GAME INFORMER™

Magazine

For Video Game Enthusiasts!

March/April Issue 1993
$3.95

From Flashback to View Point, Our Look at Innovative Animation

Winter CES Update; What Designers Have Up Their Sleeves for '93

GI's History of Video Games, Part 2 – The 8-Bit Era

Bubsy's Comin' at You... in "Claws Encounters of the Furred Kind"!

Battle It Out In Bomberman '93

16 BIT SNES

THE CULTURE BRAIN NEWSLETTER, FEATU

Big Capacity with 12 Meg ROM!
104 dots x 50 dots characters!
Wow, they're huge! There are more than 150 techniques to choose from. Up to 8 people can participate.
Adopting the Super Defense System!

FROM ACTION MANIACS

FOR 2 G

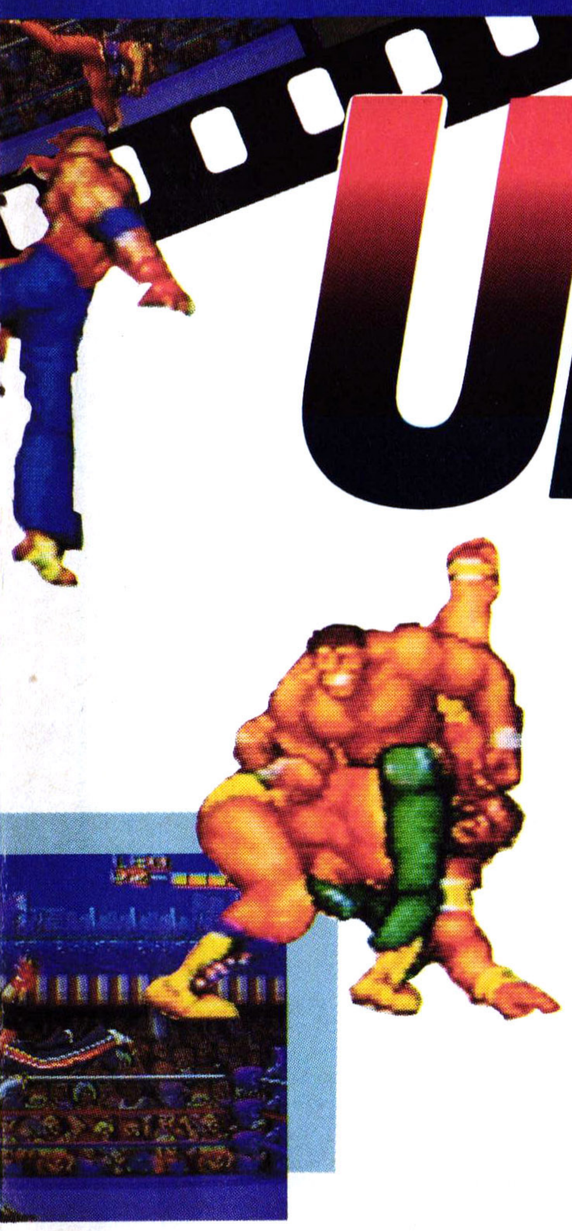
SUPER NINJA BOY

FUN,FUN,FUN!!

A peaceful life in quiet Chinaland 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:Chinaland, Mysteryland, Fairyland and Future-land. The more they advanced, the more suspenseful it became. What they found out was a devastating plot.
There are loads 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 Chinaland.

RING GAMES FOR SUPER NES™ AND GAME BOY® !!

Official Nintendo Seal of Quality



ULTIMATE FIGHTER

2in1 FLYING WARRIORS.

FOR ALL GAME PLAYERS FROM BEGINNERS TO EXPERTS!!

3

OPERATION MODES ARE AVAILABLE.

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

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

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

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

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

STORY MODE HAS A POWERFUL ENEMIES TOO!

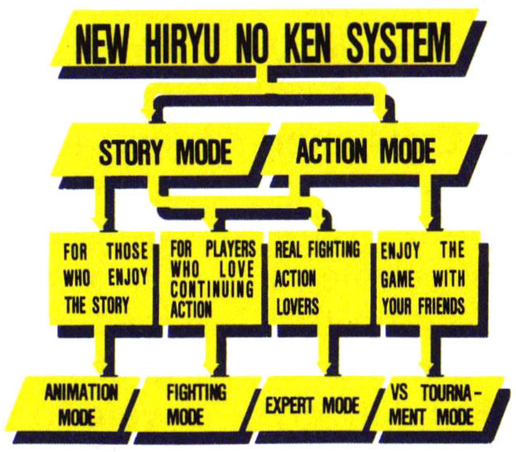
A MYSTERIOUS ENEMY THAT HAS SUPERHUMAN SKILLS AND TECHNIQUES MOVES SUPER QUICK AND ATTACKS WITH A BIG HAMMER, GIVING FLYING WARRIORS A LOT OF TROUBLE. WHEN YOU FIND THE TUSK SOLDIERS AND THE MOONLIGHT WARRIORS AMONG THE FIGHTERS, TRANSFORM INTO THE FLYING WARRIOR AT ONCE AND FIGHT AGAINST THEM IN THE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

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

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

WHAT IS THE NEW HIRYU NO KEN SYSTEM?

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



EXPERT MODE

HIRYU NO KEN SYSTEM WAS REFINED AMAZINGLY.

WE CORRECTED THE OLD VERSION'S SHORTCOMINGS AND UPGRADED THE SYSTEM, WHICH PRODUCES THE HIGH-LEVEL MODE THAT LETS YOU ENJOY SUPERB FIGHTING ACTIONS! COMMAND OVER 120 FIGHTING TECHNIQUES THAT HAVE ALL THE ELEMENTS OF THE FIGHTING SKILLS!

FIGHTING MODE

YOU CAN ENJOY EXCITING FIGHTS WITH SIMPLE OPERATIONS.

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

ANIMATION MODE

STORY MODE IS MUCH MORE FUN AND INTERESTING!

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

TO RPG LOVERS.

AMES

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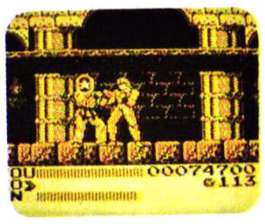
CULTURE BRAIN™

Are these really for Game Boy® !?!

FIGHTING SIMULATOR 2in1 FLYING™ WARRIORS

2 GAMES IN 1!



IT'S LIKE 2 GAMES IN ONE CARTRIDGE! IS THIS REALLY ON THE GAME BOY?

