GAME PRO

#1 VIDEO GAME MAGAZINE

AWESOME HOLIDAY ISSUE! PACKED TO THE MAX!

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Chester Cheetah

Too Cool to Fool on the SNES!

FREE Pull-Out Section!

Street Fighter II

SNES Strategy Guide!

32 Pgs BIG!

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Pro Reviews

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Bart’s Nightmare • The Magical Quest Starring Mickey Mouse
NES—Batman Returns • RoboCop 3
Turbo Duo—New Adventure Island
Dead Moon

Score Big!
Hardware Helpers
Stocking Stuffers
See Pg. 144

CD Reviews!
Sega CD—Night Trap
Black Hole Assault
Turbo Super CD—Loom

An IDG Communications Publication
December 1992
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ADVANCED DESIGN AND A COMPETITIVE PRICE. When you're hungry to win, reach for the controller with some bite. THE asciiPad, FOR THE SUPER NES. USE IT OR LOSE IT.
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Special Feature: Street Fighter II SNES Strategy Guide
Part 4: Guile, Blanka, and Bison make their moves.

Check out our strategy guide for Street Fighter II for the SNES, beginning on page 105.

FREE Bonus Section!

STREET FIGHTER II
Strategy Guide

Guile • Blanka • M. Bison
16 pages of game-winning shots, blocks and combos!

Guile

Blanka

M. Bison

A young boy named Jimmy翔 disappeared into Brazil after a plane crash. He was raised by wolves in a mythological adventure. Blanka reverted and gained the ability to channel 1000 volts through his body! When the story of this shocking adventure, Jimmy realized his dream of becoming a World Fighter. He protected through the rain forest of Brazil, a land now known to build unique forms, and learned to play the meanest game of all. Finally, he garnered to Brazil's cities to attend his first round, the last test. He faced a new enemy - Dragon. However, he was saved by his brother and the helpers who gave him Jimmy so many years ago.

Quotations:
Guile: "Swing in action in a jiffy!"
Blanka: "Eating up, in action in a jiffy!"
M. Bison: "Eating up, in action in a jiffy!"

Blanka

Guile

M. Bison

Guile

Guile

Guile

Guile

Guile

Guile

Guile

Guile

Guile
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The Year in Pro Review

By The GamePros

The holiday season is underway, and GamePros everywhere are all ready to close the book on '92. But, you're in luck! You get to flip open Gamepro magazine to see the hot stuff for '93.

No doubt, we'll all look back on ‘92 as a year of pivotal changes in the video game industry. 16-bit games jumped to the forefront, and compact disc games made their debut. But, never forget that without the NES all this wouldn't be possible.

When the year began, 8-bit games were on cruise control with the Game Boy and the Game Gear coming up on the outside. Now the flow of NES games is beginning to narrow. Check out Batman Returns by Konami and RoboCop 3 by Ocean to see how far they've come. If you like your games to go, we've got two outstanding carts for you - Kirby's Dreamland for the Game Boy and Alien 3 for the Game Gear.

The reason programming time for the NES slimmer down was the veritable explosion of 16-bit games with the Sega Genesis holding strong and the Super NES making dramatic progress. At year's end, Sega and Nintendo are virtually neck and neck. For the Genesis, see Bio-Hazard Battle and Joe Montana III Sports Talk Football by Sega, Road Rash II by Electronic Arts, and John Madden Football '93 by Electronic Arts. The SNES champions this issue are Magic Quest Starring Mickey Mouse by Capcom, Super Mario Kart by Nintendo, and John Madden Football '93 by Electronic Arts.

16-bit games are slick, but is the writing already on the wall? '92's ending, and CD's are just beginning. The Summer of '92 is when NEC and Hudson Soft joined forces. Turbo Technologies Incorporated took a bow and the new, enhanced, advanced TurboGrafx-based system, the TurboDuo, is muscling its way into gamers' hearts and onto gaming charts. Examine Loom for the Turbo Super CD and Dead Moon on good 'ol TurboChip.

TTI kept compact discs in our hearts and minds. Now, they hope their Super CD format keeps them one step ahead of the game, because the Sega CD has arrived. Video games will never be the same again - we hope! Scope out Night Trap by Sega and Black Hole Assault by BigN. See the future and decide if you like it.

Finally, we've got some holiday cheer for you, even if you don't celebrate Christmas. Our reviewers and assorted gozo gamers offer you a Xmas Wish List. Also, you might find a few stockin stuffers in the special edition of Hardware Helpers. See you next year, and thanks for helping us make GamePro your magazine!
A HOLIDAY SAVINGS ARCADE

CHECK OUT THE NEXT FIVE PAGES FOR MEGA SAVINGS ON VIDEO GAMES, SYSTEMS AND ACCESSORIES FROM SOFTWARE, ETC. WE'RE YOUR VIDEO GAME HEADQUARTERS!

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A Few of Zach's Favorite Things

I really love one-on-one fighting games such as Street Fighter II and Fatal Fury. However, I really, really love role-playing games. Are there going to be any RPG's that will have beat-em-up action like Street Fighter II?

Zach Wenzel, Appleton, WI

(To date, the level of detail and action in the combat sequences of most RPG's hasn't reached the caliber of Street Fighter or Fatal Fury. However, with the increased storage technology of CD games it's possible for this type of game to be developed. As of yet, we have seen small steps in this direction, including action RPG's like Soul Blazer, and the Ys and Zelda series. Though, no game has successfully melded these two genres. Cross your fingers, Zach, and maybe your dream game will be made. – Ed.)

Spineless

Your magazine is getting too fat! Please use a square-back spine so that your magazine is as durable as EGM or Nintendo Power. By the way, I'm really glad that you've toned down the 8-bit section. Keep up the good work!

Steve Jakobsen, New York, NY

(It's not the size that counts, Steve. As the size of our magazine has been increasing, we've explored options of "perfect binding," i.e. a square-back spine. It seemed like an ideal way to manage the thicker issues, but our readers tend to use the magazine as a reference. If you've ever tried to keep a perfect bound magazine flat and open to a specific two-page spread while jamming on your favorite game, then you know it's near to impossible. By keeping our current type of binding, the magazine can be opened to any spot and it will naturally stay open to those pages while lying flat. If you don't believe us, try it out for yourself. – Ed.)

The Case of the 17 Missing Games

I want to know why Super Nintendo cartridges are being delayed so often. Most games in the CES Special Report of the April '92 issue aren't even out yet. Out of the 37 games that were supposed to be out by this time, only 20 games have hit the market. Are you guys just guessing the release dates, or are these the dates that company's give you? What's going on here?

Robbie Osverson, Highland, CA

(So, Tell Us What You Think. This is your magazine so tell us what you would like to see in it. Here's your chance to design the kind of magazine you've always wanted. Send your suggestions to: GAMEPRO Magazine Dear Editor P.O. Box 3329 Redwood City, CA 94064 Thanks for your input!)
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**Suzuka 8 Hours (Namco)**

The latest entry in motorcycle racing simulators is a four-player monster featuring life-size motorcycle chassis units, each with its own monitor mounted between the handlebars. Designed for both participants and spectators alike, the massive base unit features a status board above each rider and a large monitor that enables spectators to view the action from the lead racer's point of view.

Up to four players race simultaneously in this one track, best-of-four laps race. All the bikes are the same. Driving skill determines the winner. Both the throttle and brakes are located in the right handlebar, enabling instant acceleration and deceleration. Riders must lean left and right over 45 degrees to steer through the snaky course. Because of the full-size chassis, it's much harder to steer than other motorcycle simulators.

**Golden Axe: The Revenge of Death Adder (Sega)**

One of Sega's hottest coin-op hits, Golden Axe, returns in a sequel, Golden Axe: The Revenge of Death Adder. The story line picks up years after the three original heroes have defeated the evil Death Adder. Like fungus, Death Adder has popped up again to seek revenge. This time, four heroes rise to the challenge with a multitude of new weapons and magic powers.

The graphics are 32-bit gorgeous! You view the action from a third-person, behind-your-bike perspective. Extremely smooth animation in combination with highly-detailed graphics create a believable sense of speed and motion.

**PROTIP:** When taking curves, ease off the throttle early. Hit the brakes as little as possible.

**PROTIP:** Straddle the chassis and keep your feet firmly planted. For optimum control, don't sit directly on the chassis.

Golden Axe fans will be delighted by the mixture of old and new elements. Sternblade, the barbarian, is more muscular. Dora, the barbarian woman, is a centaur. Goah, the troll, rides atop a huge, unnamed, neanderthal warrior. A new, elf-like warrior named Little Trix has also joined the cast.

New features include one- to four-player simultaneous play, forward- and side-scrolling action, larger character sprites, beautiful 32-bit graphics and animation, spectacular visual special effects, and unbelievable digitized stereo sound and sound effects. The characters move and fight as they did in the original. However, now you have the option of combining creature rides with weapon accessories, such as catapults and arrow launchers.

Golden Axe: The Revenge of Death Adder effectively recreates the thrill of the original, but its bevy of new twists and features make it a unique game on its own merits. This worthy sequel carries on the tradition of a classic title!

**PROTIP:** Save magic powers for the bosses. You'll need them.

**PROTIP:** Move and fight in groups to cover all directions from attack.
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Believe it or not,

An interview with
Scott Bayless, CD developer at Sega.

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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.)
By Slasher Quan

The Bat, the Cat, the Penguin — and the Nintendo cartridge! Konami brings the Caped Crusader’s second silver screen adventure to the video game screen in Batman Returns for the NES. Konami and this hot license sound like a great formula for an instant 8-bit classic. Unfortunately, both the film and the game get mixed reviews.

**Visions of Thugs Dancing in Their Heads**

It’s the night before Christmas, and all through the town, things are really hoppin’ when Penguin’s gang brings the house down! The Mayor plans a nice, traditional, tree-lighting ceremony, but the Red Triangle Circus Gang has other ideas in mind — namely chaos! They pop out of a giant gift-wrapped box, snare the Ice Princess, and spread fear into the hearts of the crowd. Looks like a job for the Dark Knight.

**The Mayor shines the Bat-signal, and Batman Returns!**

**Familiar Crime Fighting**

Batman Returns is a somewhat satisfying, side-view, action celebration that puts up a good fight, but shares many traits with Konami’s Teenage Mutant Ninja Turtles. In fact, put a black mask on Leonardo, exchange Shredder for the Penguin, remove the second player, and you’ve got the basics for this cart. Unlike the 1980 Sunsoft game, this entry focuses less on Batman’s nimble moves, and more on beat-em-up street brawling.

You, as Batman, get an inconspicuous arsenal to flush Penguin and declaw Catwoman. Your main bandit-beaters are your fists. You can also activate two utility belt weapons: Batarangs, for long-range attacks, and the Grappling Hook, to hoist yourself up to ledges. Additionally, you get a block move for defense, a slide maneuver, and the Cape Spin attack. Each use of the Spin depletes your lifeline, but automatically nails villains in the vicinity. Sound familiar, TMNT afiacionados?

**PROTIP: If you’re down to one life unit, go nuts with the Spin attack before you bite the Bat-dust.**

For all the predictable Bat-weaponry, the character control in this game fairly glides. In the heat of battle, pressing Select to switch between Batarangs and the Grappling Hook is a pain, but otherwise the ‘Man is a smooth mover.

**PROTIP: Hold Down and tap A to slide rapidly. You’ll take out ground-based attackers faster than they can retaliate.**

**Guarding Gotham City**

The Caped Crusader traverses six Bat-Stages to skin Ms. Purrs and put the Birdbrained One on ice. Most of the game play is side-scrolling fisticuffs, but you also get some Bat-vehicle action.

In Stage 1, you accost the Circus Gang in the main plaza. The action here is a warm-up for later levels. At area’s end, you meet the first in a long line of bosses, the Tattooed Strongman.

In Stage 2, you play with a new fiendish friend, the Catwoman, who doesn’t spare the whip. Scaling the side of Shreck’s Department Store is your first opportunity to implement the Grappling Hook.
sleek Batskibound level, where you snatch the Bludk boats for life and the pursuit of 1-ups. Finally, you return to ground combat and battle the Penguin.

**PROTIP:** Use your Grappling Hook to ground toy helicopters in the Department Store.

**PROTIP:** From a safe distance, toss Batarangs at the Duck Vehicle. When it rolls near you, slide away, turn, and fire.

The crooks in this cart are an average-looking, unimaginative assortment. You’ll find stunt walkers, handgunners, strongmen, and other common fools of crime. As a gang, they’re a menace to society and your chance of survival. This game’s a Bat-challenge, but passwords make it playable.

**Dark Knight, Dark City**

Batman lives his night life in the shadows of Gotham City, and the same applies on the NES. The dark, color-deficient graphics are sharp and distinct, but not even close to an 8-bit masterpiece. The occasional cinematics are there, but don’t pop of the screen like a VHS tape. Tunes-wise, the music and sound effects could be from any Konami action game.

**He’ll Get Us Next Time**

In a year of few 8-bit standouts, Batman Returns is a good choice for fist fighters and Robin-wannabes who aren’t expecting anything extraordinary. However, the crime stopping is not up to par with an innovative original. The Dark Knight is invited to return to the NES again someday, hopefully with a few more tricks up his Bat-sleeve.

You finally get a shot to save the Ice Princess in Stage 3. You fight your way to the top of a skyscraper, then fend off a double dose of bosses. Even if you emerge victorious and you saw the movie, you know the Princess’ sad fate and the resulting Bat-insinuations.

**PROTIP:** In Stage 3, grapple into secret rooms to record an incriminating Penguin conversation. You need the tape to clear the level.

**PROTIP:** Motorcycle riders bail from their bikes and try to cling to the Batmobile! Shake them off, or you’ll lose energy.

Penguin does himself one worse in Stage 5 by aiming a hodgepodge collection of penguins with bombs. Batman slinks through the streets and alleyways to find the remote control. Then that directs the Penguin’s demolition efforts. He confronts the Penguin’s rubber ducky mobile.

The grand finale comes in Stage 6, the subterranean Arctic World. Penguin’s domain is frigid, but you chill out in a
The OCP is up to its old tricks again. This time it's sending in Rehab Officers to force helpless families out of their Old Detroit homes to make way for a new metropolis, Delta City. When RoboCop sees the bulldozers, he leads the resistance against the Rehabs and the OCP. In this futuristic, side-scrolling action/adventure game by Ocean, RoboCop enforces justice with a heavy metal hand.

PROTIP: Make your experience count. After you've failed several times, use the Repair Section to repair the parts of RoboCop that'll be used the most in the next level.

PROTIP: To defeat Ottomo in the middle of Level Two, stand on the platform at the bottom middle of the screen and fire at him. When he jumps onto your platform, jump away. Then return to it and commence shooting.

Out of Control
RoboCop is pretty simple to control, except when you're trying to shoot downwards. Shooting down requires you to first shoot in any other direction. Then, while holding down the shooting button, you must press Down. You'd better practice, because it's key to winning the game.

PROTIP: Duck whenever you can to avoid the enemy's shots. You'll be able to shoot them, but their shots will go over your head.

To Protect and Serve
Just like the movies, RoboCop 3 is an all-out shootout with a seemingly endless supply of ammo and enemies. As RoboCop, you maneuver your hulking frame through five levels of running, jumping, and shooting action. Unlike most side-scrolling shooters, one bullet doesn't take you down in this game. In many situations you'll have to endure a few shots to make it past the bad guys.

Your strength appears on-screen as a numerical percentage called the Efficiency meter. This game also displays the strength of every one of the enemies you encounter. Many of them require multiple shots to destroy them, so plan your attack strategically, or die in the process.

Another cool feature in this game is the message line that scrolls across the top of the screen. If one of your body parts malfunctions, a warning appears on the message bar. Otherwise, the message bar displays taunting threats to your enemies like, "Come and get it, scum."

We Can Rebuild Him
For added realism, RoboCop's arms, legs, body, and head absorb damage individually. To regain full functionality in these areas, you must use the Repair Section at the end of each level to add-on strength. The graphics here are cool— you actually see the robot mending when you apply power-ups to each area.

Think about It, Creep
If you're a big fan of RoboCop, or decent side-scrolling action/adventure shooters, then this game is a must. It's familiar fare that offers some interesting features like the message bar and the Repair Section. If your NES neighborhood is in trouble, you can call the police, or better yet, call RoboCop.

RoboTunes
The tunes and booms in RoboCop 3 are standouts. The soundtrack creatively stretches the sound capability of the NES. If you prefer your own sound, you can switch off the music or the sound effects.

RoboCop 3 by Ocean

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Hokey smokes! Rocket J. Squirrel and Bullwinkle the Moose (a.k.a. Rocky and Bullwinkle) have finally staked an action/adventure claim in the NES video dimension. Tagging along with them are their perpetual arch enemies, Boris Badenov and Natasha Fatale.

**Millionaire Moose**

Our ever humble bumbler, Bullwinkle, has inherited a wad of bucks. Rocky and his doof-de-meister sidekick must motor from Frostbite Falls to the Abominable Mansion to gather the goods. Natasha and Boris are going to do their best to make the trip an unpleasant one. In fact, they’ve recruited gun-slinging bandits, snakes, ghosts, and more to help them.

**That Old Time Rock ‘n’ Bull**

In this five-level, multi-scrolling, side-view adventure, you’ll trek across rivers, through woods, across wild west-style plains, into the belly of a steamship, and more. The limited 8-bit graphics may induce a trip down memory lane, but they will make you want to take a more scenic road. They capture the style of the original, visually-simple R&B cartoon, but just barely. Also big fans of the cartoon’s theme song will be sorely tested by the repetitive track.

Creature control isn’t on the upside of swift and speedy, although you can swap between Rocky or Bullwinkle at any time. Watch out, though, you may switch between our heroes accidently, to your detriment. Both have their own special talents. For example, Rocky soars over danger, while Bullwinkle lowers his antlers and plows right through it.

**ProTip:** When an enemy’s situated above you, use Bullwinkle to toss bombs. He has a higher throwing range, and he’s more adept at walking up stairs than Rocky.

Mastering and maximizing your Moose and Squirrel skills is the key to survival. Be prepared to switch back and forth a lot. Don’t look for handouts. You begin with four lives, and extras are few and far between.

**ProTip:** Stock up on bombs and life potions. As Bullwinkle, fight your way past the first enemy. Jump onto the ledge, collect the life potion and bombs, then head left. Before you reach the gap, change to Rocky and fly across it. After you land, turn around, fly back, change back into Bullwinkle, and re-collect the regenerated bombs and life potion.

**ProTip:** In the second part of Level 1, climb the stairs as Bullwinkle, then switch to Rocky to go under the red bombs.

**ProTip:** Use Bullwinkle’s head-butt attack to pound down Natasha.

**Animal Appetite**

Although the slow and steady action of T.HQ’s Adventures of Rocky and Bullwinkle may not satiate the appetite of a really hungry advanced NES gamer, the lack of continues in this game give it enough challenge to provide a good snack for middle-of-the-road players. Die-hard fans of the famous Moose and Squirrel might want to plug in the game just for old TV times sake. If you’re dying to know the conclusion of “Rocky on Ice or Moose Gets the Moose,” then put this cart on the bottom of your Christmas wish list.

---

**The Adventures of Rocky and Bullwinkle**

**Graphics**

**Sound**

**Control**

**Fun/Faster**

**Challenge**

**INT.**

**Price unavailable**

Available December

One Player

Adventure

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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.

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As the holidays approach, calls come into the GamePro offices on a daily basis asking us which system or software to buy. To save you the toll call, we decided to ask all of our regular GamePro reviewers to make out their holiday wish list. We asked them to tell you what games, hardware, and gadgets they’d like to receive this holiday season and why. Some of their answers were predictable, and some were surprising. You'll also discover that some of their reasons are, well, pretty strange. But all in all, they've made up a list that's worth checking twice! Happy gaming!

By William Yohann Pout a.k.a. Will Y. Pout

NHLPA Hockey ’93 by Electronic Arts (Genesis)
“Slash, crash, and bash on skates that trash the rink and won't leave you falling through thin ice. This ragin’ hockey game is the most exciting sport goin’ on in winter.” (See GamePro, Nov. ’92)

Smash TV by Acclaim (SNES)
“The SNES home version of this runaway arcade mega-hit makes even Arnold Schwarzenegger look like a little running girly man!” (See GamePro, Feb. ’92)

Street Fighter II by Capcom (SNES)
“You get to travel round the world, and meet...uh, I mean, beat people from different countries! It's Street Fightin' at its best.” (See GamePro, Aug. ’92)

Soccer Brawl by SNK (Neo-Geo)
“Grab some sizzlin’ summer action to kick off winter. Santa's not gonna have any trouble figuring out who's naughty or nice in this Soccer Brawl.” (See GamePro, June ’92)

Dr. Mario by Nintendo (Game Boy)
“Take a chill pill from old Will. This classic Tetris-style puzzler is a sure cure for the wintertime blues and flus!”

NCAA Basketball by Nintendo (SNES)
“The bodacious ball-bouncing, basketball-bangin’ action will have you stuffing more than stockings and turkeys this holiday season.” (See GamePro, Aug. ’92)

Faceball 2000 by Bullet-Proof Software (Game Boy)
“This totally amazing game will wipe the smile off someone's face. Play solo, but four-player is the ultimate way to Have a Nice Day.” (See GamePro, Nov. ’91)

Out of This World by Virgin (SNES)
“This challenging game is unlike anything you've ever seen on a video game system. You'll be lost for days and enjoy every minute of it.” (See GamePro, May ’92)

Road Runner’s Death Valley Rally by Sunsoft (SNES)
“Rev up for great-looking, fast fun, and a tough challenge. Beep, beep!” (See GamePro, Nov. ’92)

ASCII Pads (SNES or Genesis)
“Blast bogus bummmin' bad guys, royally rip records, and excel to epic proportions with this 16-button piece of apparatus that'll have sugarplum fairies dancing on their heads!” (See GamePro, March ’92)

Alien 3 by Arena Entertainment (Genesis)
“This game takes in-your-face, AT-busting action seriously.” (See GamePro, Oct. ’92)
Axelay by Konami (SNES)
“Awesome graphics keep up with this game’s thumb-blistering shoot-em-up action.” (See GamePro, Aug. ’92)

Sega CD System by Sega of America
“CD games, yah just gotta have ‘em.” (See GamePro, Oct./Nov. ’92)

Death Duel by RazorSoft (Genesis)
“This game makes you think AND shoot. What a concept!” (See GamePro, Oct. ’92)

Faceball 2000 by Bullet-Proof Software (Game Boy & SNES)
“The Game Boy version is the numero uno four-player game around. Have a nice day!” (See GamePro, Nov. ’91 and Sep. ’92)

Prince of Persia by Virgin (NES)
“From one royal to another, this game’s sights and sounds had me conquered.” (See GamePro, July ’92)

R.B.I. Baseball 4 by Tengen (Genesis)
“The latest in the series boasts great baseball for all red-blooded Americans. All you need is peanuts and soda.” (See GamePro, Oct. ’92)

Gate of Thunder by TTI (Turbo CD)
“This game has outrageous graphics and intense shooting that’s sure to blow your mind.” (See GamePro, July ’92)

The Addams Family by Ocean (SNES)
“This Family affair is kooky, spooky, ooky, tough, and fun.” (See GamePro, July ’92)

Street Fighter II by Capcom (SNES)
“This game captured Japan and the U.S. It rules!” (See GamePro, Aug. ’92)

Super Bowling by American Technos (SNES)
“You can keep your sissified air-filled balls. Bowling is the happening sport and this cart is happenin’.” (See GamePro, July ’92)

Tetris Plus Bombliss by Bullet-Proof Software-Japan (Famicom in Japan)
“I want more Tetris. I want it now.” (See GamePro, April ’92)

Skulldigger by American Softworks (SNES)
“The game’s many different areas, the creative 80 page manual/comic book, and the colorful 16-bit graphics combine for sure victory.” (See GamePro, Nov. ’92)

The Empire Strikes Back by JVC/Lucasfilm (NES)
“They used the Force on this fantastic-looking 8-bit game.” (See GamePro, March, ’92)

TurboDuo by Turbo Technologies, Inc.
“With this system, you can serve up an order of discs and ‘chips any time you want.” (See GamePro, Nov. ’92)

Street Fighter II: Champion Edition by Capcom (Arcade Machine)
“The SNES version is great, but you can’t beat the real thing. Besides, living with the coin-op is the only way you’re ever going to dust Dr. Dave.” (See GamePro, Aug. ’92)
1992 Christmas Wish List

Global Gladiators by Virgin (Genesis)
"Save the environment and have fun doing it. What more do you want?" (See GamePro, Sep. '92)

Alien 3 by Arona Entertainment (Genesis)
"With INTENSE action, this alien puts fear in the hearts of players and even me!" (See GamePro, Oct. '92)

Greendog by Sega of America
"Surf's up for this dictator! Jahn mon, I want to capture some excellent tunes, graphics, and fun! Feelin' iri!" (See GamePro, Nov. '92)

Top Gear by Kemco (SNES)
"This pace car is harder to catch than the fastest of fish! It's racing at its best." (See GamePro, May '92)

Felix the Cat by Hudson Soft (NES)
"I especially love the underwater levels in this action/adventure extravaganza!" (See GamePro, Oct. '92)

Road Runner's Death Valley Rally by Sunsoft (SNES)
"I love outsmarting the super-genius Wile E. Coyote." (See GamePro, Nov. '92)

Road Rash by Electronic Arts (Genesis)
"Leavin' cops in the dust is a must. Get on your bad bike and ride." (See GamePro, Jan. '92)

Dirty Larry: Renegade Cop by Atari (Lynx)
"Even though the game play lacks variety, the graphics grabbed me." (See GamePro, Dec. '92)

Air Zonk by TTI (TurboGrafx-16)
"This shooter is as playful as I am. It's a fitting sequel to Bonk and Bonk's Revenge." (See GamePro, Nov. '92)

Harley's Humongous Adventure by Electronic Arts (Genesis)
"I've always liked those shrinking man movies, so..." (See GamePro, Oct. '92)

NCAA Basketball by Nintendo (SNES)
"I love to dunk!" (See GamePro, Aug. '92)

World Heroes by SNK (Neo Geo)
"World Heroes came along just when Chun Li and the gang were beginning to seem a little dull. Street Fighter-quality graphics and a whole new set of characters and moves set me on the road to being a World Hero." (See GamePro, Nov. '92)

Dr. Franken by Kemco (Game Boy)
"I feel right at home in this spooky, graphically superior castle. This intricate game keeps me in my dungeon for hours." (See GamePro, Oct. '92)

Spider-Man by Flying Edge (Game Gear)
"Spidey's the perfect hunky superhero for me. He keeps me climbing the walls with plenty of web-climbing challenge." (See GamePro, Sep. '92)

By Otter Matic

By Sister Sinister

Splatterhouse 2 by Namco (Genesis)
"What can I say? Love the blood!" (See GamePro, May '92)

By Otter Matic

Toejam and Earl by Sega of America (Genesis)
"Groovin' with these two spaced-out dudes could never get dull. The tunes keep me rockin', especially in those late-night jam sessions." (See GamePro, Oct. '91)

Continued on page 38.
TO BE... OR NOT TO BE...

