis strokes. Two modes of control, Easy and Full, enable you to focus on specific areas of play. Easy Control automatically moves your player to the ball, so you can work on your timing and stroke selection. Full Control places the whole enchilada in your hands.

To keep tabs on how well you're controlling your player, an abundance of performance stats are automatically displayed in between every game.



**PROTIP:** Hold down the B button for an automatic serve.

### The Game's Pros

Before you begin a game, you can participate in a Training Session with five of the top computer tennis coaches. These pros will teach many of the basic strokes and serves while imparting crucial words of tactical wisdom. Each



**PROTIP:** You needn't smash the ball at the net every time. Hitting balls at sharp angles opposite to the direction that your opponent is running is equally as effective.

STATISTICS	
CONNORS	
1ST SERVE	40%
2ND SERVE	40%
DOUBLE FAULTS	10%
MAX. SERVE SPEED	100 MPH
Avg. SERVE SPEED	92 MPH
TEAM POINTS	4
UNFORCED ERRORS	0
NET APPROACHES	2
BACK NET APPROACHES	10
CONNORS 0	
MUELLER 1	

Let's see some more aces!

coach has their own strong area. Garth, for example, will teach you the intricacies of the serve.

### A Grand Slam Winner

Realistic sights and sounds, a wealth of options, and a Skill Select feature make this game a winner with virtually no faults. In the world of tennis video games, Jimmy Connors Tennis serves an ace!

Jimmy Connors Pro Tennis Tour				
by Ubi Soft				
Graphics	Sound	Control	FunFactor	Challenge
4.0	5.0	4.5	5.0	Adjustable
\$59.95		Sports		
4 megs		Two Players		
Available now		Password		

Continued on page 142.



# Virgin Slaps Ice

## Super Slapshot



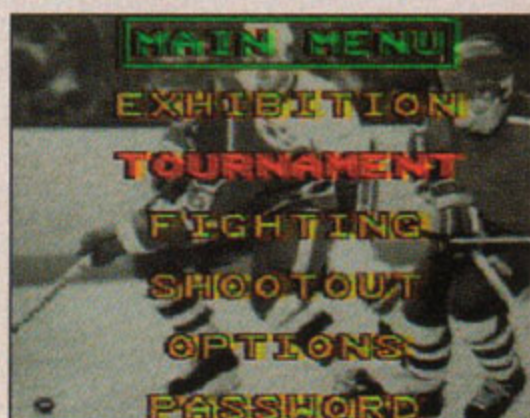
By Athletic  
Supporter

Lace up your SNES skates and get ready for some of the fastest international hockey action this side of the Winter Olympics. It's time to hit the ice with Virgin's Super Slapshot for the Super NES.

### International Flavor

Super Slapshot features 12 teams from across the globe, including the United States and the Soviet Union's powerful Unified Team. Each country's team is rated from Poor to Great in six different categories – Shooting, Passing, Defense, Power, Speed, and Goaltending. If you're going to make it to the Gold Medal round, you've got to know your team's strengths and weaknesses.

This one- or two-player cart lets you choose from either an exhibition mode, which pits any two of the 12 teams against each other, or an eight-team tournament. Play the exhibition or tournament mode against the computer or take on a friend.



Choose your poison!

### Nice Ice, Slick Controls

Super Slapshot's graphics score like a Mario Lemieux backhanded goal. This game's animation is smooth and the players glide across the rink. (A nice touch is the flying ice when a player changes direction.)

However, Super Slapshot's controls leave a little to be desired. Since the action moves along quickly, it's sometimes hard to determine which player you're controlling. You do, however, have the option of switching player control manually or automatically. If you're a novice, you'd better let the computer decide.

you won't find that rule in Super Slapshot – you can fight as much as you like. A fight can break out at any time, and you can control your players' punches. If that's not rough enough for you, select the fight mode from the main menu, then select any two countries, and go at it. You can also challenge a friend or take on the



**PROTIP:** Play to your team's strength. If you've got a strong defensive team, don't try to make them into a scoring machine.



**PROTIP:** Be ready for the rebound goal. Once in a while crank a slapshot from near the blue line. Even if the goalie makes the save, he probably won't be able to trap the puck.

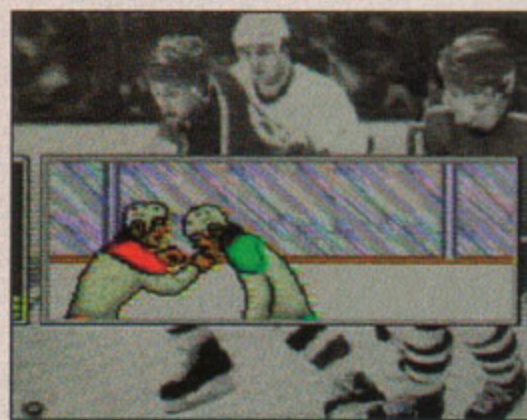
### It's Hockey-Fu

The National Hockey League is trying to cut down on fighting, but

computer. But watch out, this cart is no pushover.

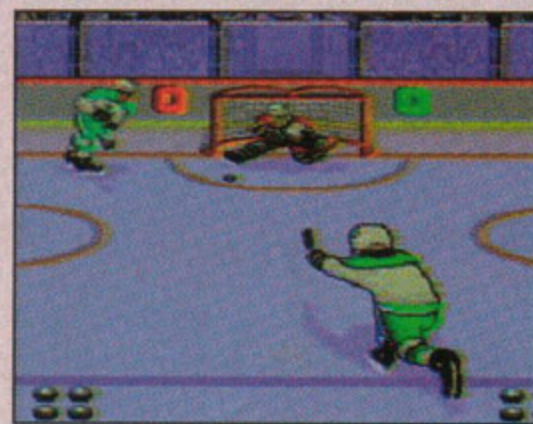
### Shoot for the Gold

One of the coolest options in Super Slapshot is the action-packed shootout mode. The for-



**PROTIP:** In the fighting mode, move towards your opponent as quickly as possible and press Y three or four times for a jab. Then, move back to make

your opponent miss. Once he stops punching, press X to knock him out with a right hook.



**PROTIP:** In the shootout mode, the computer will almost always try to shoot between your goalie's legs on its first shot. Be ready for the save.

mat for the shootout is the same as a soccer shootout. Each team lines up for five shot on goal. The team with the most goals wins.

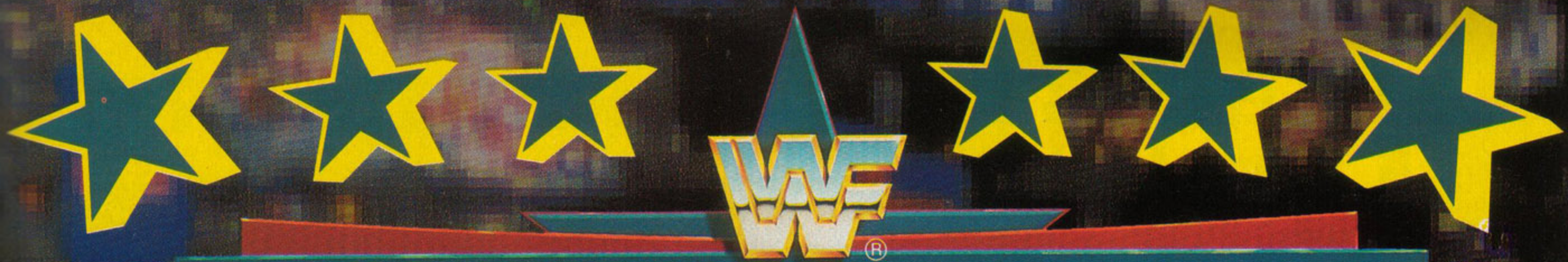
### He Shoots! He Scores!

Despite the minor control problems, Super Slapshot has enough options and action to keep any hockey nut entertained for hours. If international hockey is your goal, face off with Super Slapshot.

Super Slapshot by Virgin Games				
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	4.0	ADJ.
Price not available		Sports		
Available April		Two Players		

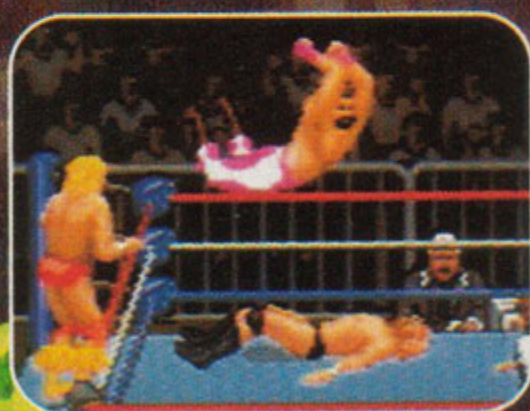
Continued on page 144.





# SUPERSTARS™

## VIDEO GAMEMANIA



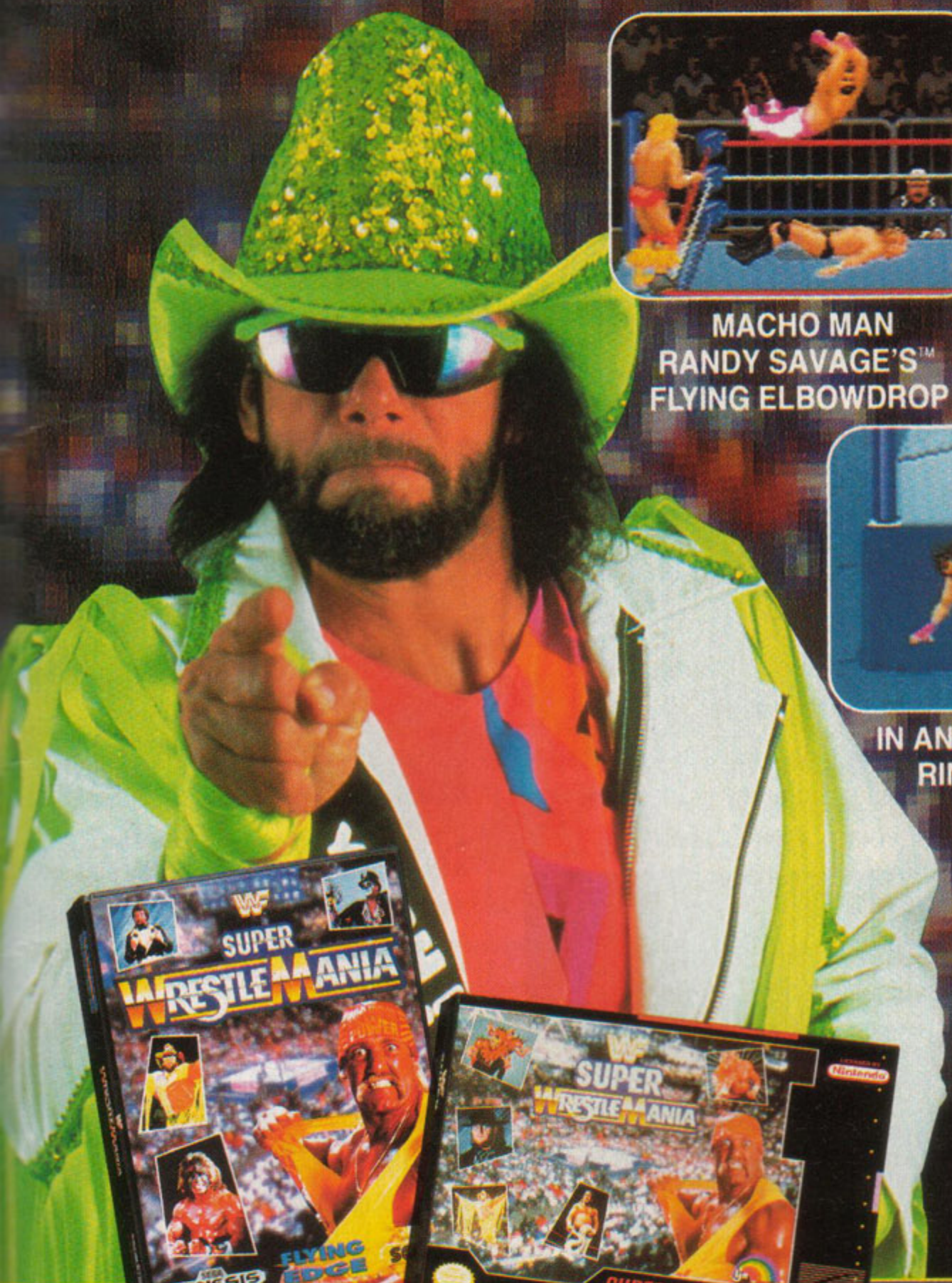
MACHO MAN  
RANDY SAVAGE'S™  
FLYING ELBOW DROP



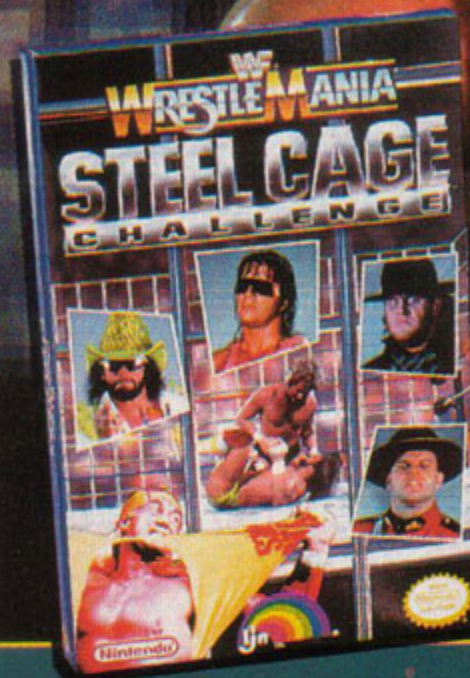
ULTIMATE  
WARRIOR'S® FLYING  
CLOTHESLINE



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WWF®  
SUPERSTARS 2™

WWF® wrestling action is better than ever! Steel Cage Challenge™ for NES™ lets you feel every bone-crunching powerslam and clothesline! WWF® Superstars™ 2 packs Tag Team action into your Game Boy® for the first time ever! WWF® Super WrestleMania™ energizes your Super NES™ with spectacular graphics and pounds Genesis™ with each wrestler's own specialty move!

Step into the ring with these WWF® Superstars™... if you dare!



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# NHLPA '93 Faces Off with the SNES

## NHLPA Hockey '93

SNES

By Willy Y. Pout

NHLPA '93 should chill out you SNES hockey fanatics. Put on your pads and grab a stick, 'cuz you're finally goin' into the game.

### Matchmaker, Matchmaker

NHLPA '93 for the SNES is pretty much the same as its Genesis counterpart. In fact, the game play options are almost an exact match, with the exception of the Password option. Choose any of the 24 National Hockey League teams, plus two All-Star teams, in a ¾ overhead-view, real-feel game.

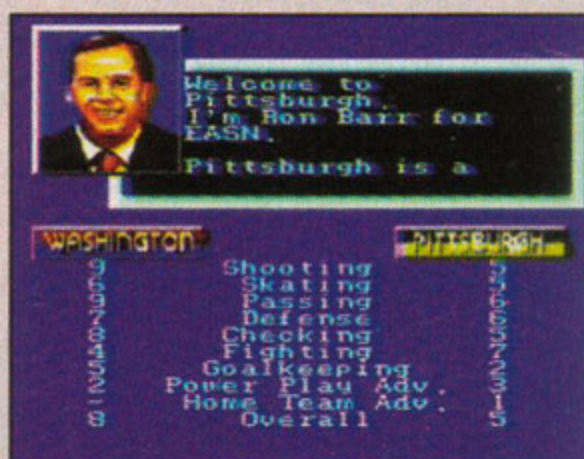
You can match skills against the computer in the one- or seven-game Stanley Cup play-offs or play a regular season. If you want to go head-to-head against a friend, however, you're limited to playing a regular season.

### Real Players, No Stats

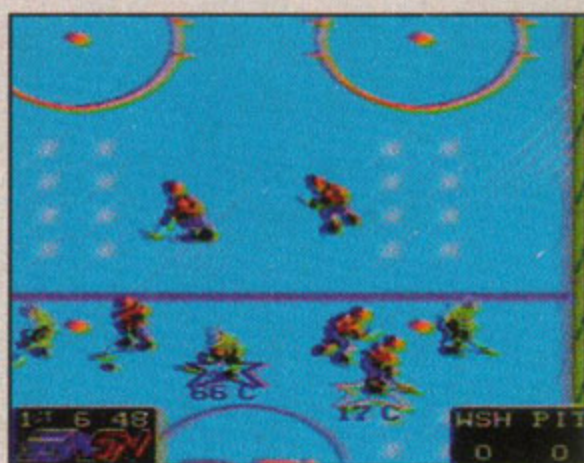
The SNES version of NHLPA, unlike the Genesis cart, doesn't allow you to mix and match different players to build your own Scoring, Checking, and Power-Play lines. Even though you can display the basic overall team stats at any point of the game, there's no way to check on individual stats for each player. However, this cart maintains the true-to-form abilities of the actual



1993 National Hockey League Players Association members. Their rated skills, just to name a few, include Speed, Agility, Power, Endurance, Weight, and Shot/Pass Accuracy. Line changes and penalties (except fighting) can also be deactivated.



**PROTIP:** Listen to what Ronn Barr has to say before the game: He points out each team's strong players. Also, carefully look at your team's strengths and weaknesses.

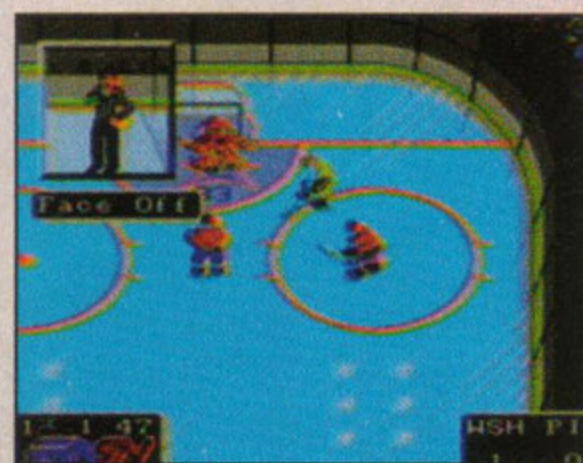


**PROTIP:** Use short passes for higher accuracy. This also reduces the chance of an interception.

### Loss of Blood

The match-up between the SNES and the Genesis versions of this

game is pretty much a draw. Although the SNES action is much faster, the animation tends to be a bit choppy. In the SNES version, you also won't see blood during injuries, hear the one-minute warning beeper, or feel the glass-breaking slapshots. Another improvement, though, is in the computer's goaltending skills. The CPU goalie is more daring about passing the puck when one of your players is nearby.



**PROTIP:** Stay close in front of your opponent's goalie and force him to hold the puck. You'll get a face-off near his net.

### Cam-a-lot!

EA's sports games are known for their instant replay feature, and NHLPA is no exception to the rule. Although the cool isolation camera is absent from the SNES version, the cart still features camera and tape control, which includes frame-by-frame, slow

motion, and rewind. The SNES version even shows more replay footage, so you see a lot more action than usual!



**PROTIP:** Don't shoot or pass when opponents are crosschecking the player with the puck. It makes that player more vulnerable to a crosscheck, or a fall, and increases the likelihood that he'll lose the puck.

### The Final Score

Electronic Arts does a good job of translating NHLPA '93 to the SNES and maintaining the feel of real National Hockey League action. NHLPA '93 is one of the best hockey games for the SNES thus far! It really skates up to the challenge!

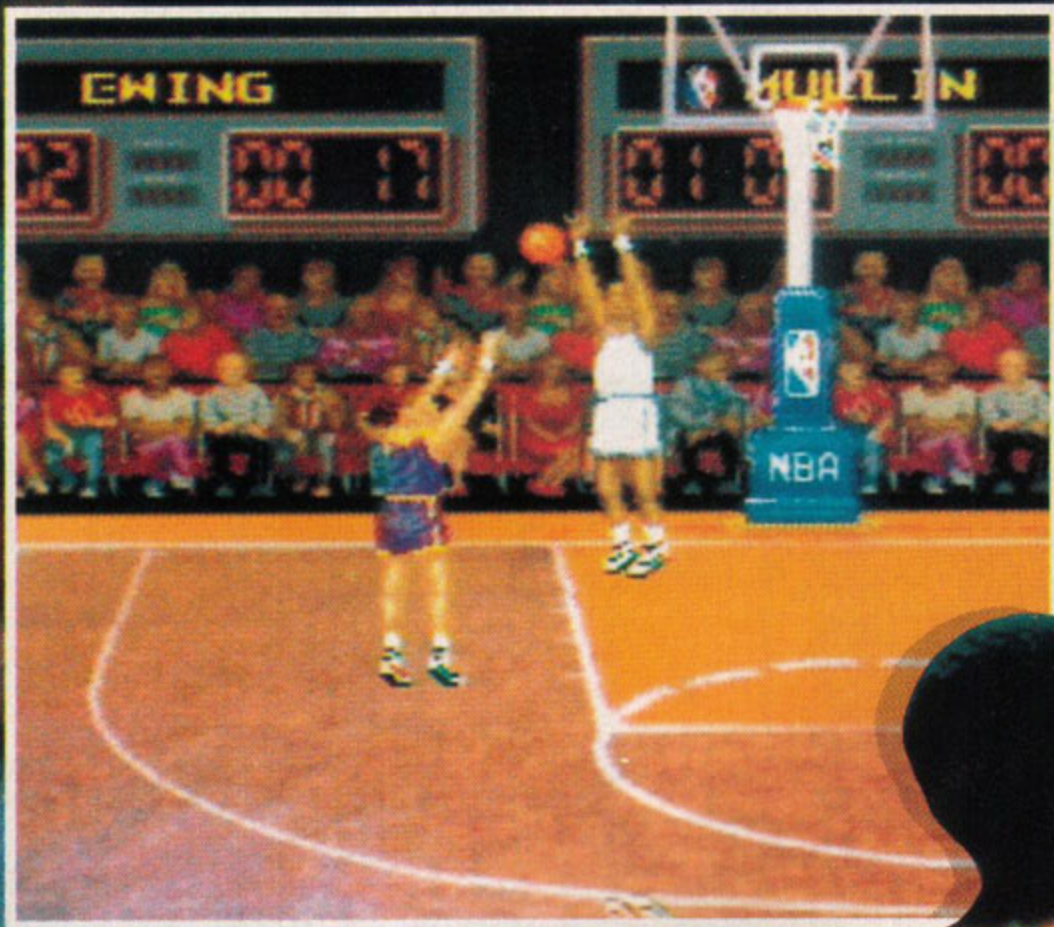


**PROTIP:** To swap the computer's team in the New Play-off mode, press Right to change your team, then Left to return to your original selection. You can generate three to four different match-ups with this method.

NHLPA Hockey '93 by Electronic Arts				
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.5	5.0	Advanced
\$59.95	Sports			
4 megs	Two Players			
Available now	Passwords			

Continued on page 146.



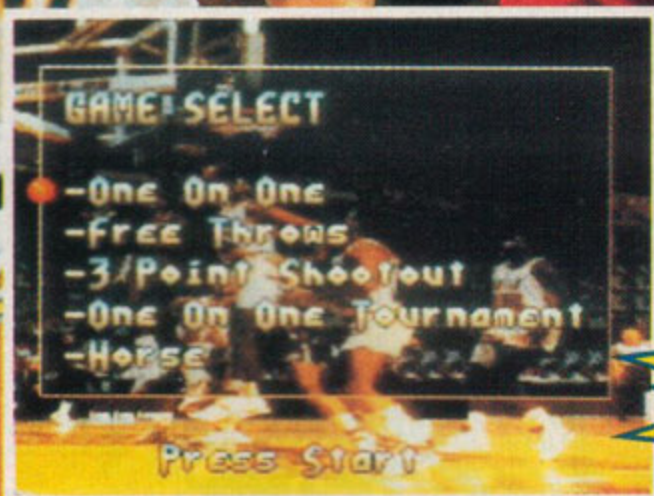


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# TTI Puts Crude Dudes On Ice

## Hit the Ice Turbo Chip

By Otter Matic

You've never seen a hockey game as rough and rowdy as Hit the Ice, TTI's latest sports cart that packs a punch and a kick. Up to four players can slice the ice in this no-rules, maimin' game. By no means a purist's hockey game, Hit the Ice combines slapstick and slapshot into a brutal beat-'em-up rink raid. As with most sports carts, this game's strong point is in the competitive two- or four-player modes.



