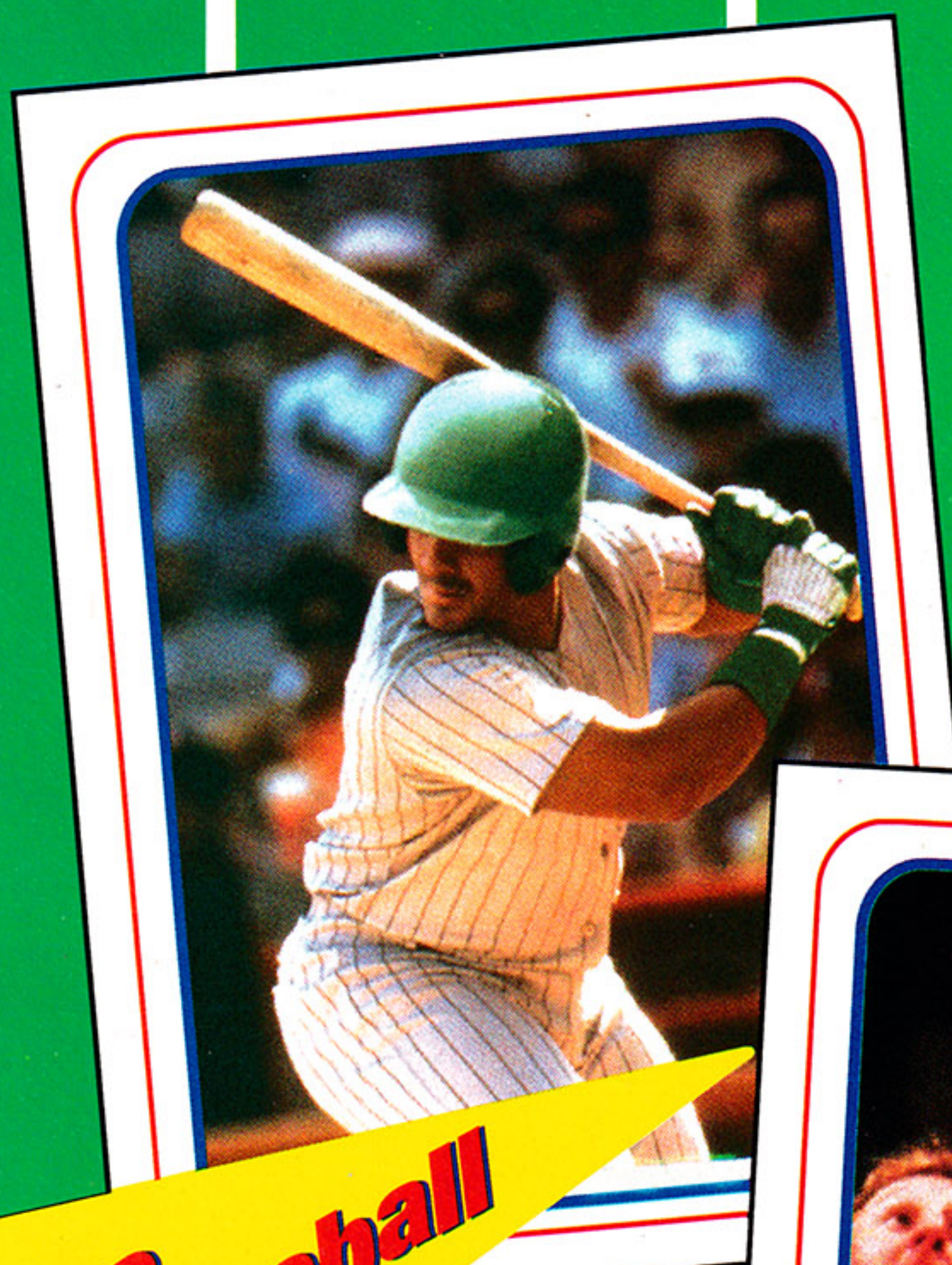


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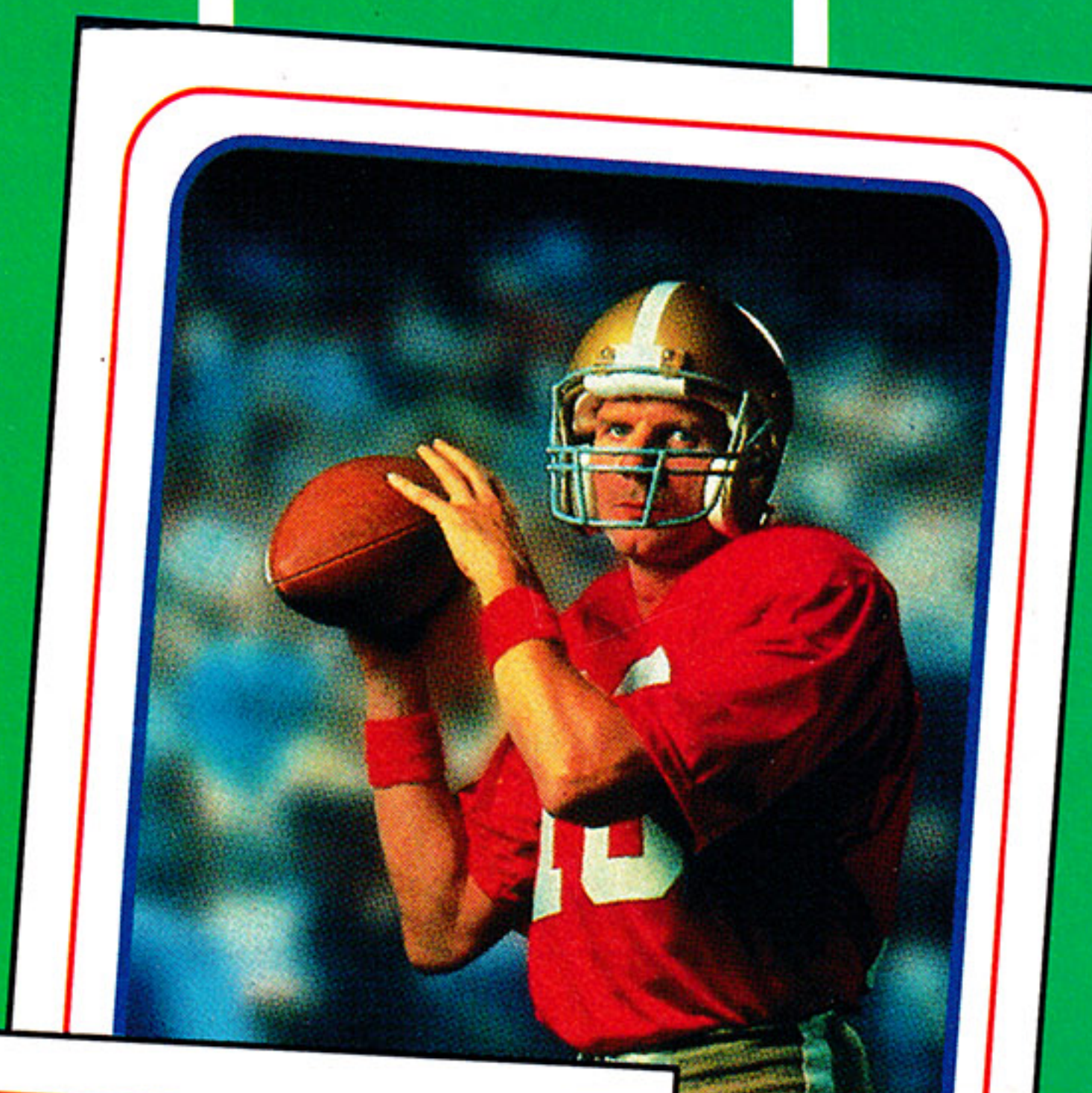
GAMEPRO

CHAMPIONSHIP SPORTS GUIDE

Part 2
of 2

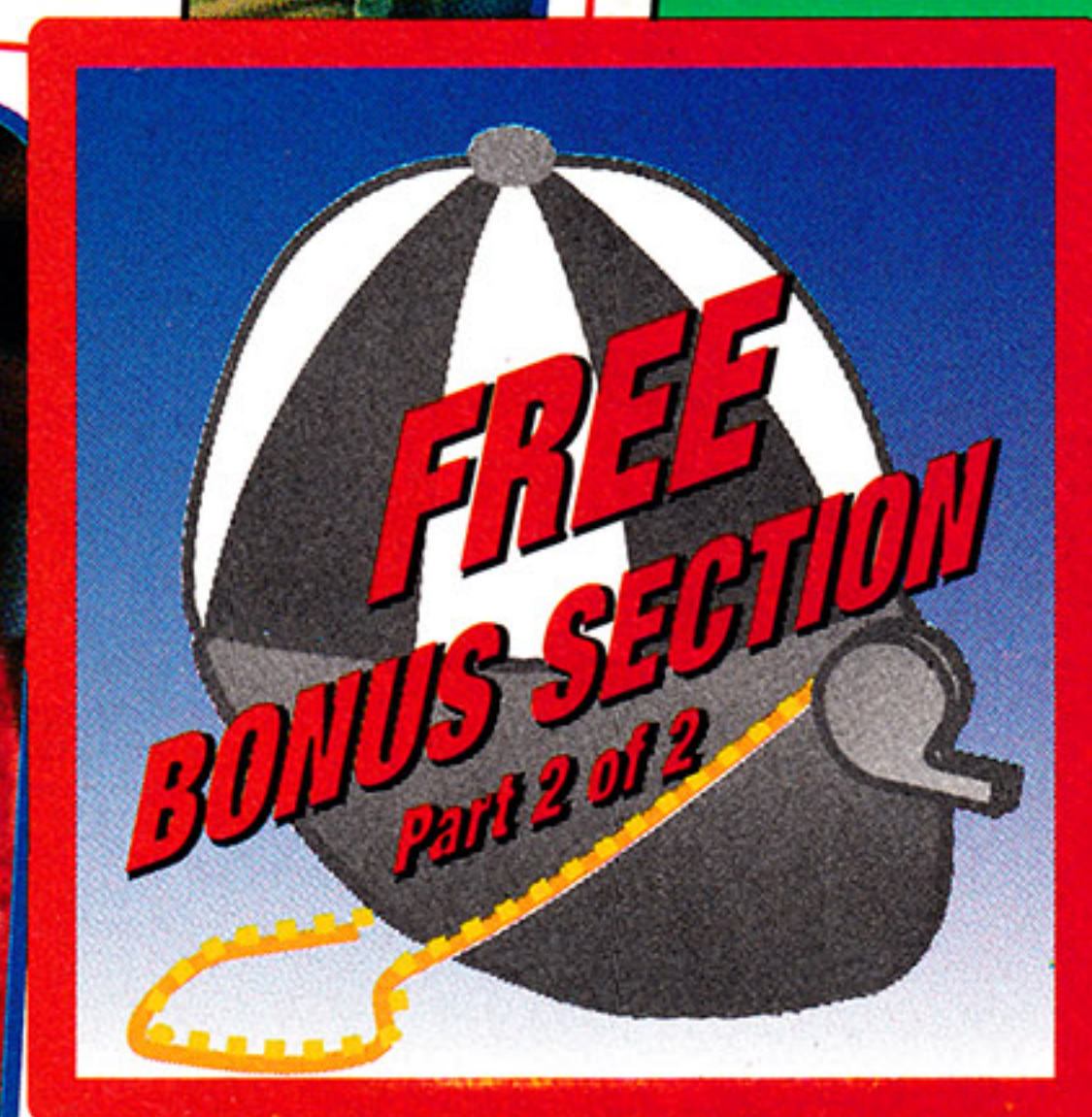


Baseball



Football

Basketball



2010

FOOTBALL FOOTBALL FOOTBALL

The Earth replenishes itself in four seasons, but sports fans only need three – Football, Basketball, and Baseball! Here are GamePro's top picks for video sports -game buffs who follow big league ball.