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Genesis Game Genie by Galoob
"Finally, my prayers have been answered." (See GamePro, June '92)

Super Star Wars by JVC/LucasArts (SNES)
"It's my favorite all-time game on any system." (See GamePro, Nov. '92)

Out of This World by Virgin (SNES, Genesis)
"I'm really into virtual reality, man." (See GamePro, May/Oct. '92)

Sonic The Hedgehog 2 by Sega (Genesis)
"This guy stole his name from me, but it's still a cool game." (See GamePro, Nov. '92)

Faceball 2000 by Bullet-Proof Software (SNES)
"The best two-player game that I know of, and frogs are very competitive." (See GamePro, Sep. '92)

Street Fighter II by Capcom (SNES)
"Fight real hand-to-err...foot combat!" (See GamePro, Aug. '92)

NHL Hockey by EA (Genesis)
"This classic still slaps the competition!" (See GamePro, Sep. '91)

SpinDizzy Worlds by ASCII Entertainment Software (SNES)
"Hours of endless puzzling, brainteasing fun can be found in these wacky worlds." (See GamePro, Dec. '92)

The TurboDuo by Turbo Technologies, Inc.
"It's the next big thing!" (See GamePro, Nov./Dec. '92)

World Heroes by SNK (Neo-Geo)
"Here's more great Street Fighter-style, arcade-fighting action. Bring a friend!" (See GamePro, Nov.'92)

Gate of Thunder by TTI (TurboDuo)
"Long-lasting levels of excitement show off the awesome CD-ROM qualities." (See GamePro, July '92)

Kid Chameleon by Sega of America (Genesis)
"Over 100 levels of long-lasting jumping action will keep me awake on those rainy days. Here's looking at you, kid!" (See GamePro, April '92)

Sega CD System by Sega of America
"It's the next wave. The good Doctor always likes to go where no gamer has gone before." (See GamePro, Oct./Nov. '92)

Street Fighter II by Capcom (SNES)
"Keep up that fighting power for arcade Street Fighter II visits." (See GamePro, Aug. '92)

Magical Quest Starring Mickey Mouse by Capcom (SNES)
"It's great action/adventure fun featuring awesome arcade-

The Menacer by Sega of America
"Shoot your wad on this hot new peripheral." (See GamePro, Sep./Dec. '92)

Street Fighter II by Capcom (SNES)
"It's the best fightin' game available for any home video game system. 'Nuff said." (See GamePro, Aug. '92)

John Madden Football '93 by Electronic Arts (Genesis)
"Get the closest thing to being on the gridiron, without the bumps and bruises. It's perfect for weekend gamers and serious Sunday quarterbacks alike." (See GamePro, Dec. '92)

Castlevania IV by Konami (SNES)
"Unbelievable graphics, pulse-quicking and challenging levels, and crisp stereo sound make this the premiere action/adventure cart." (See GamePro, Nov. '91)

Sonic The Hedgehog 2 by Sega of America (Genesis)
"Beautiful graphics, awesome special effects, and EVEN faster than the original, this is a well-crafted and creative sequel." (See GamePro, Nov./Dec. '92)

 Fighter Power Stick by Capcom
"It doubles my Street Fighting fun. What true World Warrior battles Bison with a controller pad?" (See GamePro, Dec. '92)

Continued on page 40.
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.

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Road Rash by Sega of America (Genesis)
"With unbelievable realism and intensity, this is the best motorcycle racing simulation around." (See GamePro, Jan. '92)

Genesis by Sega of America
"The first and best 16-bit video game system has a tremendous library of products to choose from. Guaranteed to provide something to please any gamer."

Sonic The Hedgehog 2 by Sega of America (Game Gear)
"Sonic-to-go was one of the best Game Gear titles to date.” (See GamePro, Oct. '92)

The Addams Family by Ocean (SNES)
"I've got a Thing for this game." (See GamePro, July '92)

Legend Quest (and a Virtuality System) by Spectrum Holoboy
"I can't afford it, so maybe someone will give me one. Use it to beam into a strange new world." (See GamePro, Nov. '92)

By Earth Angel

Super Nintendo by Nintendo of America
"Awesome graphics, Mode 7 rotation, and stereo sounds make the SNES a worthy heir to the Nintendo title. Multi-platform products promise an immense library of games."

Sega CD System by Sega of America
"Every indication shows that this is the best CD gaming system to hit the market so far. The lineup of games promises to be well worth the wait." (See GamePro, Oct./Nov. '92)

By Andromeda

Alien 3 by Arena (Genesis)
"Wow, you'll bust a gut over the alien-blasting, the action and the arcade-style game play in this thriller." (See GamePro, Oct. '92)

Faceball and Faceball 2000 by Bullet-Proof Software (Game Boy and SNES)
"Virtual reality-style game play makes a real togetherness for up to four players in the Game Boy version. Loved it." (See GamePro, Nov.'91 and Sep.'92)

Game Action Replay and Pro Action Replay by Innovation (Genesis)
"Cool codes make cool things happen in your games. This one's not available right now, but Innovation promises to bring it back." (See GamePro, June/Sep. '92)

Prince of Persia by Konami (SNES)
"It's the best Prince of Persia conversion, yet. Gorgeous graphics show off the game's ultra cool animations. Middle Eastern tunes capture the mood." (See GamePro, Sep. '92)

Dolphin by Sega of America (Genesis)
"Here swims one of the most original, creative games to date. Eccoo's gonna be this next year's most interesting video game hero." (See GamePro, Nov. '92)

Street Fighter II: Champion Edition by Capcom
"It would make me the most popular person on my block." (See GamePro, Aug. '92)

Sega CD System by Sega of America
"OK, so everyone wants one. Who am I to buck the trend?" (See GamePro, Oct./Nov. '92)

Loom by TTI (TurboDuo Super CD)
"It was cool on the PC, and now I can weave my way through this magical role-playing story on the TurboDuo." (See GamePro, Dec. '92)

Super Buster Brothers by Capcom (SNES)
"Bust some bubbles in the tradition of Bubble Bobble. Better graphics for these bad boys make up for their missing brother." (See GamePro, Nov. '92)

SimEarth by FCI (SNES)
"Hey, Earth Angel says take some time to learn something about our planet. SimEarth makes sure you'll have fun while you're doing it." (See GamePro, Nov. '92)
Now playing on Sega® Genesis®, Super NES™ and Game Boy®!

Now this summer’s blockbuster movie bursts onto your video game screens with gut-wrenching action over 11 laser-seared locations*. You become a perfectly engineered Universal Soldier — with extraordinary powers — battling the villainous Sergeant Scott across 2000 awesome screens. Armed with Triple Beam Lasers, Land Mines and a special Chaos Weapon, you are both "Ultimate Fighting Machines" — but only one of you can survive!

To order these great games, visit your favorite software retailer or call 1-800-245-7744.
The Only Game to Make the PGA Tour Cut.

Pack your bags, you're going on tour.
But make it your golf bags.
Because it's PGA TOUR® Golf. The only game that lets you make the rounds with guys named Fuzzy, the Walrus, Zinger, and Fred. In sum, 60 of the best players ever to swing a club.

No matter how you slice it, this is the most realistic SuperNES™ golf game ever.
Real players with hole-by-hole tips. Real courses like the TPCs® at Sawgrass and Avenel. 3-D greens you can read like an open book. A whole arsenal of special shots like chips, punches, and fringe putts. Even random pin placement.

You think any other game has the PGA TOUR stamp of approval? Get real.

EASN reaches new heights with its exclusive Ball-Cam—an on-ball camera delivering a balls-eye view of your shot in flight.

Take a real course in golf. We used the original blueprints that built the TPCs at Sawgrass, Avenel, Eagle Trace, and the PGA West Stadium Course. Anything else is just amateur.
PGA TOUR Golf doesn’t miss a trick. With balls that have backspin and forward roll. A 360° putting grid for reading every green. And four TOUR courses, each built from the ground up from original blueprints.

Of course, EASN™—the premier interactive sports network—is there to capture every swing. With the exclusive Ball-Cam™ for a ball’s-eye view of your shot in flight. Mode 7 scaling for the slickest panorama of every hole. Instant replay. Plus an EASN team of sportscasters with tournament highlights and a tournament award ceremony. But no stupid hair-loss commercials.

If you run afoul of the fairways, you’ll finish out of the money, and back on the driving range and practice greens. A battery backup saves everything—games, accumulated earnings, even PGA TOUR stats.

So why drive anything else when you can cruise the TOUR? Club your way to the top with PGA TOUR Golf from Electronic Arts.

Call 800-245-4525 anytime to order. Or visit your retailer. It’s golf so real, you’ll rush out and buy a cart.

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By Boss Music

Earlier this year Nintendo fired its first shot in the 16-bit blast-em-up wars with the SNES Super Scope 6 (see GamePro, April '92). Sega returns fire with the Menacer, a fairly well-designed light gun with a six-in-one game cartridge included.

Now available nationwide, the battery-operated Menacer is a fairly good-looking, grey, white, and red sniper-style rifle. It utilizes infrared frequencies. Just plug the receiver into the Controller Two slot and rest it on your TV. You can then shoot to thrill with the Menacer from four to twelve feet away from the screen.

The Menacer contains three basic parts: the Master Module, which is the main firing chamber that houses the button controls; the Stabilizer Module, a butt which rests against your chest; and the Binocular Module, which provides binocular targeting and an adjustable sight. You choose from four possible configurations and snap the pieces together. Your index finger clicks the comfortable main trigger, and your hand's other fingers tap three awkwardly-positioned option buttons (usually two supplemental weapons and pause).

The Menacer calibrates your cross hairs before each game.

Menacer software can support two ways to shoot up the screen. The basic aim-and-fire setup is simple and familiar, but you must recalibrate the adjustable sight each time you play, a tedious process. The second method, Accu-Sight, beams a cross hair onto the screen and enables you to shoot from the hip without looking down a scope barrel. This method is reliable, but the on-screen cursor movement is often jerky.

Menacer Software Six-Pack

The Menacer empties its barrel with a six-games-in-one cart included right in the box. Ready, Aim, Tomatoes! is squishy, sloppy fun, but the other games are average by the half-dozen. These games are good target practice, but not bonafide hits.
**Rockman’s Zone**

FBI agent Rockman is out to bust some crooks. If he mows down innocent bystanders in the process, he better turn in his badge and find employment at a donut shop. In Rockman’s Zone, you shoot the thieves and spare the innocents. A flashback to Hogan’s Alley, this is a slow-moving, unimaginative shooter. The targets are simplistic. The graphics are washed-out and ugly, and the sound is obnoxious. If you’re looking for excitement, the Zone is out.

---

**Ready, Aim, Tomatoes!**

Those rappin’, happenin’, two tomato-splattin’ aliens, Toejam & Earl, return to our home planet for more overripe fruit battles with the weirdest creatures around - Earthlings. You, as Toejam, spew out the ‘maters, and Earl tallies the points. The graphics are good, if too saturated by single colors (green for forests, yellow for beaches). Lifted straight from last year’s Genesis cart, the music’s jammin’. The action is packed with dentists, ducks, and boogie man foes. You sweet-toothed players will dig the desserts. RAT! is difficult and somewhat repetitive, but it’s still fun and unquestionably the star of the Menacer show.

---

**Whackball!**

In Whackball, you control an Accu-Sight-driven paddle and bat a rubber ball through a maze of blocks. You must...
whip out an Accu-Sight-guided laser beam and nail the buggers. You can focus and shoot with a small flashlight-style beam, or light up the entire screen to check out the territory. The graphics don't hold you back, and no comment on the music. Pest Control's addictive, but the abundance of endless critters with little game play variation may drive you buggy.

### Pest Control

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Comes with the Menacer
Available now
Shoot-em-up

One Player
Accu-Sight only

---

### Space Station Defender

Invading a Menacer near you, wave after wave of spacey aliens arrive on Earth. In Space Station Defender, you exterminate the E.T.s before they pop out of their pods and go ballistic. Essentially a memory/timing game, SSD's a good shooter with lots to keep you busy, but not enough innovation to keep you coming back for more. The graphics get a pass, but the music fails once again.

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Comes with the Menacer
Available now
Shoot-em-up

One Player
Regular or Accu-Sight

---

### Whackball!

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Comes with the Menacer
Available now
Shoot-em-up

One Player
Accu-Sight only

---

### Frontline

The requisite military muncher is Frontline, which pits you against planes, tanks, and helicopters. The multiple layers of targets and warfaring action guarantees this game won't go missing in action. The escalating challenge satisfies shooters of all skill levels. Visually, it's above average, but you won't feel like sightseeing. Once again, the music's noxious, but the rat-tat-tat of machine gun fire drowns out the song.

**PROTIP:** Big bugs split into several small critters when hit. Fire rapidly to take out the lot cleanly and quickly.

---

**PROTIP:** Check the distance, then lead targets with your missiles.

---

**PROTIP:** Move your cursor to the energy field as your final shots are fired in a round.

---

Abandoned on a picnic table, your pizza's about to get chomped by a pack of voracious ants. No way, Jose! You

---

**PROTIP:** Check the distance, then lead targets with your missiles.

---

**PROTIP:** Move your cursor to the energy field as your final shots are fired in a round.

---

Continued from page 45.
COMBAT ACTION WITH A NEW SPIN

BLACKHOLE ASSAULT

Get ready for the inter-galactic battle of the 21st Century. Mother Earth is on the verge of extinction. Overpopulation and mass urbanization have created a shortage of vital raw materials. You've been commissioned to pilot our planet's most devastating weapon - C.A.M.: Cybernetic Anthromorphic Machine — and due the almighty Akiros for their precious resources.

- First combat/action CD game on the market
- High-intensity, photorealistic CD graphics
- Pumpin' soundtrack
- Fuse-poppin' combat action.
- 1- and 2-player gaming selections
- Block-bustin' 8-player "Tournament" and "League" play
- 10 stellar battleground scenarios
- 8 rude war machines each with its own hot hardware

Challenge a fellow C.A.M. -- rad on Satellite Phobos.

Kickin' CD animation makes all the action come alive.
GENESIS PRO REVIEW

By Scary Larry

The WWF is definitely in a league of its own. As a matter of fact, the league is so big, it couldn't be confined to just the NES and the SNES systems. The Genesis and the WWF's most famous wrestlers have been tagged to climb into the ring as Flying Edge brings your favorite bad boys to blistering 16-bit life.

Masters of Disaster

All the usual suspects are rounded up here: Randy "Macho Man" Savage, the British Bulldog, Ted "Million Dollar Man" DiBiase, Shawn Michaels, and Papa Shango, to name a few. Chill out Hulkamaniacs, the original Hulkster is back and badder than ever. If you've played the SNES version, you're already familiar with the guys' smooth moves. Each wrestler has a basic punch and kick move, plus one power move. You can also inflict some motion mayhem by throwing opponents against the ropes, into the turnbuckle, and even out of the ring.

As in the SNES version, the Genesis cart sports four types of gameplay for one or two big-time wrestlers. One-on-One (you vs. the computer or a friend) pits python against python in a one-round super battle. Tag Teams lets you call for backup when the going gets tough, and it will. Survivor Series is a three-on-three, winner-take-all brawl. Finally, the Championship Series is your chance to battle your way to WWF glory.

PROTIP: The more your opponent's life bar wears out, the longer it takes for him to get up. When you've got him on the ropes with a low life bar, use a leg drop to wipe him out completely. Never go for a pin until your opponent's life bar is empty.

Headbanger Ball

If you want to go head-to-head against any of your pro-wrestling favs, this is the only Genesis game in town. For the best big-time action and challenge, go head-to-head against a friend. If you don't have another WWF bruiser sitting around the house waiting to do you some damage, you may want to leave this cart in the ring.

PROTIP: Roll, roll, roll your bod when you're downed. Your opponents will try to stamp the stuffing out of you. Roll (Button A plus Direction) as soon as you go down and you'll avoid a size 12 sneaker stamp on your forehead.

Flat on the Mat

With all this beef and brawn, you'd think a gamer's appetite would be satisfied. Not! This game leaves you wanting. Although the game play and side-scrolling action are smooth and easy to execute, WWF's graphics and sound aren't good enough to win the 16-bit championship belt. Digitized graphics of the wrestlers at the beginning of the game are nice, but their personalities blur once they climb into the ring. In the SNES version of the game, the wrestler graphics were crisp. Not so in the Genesis cart. Your wrestlers are featureless and pretty much indistinguishable from each other. As for the sounds, well a few more groans, body contact grunts, or fanatic fan noise would've been helpful.

Protip: Don't just stand and wait for the action to come to you. When you down a man, stand close and press A to yank your opponent by the hair. Your chances of immediately downing him again are very high.

Protip: Your man has the advantage when he leans forward in a lockup. Early in each round, use Button B to throw your opponent around. Save the power moves for later in the round.

WWF Wrestlemania Superstars
by Flying Edge

Graphics 3.0 Sound 3.0 Control 4.0 FunFactor 3.5 Challenge ADJ. 3.0

Available November Sport Two Player

$49.95
I'M MARTHA SPLATTERHEAD... REBELLION 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, WOULDN'T YOU?

THWAAAK!

CYBORGS AIN'T LADIES!!

Blast the bad'z Slash Sluakers under the strobe lights of the Lexington Disco.

Go berserk at Berzerker and take on a fire-breathing Swammy in the special 1-on-1 "VS. Mode."

The Big Apple's gone rotten and an old ally is at the core. Your mission: destroy Martha Splatterhead—former Combatribe-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!
If the Bioships look strange, the creepy monstrosities you fight are mondo bizarro! Bees, Dragon Flies, Slugs, Leeches, Centipedes, Crabs, and Bats are a few of the creatures you'll recognize. There are other things instilling this game that are almost too sickening to contemplate, but that's what makes this game outstanding.

If you're groaning about another Genesis shooter, you ain't seen nuttin' like this. Bio-Hazard's graphics are sweet and scary. The horde of weird creatures that come flying at you look as if they've crawled out from under a rock — only they're a thousand times bigger! The monsters are slimy and wet, but the graphics are ultra clean.

**Major Star Power**

The Bioships' imaginative arsenal is awesome, and it puts on a fierce fireworks display. The ships' normal Plasma Blasts can be pumped up to ignite a massive Plasma Wall.

Additionally, a drone device, called a Power Star, always flies next to the ship. Moving the ship with the directional controls makes the Star sort of swing around it. With practice, you can make it stop anywhere you like.

You can also boost the Power Star's firepower to magnum levels by nabbing differently colored Seeds. Depending on the Bioship you're flying, there are six possible weapons — the Fire Petal, the Plasma Ring, Nova multidirectional bursts, Bond plasma globes, the Spin Laser twin laser, and the Seeker Laser. The more Seeds of the same color that you grab (up to three Seeds), the more powerful your Power Star gets.

**Looks Scary**

You command four Bioships, which are part organic, part machine. They look like escapees from a heavy metal zoo. Orestes and Hecuba resemble mechanical bugs, while Electra and Polyxena look like flying robo-fish.

PROTIP: Large creatures are drawn towards the Bioship.

**Hazards a Guess**

It's major thumb blister time! Bio-Hazard Battle is one of the best shoot-em-ups to come flying into the Genesis in awhile. The graphics are stunning, and the action's cunning. Even the sound is big league stuff. Missing out on Bio-Hazard will be a major disaster.

**Bio-Hazard Battle by Sega**

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$49.99
8 mgs
Two Players
Available December
Turn on the power.
For the first time ever, Teenage Mutant Ninja Turtles®. The Hyperstone Heist™ from Konami plunges the Turtles headlong into the shell-shocking world of Sega™ Genesis™. Dare to take this all new adventure on solo or double dare to duke it out with a partner and you’re in for a ninjitsu jolt of action that’ll leave you green! Will all this awesome power go to our heroes’ heads? The quick-kicking quartet is on the hot seat again thanks to that mondo master of mayhem Shredder, and this could be Sayonara, dudes. Shredder stole the Hyperstone, a gem with the power to shrink New York City. Now catch that totally bogus bully before he makes the whole world small. Uncool!
The Turtles Genesis.

You've got all four majorly hip mutants, so choose whichever Turtle flips your switch. Each has his own bodacious new attack moves to shake down the Shred-heads. Donatello is much more than hot air with his Hurricane Attack and Raphael's Vacuum Slice really cleans up.

Experience most excellent 3-D effects in a geek fest that never lets up through 5 mondo body-slamming levels. Four levels each have 3 heinous stages to survive and the other is loaded with the most intense new challenges you've ever seen.

Slug it out in the sewers, do dirty deeds downtown, grind them up on a ghost ship, surf through treacherous ocean waters and even ninja till you drop.

Make it through all this ninja nastiness and Shredder will curse the Cowabunga battle cry. But then you must face that Duke of Dweebs on his own turf. Hang tough because he'd love to have you at his place for some fried Turtle legs!

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

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No Fear of Flying
EA's extensive attention to detail extends to the instrumentation as well. Be prepared to read the manual. Don't let the sophisticated-looking control panel put you off, the aircraft respond nicely to the good 'ole Genesis controller.

No Guns, No Glory
Not only can you control your flying, but you can also activate a highly effective arsenal. At your command are Sidewinder heat-seeking missiles, Hellfire laser-guided missiles, FFAR rockets, and a chain gun.

PROTIP: Know your weapon capabilities. For example, Guns will not fire on tracked aircraft.

PROTIP: Always save some ammo for your return trip from any mission.

You'll need all the firepower you can muster, because your sandblasted enemy has equally lethal weaponry. They must have gotten a good deal on unused Soviet surplus. Among the six types of aircraft, 11 mobile weapons, and nine missile systems are HIND Assault Helicopters, Mikoyan MiG27 Flogger jets, T-80 Battle Tanks, and SA-8 Gecko Surface-to-Air Missiles. Five difficulty levels buy you time to master the cart.

PROTIP: If there's a missile on your tail, you might be able to escape it by flying around a hill or a building.

PROTIP: If you fly low enough, highflying interceptors won't notice you.

R-U-4-LHX?
LHX Attack Chopper is a highflying Genesis combat flight sim. If you're a real video pilot, you're used to polygon graphics. So, fire this cart up and blast some sand. Have you got the chops for Attack Chopper?

LHX Attack Chopper by Electronic Arts

PROTIP: Study your Waypoint Map for allied airfields and friendly territory. If you have to land there on your way back, you might be rescued.
LOOK OUT!!!
THE CAT'S OUT OF THE BAG!

Available for Genesis and SNES!

Ya, Baby, this guy's jive, and I'm just trying to stay alive. I'm on the run for some real fun. Being in Four Corners Zoo, there's not much to do. So, if I don't blow, Mean Eugene, the Zoo Keepin' Fiend will steal the show. But when we scram, we'll be on the lam. Problem is, I need my bike and it is not where I like. The parts are hidden somewhere in the zoo. I need you to find them too. Then, me and the boys can hit the road, cause life in a zoo just got old. Take it from me, "You Gotta Be Free!" It's not cool to be treated like a fool. So help me out. Grab a bag of Cheetos now and get a $5.00 rebate on my run for fun. Chester Cheetah is my name and "Too Cool To Fool" is the rule for today's hippest adventure game. Brought to you by Kaneko USA, where the fun is never done!

Kaneko USA, Ltd.
1370 Busch Parkway, Buffalo Grove, IL 60089
Phone (708) 806-1370   Fax (708) 806-1375

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Genesis fistfighters have been tearing up the joint waiting for the next gangfight. So, now that streetfightin' is all the rage, it looks like a good time to bring in Streets of Rage II, immediately! To help you keep your violent tendencies in check, here's a preview.

**Let's Get It On!**

Streets of Rage II features some things old, some things new, some things borrowed, and some things black and blue. The Streets of Rage gang is out to put down Mr. X's evil drug gang, who've got an iron grip on Metro City. It looks like goons from every gutter and creepy back alley are out in force. The cart's side-view look and the multi-scrolling action are basically the same as the original game. But, the Streets of Rage team features new brawlers, who sport some cool, outrageous moves.

This time, Axel and Blaze team up with Skate Hunter and Max Thunder. Axel's still a stand-up boxer, but he's got a rapid-fire, two-fisted combo and a supercharged power punch. Blaze packs a mean backflip kick, and she unleashes an awesome power blast.

Skate's a slick skater, but he can do more with his rollerblades then motor around. He can pull a low, break dancin', helicopter kick and a sharp, airborne, corkscrew kick. Max is a pro-wrestler with a massive shoulder slam that clears the streets and a devastating two-handed hammer swing.

If you're gonna' play the wimp, you'll be able to pick up weapons along the way. Anything goes, whether it's swatting with pipes, tossing 'blades, or even hurling a motorcycle through the air.

**The Age of Rage**

Streets of Rage II looks macho and mean! That's the way you gotta' be when you're out to take on a tough street fighter.

*Streets of Rage II* by Sega
16 megs, Available December
ARCADE SPORTS SIMULATION GAME OF THE YEAR

Jerry Glanville's

PIGSkin

FOOTBRAWL

AVAILABLE

DECEMBER 18

"Football with an attitude... a bad attitude."
Jerry Glanville
Head Coach
Atlanta Falcons.

LICENSED FOR PLAY ON

SEGA GENESIS
16-BIT CARTRIDGE

OFFICIAL
SEGA
GENESIS
SEAL OF
QUALITY

This official seal is your assurance that this product meets the highest quality standards of SEGA. Buy games and accessories with this seal to be sure that they are compatible with the SEGA "GENESIS" system.

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Licensed from Midway Manufacturing Co.
By Toxic Tommy

If you've got a twitch in your clutches, a need for speed, a thrill for spills, then you've probably got a healthy dose of Road Rash. Well, Electronic Arts has the remedy - Road Rash II! Here's a quick hit on this motorcycle free-for-all, which is due out later this month.

Il for the Road

Road Rash (see GamePro, January '92) is a rock 'em, sock 'em, cross-country tour, sort of R.I.P. meets RPMs. Road Rash II will be more of the same - only better. If you've never been initiated into the Road Rash Biker's and Bruisers Club, then first things first. This time around the track you get a wicked chain in addition to the

standard club. As in the original, you hop on a bike and try to outrace a pack of fellow road warriors. It's important to lean into curves and hit top end on straightaways. It's equally critical that you kick, punch, club, and now, chain-whip your way up through the crowd, too.

In the new version, you'll get five new levels with five tracks, each through five states with lax speeding laws - Alaska, Hawaii, Utah, Tennessee, and New England. Moreover, there are 15 motorcycles to choose from, including several super bikes equipped with tire-burning nitrous oxide injectors. The game will feature three modes of two-player competition.

cool split screen layout. Additionally, bloodthirsty bikers will be treated to spectacular new crash animations, including a smashing face plant and even headfirst dives. Jumps are also enhanced, so you can catch serious air off dips in the road or from obstacles on the roadside.

Crash with Rash

Just when you thought it was safe to go for a Genesis motorcycle ride, great news - it ain't safe at all! When you get an itch, ya gonna scratch it, particularly when it's Road Rash.

Road Rash II
Available December
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 CD difference.

Cartoon-quality animation brings to life Wonder Dog's narrow escape from the invading Pitbull 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, snomy 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 Pitbull armada and save your home-planet K-9 from tea-pot droids, hovering bull-flies and frumpy helmet heads.

Cut through Planet Foglia and plug-up the poisonous-gas-spooling, Zonker and his smoke-hurlin' buddy, Hulkker.

Anything can happen on Planet Weird: flying pigs, falling monkeys, invisible aliens... and it always feels like someone's watching you.
SEWER SHARK, our action-shooter, takes you to a new realm of game play. Digital video of live actors and CD sound put you in the cockpit of this flight simulation shooter. Set in rat-infested sewers following a nuclear holocaust, you'll team up with ace sewer-jockey Ghost to transport supplies to human outposts. Your mission's clear: deliver the goods and fry the rats. 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.

At Sony Imagesoft, we're revolutionizing the video gaming world with a totally unreal lineup of games for the Sega-CD. We're the first to put the power of music video creation in your hands with two music video games featuring smash music artists K-RoK Kross and C+C MUSIC FACTORY. They'll blow you away with incredible CD sound, digitized live-action music video clips and the awesome power to direct, edit and produce your own music videos.

We've also taken Chuck Rock and our own movie-based Hook and powered them up for the Sega-CD. With nine more levels than our 16-bit version, plus incredible new animation, Chuck Rock is definitely gonna kick butt and take names. And Hook for the Sega-CD, which features digitized scenes from the movie, never-before-seen computer graphics of Hook's ship, and CD-quality audio from the film soundtrack, takes our critically acclaimed 16-bit game to the next level. So if you're looking for a totally new, totally unreal video game experience, you found it. From Sony Imagesoft.

It's a Whole New Game.

Trapped in Night Trap
Attention, GUTS Central, the Night has eyes! Transport into Night Trap was successful, and I’ve succeeded in concealing myself inside the Martin family winery estate. This musty closet is cramped, but it’s one of the few safe places around. There are strange and terrifying things occurring here, but at the same time they’re as funny as any low-budget horror movie.

Even from my confined vantage point, Night Trap’s graphics are startling. The game consists entirely of actual video footage of live actors. The graphics have a slightly grainy, pixelated appearance, but the animation is seamless and smooth. Playing Night Trap is more like directing a B monster flick than playing a video game. Of course, the live-action video makes my need to blend into the graphics no problem.

They Want to Drink
Someone call the Vice President! Traditional family values are seriously in jeopardy here! The Martins’ primary nocturnal activities revolve around the distillation, bottling, and distribution of a nasty-looking, blood-red drink. They also chug the vile stuff. I don’t yet know what the basic ingredients are, but events I’ve witnessed hint at a horrible possibility.

Additionally, the Martins support a creepy gang called Ogress. They lumber about in an oatfish, zombie-like manner and dress like ninja auto mechanics.

PROTIP: Some Ogress can’t be trapped.

Single White Females
One thing is certain: the Martins are sapping one of our Nation’s most precious
natural resources – “unattached, beautiful females between the ages of 16 and 19!” I know that sounds too foul, too subversive to contemplate, but I’ve seen despicable acts in unliving color!

Five unattached, beautiful females between the ages of 16 and 19 have already disappeared. Five more have arrived here tonight. Night Trap gamers must protect them from the Oggers and uncover the mystery of Martins house.