When you shoot and score, your team celebrates with some old-fashioned brew pounding.



Fighting is fair game in this league!

### A Fist Full of Options

Hit the Ice can be played with one, two, or four players at once. There are always six hockey players (including goalies) on the ice at once. Each team's offense is based solely on two skaters. You can play one-game matches in VS. Play, a four game tournament in Championship, and a two-on-one goalie enriching exercise in Shot Race. You can only play Championship with one or two

players. In Shot Race, your team has three to twelve rounds to shoot at your opponent's goal. If the Goalie successfully blocks shots for twenty seconds, he wins that round.



**PROTIP:** For superior goalkeeping, don't let your goalie creep forward or the shots will go over his head.

attacks you can Pass or attack goal with a Wrist Shot, Slapshot, or Super Shot. The Super Shot is hard to pull off, because it's so time consuming, but it really delivers.



Spectators will throw obstacles into the rink, including this octopus!

### Ice Sculpture

At first glance this game seems to have marginal graphics with blocky mid-size characters. But, upon close examination, you'll see dozens of animated sequences

### Them's Fightin' Words

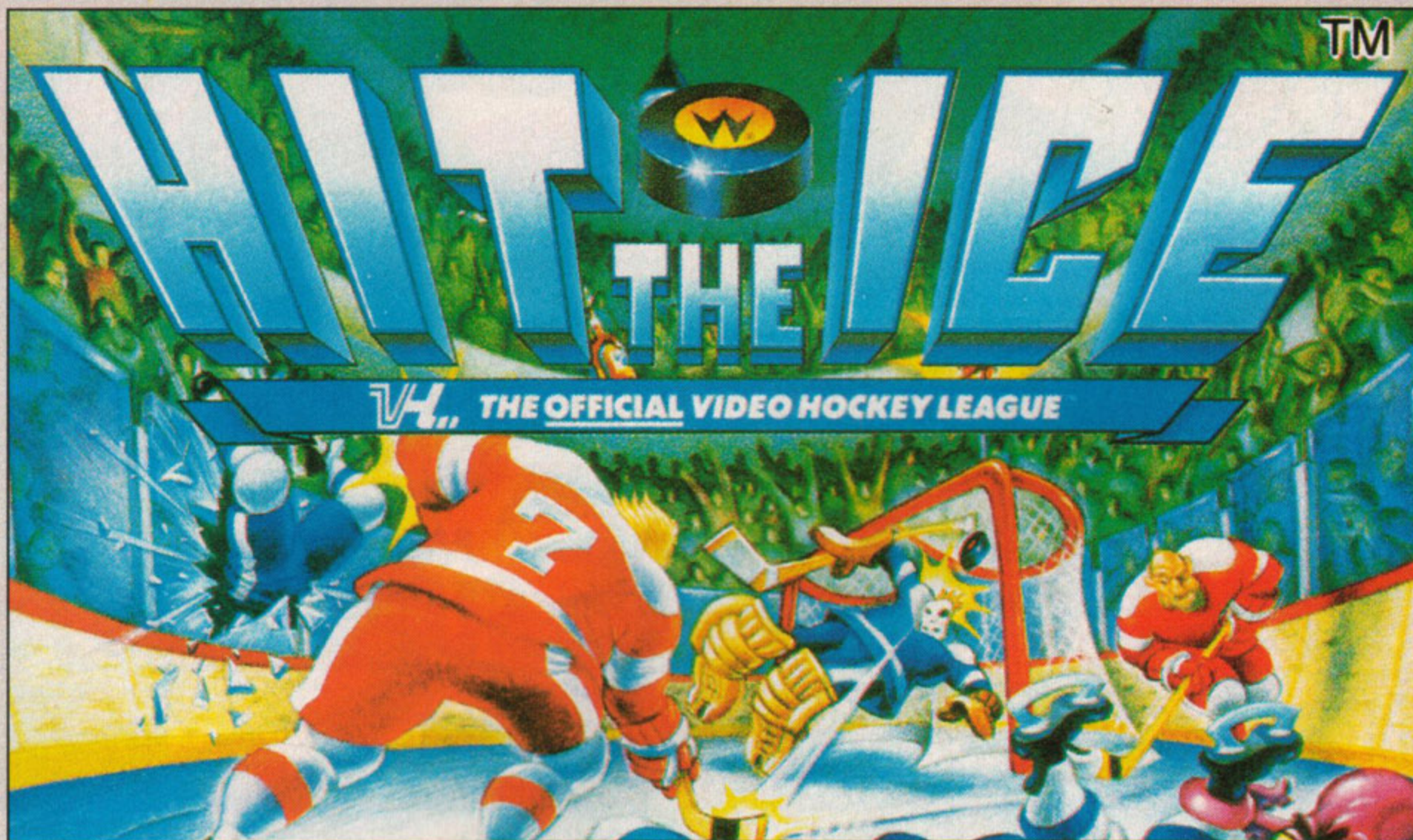
The sounds in Hit the Ice range from the cheers and boos of the active crowd to the taunting, digitized, verbal exchanges between players. The voices are a little fuzzy, but they add enough humor and depth to keep the game going.

### Four Mean Men

As a four-player game, Hit the Ice is about as fun as the real thing, without actually bruising your own skin (except for your thumbs). Nothing can compare to the stunned face of your opponent after successfully completing a Spinning Super Shot.

### It Only Hurts When I Laugh

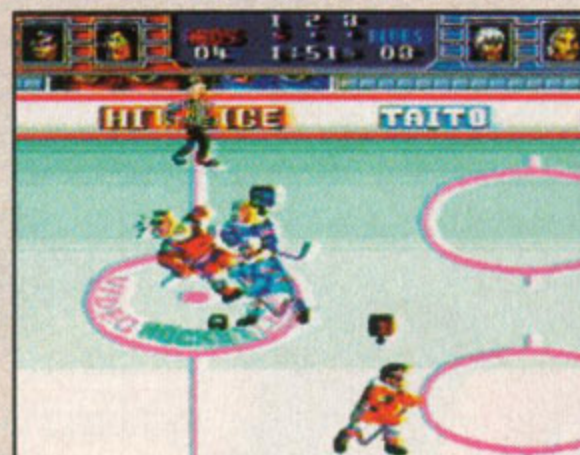
Hit the Ice is the most unrealistic hockey game to hit the streets in



### Face-Off

There are eight skanky skaters and four guerilla goalies from which you can pick your team. All of the characters have hilarious profiles in the manual like Phil Bunker, who's adverse to bathing and hunts bears in the off season, or Al Gigliano who keeps his opponents away by eating garlic bread before each game. Each character is equipped with a special defensive move to punish their puck-wielding opponents. Along with these defensive

of each character when they get hit or when they perform special moves. Other graphic goodies include a colorful scoreboard, and a puck that's large enough to never get lost in the action.



**PROTIP:** To gain possession of the puck stay close on defense and use your special attacks often.

years, but it's also one of the most fun. This game has enough solid competition in multi-player modes and enough humorous extras to keep you coming back for another beating. If you take a swing at this one, you'd better be prepared to hit the ice.

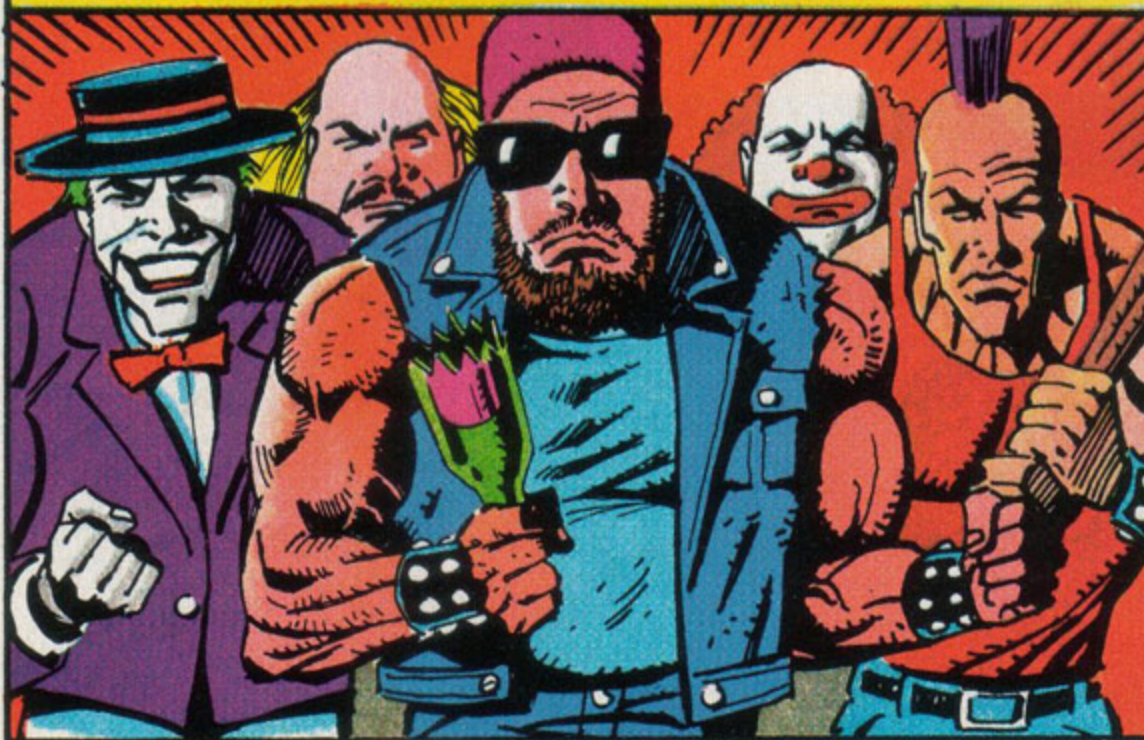
Hit the Ice by TTI				
Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	3.5	4.5	Intermediate
\$49.99 Available now Sports			Up to Four Players Championship & Shot Race Modes	



I'M MARTHA SPLATTERHEAD...  
RENEGADE CYBORG AND FAB-  
ULOUS  
BABE.



"I BAILED ON THE MILITARY AND HAVE COME  
TO TAKE OVER ALL THE GANGS IN NEW YORK CITY"



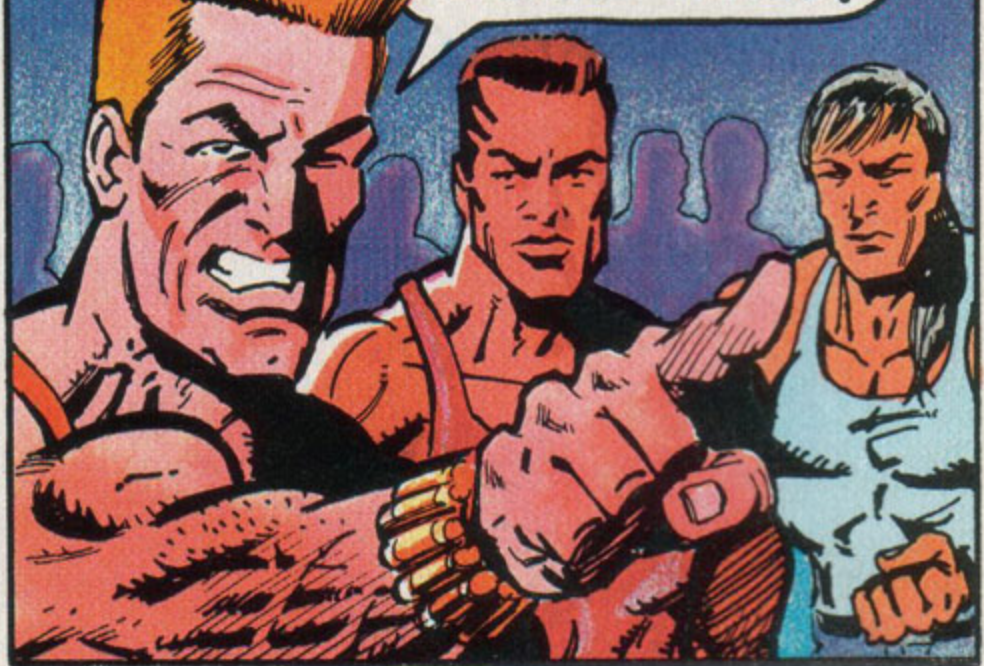
NOT EVEN MY OLD  
BUDDIES THE  
COMBATRIBES CAN  
STOP ME NOW!



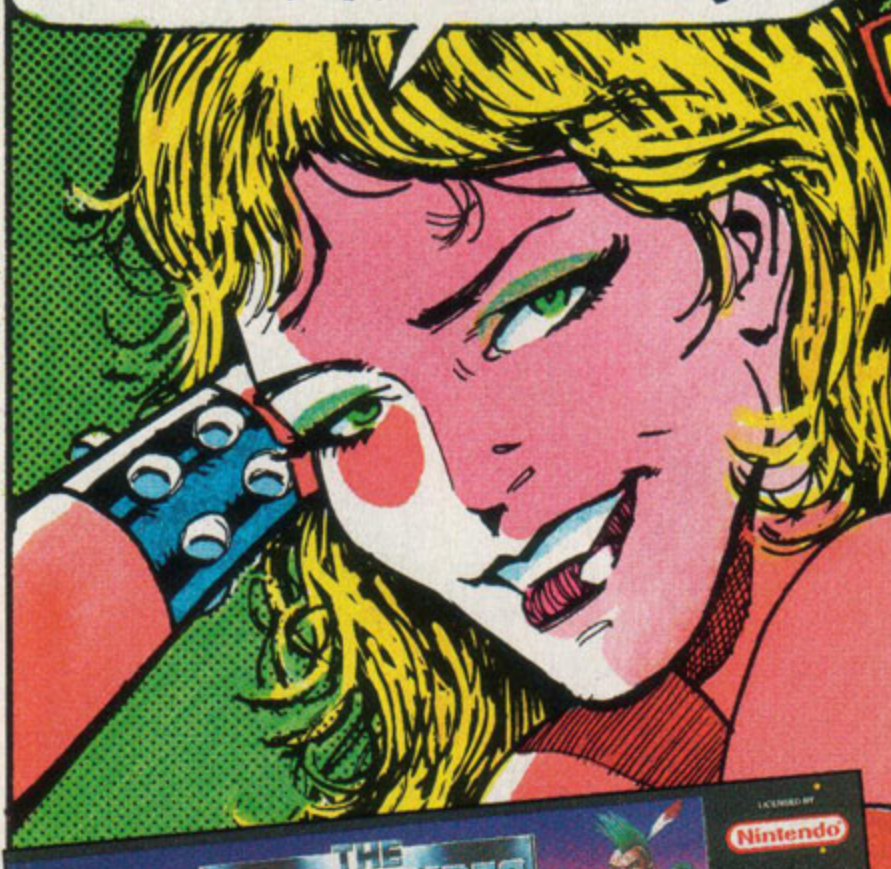
DON'T COUNT ON IT,  
SPLATTERHEAD!!



JUST BECAUSE YOU WERE ONCE PART  
OF THE UNIT, DOESN'T MEAN BULLOVA,  
BLITZ AND I WILL SHOW MERCY ON YOU  
AND YOUR BOOT-  
LICKING GANGS!



WHY, BERZERKER, YOU WOULDN'T  
HIT A LADY, WOULD YOU?



CYBORGS AIN'T  
LADIES!!



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under the strobe-lights of the  
Lexington Disco.



Go berserk as Berzerker and take  
on a fire-breathing Swammy in  
the special 1-on-1 "VS. Mode."

◀ Special "VS. Mode" lets you  
battle as any of the 16 gonzo  
characters and go toe-to-toe  
with everyone—even your  
fellow Cyborgs!



The Big Apple's gone rotten and an old ally is at the core.  
Your mission: destroy Martha Splatterhead—former Combatribes-babe  
turned Gotham gang-queen. But before you get close to this renegade-  
mama, you'll have to do some head-bashin' with five of New York City's  
most feared gangs—on their turf!



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HENEX  
TLEVEL



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# P u t

*An interview with Terry Banks, Tester/Sega Menacer.™*

# a shooting

**How is the Menacer any different from other video shooting games?**

There are four different ways you can play with the Menacer. Hold it in your hand for a sure shot, add the stabilizer to shoot commando style, add binoculars for dual vision, or use all three for full tilt action.

# gallery in your

**How does it work?**

Aim at the screen, and fire. The infrared receiver reads the laser beam from your fire and feeds the message into your Genesis™ machine. You see the damaging effects immediately. And with Accu-Sight™, the on-screen crosshairs can be turned on or off, so your accuracy is unbelievable.

# living room without

**They're all shooting type games?**

No, actually. Six different kinds of games are included, and there's real variety. WhackBall is more of a skill game. It's very challenging. Most people can't even get past the third level. And Arena™ will be bringing out T2™ The Arcade Game™ soon. If you're the aggressive, competitive type, it's your game.

# ruining

**What's your favorite game?**

Ready, Aim, Tomatoes!™ is pretty sick. You blast bad guys with tomatoes to protect ToeJam and Earl™. You can even power up and machine gun tomatoes at them. The game speeds up as you go, so it gets to be super challenging. But that's what makes it fun. All the games are fun in that way. It's really a terrific way to take out your frustrations.

# your wallpaper.





# NEO•GEO PRO REVIEW



Fire up your jets, hotshots! Viewpoint is hitting the Neo•Geo like an asteroid storm, and you're the cockpit commando.

## Astronomically Awesome!

Viewpoint is a stupendous one- or two-player shoot-em-up with an unusual array of gorgeous graphics and killer tunes. Arcade aces will flashback on Zaxxon, one of the all-time space fighter classics, as they rocket through the 3/4 overhead view and the diagonally-scrolling action. You'll blast your way past mechanical mayhem and motorized monstrosities in six levels of white knuckle, lip-biting action.



*Waste these minnows, hook, line, and sinker.*

## Don't Give Me Any Ship!

From the moment you hit Start, Viewpoint draws you in with its gorgeous graphics and too-cool tunes. Each level



**PROTIP:** To get past the first boss, use all three of your bombs. Don't worry, you'll pick up more throughout the stages. Then, charge up a couple of super blasts and send him to the scrapyard.

of the game has awesome animated backgrounds that hype the action and create a slick 3-D effect. Check out the aqueduct level (where creatures attack from underwater), the bubbling lava river, the underground cavern filled with weird mech creatures, and the gun turrets that pop out of the sand.



**PROTIP:** Fry this flounder with a Fire bomb as soon as you see him. If you don't, he'll mine the tiles in front of you and make it hard for you to get through.

You begin Viewpoint with nothing but you and the metal you bring along. That's quickly remedied as you pick and choose from a cool array of weapons. During battle, you can collect a power-up that enables you to shoot from two side cannons along with your normal cannon. Hold down Button A to build up a burst of power that'll rip the sheet metal off the opposition. You also carry three Super Bombs that unleash a devastating barrage of badness onto thine enemies. You get a Fire bomb, which spews wave after wave of fire; a Homing Bomb, which spits deadly homing missiles like they were watermelon seeds; and a Shock Bomb, which nukes the nasties into cold, blue oblivion.



**PROTIP:** The Crab boss sends his claws after you. Fire straight up the middle and shoot the bubbles he belches at you. When he de-claws himself, power up, release any bombs you might have, and steam him out of his shell.



**PROTIP:** Fly along the second row of pits during this snake stage. When you reach the last two pits, move to the first row. You'll cross the battleground without a scratch.



**PROTIP:** The only way you can shut this big mouth up is to hit him when his mouth is open. Don't waste time or shoot bombs until you see the whites of his teeth.

Why so much firepower? You'll need it! Viewpoint's enemies crowd you like a white flower day sale. Prepare to zap mechanized fish, dragons, bees, and more. They shoot from in front of you, from behind you, and from the side of you. In addition to the mech-animal kingdom, you'll have to put up with tanks, shooting saucers, angry windmills, and fast fighter jets.



# VIEWPOINT



Grind these gears with powered up blasts....



**PROTIP:** You can scrape either side of the screen without taking any damage. When your side shooters absorb hits, it doesn't do you any harm.



**PROTIP:** To avoid getting squashed by these rising pillars, stay just ahead of them when they flash.







...and save some stuff for these killer slinkys.

## Hip Hop Hero

Viewpoint has an all-around coolness to it that shows up in every aspect of the game, even in the music. You bop along to a ship-hop beat that cranks dance tunes so funky that you'll find yourself tapping buttons to the beat. Yo, Viewpoint is in the house! Everyone's gonna wanna be down with the View crew.

### Viewpoint by SNK

Graphics	Sound	Control	FunFactor	Challenge
				<b>ADV.</b>
5.0	5.0	5.0	5.0	Advanced

\$199  
62 megs  
Available now

Shoot-em-up  
Two players

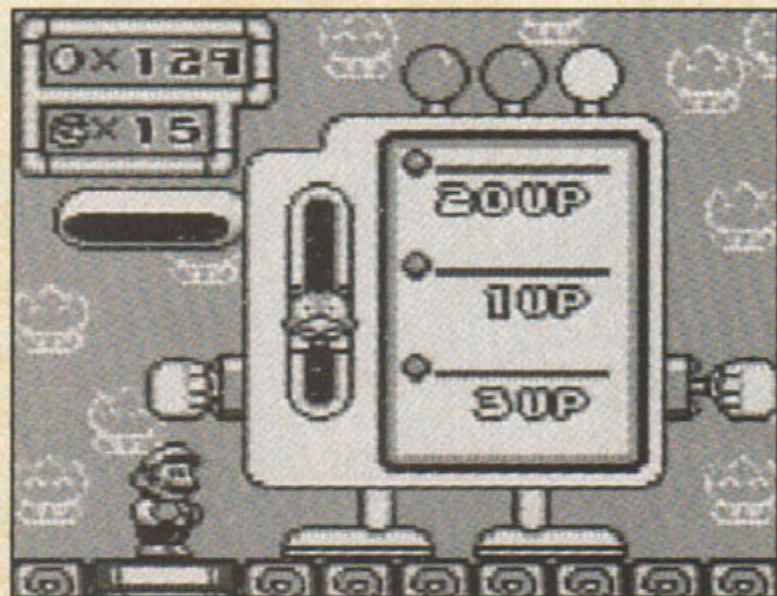


# GAME BOY PRO REVIEW

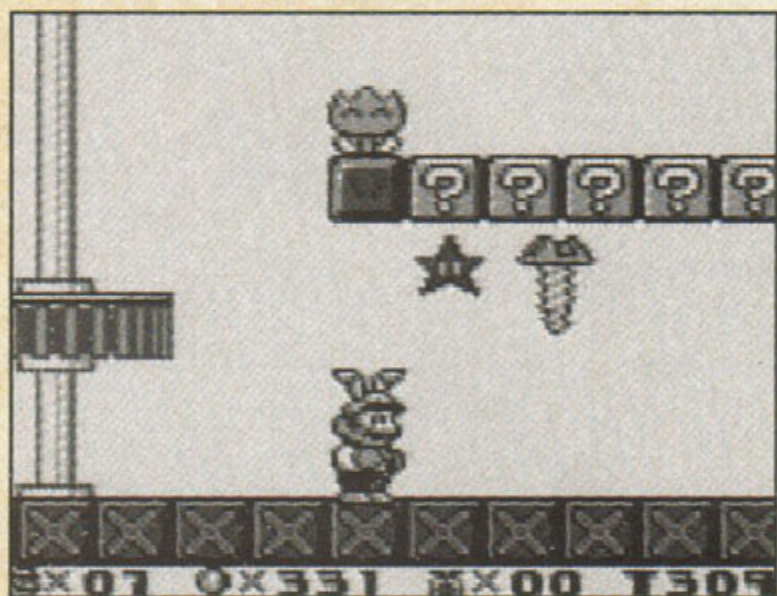


By Scary Larry

The most famous plumber since the Roto-Rooter man is lighting up Game Boy screens once again, and clearing the competition from the pipes. Mario will drain you in this seven-level, multi-stage, mega game, but you'll love every minute of it.