YOU CAN PLAY VARIOUS KINDS OF CONTACT SPORTS: IN FIGHTING SIMULATOR MODE ONE OR TWO PEOPLE CAN PLAY, OR IN THE FIGHTING ACTION GAME MODE, MANY FEATURES LIKE SIDE SCROLLING ACTION, AND COSMIC SAUCERS ARE AVAILABLE.

NINJA BOY 2

ON DINOSTAR, MECHA COLONY, KING'S PLANET,… "NINJA BOY2"™, ANOTHER GREAT ADVENTURE BURST INTO SPACE!

JACK AND RYU WENT ON A SPACE TRIP WITH THEIR PALS, WHERE THEY CAME ACROSS THE GALANDS, FIERCE PIRATES OF SPACE. WHAT THEY ARE AFTER IS CONTROL OVER THE UNIVERSE WITH THE MIGHTY POWER OF 7 TREASURES. RIGOROUS BATTLES AROUND THE TREASURES BREAK OUT WITH YOU IN PART OF THE ACTION AGAIN!!

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LETTER FROM THE EDITOR

By Elizabeth A. Olson

Having just hopped off the plane from Vegas, the staff of the *Game Informer* is still reeling from the overload of new products and technology that are in store for the video game industry. The **1993 Winter Consumer Electronics Show** was an exciting and exhausting experience, with trade booths and crowds of people as far as the eye could see. While this year's show lacked that one "must see" game, the future looks relatively bright. We'll tell you all about the latest games in the **CES Update**.

To illustrate just how far video games have come, *Game Informer* turns its spotlight on several new methods of character and graphic programming with our **Innovative Animation Feature**. We even got a chance to talk with Michael Quarles, the man behind the claymation craze at Interplay.

We've received numerous letters from readers around the country who are new to video gaming or just miss some old classics. So for that reason, we are happy to introduce a new feature called **Classics Attic**. We encourage you to write and tell us which timeless titles you'd like to see coverage on. We'd also like to thank the hundreds of people who entered the **Chester Cheetah Contest**. We received everything from drawings to computer renderings to poems and raps. You'll find a few of our favorites and the lucky winners in this issue.

I'm sure you're as anxious to read about all the new games and accessories featured at CES as we were to see them, so what are you waiting for?!!

Beth

Subscription Notice

Want to stay on top on what's new in the video game world? Keep the ***Game Informer*** coming to your home.

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We're Waiting To Hear From You!

We'd love to hear about any tips or hints you've discovered. If we print your tip, ***you'll receive $20.00.*** Send only unpublished tips, please. You will be notified by a letter once the issue has gone to print. We are sorry, but you will not be notified if your tip is not selected.

Send your tips to:

The Fun Club Tip Line
10120 W. 76th Street
Eden Prairie, MN 55344

Corrections:

The correct date for the Readers Survey return should be March 15, 1993 not 1992. Sorry for this slip. Getting into the New Year has always been a tough one for us.

The 5200 picture in the History of Vids article in the Jan/Feb issue was actually the 5200 roller ball. Thanks for the letters concerning these. It's nice to know you're reading this magazine closely.

Dear Game Informer:

When one of your reviewers gave Shatterhand a perfect 10 (Jan/Feb '92), I knew it must be a good cart, so I went to the nearest Flipside and bought it. I can beat Balzine and the Pogoborgs, but I can only get to the Filtration Plant boss, Harptunebot. I can't beat him.

Steve Whitlock
Royal Oak, MI

It helps to have the YoYo-bot, the satellite that uses the Beta, Alpha, Beta symbols and shoots in all directions. The Filtration Plant boss drops mines whenever he floats up towards the surface. The key is to run into a corner whenever he rises to drop mines. When he descends, run over and punch him as many times as you can before he starts to rise again. Then head back to the corner and repeat the process until you defeat him. Be careful to avoid the falling mines.

-Ed.

I simply love your magazine, but I was curious just how long my subscription lasts. I haven't received anything since Spring of 1992 and I was wondering if I still had a subscription. If not, could I get the back issues and a new subscription?

Melinda Hough
Yakima, WA

It sounds as if you have received several of our complementary issues. The only way to guarantee that you will receive every issue is to purchase a subscription. These subscriptions last for one year or the equivalent of six issues. You can find information on how to subscribe on page 30 or the subscription insert card. If you are a paying subscriber and have not received one or more of your magazines, please write or call our Customer Service Department at (612) 946-8883.

Several readers have written to inquire about back issues of ***Game Informer Magazine****. At this time, most issues are available. To order your copy, please send a check or money order for $3.95, plus 75¢ shipping and handling, for each back issue you are requesting. Send your order to* ***Game Informer Magazine*** *10120 West 76th Street, Eden Prairie, Minnesota, 55344. Be sure to specify which issue(s) you are ordering. Supplies are limited. Please allow four to six weeks for delivery.*

-Ed.

I love your magazine because the reviews are tested by different people, not just one person. And the tips are excellent because most of them work.

Adrian Cabural
Richmond, CA

We like to give several viewpoints on a game because we know there are several types of game players. Hopefully, readers can find a reviewer with similar tastes that they can relate to. Thanks for the compliment, Adrian.

-Ed.

I just read the Summer '92 issue and was surprised and pleased to see the Game Genie letters for *Super Mario Bros.* on page 60. What a cute idea for a game that's been played hundreds of times with and without the Game Genie. I've already tried some of them. I sure hope you come up with other strange worlds for other games. I've tried for months to come up with letters for *The Three Stooges* and *Thunder & Lightning*, but without success. Guess I just don't understand the principle. Thanks for a great magazine.

Joyce Todd
Tacoma, WA

Jason Gerber's codes for Super Mario Brothers were cool, as shown in the summer issue. But we have some we have found that are neat. Try them! ZEANIE, GOATEE, KAGIVE, LAXPEG, OATLIN, OATTAO, SUITOP, TOZVOA, TIEETO, VIOLET, XLUTSO, and, for real fun, try KENUET and STAGEP.