Unfortunately, these girly girls set themselves up for trouble just like most airhead, designated victims do in the movies. Overly squemish gamers should know that the scenes where the Oggers capture screaming, unattached, beautiful females are excruciating, but nothing you can’t see any night on TV.

Mr. Htense heads up SCAT

**Manageable Mayhem**

The game’s controls are a snap to use. The horrors unfold in a window in the center of the screen. Players interact with the on-screen goings on via an uncommitted point-and-click control panel displayed below the window.

The action takes place in real-time simultaneously in eight locations in the Martins house, so the control panel features eight Room icons. Night Trappers must click on the icons to constantly monitor the activities in each room.

The action is simple, but lively. The game doesn’t require nimble fingers, but you must be alert. Oggers swarm through the house. They slink by my hiding place all the time. SCAT has placed hidden Ogger Traps throughout the house. It’s up to gamers to spring the traps in order to keep the constantly increasing Ogger numbers down and protect the unattached, beautiful females. However, tripping Ogger Traps requires a color code, and the Martins continuously change the code. You have to listen in on their conversations to learn the new code.

**SCAT Attacks**

Sega acknowledges the threat to the supply of unattached, beautiful females between the ages of 16 and 19, and they’ve dispatched the Sega Command Attack Team (SCAT). The SCAT team leader is an intense, belligerent, macho, Rambo clone. If anyone fouls up during the game, he appears on-screen to kick their lame behinds out. (Note to GUTS)

**PROTIP:** Uncovering code changes is critical. The first code change occurs at 5:30. Be at the Entry Way and listen.

A game-time clock on the control panel is a key readout. Use it to be at the right place at the right time. If you jot down times, you’ll produce a time schedule that will guide your progress through the game.

**PROTIP:** You can pause the game clock by pressing Select to display the house’s floor plan.

**PROTIP:** Sometimes you don’t have time to watch traps completely close on Oggers before moving on.

**Good Night Trap**

I fear the Oggers know I’m here, so I must work quickly to substantiate my suspicions about the Martins. I am about to explore the kitchen pantry where Oggers frequently congregate. If I am captured...

**ANALYSIS:** Boogie Man’s CD message erides there, and he hasn’t been heard from since. GUTS Central fears he is the first official casualty of the CD revolution.

**RECOMMENDATIONS:** Even non-Sega CD gamers should check out Night Trap to see the Sega CD’s potential. The game is fascinating to watch, very entertaining, moderately challenging, and easy to play. More importantly, unattached, beautiful females between the ages of 16 and 19 need you! In the meantime, GamePros, heed this GUTS command: if you wander into Night Trap, look out for the Boogie Man!
By Slo Mo

If you've kicked major extraterrestrial behind in the Akioivan Wars in Heavy Nova for the Genesis (see GamePro, March '92), get ready for another big time assault by Bignet. It's 40 years later and manned exploratory missions scour space for raw materials. When the probes begin to mysteriously disappear, Earth sends out its robot fighting force to the most mysterious spot in the galaxy for a Black Hole Assault.

Are the Akiovians back?

DOLLS by Any Other Name

Black Hole Assault is a robot beat-em-up of epic proportions. Remember Heavy Nova's DOLLS (Defensive Offensive Lethal Liberators)? Based on data captured from the defeated Akiovians, the military has converted DOLLS into CAMs (Cybernetic Anthropomorphic Machines).

Black Hole Assault's main event, Operation BHA, pits your CAMS against enemy CAMS. You'll travel across 10 stages - the Defcon 2 space station, the Moon, Venus, Mars, Phobos, the Asteroid, and four Saturnian moons. At each place, you and an opponent duke it out, robot-style.

Assault Troops

The metal-fist-in-your-faceplate action is a serious side-view slugfest. You go metal-toe-to-metal-toe against 10 types of 'bots. You get three basic moves - a punch, a kick, and a throw. You can also jump and duck to deliver high and low blows. Additionally, every CAM has a long-distance special weapon.

Multi-player, Multi-plays

You can set up eight-player tournaments or establish an eight-player league. In Exhibition Mode, you can pick any stage, take on any CAM, play a friend, or play the computer. The computer's no sissy, and you can adjust its skill.

Fall into Black Hole

If you think buying a Sega CD makes you some sort of sophisticated gamer, you need to get down and dirty with Black Hole Assault. This hard-hitting fighting game serves up a major slice of compact disc humble pie. Serious Sega robo-warriors will want to assault this CD.

If Looks Could Kill

BHA paints gorgeous graphics. The 10 CAMs feature a wide diversity of design that sport metal with mettle. The backgrounds planet-side and in space are brill-

lant. Awesome animated sequences tell the story in-between the fighting, accompanied by appropriately melodramatic and crystal clear dialog. The action flows much more crisply than Heavy Nova.

PROTIP: Button press rhythm is everything in this game. The rapid-fire button-punching technique will get you nowhere.

PROTIP: If you jump over your opponent, turn around to face him as you come down to score a quick hit.

PROTIP: Intercept your enemy's weapon blasts with a shot from your own weapon.

Black Hole Assault by Bignet

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SEGA MULTIMEDIA STUDIO

By Holly Wood

As announced, the Sega CD has finally arrived! Sega of America, anticipating the coming explosion of multimedia games, is stepping into tomorrow by building their own multimedia studio in Redwood City, California.

A Star is Born

Producing a CD game requires an entirely different set of resources than the producing of carts. Anticipating the new rules of the game, so to speak, Sega decided that the cost to build their own multimedia studios was a wise investment.

The first generation of Sega CD games was pulled together by contracting several different companies who each contributed one small part of the whole package. Most third party licensee's must hire programmers, game designers, musicians, and artists to create the game that we play on screen. Sega's multimedia studio seeks to gather all sorts of talent under one roof or, at the very least, serve as a facility to assist Sega CD games developers in producing top quality compact discs.

Compact Discs, Compact Space

Sega has created a unique facility dedicated to creating multimedia products.

Upon entering the Sega Multimedia Studios, you're struck by its similarity in appearance to a regular office building filled with cubicles. However, behind these walls sit the programmers and game designers who create the amazing images, movement, and game play featured on Sega CDs.

Turn the corner and you'll see a mad zoo of blowup animals and other various creatures. It can only be the home of the art department.

Who knows? He could be a star.

Sounds Ahead

Next door to the "sound" stage is the room where the "sounds" are actually created. Gaining their popularity in the music business, compact disc games should mean sound is now a main component of game play, and the Multimedia Studio is designed to accommodate that need.

Sega's music studio consists of two rooms. The larger of the two houses state-of-the-art sound equipment. You want your MTV, Sega uses a MIDI interface with Macintosh computers.

Art needs inspiration.

After traversing this weird walkway, you'll reach the sound stage. The black-painted walls and rows of ceiling-mounted spot lights identify this area as the future stage for starring actors. Here, talented performers will strut their stuff and be digitized into interactive games.

Sega believes that the multimedia market will grow up to be an integral part of the film industry; a community that will include the stars. Who knows? You may get to interact with famous heartthrobs, such as Kim Basinger and Luke Perry, right on your own television. Sound unreal? Well, this studio deals in the unreal, featuring technology comparable to that used by special effects outfits such as Lucasfilm's internationally renowned Industrial Light and Magic.

Continued on page 66.
The other room in this studio is for live recording. It looks like the small box recording studios you've seen on TV or in the movies. Sega's sound techs feel that the sounds of live recording artists surpass synthesized sounds, because live performers add fresh, spontaneous innovation and ideas to the music. The studio's state-of-the-art equipment has already produced new original Bat tunes for the Batman Returns game on the CD. It will blast out a full 40-50 minutes of pure listening pleasure.

Spencer Nilsen, Audio Producer/Engineer, is at the controls.

In fact, sound and music represent another overlap between creative indus-

The Legend Continues...
tries. Warner Communications, one of the world's largest record labels, has just released a catalog of their tunes for use by game companies. Expect to hear blips and blabs from cool artists, such as REM, on a compact disc game sometime soon.

**Testing, Testing**

As we always say, "The proof's in the playing." Beyond the music studio is a gaggle of offices that house, maybe, the most important link in the CD games chain - game testers. If a game can make it here, it can make it anywhere. Like you, the Sega game testers are looking for games that push the game playing envelope. They're looking forward to the future of gaming.

**Studio Suspense**

Even after pooling all the resources of the Sega Multimedia Studios, it still takes 14 to 20 months to produce a CD game. Even so, Sega plans on having several new games out during 1993.

Sega's Multimedia Studios mark the beginning of a new era in the gaming industry. Even Sega Enterprises of Japan doesn't have a studio of its own. Consequently, they're keeping a close watch on their American subsidiary's facility with the hopes that the Sega Multimedia Studios will pump out games suitable for U.S. and Japanese markets, and that they'll set the standard for future multimedia studios to come.

**New Horizons**

The Sega Multimedia Studios means video games will never be the same again. CDs are going to make game play more realistic and fun. Sega already plans to expand its CD expertise into other CD platforms and multimedia systems. What does the future hold? Who knows, you just might meet Freddy in your nightmares or take a shower in "Psycho."

---

The "BAD" boys are back in the all-new SUPER DOUBLE DRAGON for your Super Nintendo Entertainment System. Billy and Jimmy Lee punch, spin and kick their way through bruisin' new battlefields and bobe-saving missions to rescue Marian, the beautiful policewoman. Furious fists, fast feet and paralyzing new moves will take out some really tough dudes. Awesome action that will take you to the edge.

Bring the POWER of SUPER DOUBLE DRAGON home today!
As recently as last year, if you said Nintendo stalwart Konami would be creating games for the Sega Genesis, folks would've said you were looney. Well, "looney," as in Looney Tunes, isn't far off the mark.

Konami has two new games—one for the SNES and one for the Genesis—a game based on the Tiny Toon cartoon characters. Both are slated for the early part of '93, but here's a sneak peek.

**Tiny Toon Adventures**

Buster Bunny's on a treasure hunt, but there's more at stake than untold riches! He finds a mysterious note that tells a tale of the hidden pieces to a treasure map.

Unfortunately, that sly brat, Montana Max, eavesdrops on Buster's good fortune. As usual, Montana's plan is to kidnap Babs, again. Now Buster must hightail it after his nemesis and his girl, but he needs help.

**A Little Help from Little Friends**

Buster puts out the call for some of his closest Tiny Toon buds to give him a hand (or whatever). Plucky Duck, Little Beeper, Sneezy the mouse, Hampton Pig, Calamity Coyote, and Batsy all join Buster's team. Even clumsy Concorde Condor is willing to try his daintiest.

Buster's main pal in this cart is Go Go Dodo. After you clear each of the game's six stages, Go Go will transport Buster to an exit area where he can find a piece of the treasure map. Then he can enter a variety of bonus areas, where you'll be able to score some points to help him track down Montana Max. The adventure will cover a variety of locations, including a forest, waterfalls, and a huge plain. Search carefully, because there'll be hidden stages aplenty.

Just to keep Buster's search interesting, Konami plans to have a few adversaries try to cross him. Well-intentioned, but annoying, Elmyra leads the pack. Several new characters don't have names yet. They'll be an alligator, a fish, a frog, a shark, and a ghost.

**What's Up?**

Montana Max can run, but he can't hide. You might have to run too, if you want to track down this Tiny Toon Genesis cart when it arrives.

*Tiny Toon Adventures by Konami*

Available February '93
**Tiny Toon Adventures: Buster Busts Loose**

We know what you're thinking so, bite your tongue! The SNES will NOT be a rehash of the Genesis cart.

Buster Bunny's the star of this show, and he practically gets a whole television season's worth of air time. Konami's plans for Tiny Toon Adventure: Buster Busts Loose to cover six stages. However, each stage will be independent of the other, and each stage will have its own storyline. There will be no overall storyline.

**Little Tales**

At the Looniversity, Buster's a small bunny on a crazy campus. There's more than a diploma at stake as he tries to outthink crafty obstacles on his way to face a surprise boss.

Then, Buster travels to the Wild West on a transcontinental train. Montana Max has nasty surprises in store for him here.

In the Haunted House, Buster faces disappearing traps and mischievous ghosts. The Sports Stadium will call for him to compete in a quadrathlon: basketball, soccer, football, and a monster truck race. In the Jungle, he's on an adventure for fortune and glory. Finally, he's lost in space and under laser gun fire by Duck Vader.

Additionally, the cart will sport five subgames in between each stage starring other Tiny Toon characters. Go, Go BINGO pits Plucky Duck in a Bingo game versus the computer. In Guess the Weight, five Tiny Toonsters try to outweigh an opposing team on a seesaw scale. Hungry Boy Hampton stars who else but Hampton the pig in a maze race against time. Furr Ball the cat plays racketball in his subgame. In Babes Bunny Rescue Your Friends, you do just that as you search a maze for Tiny Toon pals.

**Toon In Next Time**

Will Buster Bunny steal the show? Find out in the next installment of Tiny Toon Adventures on your SNES!

Tiny Toon Adventures: Buster Busts Loose
Available February '93
By Andromeda

Guess it was only a matter of time. Chester Cheetah, reigning snack food king and former dude in a loose mood, is behind bars – zoobars, that is. Mean Eugene the Zoo Keepin' Fiend has banished Chester to a life of gawking onlookers and captivity. However, since Chester's Too Cool to Fool, he's busting out of Four Corners Zoo and heading for the land of the free, the home of the brave – Hip City.

The Cat's Out of the Bag

Team up with cool cat Chester for five levels of vertically- and horizontally-scrolling action/adventure. A hop 'n' bop style of play with cartoon-style graphics and tunes puts you in the mood. Chester pulls a few trademark moves, including "geeking" out and yelping "ayayayaya" when he's hit.

To break out of the zoo, Chester has to get on his bad bike and ride. He ordered an ultra-cool "chopped hog" from a catalog, but Mean Eugene hid the parts all around the zoo. Ya baby, you've got to search the Park, the Monkey Pits, the Gator Alley, the Hidden Caves, and the Bird Houses to find the missing pieces of Chester's motorcycle. Along the way, Chester's gonna want to hang with some of the animals in the hood, such as Funky Monkey, who'll help bust him loose. Other four-legged critters, such as rollerblading tortoises and boxing-gloved kangaroos, are bad news for our righteious kitty.

Snacks? You bet. Chester's gotta keep his strength up by grabbing Paws, of course, wherever and whenever he can find them. He's also on the lookout for cool sun-blockin' Shades, which give him temporary x-ray vision; Sneakers for super speed; a Skateboard; and his Guitar, to boogie bad guys into the ground.

This game makes the most of Chester's popularity, and leads him down the path to a radi-cool new career.

Chester Cheetah: Too Cool to Fool
by Kaneko, Available December

Chester's always a cool dude in a loose mood.

Chester's one kitty who's not afraid to climb a tree.

Chester's always having snack attacks. Be on the lookout for Paws.

It's a bird. It's a plane. It's a cheetah?

Mean Eugene'll try anything to stop Chester from escaping.

Chester's invincible while he's boogiling with his guitar, but don't boogile over water. When he's done, he's gonna take a dive.
Like most kitties, Chester doesn't like water, but he doesn't mind boating.

It's not easy being cheesy.

Chester likes choo choos.

Chester's chopped hog is missing some of its parts.
By Otter Matic

(Sung to the tune of the Mickey Mouse Club Theme Song)
Who makes games of quality that sweep the in-dus-try?
C-A-P-C-O-M and Disney, natural-ly!

Prick up your ears, Mouseketeers, The Magical Quest Starring Mickey Mouse is ready to work its magic on your SNES. The story begins with Pluto, Mickey, Goofy, and Donald playing catch at a clifftop park. A little less than coordinated, Goofy overthrows the ball, and Pluto chases it right off the cliff! He falls into a land of magic and mystery. As his master, Mickey Mouse, you must search this enchanted land for your faithful dog Pluto.

Making Walt Proud

The Magical Quest does for video game graphics what Walt Disney did for animated films. The pix are some of the finest we've ever seen, utilizing the seemingly limitless SNES color palette to create vibrant foreground characters and subtly elegant backgrounds that make other games look like Mickey's ancient black and white debut cartoon, Steamboat Willie. The animation is smooth and playful, showing detailed expressions on the faces of Mickey and the bad guys. Because of this attention to detail, you really get a feel for the personalities of the characters.

The Wonder of Disney's World

The animated Disney classics have always been a big hit with kids. But, let's face it, adults love 'em too. This broad appeal also applies to Magical Quest. At its easiest Difficulty level, inexperienced gamers can explore the vast levels. With the Difficulty set to Hard, even the most seasoned gamer will find completing levels a challenge.

Spare Change

In this action/adventure game, Mickey's a mouse under control. He can perform the usual Mario-type moves like running, jumping, and ducking. His more unique moves include an action button that grabs objects and spins them to take out an enemy with a twist. The most unusual option this game is Mickey's ability to change his costume. As you progress through the game, you'll acquire a Wizard's robes, a Fireman's uniform, and a Mountaineer's gear. Each outfit imbues Mickey with special powers, which are the key to mastering levels and defeating level bosses.

PROTIP: On Level 1-1, after you meet the kind wizard, go outside and jump from the windowsill onto the Gold Magical Block. Then, continue jumping from block to block until you're on the roof. There you can uncover a hidden doorway to a heavenly bonus room.

PROTIP: When obstacles in your path are too hot to handle, don your Fireman's uniform and use your fire hose to create a safe path by moving blocks around.

PROTIP: To defeat the first boss, stand in the middle of the screen and wait for him to swoop down. Just before he reaches the lowest point in his circular path, jump in place and you'll bonk him on the head.

Choose a Path

A game does not survive on beauty alone, it must have depth to keep gamers interested. If it's depth you want, The Magical Quest game is a bottomless pit! By far, the coolest part of the cart is its seemingly unlimited area of exploration. The five stages, with at least three levels in each stage, make this instant classic a quest of epic proportions.

However, if you wish to quickly speed through each level and receive a time bonus, you can. But, for the more adventurous, there's the opportunity to uncover secret passages to bonus rooms and General Stores, where you can purchase special items.
ard's costume. Then, use L or R to highlight the Mountaineer's costume, and after you've zapped the bird with magic, press A to change and quickly grapple one of the knobs. Repeat this process until the goose is cooked.

Squeaky Sounds
This mouse game has a lot going for it, but one area that could stand some improvement is the sound. Perhaps it was a memory trade-off for the cool graphics, but the repetitive soundtrack and predictable sound effects are a little cheesy. They aren't so goofy that you'll want to turn the sound off, but they just aren't up to par with the rest of the game's attributes.

PROTIP: To make the magic flying carpet unroll, use your Wizard's costume and zap the rug.

Why? Because We Like it.
With the help of Disney, Capcom has created an irresistible game. The graphics and animation are outstanding. There's enough playability and depth to keep gamers of all skill levels entertained. After defeating the final boss in this game, there's only one thing to say, "I'm going to Disneyland!"

The Magical Quest Starring Mickey Mouse by Capcom

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Price not available
Available December
Action/Adventure
Two Player
Continues
By Slasher Quan

Our semi-studious, spike-headed bad boy, Bart Simpson, is a few decimal points away from flunking the fourth grade. He’s got one last chance to pass — a homework assignment. Resigned to his fate, Bart grabs a pencil and calculator and promptly... falls asleep!

In his dreams, something strange and unexpected happens. His homework papers blow out the window. Bart chases them and finds himself in a wacked-out version of Springfield, complete with floating Lisa Simpson fairies, mobile mailboxes and walking TVs. Aye carumba, it’s a nightmare — Bart’s Nightmare!

Pick a door, any door.

**Doin’ the Bartman**
The best World is “Bartman.” This is a high-flying shoot-em-up sequence. However, it’s slightly marred by slowdown and real sharpshooters should find it easy to beat. With his Bartsuit and slingshot, Bart blasts off into the clouds above Springfield to face old TV show foes-turned-bosses, including the mean-spirited twins Sherri and Terri, Barney Grumble and his belching pink elephant, and nuclear power plant owner Monty Burns.

**Mind Games**
Bart’s Nightmare is Acclaim’s first Simpsons foray on the Super NES, and this is good news for Simpsons fans everywhere. The 16-bit processing power provides excellent cartoon-style animation and cool music. However, the cart is not a dream come true. The game play is fun in places, average in others, and sometimes completely frustrating.

The bad dream begins in Windy World, a surreal, side-view Springfield. The action here is confusing. Bart must avoid figments of his overactive imagination, including Jebediah Springfield Statue heads, Otto-man’s school bus, and Blinkie the three-eyed fish. From here, Bart must catch his wind-scattered homework papers to transport into any of five nightmare sub-levels called Other Worldly Worlds. If he beats a sub-level, he keeps his homework. But win or lose, he returns to Windy World until he retrieves all his papers.

**Big Lizard, Small City**
“Bartzilla” is a two-part World where Bart transforms into a half-kid, half-Godzilla, city-crunching lizard. In the first part of the level, he stomps side-view across Springfield and nails incoming jets, choppers, and tanks with eye beams and bad breath. The control here is limited — all Bart can do is fire and stop moving forward. In the second Bartzilla section, Bart’s shrunk from giganto to just really big. He climbs a vertically-scrolling skyscraper. At the top, he tries to electrify Homer Kong.

**Bart Under the Microscope**
In “Bart’s Bloodstream,” Bart shrinks to microscopic proportions for a plasma plunge. Bart’s blood is contaminated by viruses, so he blows them away with a pump gun à la Dig Dug. As he swims, Bart must touch Smilin’ Joe Fission several times to release his homework. The gurgling underwater sounds are great, but the visuals are average. The gameplay is simplistic swimming and pumping.
A Game of Cat and Mouse

In “Itchy and Scratchy,” Bart steps into his favorite afternoon toon for a sideview, eight-room romp. Itchy and Scratchy incinerate Simpson with their trademark “toys” – bazookas, flame throwers, and giant carving knives. Bart battles back with dart guns, fire extinguishers, and mallets. The frenetic graphics are superb, and the run-and-splat action is good and tough.

Indiana Simpson

Bart whips into adventure in “The Temple of Maggie,” an Indy-style death walk across a bridge of rickety stepping stones. Bart hops from block to block and avoids or whips pesky blue demons, Maggie’s pacifier missiles, and a lava pit. The control is precise, but judging each step is a demanding chal-

The background and color shadings here are terrific. The sounds are haunting, but sparse.

PROTIP: Press R to scroll the screen right and trick Maggie into spitting out her pacifiers.

Night Sweats

The title, “Bart’s Nightmare,” is an accurate depiction of this cart’s challenge level. The sub-levels range in difficulty, but beating them all without dying in the Windy World is a tall order for a short kid. If Bart gets hit in the Windy World too many times, he wakes up and gets an “F” with no way to continue. That “F” soon stands for “Frustration” as you’re repeatedly forced to replay from the beginning.

A Simpsons Summary

At its best, Bart’s Nightmare is an outstanding tribute to Simpsons creator Matt Groening, and the music and sounds are snappy. However, the game is too schizophrenic and repetitive for its own good. The Other Worldsly Worlds win for concept, but lack of depth place them in the middle of the pack. You’ll want to check out this cart just to see Bartzilla stomp a few buildings, or to see Itchy and Scratchy’s violent antics. If you’re thinking long-term investment, sleep on it.
It Built Whole New to Disarm

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"The World of S.T.D."
By Bro. Buzz

Tired of that Super Mario- oesque running, jumping, and flying? You aren't the only ones! Even Mario, Luigi, Koopa Troopa, and Bowser need a break sometimes. In Nintendo's Super Mario Kart, these characters and their pals jump behind the wheels of Go-carts for outrageously fun racing action.

**Kart to Cart**

True Go-carts are little, single-seat, metal pipe-framed vehicles that are built very low to the ground. Their power plants are miniscule by automobile standards, but their lightweight enables them to zip around race tracks like crazy! Super Mario Kart does an excellent job of capturing the thrill of Go-cart racing, and wraps it up in the familiar, fun, Mario-land atmosphere.

---

**Mario's Sights and Sounds**

The great graphics are pure Super Mario. Mario, Luigi, the Princess, Yoshi, Toad, Koopa Troopa, Bowser, and Donkey Kong Jr. are all on hand as drivers you can control. The cart introduces a new Nintendo character, too. He's Lakitu the turtle, who shows up to pull you out of trouble spots like deep water and lava.

**PROTIP**: First timers should drive with either Mario, Luigi, Koopa Troopa, or Toad.

The 19 tracks feature familiar Mario-style scenery and backgrounds. Each track sports a unique, rambunctious layout. The entire group offers months of fun for any SNES driver. Well-done familiar details, like the infamous Piranha Plants, Ghosts, Mushrooms, and the ever-present Pipes, will also make Mario fans feel right at home.

**PROTIP**: Be aware of the different courses' unique aspects. For example, Vanilla Lake has an icy surface, so it's slippery. The slide

---

**Mario takes a break!**

**Ghost Valley is a spooky raceway.**

**Bowser Castle is a hot track.**

You do all your driving from a slick, behind-the-cart view. The wicked racing graphics are a Mode 7 tour-de-force, à la F-Zero. You whip around curves and spin out. Watch out, 'cuz this game can make you dizzy. The controls in this game are tight, and you use all the SNES controller buttons to motor around the track.
GET YOUR MIND BACK IN THE GUTTER.

Time to get crude and rude, dude. 'Cause Shredder's nabbed April O'Neil again in Teenage Mutant Ninja Turtles II Back from the Sewers, Konami's new bodacious shell bound shell shocker for Game Boy.

- Two meg memory puts major screenage in your face with bigger characters and cooler action.
- 6 totally tasty levels plus 5 bonus pizza collecting stages.
- Attempt to release captured Turtles in the most excellent rescue levels.
- All new feature lets you choose a level of difficulty.
- Walk, talk, jump, climb, skateboard and surf through downtown sewers, abandoned buildings, subways, highways, the Technodrome and other areas o' pain.
- Righteous reporter April is missing serious air time, dude. So get slicing and maybe Shredder will choke 'n croak for good.

Not!

KONAMI

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SUPER MARIO KART

Continued from page 80.

You have to complete three "Cup" racing series – the Mushroom Cup, the Flower Cup, and the Star Cup. Each Cup series consists of five races on five courses, and they'll blister your thumbs. Races are five laps long, and the top four finishers earn points towards the overall championship. In two-player GP, you and a friend race via an excellent split-screen view. It's a cooperative contest. If either of you finishes in Fourth Place or better, you both move up to the next track. This is a great way for drivers of unequal skills to play together.

Super Mario Race Land

Super Mario Kart features five Go-cart games – the Match Race, the Time Trial, the Battle Mode, and the Mario Kart GP in both one- and two-player modes. Each game dishes out its own brand of fun. Give 'em everything you've got because the battery backup saves your ranking for all to see.

You must master different track layouts against stiff competition. Try to bump your opponents off the tracks. Drive over Question Mark Squares to acquire nine helpful items – Shells to shoot at other drivers; Mushrooms for speed, Stars for invincibility, Feathers for high jumps, and more.

PROTIP: Fire Shells to clear obstacles, such as Banana Peels, Yoshi Eggs, and Poison Mushrooms, from your path.

PROTIP: Green Shells ricochet, so try for bank shots. Watch out, though; they can hit you on the rebound, too!

The Match Race is a two-player race, where you drive against your buddy one-on-one. In Time Trials you drive solo on any course. If you drive fast enough, you could get the chance to take on yourself in a one-on-one matchup!

PROTIP: Power Sliding through turns is practically the only way to win in the 100cc class races. Press a directional control to turn and then hit L or R (it doesn't matter which one).

Battle Mode pits two human players against each other across five tracks. Your carts are outfitted with three balloons. You chase each other around and try to grab those items that will help you burst your opponent's balloon.

PROTIP: In Battle Mode, you can tell where your opponent is by watching his screen (of course), and noting the colors of the boundaries he is driving by.

Mario Kart GP

Because you take on the tough CPU, Mario Kart GP is the most challenging game in the cart. You pick your favorite character and then race against the seven remaining drivers. You can enter the 50cc class or the 100cc class. In 100cc races, the carts are faster and the drivers are more aggressive. Sometimes they're downright mean.

PROTIP: in 100cc class races, you must be as aggressive as your opponents, or you'll never earn a number one ranking. Slam into them when they're at your side, or bonk 'em with Shells.

Mario Motors

Maybe you were wondering just how many ways Nintendo could squeeze a good time out of the Mario world. Here's one way that's a winner. Super Mario Kart makes wheel-spinning, bumper-grinding, motor racing actually cute! The little guys definitely have a lot of drive.

Super Mario Kart by Nintendo

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$49.95
Available now
Two Player
Battery backup
Racing Simulator

GAMEPRO • December 1992
Pop this sucker in your Game Boy,® 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.