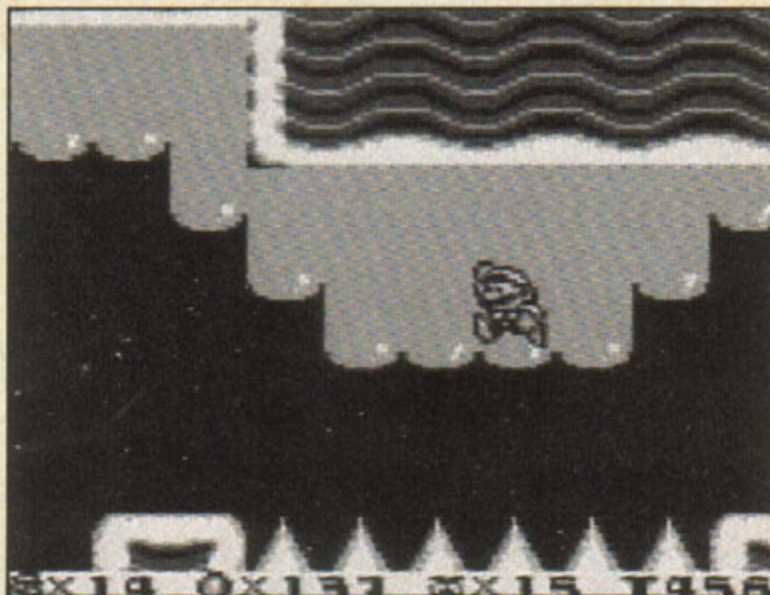
**PROTIP:** Save your coins for the 200 and the 999 coin game. The prizes are multiple (and I mean multiple) 1-ups.



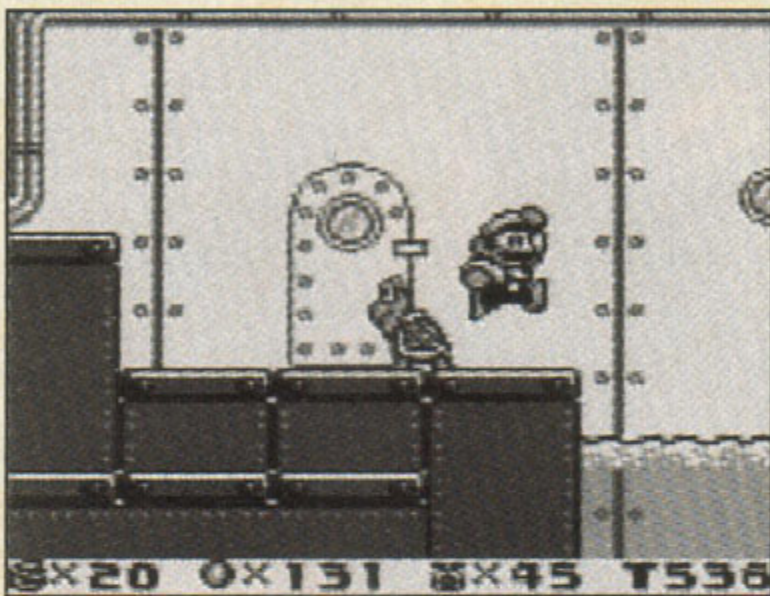
**PROTIP:** You'll earn an invincibility star after you knock off 100 enemies. Watch the meter at the bottom of the screen and time the one hundredth hit wisely.

## Mario Mania

Super Mario Land 2: The 6 Golden Coins is the sequel to the Game Boy hit, Super Mario Land. Our peerless plumber now has to put up with a new archenemy, Wario, who's put an evil spell over the inhabitants of Mario Land and taken over Mario's castle. In order for Mario to gain entrance to his manor, he has to collect the six coins needed to open the gate. Unfortunately, Wario has scattered them all over the kingdom.

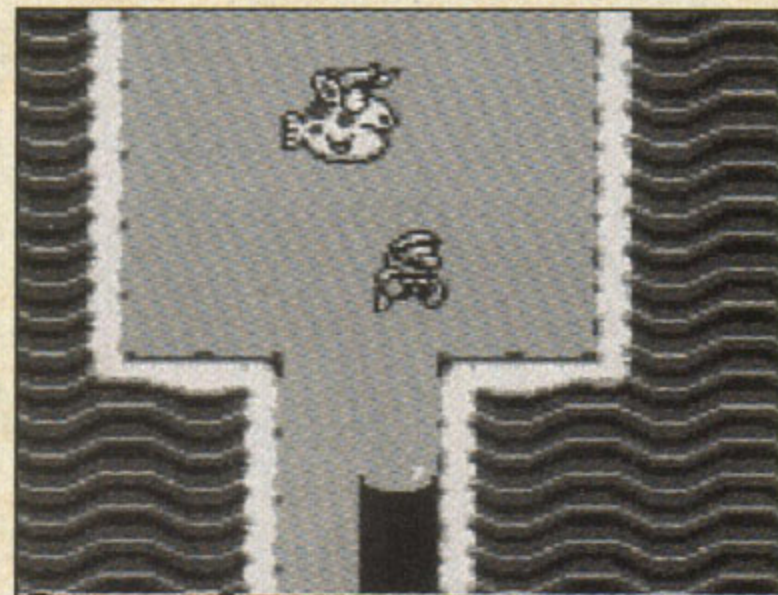


**PROTIP:** To avoid the spikes in Stage 2's Tree Zone, float in the jelly at the top of the screen. Repeatedly hit A to keep afloat, or you'll be in a real jam.



**PROTIP:** Knock off this turtle and go left to find a hidden stage that's not on the map.

The quest for the coins takes Mario through six different levels (with three sub-levels each) of Mario-esque action, spanning everything from the darkest oceans to the deepest space. The game play is identical to Super Mario Land and most of the other Mario carts. You even find Mushroom power-ups, Fire Flowers, and Invincibility Stars. However, there are a few nifty maneuvers that set this game apart from its hand held predecessor. You can grab a carrot that enables you to sprout rabbit ears and fly short distances. You can also save up to three games on the Game Boy, and you'll need that feature. This cart is bigger and bushier than Mario's mustache. Moreover, you can ring bells along the way, which lets you begin from that point if you die. Controlling Mario is as simple as any two-button game can get.



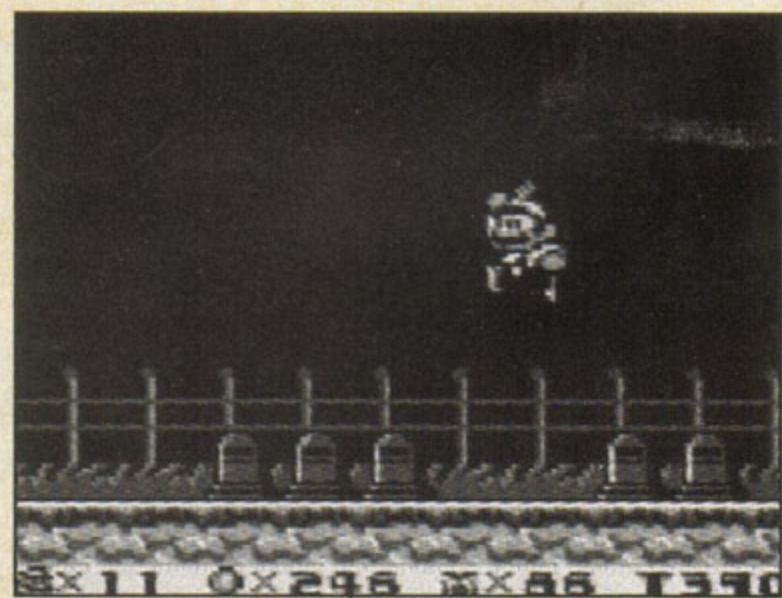
**PROTIP:** Hidden at the bottom of this pile of goo is a smorgasbord of 1-ups, Coins, and power-ups. Feast on them, continue to your right, and find more coins.

## It's a Bird, It's a Plane ...It's a...Plumber???

This cart's graphics look good, an important factor since the advent of color hand-helds. Mario never looked or leapt better. The stages are intricate and well-done. You'll travel through haunted graveyards, enchanted forests, and even the belly of a whale. The screens fill up with hordes of harrassers, so it may look too busy sometimes. Busy is what the



man is, though, as you fight against Wario's weenie work force, which run the gamut of Mario mashing – turtles and piranha plants to tongue-lashing toads, scary skulls, skeleton bees, and even ghosts from Super Mario World.



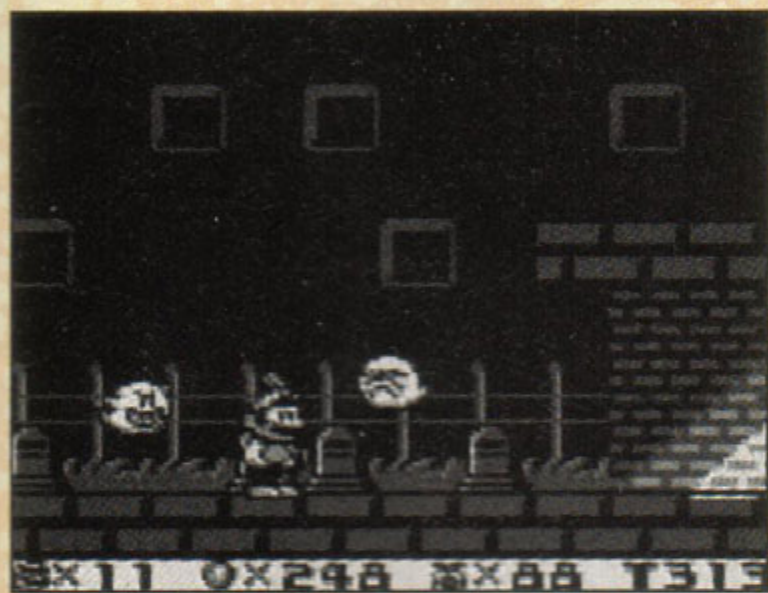
**PROTIP:** Lighten up the contrast on your Game Boy when you reach the Pumpkin Zone. It's so dark you may bump into something you don't want to bump in to.





# SUPER MARIO LAND

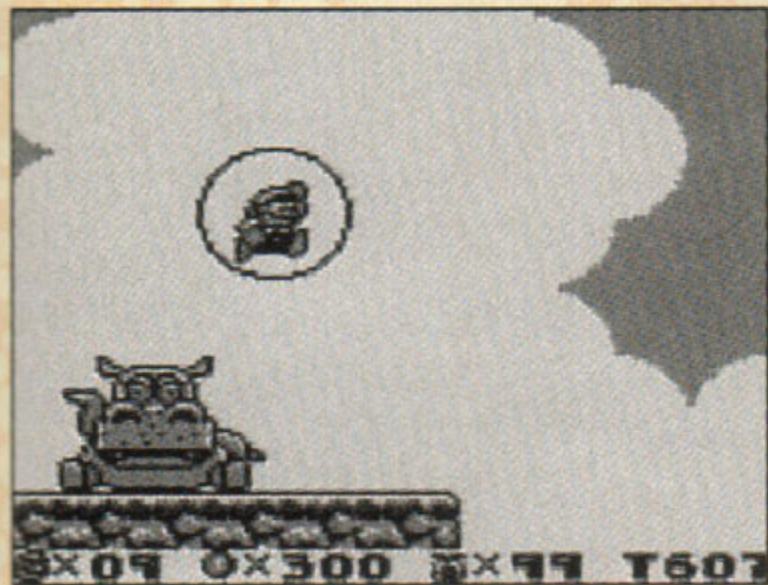
## 6 Golden Coins™



Well, look who's here...it's your old ghoulfiend.

### Sounds like Fun

The music in this cart is cute (like the original) and different on each stage. When you reach the Invincibility Star, you'll hear a mambo Mario tune that gets your feet tapping and your shoulders moving. The other squash and shoot sound effects are exactly the same.







**PROTIP:** To get to the Space Zone, hitch a ride on the Hippo's bubble, float at the top of the screen, and avoid anything that flies your way (water and enemies will burst your bubble). Land at the TOP exit to go to the Space Zone.



### You're in the Funny

Super Mario Land 2 is the most fun found on the Game Boy in a long time. The game play is not effected by the little screen, and some stages are more challenging than their 8-bit counterparts. Super Mario Land 2 is the kind of game that you'll play again and again. With so many hidden stages and so much awesome action, your battery bill will run as high as the plumber's bill. With everything and the kitchen sink included, this cart makes other Game Boy titles seem like sink sludge.

#### Super Mario Land 2 by Nintendo

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.5	4.0	4.5	5.0	Intermediate
\$29.95 4 megs Available now			Action/adventure One Player Battery back up	



# GAME BOY PRO REVIEW



By N. Somniac

Yup, it's Alien 3 for yet another game system. But, wait! Unlike its counterparts, which feature variations of the same multi-scrolling shooter action, this cart is a unique and engrossing puzzle/action/adventure with graphics and game play that explode off the Game Boy screen like an Alien Chestbuster.

## Another Bug Hunt

You know the story. You're Ripley, the lone survivor of a space shuttle that has crash-landed onto FIORINA 161, a dilapidated maximum security prison planet somewhere in deep space. The prison is overrun with Aliens that you unknowingly brought along with you in your escape craft. Now, you've been assigned exterminator duties. From an overhead, third-person perspective, you must wind your way through the endless multi-scrolling maze of interconnecting hallways, rooms, and ventilation shafts in search of Aliens and their eggs.

Along the way, you'll run into prisoners who give you key advice. You'll also find an abundance of helpful items. Keep an eye out for weapons to help you attack the Alien menace, such as a cattle prod, a flame thrower, ammunition, and a gun. Useful items, such as medi-kits, maps, and key cards for locked doors, make life easier. Since you can only carry four items and four weapons at any one time, you have to use a status window to choose and loose items you pick up. Stay frosty! You only have three lives, and there are no passwords or continues!

THANK YOU GENTLEMEN.  
THIS IS RUMOUR  
CONTROL. HERE ARE THE  
FACTS.



**PROTIP:** Talk to prisoners for crucial tips.

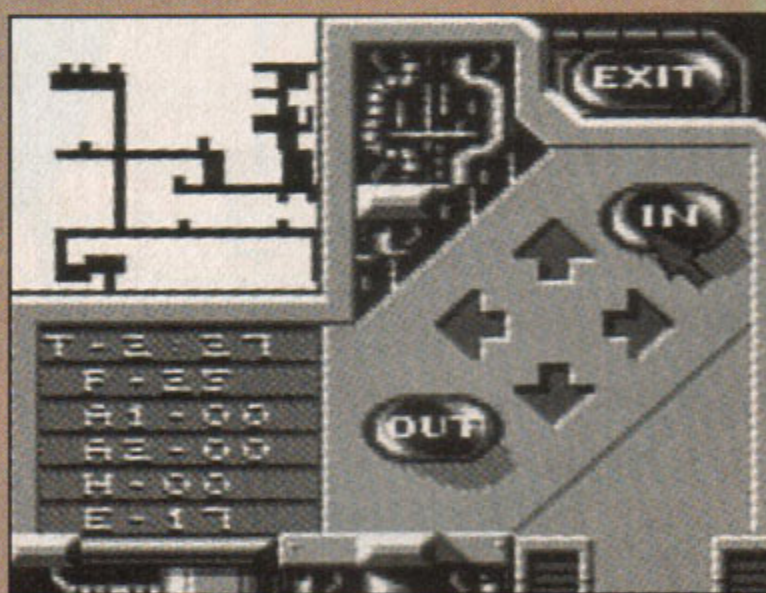
## Gutty Graphics

Alien 3 is loaded with high-quality Game Boy graphics. Extremely detailed scenes of the cluttered hallways and the dank and musty ventilation shafts create a believable sense of tension and claustrophobia. Although tiny, Ripley is easy to control and easy to see against the well-rendered background. High-quality, digitized images of the Alien, Ripley, and other actors from the movie also appear at intervals during the game.

At first you may have a hard time recognizing the tiny weapon and bonus item icons, entranceways to vent shafts, and switches that operate the fans within the shafts. However, your vision quickly adjusts. The detailed status window



helps by featuring simple cursor control and easy-to-read information regarding your inventory. The Base Map window also enables you to view the entire base at different magnifications.

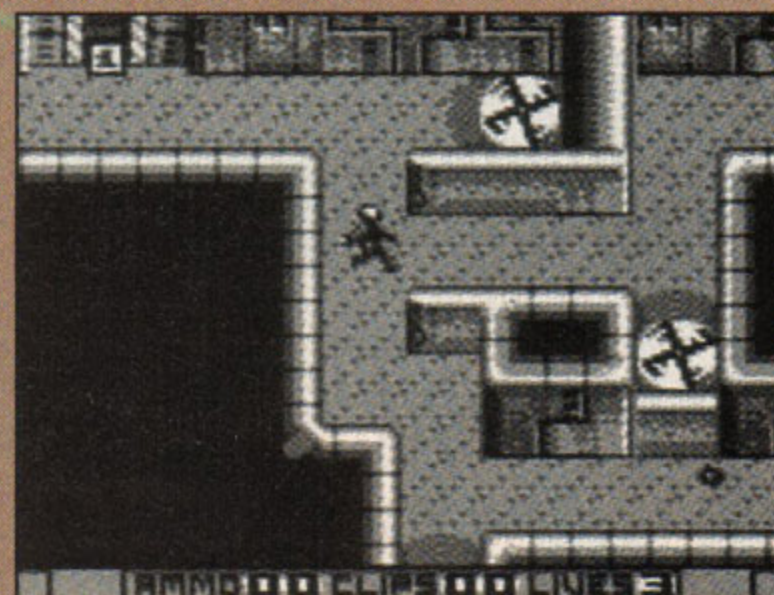


**PROTIP:** Use the map coordinates to keep track of your location.

## In Your Face Hugger

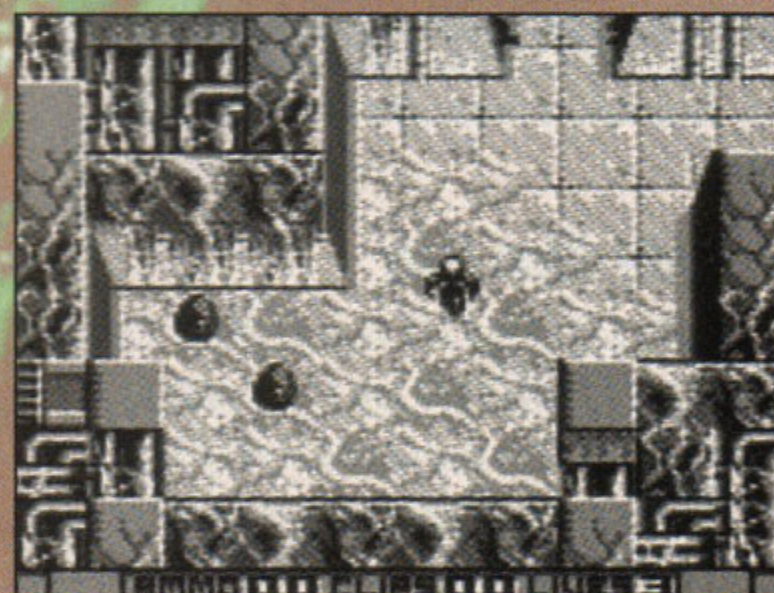
Although most of your time with Alien 3 is spent charting the maze, there are still plenty of action-packed moments. You're attacked by Alien babies and full-grown adults. You only have a limited number of life units, so don't be too hasty to engage in combat. There's no time limit, so discretion is definitely the best strategy. You'll need weapons with increased power (flame throwers and

rifles) to destroy the Alien eggs, but don't get trigger happy – ammo is in short supply on FIORINA 161.



**PROTIP:** To move in different directions, turn certain fans on/off. Don't trap yourself by turning on two fans that cancel each other out.

**PROTIP:** Look for Medi-Kits in the air shafts.



**PROTIP:** Touching eggs can be quite fatal.

## Little Big Game

Alien 3 is a complex, detailed, captivating game that's even worthy of play on a larger screen. The programmers should be commended for providing a refreshingly different take on the Alien 3 story line. The best part is you don't have to shave your head to play it!

### Alien 3 by LJN

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.5	4.0	4.5	4.5	Intermediate
\$29.95 Available now		One player Puzzle/Adventure		



# CD-Action Unleashed.

Unleash the gaming muscle of the Sega-CD™ with the wildest, wackiest arcade-action game you'll ever play: *Wonder Dog™*

The hottest new star in the video-game galaxy will lift your gaming experience to another world. So check out the future of arcade-action gaming...you're bound to C D difference.



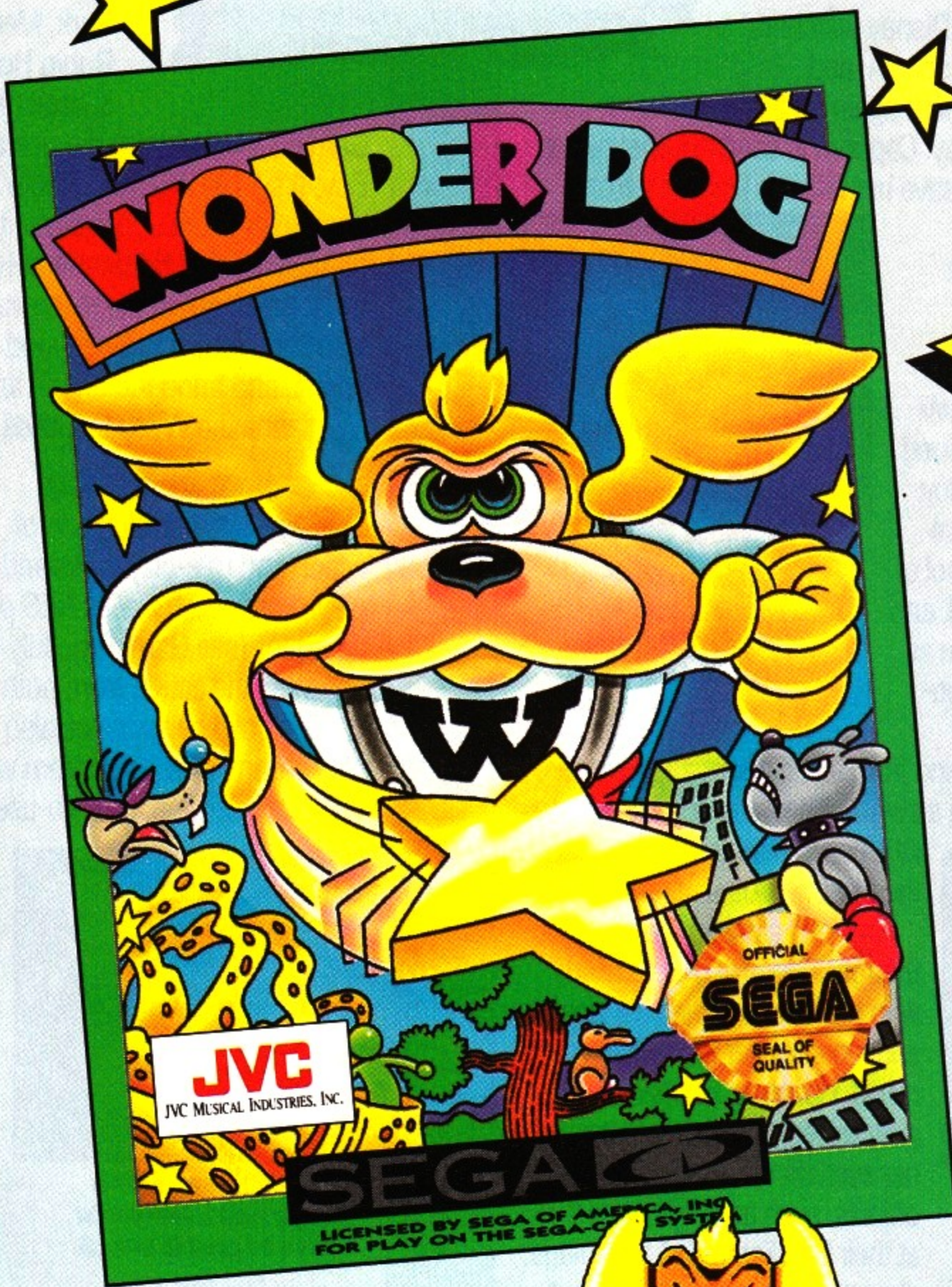
Cartoon-quality animation brings to life Wonder Dog's narrow escape from the invading Pitbully Space Armada on his home planet of K-9.