Wes & Mason Craig
Columbia, MO

GAME INFORMER™ *Magazine*

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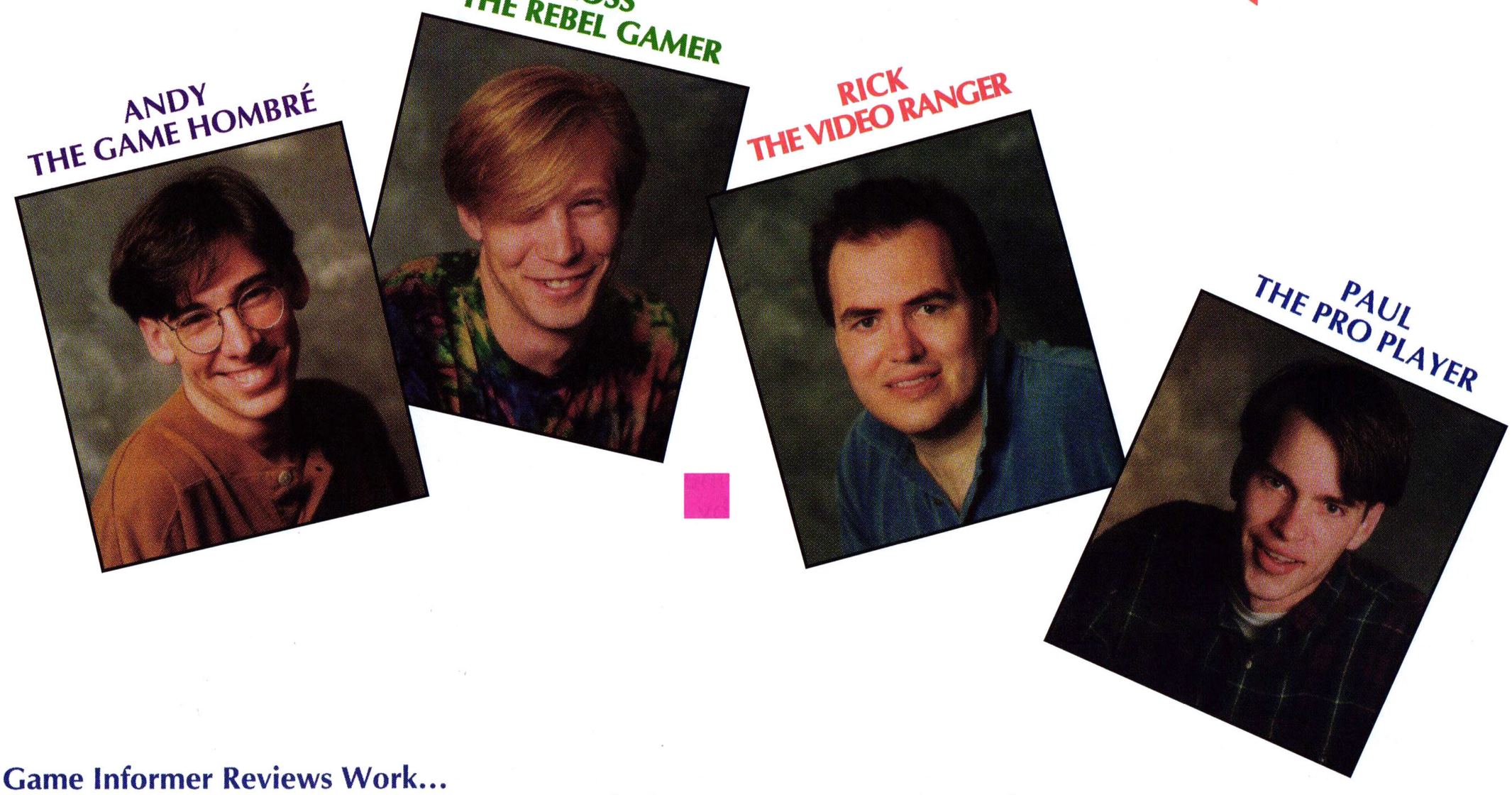
BPA Membership Applied for September 1992