Also: Gear up and go for it with Top Gear, the #1 Super NES™ race game. Phalanx, the hyperspeed Super NES™ shootout in space. And Ka-Blooey, the mind-blowing puzzle game.
Desert Strike tosses some nice graphic details at you, too. The cinema sequences are great, and the animation is fine, right down to the teeny, tiny soldiers who scurry across the sand. The sound effects (primarily weapon shots and booms) are good. Even the constantly whirring helicopter engine doesn't grate on your ears.

Sand and Shooting
Desert Strike requires strategy and firepower. Your fuel, ammo, and armor strength are limited resources, which you must replenish by finding supply caches on the ground.

PROTIP: The Battle Map can put you right on top of vital supplies, even if they're hidden inside buildings.

PROTIP: Watch your armor ratings. Less than 200 is dangerous. Rescued P.O.W.s count for 100 armor points each.

PROTIP: Some buildings and tents hide fuel and ammo that don't register on the Battle Map.

PROTIP: You cease fuel consumption whenever you display the Map Screen.

To goose the challenge a little more, you can choose three helicopter flying characteristics: From the Cockpit, From Above, and With Momentum. With Momentum is the toughest and the most realistic. As the name implies, you can't stop on a dime.

Peace through Superior Firepower
Desert Strike flies. It's easy to play, but tough. If you're a hard-core heli-warrior with an itch for Special Ops war action lifted straight from yesterday's headlines, scratch here. Economic sanctions will never make a good video game, so take to the skies with Desert Strike. The action's hot!

On Strike
EA must be on a mission to corner the 16-bit copter gunship market with this game, their Desert Strike Genesis game (see GamePro, March '92), and their LHX Attack Chopper (see the Genesis Pro Review this issue). The graphics here are gorgeous. You pilot your aircraft with an outside-the-chopper, ¾ overhead view that scrolls a mean 360 degrees. That smooth-scrolling look is key, because you use the game's terrific controls to wheel and deal your gunship through the enemy's desert fortifications to complete five lengthy Campaigns.

Guess who's the bad guy?

Campaign Strategy
The Campaigns are danger-filled and long. Each one consists of several missions that require tactical analysis, as well as a steady trigger finger. In addition to destroying military installations, you save a TV news crew, blast oil spigots that are polluting the sea, transport commandos on secret missions, and more.

PROTIP: Just for fun in Campaign 4, blow up oil tanks instead of protecting them. You'll get a royal butt-chewing and a nice lecture about your "friend" Mr. Oil.

Your helicopter is armed with Chain Guns, Radar-Guided Missiles, and Hydra Missiles. You have to attack, or dodge, robot missile launchers, tanks, and small soldiers armed with hand-held antiaircraft missile launchers. A Battle Map display provides you with critical area intelligence reports.

Watch out for the tiny snipers.

PROTIP: You can maneuver faster than tanks and robot guns can turn. Try to attack them from the rear.

Desert Strike: Return to the Gulf by Electronic Arts

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8 megs
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Action
One Player
Passwords
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.

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®.
By the Missing Link

Ooga Booga! All hunters 'n' gatherers gather round the camp fire! Gary Gritter has dragged B.C. babe, Ophelia, off by the hair. Chuck Rock needs your help to fight off prehistoric predators as he searches for his best gal.

Belly Up

Luckily for you, SNES gamers, Sony Imagesoft has brought Chucky to the big screen. This fun, but frustrating, game takes you through five side-scrolling, pre-mordial Stages – a jungle, a volcano, a swamp, the Ice Age, and a dinosaur graveyard – each with a varying number of levels.

Our cave-dweller wouldn't advance a stone's throw if it weren't for his protruding, bouncing belly and the rocks he picks up and chucks along the way. Some reptilian friends also show up to give him a hand. For example, alligators catapult him upwards and dinosaurs carry him across hard-to-cross rivers. Other creatures are not so helpful. Green pterodactyls, demented dinosaurs, and beasts-gone-bonkers are vicious and ready to limit the evolution of our rock-chucking hero.

PROTIP: Chuck rocks! Always keep a rock in hand. They're great weapons, especially against flying critters. They also make good bridges across water or spiny paths.

Survival of the Fittest

This game doesn't give you a dinosaur's chance of surviving – three lives and you're out. There are no continues, but at least there are life-replenishing hearts along the way. Don't miss one! Chuck can also munch down on bonus points to keep him going, such as food, fish, etc.

PROTIP: After the opening sequence, don't push Play. When the stone-age band finishes its opening tune, the game demos opening game play for each level. Watch it and it'll show you a few pointers on how to get past the first part of every stage.

PROTIP: When you're underwater in the swamp stage, be sure to carry a rock. It keeps Chuck grounded.

Rock with Rock

Chuck Rock definitely rocks, even though you have to light a fire under him to get him going. So, pull this cart into your cave and have a blast with the past.

The rockin' music and not-so-Stone-Age graphics keep you clubbing for more. Chuck's prehistoric moves are tricky to master, but you can rock to the upbeat tempo in no time. The graphics are bright and cartoony. They look good enough to eat.
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.

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.
Spindizzy Worlds

By Otter Matic

It's the 24th century and Earth's energy supply is seriously depleted. However, in Spindizzy Worlds, a nearby solar system, there's a vast cache of energy rich jewels. The only problem is that the Spindizzy Worlds have gravitational pulls that are unbearable for humans. Enter GER
alD (Geographic Environmental Reconnaissance and Landmapping Device), your vehicle that spins rapidly to counteract the wild rotations of the Spindizzy Worlds. You're on a one-man mission to save the Earth from global blackouts.

A New World Disorder

This challenging, compelling puzzler sports killer graphics and requires a balance of nimble movements and carefully planned strategies. The basic goal in Spindizzy Worlds is to maneuver your spinning top (the GER
alD) from the Start platform to the Finish platform while solving dilemmas and avoiding obstacles, such as a gargoyles head blocking the Finish platform. A switch will raise the head, but you can't avoid the other switch that lowers the head and blocks the path. This, among others, requires carefully planned, lightning-quick moves.

The game's levels are the moons that orbit larger planets. There are 30 planets and up to 15 levels for each planet. The controls are very responsive. With a single button press, you can activate a really cool option that rotates your over-

head 360-degree perspective by 90 degrees. You may recognize the graphic style and perspective from Marble Madness for the Genesis. The soundtrack is repetitious, but not bad enough to make you dizzy.

Take It for a Spin

This game definitely deserves notice, even if you're not a puzzler fan. The graphics and control are enough to wow you, and the puzzles will keep you up at nights. But, hey, don't take my word for it. Go a few rounds with Spindizzy Worlds yourself. This game is tops!

On the Ball

By Kay Oss

Taito's On the Ball takes puzzle games along a twisting new course. You have to guide a blue orb out of a series of mazes. However, instead of moving the ball, you rotate the mazes.

Spin Off

In this hallucinatory brainteaser, you have an overhead view of the ball in the maze. The gorgeous background graphics are picturesque side-view scenes, such as cloud-studded blue skies, frosty snowflakes, and even deep space.

The game controls are primo. The game's "gravity" always pulls the ball down from the top of the screen to the bottom. In a race against time, you wind your ball down a series of paths by rotating the mazes to make the ball drop through the passageways.

This game ain't as easy as it sounds. There are plenty of obstacles along the way, such as "X" blocks and time down blocks that knock precious seconds off your time limit. On the plus side, gain a few extra seconds by smashing a Time Brick or a Mystery Brick.

Ball Stoppers

On the Ball consists of four "Planes" (Training, Beginner, Expert, and Special), which can consist of up to 10 mazes each. Once you complete a Plane, you can get a password.

The graphics in this game are dizzyingly good. In fact, you'll probably get dizzy as all the elaborate, bright, and spacey backgrounds swirl around on-screen. The sounds also keep your head in the clouds with the jazzy music, squeaky eeks, and tinkly bounces.

Bust a Move

If you're into intense action and challenge, you can roll right by this one. If you're a puzzle player who needs a relaxing teaser that also impresses the senses, get on the ball and pick up On the Ball.
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.

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.
Q-Bert 3
By Otter Matic

Q-Bert is back! For veteran arcade gamers that should warm the cookies of your hearts and hearken you back to the day when space was being invaded and Street Fighter was the bad guy outside the arcade that you tried to avoid. Not long ago, Q-Bert resurfaced as a NES and Game Boy game, but this SNES incarnation really shows Q-Bert's colors.

ET Syndrome
Although Q-Bert is a furry alien, he's really cute, and he only sweats occasionally. As Q-Bert, you hop around the tops of different geometric shapes that have checkerboard surfaces. You must change the color of the surfaces to a target color. Sometimes it can take up to five hops on a single surface to display the target color. Sound simple? If so, well, the concept is simple. However, this version tosses mind-boggling programming and great tunes at you, too.

Our Little Q-Bert's Grown Up
In the arcade version, you hopped across a pyramid-shaped board. Q-Bert 3 features 100 uniquely shaped boards to slap your color-changing feet on. In addition, the old arcade cast of enemies (including those pesky foes, Coily and Frogg) and objects are complemented by things that both help and hinder your chromatic conquest.

Q-Bert 3's visual surprise lies in the psychedelic background patterns that whirl and pulsate relentlessly. The graphics are some of the most innovative and impressive backgrounds ever!

Three's a Magic Number
If you liked Q-Bert in the arcades, Q-Bert 3 is a must. For a puzzler, it doesn't top the IQ requirement scale, but you've gotta have pretty fast reflexes. Good sound and outstanding graphics make this cart jump. Hop on over to Q-Bert's pad!

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PROTIP: On Level 2-3, you can eliminate the pesky frog by running into him, but you'll sacrifice a life in the process.

PROTIP: Leave yourself an Out. If there's a lot of action on the board, stay toward the center. You'll have at least three possible moves.

PROTIP: To make repairs easier, try not to build double layered walls, and don't position cannons up against walls.

PROTIP: Repair walls easier by not to build double layered walls, and don't position cannons up against walls.

PROTIP: If you build walls to encompass as much territory as possible.

Rampart is everywhere, but Electronic Arts has lit the fuse on the best Rampart for a home system, yet.

Ready, Aim, Fire!
Rampart is a simple and fun cannonfest. First you pick a castle on a land mass. You then have several seconds to fire volleys of cannonballs from your castle towards an invading navy while they're shooting at you. The view of the castles is overhead, but you see enemy ships from a ¾ overhead perspective. Your objective is to obliterate all the enemy ships. After each exchange, you must also beat the clock to repair your castle walls, or you lose. Win, and you repeat the game on another piece of territory.

PROTIP: Move your sights towards your target as soon as possible. Don't wait for the announcer to finish saying, "Ready, Aim, Fire!"

You get three addictive games - Normal, Two-Player, and Super. Normal is you versus an armada of ships. Two-Player pits you and a friend castle-against-castle. Super ups your firepower and unleashes new enemies, such as the deadly floating gun platforms and the awful Kraken sea monsters. You can pick three challenge levels and all of them will blow your mind. Super has 16 levels, but Normal and Two-Player can go on forever!

Repairing your walls under the gun pumps your adrenaline and adds an entertaining Tetris twist to the game. The CPU flashes a section of wall that you must rotate and move to fit into damaged areas.

When you lose three games, you walk the plank. Versus the CPU, your enemy prods you with his sword as your character yelps and screams. In Two-Player games, the winner prods; the loser suffers.

Go Boom
Rampart's a blast! It features exciting, strategic, long-range gunning with challenging, Tetris-like shape handling. If you have a thing for castle building under pressure, take on Rampart. It'll really bust your walls.
Rock around a dirt track with Super Off-Road!
Roll with the villains' punches in Double Dragon! You'll find all the action you can handle when you bring these two Arcade Blockbusters home to play on your Sega® Genesis®.

Super Off-Road™ separates the men from the boys. And the boys from their lunch. These babies burn nitro. And rubber. And other computer off-roads, if you're good enough. This blockbuster game has 32 course configurations. Plus big-time obstacles like oil pits, sand hills, potholes and rock pillars.

Double Dragon™ is a chilling challenge. Rat-infested slums. Your girl kidnapped. And that's not Mom heading your way. Meet the Shadow Boss. Evil. Tough. Hangs around with a gang of Ninja warriors. They've got a hobby. Terminating you. To survive you must master special Ninja fighting techniques. Like four types of kicks and three types of punches.

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New DRAGON QUEST—search of real adventure!

Featuring real adventure, fun, and 6 FREE metal heroes in every specially-marked box! Discover the excitement, action and magic of the DRAGON QUEST™ game. This fantastic new adventure game from TSR lets you explore a world of brave knights, powerful wizards, ferocious dragons...and countless treasure. Wow! The DRAGON QUEST game is packed with maps, cards, dice, adventure book, colorful stand-ups, and a FREE T-shirt offer. PLUS, when you get this specially-marked box, you'll find 6 FREE metal heroes inside!
missing Weavers and the knowledge he needs to master the Distaff and learn the secrets of his own heritage.

**Tone Deaf**
Loom’s magic comes mainly from its highly creative and original use of music as part of the story line. As an outcast in the Weaver’s Guild, Bobbin has secretly labored with his only friend and protector, Mother Hetchel, to learn the Guild’s magic. The Weaver’s spin their cloth with a Distaff. The Distaff, a magical staff, is used to spin Drafts of four musical notes, which sound like individual notes played on a harp. Drafts make surprising things happen – from the mundane (Draft for Open) to the amazing (Draft for Transcendence).

**PROTIP**: Try reversing Drafts to achieve different results. For example, you never know when you may need to untwist something or turn gold into straw.

Bobbin’s adventure begins when he’s left in a deserted Weaver’s village with only a Distaff, a Book of Draft Patterns, and you! Your task is to guide Bobbin through the seven Chapters of this graphical adventure in search of the

**Wild and Wooly**
Experienced PC weavers will be happy to hear that the power of the TDCD makes for a more than successful translation of Loom’s graphics and sounds. At first glance, apprentices will note that Loom’s graphics seem relatively simple. The magic begins as you move Bobbin across the landscape via a simple point-and-click interface.

Your view of the action is twofold. As Bobbin traverses the island of Loom and other areas of the game, you watch him from a third-person perspective. Bobbin’s animations blend beautifully with the rich and diverse 3-D landscapes. Your other view of the action is from Bobbin’s perspective as he converses with the various characters he meets throughout his journey. Interspersed throughout the action are well-done animated sequences that help the story to unfold. Per usual with CDs, access time is annoying, but not too bad.

No digitized voices here, but it doesn’t matter because the music is the focus of Loom and it’s spectacular! From
OM

the individual notes of a harp to the
swelling music of a symphony orchestra,
Loom plays the CD for all its worth.

A Kinder, Gentler Video Game
Loom's pace is not for those who like
t heir gaming with a heavy dose of hack
'n slash. Similarly, Loom is not traditional
fantasy RPG fare either. No hit points
here! Loom is most similar in style of play
t o Shadowgate, Dėj Vu, and other
graphic adventures, but with far more
sophisticated graphics and sound.

LucasArts Entertainment, the original
developers of Loom, envisioned this
game as an interactive story. Their goal
was to create an adventure that drew
gamers in and made them want to finish
the game to find out how the story line
ends. In keeping with this format, you
don't die in Loom, and you're never in a
situation where there isn't something you
can do to advance. The goal is to keep
adventuring and trying different interac-
tions with the landscape around you until
you find the information you need to
advance through Loom's seven Chapters.

PROTIP: Click on the Sphere three times, or
you might not learn all of its secrets.

Loom's game play spans the chal-
lenge scale. Bobbin's clues are a combi-
nation of text and musical notes. Novice
gamers, or the terminally tone deaf, can
stick with the Practice Mode where
musical clues appear as written notes at
the bottom of the screen. In Standard
play, the Distaff lights up as the notes are
played, but there's no notation. Budding
Mozarts can tackle the Expert Mode,
where the game must be played entirely
by "ear" - no visual note cues appear
on-screen. Additionally, the Drafts
change each time you play the game.
Consequently, mastering the Practice
Mode is no sure guarantee of success in
the more advanced modes.

PROTIP: Complete the game in Expert
Mode, and you'll see a new ending.

Looming on the Horizon
Loom is a more than enchanting transla-
tion of a PC Classic. Although diehard
street fighters may find Loom too tame
for their blood, the majority of gamers will
enjoy its change of pace. In fact, if CD
means gamers can look forward to more
gaming "experiences" like Loom, then it
has a great future in store. Let Loom
weave its magic around you.

Loom by Turbo Technologies, Inc.

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$49.99
One Player
Available now
Graphic Adventure
Save feature
Super CD
By Uggs the Bug

Here's some bad news for all you nocturnal romantics who dig a full moon. The Moon's full, alright — full of icky extraterrestrials! These creeps aren't content to hang out on a hunk of cold space rock when the cozy, comfy Earth is orbiting just a few million miles away. "Dead Moon" is the name of this TTI game, but you're out to single-handedly live things up as you hop into your star fighter to take on the unwelcome alien nation.

Lunar Lunacy

Dead Moon is a solid TurboChip shoot-em-up that aspire to follow in the path blazed by excellent, side-view, TurboGrafx-16, outer space shooters like R-Type. Veteran star warriors have definitely flown similar spaceways before, but at least they'll enjoy this view.

Your thumb-sweating campaign to clean up the Moon takes place across six panoramic Scenes, which start in Earth's skies and wind up at the Moon's core. You'll be moonstruck by this game's graphics. The backgrounds in particular are clean, clear, and creative. The impressive multi-planar scrolling makes them practically come alive. When you're not dodging alien blasts, take time to notice the fine details on all the spacecrafts, too.

Manhandled in the Moon

"Dead" is likely to be your initial state of being in Dead Moon, but the challenge is very manageable without being too easy. Unlimited continues from the beginning of the Scenes ensure that you'll ultimately persevere as long as you've paid your electricity bills.

PROTIP: In Scene 3, the Moon, the powered up Red Rings are the best weapon. Try to fly low and wipe out the pesky land-based robots.

PROTIP: In Scene 1, the City, the primo firing position is at the center of the far left edge of the screen.

PROTIP: Save your Special Bombs for the end bosses.

PROTIP: Fricassee Scene 2's Turtle boss by quickly flying around it in a circle. Keep shooting and use those Special Bombs!

Moon Swoon

Dead Moon is a great-looking, likeable shooter for intermediate space cadets. If nothing else, it will give your thumbs a good work out. However, Gate of Thunder (Super CD), Air Zonk, and even venerable R-Type pack much more "Wow!" in them than this game. If you're a video sharpshooter out to carve another notch in your controller, you might want to aim your sights on Dead Moon.

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96
AMERICA'S
GETTING A NEW GRIP
ON GAME BOY.

Introducing the Game Boy® Bodyguard™
Sure-Grip Protective Cover. The cool
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BODYGUARD™
SURE-GRIP
PROTECTIVE COVER
New Adventure Island

By Monty Haul

Master Higgins is gettin' hitched! He's all set to slip a ring on Tina's dainty finger, but Mr. Bad Breath himself, Baron Bronsky, has other ideas. He snatches Tina right in the middle of the "I do's" and steals six Island children, too. So Higgins must rescue his maiden and the kids to prevent an early annulment!

Some "New" Is Good New

New Adventure Island by Turbo Tech sends Master Higgins on a rampage through a fun, but familiar, seven-island archipelago. This game plays so close to the original that NES jungle hunters who take this Turbo-Grax-16 warpath might think they've conquered the cart before they even get started. However, don't count your eggs before they're cracked. The levels and obstacles are rearranged, you get two new weapons, and the graphics are repainted with nice-looking Turbo colors.

The control is smooth and precise, but don't expect any fancy maneuvers beyond Higgins' famous running, high-jumping, and skateboarding. Your jungle weapons are doubled this go-round. Hatchets, magical fire, boomerangs, and arrows appear when you knock open eggs.

PROTIP: Snag TurboPads for bonus points!

Island's solid action is complemented by a high and mighty challenge. Don't fret, you get unlimited continues. The side-scrolling terrain's exotic, but it's reused over and over.

The game's graphics and sound are good. When you rescue an Island kid the cinemas jam -- literally! Also, the crew dances to some funky Turbo tunes after you beat a boss.

Paradise Found, Again

What's new over at Adventure Island? From the looks of the Turbo version, not too much -- but that's not necessarily a bad thing. New Island's no Caribbean resort, but the minor refurbishments should satisfy Master Higgins fans.

This holiday season, battle bad guys. Fight intergalactic wars. Visit distant lands. And join forces with The Cheetahmen, the world's toughest feline heroes.

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As seen in GamePro and Video Insider.

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PROTIP: Leap and toss arrows at the Level 1 tiger boss' head as he drops his pineapple bomb load.

PROTIP: Midway through Level 2-1, move to the front or back of the screen to avoid being fried by the volcanoes.

New Adventure Island by Turbo Technologies

$49.99 Action/Adventure

One Player

4 mega

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Unlimited continues
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delivers hilarious fun as you wreak mischief across town on your bike!

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will drive you nuts as you guide a marble along mind-blowing mazes to the finish line!

**KLAX**
is one tough brainteaser! And the toughest part is pulling yourself away from this mesmerizing game!

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Shooting From the MIPS

A very important part of your video game system is the Central Processing Unit (CPU). The Hu6820 processor in the TurboDuo, TurboGrafx-16, and TurboGrafx-CD is customized to allow for more efficient storage capability and can process up to 1.5 Million Instructions per Second (MIPS). When you combine that with the buffer memory of the TurboDuo, it's enough to get full-screen animated video sequences moving at 30 frames per second.

What a Colorful World

Like the TurboGrafx-16 and the TurboGrafx-CD, the TurboDuo has a programmable color palate. That means TurboGrafx-16 +CD system stores up to 64K of that data at one time. However, the TurboDuo offers 256K of buffer memory, which allows for more shapes, larger and more colorful sprites, and more sound. The old CD system could display around two to three screens of art at one time, whereas the Duo can store up to five or six screens of scanned images at a time or even more screens of non-scanned art. The TurboDuo's memory capacity is big enough to use multi-tasking in an upcoming version of SimEarth.

To handle all of this new memory and enhance the speed and efficiency of the machine, the TurboDuo has within its casing a new BIOS (Basic Input/Output Structure). The BIOS is known as System 3.0, and it can be added to the TurboGrafx-16 +CD machine with the Super System Card (see ProNews, GamePro, November 92).

Plug In

The TurboDuo TurboPad controllers plug into a mini-DIN outlet. To make it more durable, the outlet has been sized down from the TurboGrafx version. Adapters from the smaller to larger sizes will be available, so you don't have to buy a whole new set of controllers if you've already got a set for your TurboGrafx-16. The really cool thing about the mini-DIN port is that it's a serial I/O port that can be hocked into just about any device. Some peripherals that TTI is toying with are a mouse, a modem, a graphics tablet, an image scanner, and even an expanded memory card.

TBA

With all of this advanced technology, the TurboDuo has the potential to be one of the best game systems available for home use. The burning question that is yet to be determined is: Will the software take advantage of all the power the Duo has to offer? Gate of Thunder, Loom, and Shape Shifter are a good indication of just how awesome the Duo games can be. Hopefully, more incredible CDs will follow.
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WATCH YOUR OUR WORLD S

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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!

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

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

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

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Hang 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.

Barcelona 1992. It's the Olympic Summer Games all over again. This is your once in a lifetime chance to prove yourself in the world arena. You'll hear the crowd, feel the heat and experience the total rush of the ultimate in Olympic competition. Smash an Olympic Games record. Or beat up to three friends. Hey, you got to be tough. The world is your stage in this one.

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STREET FIGHTER II
Strategy Guide

Guile • Blanka • M. Bison
16 pages of game-winning shots, blocks and combos!

of four
A young boy named Jimmy disappeared into Brazil after a plane crash. He was raised by wolves. In a mysterious accident, Blanka mutated and gained the ability to channel 1,000 volts through his skin. With the discovery of this shocking technique, Jimmy realized his dream of becoming a World Warrior. He prowled through the rain forests of Brazil, lifted tree trunks to build muscle tone, and learned to propel his massive girth at opponents. Finally, he journeyed to Brazil's cities to street fight the best of the best with a new name and identity—Blanka! His mommy, however, still searches for her lost son and the anklets she gave to Jimmy so many years ago.

**Vital Statistics**
- Date of Birth: February 12, 1966
- Height: 6 ft. 5 in.
- Weight: 218 lbs.
- Blood Type: B
- Home Land: Brazil
- Martial Art: Capoeira
- Likes: His Mother
- Dislikes: Army Ante

**Quote:**
"Seeing you in action is a joke!"
### PUNCHES

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<thead>
<tr>
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<th>Standing</th>
<th>Standing Close</th>
<th>Ducking</th>
<th>Jump Up</th>
<th>Jump Towards</th>
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*Percentage indicates amount of damage to the opponent's lifebar.

### KICKS

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*Percentage indicates amount of damage to the opponent's lifebar.

### Key to Commands:

- **Towards:** Push the joystick horizontally in the direction of the opponent.
- **Back:** Push the joystick horizontally in the opposite direction of the opponent.
- **Charge:** Hold the joystick in the direction indicated for two seconds.
**SPECIAL TECHNIQUES**

**Rolling Attack**
17% Damage

1) Charge Back, then press Towards plus any punch button. Blanka will roll into a ball and slam into the enemy. The stronger the punch button used, the faster you'll fly across the screen.

2) Use this attack to take down jumping opponents. However, be careful. If you're hit you'll take double the normal damage. Charge the Roll on the ground, in the air, during a hold, or even in the middle of a Roll!

**Head Butt**
13% Damage

Move close to the enemy, then push Towards and press Strong Punch. You'll pummel the foe with a head butt. This attack hits twice, once high and once low.

**Electricity**
29% Damage

1) Tap any punch button rapidly to send an electrical surge through Blanka's skin.

2) Use Electricity to zap incoming opponents. You can even charge the Electricity in mid-air, on the ground, or during a hold attack!

**Scoop**
14% Damage

Press Fierce to use Blanka's outstretched claw attack. This move nails jumping enemies out of the sky!

**Fierce Fist**
14% Damage

Duck and press Fierce to throw a long-range fist in the opponent's face. This is a great attack to use from a safe distance.

**Foot Sweep**
14% Damage

Crouch and press Roundhouse to give enemies the boot and knock them down.

**AWESOME ATTACKS**

**Double Knee**
20% Damage

Stand close to the opponent, then push Towards and press Forward Kick. You'll hit the opponent with Blanka's vicious knee. Ouch! This attack is a double-decker!
**Double-Hit Rolling Attack**
30% Damage

1) Charge Down-Back for a Rolling Attack. While crouching, press Towards to start the Roll. Midway through the motion, use a ducking Forward Kick.
2) Press Towards plus any punch button to complete the Roll. You'll score two fast hits!

**Rolling Combo**
44% Damage

1) Leap Towards the enemy, and while you're in mid-air pull Back to Charge for a Rolling Attack. As you fall, throw a Fierce claw to the skull.
2) Land, continue Charging the Roll, and use a ducking Forward Kick.
3) Now push Towards the opponent and press any punch button to Roll into his face!

**Killer Holds**

**Head Bite**
25% Damage

Move close to the enemy, then hold Towards and press Fierce to take a tasty chunk of flesh out of their face! For an easy dinner, use the bite just after an opponent recovers from a special technique.

**Triple-Hit Combo**
41% Damage

1) Jump Towards the enemy and strike with a Roundhouse Kick.
2) Land and throw a standing-still Strong Punch.
3) Finally, duck and use a Roundhouse Kick for an easy three-hit knockdown.
Guile suffered greatly when an evil tyrant named M. Bison captured him and his best friend Charlie during a special mission in Thailand. After Charlie's death, a weakened and wounded Guile barely escaped Bison's chambers. While stationed at a military base in the U.S.A., Guile slowly rebuilt his strength by lifting weights and honing his special forces fighting techniques. He even piloted military aircraft, and he learned to control sound waves and unleash "Sonic Boom" projectile attacks. Guile now stands ready to face all challengers in the World Warrior tournament.

Quote:
"Go home and be a family man!"

Vital Statistics
Date of Birth: December 23, 1960
Height: 6 ft. 1 in.
Weight: 191 lbs.
Blood Type: O
Home Land: U.S.A.
Martial Art: Special Forces
Likes: Coffee
Dislikes: M. Bison
Key to Commands:

Towards: Push the joystick horizontally in the direction of the opponent.

Back: Push the joystick horizontally in the opposite direction of the opponent.

Charge: Hold the joystick in the direction indicated for two seconds.

Percentage indicates amount of damage to the opponent's lifebar.