If you're gonna play football, play on a big screen. Check out these top-flight football carts for heavy-hitting on-field action.

John Madden Football: Championship Edition

Here's the best football cart around – but you can't buy it! See the ProReview in this section.

John Madden Football: Championship Edition by Electronic Arts				
Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	5.0	5.0	ADV.
				Advanced

1) John Madden Football '93

John Madden Football '93 is a championship caliber cart that looks good and plays a tough pro game.

John Madden Football '93 by Electronic Arts				
Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	5.0	5.0	INT.
				Intermediate

2) NFL SportsTalk Football '93 Starring Joe Montana

When Joe Montana speaks, football fans everywhere listen – or should. This solid cart's definitely controversial in the Number Two slot.

NFL SportsTalk Football '93 Starring Joe Montana by Sega				
Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	5.0	5.0	ADJ.
				Adjustable

3) Pro Quarterback

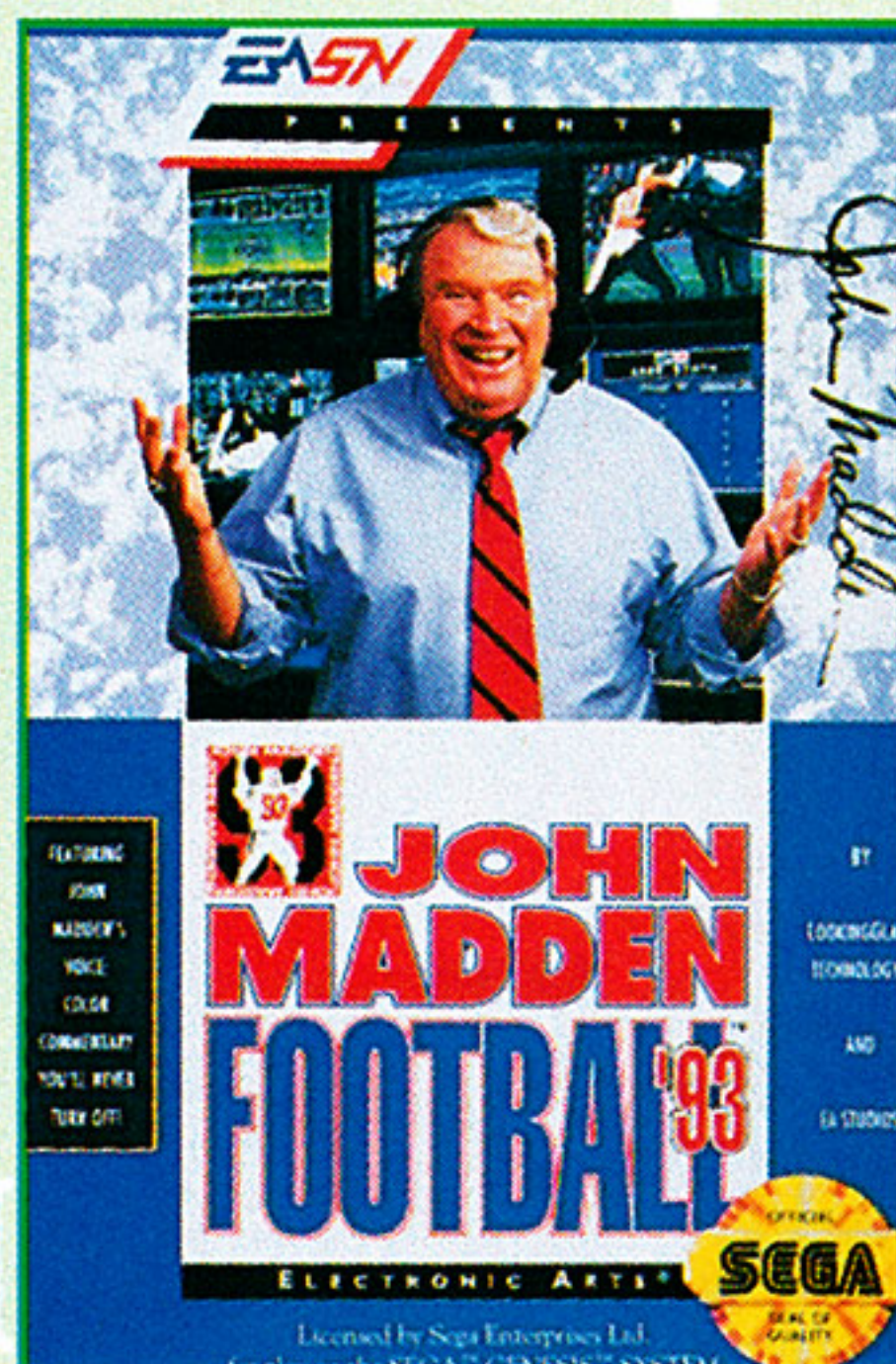
This one proves that it's better to play good than to look good when it comes to pro football action.

Pro Quarterback by Tradewest				
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	3.5	INT.
				Intermediate

4) Super High Impact

High energy offense overpowers this arcade conversion.

Super High Impact by Flying Edge				
Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	3.5	4.0	ADJ.
				Adjustable



1) John Madden Football '93

John Madden dominates the SNES gridiron with smooth game play and helmet-busting competition.

John Madden Football '93 by Electronic Arts				
Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	4.5	INT.
				Intermediate

2) Super Play Action Football

This cart is packed with professional and collegiate teams, but it makes you work hard – too hard – for victory.

Super Play Action Football by Nintendo				
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	3.5	3.0	ADJ.
				Adjustable

3) Pro Quarterback

Glamorous graphics and good game play balance out this abbreviated form of football.

Pro Quarterback by Tradewest				
Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	3.5	3.5	INT.
				Intermediate

1) Tecmo Super Bowl

This classic video football game still holds its own, thanks to great controls and detailed stat recording.

Tecmo Super Bowl by Tecmo				
Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	5.0	4.0	INT.
				Intermediate



1) John Madden Football '93



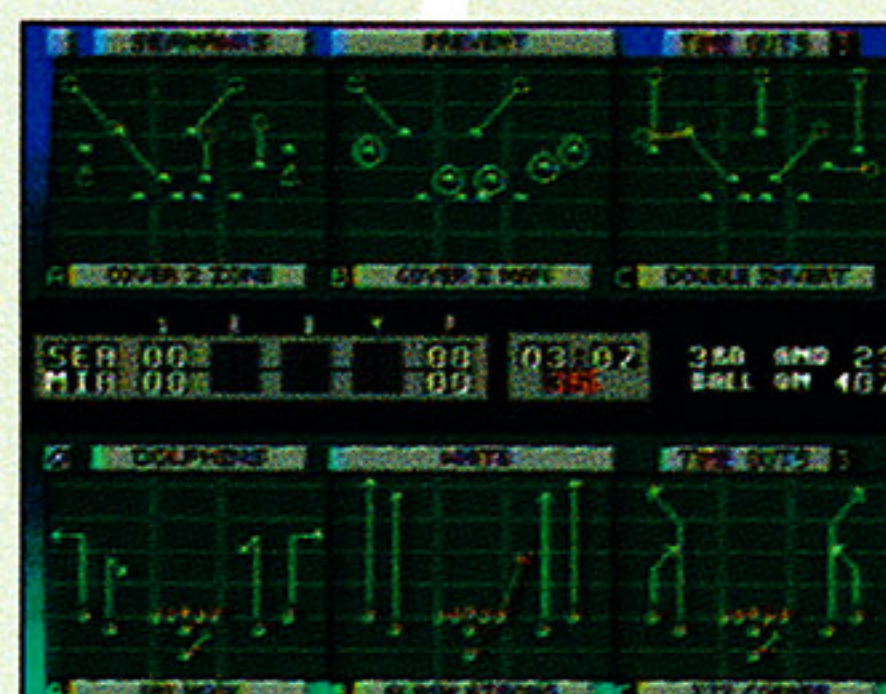
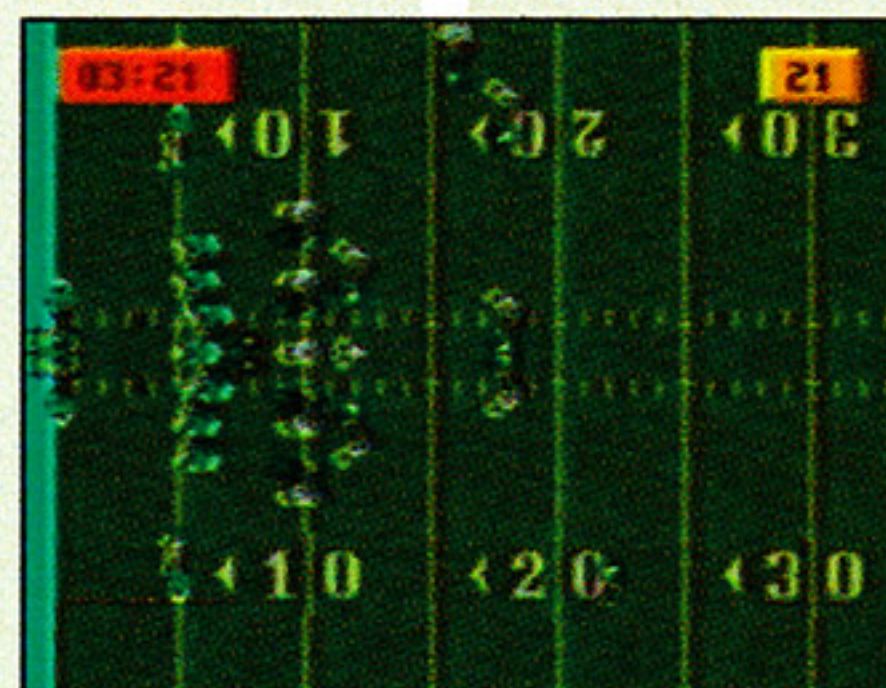
John Madden Football '93 and John Madden Football '92 are top-notch football choices for the Genesis, but Madden '93 clearly has the edge. First and foremost, the game play is faster and smoother. The on-screen action is more responsive to controls. The computer is a much tougher opponent, and it recognizes your play-calling tendencies. In addition to the 28 NFL teams (reflecting their '92 seasons), you get eight all-time great teams.

'93's offensive and defensive plays are the same as in Madden '92, but with several realistic refinements, such as No Huddle Offenses and the quarterback's ability to stop the clock by downing the ball. Madden '93 also features unique strategic touches. Coin toss losers can choose which goal to defend, thereby getting to

play with the wind at their backs. You can use an instant replay to contest penalties, and you're allowed to overturn one penalty per game! Electronic Arts made the best even better. (See *ProReview*, December '92.)

John Madden Football '93 by Electronic Arts				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.5	4.0	5.0	5.0	Intermediate
\$59.95		Two players		
8 megs		Passwords		

2) NFL SportsTalk Football '93 Starring Joe Montana



Joe Montana may be second string in this report, but not by much! This cart does more than just talk. Unlike previous Montana games, this one gives you all 28 NFL teams. On-field action is smooth and flows nicely with the controls. Digitized graphics make the players' moves very realistic, and there are four game play views. A cool close-up feature also enables you to get right down on the field. Joe's playbooks are also the best in the business, with every play neatly and clearly diagrammed.

In this game, as in real life, Joe Montana still has that Hall-of-Fame magic. In fact, you ought to take on both Joe and John Madden Football. (See *ProReview*, December '92.)