In Bunny Hop Meadow you'll take on mangy mutts, rascally rabbits and dizzy ducks as your long journey back to free K-9 begins.



You'll get down and dirty in the Underground, where you'll have to dodge dog-eating earthworms, gnomy moles and pesky gophers.



Climb in the ring with boxers in Dogsville and wailing alley cats in the Scrapyard—maybe you'll even find a hidden zone or two...or three.



Then you're off to Loony Moon to face mutant martians, giant space rats and a wild assortment of space cadets on the swiss-cheese tundra.



Wipe out the entire Pitbully armada and save your home-planet K-9 from tea-pot droids, hovering bull-fiends and frumpy helmet heads.



Cut through Planet Foggia and plug-up the poisonous-gas-spewing, Zonker and his smoke-hurlin' buddy, Hulker.



Anything can happen on Planet Weir: flying pigs, falling monkeys, invisible aliens...and it always feels like someone's watching you.



JVC Musical Industries, Inc., 3800 Barham Boulevard., Suite 305, Los Angeles, CA 90068  
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# Little Mermaid



By Sister Sinister

Ariel swam into Disney watchers' hearts on the big screen, and now she's out to capture them again on a smaller stage – the Game Boy. Capcom is sending Ariel out on a new adventure. She must save her father's kingdom from octopus-like Ursula the sea witch, who's trying to get her tentacles on it once again.

## Sushi Feast

Fans of Ariel, young and old, will find the Little Mermaid gets along swimmingly with the Game Boy. This tough, multi-scrolling, five-level adventure throws a school of enemies at the Little Mermaid, and she's lowest on the food chain as far as Ursula's minions are concerned. They attack her in full force from above and below and from small nooks and crannies. Ariel defends herself by using a swish or her strong tail to encase



**PROTIP:** To beat the Sea of Coral's end-level boss, encase his little school of fish in your bubbles and chuck them at his gaping snout.

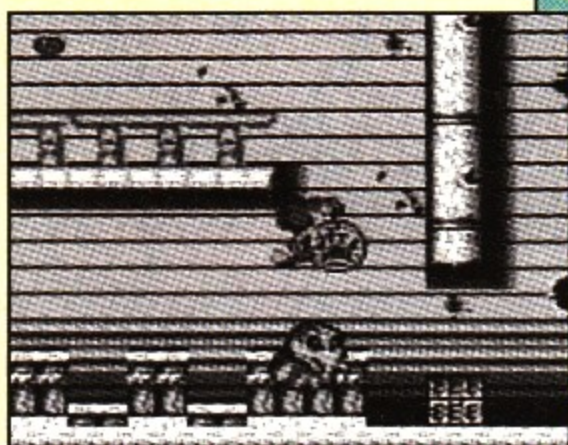


**PROTIP:** In the Sunken Ship, encase little fish in your bubble and throw them in between the stumpy wooden pillars. Helpful items almost always appear.

the shape of forks (Dinglehoppers) and pipes (Snarfblatts).

Although she's a little sprite, Ariel swims through detailed, underwater graphics accompanied by passable sound. The sea vegetation, gilled creatures, and Ariel's tail pulse with the tide. As for the music, Capcom did a great job of imitating the movie's award-winning score. You can even turn it up.

Ariel also took a synchronized swimming course before she dove into this adventure. It's easy to control her smooth strokes.



**PROTIP:** The stingray-looking creatures split in two when they're hit. It's best to throw an encased fish at them.

## Under the Sea

Challenging, entertaining game play, great graphics, and movie tunes ensure that you'll want to be under the sea with Ariel. She's a great catch.

The Little Mermaid by Capcom				
Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	5.0	4.5	Advanced
Price not available		Action/adventure		
1 meg		One Player		
Available January		Continues		

# PRO REVIEW

# Robin Hood: Prince of Thieves

By Feline Groovy



Hark, Merry Boys and Girls! Robin Hood: Prince of Thieves is back (with a little help from Virgin Games) to steal from the rich and give to the poor on the Game Boy. It's 1194 A.D. and Robin is trapped in prison, compliments of the Sheriff of Nottingham. He must break out of the medieval slammer, return to Sherwood Forest, and bring the Sheriff and Mortiana the Witch to justice.



**PROTIP:** In the first room of the Arabian Prison, search in the left-hand corner. You'll find the key to escape.

## A Feather in Yer Cap

This pint-size combination of action and role-play looks and plays very much like its NES predecessor (see GamePro, July '91). As with big brother NES, you view the action from both overhead and the side.

The solid controls are also similar. The majority of the game play commands, aside from walking and fighting, are activated via a well-detailed, easy-to-use, point-and-click menu board that enables Robin to store items, Talk, Look, and Search.



**PROTIP:** Warm Robin's tummy with a Red potion before he goes to church.

The button-press sword fighting and impressive sounding background music definitely keep the role-play blabs at bay as you journey through forests, rivers, castles, and churches. However, fight with your eyes open. There are many items, such as keys and potions, that our medieval man needeth to survive.

**PROTIP:** Building up experience points is easy if you position yourself in the right spot and let trouble find you.

**PROTIP:** While Robin's broad sword is powerful, bows and arrows enable him to fight safely from a distance. Search everywhere for arrows and use them sparingly.

## Robin's Good

If you're looking for a portable action/role-play game that's packed with complex riddles and endless mazes, don't ride into Sherwood Forest. However, if you're new to the role-playing scene or simply prefer a less-filling RPG spiced with a little action, you'd do well to join up with the Prince and his thieves.



**PROTIP:** Your sword control switches from Button A to Button B when Robin Hood's band of warriors battles against the Sheriff of Nottingham's armies.

Robin Hood: Prince of Thieves by Virgin Games				
Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	3.5	Intermediate
\$29.99		Role-play		
2 megs		One Player		
Available February				



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# **colorblind**

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# **and had an I.Q. less than**

thing about it is the games. And by now there are 75 of them available. Like Sonic The Hedgehog 2,™ Taz-Mania,™ Streets of Rage,™ Shinobi 2,™ and

# **twelve**

Batman™ Returns. But don't think we're going to stop there. After we take a few minutes to catch our breath, it's back to the drawing board, designing

# **then you wouldn't care which**

new games, and making sure Game Gear remains the number one color portable, which should be no problem considering the competition.

# **portable you had.**

**(Of course you wouldn't care if you drank from the toilet either.)**





# GAME GEAR PRO REVIEW



**By Scary Larry**

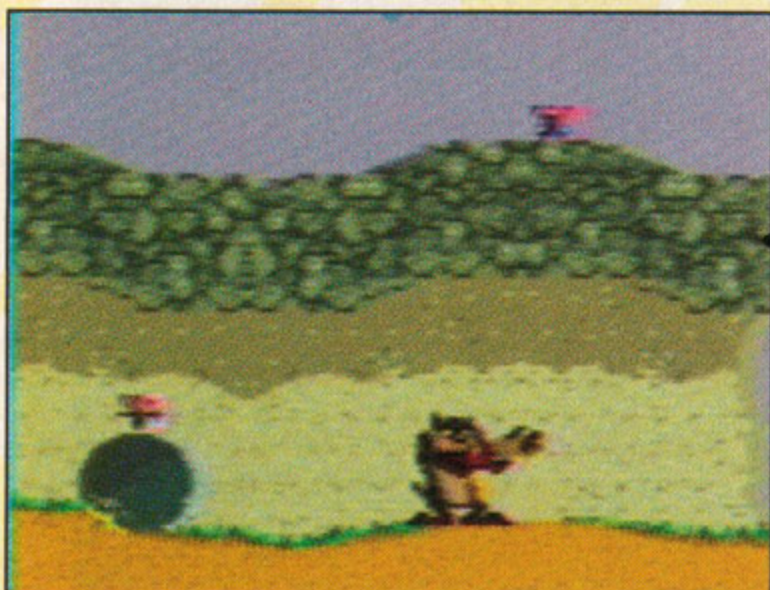
Straight from toon town comes a terrifying tornado of temper, a toothy Tazmanian twister, a tricky trial of tender timing. Taz-Mania will toss you into a tizzy as you search for a delectable Seabird egg snack.

## Taz You Like It

Taz-Mania for the Game Gear is a nine stage, side-scrolling fur-fest of frustration for one that tries to reproduce the excitement of the Genesis version of Taz-Mania, but doesn't quite make it. Although the game play is similar to the Genesis version, the game is much shorter, with each stage a one-level journey that's more cumbersome than fun.

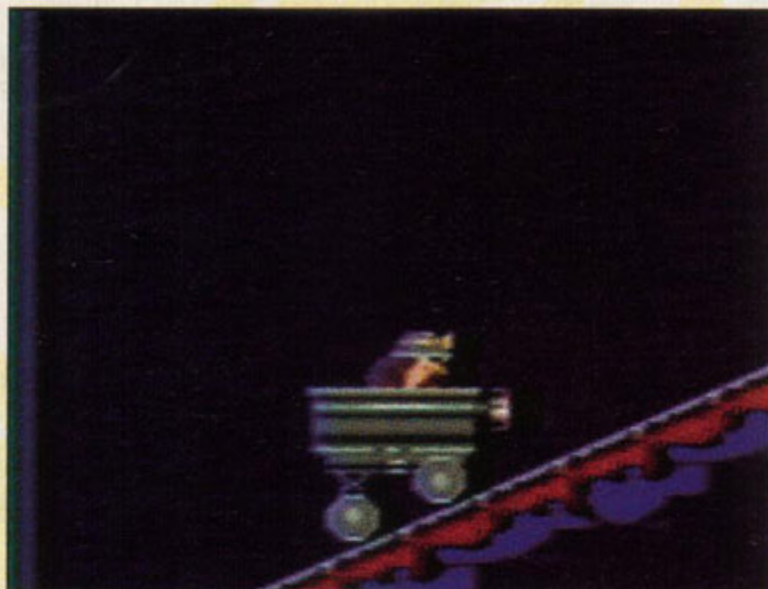
As Taz, the original type-A mammalian monster, you whirl and twirl through each level, avoiding such obstacles as rolling bombs, mine-shaft barricades, icy waters, and abominable snowmen. The game's control's are easy to master, but the obstacles you'll encounter pose a nasty threat. Plan to be fast on your paws. In addition to walking and jumping, you can hold down the A button for a burst of dizzying, whirling speed that makes Taz invincible for a short while.

Although you begin with five lives, you don't have any continues, which makes this game harder than Taz's head. To keep his strength up and replenish his temper, the whirling dervish gobbles blue health bottles, turkeys, and fish.



**PROTIP:** To stay ahead of the bomb in Stage 1, spin as soon as it comes within tail range. When your spin runs out, walk to

*the next bottle, drink it, and walk a little bit to the right until you find the turkey. Eat the turkey, and spin again, but stop short of the next bottle (if you spin over the bottle, you lose it). Drink this bottle and spin to the end of the stage.*



**PROTIP:** Take the first two ramps that lead up in the mine stage (push Up when you see the ramp), then coast and avoid obstacles until you see the first ramp on the right side of the screen. Take that ramp to reach the end of the stage.

## Who Does Your Fur?

Taz's graphics are kinda hairy. The sprites are well animated but small. Taz does his trademark hungry-man gobble. When he spins, he's really just a blur on the screen. The backgrounds are well done but not impressive, and the other characters in the game are either too small to notice or so fast you don't see them.

## Looney Tunes

The sounds in this cart are pretty simplistic with effects that never go beyond mechanical squeaks and squawks. The music is positively dis-Taz-trous. It's so repetitive and annoying that it'll make you tear your fur out.



**PROTIP:** Take the top level in this snow man's land. It has fewer obstacles and more fish.



**PROTIP:** Jump when you're almost at the end of these ice floes to be assured of a chilly but safe landing.

## Taz You Were

If you loved the Genesis version, you may not want to dabble with this small fry. Taz does offer plenty of challenge, but it's of the frustrating variety. If you take on Taz, your temper will soon be devilish.

# Taz-Mania

The Search for  
The Lost Seabirds

### Taz-Mania, the Search for the Lost Seabirds by Sega

Graphics	Sound	Control	FunFactor	Challenge
3.5	2.0	3.0	3.5	Intermediate
\$34.99 2 megs Available now			Action One Player	

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# GAME GEAR PRO REVIEW

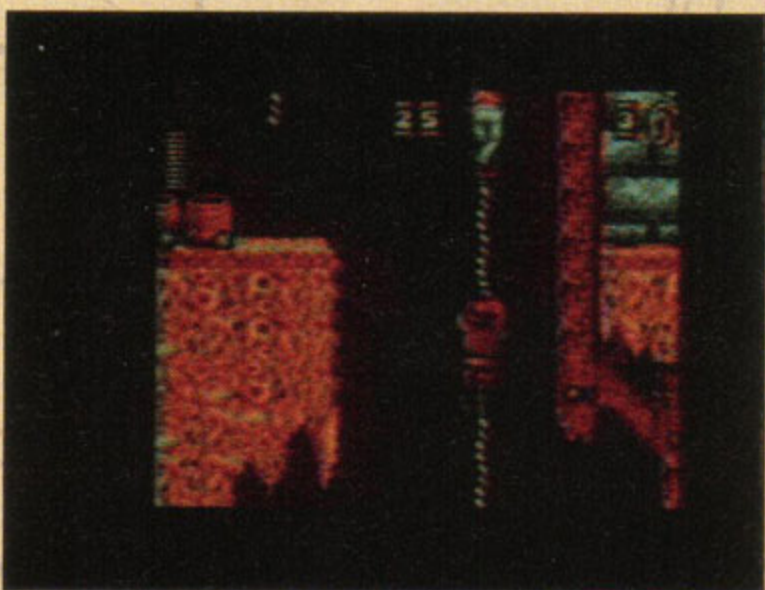
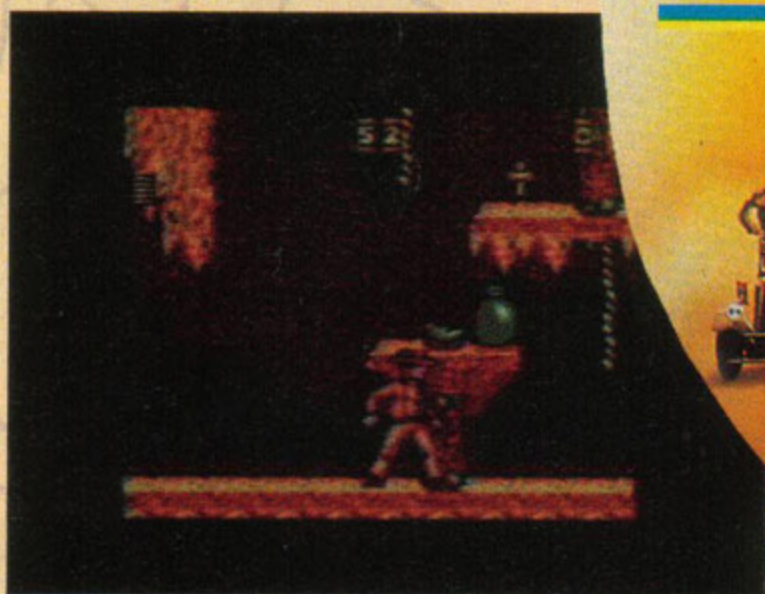


**By Rampant Saxon**

Indiana Jones has fought his way through three movies. Now he's moving onto a small screen – the Game Gear. U.S. GOLD's Indiana Jones and the Last Crusade whips up some great graphics, but it's one adventure that may be too tough, even for Indy.

## Me and Mr. Jones

Grab your hat and shovel, because you (as Jones the archaeologist) are going on a six-scene, multi-scrolling search to rescue the Holy Grail and your father from the Nazis. Although you begin with six lives, you'll have as much luck finding the Holy Grail as Monty Python.



**PROTIP:** In the first scene, forget the Cross of Coronado. Go past it and climb the next rope you come to. Jump to the platform on your right and begin to climb the next rope. A miner will come down the rope. Let him pass and jump in front of him. Jump to the rope on the left and then onto the next platform to your right. You'll finish the level.

**PROTIP:** Long falls will shorten your life bar.

## Don't Keep Up with the Joneses

From the treacherous caves of Utah to a rollicking ride on the Zeppelin, Indy's a tough challenge for any gamer. Unfortunately, the challenge is uneven. One scene is excruciatingly difficult, while another can be as breezy as a pharaoh's tomb. You'll need to watch your step and keep your hands clenched during this treasure hunt since you'll meet toma-hawk-chucking Indians, gun-toting cowboys, and unpredictable critters. Even though you mainly have your fists to rely



on for protection, you needn't worry about the mammals in this game. The wide rivers, spiky stalagmites, fireballs from the ceiling, and pits of bones are harder to get past than your opponents.

As if these obstacles weren't enough, U.S. GOLD whips up the frustration factor by giving Jonesy only 80-seconds to get through each scene. You'll die more than a few deaths trying to beat the clock. Luckily, along the way, you can find sand-dripping Hourglasses for extra time and whips to use as weapons. However, like your enemies, these items are infrequent. Indy's over-sensitive controls are also frustrating. One accidental toe off the edge of a cliff and you're ancient history.

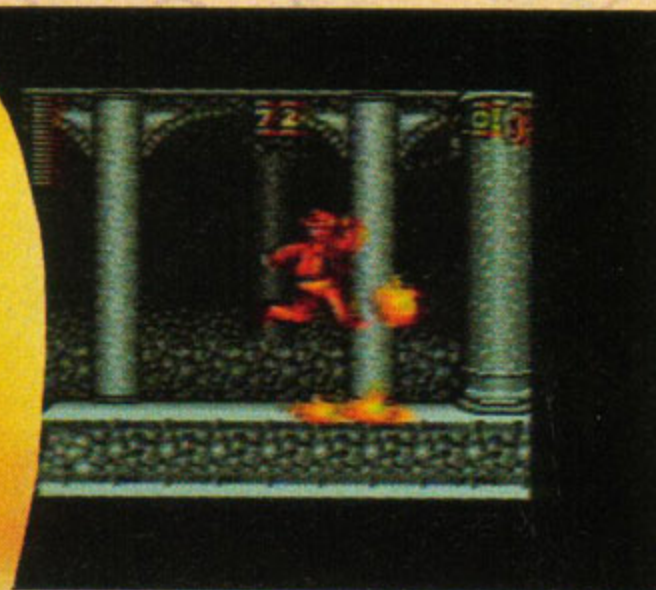
**PROTIP:** Jump rather than walk. You'll cover more ground in less time.

Indiana Jones is nice to look at and the sounds don't grate. You have to get used to the black border that surrounds

the screens but Indy's a big sprite compared to other small screen stars. The backgrounds are well-detailed and fit well with the story. There's no music (which is good), just the crack of Indy's whip and other sound effects.



**PROTIP:** When you jump from rope to rope, start from the bottom end of the rope or you'll never make the leap.



**PROTIP:** As soon as the fire hits the ground in Scene 3, leap over it. Don't hesitate for a second, or you'll be fried Indy meat.

## The Last Crusade

It's a good thing this is Indiana's last crusade. The game's excellent graphics don't compensate for the uneven game play, each scene's too-short time-limit, and the over-sensitive controls. Even advanced gamers will find this kind of challenge more frustrating than fun. If you're looking for adventure, you might want to rent the movie!

### Indiana Jones and the Last Crusades by U.S. GOLD

Graphics	Sound	Control	FunFactor	Challenge
				<b>EXP.</b>
4.5	4.0	2.5	3.0	Expert
\$39.95 2 megs Available now		Action/Adventure One Player Continues		

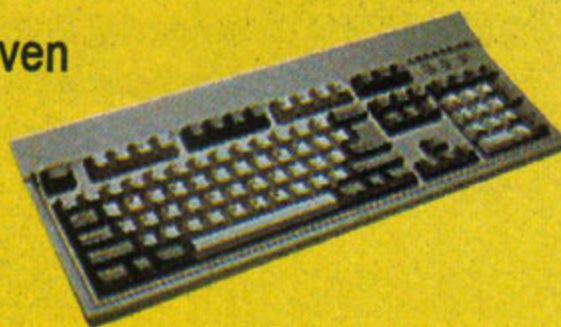




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# LYNX PRO REVIEW



By Scary Larry

Tired of the same old hand-held shoot-em-up fare? Why not dig up an old friend? Dracula's back! Just when you thought he was down for the Count, he's badder than ever. This moody, creepy version holds true to the book by Bram Stoker, who makes numerous appearances in this cart. It's an extremely well-done adaptation of an extremely over-done theme.

## Drac Attack

Dracula is a stripped down role-play game that really, uhh, flows. The cart switches from a first-person RPG perspective to a third-person adventure perspective, depending on the action. You play Jonathan Harker, a young solicitor from London who gets caught in the clutches of the malevolent Count Dracula. You begin the game in your room with nothing but the clothes on your back and the feeling that all is not right in the castle. To solve the sinister mystery, you must search the castle for clues and objects, such as a notebook, twine, or a crucifix, and talk to its various creepy inhabitants. When the game jumps to a third-person view, there's a lot to explore, and the way you go about it is pretty clever, like climbing the outside castle walls to get into locked rooms.

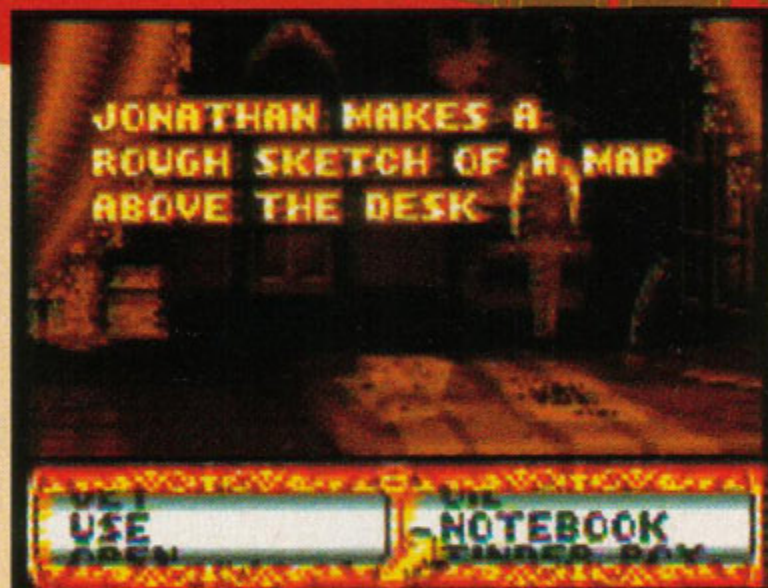


**PROTIP:** You'll find the crucifix on Jonathan's bed. Be sure to use it right away or the Count will smell the blood from your shaving cut and pounce on you like a 99 cent breakfast.