Percentage indicates amount of damage to the opponent's lifebar.
**Spinning Backfist**
14% Damage

Pull Back and press Fierce to spin on your heels and nail the enemy with a big punch. After using a Sonic Boom to nullify an enemy’s Fireball, use the Backfist to catch him off guard!

**Standing Uppercut**
17% Damage

Stand still and press Fierce to use a high-hitting uppercut. This move takes out flying enemies.

**Back Breaker**
25% Damage

Leap towards the opponent and push Forward or Roundhouse to break his or her back. Ouch!

**Sonic Boom**
17% Damage

Charge Back, then press Towards plus any punch button. You’ll throw a Sonic Boom projectile attack at the opponent. Its speed is determined by the strength of your punch button. Use the Sonic Boom to nullify other Fireball attacks.

**Foot Sweep**
14% Damage

Duck and press Roundhouse to trip up the opponent with a long-reaching leg. The Sweep is a quick double-kick. The second foot reaches even farther than the first!

**Ground Shoulder Throw**
25% Damage

Stand close to the opponent, then press Towards or Back and hit Strong Punch to toss the enemy to the ground.

**Suplex**
25% Damage

Move close to the opponent, then press Towards or Back and use the Fierce Punch to Suplex the other warrior flat on his or her back!

**Flash Kick**
17% Damage

Charge Down, then press Up plus any kick button to somersault in the air and execute Guile’s awesome Flash Kick. The stronger your kick button, the farther you’ll fly in the air. If you miss a Flash Kick, throw close-range opponents just as you land!

**Knee Drop**
7% Damage

Jump Towards the enemy and press Short Kick. You’ll drop a knee on the opponent’s jaw. Follow the Knee with a combo.

**Air Shoulder Throw**
25% Damage

Jump Towards the enemy and press Strong or Fierce to throw him or her to the turf from mid-air.
**Standing Flash Kick**
30% Damage Strong
31% Damage Fierce

1) Charge Down for a Flash Kick. Then push the controller Up. While Guile is standing, but before he jumps, throw a standing Strong or Fierce Punch.
2) Complete the Flash Kick by pressing Up plus any kick button.

**Double-Hit Sonic Boom**
34% Damage

1) Charge Back for a Sonic Boom. Push the controller Towards the opponent, and mid-way through the motion press Fierce.
2) Now complete the Fierce Sonic Boom and you’ll score a double-hit!

**Flash Kick Combo**
45% Damage

1) Leap Towards the enemy and hold Down to Charge for a Flash Kick. While jumping, throw a mid-air Fierce Punch.
2) Land, and continue to hold Down to Charge the Flash. Now use a ducking Strong Punch.
3) Finally, press Up plus any kick button to Flash your true colors at the enemy.

---

**Four Fierce** 65% Damage

1) Jump Towards the opponent, and while in mid-air pull Back to Charge for a Sonic Boom. As you fall, use a Fierce chop to the head.
2) Land and use a standing-close Fierce Uppercut while still Charging the Sonic Boom.
3) Push Towards plus Fierce to throw the Boom.
4) Now, pull Back and press Fierce for a Spinning Backfist – your fourth lethal hit in the combo! If you knock the opponent dizzy, use the Four Fierce combo again to re-dizzy the foe.
The ultimate Grand Master in the Street Fighter II tournament is M. Bison. This long-standing Thai dictator rampaged through the world many years ago, spreading death and destruction in his wake. His terrorist underlings murdered Chun Li’s father in China. Bison also captured Guile’s best friend during a special mission. He now controls the secretive Shadaloo smuggling operation from a hideout in Thailand. Fearing his exposure, Bison entered his name in the World Warrior tourney to destroy his opposition once and for all. Bison channels psychic power through his hands. This enables him to throw fists of fire and spiral across the screen in a flaming body torpedo.

Quote:
“Anyone who opposes me will be destroyed!”

Thailand

Vital Statistics
Date of Birth: April 17 (year unknown)
Height: 5 ft. 11 in.
Weight: 176 lbs.
Blood Type: A
Home Land: Thailand
Martial Art: Ler Drit
Likes: World Conquest
Dislikes: Physical Weakness

Body Throw
Bison dumps you on the ground in one swift motion. He uses this throw whenever you’re dizzy!

Killer Throws
**M. Bison**

### SPECIAL TECHNIQUES

**Scissor Knee**
- M. Bison plants his shin-guarded knee in your face with a quick flip strike.

**Flaming Torpedo**
- M. Bison engulfs himself in flame and spirals down the screen right in your face. One hit from the Torpedo is an instant knockdown!

**Sliding Foot Sweep**
- Bison can use a leg slide to rush you from far away. It knocks you down in one hit.

### WEAKNESSES

**Head Stomp**
- Bison starts by rocketing up in the air and stomping on your skull.

**Torpedo Counter**
- Jump towards M. Bison to sucker him into using a Flaming Torpedo. He'll hesitate for a brief moment. Now use a Roundhouse Kick as you fly.

**Head Stomp Counter**
- Block Bison's Head Stomp. As he lands, use a Roundhouse Kick!

### CRUSHING COMBOS

**Triple-Hit Combo**
- 1) Bison begins this combo with a jump kick.
- 2) Then he pulls a Scissor Knee. The Knee hits you twice, once high and once low.
- 3) Bison finishes you off with a Sliding Foot Sweep. Big headache!

**Scissor Counter**
- Jump and use a Roundhouse Kick to stop Bison's Scissor just as he begins to execute it. If Bison pauses between Scissor Knee assaults, use a ducking Roundhouse Kick to sweep his feet!
BLANKA
Head to Head

vs. Vega
When Vega springs off the wall, leap and nail him with a flying Roundhouse Kick. Then string several Roundhouses together to knock him dizzy! Use a Rolling Attack to avoid his Fence Climb assault.

vs. Guile
Block Guile’s Sonic Booms, then strike with a Rolling Attack. You can stop Guile’s Flash Kick with a well-placed Flying Claw! Use a ducking Roundhouse to trip him up when he tries a Spinning Back Fist.

vs. Chun Li
Don’t, don’t, don’t use Electricity when Chun Li’s Jumping, or she’ll Heel Kick you! Instead, Block back and Charge up energy when she tries a combo. Then use the Rolling Attack to send her reeling. Use Leaping Roundhouse Kicks to take her down in midair, or she’ll use an Air Shoulder Throw.

vs. Dhalsim
Give Dhalsim shock therapy with Electricity if he tries to skewer you with a Body Spear or Torpedo. Throw ducking Fierce Fists when he uses elastic limbs from a midrange distance.

vs. Zangief
Use Rolling Attacks when you’re in – don’t try it from far away or Zangief will use a Spinning Clothesline. Jump Towards him and unleash Electricity before he can counter with a Spinning Pile Driver!

vs. E. Honda
Think twice before using a Rolling Attack, or Honda will Slap you with One Hundred Hands. Instead, leap Towards him with a Fierce Punch. Rapidly press Fierce in midair, then press Strong on the ground and use Electricity.

vs. M. Bison
Stand away at a safe distance and use a Rolling Attack to nail Bison. Charge the move in mid-Roll and use it over and over until he’s demolished. If Bison executes a Scissor Knee, make him taste the bad medicine of a Flying Claw.

vs. Blanka
Now it’s mutant vs. mutant! Zap Blanka with electricity when he tries a triple-hit combo, and use a Roundhouse kick to stop his Rolling Attack. Take a conservative stance when you play yourself, or you’ll be creamed!

vs. Ken
Make Sagat suffer the consequences of missed Uppercut with a Rolling Attack. Use a low Roundhouse to knock him down when he throws a high Fireball, and try a jumping combo if he tosses a low Fireball.

vs. Ryu
Take Ken to the cleaners with a jumping Roundhouse when he pulls a Hurricane Kick. Follow with a Rolling combo and put him away!

Bite Ryu’s head after he misses a Dragon Punch. To negate a Fireball, give him a swift kick below the belt just as he starts the motion.

After crunching Bison, Blanka is surprised when an unfamiliar woman steps out from the
spectator crowd. She claims to be his mother, but Blanka doesn't believe her. Then she notices his anklet and cries out with joy, "Jimmy!" Blanka cries, hugs his mommy, and finally remembers his past.

**GUILE**

*Head to Head*

**vs. Ryu**

Use a Flash Kick or a jumping Roundhouse to stop Ryu's Hurricane Kick. Try a Foot Sweep to take down Ryu when he begins his Fireball motion.

**vs. Chun Li**

To stop Chun Li's Head Stomp, you must wait until her foot's just about to hit your head. Then use the Flash Kick to send her reeling. A Sonic Boom takes out her Whirlwind Kick or Lightning Leg.

**vs. Vega**

Throw slow-moving, Jab-button Sonic Booms from a safe distance. Even if Vega cart-wheels, the Boom will peg him at the edge of the screen! When he bounces off the wall, make Vega suffer with a series of flying Roundhouse Kicks.

**vs. Zangief**

From a safe distance, toss Sonic Booms at Zangief, and use a Foot Sweep if he attempts a Spinning Clothesline. Implement a Flash Kick to protect yourself from the devastating midair Spinning Pile Driver combo.

**vs. Dhalsim**

Sonic Booms put out Dhalsim's fire, and a jumping combo will take him down. If Dhalsim tries the more devastating Yoga Flame, leap and land right next to him. The flame will swirl around you, but won't harm you.

**vs. Blanka**

Pull Down-Back to Charge both the Sonic Boom and Flash Kick simultaneously. If Blanka uses a Rolling Attack or Electricity, give him a Sonic Boom shock. If he jumps towards you for a combo, Flash Dance the poor sap.

**vs. E. Honda**

The Sonic Boom is faster than the Hundred Hand Slap or Sumo Head Butt. Use Flash Kicks to keep wide boy at a distance.

**vs. Sagat**

Use Sonic Booms to nullify Sagat's high and low Fireballs. Jump into the air and Charge Down to sucker Sagat into using a Tiger Uppercut. Flash when he misses.

**vs. M. Bison**

Fight fire with fire. When Bison executes a Flaming Torpedo, toss a Sonic Boom. Use Flash Kicks against his Head Stomp. Try a jumping Roundhouse to eliminate the Scissor Knee attack.

**vs. Guile**

Keep up a Sonic Boom onslaught until Guile leaps towards you. Then catch him with a Flash Kick. If he misses a Flash, throw him just when he lands.

**vs. Ken**

Stop Ken's Fireballs with Sonic Booms, then use a Spinning Back Fist to make him pay the price of Street Fighter technique ignorance. Use Flash Kicks to counter Ken's Dragon Punches.

**Quote:**

"Honey, stop!"

Guile stands poised to destroy Bison and end the reign of terror that battered him emotionally and physically. But his wife and daughter appear a moment before the death blow and urge Guile to spare the dictator's life. Living well is the best revenge, so Guile returns home to his family and leaves Bison humiliated and defeated as payment for Charlie's death.
BLOW 1000 BIG ONES ... AT TOYS 'R' US

It's VideoMania Month at Toys R Us! And what better way to celebrate than with a $1,000 shopping spree at America's video game headquarters! Burn the rubber off your shopping cart as you pick up all the newest video game hardware, software and accessories!

And that's not all! More winners will receive copies of Street Fighter II for the Super Nintendo courtesy of Capcom U.S.A. Get ready to rumble as you face eight of the wildest fighters the world has ever known. Can you survive? Can anyone?

First Prize Winners
Five first place winners will receive a prize package featuring a copy of the mega-selling title Street Fighter II for the Super NES, plus a Street Fighter II Collection Edition t-shirt, baseball hat and sticker set, and a 1-year subscription to GamePro magazine!

Grand Prize Winner
One winner will receive a $1,000 gift certificate good for video game hardware software and accessories at the Toys R Us store nearest them! What a bonanza!

Second Prize Winners
Ten second place finalists will be looking good with a Street Fighter II Collection Edition t-shirt and baseball hat.

Print your name, address and age on a 3 x 5 card and send it to: VideoMania Sweepstakes c/o GamePro Magazine P.O. Box 3749 Redwood City, CA 94064

Entries must be postmarked by November 30, 1992. Winners will be determined on or about December 15, 1992. Winners will be notified by telephone and/or mail. Total value of prizes awarded is under $5,000. This contest is sponsored by Toys R Us and GamePro magazine. No purchase required. One entry per person. Only valid in the U.S.A. Void where prohibited. Employees of GamePro, Toys R Us and their affiliates are ineligible to enter. GamePro and Toys R Us reserve the right to cancel this promotion at any time with appropriate notice. Winners names and prize information may be used by GamePro and Toys R Us for promotional or advertising purposes without further compensation.
We ripped-off a perfectly good idea.

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.

The layout's familiar, and the construction's tough enough to handle the most intense street fight or the ultimate battle for the universe. We've also added a few features you won't find in the arcades—state of the art effects designed specifically for today's most radical games. No wonder we call it the...

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They're all captured in NHLPA '93. The official game of the National Hockey League Player's Association. The all-new version of the most action-packed hockey game ever.

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. Plus 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.

Faster, tougher 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 raise the electricity in power play situations.
Standing between you and the trophy are scorers like Larmer. Goalies like Belfour. Intimidators like Probert and Gaetz.

Each of the 550 pros rated on 14 characteristics based on 1992 playing stats.

Some of the pros are better defensemen, others scoring machines, others are specialists at killing off opponents' power plays.

If these guys don't stop you in your tracks, the refs will. Calling you for tripping, hooking, cross-checking, offsides, interference, 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.

Talk about a game with impact. Personalized moves include Doug Wilson's cannon-like step shot. EASN's Ron Barr is all over the ice like a Zamboni.

Score with the names of the game. NHLPA '93 is the only place you'll find all 550 pros.

For the first time ever, battery back-up lets you make the greatest saves outside of your goalie. Save lines you create. Even player stats for the entire post-season tournament.


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If it's in the game, it's in the game.
Joe Montana III Talks a Good Game

By Weekend Warrior

Although Joe Montana's real on-field performances have been touch and go the past few seasons due to injuries, Joe's still throwing straight and true on the Genesis. NFL Sports Talk Football is a major improvement over last year's hit sports cart, Joe Montana II. All the best features of Joe II have been retained, if not improved. Several new features make Joe III an even more well-rounded and enjoyable football game. Read the following scouting report to see if Joe Montana III is worthy of joining your video game roster!

Playing in the Big Leagues

The most notable addition to Joe III is the inclusion of all 28 NFL teams, including their names, logos, and team colors. Each team features dozens of plays and player combinations, reflecting their actual strengths and weaknesses. Select the Redskins for power ball control, the 49ers for finesse, or the Eagles for their explosive offense and dominating defense. Sure, it's a computer simulation, but the impression that you're playing with actual NFL teams adds an exciting feeling of authenticity!

Practically all the graphics are new or have been enhanced. From the well-animated spinning NFL logo at startup, to the sharp, digitized crowd scenes broadcasted on the large stadium Fan-O-

Shades of the NFC Championship matchup?

Vision screen, the programmers spared no effort in-blitzing the Genesis' graphic capabilities.

On-screen action has also been improved. Players move more realistically, and they are more responsive to controls. Four points of view are now available: Horizontal, Vertical - Offense, Vertical - Defense, or Blimp view, which reduces all the players to ant-like proportions. By providing a clear overview of both offensive and defensive alignments, the Vertical view is especially useful for run and short yardage passing plays. Openings in the defense and shifts in the offensive line are a cinch to spot. The Horizontal view is crucial for long yardage passing plays, since it provides a wide-angle view 10 yards on either side of the line of scrimmage. This enables you to drop back, avoid sacks, and spot the open receiver.

PROTIP: Hit Pause before hiking the ball. Study the defense and spot possible routes other than those dictated by the playbook.

PROTIP: The Horizontal view is best for spotting open receivers.

Talk Tough

Joe Montana III upgrades the Joe II Sports Talk feature with a larger vocabulary and more spontaneity with the on-screen action. Plus, the announcer throws in personal insights, such as "I can't believe it!" when a team calls a really stupid play. Additional digitized sound effects such as the prime time soundtrack, stadium crowd, referee, and bone-crushing impacts, effectively add to the realism.
X's and O's
Joe Montana III’s play-calling features are slightly different from its predecessors. You are now presented with a diagram of all the players in each formation before viewing the plays available for that formation. You can also position the QB in the shotgun. Unlike Joe II, Joe Montana III features different plays for different teams depending on their abilities. Joe Montana Football’s strongest attribute is its playbooks, which are clearer and easier to understand than any other football game, with every run and pass clearly diagrammed. One Joe II feature that’s missing, however, is simulation and arcade action that offers an impressive load of features and options. Three different levels of game play, one-and two-player combinations against each other or the computer, and dozens of customizing options make this game appealing to gamers of any skill level. Take time to practice at the Exhibition level against the computer, because the Play-offs are extremely challenging and frustrating.

Three Times the Charm
Joe Montana III is a noteworthy improvement upon its predecessor. The high quality graphics, extremely responsive game play, the Sports Talk feature, the vast options, and authentic NFL statistics make this one of the premier football carts for the Genesis or any other system. Just like Joe Montana, this game is a first string starter all the way!

John Madden ‘93: Bigger and Better

John Madden Football ‘93

By Weekend Warrior

Winter time means bundling up, frosty breaths, hot chocolate, and FOOTBALL! John Madden Football ‘93 for the Genesis continues the seasonal tradition. At first glance, Madden ’93 doesn’t look or play much differently from John Madden ’92. However, once you get down to serious business, you’ll notice a wealth of All-Star enhancements. Is it possible to improve upon one of the best football video games available on any home gaming system? Let’s tackle the issue, shall we?

New and Improved
First and foremost, game play is now faster and smoother, because now it’s powered by 8 megabits of horsepower. The on-screen action is more responsive to controls. The computer takes less time to select plays, and it’s a tougher opponent. All the graphics have been enhanced, and there are game play additions galore.

New season, new togas, and new digs!

All 28 NFL teams reflect their current strengths and weaknesses based on their performances during the ’92 season. In addition, John Madden ’93 adds eight of the greatest teams of all time to its roster, including San Francisco ’84, Oakland ’76, and Miami ’72 (the only team to go undefeated through an entire season). Plus, there are two All Madden teams. Yes, you may enter tournament play with dream teams!

Continued on page 142.
A Refined Game
Several refinements and additions have been made to the realism of game play. Each team is now able to call No-Huddle Offenses, and the quarterback can instantly down the ball to stop the clock. Offensive and defensive plays are the same as in Madden '92, but a new split-screen play-calling feature in two-player mode isolates your play selection from your opponent's, which makes it easier to read. Extensive player and team stats, plus new commentary by John Madden, start off each game. Be sure to read Coach Madden's comments; they often identify the key strategies.

The new coin toss feature allows the loser of the toss to choose which goal to defend. This means you can play with the wind at your back, which can add valuable yardage to field goal attempts and "Hail Mary" bombs.

The Grass Is Greener
Overall, the graphics are sharper, more detailed, and even better animated. New additions, such as endzone crowds, clothesline tackles, head butting, and players taunting each other, add to the sense of realism. Many of the graphic enhancements can be observed in detail via the IsoVision Instant Replay Camera that enables you to scan from any player's point-of-view throughout the entire playing field during Instant Replay.

He Must Be Heard
A couple of new additions to the sound department round out Madden '93. A new, ultra-high theme song introduces this cart. An earful of digitized "Maddenisms," such as "Where'd that truck come from?," "He'll remember that number!," and "Boom, he's on his back!" are peppered throughout the game. Thankfully, Electronic Arts has kept sound effects and crowd noise to a minimum, and there isn't a repetitive, mind-numbing soundtrack.

Goal to Go
Electronic Arts has done it again and made the best even better. John Madden Football '93 is even more fun to play than Madden '92. Football diehards will definitely welcome the new play features, the additional teams, and the tougher computer opponent. Regardless of which version of John Madden Football you play, it's clearly the benchmark for all other football video games!

Madden Pulls Out an SNES Winner
John Madden Football '93
By Weekend Warrior
Concurrent with the release for the Genesis, John Madden Football '93 kicks off a new season for the SNES. The SNES version has practically all of the same hot new features as the updated Genesis version, and it's a major improvement over the original John Madden Football released last year. Sharper graphics, faster gameplay, and smoother animation make this game a strong candidate for SNES Sports Cart of the Year!

All American
Unlike some of the other SNES football carts, which are conversions of programmed Japanese football games, John Madden is clearly programmed right here in the U.S. of A. This game looks, sounds, plays, and feels just like the real thing. The characters are in proportion with the surroundings, and players move believably to a realistic selection of plays.

A dream matchup of power versus finesse.

Although the 28 teams are named only by city, they are based very accurately on the strengths and weaknesses of the 28 real NFL teams and their performances during the '92 season. In addition, Madden '93 features 10 extra teams to choose from -- eight of the Continued on page 144.
LONGER PLAY OR YOUR MONEY BACK

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Turbo Action

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all-time greatest teams and two All-Madden squads of superstars.

Tastes Great, Less Chunky
Madden '93's most evident improvements over its SNES predecessor are the graphics and animation. The first SNES Madden Football moved slow and chunky in comparison to its Genesis counterpart. Now, only the faintest bit of awkwardness occurs whenever there is a turnover, and the screen flips to face the opposite direction. All players, backgrounds, and movements have been enhanced, so they're practically identical to their Genesis kin. New moves, such as Head Butting, Player Tunting, Shoestring Catches, and Clothesline Tackles, have been added to the repertoire of moves and grooves.

PRO Tip: As in real football, you must drop back and give time for your receivers to get open.

Right on the Numbers
Another improvement is the wealth of stats and information. In addition to Madden's useful pre-game analysis of each team, at halftime the game reports extensive stats for the starters at each major position, such as quarterback pass/completion and the backfield's run/receiving productivity. This enables you, the coach, to determine who's having a good day and gear the next half's plays to those players.

The improved IsoVision Instant Replay function now features a player identification feature that highlights each player by number. Use this feature after every big play to keep track of your hot players.

PRO Tip: After the quarterback's cadence and execute fake snaps to try to draw the Defense offside.

Third and Long for SPAF

Super Play Action Football

By Colorful Commentator

After months of sneaks, peeks, promises, and delays, Nintendo finally fields its 16-bit version of Play Action Football for the SNES. Unfortunately, it wasn't entirely worth the wait.

Strong Starters
Super Play Action Football kicks off with some great options to set-up the gridiron for possible glory. One or two players choose from Varsity, College, or NFL skill settings. Varsity is simplistic and perfect for beginners, with a limited selection of plays and moves.

minimum, and there is no distracting soundtrack. However, the SNES version doesn't feature the digitized "Maddenisms" of the Genesis version.

SNES MVP
John Madden Football '93 is a major refinement of an already excellent game. Debates over the difference between the SNES and the Genesis versions are now a moot point. Owners of the first SNES John Madden are sure to appreciate the improvements of its sequel. Fast, realistic action, hot graphics, and prime time game play make John Madden Football '93 a surefire first-round draft pick.

At the college level, the 97 teams are based on real teams, with corresponding strengths and weaknesses. However, the names are fake (Moldy Cross instead of Holy Cross, Fluke instead of Duke). With a battery to save season play, you can play a full season and advance through the Top 20 rankings based on the strength of your opponents. End your season ranked in the upper echelon and you'll advance to a post-sea-

Continued on page 146.
"Crash" Cooney and his posse from Southside High own every sports record in Spring Hill history. Legends? Heroes? Not in this town—where Todd Thornley and all the rich snobs up on the Hill think Southsiders are low-lifes.

So Todd and the silver-spoon mama's boys at the three "Hiller" schools have issued a desperate challenge to save their fading reps: Let's take it to the streets in the Southside...no rules...no refs...no penalties—and we'll see who comes out in one piece.

And just in case the Hillers can't handle Crash 'N' The Boys, Todd's rich daddy has fielded Team Thornley—a ringer group of super-athletes from Thornley Industries.

Five radical events. Five motivated teams. Five members per team. Only one winner.

Take It To The Streets...

CRASH & THE BOYS™

STREET CHALLENGE

Scouthi's Crash Cooney sets another 400M Hurdles course record. Crash and the Southside Boys—Cheese, Noise, Dragon and Sting-Ray—put the Hillers to shame.

Todd Thornley forgets to let go and takes a ride in Hammer Throw Golf. His Washington High team has been humiliated by Crash once too often. This time it's personal.

"Spreck" Spreckles, Jefferson High's captain shows his lethal moves in the Water Slaughter. He thinks Lincoln and Washington are almost as bad as Southside. Almost.

Artie Van Smythe vaults from rooftop to towering rooftop in the Skyline Scramble. Lincoln High's team captain disdains the Southsiders—especially Crash.

Rocky Rockowitz makes use of the devastating super kick in the Judo event. The elite, computer-controlled Team Thornley is out to crush Hillers and Southsiders alike.

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son bowl, just like the real thing! College's playbook and action moves are significantly expanded over Varsity.

For pros in training, officially-licensed SPAF packs all 28 National Football League clubs with actual names, logos, and power ratings - but no real players. The season and play-off modes mirror the NFL's system, with three wild card entrants and three division winners qualifying in each conference. Game play here is enhanced with more moves, more audibles, and more massive play books.

**Flags on the Play**
Super Play Action's game play is good, but not outstanding. The sharp, overhead-view graphics show large player sprites and field details. However, the perspective is narrowly focused on a small cutaway of the field. To judge passing distances, you must refer to radar - a confusing process. The sound effects and music are minimal.

**Play-off Potential**
SPAF is a solid football simulation with realistic team stats, an accurate playbook, and skill level options. Unfortunately, it lacks the crisp, understandable control and playability of its competitors. Super Play Action qualifies as an SNES wild-card.

---

**Pro Quarterback**

**Looks Marvelous**

**PROTIP: When you're facing into the wind, go for an inside kick.**

The control functions adequately, but the array of actions - run, dive, dash, throw long, throw short, lateral, etc. - can be complicated to learn and master. Football purists will get psyched by SPAF's play-calling system.

**PROTIP: Double up your defensive linemen to overload the computer and sack the QB.**

Tradewest's Pro Quarterback for the Super NES looks "malicious." But looks aren't everything. Because, you know, it's better to feel good than to look good - at least when it comes to gridiron action.

Pro Quarterback made its name in the arcade football league, but it breaks new SNES ground with some of the most lifelike graphics you'll find this side of the National Football League. The game's developer, the Leland Corp, shot actual videotape footage of athletes and digitized the images into the SNES program. The extra effort they put into the animation and graphics paid off in a big way. It does look "malicious."

However, the game lacks two basic qualities: First, each team only has eight players instead of the standard eleven; second, there's no ultimate prize. There's no Super Bowl Trophy or play-offs at the end of a long, hard-fought season. Despite these drawbacks, Pro Quarterback is worth the price of admission for its graphics and realistic action.

The QB is dead from the shotgun.

**Down and Dirty**

This one-player cart puts you as close to the action as any game on the market. Instead of an over-head or a side-view of the field, Pro Quarterback puts you on the line for every block, tackle, and touchdown. Like John Madden Football, Pro Quarterback offers you a vantage point from behind the quarterback. This angle will also pan and follow the flight of the ball on a pass play. This is

**PROTIP: The computer's defense loves to blitz. Counter the blitz with screens, draws, and flare passes to your running backs and tight ends. Your offensive playbook has enough variations to move the ball effectively.**

Continued on page 148.
Get ready for the hottest sports games this side of the major leagues. Feel the heat of Roger "The Rocket" Clemens with realistic over-the-shoulder fielding and interactive close-up plays. Get ready to rumble as George Foreman and show the world the power of a Big George Super Punch! Take it to the hoop with 27 NBA All-Stars in the most intense one-on-one b-ball action! Tackle Super High Impact® — for all the bone-crunching football excitement of the arcade smash!

When you're tired of watching from the sidelines... it's time to Play with the Pros!
great if you’re looking for realism. However, the view doesn’t change when you’re on defense, which makes it very difficult to defend deep routes.

**Kicking Off**
If you don’t like playing alone, Pro Quarterback has a couple of ways to get your friends involved. You and a buddy can team up to take on the computer or you can challenge a friend in a head-to-head confrontation. All the home cities of the NFL are present, but you won’t find any Jerry Rice or Joe Montana since the game wasn’t licensed by the NFL. Since none of the NFL’s teams are represented, all the squads are evenly matched. You can choose between 2-, 5-, 15-, or 20-minute quarters. You also have the option of picking from six different types of fields that range from artificial turf to mud. Each field will affect the play and speed of the players.

**PROTIP:** You’re automatically the middle linebacker before every defensive play. Don’t be afraid to switch to another player. If you’ve got a bunch it’s going to be a pass play, switch to one of the defensive backs.

**You Make the Call**
Pro Quarterback, unlike some football carts on the market, offers a wide variety of offensive and defensive plays. Although there are only eight men on each side, it still feels like regulation football.