NFL SportsTalk Football '93 Starring Joe Montana by Sega				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
5.0	4.0	5.0	5.0	Adjustable
\$69.99		Two players		
12 megs		Passwords		

3) Pro Quarterback



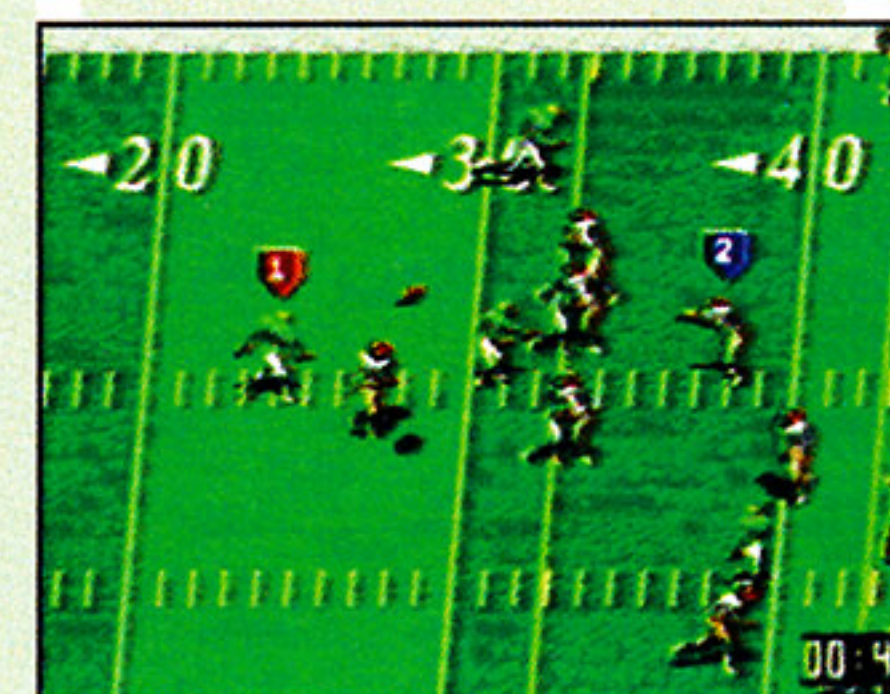
Pro Quarterback is an entertaining, nice-looking game with plenty of action and features. Unfortunately, it lacks the smooth game play and championship challenge necessary to beat veteran powerhouses like John Madden '93 and Joe Montana SportsTalk Football '93.

Although this game isn't licensed by the NFL, its teams represent all 28 "pro" cities. The digitized graphics are colorful and well-rendered. The $\frac{3}{4}$ behind-the-QB view creates realistic depth of field. In fact, everything looks great until you start playing. The animation is choppy, making it easy to lose players in crowds, plus it's difficult to judge receptions and kickoffs. Also, several features are absent, such as audibles, tourna-

ment play, and penalties. This rookie has plenty of potential. Updated versions might make it a starter! (See *ProReview*, April '93.)

Pro Quarterback by Tradewest				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	3.5	4.0	3.5	Intermediate
Price not available		Two players		
8 megs				

4.) Super High Impact



Super High Impact is as rowdy, rambunctious, fun, and frustrating as its arcade counterpart. It's a wild offensive shootout. It's easy to stuff the run, but you can almost score at will through the air – unfortunately, so can the CPU or your opponent. In addition to nonstop action, this cart's claims-to-fame are outrageous sounds and graphics. This cart has no NFL teams, no season play, no play-offs and only eight on-field players per team. Football purists may cringe, but this game's a gas in two-player mode. (See *ProReview*, December '92.)

Super High Impact by Flying Edge				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.5	5.0	3.5	4.0	Adjustable
\$49.95		Two players		
8 megs				

FOOTBALL FOOTBALL FOOTBALL

1) Tecmo Super Bowl



Tecmo Super Bowl's dated, but it's still the top football game for the NES. You get all 28 NFL teams and almost all of their players from the '91 season. The controls are simple, but the action is top-notch. The computer is particularly tough, and its defenders are quick without being unrealistically fast. You can make diving tackles and even jump up to block a pass or a kick.

Armchair coaches will dig the eight offensive and defensive formations, and you can design your own playbook. Moreover, the cart keeps stats for games in progress, and seasonal stats for every team in the league. This game's a worthy contender, 8-bit or otherwise. (See *ProReview*, December '91.)

Tecmo Super Bowl by Tecmo				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	4.0	5.0	4.0	Intermediate
Price not available		Two players		
3 megs		Battery backup		



1) John Madden Football '93



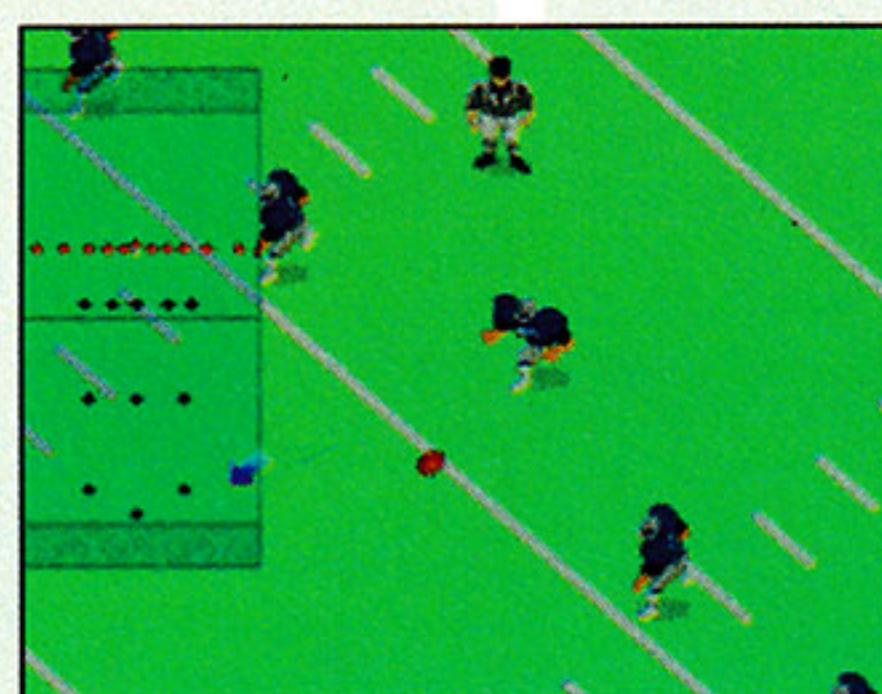
If you're going to get John Madden Football for the SNES, get the '93 version. It's the best, and a clear improvement over the regular John Madden Football cart. The controls are crisper, players moves are smoother, and the CPU is a tougher opponent. In fact, the computer offense calls plays so quickly, you have to scramble on defense. Keep those audibles in mind when you play too.

As in the Genesis version, you get 28 NFL "city" teams and 10 extras (eight all-time great teams and two All-Madden squads). Additionally, this cart's stats feature updates stats for starters. At halftime, you can

retool your game play to fit hot players. Slick graphics include head butts, taunting, shoestring catches, and clothesline tackles. This is a surefire first draft pick for the SNES. (See *ProReview*, December '92.)

John Madden Football '93 by Electronic Arts				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.5	4.0	4.0	4.5	Intermediate
\$59.95		Two players		
8 megs		Passwords		

2) Super Play Action Football



Super Play Action Football kicks off with great options, but it fails to win the big one due to unwieldy controls.

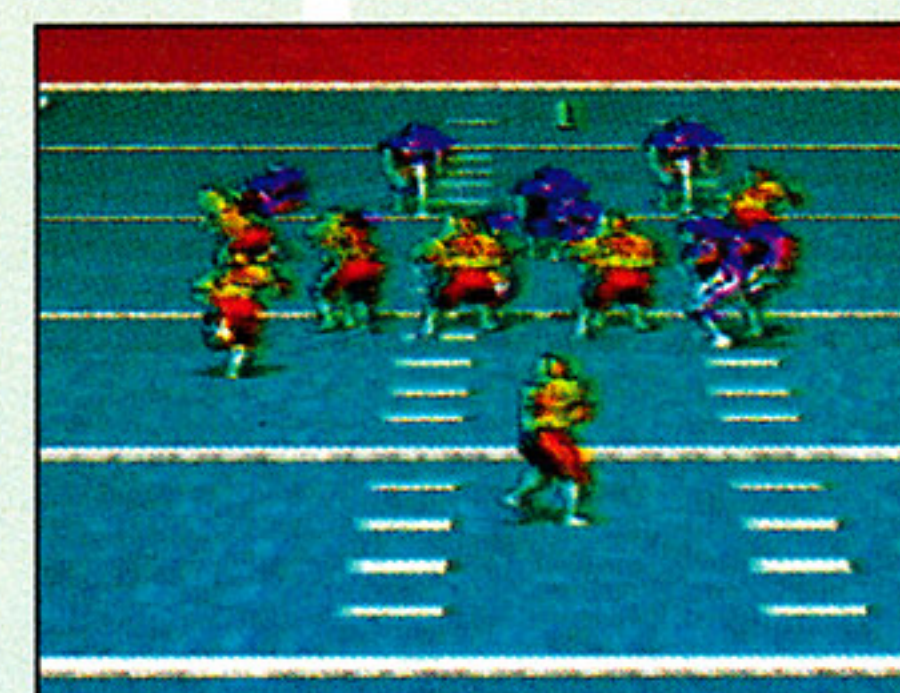
You have your choice between Varsity, College, and NFL skill levels. College play features 97 squads that are based on real collegiate teams, but have fake names. NFL play has the 28 pro teams by name, but no real players.

SPAF's stumbling block is the game play. The on-field perspective is narrowly focused on a small closeup of the field. To judge passing distance, you must use a confusing radar system. The controls feature a nice array of action, but they're complicated to

learn and difficult to master. Super Play Action qualifies as an SNES wild card entry. (See *ProReview*, December '92.)

Super Play Action Football by Nintendo				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	3.0	3.5	3.0	Adjustable
\$49.95		Two players		
8 megs		Battery backup		

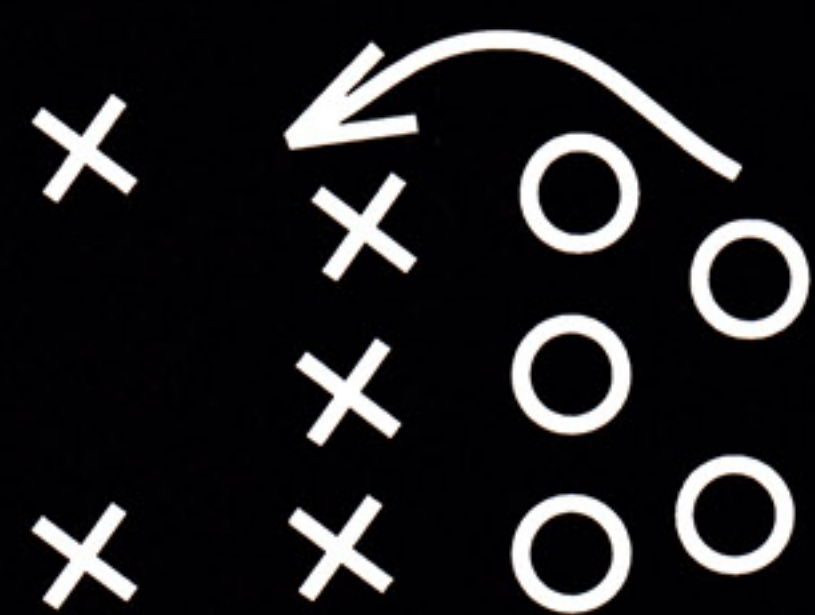
3) Pro Quarterback



Pro Quarterback looks great, but looks aren't everything. Digitized graphics of real athletes make this game one of the best-looking football carts in the SNES field. The game's action is good, but Pro Quarterback fumbles in two areas: There are only eight players per team, and there are no play-offs or rewards after a long, hard-fought season. Pro Quarterback isn't the most sophisticated football game around, but its great graphics and competitive game play help make up for its shortcomings. (See *ProReview*, December '92.)