This Issue's Reviews... The Bottom Line

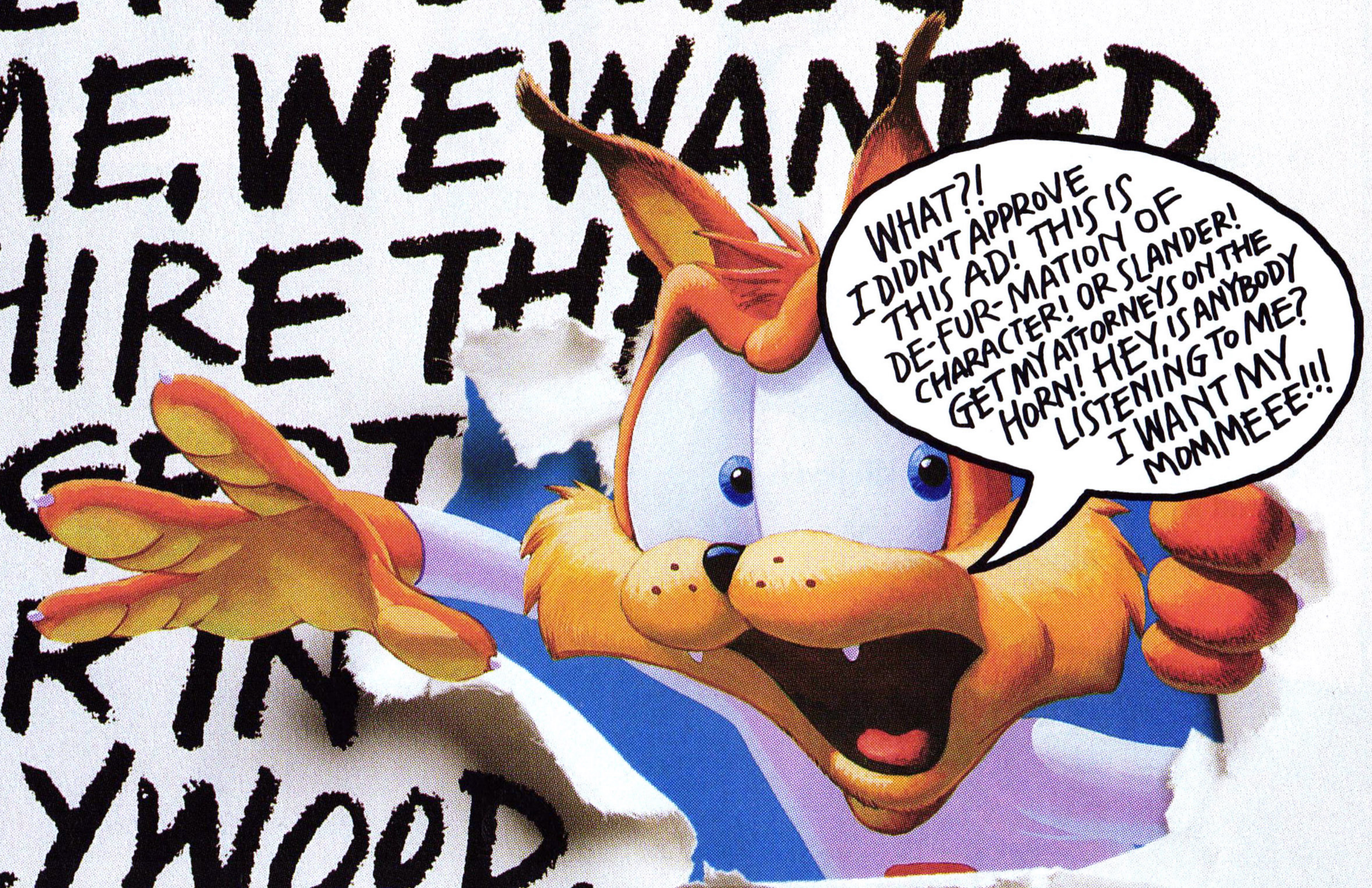


How Game Informer Reviews Work...

Our game consultants rate each game on a scale from one to ten, ten being the best. Games are rated in the following areas: Concept, Graphics/Animation, Sound, Playability and overall Entertainment Value. Specific details can be found within each review *(see the page numbers listed below).*

VIDEO GAME TITLE	LICENSEE	SYSTEM	G.I. PAGE #	REVIEWERS' SCORES ANDY	ROSS	RICK	PAUL	BOTTOM LINE
Lost Vikings	Interplay	SNES	Pg. 6	8	9.25	8	-0-	8.5
Kid Klown	Kemco	NES	Pg. 8	6.25	5.5	7.5	-0-	6.5
Classics Attic: Metroid	Nintendo	NES	Pg. 10	7.75	6.5	7.5	7.75	7.5
Bonk's Adventure	Hudson Soft	Game Boy	Pg. 12	-0-	6	6.5	6.75	6.5
View Point	SNK	Neo•Geo	Pg. 18	8.75	7.5	8.75	-0-	8.25
Claws Encounters: Bubsy	Accolade	SNES	Pg. 20	8.75	-0-	9	8.5	8.75
World of Illusion	Sega	Genesis	Pg. 22	7.25	8.25	-0-	7.5	7.5
Flashback	US Gold	Genesis	Pg. 24	9	9.75	-0-	8.75	9.25
Streets of Rage 2	Sega	Genesis	Pg. 48	-0-	6.75	8.5	6.75	7.25
Road Avengers	Renovation	Sega CD	Pg. 50	-0-	8.5	8	7.5	8
Super Space Invaders	Tengen	GameGear	Pg. 52	7.5	-0-	8	8.5	8
Bomberman '93	TTI	TG-16	Pg. 56	8	7.5	7	-0-	7.5

TO LAUNCH OUR NEW 16 MEG GAME, WE WANTED TO HIRE TH BIGGEST STAR IN HOLLYWOOD. BUT SINCE WE COULDN'T AFFORD HIM, WE SETTLED ON A FLEA-BITTEN, MANGY BOBCAT NAMED BUBSY™



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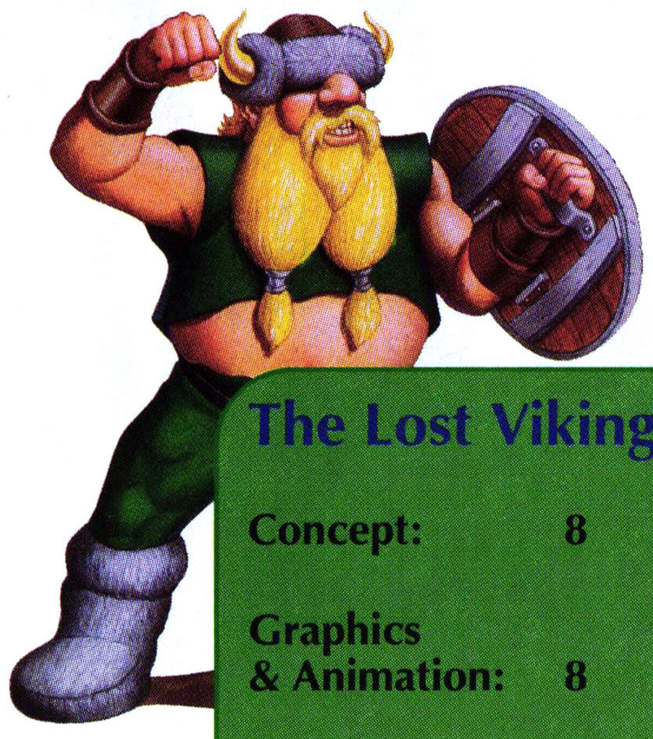
GAMES WITH ~~PERSONALITY~~ PURR™

IN: **Claws Encounters of the Furred Kind.**
Now playing on the Super NES™ and Sega® Genesis® systems.

Relive Heroic Scandinavia with The Lost Vikings



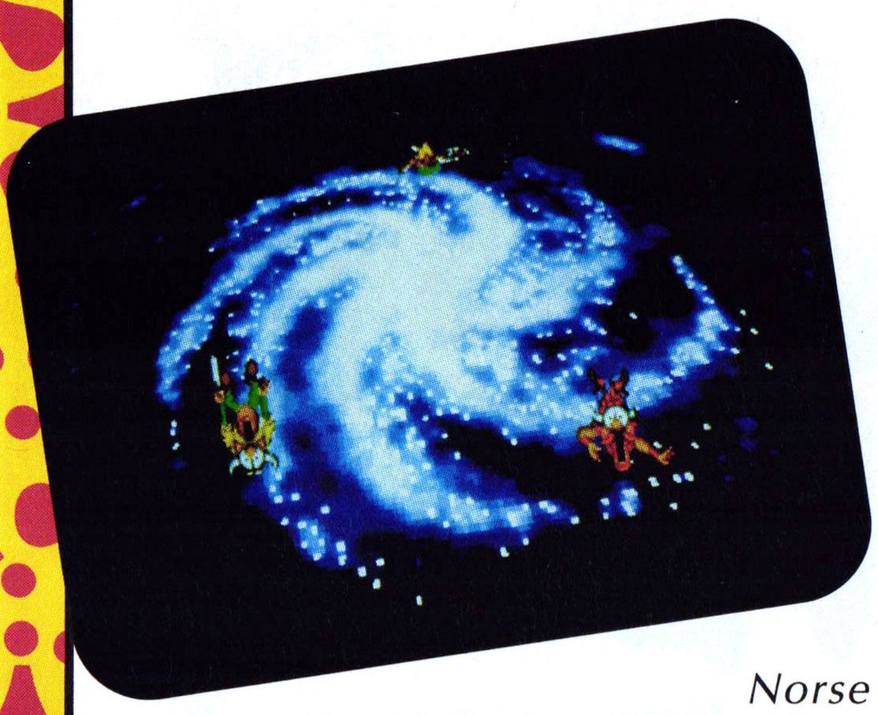
- **Super Nintendo**
- **Puzzle/Strategy**
- **1 or 2 Player**
- **37 Levels through Tomator's spaceship, Prehistoria, Egypt, Wacky World and more**
- **8 Megs of action, with 3 skill levels and a password feature**
- **Created by Interplay, April 1993**