**PROTIP:** Just as you’re about to get tackled, press A or B, and the ball carrier will try to break the tackle. Timing is everything here. If you press the button too early, nothing happens. Press it too late, and you’re pancaked.

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**Flying Edge Fields the Genesis Impact**

**Super High Impact**

By Colorful Commentator

Super High Impact took token-flippers out to the footbrawl game, and now it’s your turn to tackle the Genesis! Reprogrammed by Iguana Entertainment and published by Flying Edge, this cart just keeps getting rowdier, rambunctious, fun, and frustrating as Midway’s arcade counterpart. You’ll love to hate this gridiron game!

Prior to game time, you set up the field for one or two players versus the computer or you and a friend go helmet-to-helmet. You also pick from 18 teams with big-league names but fake players. The CPU-controlled adversary’s skill level is adjustable. The only gaping hole in Super High’s configuration line is a lack of season and play-off action.

**Heavy Hitters**

NFL officials would cringe at Super High Impact’s violent rules. The cart’s a brutal spectacle for the eyes, ears, and bloody noses.

The game really gets in your ear drums with buzzed music and players who mouth off before, during, and after downs. The cruelties range from semi-violent threats (“Yer toast!”) to low cuts at the opponent’s personal fortitude (“You mama’s boy!”).

Coaches bark commands, refs call the TDs, and the Hit-O-Meter rates the severity of heavy-duty tackles.

If Super High Impact sounds righteous, check out the glorious graphics! The small but awesome-y-animated players celebrate and do the video shuffle after touchdowns and decapitating hits. Some of the heavier impacts are rewarded with lost

Continued on page 150.
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Compact Football

Lynx NFL Football
By Otter Matic

You now can do the impossible. You can hold all 28 NFL football teams in the palm of your hand. Atari's latest sports cart for the Lynx, NFL Football, is officially licensed by the NFL, meaning you get all the real team names, uniforms, and cheerleaders. What you don't get is a realistic set of players or an adequate set of controls. The advantage of receiving the kick-off, but after that there are no more handouts.

PROTIP: If you're down to a real important play, call a Time Out. Now you can scroll through the playbook without being rushed to call a play.

Graphic Gridiron
In this one-player, bird's-eye-view sports cart, you can choose from a playbook of 33 real plays designed by a real-life offensive coordinator. The viewpoint of the game is from a sky cam that hangs directly above the field. When a lot of defensive action is happening, the camera focuses in on the players. When you take it to the air with a pass, the camera zooms out so you can see a larger area of the field. This effect, coupled with the smooth animation, scores some serious points for NFL Football.

The Lynx Bowl
This is the big one – the game you and your teammates have been waiting for all season. In NFL Football, you're faced with a one-game, do-or-die situation. It is, of course, the Lynx Bowl, where the two top teams in the NFL duke it out for ultimate supremacy. Each game begins by giving you the player vs. player mode, because the insanity factor works both ways. In single-player mode, the computer usually scores at will, but so can you with a few tricks up your jersey sleeve.

It's Gotta Be the Cleats
Super High Impact is worth the price of admission just to see the trampled wide receivers and hear the unsavory comments spouted by the linemen. Flags on this cartridge include out-of-control action and the lack of play-offs, but two players are certain to get their dollars' worth busting a few guts. Super High Impact breaks the testosterone barrier!

That Darn Cursor
When you're on Offense and you choose a passing play, press B and a Passing Cursor appears to help you aim your pass. You must place the cursor directly over the receiver and release your button for a completion. Unfortunately, the control for the cursor is very sensitive, so it's difficult to consistently aim with accuracy.

When you choose a running play, it's even harder to gain yardage. The controls are pretty straightforward for a Hand-Off, however, once your runner receives the ball, you have no jumping, spinning, or side-arming in your repertoire. Your only defensive hope in a running play is evasive action.

PROTIP: For a high pass completion percentage, learn exactly where your receivers will be on any given play. They always run their routes perfectly. All you have to do is aim the passing cursor at the right place at the right time.

What'd He Say?
NFL Football has more than just crowd noise that sounds like static. The game uses actual digitized voices to announce important events like "First Down," or "Safety." After being frustrated

The agony of impact!

PROTIP: Select Zone Buster and throw to the lower receiver for an easy completion that rarely fails. Aanced on the offensive side of the ball. The cart's most enjoyable in

Helter Skelter
While Super High is a visual and audio marvel, the cart's chaotic, side-view game play is good news and bad for football followers. The 16 offensive and defensive formations are good, but execution is sometime problematic. The action itself is so fast and infuriating that you'll likely be left in the dust.

Offense is as much a question of survival as scoring. Once the play begins, the defenders invariably burst the line of scrimmage using the outrageous Turbo blast. Runners and QBs don't stand a chance in the backfield, so the most effective plays are quick midrange passes. However, the simplistic control makes aiming passes and directing their distances impossible.

PROTIP: On an extra point or field goal, tap Button C repeatedly for your best chance at a block.

On defense, stopping the run's no problem, but disrupting pass plays is a crap shoot. Even using Turbo, you usually nail the receiver after he catches the ball. Although you can speed up, spin, dive, tackle, and switch players smoothly, one glaring flaw is your inability to choose a line player prior to the snap.

Despite lively, thrilling action, Super High is too imbal-

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Continued on page 152.
OCP is sending in Rehab Officers to clear the streets of Old Detroit, making way for the construction of Delta City. When ROBOCOP sees helpless families forced out of their homes as the bulldozers move in, he joins the resistance movement to battle the Rehabs!

Armed with a new multi-weapon arm attachment containing a large-bore cannon and a smart bomb, plus a gyropack for airborne assault capability, ROBOCOP faces a battalion of ED-209’s, tanks, heavy artillery and a new adversary, OTOMO. The odds seem impossible, but remember—you’re ROBOCOP!
by the controls of the game you'll find this a welcome surprise. Listening to the sound bytes and keeping an eye on the Scoreboard are both necessary for planning your game strategy.

Punt
If you're a Lynx owner and a football fanatic, you may want to grab this one by the laces. If you're looking for a realistic football simulation, you run a deeper pattern. Lynx Bowl Tickets probably won't sell out this year.

**Lynx NFL Football by Atari**
- Graphics: Score
- Controls: One Player
- Price: $39.99
- Available Now
- Built-in: One Player

PROTIP: Be like Andre. After each shot, get back to the center baseline. If you're off to one side, your opponent will blast a winner into the open court every time. If you're in the middle of the court, you've got a better chance to get to each shot.

PROTIP: When serving, press A and Down for a fast serve. Aim for the center service line. Your chances of getting an ace are more than double if you go down the middle.

Mo' Money, Mo' Money, Mo' Money
Winning a tournament is crucial to becoming a better player. With each victory, you collect more prize money. After winning a tournament, you get to go to the Training screen. There, you actually purchase better playing attributes, which range from foot speed to a better forehand. To stay at the top of your game, you've got to make money and regularly increase your skill on the Training screen.

The Skins tournament is an excellent way to rake in the cash— even if you lose the tournament. Every winning point means 'mo money,' 'no money,' 'no money.' The stakes for each point start at $10 and double each time the ball crosses the net. The longer the rallies, the bigger the pot. Each ace is worth $1,000.

PROTIP: When returning serves, be ready to hit the ball early. Press A almost as soon as the computer serves. The longer you hold down A, the harder and deeper the return.

Looks Ain't Everything
With a few modifications, Andre Agassi Tennis would be a sure winner. Without improved skills for your player at the lower levels, this game has a fault. Agassi's lookin' slow, but smooth.

**TecMagik's Agassi: Good Looks Out of Control**

**Andre Agassi Tennis**
By Athletic Supporter

Andre Agassi Tennis has all the features and super-cool graphics to make it a Grand Slam winner, but what fun is a game if it takes you weeks to get past the first level? The answer— not much fun at all.

**Image Isn't Everything**
The graphics for Andre Agassi Tennis are totally cool. They blow away the competition. It's the controls that leave something to be desired. No matter which player you select, you have eight to choose from, they are too slow to keep up with the competition. Even after you've figured out which shots to hit, you'll be con-

Game, Set, and Match
You've got a wide selection of game modes to choose from in Andre Agassi Tennis. You can play singles, doubles, a skins match, or just practice your ground strokes with an automatic ball server that would make your local club's Pro jealous.

In the singles and doubles tournament mode, you play the first round against the computer's opponent. You get eight pros to choose from, including the long-haired teen idol himself. Each player has his/her own unique style. The other players compete simultaneously behind-the-scenes with you. Winners are paired for the matches that follow. Each of the four tournaments that make up a season are played on different surfaces. They range from the grass at Wimbledon to the clay at Roland Garros. Each surface has its advantages and disadvantages. Four matches make up a tournament. Get through the first three and you're playing for a championship title. Be prepared 'cuz these guys can really stroke it.

PROTIP: Since each of the eight players has different abilities, play to their strengths. If you're Andre Agassi don't try to be John McEnroe. Andre's a baseliner and that's where he's most effective.

Continued on page 154.
WHY PLAY THIS... IF YOU CAN PLAY THIS!

You've seen it all before. The short, squat, stubby cartoon-like players. The awkward feel. You've probably even asked yourself: Is this the best a 16-bit home video tennis game can be? With all that power available, do these games have to wind up looking only slightly better than an 8-bit cart? **Of course not.**

Check out **Amazing Tennis**—the revolutionary tennis video game that blows all the others right off the court! Everything your 16-bit machine's capable of is right up there on the screen: 22 planes of depth, motion-picture-quality animation, precision-play controls, full shot selection, an on-the-court view. And you can choose from a roster of 15 ranked opponents in 1-player mode, play an entire tournament, or go head-to-head against a friend!

So don't waste your time hacking with amateurs. In **Amazing Tennis**, you're playing at full potential!

For 1 or 2 players, on your Super Nintendo Entertainment System® or Sega™ Genesis™. Featuring the digitized voice of world-famous chair umpire Frank Hammond! Designed by David Crane.

---

**Time your serve for maximum speed!** The radar gun displays service velocity!

**Catch your opponent at the net and arc a winning lob!**

**Put one away with the overhead smash!**

**Charge the net and slice a winner!**
Andre Agassi on Video Games, Wimbledon, and Being a Teen

One thing's for sure, on the tennis court Andre Agassi is more than just long hair and bicycle tights. Image, up until this summer, had meant everything for Agassi. After a terrible slump this spring, which saw his ranking drop to No. 17 in the world, Agassi put aside his image-first persona and started to concentrate on what's made him famous—his tennis prowess.

Agassi shocked the tennis world in July by beating Goran Ivanisevic in a five-set match to win the Wimbledon finals. Although Agassi had won more than 15 professional tournaments, he had never won a grand slam event. He made it to the quarterfinals of the U.S. Open before he was beaten by the then No. 1 in the world, Jim Courier.

In Andre Agassi Tennis by TecMagik, gamers can find out what it's like to be Andre. The game includes singles, doubles, and a skins tournament that allows you to make big money. While playing in the first-ever Trident Championship Cup in Charleston, S.C., Agassi spoke with GamePro about a wide variety of subjects, including his new video game.

GamePro: Andre, how do you feel about being immortalized in a video game?

Andre Agassi: I think it's pretty cool. I hope everyone likes it. I had just a little input into the game. I can't wait to see it in the stores.

GP: What is your gut reaction about your success at Wimbledon?

AA: When you win Wimbledon, you are recognized, at least for the moment, as one of the best players in the world. No question, winning an event like Wimbledon is humbling. Nothing's bigger in the game. It's what tennis is all about.

I know it's a cliche to say that if my career ended tomorrow I've achieved it all, but it's true. Now, it's a question of going out there and playing for the enjoyment of it.

GP: How has your life changed now that you've won the big one?
GP: We understand that you eat a relatively unhealthy diet. Does this affect your game?
AA: I would have been nicer to have been there. I don't have a pretty good summer. I don't eat as much meat as I used to. Wasn't much about it any more. I don't eat as much meat as I used to. Wasn't much about it any more.
AA: I thought I was going to get a girlfriend.
GP: How did you feel about not being picked for the U.S. Olympic Team?
AA: I really did like the attention. I don't care if there are more important things in the world. We've been together for a long time and that's not going to change.

KONAMI

addictive athletic challenge ever put in a box

GAME BOY

JOCK IN THE BOX
When the evil Dark Queen kidnap both your best buddy and the best-looking girl this side of the Mazallian Star Cluster, what're you gonna do about it? Cry? Hide? Call the Starcorps? No way - 'cause you're a BATTLETEAD! So strap on your blaster, fire up the Toaster, 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!

Flip the switch and get ready to have a blast! Here's a fast and furious racing game with a difference: avoid the road hazards... pick up the performance goodies... and wield an arsenal of wicked weapons to slow down or destroy your competition! Roar through 24 levels of CHAMPIONSHIP PRO-AM racing on 8 different tracks... but watch your tailpipes, or you'll be scrap metal!
Super Ninja Boy

Fun, Fun, Fun!!

A peaceful life in quiet Chinland was suddenly thrown into disaster, after the Universal Peace Conference was over. The Emperor's concerns kept growing until Jack and Ryu decided to go out and settle the problem. The places they visited during their expedition were Chinland, Mysteryland, Fairyland and Fantasia.

The more they advanced, the more dangerous it became. What they found out was a devastating plot. There are levels of exciting action, cool items, neat vehicles, great attacks, and magic spells available. They are all yours to blow adversaries out of the way of the once peaceful Chinland.
ULTIMATE FIGHTER
2 in 1 FLYING WARRIORS.

This game has four modes in it. It's almost like two games in one cartridge!

WHAT IS THE NEW HIRYU NO KEN SYSTEM?

This game has four different modes. First, you can enjoy a New York-style game and are not required to defend yourself. In fighting mode, second, smart mode for fighting matches. It's got joint twisting, overhand, 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 action 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

Story Mode has a powerful enemies too!

A mysterious enemy that has appeared. With your basic techniques, you can fight and knock them out. The new feature, out of this world techniques is available. You can use these techniques to defeat your enemies. A flying game that is now closer to perfection.

Story Mode has a powerful enemies too!

Your enemies are available for you to choose from.

You can select the game by yourself or from your friends. The start button lets you know where to go.

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By Slasher Quan & Bubonic the Blowfrog

'Twas the night before X-mas and all the mag, readers were hankering for Hardware Helpers to gift-wrap and tag. We made a list, checked it twice, and play-tested the latest gadgets, gear, controllers, and device. Stick these in your stocking and happy holidays!

**MAKE A WISH**

Having a bad time fighting the bosses? No problem! Galoob and Innovation have some gadgets up their sleeves that'll help you rock your Genesis, Super NES, and Game Boy worlds.

**Game Genie**

*Genesis, SNES, Game Boy*

Last year, Galoob spread terror into the hearts of Nintendo lawyers and joy into the controllers of NES players. Now the Genie's available in Genesis, SNES, and Game Boy models.

You slip a cartridge into the Genie, then plug the joined units into your system's cart slot. Then you fire up the power and access a code screen ready-made to grant your wishes.

In addition to basic "beat the game" codes, you also get handicaps to make the action tougher. Plus, you'll find a few really weird codes that can change the laws of gravity, enable you to run backwards, or perform other impossible tasks.

The Genie's only failing is its inability to generate new codes. However, Galoob plans to support the various GGs with a $5, quarterly, code update magazine. Rub these Genies. They're worth their weight in gold.

Pro's main weakness is the limited selection of codes -- fewer games and less codes per cart than the Game Genie. However, the Trainer option more than makes up for this failing. Patient players will want to Replay it again and again and again.

**Pro Action Replay**

*Genesis, SNES, Game Boy*

A manual packed in the box contains a wide selection of codes for from 50 to 100 compatible carts. You plug in up to five codes that will grant extra lives, power-ups, level warps, invincibility, and other keen cheats. Your wish is your know-who’s command.

They're baaaack! Innovation picks up the Pro Action Replay product line where Coast-to-Coast Technologies left off. Genesis, SNES, and Game Boy Replays are ready to take potshots at their Game Genie rivals.

The Replay uses a setup identical to the Genie: cart goes into Replay, Replay plugs into system. Simple enough. Also like the Genie, you can insert codes listed on "Code Cards" that are included with the package.

The brain surgery comes when you get to create your own codes! The documentation takes you through the step-by-step Trainer process. Essentially, you must isolate a vital statistic from the game (lives, energy, or ammo) and feed the stat into the Replay several times. The Replay generates a code with an unlimited amount of that statistic. Try out endless Teenage Mutant Ninja Turtles in TMNT IV, or an army of Mega Men in Dr. Willy's Revenge.

If you've been reading your GamePros, you have a good idea of the controllers to beat (GamePro, December '90 and March '92). Now check out hands-on evaluations and sneak previews of new controllers you should consider sticking under your tree.

**Super NES**

**Nintendo Traps a Mouse**

The first true video game point-and-click interface is now possible with Nintendo's Mouse, a rodent modeled after personal computer mice. The eye-pleasing Super NES rodent is color-coded to match SNES system specs, and it plugs into the standard control port. You move the contoured unit with one hand. A ball built into the Mouse tracks your motion and moves the on-screen cursor accordingly. You click in commands with two inset buttons.

Nintendo's Mouse is packaged with a Mouse pad and Mario Paint, an edutainment cart that brings paint brushing,
animating, and sound scoring into your living room.

Punch! Spinning Pile Driver! What is this? A bad kung fu flick meets pro wrestling? No way, big, tall, and ugly! This is what it's like to play Street Fighter II for the SNES with the Capcom Fighter Power Stick!

The Power Stick is a light, but heavy-duty, cool-looking piece of equipment. It's armed for battle with a V-shaped layout. Buttons L, X, and R form the top row of buttons, and Y, B, and A comprise the bottom row. This means all your attacks are conveniently located on the unit. No more finger-dancing in the heat of combat!

Enter the Options Mode and select the “CPS Fighter” setting to configure your buttons correctly.

The joystick is small with a good-size thumb knob on top. The movement circle around the stick is tight, enabling you to nail any direction with minimal movement. This is a good concept, but it takes mucho practice to adjust from the long and thin U.S. stick style to this small and squat Japanese stick style. Once you learn the moves, the control is excellent.

The CPS' features don't stop with good Street Fighting Control. You also get individually selectable, three-speed Turbo-fire and Auto-fire for all six attack buttons. Slow motion utilizes the same three-speed system.

Additionally, the Power Stick is compatible with both the NES and the SNES. For SF III or any other game, the CPS is a great power-up.

Street Fighters Stick It To ‘Em

You hold an oblong object in your left hand as your right hand frantically busts kicks and punches. Yoga Flame! Dragon

The Triton Game Master

Triton's brainiacs have created another controller with a memory—the long awaited SNES version. The Game Master shares the appearance and not-so-ergonomic design of its NES and Genesis cousins (see “Get in Control”, GamePro, March ’92). Also, the buttons and joystick feature the same highly responsive qualities. The L and R buttons are, however, awkwardly placed on the back side of the controller, instead of along the top spine. This definitely takes some getting used to.

Similar to its predecessors, the SNES version enables you to record combinations of Directional Pad movements and button presses. Then you can replay them with the touch of a button. Once recorded, these combos can be sped up by using the Accelerate button, repeated by using the Repeat button, and repeated hands-free by using the Auto button.

In addition, you can slap adjustable-speed Turbo on any fire button.

For Street Fighter II players, the good news is that you can easily program special attacks, like Fireballs and Dragon Punches. The bad news is that multi-hit combination attacks are virtually impossible due to the Master's limited amount of memory. We also found that if you try to apply Accel, Repeat, or Auto to recorded special attacks, the controller doesn't execute the moves perfectly each time.

Despite an inconsistent SF II showing, the Triton Game Master's powerful recording capability can be the difference between beating a final boss or being defeated in most SNES carts. This is one pad you don't want to forget.

Triton Game Master by Triton, $29.95, Available December
Product Information: 800/394-9697

16-Bit Game Handlers

IMN Control is putting its best hand forward on 16-bit systems. The Game Handler is now available for the Genesis and on its way to SNES players (see the NES version in GamePro, March ’92). You control the action with one hand on a free-floating stick without a base, called the Handler. Buttons protrude from the sides, which you tap with all fingers. Movement with the Game Handler is so fast sometimes you confuse your game system's processor and pull off otherwise impossible stunts.

For example, Mario can run sideways in Super Mario World. IMN also plans an adaptor to convert NES Handlers into SNES units.

Game Handler by IMN Control, Genesis $49.95, Available now; Super NES $54.95, Available now
16-Bit Adaptor $19-$20, Available January ’93
Product Information: (800) 800-7185

Innovation's Multi-System Controllers

If you've had it up to here with tangled controllers for your home game systems, Innovation's working on a solution.

Continued on page 162.
The Ultra Pad and Ultra Stick will be fully compatible with your Genesis, Super NES, TG-16, and Neo-Geo. Features on the drawing boards include rapid-fire, slow motion, and a six-button, arcade-style layout similar to Street Fighter II. A separately sold UHF receiver will turn the units into remote controllers.

**Ultra Stick and Ultra Pad by Innovation, Pad $50, Available February '93; Stick $60, Available December '92; UHF Remote $30, Available December '92 Product Information: (800) Innovation**

**STD's Programmable Plans**

STD claims its forthcoming SN and SG Programmable joysticks never forget. Equipped with an arcade-style stick and see-through design, the Programmables enable users to program up to four directional and fire presses into moves. Battery power backs up three programmed moves, and a fourth is saved during the current game session. Look for SNES and Genesis Programmable Pads early next year, too.

**SN and SG Programmable by STD Entertainment, $50, Available January '93 Product Information: (410) 785-5661**

**Genesis**

**asciiPad SG**

Easily the Ferrari of Genesis pad controllers, the asciiPad SG is ergonomically designed to fit comfortably in your hand. It features a notably thin and smooth body with easy-to-reach, responsive buttons and switches. The buttons are flatter than the standard Genesis controller's, and they have convex surfaces. It's easy to switch between buttons, and quick, multi-button combinations are a snap. Independent Turbo and Auto settings come in handy for side-scrolling games. The slow-motion option is limited to only one speed.

At $24.95, the asciiPad SG is an awesome deal that shouldn't be passed up. Heck, even if you don't own a Genesis, the SG's good looks may tempt you to buy one. SG could make you a Superior Gamer.

**asciiPad SG by Asciware, $24.95, Available now Product Information: (415) 570-7005**

**PRO-2**

The PRO-2 looks so much like the Genesis standard controller that you could rename the standard unit and call it PRO-1. The first main difference lies in the Set button, which enhances A, B, and/or C with Turbo-fire. Three red lights indicate the Turbo action. Set and Start can be used to activate slow motion. Unfortunately, slow mo's speed seems to vary with no way to control it.

The second nifty feature is a mini-joystick that screws solidly into the pad and works quite well. It stays put, even during your toughest maneuvers. On the downside, the PRO's light casing feels less durable than the standard pad's. Overall, PRO-2's turbo feature makes it a good second controller for the Genesis.

**PRO-2 by Innovation, $15.99, Available now Product Information: (800) Innovation**

**PORTABLE POWER-UPS**

You're twisting blocks in Tetris, stomping mushroom men in Super Mario Land, or chasing after Doc Robotnik during a heated round of Sonic when ker-zap — your twin alkalines blow out! Don't despair! These hand-held power sources should salvage those hefty battery bills.

**Solar Boy**

Innovation gets full credit for a snappy company name and a truly innovative product — the Solar Boy, a light-activated, snap-on power supply for your Game Boy. Your GB fits snugly inside the SB, a hefty plastic harness with a strip of solar cells on its back. The solar cells use nickel-cadmium technology to absorb sunlight, or artificial light, and translate the energy into AC power. A five hour charge provides up to eight hours of game play. Just in case you're a night owl gamer, a DC jack enables conventional charging methods.

Yes, Solar Boy's pricey, but we say go for it. It's a good long-term investment, safe for the environment, and most of all, a great conversation piece.

**Game Gear gets Solar early next year, too. Solar Boy by Innovation, $39.99 Product Information: (800) Innovation**

**Handy Power Kit**

STD Entertainment juices up GB and GG owners with the Handy Power Kit. It enables you to play your portable with standard DC power, car cigarette lighter power, or a belt clip-on battery pack.

The battery pack charges for play in 90 minutes, and provides a full eight hours of GB play, or two hours of GG action. Indicator lights tell you when it's ready to go. The Handy Power Kit's a good buy for power at home, in your car, or on the run.

**Handy Power Kit by STD Entertainment, $49.95 Product Information: (410) 785-5661**

**Super Charger**

If you're a gamer who goes more than one way, it's time to come out of the closet with Innovation's Super Charger. The pricey, but well worth it, unit charges your Game Boy, Game Gear, Lynx, TurboExpress, or PC Engine GT (Japanese TurboExpress). You'll get three to eight hours of power in exchange for five or six hours of charging.

**Super Charger by Innovation, $39.99 Product Information: (800) Innovation**

Continued on page 164.
Here's a brainy idea: Pick up Mystic Quest, the world's first role-playing game especially designed for the entry-level player.

- Easy-to-read icons put your head in the game immediately. Skull-tingling action keeps it there. Then there's constantly changing 16-bit characters and enough heady combat to scramble your synapses.

And a free strategy book offer comes in every box.
All this for just $39.99.
Hey, you don't need to be a brain specialist to see what a smart deal that is.
OMNI STAND

The Answer to Your Video Game Controller Problems!

PUMP UP YOUR SCORE!
$29.95
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Experience increased comfort and performance with your video controller by using our “Go Anywhere” OMNI STAND. 

SIT, STAND OR KNEEL
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- Sit-upon saddle configuration, molds to your body and seat
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- Comes with two platforms to accommodate all controllers
- Also use with transmitters for model planes, cars and boats
- Reduces hand and body tension
- Less fatigue means higher scores!
- Click stop adjustments top & bottom
- Made of high quality A.B.S. plastic
- Money Back Guarantee

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1-800-237-6664 VISA or Mastercard
Or send check or money order to:
Synchronized Suns, 3601 Berry Road, Ypsilanti, MI 48198

VISIONARIES

ClearView

Hand-held users know a clear view of the small screen is invaluable. Take a peep at 20/20 vision enhancers for your Game Boy and Game Gear.

ClearView by Beeshu, $4.99
Product Information: 407-877-2100

Game Boy players know the woes of scratched, blurry screens. Beeshu’s ClearView is an exact replica of your current Game Boy lens, but without the scratches.

MagniGear

This plastic magnifier by Beeshu attaches to your Game Gear and magnifies the screen 2.5 times. If you’re a Game Gear player, this will give your eyes a break.

MagniGear by Beeshu, $9.99
Product Information: 407/877-2100

Night Sight

Tengen’s Night Sight, now available for Game Boy, provides light and a magnifier for the small portable screen.

Night Sight by Tengen, $16.95
Product Information: (800) 2-Tengen

Game Gear Carryall

The hard-case GG Carryall is a durable traveler for Sega gamers on the go. It packs room for the system, eight carts, extra batteries, a Gear-to-Gear cable, a car adapter, instruction booklet, a TV tuner, and an AC adaptor or a battery pack. This rugged unit also has a shoulder strap for on-the-road GG expeditions.

Game Gear Carryall by Asciware, $19.95, Available now
Product Information: (415) 570-7005

Other cases are available from Dymasound Technologies
Product Information: (612) 635-0828 and Nuby
Product Information: (803) 532-8724

Boy in GamePro (January ’92, pp. 137). Now get your games together with cases for other home and hand-held systems.

The Bodyguard

Redding Group’s Bodyguard is a rubberized protective cover that fits your Game Boy like a glove. It has openings for the controls and the screen. You can play your favorite GB titles safe from bumps, drops, dust, and scratches. The rubber material also provides a better grip on your system. The Bodyguard won’t protect you from the bullies, but it’ll protect your Game Boy.

The Bodyguard by Redding Group, $9.95, Available now
Product Information: (800) 347-4300

CARRYALLS ‘N’ CASES

Carrying cases are great remedies for wire tangle-its and cartridge overflows. We covered a score of cases for the Game
CATCH THE TAITO WAVE

Power Blade 2

You and your three pals will journey through maze after maze packed with crazy creatures and hair raising adventure. They’ll have you climbing the walls and hanging from the ceiling.

Little Samson

There’s bone crunching action for Sega Genesis too. Unless you want some fast dental work you had better stick in the mouthpieces, strap on the pads and CHECK it out!

Hit & Ice

This head bangin’, hard checkin’, free-for-all will rattle your bones and send you flyin’ into the next county. So face ‘em up and CHEEK it out!

Game Boy

While supervising the Button Pusher Division of Spacely Sprockets, George Jetson notices that the robots and computers are malfunctioning. With the help of Jane, Judy, and Elroy, George’s mission is to find and stop the cause of this problem.