Pro Quarterback by Tradewest				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.5	3.5	3.5	3.5	Intermediate
Price not available		Two players		
8 megs				

FOOTBALL FOOTBALL FOOTBALL



John Madden Football: Championship Edition

By Weekend Warrior

Electronic Arts has scored again with the first rent-only cart — John Madden Football: Championship Edition for the Genesis. This great football game is aptly named. It matches the greatest teams in NFL history with the toughest computer opponent and the most intense video game gridiron action ever. Only seasoned Madden '93 veterans will be ready for this ultimate video football challenge.

Dream Teams

"A dream come true" is the way to describe the gridiron matchups in this game. Which team do you think is "The Greatest Team of All-Time?" Green Bay '66? Miami '72? Oakland '76? Pittsburgh '78? Chicago '85? New York '86? San Francisco '89? You take on these Hall-of-Fame football teams, and more, in their youthful glory. Thirty-eight champion teams (from the 1960s to the 1990s), plus the All-Madden '92 and Madden All-Time Greats, net you a total of 40 ultra-high caliber teams. Although this cart isn't endorsed by the NFL, each team plays according to their real-life stats from each team's championship season.



A bookie's nightmare! Who to pick?

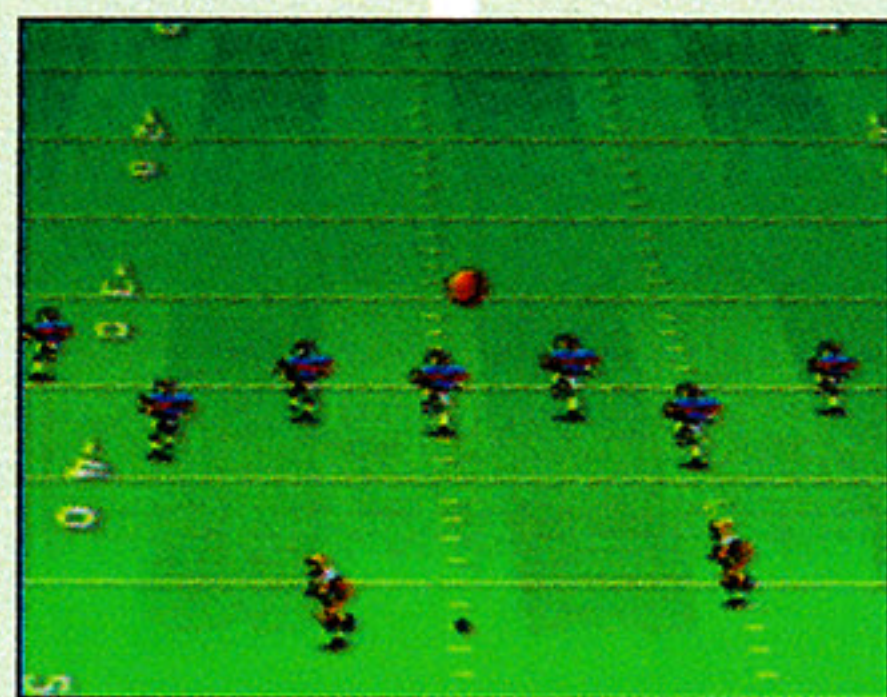
New and Improved

Madden: Championship Edition features the same animation, graphics, controls, and offensive and defensive plays as Madden '93. Play a preseason exhibition game, regular season single game competition, or a four-round play-off tournament for the ultimate championship. New features include a welcome battery backup, plus stats for the team and for individual players, which are updated throughout the play-offs.

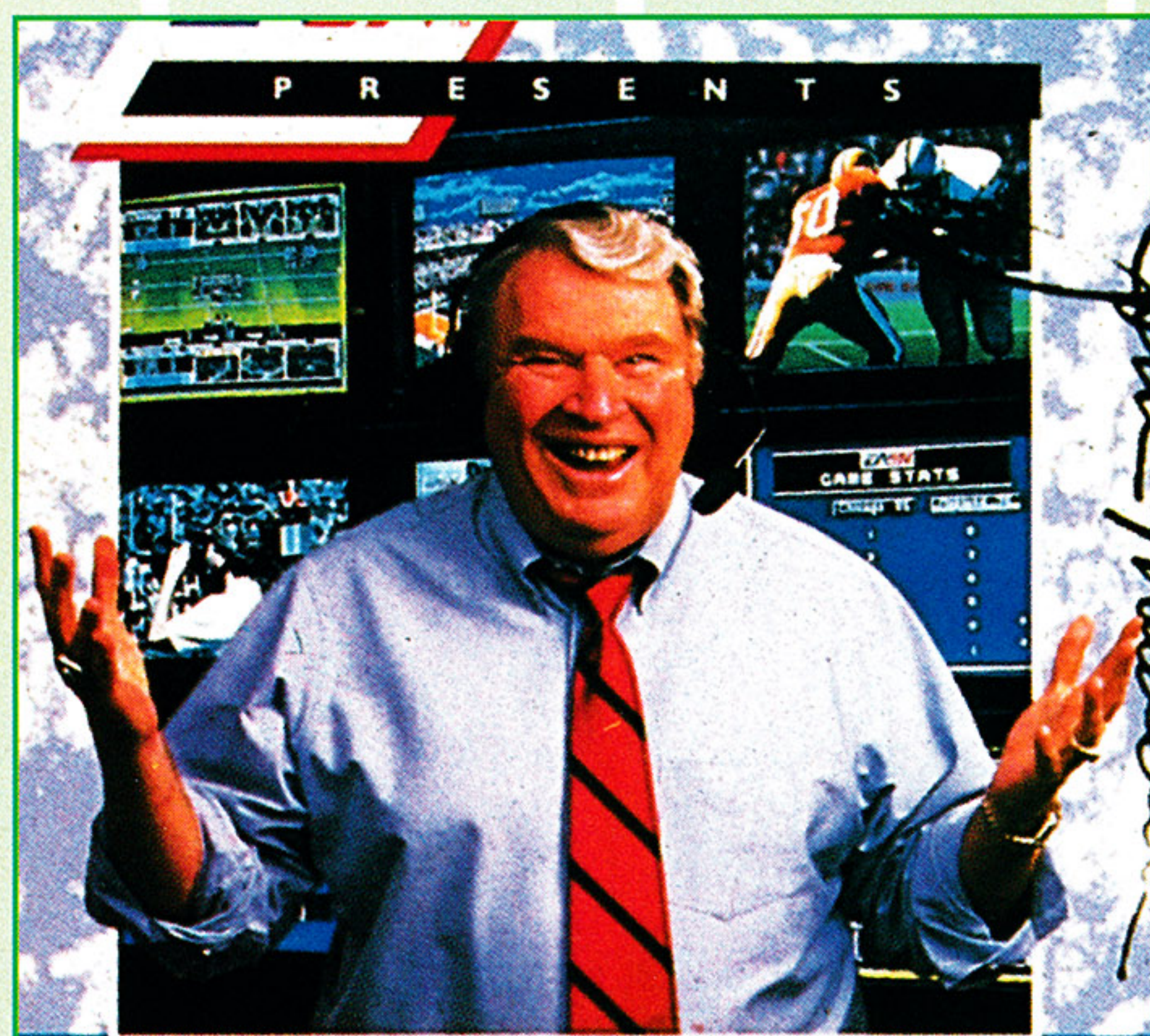
GAME STATS		
	San Fran '89	New York '90
Points	0	10
First Downs	1	4
Total Plays/Yards	9 / 26	15 / 149
Rushing Plays/Yards	4 / -2	9 / 17
Passing Plays/Yards	5 / 28	6 / 132

PROTIP: Play coach and keep track of the players who are performing well. Look to them in clutch situations.

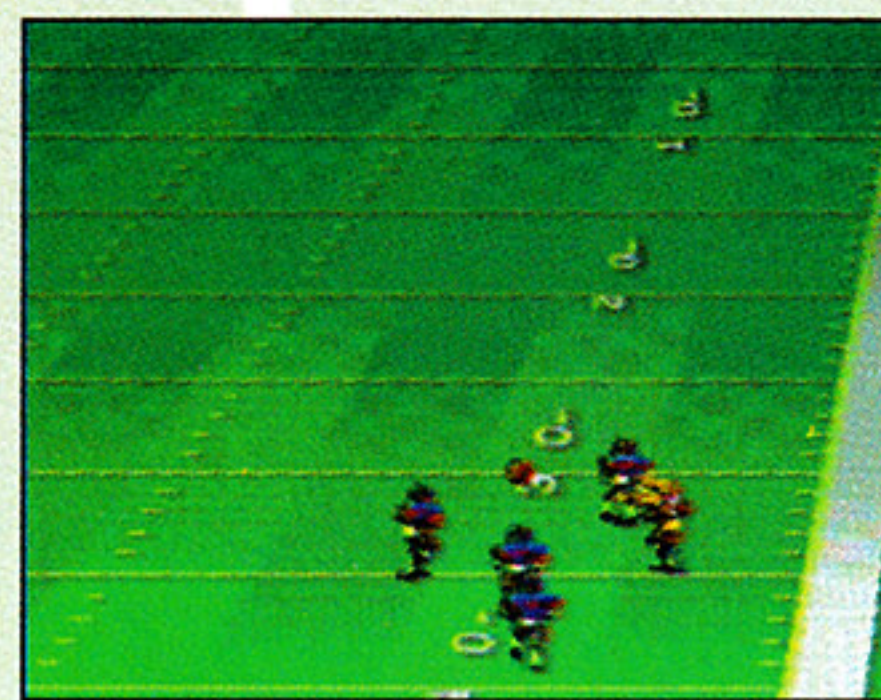
PROTIP: Call a No Huddle Offense by pressing C as soon as a play is whistled dead.



PROTIP: Call an Audible before kickoff to line your team along the right sideline. Kicking off to the far right at full strength limits your opponent's kickoff return run, and buries them deep in their own territory.



The statistics are impressive. During halftime and at the end of the games, you get individual performance numbers for your QBs, RBs, WRs, LBs, and the entire defensive line, in addition to the usual detailed John Madden team stats. Keep track of who's hot and who's not for subsequent games.



PROTIP: Jam Wide Receivers to disrupt passing routes by positioning a defender right in their path before the snap.

Stiff-Arm Competition

Hard-core football players will slaver over the tough computer

opponent, which is more daring on offense and more aggressive on defense than in Madden '93. This makes sense, since there are no pushover teams in this league! Runs for big yardage are only a dream, and completing a bomb is like threading a needle.

It's Crunch Time!

Is John Madden: Championship Edition worth renting for a couple of nights even if you already have Madden '92 or '93 at home? YES! It's simply the best 16-bit football game on the market. Wham! Pow! Bam! John, you did it again!