The Lost Vikings Review

Reviewed by Andy, The Game Hombré

Concept:	**8**	Definitely a new twist in strategy plots. It's not every day Vikings get sucked up into space ships.
Graphics & Animation:	**8**	The graphics fit this strategy game. Sharp, detailed characters and attention to the backgrounds keep things fresh.
Sound:	**8**	It keeps the time flowing.
Playability:	**8**	Good action mix; not too much or too little. Changing characters is easy using the top buttons. *Vikings* is a great introduction to puzzle/strategy games.
Entertainment Value:	**8**	This is a good game that's easy to get hooked on. Puzzle-solvers will be lost for hours.

Overall Rating: 8



Norse mythology tells of a spectacular palace in the land of Asgard named "Val Halla" or Hall of the Slain Warrior. There Odin and his Valkyries would select which fallen heroes were worthy of a new life and, once brought to Middle Earth, these warriors could practice battle all day and feast on an unlimited banquet. Each night their wounds would heal so they may battle again at sunrise. It is said this is how Scandinavia raised powerful warriors. So strong was the Scandinavian's belief in Odin that whenever a distinguished warrior died, he was placed aboard his blazing ship and set out to sea for Val Halla.

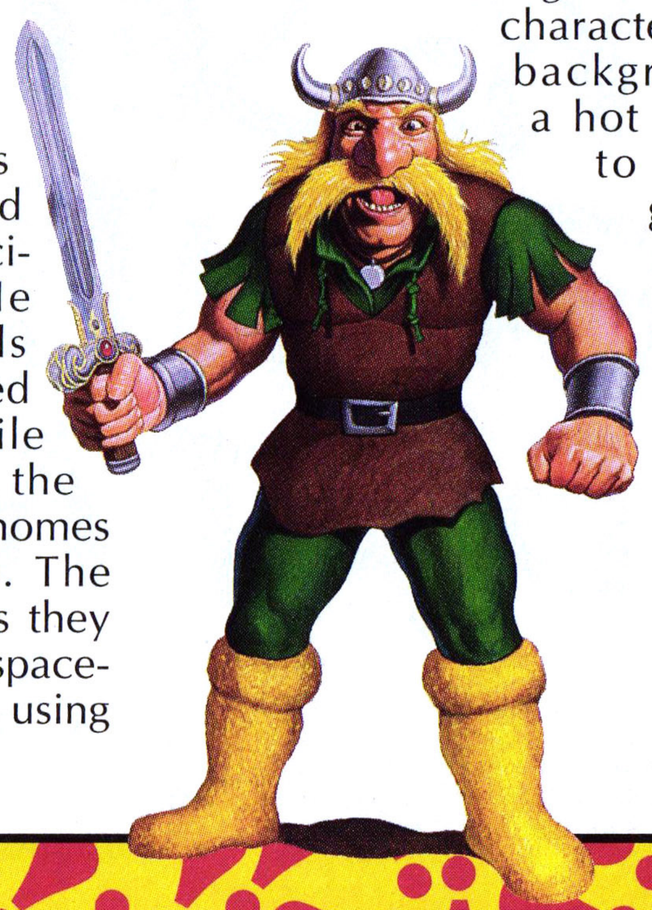
Interplay has resurrected heroic Scandinavia and plopped it into the future in its newest game for the **Super Nintendo**. *The Lost Vikings* is a game of strategy and teamwork as players direct three Nordic heroes through 37 challenging levels.

Meet our three displaced heroes. Olaf the Stout, Baleog the Fierce and Erik the Swift had just returned home from the Fall harvest feast. It had been a day full of celebration and competitions of bravery and skill. The brothers had again teamed up to emerge victorious. In all the festivity, no one noticed the strange flying object hovering over the village.

Tomator, the infamous intergalactic zoo keeper, had come to Earth in search of specimens for his collection. He observed the primitive rituals earlier in the day and selected the victors as his target. While unsuspecting villagers slept, the spaceship lowered over their homes and teleported them aboard. The Vikings were startled awake as they materialized inside Tomator's spacecraft. They must work together, using Olaf's defense tactics, Baleog's weaponry and Erik's speed, in the challenge of their lives.

Escaping Tomator's clutches is just the beginning. Each door throws them into another time period or world. One player controls all three Vikings, or two players each guide a Viking and share the third, to return the brothers safely to their village.

The Lost Vikings uses humorous characters, colorful backgrounds and a hot soundtrack to make this game of skill and teamwork fun for players of all ages.