Game Boy

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.
Hook fights dirty, so watch out for his tricks.

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

You'll face pirates armed with boas and arrows in Neverland Forest.

Here's your chance... you've got him where you want him.
THE CRITICS ARE HOOKED!

Check out what they're saying about the incredible new Super NES version of Hook.

"...one of the hottest action games I have ever played. The music is absolutely beautiful and the graphics are top-notch."
— SUPER NES BUYER'S GUIDE

"Hook is intelligently made from start to finish. Its execution is excellent."
— GAME PLAYERS NINTENDO GUIDE

"Hook's multilayered, smoothly scrolling visuals inspire comparisons to Super NES legends, such as Actrainer 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."
— GAME PRO

Hook. The ultimate adventure for your Super NES. You'll be Hooked too!

SPECIAL TREASURE!
Receive a FREE Hook soundtrack cassette when you buy any NES, SNES or Game Boy HOOK VIDEO GAME and HOOK VIDEO MOVIE.

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 (two photocopies only, original packaging will be accepted along with your name and address and $1.50 for postage and handling fee.

HOOK Soundtrack Offer, P.O. Box 7696
Young America, MN 55373-7696

Limited to residents of the United States. While supplies last.
Everybody's taking to the streets these days for a few rounds of fisticuffs—Street Fighter-style. The latest entry in the battle for street fightin' king is Art of Fighting, a Neo-Geo cart that boasts a whopping 106 megs.

**Takin' It to the Streets**

In Art of Fighting, you can get your brawlin' one of two ways. In the One-Player mode, you fight as either Ryo or Robert, two street-smart martial arts experts. The dynamic duo is searching for Ryo's kidnapped sister, Yuri, who's being held hostage by a mysterious Karate master. To find Yuri, you've got to go head-to-head against six other fighters throughout South Town. If you defeat them all, you battle two final bosses.

In the Two-Player mode, you get your street fightin' down and dirty with head-to-head arcade-style action. Each player can choose to be any one of the eight fighters. Some are old familiar faces, and some are new kids on the street fightin' block. Check out the screens for a rundown on this new cast of characters.

**Ryo**

Use Haow-Ken to blow away tough opponents.

**Robert**

Robert's determined to help rescue Yuri.

**Mickey**

Mickey's got information you need, but you have to defeat him before he'll give it to you.

**Lee**

You'll battle Lee and his spectacular moves in China Town.

**John**

Fans of Guile will note more than a passing resemblance in John.

**King**

King's the only female fighter in the game. Battle her in a restaurant called L'Amour.
Welcome
to the tale of Ys, young warrior! Grab your sword and your wits, and prepare for an adventure of steel, sweat and cunning!
As Adol the Wanderer, you're up against the vile Galbalan and his legion of bloodthirsty beasts. Travel the land and uncover the clues that will lead to the lair of evil itself, and watch as the dramatic tale of Ys unfolds!

Wanderers From Ys™ III
AMERICAN SAMMY CORPORATION
2421 205TH STREET, SUITE D-104
TORRANCE, CA 90501

Wanderers From Ys III is a trademark of American Sammy Corporation. 1991.
Each fighter has a set of basic kick and punch moves, as well as several special techniques. Ryo and Robert have the best variety of moves, but none of the characters has the wide range of moves found in Street Fighter II. The fighters monitor damage on a life bar, but they also have to watch their Ki (psychic energy) bar. In Art of Fighting, it takes Ki energy to perform special moves. If your fighter is out of Ki, he's out of luck. A special move enables you to restore your Ki. While restoring your energy, however, you're vulnerable to attack. You can also taunt your opponent to take away his Ki.

Each battler must earn their ultimate weapon (the Haow-Ken move) by successfully mastering each of the three bonus rounds. This deadly move deals 50% damage to your opponent's life bar and requires all of your Ki.

### A Work of Art

The first things you'll notice about Art of Fighting are the huge sprites, the spectacular graphics, and the ultra-cool music and sounds. The characters are well-animated and move smoothly. When you beat your opponent up, his face swells and blackens. An unusual feature is the zoom capability, where your view of the action zooms in for a close-up when you and your opponent are within a certain distance of one another. The zoom looks neat, but the shift throws off your timing in mid-move. Sound-wise, the music rocks and each character has their own digitized voice.

We'll review Art of Fighting and reveal tips and strategies for each player in an upcoming issue. In the meantime, look for the coin op version at an arcade near you. Come out fighting!

---

Art of Fighting by SNK
Available December
BATTLE with the BEST!

Can you withstand the devastating power of Shinouzer’s THUNDER CLAW?
Can your wicked twin blades defeat the evil Lord Autarch?
Can you master the searing “Arc Blast” technique?

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Kirby is an irresistibly cute, bubble-like creature that Japanese Game Boy fanatics have come to love. Now Statesiders can love him, too. Nintendo has brought this walking, flying, and blowing hero to America in a totally different type of game.

When You Wish Upon a Star
On a star far, far away, there is a land known as Dream Land. It's inhabited by, what else, Dream Landers. It was a euphoric place until the gluttonous King Dedede and his rotten band of thieves stole all the food and as the treasured Sparkling Stars, which the Dream Landers need to gather food. Now, it's Kirby to the rescue! And guess who plays Kirby?

In this five-stage, side-scrolling adventure, you don't have weapons. You just have a powerful sucking mouth. Your little blowster, Kirby, can collect in some enemies and then spit them out to destroy other enemies. He can also suck in air to make him fly and to create devastating Air Pellets. Some enemies and all the bosses can't be sucked in or puffed away. But, you'll usually find unusual items close by to make them see stars.

PROTIP: To kill all of Dedede's men in Castle Lololo's first room, jump to the ledge with the microphone. Suck it in and then spit it out. Your voice will crack all your enemies.

Breath-saving Items
With Dedede's bad guys to slow you down, you'll need a few sparkling surprises. Luckily, rejuvenating items are scattered throughout the game to help beef up your strength and vitality. A Lollipop makes you a rolling steamroller. A Microphone shatters your enemies like a crystal glass. Spice Food enables you to spit Fire Pellets. A Mint Leaf gives you a fresh-smelling stream of Air Pellets. A Bag of Magic Food completely restores your Vitality Bar, but Pep Brew only coughs up two Vitality Bars. Lastly, you can also find 1-ups.

PROTIP: If you're running low, search EVERY door for a helpful item.

The graphics in this game are detailed and cute enough to make you giggle. Kirby gives you the same warm and fuzzy feeling you get when you look at a kitten or a puppy. Awww. The sounds are average, but they keep up the pace.

Kirby's Dream Land by Nintendo

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MY CREATION IS ALMOST COMPLETE. WITH THIS MACHINE NOT EVEN THE GLOBAL GLADIATORS CAN STOP ME FROM SLIMING THE ENTIRE WORLD!

WATCH OUT!

Gladiators Unite!!

Yeah!

AAAAAH!!

OUCH!!

GO IT!

WHOA DUDE, THAT WAS A LITTLE TOO CLOSE!

 Uh-oh!

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THRASH TRASH!

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By Rampant Saxon

Meet the Flintstones, Taito's modern stone-age family for the Game Boy. Fred and Wilma's anniversary is coming up, and Fred wants to make it special.

Wilmaaaaaaaaaa!
Fred's found a treasure map in the Bedrock quarry, so he's off to find the treasure for Wilma. If you think the Flintstones are too neanderthal for your tastes, this cart's simple, yet addicting, game play will make you want to study evolution.

The beasties in this game both help and hinder you. You play Fred, who's armed with an unlimited number of hammers. Throw a hammer to hit a critter once and they freeze. Then you can use them to scale rooftops, cross rivers, or sprint to new heights for that 1-up. Be quick, though. If they unfreeze while you're still standing on them, you'll be stoned.

Fred is no Jack Sprat, but he's no lumbering dinosaur either. He's a nimble jumper, just don't expect to see him take off into a sweat-breaking run. However, Freddy boy's saunter is enough to get him through the game, and it's easy to control.

-a-saurus icon, you'll hop on it's back for a high-hoppin' ride. One hit, though, and you're back on your feet.

What are you expecting? Modern-day creatures?

Yabba Dabba Doo Time!
Overall, this game takes you back...back to the good times! The graphics are nicely animated, down to the slithering snakes and leaping Leap-a-saurus. The repetitious Flintstone's theme song does nothing to entice you to continue, but the inventive game play keeps you going. Moreover, the Flintstones' fun factor is anything but prehistoric.

Fred Flintstone's off on another cartoon adventure. Don't miss tagging along with this Hanna Barbarian. Yabadoabadoouver!!!

PROTIP: To beat the fire-breathing dragon boss at the end of Stage 1, stand next to the wall that's just before the water on the right-hand side. Duck when he breathes his fire. Then quickly jump up and throw your hammer.

To spice up the action, keep an eye open for helpful artifacts. You're on a hunt for Wheels, icons depicting a helmet-head, and Dino-looking Leap-a-saurus icons. Wheels and helmet heads convert into points towards an extra heart, which adds to the four you start out with. When you come across a Leap-
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**Lazlos’ Leap**

by Kay Oss

Leapin’ Lizards, Checkers has taken a new twist on the Game Boy. DTMC has 100 two-player checkers puzzle games to chose from in Lazlos’ Leap.

**Par for the Course**

Lazlos’ Leap features a cross-shaped board with checkers placed in various layouts. Similar to Chinese Checkers, you have to eliminate checkers by leaping one checker over another adjacent checker, either horizontally or vertically. The checker you leap over automatically disappears. To win, you must have one checker left in the center of the cross.

**PROTIP:** On edges with only three spots, try to always keep one spot open or you’ll usually create a no-win situation.

**PROTIP:** In Puzzle 2 (FISH), start with the checker to the far left and keep jumping around to your right. You’ll have this puzzle whipped in no time.

You don’t have to work your way to the top to challenge yourself. At any time, you can jump to any of the 100 puzzles offered. Of course, the higher the puzzle you choose, the more checkers you have to clear and the harder it is. Each game has a par to beat, and luckily, they increase with every game as well.

Lazlos’ doesn’t make a big leap in graphics or sound; fortunately the latter can be turned off. The challenge, however, is tough and sometimes frustrating. Consequently, if you don’t have the patience for puzzlers, your interest may wane. This game is much like the Pyramids of Ra by Matchbox, but not nearly as innovative and fun (See GamePro ProReview, July, ’92). For more entertainment, try the two-player challenge against a friend.

**Leap Aside**

If you like the ancient art of strategic Checkers, then by all means leap on this one. But if you’re just a regular puzzle fan, you might want to look before you leap.

---

**Ren & Stimpy**

By Kay Oss

Blast off in the year 400 billion on a 9,999 day mission with the new cult comic heroes, Ren and Stimpy. This Game Boy version of the wacky and weird cult TV cartoon show about a neurotic Chihuahua (Ren) and his dim cat friend (Stimpy), seeks to cash in on the show’s popularity. Too bad it lost its sense of humor during the trip from big screen to small.

**Oh Joy!**

Cadet Stimpy has accidentally cut the lifeline to Commander Hoek. Now he has to reach the Cargo Bay to open the hatch for Ren by travelling through four worlds with about five levels each. That’s where you come in. You, as Stimpy, must run, jump, and spit your way to the Cargo Bay. Easier said than done in this, side-view, horizontal-scroller.

The action in this game is more frustrating than fun. Although the graphics are elaborate, the obstacles are hard to see. Stimpy’s only weapon is his mouthful of spit wads, which knock down some enemies and not others. Advancing through the game is no light-weight task. You only have three lives to get through the whole spaceship, and each life can only take four hits.

Stimpy’s a hefty cat. Maybe this adds to his slow jumps and moves. If you’re listening for that great Ren & Stimpy soundtrack, forget it. The only reason to keep the volume up is to hear Ren call Stimpy an “eediotttt...” and hear Stimpy exclaim, “Oh joy,” when he uses up his last life.

**PROTIP:** To get past the spouting bathubs, stand on the left-hand edge of the first tub. When the water starts to spout, leap high and land on the right-hand edge of the second tub. Now you can jump over the Swiss cheese-looking blockade.

**PROTIP:** To get past the spouting bathubs, stand on the left-hand edge of the first tub. When the water starts to spout, leap high and land on the right-hand edge of the second tub. Now you can jump over the Swiss cheese-looking blockade.

**PROTIP:** To get past the electric poles in Level Three, start walking just as the second bulb is lit.

**PROTIP:** Try to take care of the outside checkers first. They’re impossible to reach if you let them hang out.

**PROTIP:** Don’t waste your spit on salt shakers in Level Four. They’re indestructible.

You EEDIOOOOOOTTTTTT!

With grating sound and frustrating game play, this Game Boy show’s much more fun to watch than it is to play. If you’re a Ren & Stimpy fan, you should whip up some powdered toast and switch on your TV.

---

**GamePro • December 1992**

**Lazlos’ Leap by DTMC**

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**Ren & Stimpy by T.HQ**

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By Earth Angel

Sure, you'd never want an Alien in your body, but how about sticking one in your pocket? If so, Alien 3 by Arena Entertainment might be the hand-held style action you're looking for.

In Space, No One Can Hear You Scream

Based on last summer's movie, this vertically- and horizontally-scrolling arcade-style action cart leaves Ripley stranded on the prison colony, Fiorina 161. The good news is that she's not alone. The bad news is that her companions consist of a dangerous bunch of prisoners and a horde of hungry Aliens.

The Company's dangerous plot is to preserve the Alien race and use it to achieve world domination. Ripley's assignment is to destroy each and every Alien to save humanity. To do this, she must rescue prisoners and destroy voracious Aliens located throughout the 15 stages of the prison colony.

**Protip:** Shoot diagonally downward and upward to destroy Alien Pods and Aliens hanging from the ceiling. Swap them require precise timing. You'll find that you jump or swap weapons when you're not trying to, and that you can't swap quickly enough when you need to.

**Protip:** The best weapons for Alien hunting are the Flame Thrower and the Grenade Launcher.

**Protip:** Watch for little green clumps in floors and ceilings. They indicate that Aliens are lurking in walls just waiting for you to walk by. If a Facehugger tries to suck your face, rapidly hit Left and Right on your directional pad to shake 'em off.

**Protip:** To avoid getting an Alien surprise, shoot continually as you advance down tunnels and up staircases.

Do It for Newt

Ripley's got to complete each stage by rescuing all of the prisoners on the level. Her effort ends when she either runs out of time or gets nailed once too often by an Alien scavenger. With just three tries and no continues, the odds are with the Aliens and advanced gamers.

**Protip:** Search for hidden Life boxes. Once you know where they are, return to grab them when you need them.

Get Alienated

Veteran Alien hunters shouldn't expect Alien 3 for the Game Gear to pack the same pulse-pounding action as the Genesis version. The Game Gear obviously doesn't pack enough power to match up with the 16-bit special effects. However, challenging game play and lengthy stages give the game more punch than average Game Gear fare.

**Alien 3 by Arena Entertainment**

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By Kay Oss

Ready to play cops 'n' robbers? Atari's Dirty Larry: Renegade Cop puts you on the streets with the toughest cop in Steelburg. Larry's just wrecked his third car this week. No more cruising, he's back to walking the beat.

Cruisin' for a Bruisin'

Larry's done it again. He failed to follow correct procedure when he arrested Mr. Big. So now, Mr. Big and his nefarious gang are out to rule the streets. Of course, Larry's going to stop 'em.

PROFIT: When you hear the motorcycle rider coming, shoot of-screen. You can blow him away before you see him.

Wise Guys, eh?

Larry starts out with a pistol and 20 bullets. Luckily, some bad guys cough up 10 bullets, while others add onto your lifetime. These life-saving power-ups appear randomly, so use your ammo sparingly and avoid hits as much as possible.

PROFIT: Don't even try to use your gun against the big guy in the White Hotel. He'll get in yer face and beat you up before you can pull the trigger.

PROFIT: Don't stand too close to the Pyromaniac when you destroy her. Her last breath of flames will burn you.

Go Ahead Make Your Day

Even though this game is straight forward with few surprises, its lack of continues gives it a nominal challenge. The bald, musclebound meanies in the hotel are no girly men. They're tough and they like to get in yer face. However, after a few crashes through a level, you'll be able to easily predict when and where thugs come your way. You'll then be able to shoot them of-screen.

If you're an aficionado of Lynx graphics, throw on your trench coat and fight crime with Dirty Larry. If you need finger-burning action, you'd best look on different streets.

DIRTY LARRY

PROFIT: Don't waste your bullets. Low-level attackers can be popped with only two shots.

This side-scrolling action game is standard police issue. The game play is simple point-and-shoot action. The variety kicks in with the graphics, which are excellent. Notice the trash on the ground, the garbage spilling out of trash cans, and the ripped wallpaper in the hotel. You even get entertaining story line graphics between levels.

You, as Larry, cruise through seven, intricately detailed levels fighting oncoming thugs. Mr. Big's mobsters range from gun-toting Gang Dudes to Pyromaniacs, who set themselves on fire and run wildly at you.

As for sound, there's no looping music, which is a plus. Just simple "bangs" and punching noises. The

Dirty Larry: Renegade Cop by Atari

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**Trolls (American Video Entertainment)**

Yep, the cute ogre dolls with the long, brightly-colored hair have jumped off the shelf. These naked innocents have windsurfed onto a magical island with a hidden treasure. Dye your hair and take it nice "n easy, because you're not the only ones on this island.

Available now

**F-117A Stealth Fighter (MicroProse)**

Soar to the speed of sound and beyond in this flight simulator. Grab the controls and hang on. The realistic behind-the-cockpit perspective will send you flying. You won't need a copilot — this is a solo flight.

Available December

**Genesis**

**Flashback (U.S. Gold)**

Conrad Hart discovered that Earth's high-ranking officials are really extraterrestrials out to dominate the globe. As Conrad you are conveniently captured and your memory is erased. You're transported to an alien world for an incredibly realistic adventure. This is no flashback to regular 16-bit gaming but actually a flashback to terrains. You'll see America and its car-spinning hazards from behind-the-wheel of the elite cars of Lotus, the Spirit, or the Elan convertible. If the CPU runs out of gas, grab a friend for the challenge. Buckle up for the ultimate race against the clock.

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**Sunset Riders (Konami)**

One of the first Konami games to cross 16-bit lines will blind you. Saddle up and guide your four sharpshooters on a roundup for their lives. Four players can strap on the holsters of Steve, Bill, Bob, and Corman. Gallop across the horizontally-scrolling levels with an itchy trigger finger for the Boss. With villains and critters blocking your way, you'll have plenty of target practice. Better not stay in the saloon too long, 'cuz these gunslingers won't wait.

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Rev up and gear down for a tire-screeching race across eight different stages and

Lock your doors! Those nogood crooks, the Wet Bandits, are on your doorstep and
Try hitting this guy below the belt.

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The Champ is back! With new super-charged graphics and a ring full of other-worldly opponents itching to re-arrange his face. The competition will be fierce as you shake claws and come out fighting the most vicious mutants, cyborgs and creatures to ever hit the galaxy. Or anything else. Each possess ferocious strength, inhuman stamina and warp drive speed. To walk away a winner, you'll have to use every trick in the book. Power Moves and Punching Tools like super nova jabs, steller upper cuts, and hyper-awesome rights and lefts. Hit the right combination and...POW!...alien heads will roll! It won't be a pretty sight. But as any Heavyweight Champion of the Universe knows-when the going gets tough, the tough get Power Punch II.
they're after your TV. It's Kevin to the rescue. Assembling wacky weapons from household items, Kevin sets traps to make these bumbling robbers turn themselves in. Blueprints of six different houses give Kevin a sled-riding start. Who needs Crime Watch? You'll never be home alone.

**Available December**

**TaleSpin (Sega of America)**

Quit spinning your wheels and take to the skies in the Sea Duck with Baloo and Kit. Better not keep your head in the clouds in this "round-the-world" adventure. Don Karnage and his Air Pirates are out to plant their flag on your air ship. Surf the skies for this cart, because it will leave you with a belly full of laughs.

**Available now**

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**SNES**

**Shanghai 2: Dragon's Eye (ActiVision)**

You'll mix and match a pile of decorative tiles throughout the Orient in this Mah-Jongg look-alike. One or two players can join in on the relaxing, but competitive, fun. Be sure to order Take Out, 'cuz you could be Shanghai'd for a while.

**Available December**

**Super Batter Up (Namco)**

As you watch the World Series, flip on your own baseball game during the Seventh Inning Stretch. Super Batter Up is licensed by the Major League Baseball Players Association. You choose from 26 teams in the American and the National Leagues. You and a friend can throw peanuts at the screen as you swing for the fences in three major league stadiums. Smell the hot dogs and take me out to the ball game.

**Available now**

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**Best of the Best (Electro Brain)**

Join the kickboxing world circuit. You're a young master who has spent your last 20 years kicking your way to the top. The international sport of kickboxing is running rampant on this continent and you're here to prove who's best. Jump into this side-view ring and go for the KO.

**Available now**

---

**Somer Assault (TTI)**

Slink through the Zodiac in this TurboChip shooter with a twist. As a Slinky-like device, you must roll head over tail around this side-view screen while keeping enemies at bay. Your search sends you through the

---

**Game Boy**

**Bonk's Adventure (Hudson Soft)**

The head banger's back! The prehistoric little dude with a 'tude has been Samsonized —
THE WAR TO END ALL WARS.

NES™ warfare reaches its thunderous finale as Contra Force, the third and final 8-bit Contra battle, storms across the earth. For the first time ever you'll have up to four different Commandos to support your firepower against an enemy who strikes like lightning. Tactics, timing and survival instincts are critical as you plan strategies and select secret weapons to counter dozens of attacks spanning five explosive new levels. Never again will you get the chance to encounter a war of this magnitude. So either confront Contra Force or suffer a storm of regret.

KONAMI®

76¢ per minute charge. Minors must have parental permission before calling. Touchtone phone required.

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he's got dangerous hair power. Don't cut it. King Drool's hard to fool and he's kid-
napped the Moon Princess. Use your nog-
ggin' and get back, get down, and do the
Boogalooga with Bonk.
Available Early '93

Game Gear

Super Off-Road (Virgin Games)

Some mud-
slinging road race action is shifting gears and landing in
the palm of your hand.
Take this four wheeler for a spin. You
should be familiar with these tracks.
They've been around the block a few times.
Available January

Game Boy

Mega Man 3 (Capcom)

Red Alert, Mega Man fans. Dr. Wily has
taken control of an oil platform and he's
drilling through the earth's crust. So go
up against your favorite enemies, such
as Snake Man and Drill Man. Grab their
weapons to take on new nemeses, such
as Punk and Dr. Wily's Machines. Don't
fret, my little musclebound midgets,
you'll have some help from allies Rush
and Flitop. "Come in Mega Man!"
Available January

Humans (Gametek)

Grab your club and beat the
bushes. Your task is to
advance evo-

This game of survival of the fittest, you
must work together to master humanity's
great advances, such as wheel building
and fire making. Grab your Game Gear by
the hair and cave into this cart.
Available December

Lynx

Dinolympics (Atari)

Cave men had
Olympic
games way
before
Barcelona, but
you won’t see
swimming,
running, and diving in this cart. You and
another cave dweller have to work together
to survive in these Olympic games. The
King and the Shaman will be your cheer-
leading section. So pick up your wheels,
and let the games begin!
See SPOT swing, soar and space out in his latest adventure with the Game Boy! That mischievous red dude has made a break again. Help SPOT jump through clouds, escape from the forest, and a craaaay fun house, orbit space and even fly through the air in his jet pack—all to get back to the safety of his bottle. That is ... when he wants to!

FEATURES:
- Placeable track and platforms which you control
- Breakaway tracks that let you move from one track to another when you want
- A special bonus level

Send your adventure idea, name, address, age and phone # to us at: Virgin Games Inc. ATTN: SPOT 15001 Pico Blvd. Suite 411 Los Angeles, CA 90046. No purchase necessary. Entries must be received by 7/31/92. Adventure limited to 4,000 for transportation and lodging. Not sponsored by Nintendo.
**Tiny Toon Adventures**  
* (Nintendo)  
3-Up Starship!

**Krusty’s Super Fun House**  
* (Genesis)  
**Passwords**

**Gun*nac (Nintendo)**  
Level Select and Invincibility!

Good news, gunners, you can now explore any area of Gun*nac. At the title screen, enter the Config.Sys mode and set the Sound Test to 05. Now you can choose any area in the game!  
* Julie Freeman, Tampa, FL

Type in these clearance codes to warp anywhere in Krusty’s Super Fun House:  
Level 2: WHOAMAMA  
Level 3: FLANDERS  
Level 4: BROCKMAN  
Level 5: SIDESHOW  
* Juan M. Gonzalez, Inglewood, CA

If you do this properly, a bonus Starship stage will appear and you fight Duck Vader! Beat Vader for a 3-up!  
* Deb Bondurant, Boise, ID

**Game Genie Codes!**  
* Taz-Mania (Genesis)  

Use these codes with the Genesis Game Genie:  
Start with 20 Lives: EAJT-JABY+EAKT-JAB2  
60 Seconds of Invincibility after Eating a Star: BB4T-ERAN

**Mario Lemieux Hockey**  
* (Genesis)  
**Final Password!**

Enter this password:  
E7BE MB32 EJFC  
* Jonathan Boyce, Warwick, Bermuda
Enter the Jennifer Capriati Tennis Champions ’93 Contest and See A Great Match.

Olympic gold medal winner Jennifer Capriati brings together some of the best players in the world to challenge you with power serves, baseline thunder, net volleys and exciting point rallies. All the realism of tennis is here, from the skid of a backhand shot past your opponent to the overhead smash for the match. Even create your own players for the circuit tournaments or just a quick exhibition match to build up your skills. And don’t forget doubles because teamwork is always important in professional sports. Looking for a great match of tennis? It’s right here in Jennifer Capriati Tennis, from Renovation Products for the Sega Genesis system.

What Gamers May Win:

GRAND PRIZE — One (1) all expense paid trip for two (2) to see Jennifer Capriati play in a tournament to be determined by Jennifer Capriati. Also included in the prize is a special meeting and autograph session with Jennifer, plus two (2) Renovation Products T-shirts.

FIRST PRIZE — One (1) free game cartridge from Renovation Products to fifty (50) lucky entrants in the Jennifer Capriati Tennis Champions ’93 Contest.

SECOND PRIZE — One (1) free Renovation Products 100% cotton T-shirt to five-hundred (500) lucky entrants.

How To Enter:

To qualify for the Champions ’93 Contest, participants must win all four tournaments in Jennifer Capriati Tennis. When a player has won the complete circuit, a champions screen will be displayed with the statement “Congratulations on your great victory!” followed by the closing credits listing the creative designers behind Jennifer Capriati Tennis, plus a special option password. A photo of any of these screens will be accepted as proof of winning the circuits.

To enter, fill in the form or print your name, address, phone number, age and the words “Jennifer Capriati Tennis Champions ’93 Contest” on a 3” x 5” card. Then mail your entry form along with a photo of your winning TV screen to: Renovation Products, P.O. Box 641357, San Jose, CA 95164-1357. All prizes will be awarded to qualifying entries in the order they are chosen.

Contest Rules:

This contest is sponsored by Renovation Products and National Mailing Service. Only one entry per person. No purchase necessary to enter. Winners will be notified by mail. Chances of winning are determined by the total number of entries received. Contest ends January 31, 1993. All entries must be postmarked by this date. Only valid in U.S.A. Void where prohibited. Employees of National Mailing Service, Renovation and their families are ineligible to enter. National Mailing Service and Renovation reserve the right to cancel this promotion at any time with appropriate notice. Winners’ names and prize information may be used by National Mailing Service and Renovation for promotional or advertising purposes without further compensation.

You can buy your RENOVATION games at Toys ‘R’ Us, Babbage’s, Electronics Boutique, Software Etc. and other fine retailers. RENOVATION games are also distributed by Ingram/Comicon. Order games direct by calling 1-800-677-4336.

Fill out coupon and mail to: Renovation Products
Jennifer Capriati Tennis Champions ’93 Contest
P.O. Box 641357 • San Jose, CA 95164-1357

Name ____________________________ Age ______
Address ____________________________
City ___________________________ State ______
Zip ___________________________ Phone ______

Did You Remember
Your T.V. Screen Photo?

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Crystal Mines II (Lynx)

Secret Password

Now you can choose any level in Warsong for the Genesis. Begin the regular game, then press A to reduce the map. Move the cursor to the upper left-hand corner of the screen. Next, move the cursor one space right and one space down.

Taz-Mania (Genesis)

Unlimited Continues!