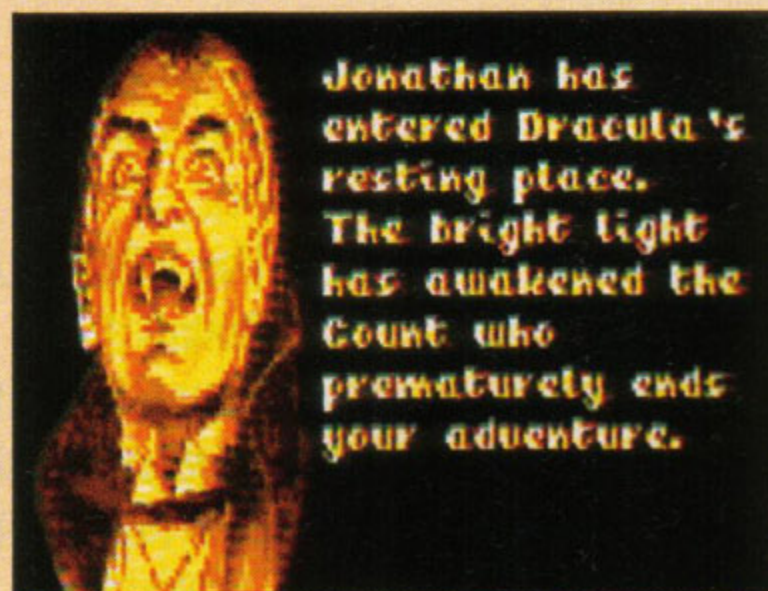


**PROTIP:** You need to open the window in Jonathan's bedroom and climb out to explore the castle. Use the LOOK command to see Dracula do it first, or Jonathan will think it's impossible.

# DRACULA



**PROTIP:** Take notes after you look at the map in Dracula's study. It will help Jonathan remember where the Count bought property in London.



**PROTIP:** There's no game save feature. When you see a warning such as, "Fresh blood. Better be careful where I go next," you better take care.

## Take Note

It takes brainpower to outwit Dracula. The Bram-ster sometimes gives you clues at key moments. You'll need to use

your objects on other objects for desired effects. For example, use the tinderbox with the oil and the lantern to get a light. Take copious notes so the proper authorities believe that the Hickey King is really who you say he is.

**PROTIP:** OPEN everything, including drawers, boxes, and cupboards. Clues and objects are usually hidden within each other.

## Gimme a Blood Light






The graphics and sounds will make your blood run cold – and in this case, that's good. The graphics are painted in sepi-

toned washes that lend to the game's eerie feeling. Although blocky Lynx graphics are the norm, these are effectively done and the blockiness is barely noticeable. The music is hypnotic and sets a blood-sucking mood. If these things don't scare you, wait till you hear Jonathan's blood-curdling scream when you lose a life.

## Down with the Count

Dracula is, quite simply, the scariest RPG you'll ever play. Atari brings a frightening classic to the Lynx that is sure to send a chill down the spine of the most jaded gamer. Grab some garlic. You'll want to stake out a claim for Dracula.

### Dracula the Undead by Atari

Graphics	Sound	Control	FunFactor	Challenge
				
4.0	5.0	4.0	5.0	Advanced
\$39.99		Role-play/puzzle		
2 megs		One Player		
Available January				



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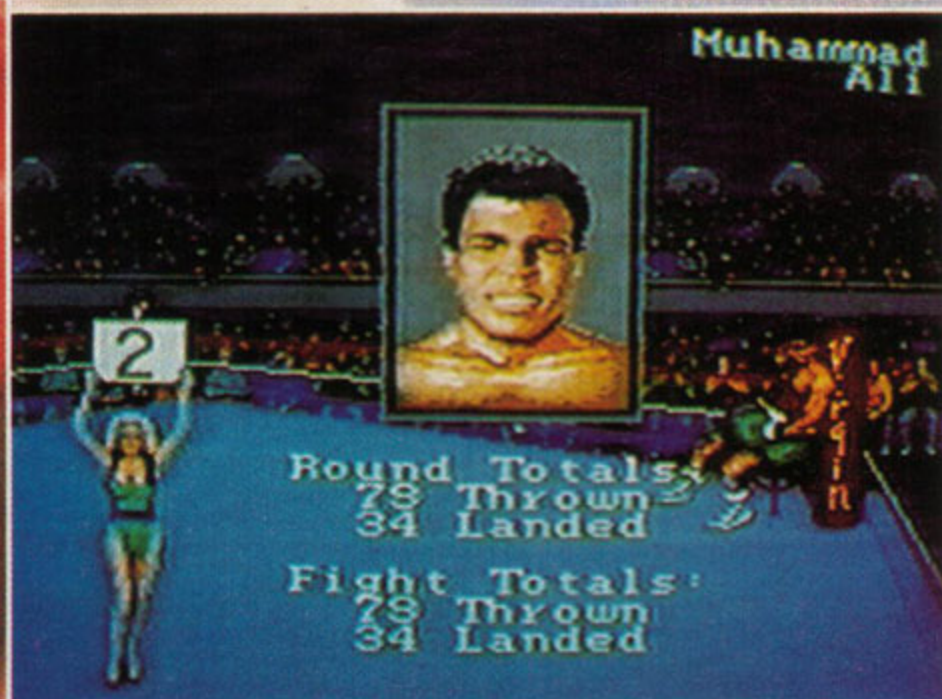
—*Electronic Gaming Monthly*



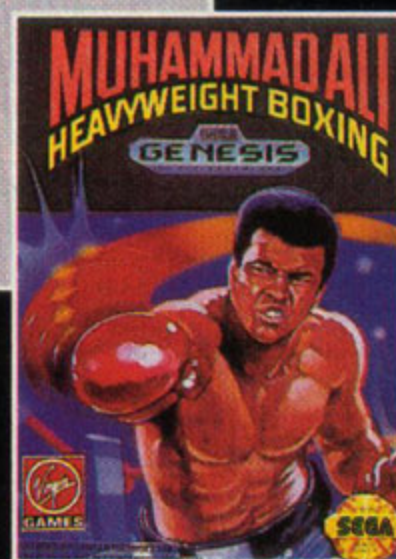
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HENEX  
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# Experience

*An interview with Ed Annunziata,  
developer of Ecco the Dolphin™ for Sega™ Genesis.™*

# Life as a

## **Why a game about dolphins?**

Humans are intrigued by dolphins, by their intelligence and ability to communicate with each other. Also the sea as an environment is a pretty interesting contrast to other video games. Most dangerous places aren't beautiful or inviting. But the sea is.

# Dolphin

## **Why the name Ecco?**

Ecco is a homonym for Echo. And in Italian it means "I see." So it's a good name for a game where the players use sound to see and communicate. Ecco must use his echolocation to find and rescue his family. Communication is the basis for the entire game.

# without ever

## **How did you make the dolphin motion so lifelike?**

Our first task was to duplicate the "feel" of a swimming dolphin. It wasn't easy. The dolphin began as a simple stick figure while we worked on its movement. We created a menu of the physical laws of gravity, water viscosity, and momentum, then we fine-tuned it for months until we felt it was absolutely perfect. In fact, Ecco has been redesigned nine times.

# winding up in a can

## **So the realism was important?**

Yeah. We wanted the motion to be so realistic that the player would feel like he was actually the dolphin. The action of the game is so different from other video games that most new players will be totally blown away until they get a feel for it. It's a bit like learning a new sport. And I have one last bit of advice for everyone. Look beyond your eyes with your song.

# of tunafish.





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SWAT #4 (Feb./Mar. '92)

Special feature on TMNT IV

SWAT #5 (Apr./May '92)

Special Feature on Batman

SWAT #6 (June/July '92)

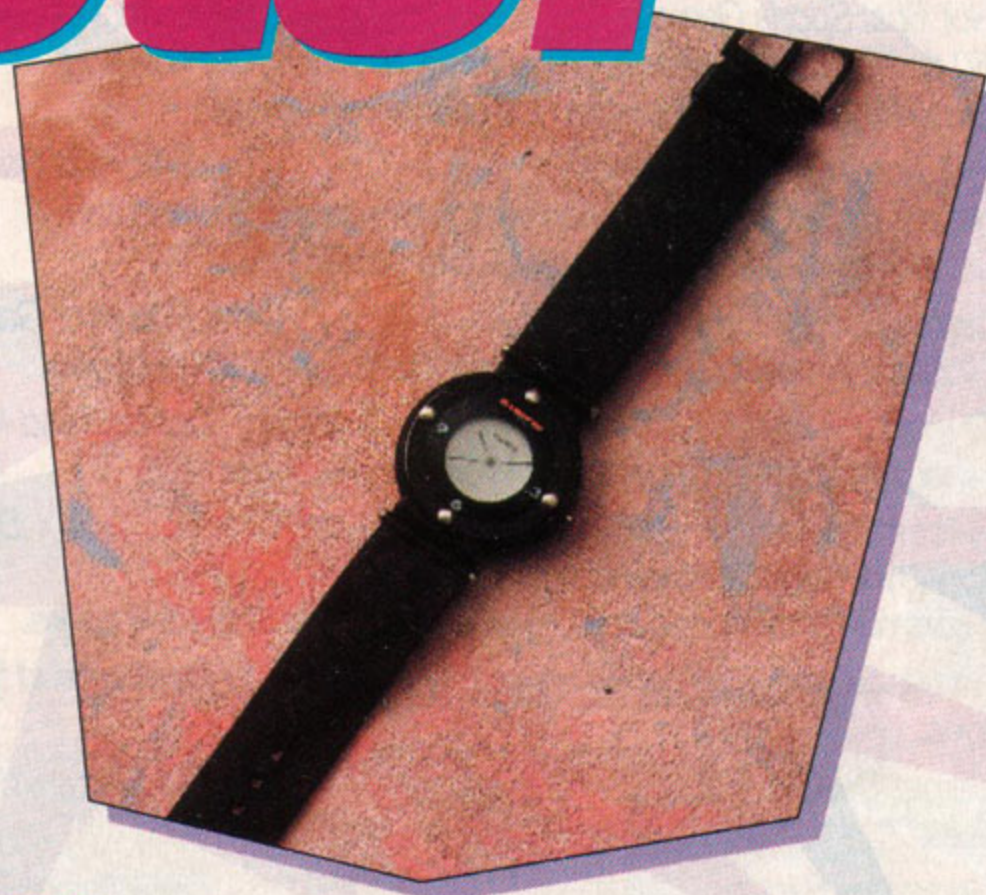
Special Feature on Street Fighter II

SWAT #7 (Aug./Sept. '92)

Special Feature on TMNT IV

SWAT #8 (Oct./Nov. '92)

Special Feature on Super Double Dragon



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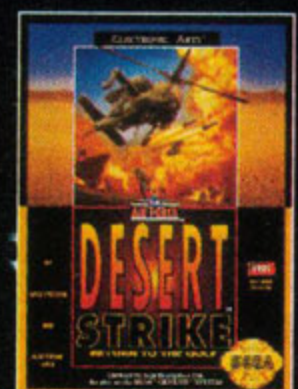


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# SHORT PRO SHOTS

## SNES

### Tom & Jerry (Hi-Tech Expressions)



Tom and Jerry are still chasing their tails in this multi-scrolling cat and mouse game. Jerry

and pal Tuffy must work together to survive this two-player rat maze, which starts Downtown and ends at home. This is no easy task with Tom setting the traps. Through four Worlds with three stages each, Tom uses windup toys, film projectors, and falling sandbags to keep the mice on the streets. Tom is no pushover. This is cheesy business.

**Available February**

### First Samurai (Kemco)



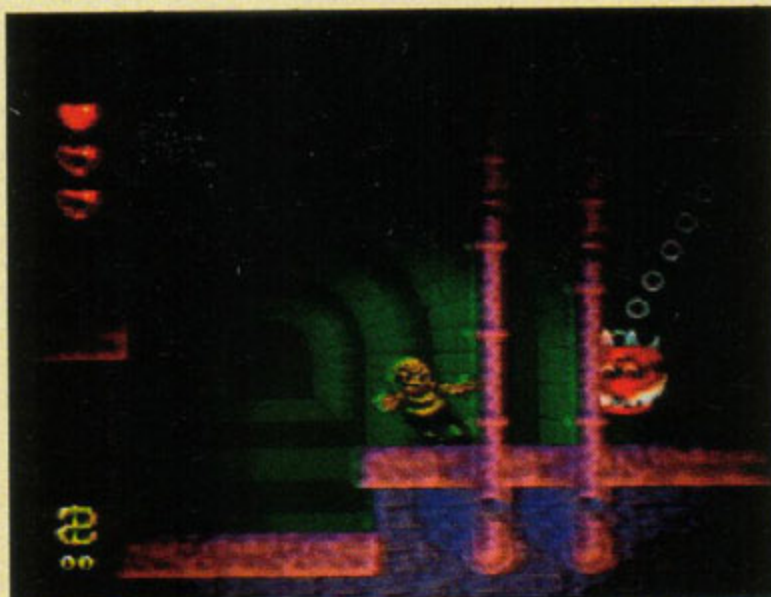
You're a student samurai who witnessed the death of his Sensei Master under the

hand of the Demon King. Calling upon the Wizard Mage for help, you seek out this evil being and go alone to get revenge in a multi-scrolling action/adventure game. Collect the right items in the right order and you'll make it through this challenging five-level quest. Slash through the five end-level bosses and the Demon's yours in an ultimate showdown.

**Available March**

## SNES

### The Addams Family: Pugsley's Scavenger Hunt (Ocean)



They're kooky and they're spooky and they're back on the SNES. Wednesday has decided that Pugsley is a little too cheery, so she's out to make him glum. She put all his favorite things in traps around the house. Guess who has to search for them in this five-level quest? That's right! In this one-player, side-scrolling action/adventure, you as Pugs-

ley must search every nook and cranny of the Addams' mansion. If you liked the first Addams' adventure, you'll have a Thing for this one.



**Available January**

### Super Widget (Atlus)



Widget is gaining speed and climbing aboard the 16-bit bandwagon. This highly-popular,

animated character is off and running in another colorful action/adventure game. Travelling on his side-scrollin' own, he must cover five, danger-filled "intersteller" stages by using his magnificent transformation powers to turn into a Stone Widget, a Mouse Widget, a Dolphin Widget, a Bird Widget, and a Bazooka Widget. This chameleon can't wait to shed his purple funky skin.

**Available January**

### Terminator 2: The Arcade Game (Acclaim)



Based on the mega-hit arcade game by Williams/Bally, this side-scrolling game will

shoot up your screen, especially in two-player mode. Using a controller, a Super Scope, or a mouse, you'll need to keep the Terminators at bay for six intense levels that include famous scenes from the movie, like the war zone, the truck chase, and the industrial factory. Yes, that's right, Ahhhnuld is back.

**Available Spring '93**

## Sega CD

### Wolfchild (JVC)



Dr. Morrow has been kidnapped by the CHIMERA gang, but they left his special project behind

— Project Wolfchild. His son, Saul, gathers his strength and enters Project Wolfchild's transmutation booth. He emerges from the booth half-man and half-beast warrior, which gives him the animal strength he needs for this 10-level, multi-scrolling quest. Using his new special powers, Saul must go it alone. Luckily, he finds nine dif-



## Genesis

### Shinobi 3 (Sega)



Joe Musashi must once again save his betrothed, Naoko, from the Neo-Zeed crime organization. With patented Shurikens, swords, potent ninja magic, and all-new acrobatic moves, such as the ability to scale walls, Joe has to go to battle alone against armies replicated after his own fighting style. Don't miss the magic in

this eight-stage (24-level) game, because it's stronger and darker than ever.



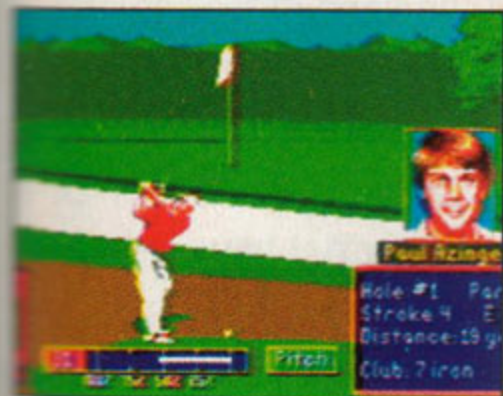
**Available Early '93**

ferent weapons and Vitality along the way. He also has more than one life – up to four to be exact. Save the world from CHIMERA and snarl and claw your way into this cart.

**Available now**

## Genesis

### PGA Tour Golf II (Electronic Arts)



Tee-up! One of the best golf carts around is hitting the greens again. If you liked

EA's first attempt at the Pro Golf Tour, you'll get a long drive from their second with three new courses, new sounds, four different golfer animations, Ron Barr commentary, and automated instant replay. If you need some help, ask your caddie or take a few strokes in the Practice mode. Hey, be a swinger and don't miss this tee-off time.

**Available March**

## TurboDuo

### Camp California (TT)



Bummer man! While you were surfin', your whole band, the California Crew, got kidnaped – instruments, car, and all. As Byron the bear, find your jammin' friends and save the beach from the Big Cheese and his band, Ratz. Rock to the tunes of the Beach Boys during your side-scrolling search to find other six crew members, who, once found, you can choose to play, including Woody the Jalopy. Like a cat, you start out with nine lives, but this high-breaking adventure will keep you from landing on your feet.

**Available January**

### Time Cruise (TT)



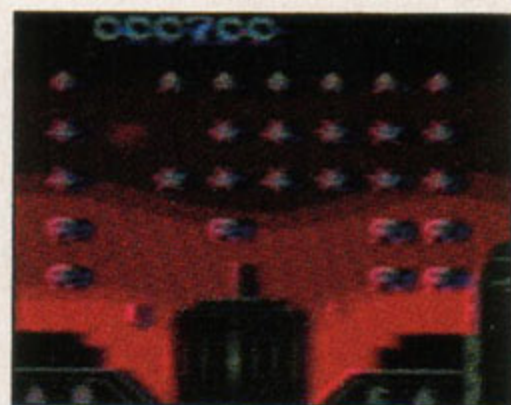
Loosen up your fingers, Pinball Wizards. This multi-scrolling, great-looking

pinball game will ring all your bumpers and bells. Eric, a young scientific genius, learns time travel from an intelligent extraterrestrial life form. He steps into the shining silver time-travel pod across five different periods in time, plus six bonus levels. You flip three silver balls to zoom Eric through playing fields that stretch across seven screens. Don't "Tilt" yourself out of this game.

**Available now**

## Game Gear

### Super Space Invaders (Tengen)



Think back to 1979 when Space Invaders was the ultimate in fun for gamers. Well,

the aliens are trying to land again by dropping from the top of your screen to the bottom. You must stop the descent of these extraterrestrials on a much smaller screen, but with new power-ups, new graphics, and a variety of new alien waves and attack formations. With new bonus rounds and tough end level Guardians, this game will have you mind-melded in no time. Link up a friend and go back for a fun-filled blast with the past.

**Available now**

### Bart vs. the Space Mutants (Flying Edge)



Springfield has been invaded by space mutants. Only Bart can see them with the

help of his X-ray glasses. On this one-player, side-scrolling adventure, Bart travels

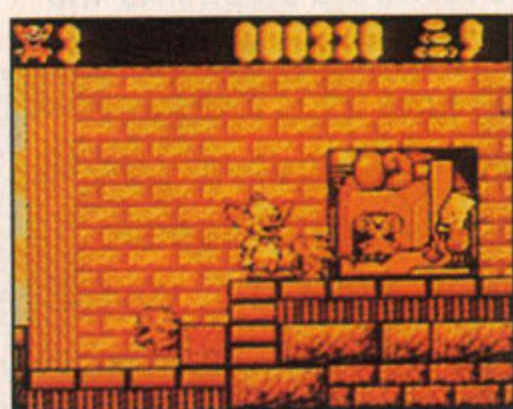


through a shopping mall and an amusement park armed with only a spray can and bottle rockets. Bart-ster must convince his family and the town of their impending danger, or it's over, dude!

**Available now**

## Game Boy

### Krusty's Fun House (Acclaim)



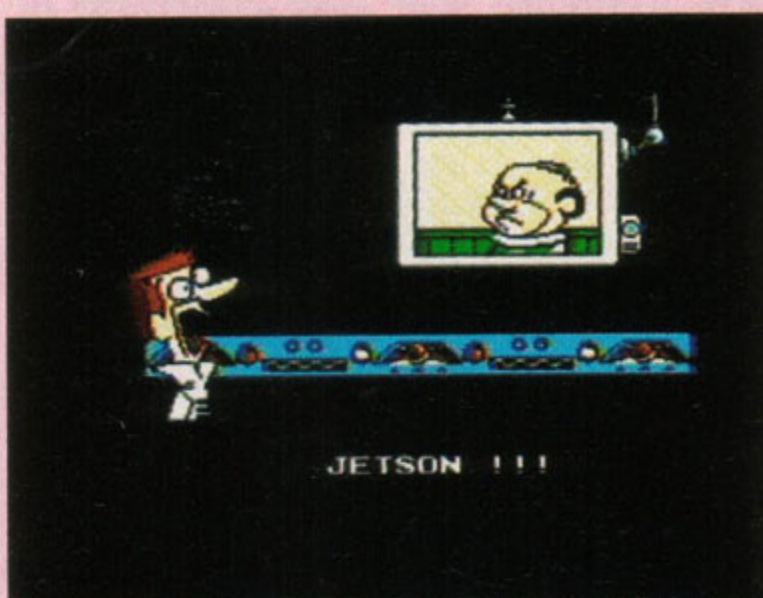
Aye carumba! Bart must help Krusty out of his rat trap by becoming the Pied Piper of Springfield. He

must guide the rats to rat-ocide. This side-view, multi-scrolling puzzle game has five sections (up to 14 levels each), so you'll be smelling cheese for awhile. Watch out for the nine Magic Bonus Blocks and arm yourself with pies for the four types of enemies you'll encounter. Don't have a cow, man, have a rat.