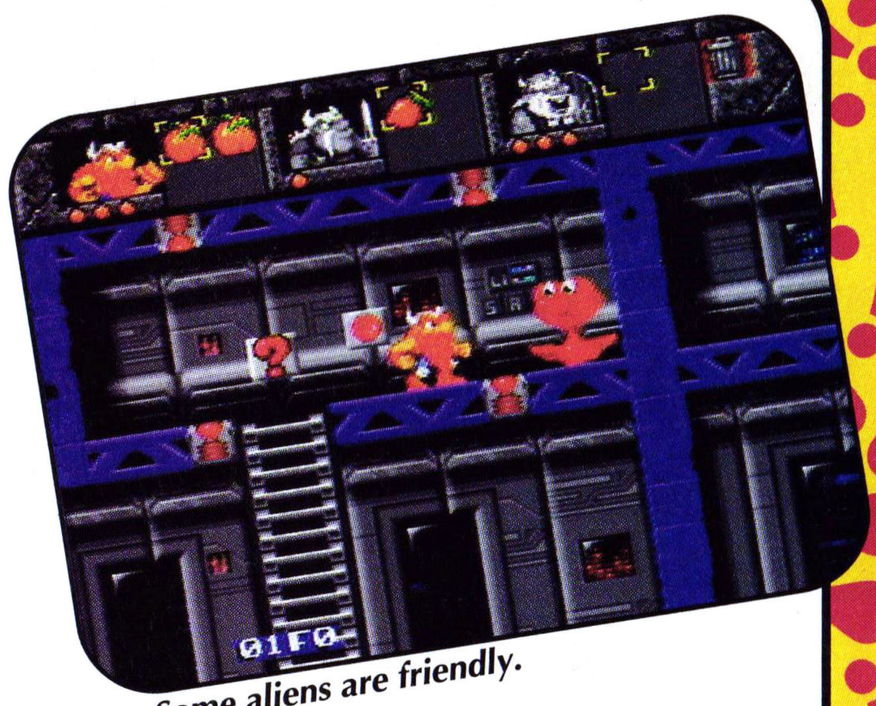


The Lost Vikings Review

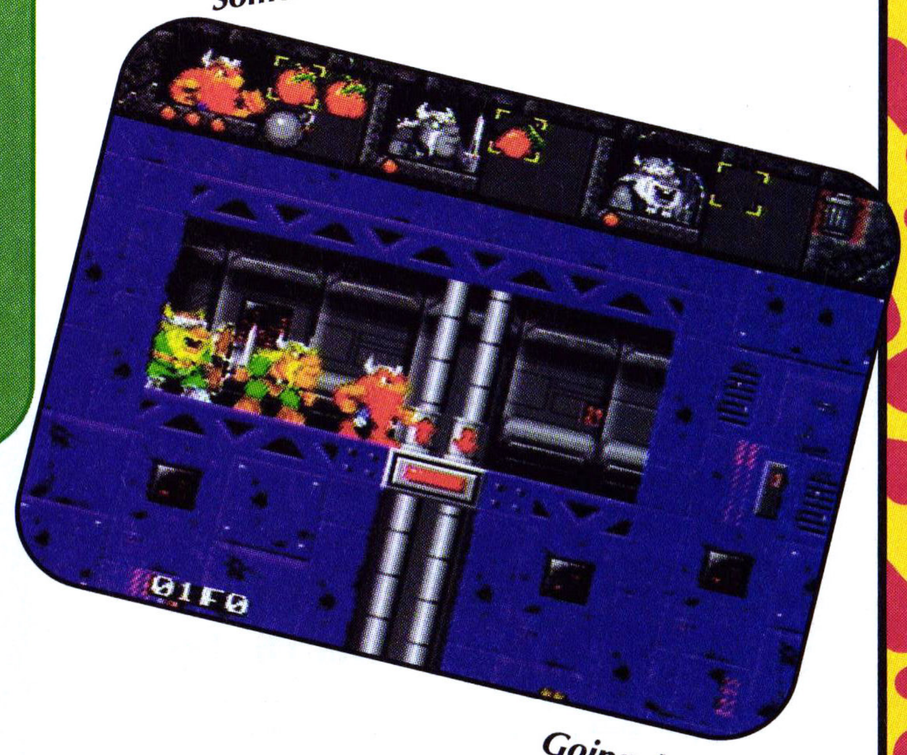
Reviewed by Rick, The Video Ranger

Concept:	**8.5**	Teamwork games are on the rise and *Vikings* is one of the best. Each Viking has an ability that, if used cooperatively, will allow them to survive.
Graphics & Animation:	**9**	Full of vibrant colors and scrolling backgrounds; the most outstanding feature is the animation.
Sound:	**9**	*Vikings* has very happening tunes and wonderful sound effects.
Playability:	**6.5**	Controlling this game takes practice but it operates smoothly. Learn to switch characters at the right time or your demise will be early and often.
Entertainment Value:	*7*	*The Lost Vikings* is technically excellent and a good idea for a game, but it might not be for everyone. It requires quick reflexes, but it's mostly a strategy game. You might want to rent it first.

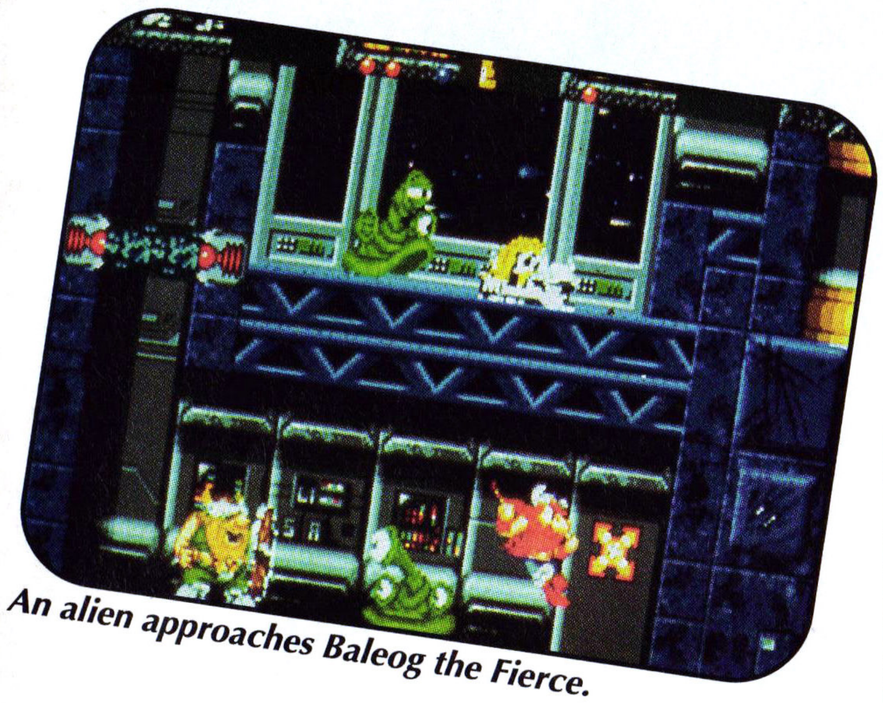
Overall Rating: 8



Some aliens are friendly.



Going down?!



An alien approaches Baleog the Fierce.

Use your hunting skill to escape alien worlds.