In the second section of the Badlands, climb to the highest ledge, then move left and grab the T-up.

Walk right, and you'll find a rock monster. Hop on the monster's head, then jump up and grab the Continue.

Star Trek (Game Boy)

Instant Warp!

If the Klingons are breathing down your exhaust pipe, you can warp out of trouble. Simply hold down Left, then press Select for an instant star warp. You can only use this escape once per level.

Dragon's Fury (Genesis)

Final Stage

Enter this password to skip to the final stage of Dragon's Fury for the Genesis:

6RENAUXEMW

Eddie D. Crosta, Miami, FL

Finally, cross the bridge and chew down on bombs until you die. Now repeat this entire process to rake in as many Continues as you need!

John Ozarchuk, Norton, OH
**Bonk’s Revenge**
*(TurboGrafx-16)*

**Ending Preview**

Wait for the game select screen to appear, then hold down Button II and press Run. You'll enter a bonus game practice menu. Highlight Exit, then hold down Button II again and push Run.

**Check it out!** You'll see a sneak preview of Bonk’s ending sequence.

*Cliff Pfennig, Portland, OR*

---

**The Legend of the Mystical Ninja (Super NES)**

**Continue Code**

Jump into Mystical Ninja’s Level 9 action with this password:

Z+LHD H

*Kim-Hahn Hoang, Fremont, CA*

---

**David Robinson’s Supreme Court (Genesis)**

**Passwords**

Please enter password:

[L]J8SREQU

Score! Slam dunk these passwords in David Robinson’s Supreme Court and have a ball with this well-rounded cart.

Most Valuable Player: [I]D5REQUS
Championship: [I]D5REQ3R

*Regino Alvarez Ramos, Cayey, Puerto Rico*

---

**Thunder Fox (Genesis)**

**Stage Select + Nine Continues!**

To arm yourself with nine continues and a round select in Taito’s Thunder Fox, do the following: At the title screen, push Start to enter the game select screen. Choose the Configuration mode. Move the cursor to Music Select and press Button A 13 times. Then move the cursor to Sound Select and press Button A 24 times.

---

Finally, move the cursor to Exit and press Button A, then Button B, and finally Button C. Choose levels and add continues with Button A!

*Larry Wright, Chicago, IL*
Fly By The Seat Of Your Pants.

It never fails. You’re walking to lunch when you suddenly get the urge to obliterate an enemy MiG fighter over South Kuwait. Well, now you can satisfy that impulse right away with *F-15 Strike Eagle*, the first flight simulator for the Gameboy™. Squeezed into one thrilling little cartridge are seven action-packed war theaters from Baghdad to Karbala. Full roll and pitch functions. Ultra-realistic cockpit displays. Three difficulty levels. And explosive new missions every time you play. All of which make this easy-to-carry jet fighter the perfect vehicle to carry you through days filled with bus rides, bank lines, and waiting rooms. So get your copy of *F-15 Strike Eagle* for Gameboy today. Because you never know when the urge to dogfight will strike again.

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Hunt Valley, MD 21030-2249

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Address:
City ________ State _____
Zip ________

ALL RIGHTS RESERVED.
**Super Star Wars (Super NES)**

99 Lives!

Fight your way to Stage 5, the Land of the Sand People, and keep moving until you reach the second platform-jumping section.

Inside the cave, shoot the sky with your phaser to load up on five free Luke lives!

Fall off the cliff and hook left to land safely in a cavern.

Now kill yourself, then repeat this process again and again to max out your extra lives count.

*Bubonic the Blowfrog, The Swampy Offices of GamePro*

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**The Legend of Zelda: A Link to the Past (Super NES)**

**Maximum Cash!**

You can stock up your rupee stash with this easy technique. Simply find a cave with free money, grab all the rupees, and leave. Return to the cave and rake 'em in all over again.

This is particularly effective in the cave under the large rock outside of the Desert of Mystery's entrance. Other easy cash flow sources include the gardens of chance that are located throughout Hyrule. Look in the Lost Woods for a high-stakes, high-reward game that you can use to earn mucho dinero, no problema.

*Ryan Pohllman, Naperville, IL*

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**Magic Sword (Super NES)**

**Level Select, Bonus Health**

Here's an enchanted trick that will get your blade slashing in Magic Sword. Highlight the Exit entry in the Options screen, then hold down L, R, and Start on Controller Two. While holding those three buttons, press Start on Controller One.

Now you can select your starting vitality and the game's level.

*Eve Talbott, San Francisco, CA*

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**Do You Have a Secret Weapon?**

If you do, submit it to GamePro. Our Pros will review it. If we publish it, we'll send you a free GAMEPRO Super Shirt! Send your best tips and secrets to:

GamePro Magazine

**Secret Weapons**

P.O. Box 3329
Redwood City, CA 94064
Winning big has never been easier! Just answer all the questions listed below for your chance to win a huge 27" TV, a thumping stereo and a Super Nintendo. Your games will look and sound better than ever. Check out the back of the game packages for all information you need to win.

1 Grand Prize — 27" TV set plus a stereo system plus a Super Nintendo system, plus a SUPER ADVANTAGE® from Asciiware®!

1 First Prize — a Super Nintendo system, a SUPER ADVANTAGE® from Asciiware®, and a Nintendo Game Boy plus all Namco SNES and Game Boy games released by December 1992!


15 Third Prizes — one each of Namco SNES and Game Boy games.

Name
Address
City State Zip

1. On the back of the Super Batter Up box who is up to bat for Oakland?

2. What’s the score shown in the Post Game Show on the back of the Super Batter Up package?

3. What keeps you close to the action in Wings 2-Aces High?

4. What three types of missions do you perform in Wings 2-Aces High?

5. Name Dig Dug’s enemies.

6. Name two weapons used in New Dig Dug.

No purchase necessary to enter. One entry per person, please. Your answers must be correct to win. Entries must be postmarked no later than February 1, 1993. Winners will be randomly drawn from among eligible entries on February 15, 1993. Winners will be notified by mail. After February 28, 1993, you can obtain a list of the winners by sending a self-addressed stamped envelope to the Namco Hometek office. Prizes are limited to one per household. Winners are responsible for all taxes. Void in Canada and elsewhere prohibited by law. This offer is subject to all federal, state and local laws and regulations.

Send all entries to Namco Hometek, Inc. Attn: Score Big

Namco Hometek Inc. 3555-1 Scott Blvd. Suite 109, Santa Clara, CA 95054-3013

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By Boss Music

When Shredder sends the Turtles back in time, it looks like our half-shelled heroes are finally history. Never fear, Turtle power is here! If you manage to clow-abunga your way to the end of this cart on the Hard difficulty setting, you'll give 'em shell with a special ending.

1) PROTIP: Lie low when Krang's brain swoops at you. Then leap and nail his back with your float/swing maneuver.

2) In the final shell shock, Level 10, you run into Shredder and he's ready to dine on Turtle soup. He's swallowed a tube of mutant goo, and now there's no turning back!

3) PROTIP: When Shredder surrounds himself with a yellow wall of flame, step lively. He's about to toast your toess! Jump up and over the flames just as he pitches his arm.

4) PROTIP: If Shredder puts up a wall of blue flame, he's firing up his mutant powers to transform you into a normal pet turtle. Dodge under the blue shots, then trap him in the corner and wall away.

5) PROTIP: To topple Shredder, use continuous jump kicks and super moves in-between his heat wave attacks. Two players working together can outlast him!

6) After saving the Big Apple, the Turtles kick back and watch as the Statue of Liberty's restored to her rightful place on Manhattan island. Then, they catch an airlift aboard the Turtle Blimp with their favorite female reporter, April O'Neill.
This Guy's Breath Could Kill You!
Good Thing He's On Your Side!

Forget the mouthwash! Firebrand, the last remaining guardian of the Ghoul Realm, must use his sizzling breath to save the empire. An unknown army has swept across the realm, smothering it in darkness. As Firebrand, you must incinerate your enemies as you find your way through the darkened realm. Ghouls everywhere will be counting on you! For once, bad breath is something to be proud of!

Fly through the realm and fry your enemies!

Search through the village for critical clues.

Sink your claws into walls and ceilings as you go.

CAPCOM

GARGOYLES QUEST II

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Nintendo Entertainment System
Get ready to tackle Madden's finest season yet. John Madden Football™ '93. The all-new version of the game with the greatest run anywhere. The top of the charts since day one.

This year, Madden really makes history. Twenty-eight updated pro teams. The eight greatest teams of all time—Miami '72, Oakland '76, Dallas '77, Pittsburgh '78, Washington '82, San Francisco '84, Chicago '85, New York '86.

Plus the '92 All-Madden team and his Greatest Ever squad. So you can pit the Hogs against the Steel Curtain. And see who lands on top.

In all, thirty-eight different teams. Think you can find a more hard-hitting game? Take a hike.

Now available on Super NES™.
Talk about a game with Madden written all over it. Madden '93 has yards of plays. A total of 125 including new audibles. Each from the pen of John Madden. Including the no-huddle offense and a quarter-back kills the clock play.

It's a game of match-ups—Madden's brand of football. Each team scouted by the man himself. Battery back-up saves game and player stats through the playoffs. Make the right match-up at every position and you'll go all the way.


The more intense the action, the more excited Madden gets. Blasting out comments like "Boom!"

Where'd that truck come from? It's the true personality of football.

Call the no-huddle offense and you'll give an out-of-position defense the slip. Especially if it's a snowy day in Buffalo.

With head butts and shoestring catches, this game definitely has all the right moves.

A split play-calling screen keeps the other side of the line on its toes. Tougher computer opponents keep you on yours.

EASN, the Electronic Arts Sports Network, is all over the field like a roving linebacker. Highlights. IsoVision instant replay. Cameras covering every angle of the game.

Make the right call. Phone (300) 245-4525 anytime. Or visit your local EA dealer. And get the only game worthy of the Hall of Fame.

If it's in the game, it's in the game.
DEATH DUEL

8-BIT STRATEGY GUIDE

Anyone who takes on Death Duel by RAZORSOFT (see ProReview, GamePro, October '92) and thinks it's a shooter will find out in short order why the game's called "Death Duel." Ten galaxies have sent one elite warrior each to claim control of the galactic space- ways. You have been selected to defend the Federation.

Warning: This game gets messy! Each duel allows you the opportunity to disembowel your hapless opponent. Precision blows delivered by your vast arsenal will result in a gruesome exhibition of severed limbs. Some opponents re- attach their now lifeless limb while others use it as a very effective weapon.

Here's the lowdown on your extraterrestrial competition through Level 4.

Don't be fooled by week come ons.

The arms dealer's got the hardware you need. Spend your Pheelee wisely, and think twice about his "bargain basement" items.

Offensive Techniques:

Shanox the Krag has the unique ability to regurgitate his own intestinal fluids. Although this is extremely distasteful and disgusting, almost any substance will slowly disintegrate when it comes in contact with this acid drool. Needless to say, his weapon is NOT very accurate. Use this handicap against him by moving constantly.

Defensive Techniques:

Shanox's defense is simple but effective. Flying from one end of the dueling grounds to the other is Shanox's unimaginative defensive philosophy. However, only the most skilled warrior can blast him in midair. So, it's probably best if you clip his wings before he takes to the sky.

Shoot fast. Shanox regenerates limbs quickly!

Shanox isn't too bright, but even he realizes the advantages of hiding behind blast barriers. It's wise to immobilize him with a shot to the legs. Beware! Shanox regenerates his limbs and he can restore his fighting capability nearly 100 per cent.

Special Techniques:

Unfortunately, even two heads aren't necessarily better than one.

Krays possess two brains. Even a well-placed missile to the head won't stop him. Also, he can regenerate amputated limbs almost as fast as they hit the ground.
PROTIP: As with many of the opponents, you get bonus Pheela (money) for mutilating Shanoz. If you immobilize him, take out a few of his limbs. Don't spend too much time carving him up. Time and ammunition are a wastin'.

Defensive Techniques:

Keep shooting until you're sure he's done.

Like most of the Lairdins race, Forsal is very agile. Speed and agility are his first line of defense as he scurries from wall to wall avoiding attacks. You may find using an Energy Ring to target your other weapons against Forsal's vulnerable parts is the fastest way to dust him.

Forsal Jeraba (Level 2)

Offensive Techniques:

Watch out for the Pod Launchers.

Forsal is a tough bug to squash. He takes a lickin' and keeps on clickin'. His tenacity will sap your ammo, so shoot straight or you're fly food.

PROTIP: Forsal must open his tail casing to release his chemical pods. Time your shots to strike the open casing before it closes.

PROTIP: If you begin to run high on damage, run from Forsal and use your armor regeneration capabilities. This defensive tactic is useful against any opponent, but you must balance regeneration with the loss of time-bonus Pheela.

Forsal's fast, very fast!

Kraxon (Level 3)

Offensive Techniques:

Krax looks formidable.

Kraxon attacks with a combination of four electroplastic field launchers. That may sound impressive, but their bark is worse than their bite.

Defensive Techniques:

Now you see him...

...now you don't.

Defense is where Kraxon reigns supreme. What Kraxon lacks in offensive firepower, he makes up for in strategy. He prefers to retreat into his indestructible Pruchonian shell rather than fight a well-armed enemy like you. Kraxon tries to win by exhausting your supply of time and ammo. Don't let him frustrate you. Be patient and precise, and victory will be right around the corner.

Forsal is no insignificant mutant insect. He's wasted 26 opponents in only two years on the Death Duel circuit. Killing is his profession, and nature's equipped him with the right tools for the job. Four chemical pod launchers reside in his scorpion-like tail. Two or three hits by these babies and you're bug food.

Continued on page 206.
Darrius packs the fastest guns west of the Milky Way. His twin RotoBore proton rockets provide him with the ultimate combination of targeting and terminating. In a matter of seconds, he can lock onto your cyborg and blast away with uncanny accuracy.

**Defensive Techniques:**

Darrius is fast on his feet, too.

Extensive geographic programming enables Darrius to motor around the dueling grounds like no other Class 6 Cyborg. His vapor-laced carbonic armor renders your weapon system’s locking mechanisms useless while he’s walking.

**Offensive Techniques:**

Don’t let bizarre looks mesmerize you.

Darrius’ most interesting defense is the use of “morphing” to modify his appearance. When he’s critically damaged, Darrius may turn into any number of bizarre creations, but he’s still the only target in the duel.

Continued on page 212.
No bombs, missiles, lasers, machine guns or Vulcan cannons. But you'll still need powerful arms.

And legs. And even wits. Because in Prince of Persia® from Konami®, only a fast mind and fit muscles can conquer all 20 Super NES™ stages, including 8 you've never seen anywhere before.

Once sealed inside the desert palace maze you'll hardly have time to appreciate the awesome high resolution graphics, incredibly cool life-like player animation, and mood setting Arabian melodies. Because when you're not hanging by your fingertips over spiked pits or leaping through razor sharp guillotines, you'll be saber dueling with skeletal remains and vicious turbaned terrorists.

The sands of time are against you, so you must be constantly on the move, making split second decisions with no margin for error. Is that vessel filled with poison or life-giving nectar? Will that floor cave in or open a secret passage? Only the sultan of sin Jaffar knows for sure. And he'll even use magic to keep you from rescuing the princess and becoming the Prince of Persia.

Konami


70¢ per minute charge. Minors must have parental permission before calling. Touch tone phone required.

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game plays like the real thing. From the national anthem to the 7th inning stretch Super Batter Up
delivers the baseball action you deserve. Don’t be an average Joe: You can be a baseball hero.

- One or two players.
- 8 mgs of realistic graphics.
- 26 teams.

Some games claim to be realistic: we are. Check out the rosters. Ever hear of their players? Larry? Joe?
Super Batter Up is packed with actual Major League Baseball Players and their statistics. We’ve
analyzed RBI, ERA, home runs, stolen bases, errors, speed, and throwing ability data to ensure that our
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- One or two players.
- 8 mgs of realistic graphics.
- 26 teams.
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For a game with so many brilliant colors, it also looks good in black and white.

Axelay could be the hottest shooter ever made!

Electronic Gaming Monthly

They said it all! Other shooter games may claim they’re the best. But Axelay reveals its true colors on the high speed, Super NES® ride of your life through untold eons of spectrum shattering special 3-D effects.

Scream through the stratosphere horizontally or tear up the extraterrestrials in head-on vertical style. You’re flying the prototype tactical fighter ship, Axelay, with the most sophisticated weaponry ever invented, like the deadly Round Vulcan with its full 360° range.

In 6 shocking stages of horrific floating fortresses, multi-legged mobile forts, robot cities, volcanos and the City of Darkness you may be tempted to stop and see the sights. Not a good idea, even for a glance, unless you want an asteroid up your nose. Just see for yourself what the critics are raving about.

Konami

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CAPTAIN AMERICA and The AVENGERS

EXPLODING OUT OF THE ARCADES AND INTO YOUR GENESIS!

As Captain America, Iron Man, Hawkeye or Vision, it's up to you and a friend to foil the Red Skull's fiendish plan for world domination. Battle all of the Avengers' most fearsome foes in this picture-perfect Genesis version of the blockbuster arcade smash!
Street Fighter II Feels the Need for Speed

In a blinding flurry of fists and feet, *Capcom U.S.A.* announced a new-and-improved revision to its smash hit arcade game, *Street Fighter II: Champion Edition*, at the recent AMOA arcade show in Nashville, TN. Dubbed the Turbo Rom Upgrade Kit, the set of electronic memory chips can be installed in existing machines to make them faster and meaner than ever.

Bison slows down the torpedo.

Chun Li's fired up in Turbo SF II.

E. Honda's Head Butt Is fire resistant.

Created in response to popular player demand, *Turbo SF II: Champion Edition* is maybe 10% speedier than the original Champion. This means you must increase your hand speed proportionally to pull off tough techniques and combinations. Additionally, Turbo balances the powers of characters by bringing superhumans such as M. Bison down to Earth, and pumping up weaker World Warriors. Check out Chun Li's scarfing new fireball move! Some special techniques are also enhanced. Well-timed E. Honda Head Butts can pass through fireballs, and Vega's Tumbling Claw travels the length of an entire screen.

Finally, fireball-throwing fighters can hurl their projectiles insanely fast or slower than a snail.

As we go to press, Capcom's still brainstorming on more secret attacks and enhancements to add to each character's arsenal. By now, the Turbo SF II kits should be beating down arcade doors across the country, so look for blow-out Hot at the Arcades report in an upcoming issue of GamePro.

Illegal Street Fightin'

Knocking your friends senseless is an acceptable thing to do, as long as you're brawling on a Street Fighter II machine made by Capcom USA. According to Capcom officials, software hackers have illegally programmed their own Turbo upgrade of SF II: Champion Edition. The version is similar to Capcom's Turbo, only the action moves even faster. In the game, characters can throw fireballs at 45 degree angles, and special techniques can be executed in midair. Capcom will, more than just say no to the unauthorized SF II--legal action may be pursued.

Where No Mall Has Gone Before

Star Trek is about to seriously seek out new life and visit strange new worlds. *Paramount Pictures* has a licensing agreement with St. Louis, MO-based *Edison Brothers Entertainment* to develop shopping mall-based virtual reality entertainment centers based on *Star Trek: The Next Generation*.

The Star Trek VR centers are expected to use software created by Spectrum Holobyte (Alameda, CA), which holds the license for PC and video game software based on Star Trek: The Next Generation (see "On Location: Spectrum Holobyte," GamePro, Oct. '92). Star Trek players will be able to choose game scenarios and the characters they want to portray. Also, many sections of the Enterprise, including the Bridge, the Holodeck, the Transporter Room, and Engineering, will be recreated.

Bullet-Proof Gets Yoshi, Mario, and Golf

Does *Nintendo* like *Bullet-Proof Software* (*Tetris*, *Faceball 2000*) or what? The two companies are joining forces to produce a game, and Nintendo's sharing two of its brightest stars with Bullet-Proof—Yoshi and Mario!

The game's called *Yoshi's Cookie*. It's actually an enhanced version of a Japanese arcade puzzle game called *Hermetica*, which Bullet-Proof showcased at the Consumer Electronics Show last spring. Yoshi and Mario are the stars of the cart. Nintendo gets the NES and the Game Boy versions. Bullet-proof gets the SNES version. Look for Yoshi's Cookie sometime in early '93.

Bullet-Proof Software is also swinging into golf games. They are taking over the marketing chores for *True Golf Classics: Pebble Beach* (see GamePro, June '92) from T&E Soft, which has closed up shop in America.

Master SNK's Magic

Neo-Geo martial artists finally get a chance to prove who's the baddest dude around in SNK's Master the Magic Contest. In the Art of Fighting contest for the arcades and the home system, players must discover a top-secret move for Ryo and Robert that's not described on-screen or in the documentation. The move requires multiple directional presses, plus an attack button. To enter the contest, send a letter by January 31, 1993 to SNK that describes how to execute the technique. Address your letters to: Master the Magic Contest, 20603 Earl Street, Torrance, CA 90503. A randomly-drawn grand prize winner gets a Neo-Geo Gold home system, and there are prizes for 1100 other winners, too.

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HERE'S OVER 100 CHRISTMAS GIFTS YOU COULD HAVE BY TOMORROW!

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- Cool World
- X-Men
- Phalanx
- NBA All-Stars
- James Bond Jr.
- Gunforce
- Wings 2
- Blues Bros.
- Night Shift
- Magic 2
- Death Valley Rally
- Desert Strike
- Rock
- Wing Commander
- Strike Eagle
- Imparable
- Deadly Moves
- Cybernator
- Road Riot
- BioDroid
- Super Star Wars
- Dream TV
- Chuck Rock
- Mickey's Magical World
- American Gladiators
- Dungeon Master
- Prince of Persia
- Super Double Dragon
- Aliens vs Predator
- Kawasaki Challenge
- Out of This World
- Amazing Tennis
- Steal Mania
- Gunstar Heroes
- Rockman
- Sega Master System
- Sega CD
- Sonic 2
- X-Men
- Tailspin
- Chakan
- Death Dual
- Road Rash 2
- Madden '93
- Gadget Twins
- Terminator
- All Boxing
- Ex-Mutants
- Star Odyssey
- Cheaters Cheetah
- Sorcerer Kingdom
- Power Athlete
- Global Gladiators
- Indiana Jones
- Captain America: The New Avenger
- Batman Returns
- Home Alone
- Superman
- Joe Montana

Mega Drive
- Xenon 2
- Gods
- City
- Chiki Chiki-Bow
- Super Chase HQ
- Land Stalker
- Ninja Gaiden
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- Power Athlete
- Guinlet
- Super Shinobi 2
- Majin Saga

Game Gear
- Chuck Rock
- Taz Mania
- Chakan
- Sonic 2
- Double Dragon
- Little Mermaid
- Alien 3
- Batman Returns

Turbo Grafx
- Neotopia 2
- Air Zonk
- Jossie Chan
- Dead Moon
- Soldier Blade
- Ghost Manor
- New Adventure Island
- Sonic 2
- Shapeshifter
- Prince of Persia
- Camp California
- Dragon Slayer
- Loom
- Shadow of the Beast

Turbo Duo
- Rambo 3
- Sim's World
- Snatchers
- Cave Story
- Snow Bros
- Monster Maker
- Super Darius
- Dragon's Lair
- Moto Rotor
- Bonanza Brothers

PC Engine
- Final Fight
- Mega Man
- X-Men
- Pit Fighter
- Raiden
- Rolling Thunder
- Akira
- Dracula
- Ninja Gaiden
- Eye of the Beholder
- Full Court Press
- Shadow of the Beast
- Baseball Heroes

Neo Geo
- Art of Fighting
- World Heroes
- Viewpoint

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EA Acquires Origin, Invades Japan

Electronic Arts (San Mateo, CA) acquired Origin Systems. In the agreement, Origin will continue software development at its Austin, TX, office. Origin's PC floppy disk and CD product line include Richard "Lord British" Garriott's Ultima series and Wing Commander. Currently, Origin licenses home video game versions to FCI and Mindscape.

In other EA news, the company joined forces with JVC's Japan-based Victor Musical Industries division this November and created EA Victor. Headquartered in Tokyo, the company will develop, translate, and publish Electronic Arts software for Japanese systems, including the Sega Mega Drive (Japan's Genesis), the Nintendo Super Famicom (Japan's SNES), personal computers, and CD drives. By year's end, games planned for the Mega Drive are John Madden Football '92, Electronic Arts Hockey, Road Rash, and Team USA Basketball.

On Location with Accolade Update

Free Pizza and Bubsy
Now that his SNES and Genesis games are nearing completion, Bubsy dips his toe into the final step of product development – play testing. For this, Accolade turns to the experts – game players like you!
Accolade stores a warranty card database that tracks vital player stats, such as age, gender, game genre likes and dislikes, and systems owned. A selection of kids of all ages who live near Accolades San Jose, CA, office are invited over for a Saturday afternoon of pizza, soft drinks, and Bubsy fun.

Gamers are asked to comment on the graphics, music, level layouts, and play control in this preliminary stage. Some suggestions are impossible, like, "Gee, why can't Bubsy be a dog?" but the smart and feasible ideas often end up in the game. For example, a suggestion for more secret areas in World 1 translated into a complex sewer maze.

The Bubsy Bug Hunt
As each new level is completed, testers Cyndi Kirkpatrick, Dan Carter, David Friedland, Steve Graziano, and Danny Pisano try to find programming errors that could freeze the game, alter the graphics, or cause unforeseen actions. Bubsy bugs range from the obvious (screen breakups) to the obscure (water slide malfunctions, mysterious bobcat disappearances). At the nearly-complete "Beta" stage, professional play testers work up to 16 hours a day to make sure the game is bugless!

Nintendo Meets Bubsy
Accolade is not licensed by Sega, but its officially-licensed Nintendo status means the Giganto N's own in-house team tests out Bubsy and stamps on the glitch-free approval seal prior to release. Additionally, Nintendo protects its players from content it deems unsuitable, such as drugs, alcohol, smoking, sex, violence, and religion. A Bubsy b e h a v i n g looked plain ghastly, so it got the ax. Insanity-inducing catnip, which resembled a certain green, leafy, illegal substance, was replaced with banana peels.

Bubsy On His Way
Accolade's fitting its Bubsy program pieces together. Bubsy in Claws Encounters of the Furred Kind should be wrapped up by March '93, so look for preview and review coverage in upcoming issues of GamePro.

Game Mag Editors Assaulted

Bignet and its parent company, Micronet, pulled together a metal-fisted tournament in Sapporo, Japan, which pitted magazine editors from Japan, Taiwan, and the USA against each other in the Sega CD heat-em-up, Black Hole Assault (see Pro Review this issue). At the tourney, Bignet and Micronet announced their plans to develop games for the SNES, the Super Famicom, and the PC Engine. Bignet also has at least eight games for the Sega CD and the Genesis slated for '93. Unfortunately, we have to report that the Japanese editors fairly dusted the American fighters!
KICK SOME BALLS

You're in total control of all the fast and furious soccer action you can handle with World Trophy Soccer. Play the ultimate championship game by yourself or with a friend as you pass, dribble, tackle and shoot your way through the qualifying rounds with national dream teams from all over the world. The only thing you can't control is the other team's ruthless players. As long as the ref's not looking, they'll try every underhanded strategy imaginable to win the Cup!

FEATURES:
- Adjustable difficulty levels and match lengths
- Complete directional control allows for perfectly-placed free kicks, goal kicks, corner kicks, throw-ins and penalty kicks.
- Fast, smooth, multi-directional scrolling.
- Ability to save your game after each round.
- Single or two player simultaneous action.

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An interview with Tom Walsh—Raiders’ Asst. Coach/Co-Designer
Sega™ NFL Sports Talk Football ’93 Starring Joe Montana™

pain-killers.

How is the new NFL Sports Talk Football ’93 better than the previous one?
For starters, we used a new process called digitized animation. It’s about ten times more realistic, because we actually filmed a real player, Marcus Wilson, running through the plays. We then digitized the image, so it’s virtual reality.

No contracts.

How are the plays different?
The previous game had 50 or so plays. The new one has thousands. I worked with Joe Montana to develop a play book based on the real NFL team plays, and each team’s plays will be different. The more plays you know, the better you’ll do.

No cheesy

So it’s like coaching a real team.
Exactly, right on down to knowing the characteristics of individual players and teams. Your skill at choosing the right play at the right time determines whether or not you will beat the opposing team. Just like the real thing.

half-time entertainment.

Could it actually be used to train real players?
Actually, people have said that it would make a good coach’s helper, kind of like a live textbook. I used to play football with the guy who developed the game for Sega. And when he approached me to do this, the goal was that it was to be the most realistic and authentic video sport game out there. I think we succeeded heavily. It’s a really terrific game.

(Other than that, pretty realistic football.)
Check

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