John Madden Football: Championship Edition by Electronic Arts

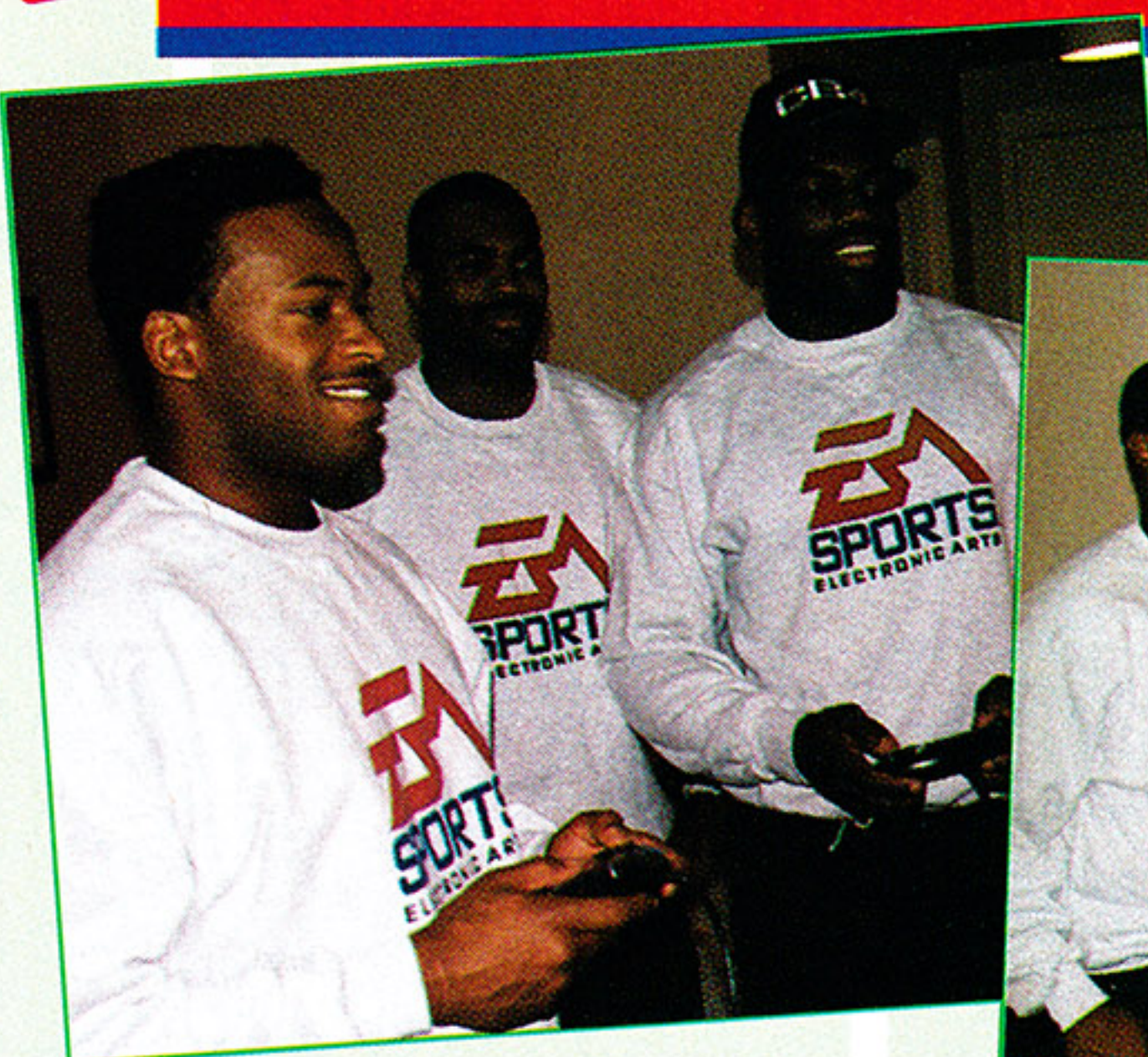
Graphics	Sound	Control	FunFactor	Challenge
Rental only 8 megs Available now		Two players Battery backup		

FOOTBALL

FOOTBALL

PROS WHO PLAY

JD Williams Buffalo Bills



Buffalo Bills Cornerback, JD Williams, was a number one draft choice out of Fresno State College, and, as a rookie, he started in the 1991 Super Bowl. He's managed to continue that winning trend for two years, including Super Bowl XXVII against the Dallas Cowboys. Williams is not only an excellent football player, but he's also an avid John Madden Football '93 fan. Here's what he had to say about his favorite video game.

GamePro: Who do you play John Madden Football against?

JD Williams: There's a whole group of guys on the team that play John Madden Football. Currently, Marcus Patten, Chris Hale, and myself are the most into it.

GP: Of the three, who's the best?

JDW: Right now, Chris is the best, but we've all been playing the game for about the same amount of time, so we're pretty evenly matched.

GP: Have you played the Championship Edition yet?

JDW: Yes! In fact, Electronic Arts actually gave me a copy of the cart, which is supposed to be a rent-only game. I went to practice the next day and told the other guys that I had the Championship Edition cart, and they didn't believe me. So I returned the following day with the cart in hand. Since I had time to check out the teams, I whupped the other guys at first. They got smart pretty fast, though, and learned the strengths and weaknesses of the Championship Edition teams.

GP: What's your favorite team?

JDW: I don't have a favorite team. Instead, I like to check out the ratings of all the players on each team and capitalize on those strengths. For instance, I'll play Kansas City and run Halfback Leads, or play Denver and roll the QB right or left for an almost guaranteed reception.

GP: Do you have a particular style of play that works best for you?

JDW: I like to run the ball more often than I like to pass it. Every now and then, I'll surprise my opponent with a pass.

GP: Do you take what you learn in the game to the real playing field?

JDW: There's just no comparison between a video game and the gridiron. Madden is a game, and my work is work.

GP: How does it feel to have your likeness immortalized in a video game?

JDW: Actually, since the game uses jersey numbers to identify the players, EA used my old number, 31. I decided to go back to my high school number, 29.

GP: What is the single most important factor that contributes to your real-life football game?

JDW: It's hard to narrow it down, because everything runs

together. One area that I pride myself on is preparation. Watching the films before and after every game and discovering an opponent's strategies really helps. Once I'm prepared, I'd say the next most important part of my game is my technique on the field.

GP: Do you have any advice to aspiring football players?

JDW: First, get serious about life. Go to college, and have the brains to know if you're going to fall short in football. Go to school to graduate, not to play football.

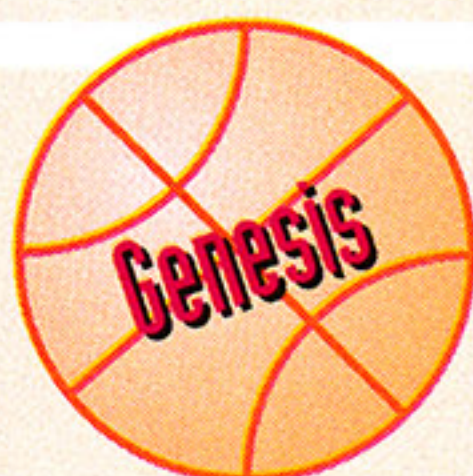
GP: What's next for you?

JDW: I want to work with the underprivileged kids in my old neighborhood, and I plan to start a Madden Football Tournament with the local kids.

Here's a roundup of the best roundball games to bounce into your living room via video screen. College- and NBA-style courts are the setting for this finger-flying fun.



1) Bulls vs. Blazers and the NBA Playoffs



This cart is every bit as good as its predecessor. Actually, this one's better! More teams, more options, and more control give this game net worth.

Bulls vs. Blazers and the NBA Playoffs by Electronic Arts				
Graphics	Sound	Control	FunFactor	Challenge
				INT. Intermediate
4.0	4.0	4.0	5.0	Adjustable

2) Bulls vs. Lakers and the NBA Playoffs

Real players with signature moves and a two-player cooperative mode explain this cart's fantastic following.

Bulls vs. Lakers and the NBA Playoffs by Electronic Arts				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ. Adjustable
4.0	3.5	4.5	5.0	Adjustable

3) Team U.S.A. Basketball

You're Barcelona Dreamin' with this limited-edition Olympic cart.

Team U.S.A. Basketball by Electronic Arts				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ. Adjustable
4.0	4.5	4.0	5.0	Adjustable

4) David Robinson's Supreme Court

Innovative draft-pick features and cool diagonal viewpoints aren't enough to save this game from placing fourth.

David Robinson's Supreme Court by Sega				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ. Adjustable
4.0	3.5	3.0	3.0	Adjustable

2) Bulls vs. Blazers and the NBA Playoffs

This conversion from the Genesis title touts great graphics and realistic game play, but not enough speed to catch NCAA's tour de force.

Bulls vs. Blazers and the NBA Playoffs by Electronic Arts				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ. Adjustable
4.0	4.0	3.5	4.0	Adjustable



1) NCAA Basketball

They should have named this one "Virtual Reality Basketball."

NCAA Basketball by Nintendo				
Graphics	Sound	Control	FunFactor	Challenge
				INT. Intermediate
5.0	3.5	4.5	5.0	Intermediate

3) NBA All-Star Challenge

This fantastic-looking half-court game is great for horsing around, but it's no NBA simulation.

NBA All-Star Challenge by LJN				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ. Adjustable
4.5	3.0	3.5	4.0	Adjustable

4) Tecmo Super NBA

Although its NES cousin is in a class by itself, TSNBA's game play doesn't live up to the painstaking detail that was spent on its stats.

Tecmo Super NBA by Tecmo				
Graphics	Sound	Control	FunFactor	Challenge
				INT. Intermediate
3.5	3.0	3.5	3.5	Intermediate

1) Tecmo NBA Basketball



Tecmo NBA packs tons of stats and options into this 8-bit wunder-cart.

Tecmo NBA Basketball by Tecmo				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ. Adjustable
3.5	3.0	4.5	5.0	Adjustable

1) Double Dribble: Five on Five



Konami made a valiant effort to bring the big hoop to the small screen and came up with the best b-ball game for the Game Boy.

Double Dribble: Five on Five by Konami				
Graphics	Sound	Control	FunFactor	Challenge
				INT. Intermediate
3.5	3.5	4.0	4.0	Intermediate





1) Bulls vs. Blazers and the NBA Playoffs

(See ProReview in this issue.)

2) Bulls vs. Lakers and the NBA Playoffs



This cart pulls a strong second to EA's Bulls vs. Blazers. As a sequel to the Lakers vs. Celtics game, Bulls vs. Lakers offers more than before with 18 teams, including two All-Star squads. The new two-player cooperative mode enables you and a buddy to team up against the Genesis to determine whether man or machine will rule the courts. Big stars appear underneath the players you control to make it easier to pass and follow the ball.

Bulls vs. Lakers stands on its own size 18 feet as a premium sports game for the Genesis. The smooth game play, the excellent graphics, the enhanced level of authenticity, and the plethora of options and features are sure to satisfy sports gamers of all levels and abilities. (See ProReview, August '92.)

Genesis

Bulls vs. Lakers and the NBA Playoffs by Electronic Arts				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	3.5	4.5	5.0	Adjustable
\$49.95 8 megs Available now		Sports Two players Passwords		

3) Team U.S.A. Basketball



Using a game play engine identical to that used in the Bulls vs. Lakers title, this limited-edition sports cart assembles the greatest basketball team ever to grace the court – the 1992 American Olympic "Dream Team." Unlike the real Olympic tournament, the 13 international opponents in this cart are formidable. This special edition is for the diehard Genesis hoopster only. (See ProReview, September '92.)

Team U.S.A. Basketball by Electronic Arts				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	4.5	4.0	5.0	Adjustable
\$49.99 8 megs Available now		Sports Two players Passwords		

4) David Robinson's Supreme Court

The Admiral sets sail for the Genesis, but his boat isn't in shipshape. You won't find real teams or play-

ers in this b-ball cart, however the ball players dish out vigorous three-on-three or five-on-five action. The game sports a cool draft feature, where you can build your own team. Each player is equipped with 24 shots, but every player executes these moves with different degrees of accuracy.



A sharp, half-court, $\frac{3}{4}$ perspective delivers an innovative and exciting view of the action. Gamers may feel disoriented, though, when a player crosses the half-court line and the court momentarily fades to display the other half. (See ProReview, September '92.)

David Robinson's Supreme Court by Sega				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	3.5	3.0	3.0	Adjustable
\$54.95 4 megs Available now		Sports Two players Draft feature		

1) NCAA Basketball



Nintendo's NCAA Basketball is by far the most graphically exciting sports game for the SNES. The unique point of view is from over the ball handler's shoulder, making this an incredibly life-like Mode 7 extravaganza. Nintendo packs in five top NCAA conferences: the Atlantic Coast Conference, the Southeastern Conference, the Southwestern Conference, the Big East, and the Big Eight. All 44 teams have real names, logos, and jersey colors, but NCAA regulations didn't allow the inclusion of real players' names.

Beside the incredible graphics, what sets this game apart from the crowd are its play calling features and its passing interface. Utilizing R and L, players can change formations and call plays on the fly. When a player wants to pass the ball, helpful markers show up over teammates' heads to indicate their position and proximity to opposing players. What's missing are big sound effects and crowd noises. This cart's a fine example of graphics, sports realism, and game play working together to deliver great results. (See ProReview, August '92.)