**Available January**

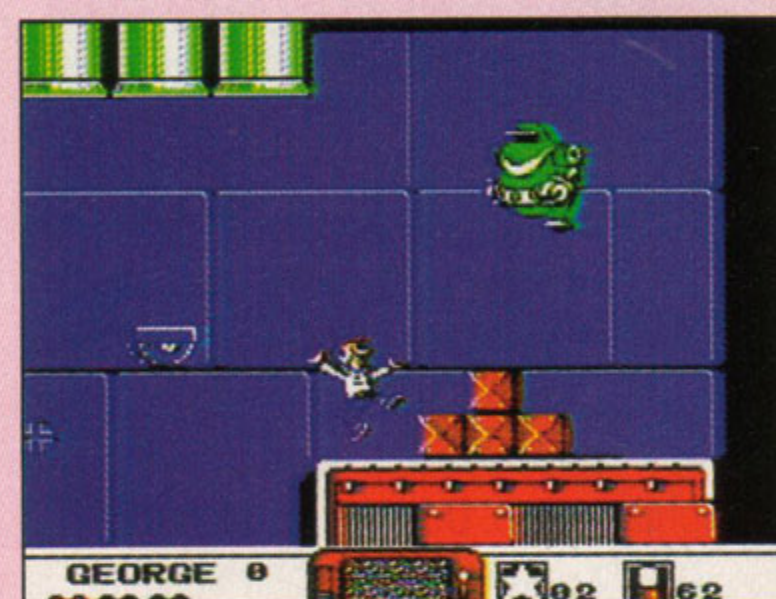
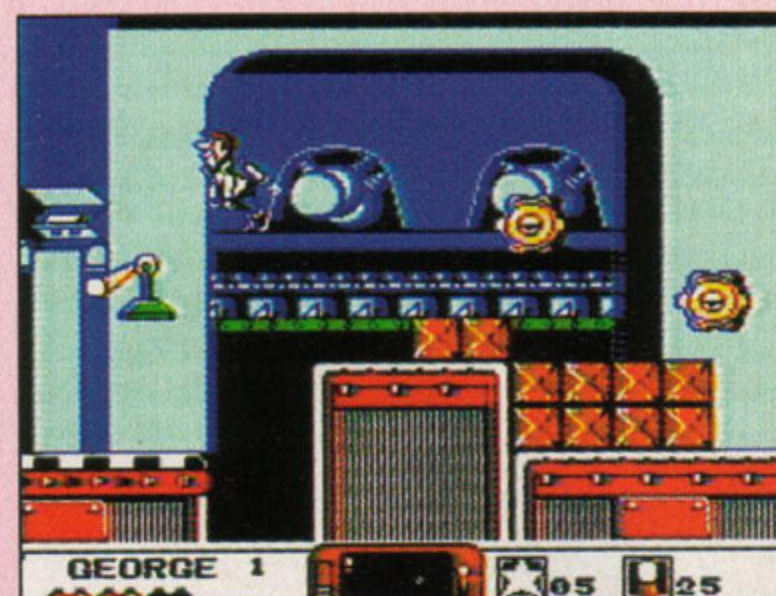
## Nintendo

### The Jetsons (Taito)



The Cogswells are mining on Colony M38 and making lots of money, not to mention destroying the universe while they're at it. Looks like the Chief is going to call George, and George alone, to save the day. With his handy robot Rosie, George runs along this five-level, side-scrolling game cartoon. Luckily, George has his jetpack and three lives, because mechanical mayhem is coming his way

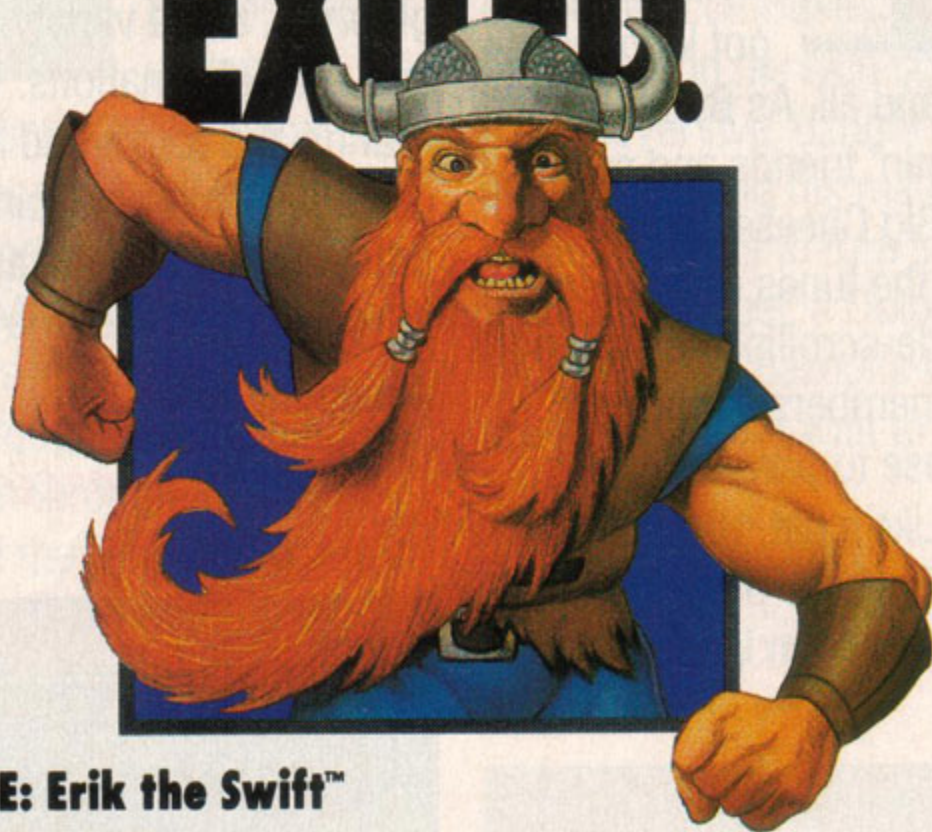
and he'll need the power of flight to escape. Grab your gravity boots and follow George through an out-of-this-world adventure.



**Available February**

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**NAME:** Erik the Swift™

**HEIGHT:** 6'1"

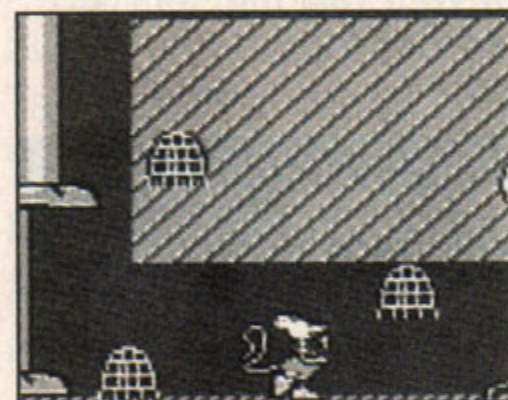
**WEIGHT:** 175 lbs.

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**LAST SEEN:** Outrunning the maniacal saw in an outrageous alien factory.

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### Mousetrap Hotel (Electro Brain)



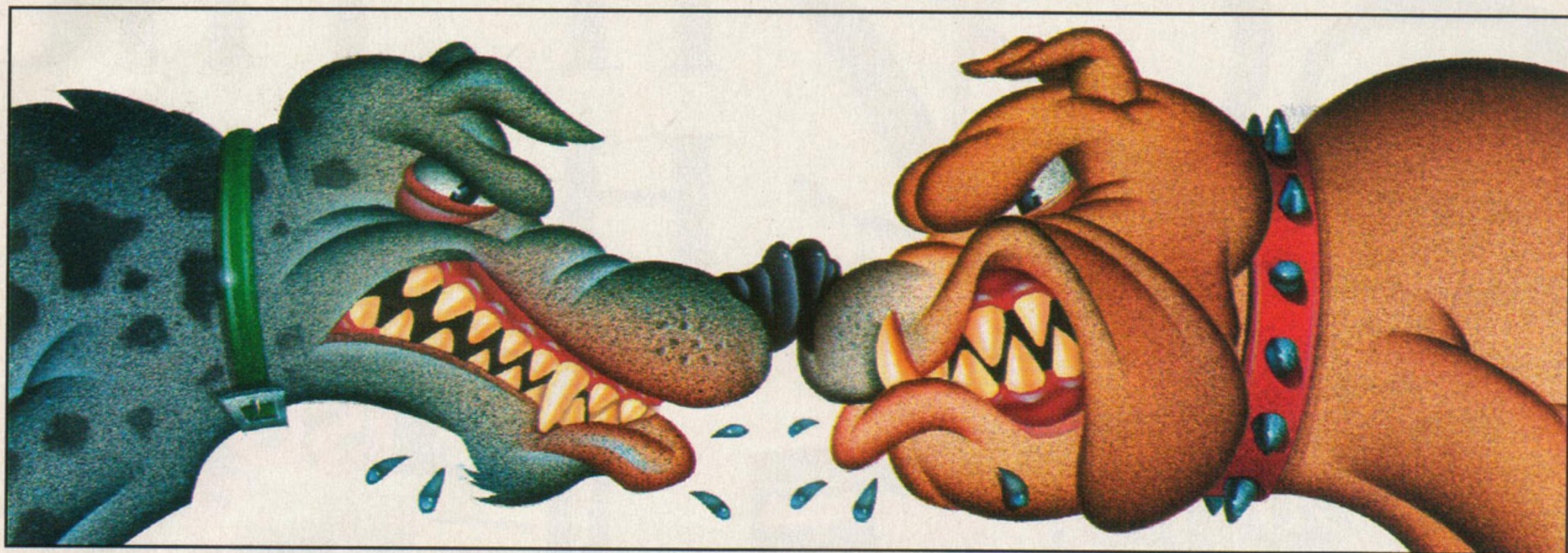
There's a mouse in the kitchen. What are ya gonna do? If you're Maxi the mouse, not

much. If you're in the kitchen, you're halfway to your ultimate goal- the Penthouse Suite. Starting in the basement, you have to side-scroll through six stories to relax in luxury. You may not have help from your friends, but you will from life restoring items on the way. You'll need'em, because those household appliances can be murder – literally.

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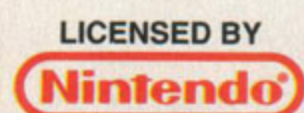
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# Of 11 The Hudson



## Super Adventure Island

For play on the Super Nintendo Entertainment System

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

## Adventure Island 3

For play on the Nintendo Entertainment System

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

## Adventure Island

For play on the Game Boy System

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

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## Felix the Cat

For play on the Nintendo Entertainment System

- Journey through nine levels of intense animated adventure
- Felix's Magic Bag of Tricks Provides dozens of helpful items
- Features many character's from Felix's zany cartoon series
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## Bonk's Adventure

For play on the Game Boy System

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

## Bomberman II

For play on the Nintendo Entertainment System

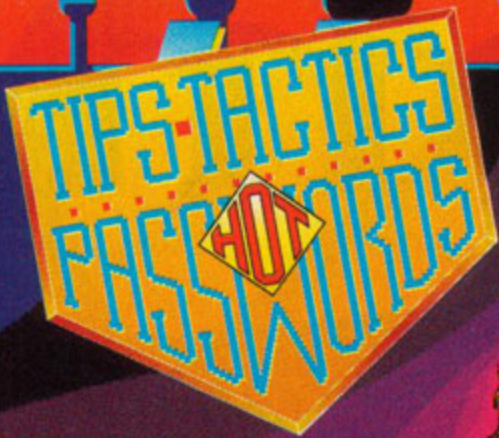
- New power items and poison skulls highlight the excitement
- Features include options for 2 or 3-Player simultaneous play
- Build up bigger and better bombs to blow away the enemies
- Over 50 levels of incredibly bombastic heroics in 1-Player mode



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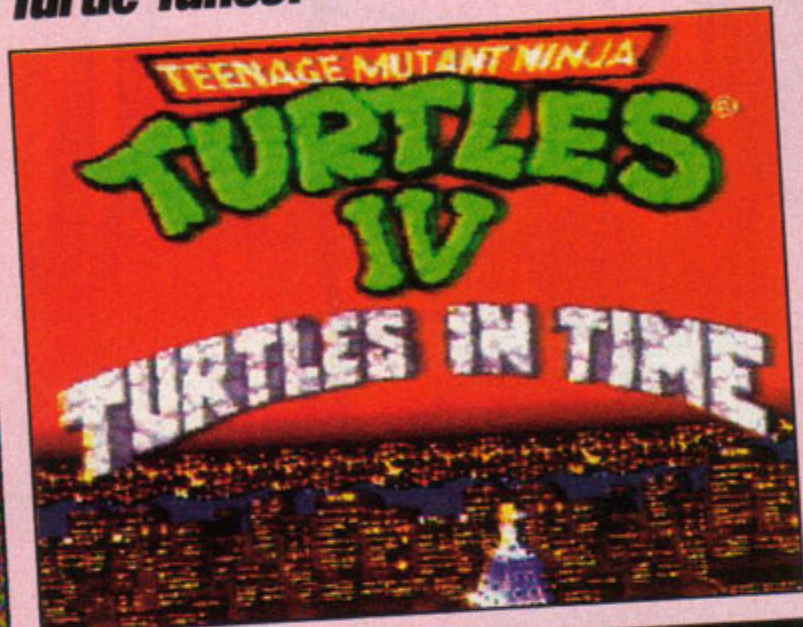


# SWATPRO



## TMNT IV (SNES)

### Turtle Tunes!

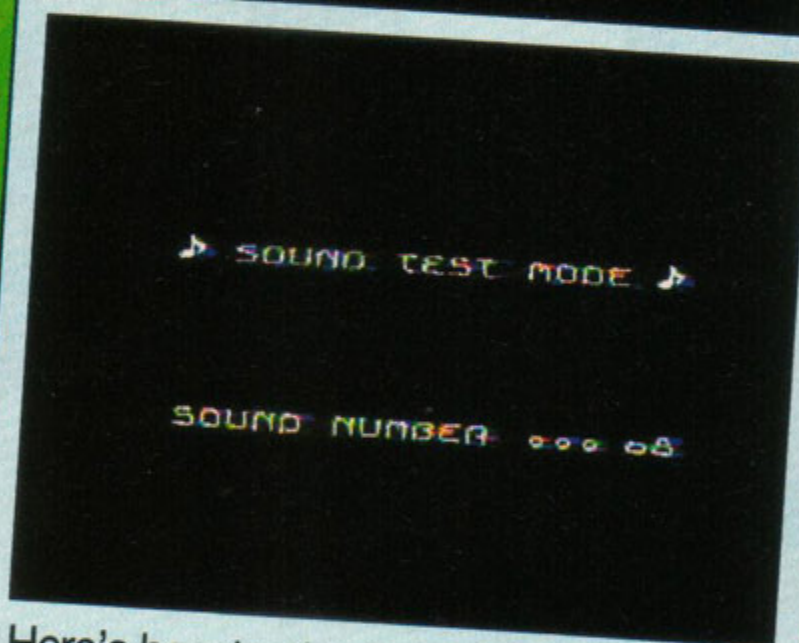


Tap your toes with those terrific Turtles. When the title screen appears, select the Option Mode. Choose the Hard Mode, then select "STAFF" in the sound test. Push Button B to hear the tune, then tap Y. Instead of fading out, you'll hear a special version of the song.

**Paul Ervi, Ontario BC**

## Air Zonk (TG-16)

### Savage Sound Test

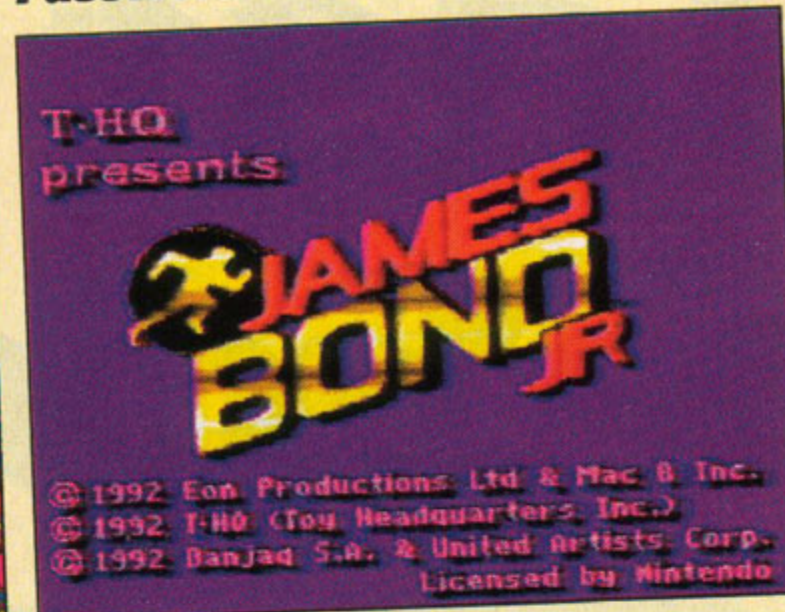


Here's how to check out Air Zonk's zowie sounds. First, insert Air Zonk into your system. Before turning on your system, simultaneously press and hold down Select, Button I, and Button II. In a few seconds, you'll hear a strange tune and see a sound test screen. Press Left or Right to advance to the different sounds. Push Button II to hear a sound and Button I to fade it out.

**Kaleb Stallworth, Atlanta GA**

## James Bond Jr. (SNES)

### Password for J.B. Jr.



To spy on each level of James Bond Jr., use these top-secret passwords:

Level 2: 0007  
Level 3: 3675  
Level 4: 9025  
Level 5: 1813

**Victor Schmanko, Carteret NJ**

## Chuck Rock (Game Gear)

### Passwords

Stop throwing your weight around. Here are all the passwords for Chuck Rock on the Game Gear:

Round 2: 7G09M  
Round 3: NN6E3  
Round 4: 84AKC

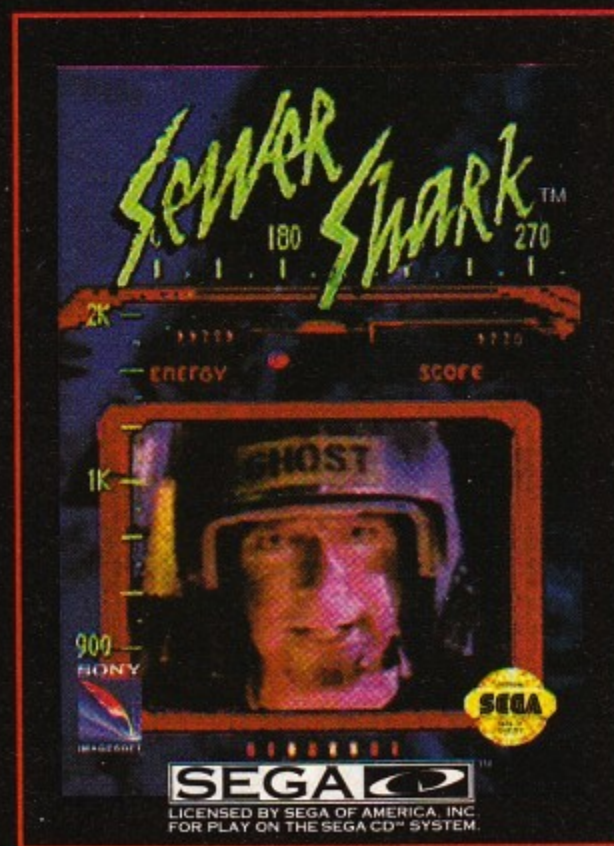


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Sewer Shark for the Sega CD blasts you into a radical new world of gameplay with devastating digital video of live actors, explosive CD sound and the hyper-charged power of a simulation-shooter. Interact one-on-one with ace tunnel-jockey Ghost and the devious, fat-faced Stenchler. Your mission's clear: transport supplies to human outposts deep in the sewers...and fry anything that gets in your way. React with lightning-fast speed to flight instructions transmitted by your computerized droid. Navigate, fire and streak deeper into toxic tunnels. Miss a turn and you're history. But make it all the way...and you're in Solar City, maxin' out to beaches, babes and awesome rays! Sewer Shark for the Sega CD.

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# SWATPRO



## Faceball 2000 (SNES)

### Extra Power



Here's a trick that enables you to change options in Faceball 2000. In **Cyberzone mode**, simultaneously hold down the **L** and **R** buttons while pressing **Start**. Release **L** and **R**, and you'll then enter



an Option screen that enables you to change the number of Lives, Speed, Level, and Reload Time (the lower the number the better) of your game.

**Mike & Tara, Bothell WA**

## Columns (Genesis)

### Instant Magic Jewel

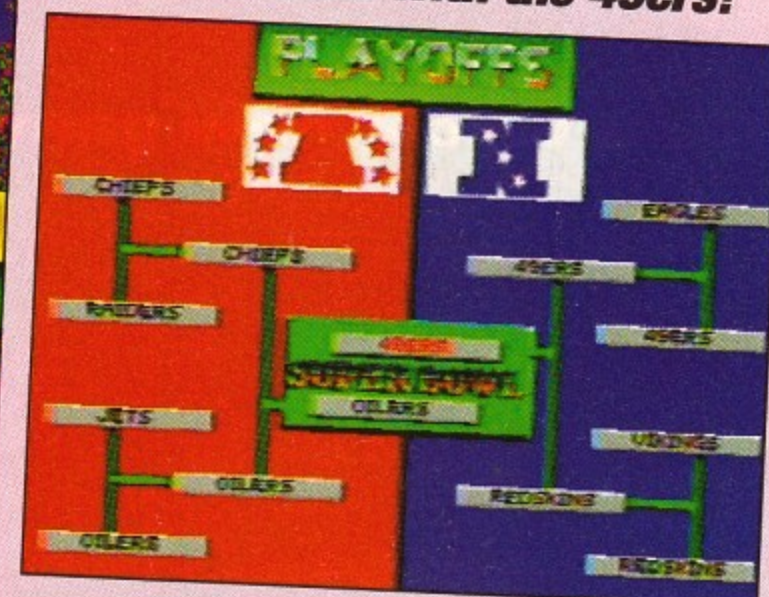


Use this trick to make a Magic Jewel appear in Columns. **Select ARCADE and the EASY mode**. When you begin to lose, fill the far left or far right two columns as high as possible with jewels. When you've completed the column, the magic jewel will appear.

**James Klein, Potomac MD**

## NFL Sports Talk '93 (Genesis)

### Go Undeclared with the 49ers!



Use these passwords to take an undefeated Niners team all the way to the Super Bowl:

Week 2:	4W1DCBBBDD
Week 3:	4W1FFBBBDD
Week 4:	4W1GKBBBDD
Week 5:	4W1HTBBBDD
Week 6:	4W1J?BBBDD
Week 7:	4W1K?CBBDD
Week 8:	4W1L?FBBDD
Week 9:	4W1M?KBBDD
Week 10:	4W1N?TBBDD
Week 11:	4W1P??BBDD
Week 12:	4W1Q??CBDD
Week 13:	4W1R??FBDD
Week 14:	4W1S??KBDD
Week 15:	4W1T??TBDD
Week 16:	4W1V???BDD
First Week Play-offs:	4W1W???CDD
NFC Championship:	4W1X???FDD
Super Bowl:	4W1Y???KDD

**Jeffrey Weaver, San Francisco CA**

## Game Genie Codes

### Street Fighter II (SNES)

#### Advance to the Next Level!

Here's a cool Game Genie code for the SNES that advances you to the next level in Street Fighter II:

6DCF-D764 + FFCF D7A4

Remember to switch off the code before M. Bison beats you!

### Street Fighter II (SNES)

#### Championship Mode Code

Use this Game Genie code for the SNES to enter the Championship Mode in Street Fighter II: 4DC6-6493



# PORTABLE TUNES



What's more fun than watching a cartoon? Starring in one! Bugs Bunny, Daffy Duck, The Tasmanian Devil and many other favorite Looney Tunes characters circle the world in a wild and totally looney adventure. You control a different character through six wild and wacky "mini-cartoons"—plus a blast of a bonus round—it's like playing seven different games in one!