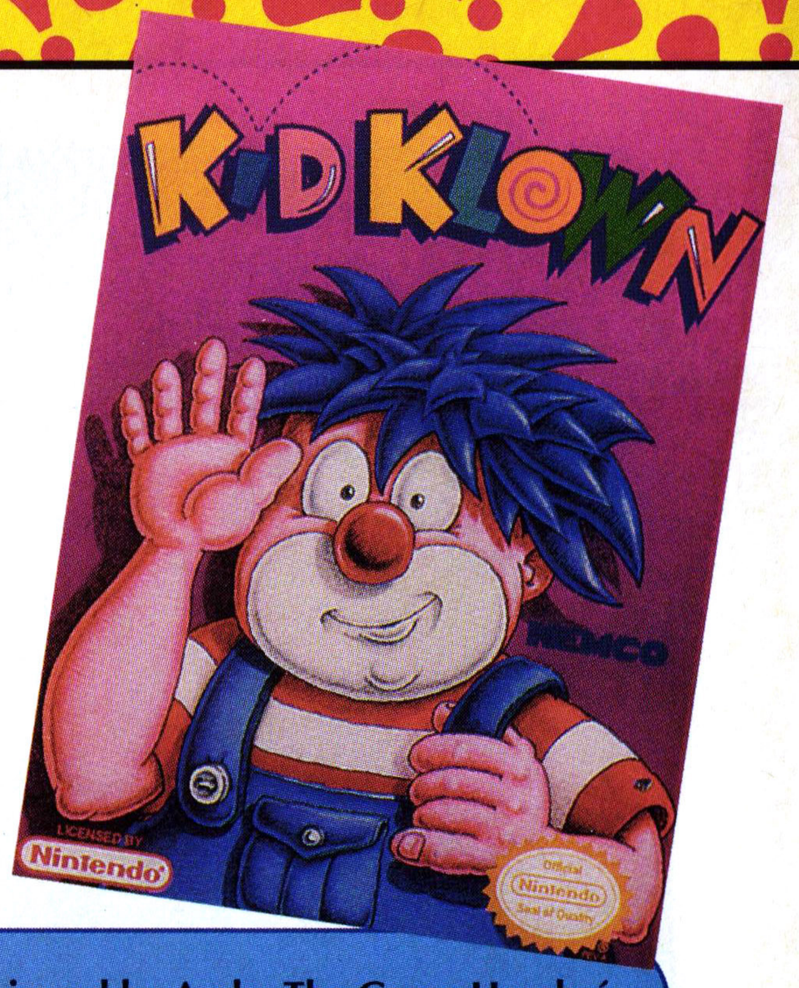
The Lost Vikings Review

Reviewed by Ross, The Rebel Gamer

Concept:	**10**	*Vikings* is reminiscent of older games, with a super combination of role play characters, action, and strategies.
Graphics & Animation:	**9**	Each Viking has a talent; one is fast, one is a fighter, and the third carries a shield that can stop anything. It features great color and serious animation.
Sound:	**8**	What a great choice of background music! It's jazzy, upbeat, and a great way of selling the ridiculous but great idea of Vikings in a space ship.
Playability:	**9**	Like any future classic, it plays well. The first levels are easy and get tougher. It makes you use each player equally, so you can't just play your favorite.
Entertainment Value:`	**10**	*Vikings* is pure enjoyment. These little guys will make you laugh and red-eyed from hours of play.

Overall Rating: 9.25

Kid Klown in Night Mayor World: An Adventure For Young Gamers



- Nintendo 8-bit
- 1 Player
- Multi-directional scrolling Action/Adventure
- Non-violent theme targeted toward younger gamers
- 2 difficulty levels
- 5 stages, plus bonus stages
- Created by Kemco, March, 1993

Kid Klown Review

Reviewed by Andy, The Game Hombré

Concept:	**6.5**	This game lacks anything really new, but seems to mix and match old ideas into a new and somewhat original cart.
Graphics & Animation:	**6**	The graphics are not bad, but with the slow down in growth of the NES library, I believe all NES games hitting the market today should be a cut above the rest.
Sound:	**5**	The sound effects and music are just as good as any NES cart. Unfortunately, that's not saying much.
Playability:	**8.5**	I like the "mix and match" *Mario* style that this vid has.
Entertainment Value:	**5**	For myself, this game is average. However, *Kid Klown* is perfect for young or beginning gamers.

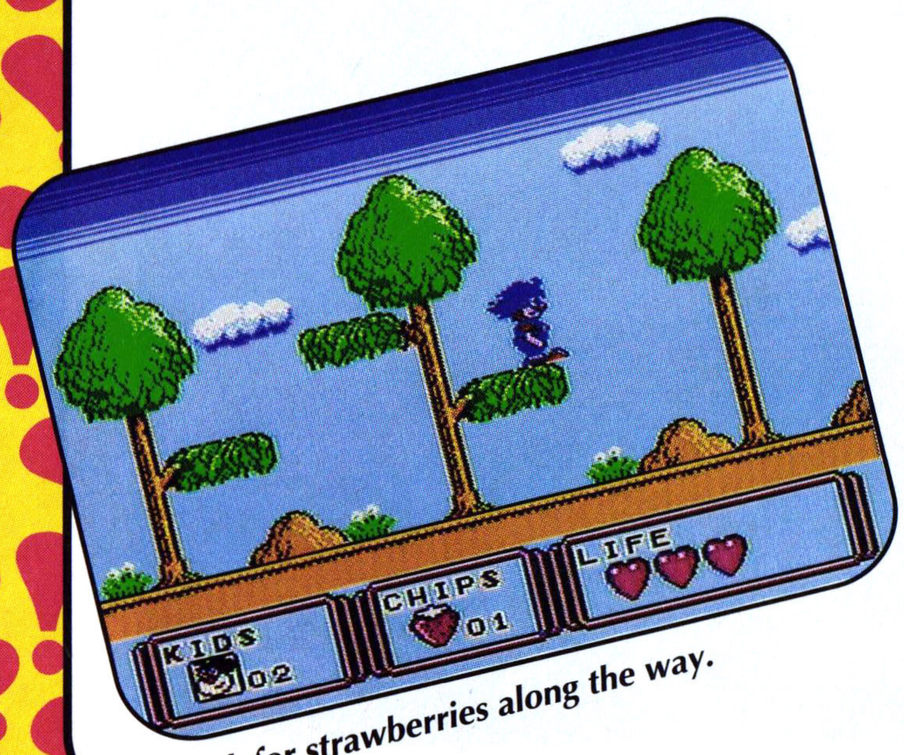
Overall Rating: 6.25

Life was a carnival for the Klown family until that stormy night in Kansas. They were cozy in their circus trailer, traveling to the next town, when suddenly there was a flash of lightening. When Kid's eyes adjusted he saw the evil magician, Night Mayor.