NCAA Basketball by Nintendo				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
5.0	3.5	4.5	5.0	Intermediate
\$64.95 8 megs Available now		Sports Two players Passwords		

2) Bulls vs. Blazers and the NBA Playoffs



BALL BASKETBALL BASKETBALL

BULLS		LA LAKERS
GRANT 54 -F		PERKINS 14 -F
PIPPEN 33 -F		GREEN 45 -F
CARTWRIGHT 24 -C		DIVAC 12 -C
PAXSON 5 -G		THREATT 3 -G
JORDAN 23 -G		SCOTT 4 -G

The long time favorite on the Genesis court recently bounced its way to the SNES. It features all the same great game play and even sharper-looking graphics. Real NBA players and teams hit the court with sprites that are bigger and more recognizable than their Genesis counterparts. Signature moves and abilities lend realism to this cart, but the SNES is a tough court to play. Slow animation and crowding drop this cart to second place. If you want Virtual Reality b-ball, reach for NCAA. If you want real NBA action, Bulls vs. Blazers is the call to make. (See *ProReview*, January '93.)

Bulls vs. Blazers and the NBA Playoffs by Electronic Arts				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	4.0	3.5	4.0	Adjustable
\$59.95		Sports		
8 megs		Two players		
Available now		Passwords		

3) NBA All-Star Challenge



NBA All-Star Challenge is a departure from the regular team-versus-team basketball carts. Its spectacular graphics, however, make it worth a mention. The half-court, $\frac{3}{4}$ overhead view of the action is nothing new, but the detailed graphics of the court and the players are spectacular. The cart packs five challenges into one game: a one-on-one matchup, a one-on-one tournament, a three-point shooting contest, free-throw shooting, and a game of Horse.

One All-Star represents each of the 27 NBA teams, for a total of 27 players. Unfortunately, the players don't have signature moves and they're identical, except for skin, hair, and jersey color. If you like a friendly game of Horse or one-on-one rather than a full-blown game of NBA rules b-ball, then this cart's for you. (See *ProReview*, January '93.)

NBA All-Star Challenge by LJN				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.5	3.0	3.5	4.0	Adjustable
\$59.95		Two players		
Available now		Tournament mode		
Sports				

4) Tecmo Super NBA



The first Tecmo game to hit the 16-bit market is a SNES conversion of their popular NES b-ball game. This game struts its stuff with major stats and real NBA teams and players. It falls a bit short, though, when it comes to real NBA action. Game play options are plentiful, including battery-saved season play, and a Program option to

enter statistics for the current year. Players' stats effect their game play, but there are no signature moves or accurate likenesses. The court's graphics look good, and the sound effects are realistic, but the game play falls a little short with its confusing passing and play-calling interface.

This game's got merit, especially in the stat department, but it doesn't beat the competition. (See *ProReview*, April '93.)

Tecmo Super NBA Basketball by Tecmo				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.5	3.0	3.5	3.5	Intermediate
Price not available		Sports		
8 megs		Two players		
Available now		Battery backup		

1) Tecmo NBA Basketball



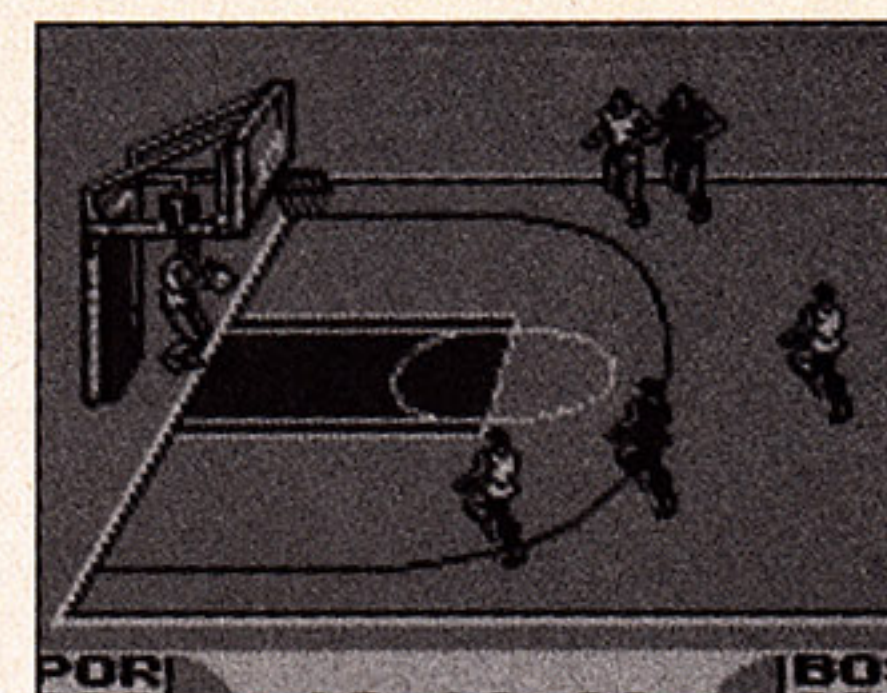
This roundball cart is head and shoulders above others for the NES, but its graphics are almost too much for the NES to handle. Tecmo teamed up with the NBA to produce a game with real team and player names. The players' abilities are based on real stats. You can have varying degrees of involvement - from playing to coaching to just plain watching a computer-controlled simulation. Play calling and substitutions add dimension, too.

With NBA Basketball, Tecmo pushes the NES's graphic capabilities with varying degrees of success. Such graphic details as a working shot clock above each basket and animated crowds are

impressive. On the downside, the sprites flicker a lot when more than one player is on the screen. Even so, Tecmo NBA Basketball is as good as NES hoops get. (See *ProReview*, January '93.)

Tecmo NBA Basketball by Tecmo				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.5	3.0	4.5	5.0	Adjustable
\$54.99		Sports		
1+2 megs		Two players		
Available now		Battery save		

1) Double Dribble: Five on Five



If you've got the basketball jones on the road, turn to Konami's five-on-five Game Boy title. Choose from eight teams that hail from real NBA cities but have fake names. The game packs in real aspects of basketball, like free throws, jump balls, travelling, blocking fouls, and even unsportsman-like conduct. Animated dunk sequences are a nice graphic touch. Sometimes it's hard to catch all the action on the small screen, but this cart is a noble attempt. For a sport that's best on a big screen, this little cart does a good job. (See *ProReview*, April '92)

Double Dribble: Five on Five by Konami				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.5	3.5	4.0	4.0	Intermediate
\$29.99		Sports		
1 meg		One player		
Available now				

Bulls vs. Blazers and the NBA Playoffs

By Scary Larry

Attention b-ball addicts! Electronic Arts has come up with a monster sequel-update to it's round-ball hit, Bulls vs. Lakers. Bulls vs. Blazers and the NBA Playoffs is here to slam some action in your face!

B-Ball Blitz

Bulls vs. Blazers is a one- or two-player basketball game that's loaded with hot options and skillful game play. Pick from 20 teams, which include 16 regular NBA teams, two All-Star Teams, and two custom-built teams, which you recruit yourself.

The Custom Team Builder is particularly cool, since it enables you to build your own dream team...or nightmare team, as the case may be. How about a team with five Charles Barkleys? You can make one here!

You can play one game against a bud for some one-on-one, lets-see-who's-da-best in full-court glory, or you and your bud can play against the Genesis for the championship in Tournament mode. Of course, you can also play solo against the Genesis.

The play options include Arcade, where the players never tire or foul out, or Simulation, where you must rest your players or risk getting blown off the court. On defense, you play full-court or half-court presses. You can also adjust with your team's defensive mindset by selecting three "attitude" levels - Passive, Normal, and Aggressive - for Presses and the Steal 'n' Block defense.



CHICAGO BULLS						
PLAYER STATISTICS						
PLAYER	POS	NO	HT	WT	FTG	
CRAMPT	F	54	6' 10"	220	4	
PIPPEN	F	33	6' 7"	210	4	
CARTWRIGHT	C	24	7' 1"	245	4	
PAYSON	G	5	6' 2"	185	4	
JORDAN	G	23	6' 6"	198	4	
ROBINSON	G	10	6' 2"	175	4	
WING	F	21	6' 11"	230	4	
PERDUE	C	32	7' 0"	240	4	
RODGES	F	14	6' 2"	190	4	
LEVINGSTON	F	53	6' 8"	210	4	
WILLIAMS	C	42	6' 10"	230	4	
HANSEN	G	20	6' 5"	195	4	
SCORE	0	TIME	12:00	TIME	OUTS	5
A SUB PLAYER B MORE STAT C SHAP TEAM START GO TO GAME						

PROTIP: Always check a player's stats before sending him in. Most importantly, check a player's FTG (fatigue) rating. Tired players get pushed around like 90-pound weaklings.

Slam Dunk Sights

The NBA sights in this game are fantastic. Although the sprites aren't as large as those in Bulls vs. Lakers, they're still top-notch. Every player is minutely detailed. You can even make out eye guards and jersey numbers. The players move smoothly, and slam dunks are well-crafted and nicely illustrated.

As in other EA b-ball carts, star players have outstanding signature moves called "Marquee Shots." The sight of Jordan's Kiss the Rim, Hardaway's Fake No-Look Pass, or Robinson's Windmill Slam are so real, you'll swear you have Jack Nicholson's seats.



PROTIP: If a player is shooting outside the paint, jump to deny him his score. Works like Magic every time.

This cart's sounds score big. The only music is at the pregame

and half-time shows, which is great since basketball is not a dance competition (unless you're ex-L.A. Laker Girl, Paula Abdul). However, you'll hear the furious dribbling of the ball, the decimating shriek of the referee's whistle, and the sneaker squeak of players thundering down the court.



PROTIP: Star players are fast and dependable. Get the ball to your star, and he can easily bob and weave his way inside for a score.








PROTIP: In Your Face, Gorilla Dunk, Alley Oop, Say Bye-Bye to the Backboard, and 360 Spinning Slam are all here in one cart.

Full-Court Fun

If you're already familiar with Bulls vs. Lakers, then you'll love Bulls vs. Blazers. If you're a first-time Genesis sports player, you may want to battle a bud first, since this cart turns on the heat early in the game. Either way, this game is worth the price of admission.

Don't worry about challenge. The various skill levels and the advanced tournament game play, along with the many other game options, will keep Genesis gym rats blistered for a while. It doesn't matter if you play with a friend or play Malone, because in Bulls vs. Blazers, you'll learn about basketball the Hardaway.

Bulls vs. Blazers (and the NBA Playoffs) by Electronic Arts

Graphics	Sound	Control	FunFactor	Challenge
				
4.0	4.0	4.0	5.0	Intermediate
\$59.95		Sports		
8 megs		Two players		
Available now		Battery backup		

BASEBALL

BASEBALL

BAS

America's old favorite pastime meets a new fave in these video baseball games. We knuckled through the mound of baseball games and this is how they stack up.

BASEBALL PRO PICKS

1) Tony La Russa Baseball

Real players and teams earn this cart first place in the standings.

Tony La Russa Baseball by Electronic Arts				
Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	5.0	Adjustable

2) RBI Baseball 4

The fourth time's a charm with better baseball and more features than its predecessors.

RBI Baseball 4 by Tengen				
Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.0	4.5	Adjustable

3) MLBPA SportsTalk Baseball

This cart can talk the talk, but it can't walk the walk as well as some of its competitors.

MLBPA SportsTalk Baseball by Sega				
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	Advanced

4) Roger Clemens' MVP Baseball

Good pitching options highlight this cart, but a lack of real stats and teams bumps it to the second string.

Roger Clemens' MVP Baseball by LJN				
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.0	4.5	Intermediate

1) Roger Clemens' MVP Baseball

On the mound, Clemens gives players fits. In the SNES, he's a bonafide hit.