## SUNSOFT®

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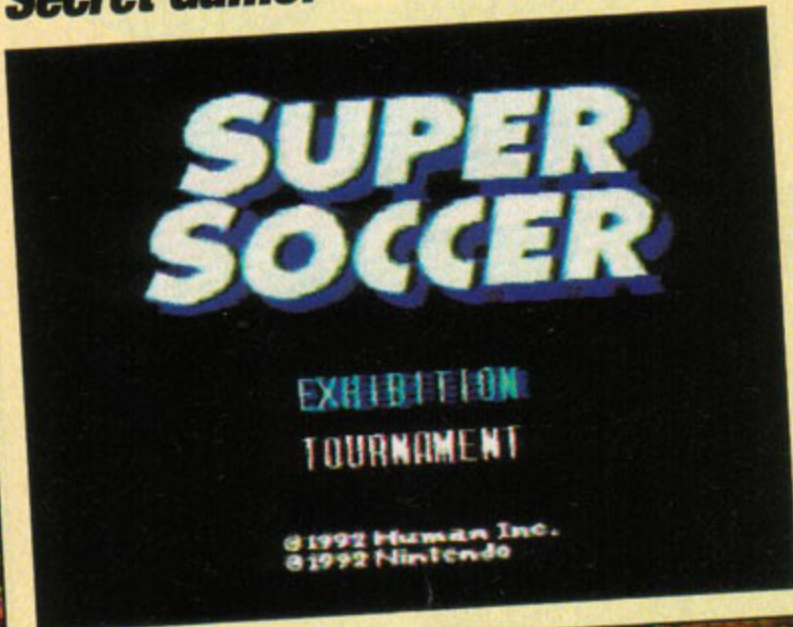


# SWATPRO

TIPS & TACTICS  
PASSWORDS

## Super Soccer (SNES)

### Secret Game!



To play the final match against Argentina in Super Soccer, input this code: **Up, Lower Left, Right, Right, Right, Upper Right, Down, and Up**. Defeat Argentina, and then wait for the referee to steal the trophy. Now, you'll play a special game against the computer.

**Jonathan Morice, South Kingstown RI**

## Magic Sword (SNES)

### Secret Warp



There's a magic door on the 34th floor of Magic Sword that warps you directly to Hydra. To locate this elusive door, vaporize the two blocks and pay close attention to the pillars. Hit the fourth pair of pillars on the left to activate the switch that makes the door appear.

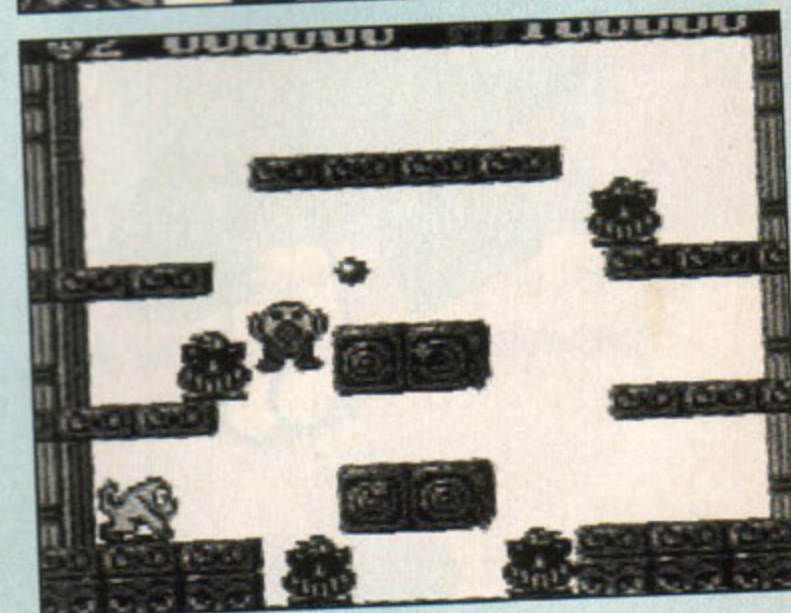
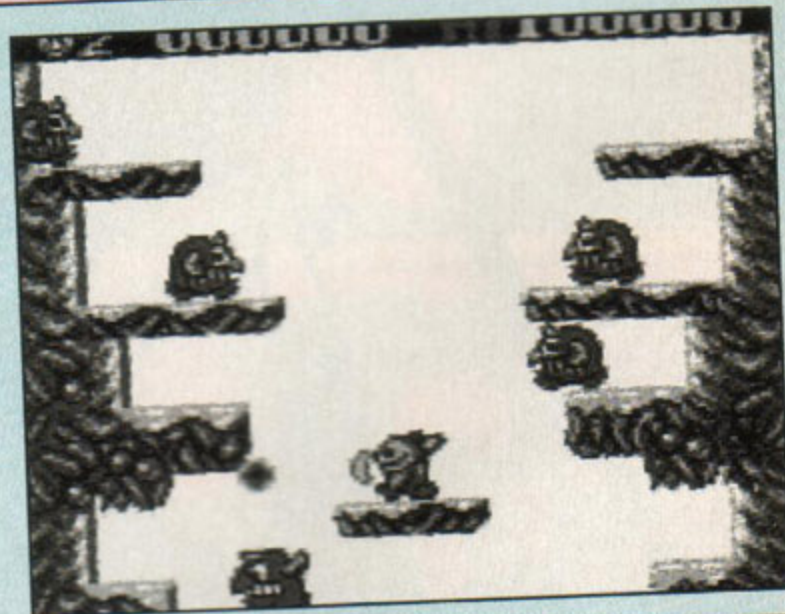
**Justin Ferguson, Indianapolis, IN**

## Snow Bros. (Game Boy)

### Level Select for Higher Levels



SNOW BROS JR  
MAP SELECT  
STAGE NO  
51  
START TO GAME



The Snow Bros. are a frosty duo, especially when you check out their secret extra levels. During the title screen, **simultaneously press and hold down Up, Select, and Button B**. Then, hit Start to begin play.

**Patrick Chin, New York NY**



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Can you withstand the devastating power of Shnouzer's THUNDER CLAW?



Can your wicked twin blades defeat the evil Lord Autarch?



Can you master the searing "Arc Blast" technique?

*Will you become the Master of the Realm?*

## BATTLE BLAZE™

*Coming soon . . .*

**American Sammy Corporation**

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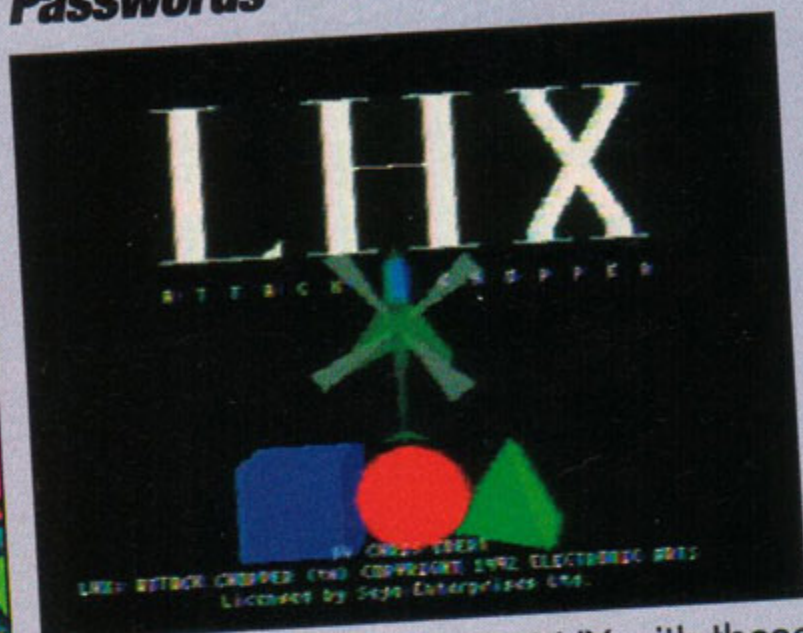


# SWATPRO

TIPS & TACTICS

## LHX Attack Chopper (Genesis)

Take to the Skies with LHX  
Passwords



Chop up the skies in your LHX with these passwords:

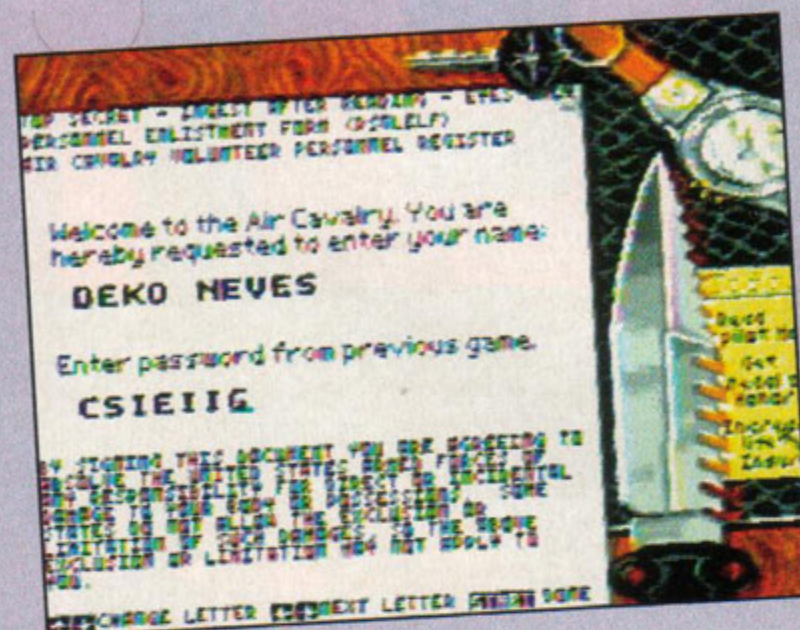
### Libya

Majestic Twelve:	CQAAAF
Anterior Nova:	CQAAIEA
Reindeer Flotilla:	CQAAQHA
Phoenix:	CQAAYGA
Rainbow Veil:	CQAAAVC
Chess:	CQAAIUC
Lobster Quadrille:	CQAAQXC
Hen House:	CQAAYWC
Desert Two:	CQAABFE
Flaming Arrow:	CQAAJEE
Plain Aria:	CQIERDG



### Central Europe

Domino Mirror:	CSIEIYE
Chess:	CSIEQ6E
Arc Lite:	CSIEY4E
Anterior Nova:	CSIEBJC
Reindeer Flotilla:	CSIEJIC
Hop Toad:	CSIERLC
Olympic Torch:	CSIEZKC
Lobster Quadrille:	CSIEBZA
Grand Theft Hokum:	CSIEJYA
Flaming Arrow:	CSIER6A



### Vietnam

Lobster Quadrille:	CQIEZCG
Reindeer Flotilla:	CQIEBRE
Flaming Arrow:	CQIEJQE
Hen House:	CQIERTE
Lava Lamp:	CSIEZSA
Anterior Nova:	CSIEAJG
Gemini:	CSIEIIG
Chess:	CSIEQL6
Binary Rainstorm:	CSIEYKG
Freedom Train:	CSIEAZE

## Game Genie Codes

### Greendog (Genesis)

#### Jah Mon! Game Genie Codes

Use these Game Genie codes for the Genesis to be top dog in Greendog:

Infinite Lives:	ATNT-AA4E
Spikes Don't Hurt You:	ABYA-CAAN

### Robocop 3 (NES)

#### Cop Some Energy

Wreak havoc as Robocop with these two NES Game Genie codes:

Start with Double Energy	ZLVGIXPP
One Hit Kills Enemies	GNUNAEKN

## Faceball 2000 (SNES)

Enter the Cyberscape Warp



To warp straight to the Cyberscape, use this slick Faceball 2000 pad trick. When the title screen appears, **hold down the L and R buttons**. Select one or two players. Continue to hold down both buttons and the screen will go blank. Release the buttons to arrive at the Interface screen. Now, Cyberscape will appear beneath Cyberzone. Select Cyberscape and have a nice day!

Art Rich, Grover City CA

## Do You Have a Secret Weapon?

If you do, submit it to GamePro. Our Pros will review it. If we publish it, we'll send you a free GAMEPRO Super Shirt! Send your best tips and secrets to:

GamePro Magazine

**Secret Weapons**

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Redwood City, CA 94064

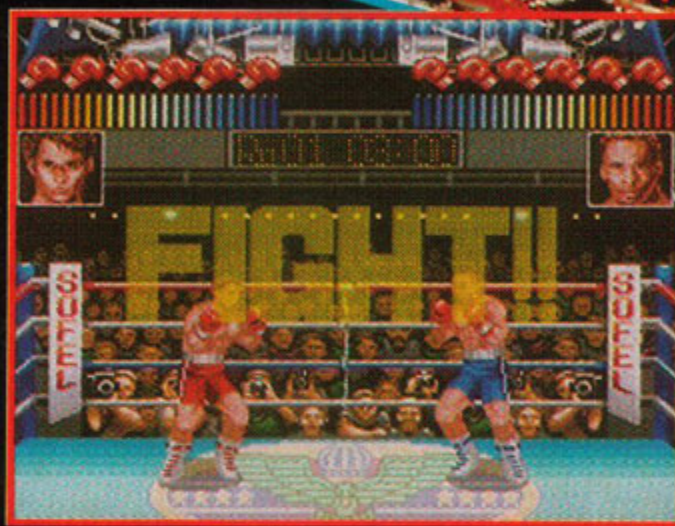
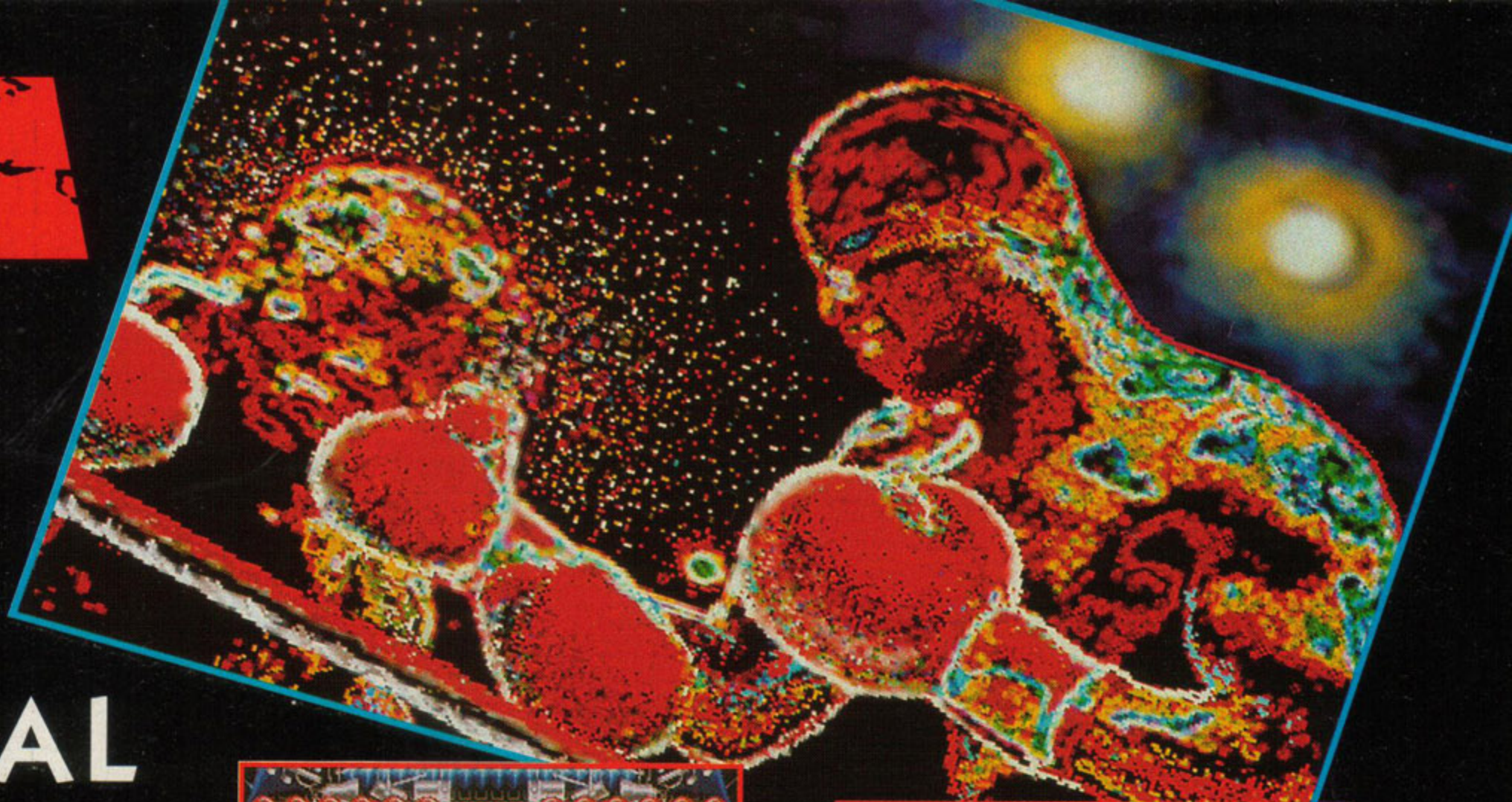


# TKO

# KNOCK



# OUT



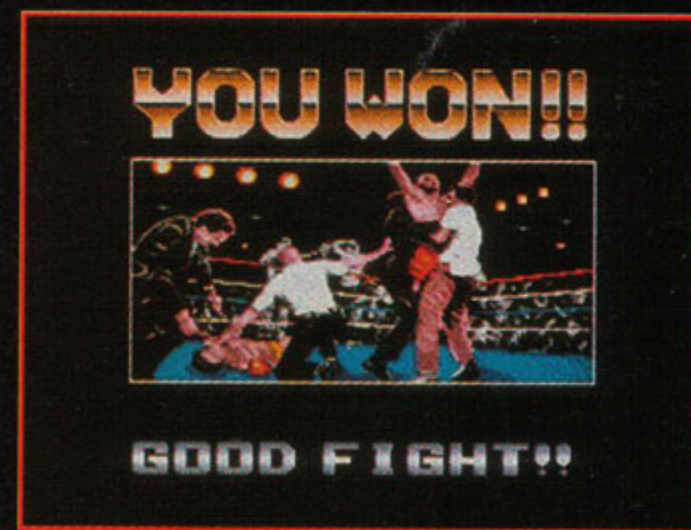
**W**ith the most advanced graphics ever created for boxing, the 'sweet science' has never been so incredibly real.

Check out the action: you've won your first bout, but it was tough! 8 grueling rounds, and now you're dog tired. So it's back to the gym to work on your stamina. Next bout: you're up against this guy who's *REALLY FAST*! He's not hurting you, but he's building up points with pitty-pat combinations, and you're getting *mad*! Between rounds, your corner tells you how to get *even*! They've seen he drops his left guard, so he's open for the right hook. Next round: **BAM!!** Right hook! **HE'S OUTTA HERE!!!**

This is **TKO SUPER CHAMPIONSHIP BOXING**. *Non-stop Smashin' Bashin' Knuckle-Krunchin' Action!*

Either go one-on-one with a buddy; pick a fight with one of eight powerhouse opponents; or go for the whole enchilada - *beat 'em all and become WORLD CHAMP!*

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FAX: (212) 980-5492



# HARDWARE HELPERS



## By Bubonic The Blowfrog

If your fingers are getting a little cold this winter, try warming them up with hot new controllers or peripherals for the SNES and the Genesis. This month we play with Asciiware's joystick and look ahead to some fiery items that are just around the corner.

## Advantage, Asciiware

From the company that brought you the ASCII Pad (see "Get In Control," GamePro March, 1992) comes a graceful newcomer to the realm of SNES joysticks – the Super Advantage. This sturdy unit is matched to your system – it's color-coordinated and even the groovy typeface that spells out "Super Advantage" echoes the SNES type.



## The Super Advantage

The Super Advantage's shell is constructed from the same hard plastic that surrounds the ASCII Pad, but the base is solid, heavy metal. It's exactly the same dimensions as the base of an NES, so this is one stick that you probably won't want to hold in your lap.

The buttons are aligned on the right and the stick is on the left. The layout for A, B, X, and Y is the same as on a standard SNES controller. However, the L and R buttons are alongside the others, on the face of the controller. This is cool for action games such as Street Fighter II, however, using L and R to steer a vehicle will take some getting used to. All the buttons are big, round, and responsive. Each one is accompanied by Turbo and Auto fire switches, as well as adjustable-speed Turbo slides that enable you to fire up to 35 shots per second.

The highly responsive joystick is modeled after Japanese sticks with a short stem and a palm-size knob. A column that runs down the center of the Super Advantage houses the Select, Start, and Slow-Mo buttons with an adjustable sliding Slo-Mo Speed control. The Turbo and Slo-Mo options work flawlessly. Additionally, the cord length is a generous 67" long.

If you're looking for an "advantage" in Street Fighter II or other SNES games, look no further. Ascii's got the wares!

**The Super Advantage  
by Asciiware, \$49.95  
Available now, Product  
Information: 415/ 570-7005**

## The Fighter with a Brain

If you've been reading Hardware Helpers (GamePro, December 1992) you already

know that STD plans to stick it to the competition with a line of programmable joysticks. The new news on the STD front is that they plan to attack the joystick market with a programmable unit specifically designed for Street Fighter II.



## STD's TopFighter

The TopFighter, will enable you to program up to four directional or key-press combinations and assign these moves to one of three programmable buttons. Imagine executing a Sonic Boom or a Dragon Punch with the tap of a single button! The unit features an LCD readout that displays the directions and key-presses as you record them. The controls should be intuitive to arcade Street Fighters, because the buttons feature the same two-rows-of-three design. You'll want to strike while this stick's steel casing is hot, because STD plans to make a limited numbered series of 6,000 sticks. Keep your eyes on upcoming issues. We'll check to see if this stick is tops with our fighters.

**The TopFighter by STD  
Under \$80.00, Available January  
Product Information:  
410/785-5661**

## The Mouse Race

Calling all players with opposable thumbs – Sega's poised to release a Thumb Mouse for the Genesis! Early photos indicate that this mouse will function like a traditional desktop mouse, but there's a twist: you can flip the mouse over and use it as a mini Track-Ball or a Thumb Mouse. The mouse will have two dorsal buttons big enough to reach in Thumb-Mouse mode. The sleek design echoes that of the ASCII Pad SG



## Sega Thumb Mouse

December 1992). In fact, the folks at Asciiware's Japanese parent company had a hand in designing the piece. There's no telling what software the mouse will be compatible with, but considering the increased number of Sega CD adventure games that are being translated from PC formats, you can bet we'll see it employed in adventure and strategy games.

**Sega Thumb Mouse  
Price unknown  
Availability unknown**

## Have a Five-Player Party on Your SNES

Hudson Soft will soon release an adapter that turns the Player Two socket of your SNES into a four-controller port. Add the controller from the Player One socket, and you can have five simultaneous players. Hudson Soft plans to release the unit in the spring of '93 along with Super Bomberman, a four-player simultaneous action game similar to the original Bomberman game, but with a load of enhancements. Multi-player games, like Gauntlet, are being released in Japan, where the five-player adapter is already available. Hopefully we'll see some equally exciting titles on this side of the Pacific!

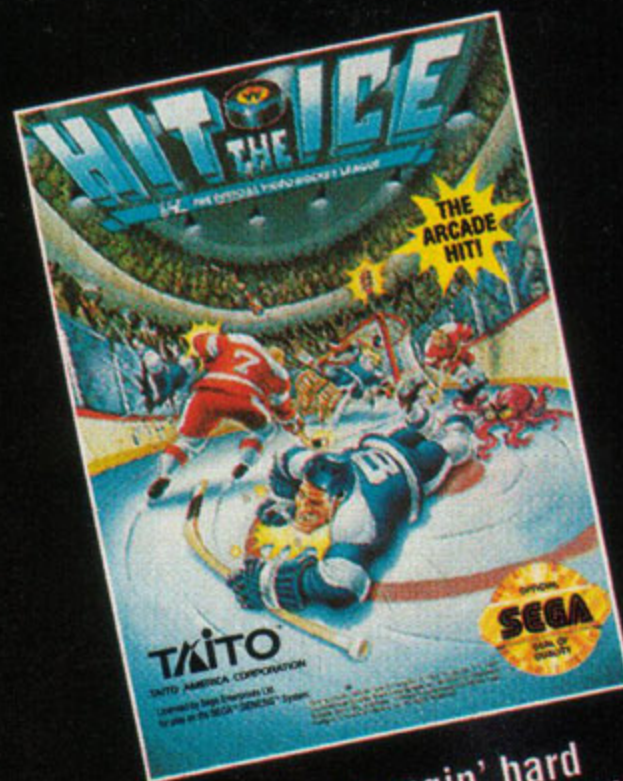


## The Multi-Tap

**The Multi-Tap by Hudson Soft  
Available May, Price unavailable,  
Packed with Super Bomberman**



# CATCH THE TAITO HEAT WAVE



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



Oversized mutant morsels are at their boiling point. Indulge in a menu of madness, so spicy, it will make your eyes water. These dirty dishes need to be cleaned up, so grab your pan and start cookin'!



Cogswell has violated the rights of the aliens by setting up a mining colony. Help George gather gadgets that will help him get to the colony and shut down the power. George's clumsy habits will have to be overcome.



This hard-hitting cart will cause some real headaches. You'll need to unleash your fatal fists on some bad dudes and crazy creatures. So, punch-in because this job will take a real superhero!



Behold! The ultimate brain buster! Rotate maze after maze as you try to get your ball through before time runs out. Levels of geometrical motion will keep you dizzy. You'll have a ball!



Fred uncovers a treasure map and sets off on a wild adventure to find the loot. Help Fred through seven adventure-filled stages in this journey.

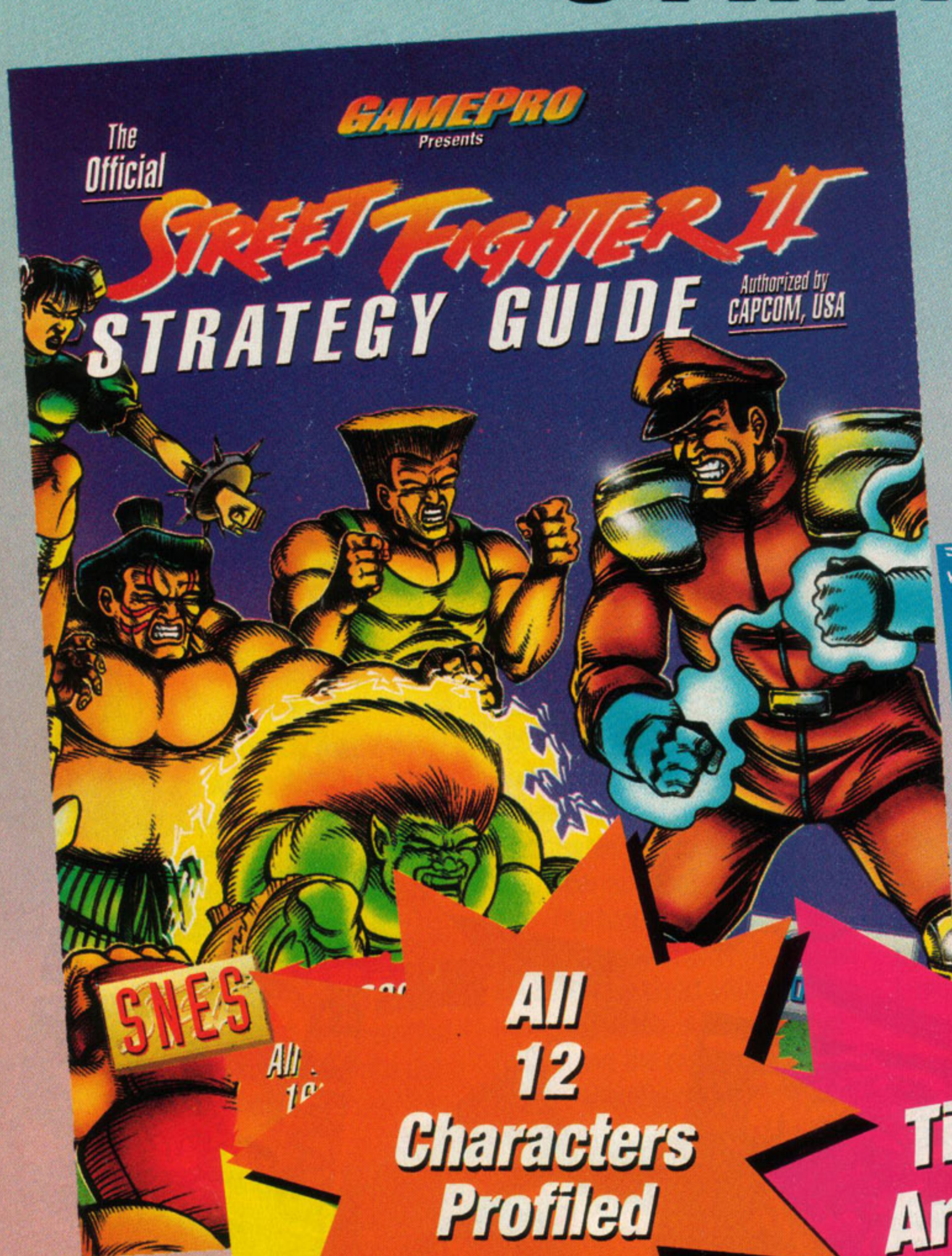


**The Official**

# STREET FIGHTER II

## STRATEGY GUIDE

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Screens**

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12  
Characters  
Profiled**

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Arcade &  
SNES Versions**

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# GAMEPRO



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# RENT THE COOLEST GAMES AT



'Cause dudes, they've got more of the coolest new Nintendo®, Super Nintendo® and Sega Genesis® games for rent than anyone in the world!

IT'S THE MATURE THING TO DO

## GAMEPRO

GamePro Magazine can be purchased at participating BLOCKBUSTER Video stores nationwide.





## Capcom's '93 Lineup

Capcom's got a killer lineup of games for '93. Check it out!

### For the SNES

#### Aladdin

Based on the animated Disney feature film, this action/adventure title features Disney's perfect graphics and all the characters from the movie. It's slated for a fourth quarter '93 release.

**CAPCOM®**  
**USA**

#### Final Fight II

Get ready for round two in this SNES sequel to the smash arcade hit and popular SNES title. The best news is that Final Fight II has the great two-player fighting action that everyone's been begging for!

#### Goof Troop

Goof Troop's based on the Disney Afternoon cartoon that stars the ever-popular Goofy and his son Max. Join the goofy duo and their crazy neighbors in a series of adventures and misadventures. Goof Troop's coming this summer.



#### Super Mega Man

The Megster is finally making his way to the SNES. This action spectacular promises all of the thrills that earned Mega Man his video game dynasty. Look for cool new robots, tons of levels, and, of course, Dr. Wily. Super Mega Man's coming in the fall of '93.

### For the NES

#### DuckTales 2

Join Uncle Scrooge's further adventures based on Disney's popular cartoon series, Duck-

Tales. He's planned for a quacking second quarter release.

#### Final Fight

Final Fight is based on the classic arcade and SNES title. Finally, 8-bit fighting action is taking its hits on the NES!

### Game Boy

#### Darkwing Duck

Disney's web footed hero is making his way to the small screen in an adventure based on the NES title of the same name.

#### The Empire Strikes Back

Carry the Force in your pocket as Han, Leia, and Luke team up for a Game Boy adventure based on the movie of the same name.

#### TaleSpin

This small screen adventure's based on the hit cartoon series, and it features all of the popular Disney characters.

### The Empire Strikes Back

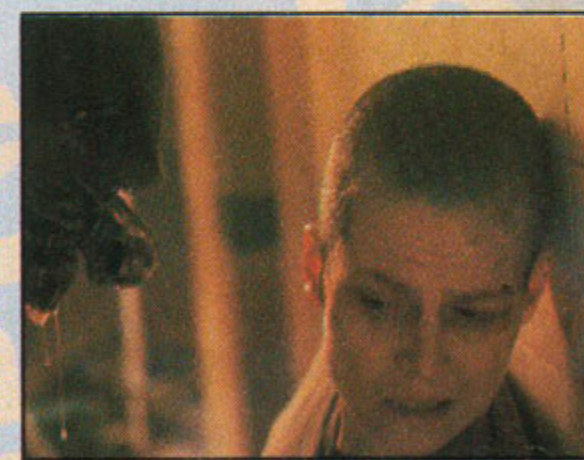
The Force continues to be with gamers everywhere since LucasArts Games and JVC Musical Industries announced **Super Empire Strikes Back**, a sequel to their

stellar SNES title, **Super Star Wars**.

Slated for a summer '93 release, the sequel closely follows the plot of the film, The Empire Strikes Back. Gamers will be able to control Luke Skywalker, Han Solo, and Chewbacca as they seek Yoda to learn the ways of the Force, rescue Princess Leia, and battle Imperial Troops and bounty hunters.

Using the same techniques that made Super Star Wars a smash, LucasArts has created 12 levels of action/adventure that incorporate side-scrolling and overhead-view action, as well as thrilling Mode 7 flight sequences. Expect more of everything that made Super Star Wars fabulous, including 3-D graphics, digitized speech, movie sound effects and tunes, and, of course, great game play. We'll have a preview of this game in an upcoming issue of GamePro.

only confirmed title in development is a CD wrestling game, featuring the stars of the World Wrestling Federation®. Due in late '93, this disc will likely feature real footage of big-time wrestlers in action. Acclaim indicated it plans to ship Sega, Nintendo, and Sony CDs beginning in '93. Other CD possibilities include games based on their popular licenses – the **Bart Simpson** titles, **Terminator 2**, and **Alien 3**. Since Acclaim has rights to the **Williams/Bally** line of arcade titles, here's hoping we'll see CD versions of **Mortal Kombat**.



**Acclaim™**  
entertainment, inc.

### Acclaim

It's official! This past November **Acclaim** confirmed that they've reached agreements with **Nintendo of America**, **Sony Corporation**, and **Sega of Japan** to publish CD-ROM software. This is good news for gamers since Acclaim's formidable library of hot licenses should translate well to CD. To date, the

By the way, work is apparently underway on SNES and Genesis versions of Williams' smash arcade game, **Mortal Kombat**. Sources indicate that the Genesis version has all of the action that made the arcade title a smash – including uncensored blood and guts.

Acclaim also announced the inking of an exclusive tech-



nology agreement with Atlanta-based **Biomechanics** and **Ardent Studios**, which is based in Memphis. Acclaim plans to use a special process developed by Biomechanics to lend a unique 3-D quality to their interactive entertainment products. Biomechanics technique involves the use of complex mathematical and geometric modeling to create "synthetic actors." The synthetic actors, which can be based on either live or inanimate objects, can then be incorporated as video game characters. Acclaim believes the technique will speed the process of animation and lend a unique 3-D quality and extreme realism to their CD titles. Cool!

## Sony and Nintendo – A Match Made in Heaven?

The official word is that **Sony** and **Nintendo** are hard at work developing mutually compatible CD-ROM hardware and software. Rumors continue to circulate, however, that this partnership is not a perfect match. In a November 10, 1992 article in Nihon Keizai Shinbun, sources alleged that Sony has indefinitely postponed the launch of a CD-ROM system that's compatible with Nintendo's. The apparent reasons for the deterioration of the relationship include Nintendo's relationship with **Phillips**, a difference in strategy (Nintendo views the unit as an extension of the SNES, while Sony wants to develop a totally new game console), and timing of entry into the marketplace. The upshot? Sony will continue to develop CDs for the Sega CD, they will possibly develop CDs for the Nintendo standard, and they might promote development of a CD-ROM player with its own format.



## Crime Doesn't Pay

S893, the Software Copyright Protection Bill, is legal and binding! President Bush signed the bill, which passed in both the Senate and House, and made software piracy a felony. Those who copy software for commercial advantage or private financial gain now face up to five years in prison and fines of up to \$250,000.

## Blockbuster Teams Up with Virgin

**Blockbuster Entertainment** recently announced plans to open a chain of "megastores"

across the United States in tandem with **Virgin Retail Group**. The new stores will be called **Blockbuster Virgin Megastores**, and they'll sell computer software, videos, music items, and possibly books.

## The Great Sonic 2 Airlift

**Sonic The Hedgehog** is fast, but he wasn't fast enough to make it to the stores in time for Christmas without a lot of help from his friends. In order to ship two million Sonic 2 cartridges to retail outlets in time for the holidays, **Sega** teamed up with **Emery Worldwide** and a crowd of Sega employees. Their mission: get two million copies of Sonic 2 onto trucks and ready to roll in time for Santa Claus. The games needed to be delivered within 72 hours in order to be ready to satisfy frenzied fans of the popular homehog by Sonic 2sday, November 24th.

Sonic fans should also be on the lookout for Sonic The Hedgehog, the comic book (See

GamePro, Jan. '93) and Sonic the Hedgehog – Heads or Tails, an animated cartoon series that will air on ABC in March. Beginning this fall, Sonic stars in his own ABC cartoon series entitled, "Adventures of Sonic The Hedgehog."

Sega's not stopping there. Look for Sonic games (Sonic the Hedgehog Card Game from Mattel and Sonic the Hedgehog Board Game from Milton Bradley), and, of course, Sonic apparel. T-shirts, sweatshirts, baseball caps, game gloves, wristwatches, and more are available. Hey, we're not done yet. There are also Sonic lunch boxes, action figures, kites, costumes, balloons, posters, coordinated bed linens, wallpaper borders, throw pillows, area rugs, sleeping bags, sticker album collections, stationary items, trading cards, bubble gum, and candy! Yowie. Immerse yourself in Sonic The Hedgehog, if you dare!

# INSIDE INFO

**Absolute's** making the most of their "**Toys**" license. In the works are SNES, NES, and Game Boy versions of the movie starring Robin Williams. **Alien vs. Predator** for the SNES is still coming from **Activision**, despite some development snags.

**Ascii's** busy with multiple new projects, including both peripherals and software. **Spellcraft**, a mouse supported fantasy adventure, is almost ready to cast a spell over the SNES. **Dominus**, a massive hybrid simulation, fantasy role-play, action, and war strategy title, is

Continued on page 192.



Shipping Sonic 2 on opening day!



Continued from page 191.

coming for the SNES and the Genesis. Both versions of the game will support a mouse. What? A mouse for the Genesis? That's right. Check out Hardware Helpers for more info on Ascii's "Thumb Mouse." In a change of pace from their usual role-play style, Ascii's also developing an action/adventure game called **Ardy Lightfoot**, featuring artwork very similar to the covers of Japan's Famicom Tsushin. Imagine a Raider's of the Lost Ark style adventure starring a fox and you'll get the idea. This one's due for the SNES in the third quarter of '93.

**Bignet's** going full speed ahead after signing an agreement with **Malibu Interactive**. The two companies will work together to develop video game properties based on popular comic book characters for the Sega Genesis, Sega CD, and SNES. Look for the first product from this new team in late '93. **Bullet-Proof Software** is working on its first RPG game called Orbitus, which is slated

for a July release. It's based on the Amiga game of the same name by **Psygnosis**.

**Electronic Arts** solved their brief legal skirmish with the ESPN peacefully this past November, with both parties releasing claims against the other. The disagreement involved EA's use of the EASN (Electronic Arts Sports Network) brand name and logo and the possible confusion between EASN and ESPN. Speaking of the wide world of sports, EA is pitching **Tony La Russa Baseball**, which is due in time for Spring Training in March.

**KBM's** busy working on a six-button controller for the Sega Genesis. **Jaleco's** coming up to bat with Bases Loaded 4 for the NES later this spring. **Kemco's** ready to lower the green flag on a Genesis sequel to last year's popular **Top Gear** for the SNES. The sequel is titled, what else, **Top Gear II**, and promises more top-notch racing action. **MicroProse** is ready to release **Railroad Tycoon** for the SNES and **F-15 Strike Eagle II** for the Genesis.

In case you didn't see them on the shelves this past holiday season, **Nintendo of America's** re-issued several of their all-time favorite 8-bit games in a classics collection. Each classics title retails for \$29.95, and the series includes **The Legend of Zelda**, **Zelda II: The Adventures of Link**, **Metroid**, and **Punch Out!** Rumors continue to float that **Sega's** hard at work on **Final Fight** and **Street Fighter II: Champion Edition** for the Sega CD. Sega's also busy developing a six-button controller for the Mega Drive and the Genesis. It's interesting to note that the additional three buttons are not turbo buttons. Are we talking fighting games or what? **Seta** is busy working on **F-1 Exhaust Heat 2**. This racing cart for the SNES makes use of Nintendo's much talked about new SFX chip. Seta's also working on **Silva Saga 2**, a role-play title for the SNES, and **Gdleen**, a CD game for the SNES. Gdleen's based on an animated Japanese series. The CD

will, of course, feature actual animation sequences from the cartoon series.

**Spectrum Holobyte** is going to fly **Falcon** into the SNES in the summer of '93. **Sunsoft** announced that they've signed a licensing agreement with Hanna-Barbera for the video game rights to **"The Pirates of Dark Water."** The game, based on the popular Saturday morning cartoon series of the same name, has 3-D graphics, simultaneous two-player play, and, in the SNES version, first-person perspective battle rounds that utilize Mode 7 effects, rotation, and scaling. **Taito's** working on a sequel to the ever-popular **Chase H.Q.** Look for **Chase H.Q. II** for the SNES later this year. **Tokuma Publishing**, co-publisher of Nintendo Power, has announced the release of a **Dragon Warrior IV** hint book, good news for fans of the popular role-play series. Catch the guide at your local retailer.

## Announcing

The Winners of the Super Marvel Contest from October '92 GamePro are as follows:

### Grand Prize

Susan Johns, Fellsmere, FL

### Second Prize

Wilvir Blanes, Ontario, Canada  
Brian Hall, Philadelphia, PA  
Dean Warkentine, Ellsworth, SD

### Third Prize

Jason Edwards, Long Beach, CA  
Francis Gumbel, Jefferson, LA  
Jason Moll, Ivyland, PA  
Colin Kirschmer, O'Neill, NE  
Timothy McGlothlin, Alexandria, LA  
Michael Silva, Whittier, CA

### Fourth Prize

Michael Chambers, Valparaiso, IN  
Chris Clary, Mechanicsville, VA  
Jeffrey Cuena, Vallejo, CA  
Nancy Hankey, Dover, PA  
Jesse Houser, Yuma, AZ  
Steven Hrasok, Wareham, MA

Christopher Lemp, Granite City, IL  
Erin Marshall, Winthrop, MA  
Nicky Masciotti, Bronx, NY  
David Medina, Carson, CA  
Seth Murray, Adairsville, GA  
Trung Tran, Little Rock, AR



## BLOCKBUSTER VIDEO

## Top 10 Video Game Rentals

### Nintendo NES

1. Tecmo NBA Basketball
2. Spider-Man: Return of the Sinister Six
3. Home Alone 2: Lost in New York
4. George Foreman's KO Boxing
5. WWF Steel Cage Challenge
6. Tecmo Super Bowl
7. Contra Force
8. Felix the Cat
9. Robocop 3
10. Adventure Island III

### Super Nintendo

1. Super Mario Kart
2. NCAA Basketball
3. Simpsons: Bart's Nightmare
4. Hook
5. King of the Monsters
6. Home Alone 2: Lost in New York
7. Street Fighter II
8. NHLPA Hockey '93
9. Desert Strike
10. Road Runner's Death Valley Rally

### Sega Genesis

1. Sonic the Hedgehog 2
2. Captain America and the Avengers
3. NFL Sportstalk Football '93 Starring Joe Montana
4. Teenage Mutant Ninja Turtles: The Hyperstone Heist
5. Batman Returns
6. WWF Super Wrestlemania
7. NHLPA '93 Hockey
8. Global Gladiators
9. Steel Talons
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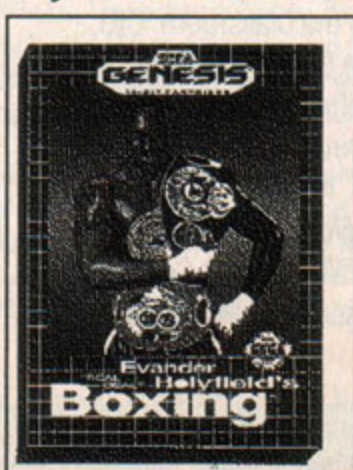


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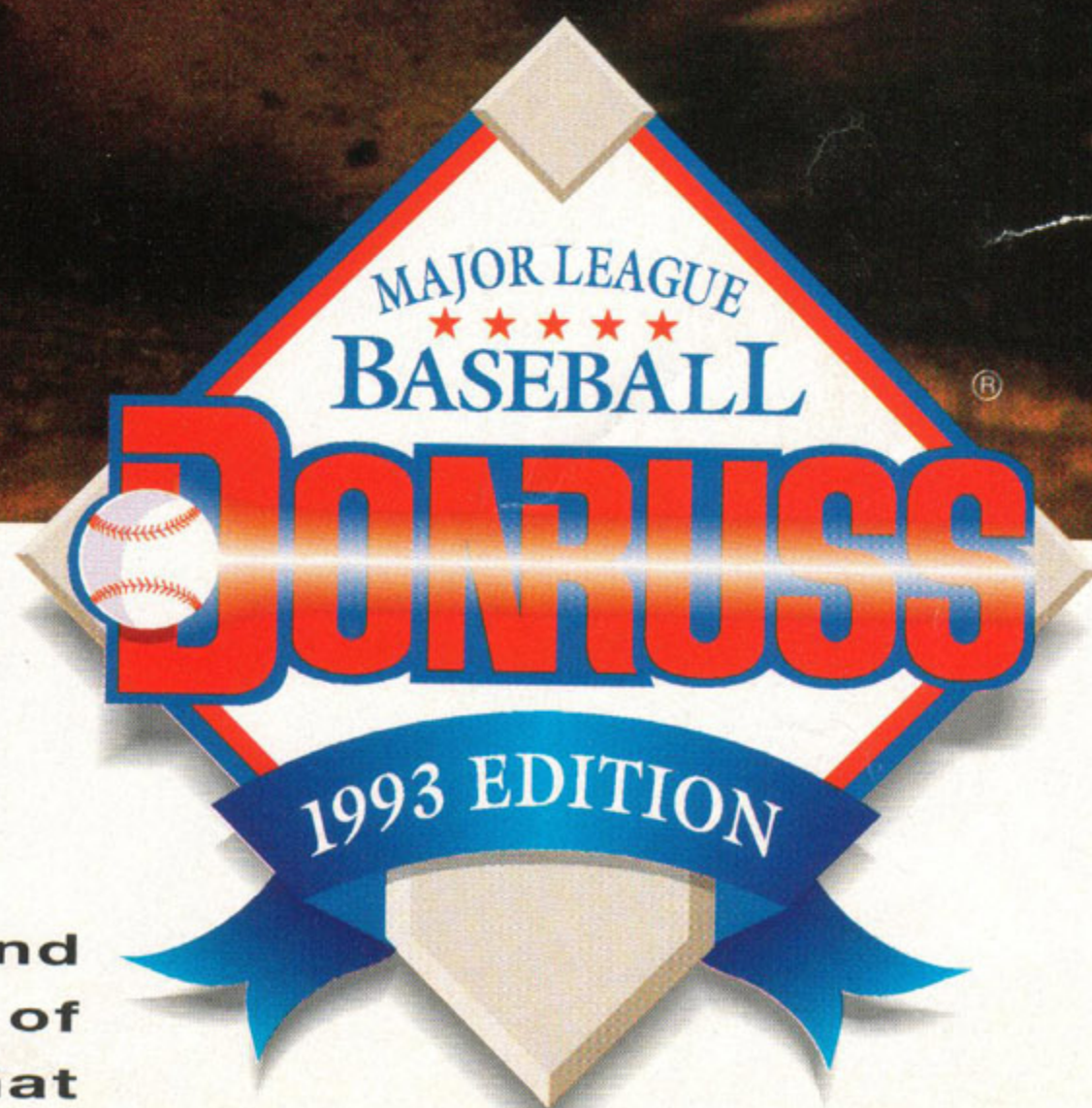




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