Roger Clemens' MVP Baseball by LJN				
Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	4.5	5.0	Intermediate

2) Cal Ripken Jr. Baseball

Unlike its All-Star namesake, Cal Ripken Jr. Baseball is like a good fielding shortstop who hits .220: It's got some great features, but lacks pop.

Cal Ripken Jr. Baseball by Mindscape				
Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	3.0	3.5	Intermediate

3) Ryne Sandberg Plays Super Bases Loaded

Dust off this cart to find more than decent baseball.

Ryne Sandberg Plays Super Bases Loaded by Jaleco				
Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.0	4.0	Intermediate

1) Roger Clemens' MVP Baseball

Roger brings home to the NES the great options and cool game play views found on his 16-bit cart.

Roger Clemens' MVP Baseball by Acclaim				
Graphics	Sound	Control	FunFactor	Challenge
5.0	3.5	4.0	5.0	Intermediate

2) Baseball Stars II

No-name players and addictive game play make this baseball cart a diamond in the rough.

Baseball Stars II by Romstar				
Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	5.0	5.0	Intermediate

1) Roger Clemens' MVP Baseball

This small screen version of Roger's game is the best baseball simulation available for the Game Boy.

Roger Clemens' MVP Baseball by LJN				
Graphics	Sound	Control	FunFactor	Challenge
4.5	3.0	5.0	4.5	Intermediate

1) The Majors Pro Baseball

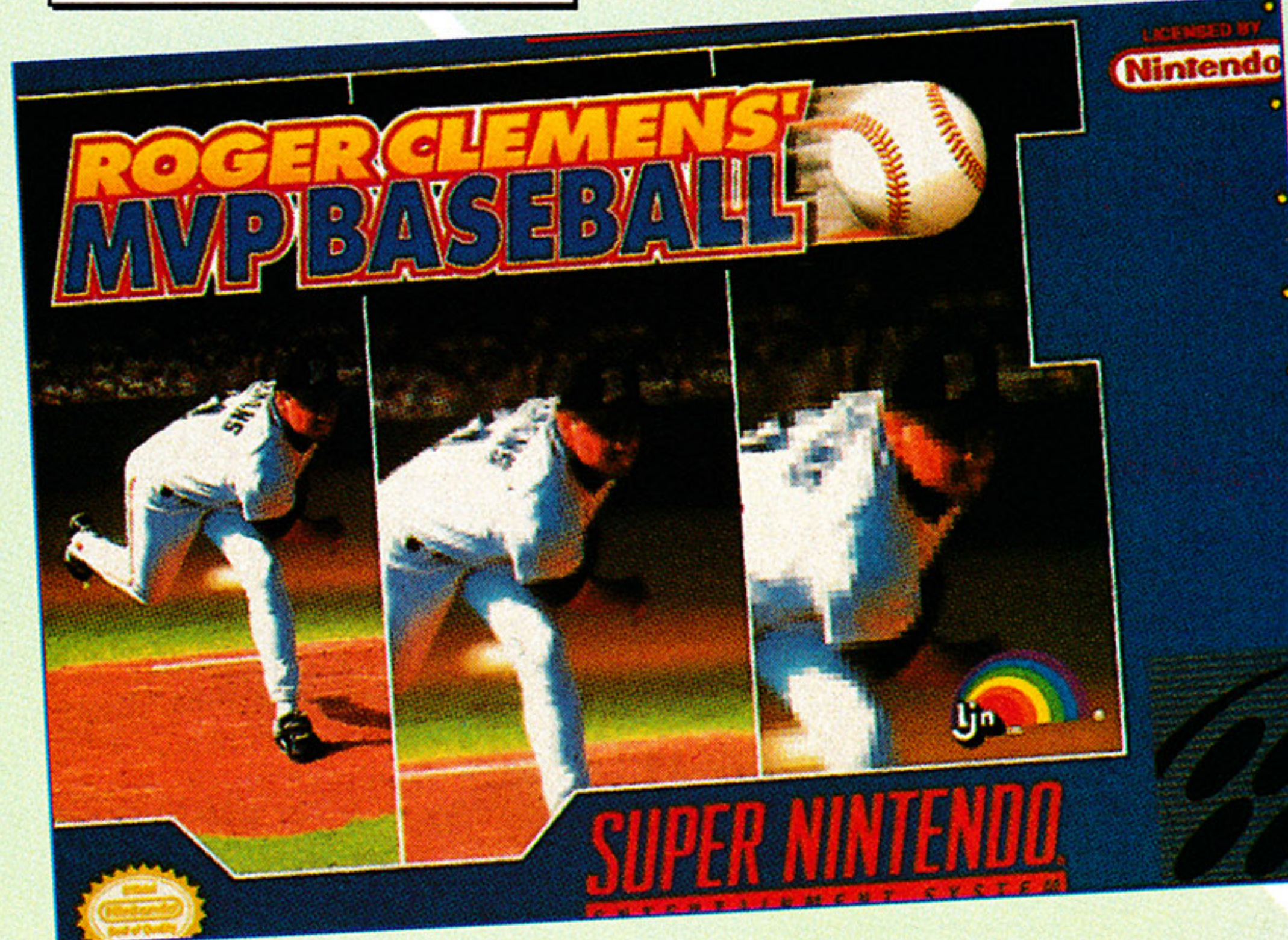
Get real baseball action for the Game Gear!

The Majors Pro Baseball by Sega				
Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.5	5.0	Intermediate

2) Batter Up

A cutesy baseball game that offers simple but addictive game play.

Batter Up by Namco				
Graphics	Sound	Control	FunFactor	Challenge
3.0	2.0	3.0	3.0	Beginner



BASEBALL BASEBALL BASEBALL

BASEBALL MINI-PROREVIEWS

1) Tony La Russa Baseball



Tony La Russa Baseball is EA's rookie Genesis baseball cart. It steps up to the plate with great credentials, serious stats, solid hitting, creditable fielding, and the MLBPA license. All of the Major League teams and players from the '92 season are packed into this cart, and you can create your own All-Star squads. Different levels of involvement enable you to manage and play. Each player has stats in 23 categories and the pitchers can throw four types of pitches, including their own special signature pitches. Just like its namesake, this cart's a winner. (See *ProReview*, April '93.)

Tony La Russa Baseball by Electronic Arts				
Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	5.0	ADJ.
\$64.95				
16 megs				
Available now				
Sports				
Two players				
Battery backup				

2) RBI Baseball 4



In addition to better game play, more features, and more options than its predecessors, RBI 4 packs in real Major League players and teams, as well as all 26 Major League stadiums. Some unique features are a Home Run Derby and 15 pressure-cooker scenarios in the Game Breakers mode. (See *ProReview*, October '92.)

RBI Baseball 4 by Tengen				
Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.0	4.5	ADJ.
\$54.95				
8 megs				
Available now				
Sports				
Two players				

3) MLBPA SportsTalk Baseball



With more than 200 phrases, this game sounds like you're listening to the radio. There are 520 real Major League ball players that comprise 26 teams from the '91 season. You can play in a full 162-game season, or you can create your own dream teams and

matchups. Actual team colors and impressive stats are window dressing to this already impressive cart. (See *ProReview*, June '92.)

MLBPA SportsTalk Baseball by Sega				
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	ADV.
\$64.95				
8 megs				
Available now				
Sports				
Six players				
Battery save, voice				

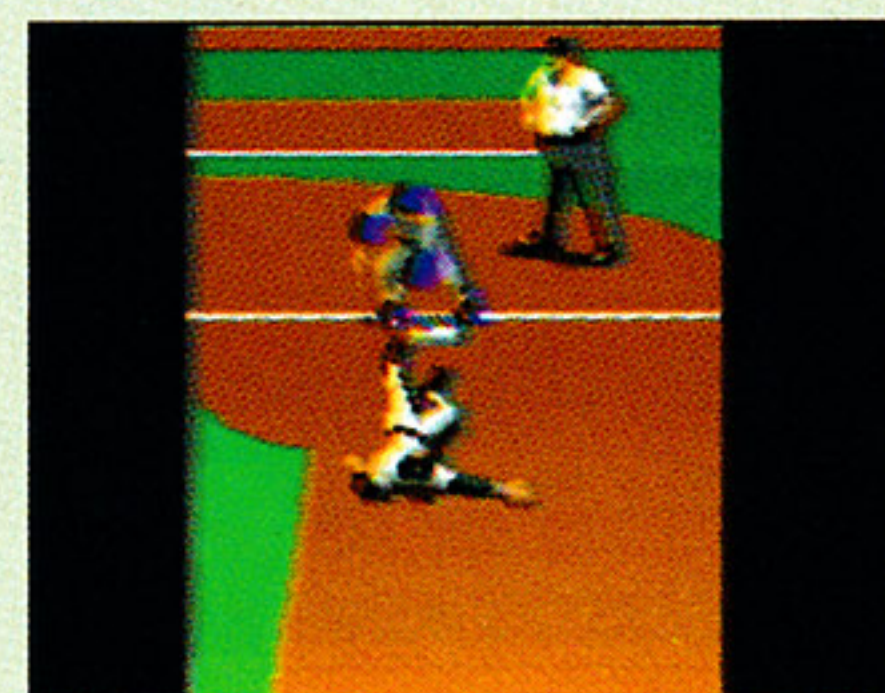
4) Roger Clemens' MVP Baseball



By no means a loser, this cart goes to bat against some tough competitors, but places a strong fourth. Apart from Roger, this cart lacks real Major League players and teams. Game play is pretty cool with its behind-the-plate, behind-the-fielder, and closeup tag views. This game is geared toward pitching, and has realistic situations, like trying to establish the best starting rotation. The Rocket's game soars in some categories, but not when it comes to options and realism. (See *ProReview*, March '93.)

Roger Clemens' MVP Baseball by Acclaim				
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.0	4.5	INT.
\$49.95				
8 megs				
Available now				
Sports				
Two players				

1) Roger Clemens' MVP Baseball



Roger Clemens' MVP Baseball is a revved up powerhouse that's ready to come off the bench and do some damage. You don't get to play real Major League teams or ball players, but your teams represent all the Major League cities. The game's focus is on on-field action rather than managing, and the baseball play is top-notch. In addition to hitting, running, and stealing, you can dive and jump to field hits and control the tag on an attempted steal. The great-looking graphics feature an impressive shuffle through various views – from behind-the-batter to behind-the-outfielders to beside-the-base runners. The cart's one drawback is its wild pitching arm (like Clemens on a rough night). Just the same, this cart earns MVP honors – most valuable baseball. (See *ProReview*, January '93.)

Roger Clemens' MVP Baseball by LJN				
Graphics	Sound	Control	FunFactor	Challenge
5.0	3.5	4.0	5.0	INT.
\$59.95				
8 megs				
Available now				
Sports				
Two players				
Season passwords				

2) Cal Ripken Jr. Baseball



Cal Ripken Jr. Baseball is a decent game that doesn't quite have the muscle to be a consistent hitter. It moves with Major League speed, which goes a long way toward juicing the action. You play a manager with stats available on ERA, Speed, Batting Average, and Arm Strength, among other things. You can also play with a friend against the CPU, direct a bunt down either line, select fielders after a ball's hit, and use pinch runners. For fun in Exhibition Mode, have Ripken play every position.

Cal stumbles with its smallish graphics and tough controls. Hitting is hard to handle, since there's a lag time between the time you swing at a pitch and the time you make contact with the ball. However, the above-the-diamond view you use to catch a pop fly makes routine catches exciting. Cal Ripken Jr. is a hit or miss cart. (See ProReview, January '93.)

Cal Ripken Jr. Baseball by Mindscape				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.5	4.0	3.0	3.5	Intermediate
\$64.95		Sports		
8 megs		Two players		
Available now		Season passwords		

3) Ryne Sandberg Plays Super Bases Loaded



Super Bases Loaded was one of the first SNES baseball games around. Its age shows, but it'll still give you a good game of baseball. You don't play with Major League teams, nor do your teams represent all the ML cities. However, you can edit players' names on the roster and some of their stats. The graphics aren't as nicely detailed as those in some of the other games, and the animation looks jerky. The game play view is from behind the pitcher (even when you're at bat), so hitting the ball takes some getting used to. In the field, you can dive and leap to make catches, then make impossibly quick throws back to the infield. The game uses a detailed rating system for victories and losses which determines the skill level of your competition. Super Bases Loaded is a good old-timers game.

Ryne Sandberg Plays Super Bases Loaded by Jaleco				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.5	3.5	4.0	4.0	Intermediate
Price not available		Sports		
8 megs		Two players		
Available now				

1) Roger Clemens' MVP Baseball



This cart makes the best of 8-bit graphics, and features over-the-shoulder fielding and closeup plays at the bases. It switches per-

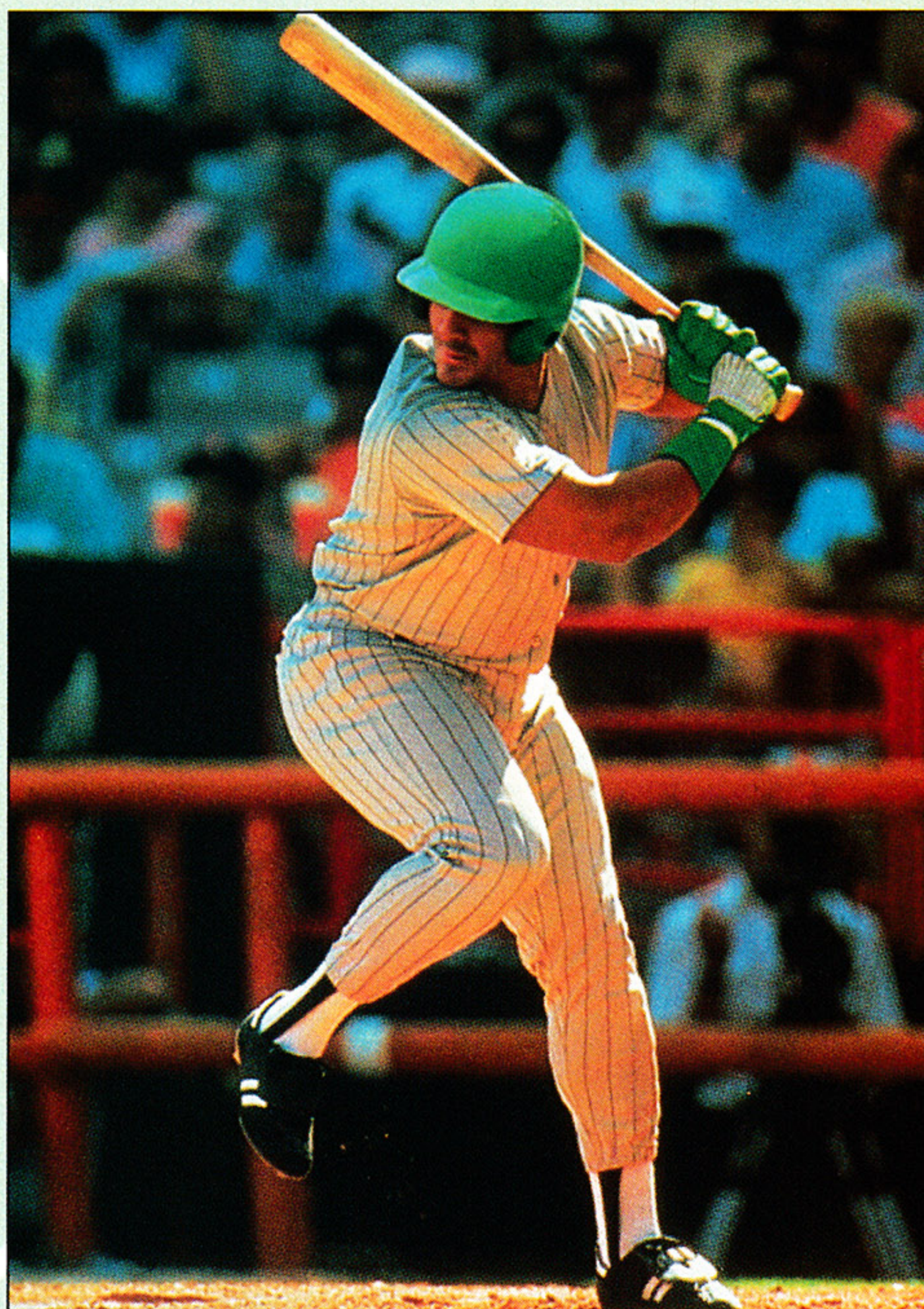
spectives faster than any other NES cart, and features 26 teams with complete rosters and stats.

Roger Clemens' MVP Baseball by LJN				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
5.0	4.0	4.5	5.0	Intermediate
\$17.99		Sports		
Available now		Two players		

2) Baseball Stars II



This sequel doesn't tout real-life players or teams, but its battery backup lets you create your own



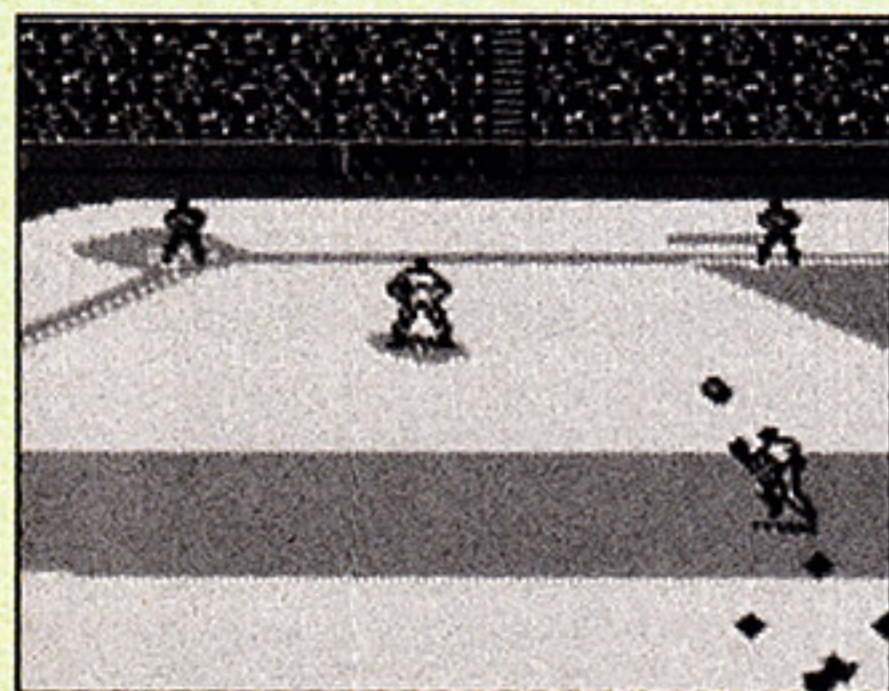
SEBALL BASEBALL BASEBALL



baseball squads from scratch and play as a player or as a general manager. You can play in four different stadiums, plus shift your outfield formation left or right. Battery backup, good controls, and addictive game play make this cart a winner. (See *ProReview*, June '92.)

Baseball Stars II by Romstar				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.0	3.0	5.0	5.0	Intermediate
\$54.95		Sports		
3 megs		Two players		
Available now		Battery backup		

1) Roger Clemens' MVP Baseball



This game features almost all of the cool features that its Genesis, NES, and SNES teammates have, but there's virtually no competition in the Game Boy league. Twenty-six teams, over-the-shoulder game play perspec-

tives, closeup tag screens at the bag, and passwords pack this small screen version of the Rock-et's game. You even get an option to call upon Roger for his sage advice. America's favorite pastime has never played so well on the small screen.

Roger Clemens' MVP Baseball by LJN				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.5	3.0	5.0	4.5	Intermediate
\$29.95		Sports		
Available now		Two players		

1) The Majors Pro Baseball



Sega hits a homer with its officially licensed Game Gear title that swings a heavy bat at their earlier baseball cart, Clutch Hitter. This one- or two-player game features real teams and player names, full seasons, and the ability to create your own All-Star teams. Some fine details include a digitized umpire's voice, inset screens for on-base runners, and batting line-up substitutions. Your fielders can make diving catches and leaping grabs for hard-to-reach balls. This



game puts the Game Gear into the Big Leagues. (See *PreView*, March '93.)

The Majors Pro Baseball by Sega				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.5	4.0	4.5	5.0	Intermediate
\$36.99		Sports		
2 megs		Two players		
Available now				

2) Batter Up



If you're looking for real teams, real players, or realistic baseball, look elsewhere. However, if you're looking for a simple game with cartoony characters and a load of action, then Batter Up's the one. Choose between two stadiums and a one- or two-player mode. Each team is stacked with a few Prime Hitters, who have the the best chance of getting good wood on the ball. Other than that, it's straight-up video baseball. It's a good game, but a definite second-place holder. (See *ProReview*, January '92.)

Batter Up by Namco				
Graphics	Sound	Control	FunFactor	Challenge
				BEG.
3.0	2.0	3.0	3.0	Beginner
\$29.99		Sports		
1 meg		Two players		
Available now				

PROS WHO PLAY

Roger Clemens

Red Sox

You'd think after winning three American League Cy Young awards, an American League Most Valuable Player award, and playing in the World Series, that Roger Clemens' children would be pretty impressed with dear ol' Dad! Well, think again! Sure they thought Dad was pretty keen, but what put him over the top was having his own video game.

Clemens, who's only the second three-time winner of Cy Young award found in the American League, finally hit the big time with kids when Roger Clemens' MVP Baseball hit the stores. The star of Roger Clemens' MVP Baseball, which is now available on the Super NES, Genesis, and Game Boy, sat down with GamePro and talked about his video game and the game of baseball.

GP: What made you decide to lend your name to the game?

RC: I'm a big fan of video games, and my kids and I play a lot together. In fact, I think my kids think I'm a bigger hero now that I have my own video games. I also think video games promote friendly competition, test hand/eye skills, and offer baseball fans a unique way of enjoying their favorite sport.

GP: What did you contribute to the game?

RC: A special section in the game that allows gamers to ask "The Rocket" for tips and hints is an example of the types of playing

strategy I supplied. Also, I provided firsthand knowledge about positioning strategies (what players are supposed to do during certain plays, how a Double Play works, etc), and I offered my views on how to make the game as realistic as possible.

GP: What is your attraction to video games?

RC: They're an entertaining way to spend time together as a family. Playing games allows my wife and I to share a common interest with our children. Besides, they're a lot of fun.

GP: Do any of your teammates play your game?

RC: We have a lot of guys on the team who love to play video games, especially during long road trips. Now, with Roger Clemens' MVP Baseball available for the portable Game Boy, my teammates and I are never far from a pickup game. I'm going to practice hard over the winter so I won't get beaten at my own game.

GP: Have you played the game?

RC: Yes, I have. The realism of the Super NES and Genesis versions really gives players the look and feel of being at the ballpark.

GP: Is there anything in the game that you'd like to see carried over into professional baseball?

RC: I think these games capture the true essence of pro ball, but one thing I would like to see carried over into baseball is a reset button. It would be especially helpful after I give up a home run.

GP: Have you received any offers to do other video games?

RC: Not at the present time. If there were, they'd have to beat Acclaim. I think Acclaim has done a super job of bringing my favorite sport to popular gaming systems.

GP: Any plans for a Roger Clemens' MVP Baseball 2?

RC: The game has really been a hit on the Nintendo, the Super NES, and the Genesis, so it's not entirely out of the question.

GP: Any predictions for the Red Sox this year?

RC: There are going to be some changes in the Red Sox from last year. There were a lot of great players on the free agent market, and we picked up a couple, like Andre Dawson. I'm really looking forward to this year. I think we've got a competitive team, and we're looking to win the AL East and go to the World Series. That's our goal every year.