"Kid, I've found a vault of priceless treasure and I need your assistance in opening it," he hissed. Knowing not to trust the magician, Kid refused, infuriating Night Mayor.

"Very well, I have ways of persuading you," snapped the magician.

Lightening shot from his fingertips, followed by the roar of thunder. When Kid opened his eyes, his family was gone.



Look for strawberries along the way.

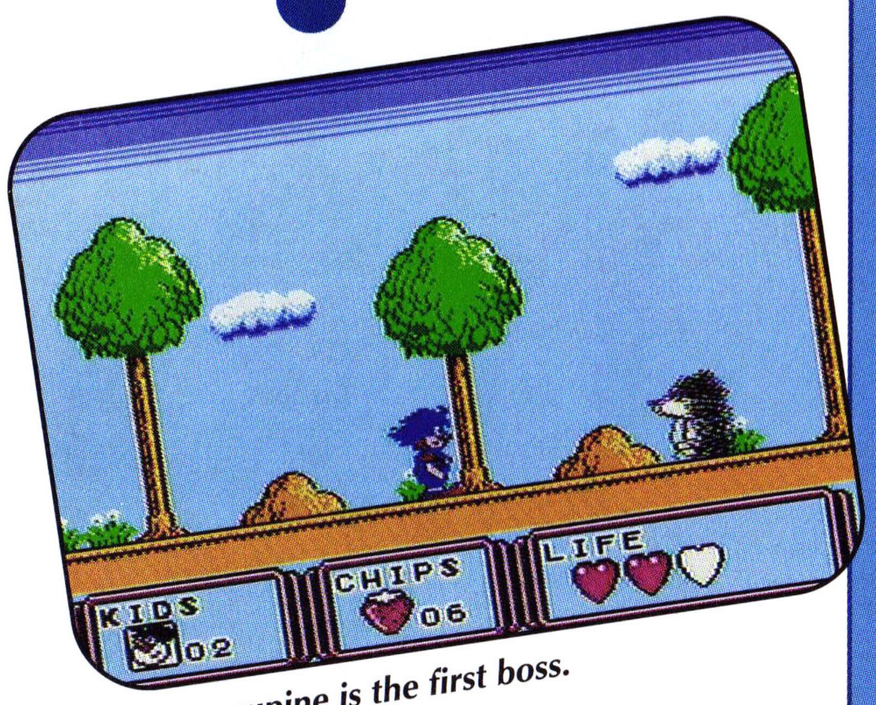
Night Mayor's voice boomed from the night air, "If you ever want to see your family again, you'd better come find me."

Poor Kid Klown must search Night Mayor's mixed-up world where anything can happen. He needs your help! Luckily, Kid is armed with an unlimited supply of balloons and, with your assistance, he's a pretty good shot. If he releases a balloon while jumping, he can aim it in eight directions. Or, stand still and shoot one straight up to hit enemies as they fly by. By holding an inflated balloon, Kid will float to safety from any height. Speaking of heights, set a balloon on the ground and jump on it for an extra boost.

You'll come across treasure chests that can be opened with a few balloon hits. Collect as many stawberries as possible to qualify for the bonus round located after each level boss. These shooting galleries give you the chance to sharpen your aim, gain hearts and one-ups.

There are five stages in *Night Mayor's World*. The Deadly Meadow is full of somersaulting circus poodles and poisonous spiders. Next, it's "Bad Guys in Toyland" as you're surrounded by tin soldiers and wind-up robots. It's the Kid versus Mother Nature and Mother Goose in Stage Three, and things get slippery when the Kid reaches the Arctic Wasteland inhabited by sinister snowmen. Finally, he'll have to survive the syrupy pitfalls of Candy World if he hopes to save his family.

Kid Klown in Night Mayor World is a great adventure game, designed around non-violent action that's recommended for the younger players in your household.



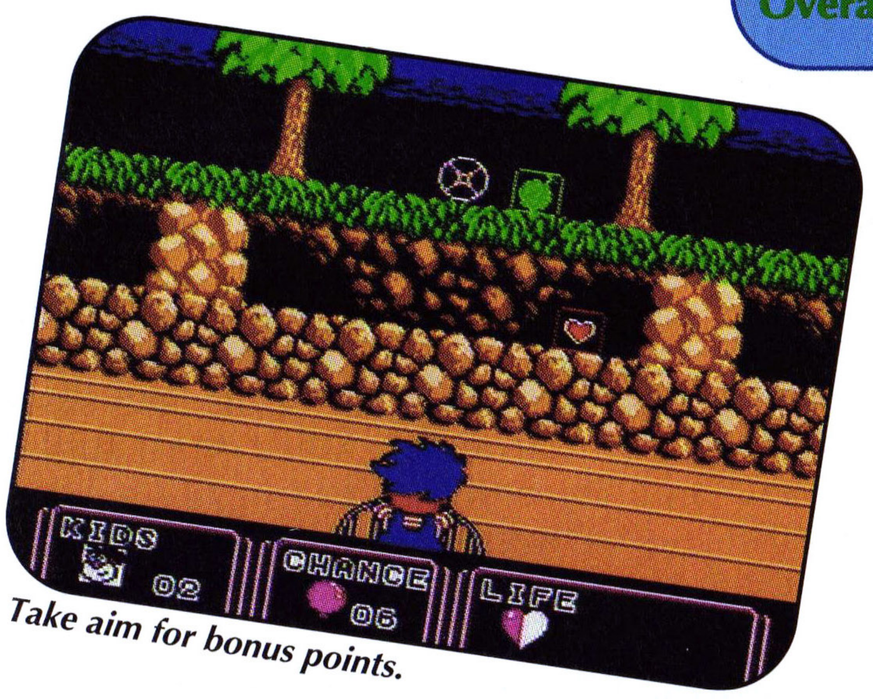
The porcupine is the first boss.

Kid Klown Review

Reviewed by Rick, The Video Ranger

Concept:	**9**	*Kid Klown* is an interesting variation of the *Mario*-style game, with enough original ideas to make the game truly unique.
Graphics & Animation:	**6**	Kid moves very well and the bosses are great. The amount of screen flicker, however, is some of the worst I've seen in newer NES carts.
Sound:	**7**	Not bad...fitting carnival tunes.
Playability:	**8**	*Kid Klown* gives the player a wonderful range of control options for an NES cart with a shooting gallery, super jumps, and reverse controls. The challenge is moderate to easy.
Entertainment Value:	**7.5**	This is a fun game for the entire family. The original ideas and range of options will keep you playing and prevent boredom. The low-intensity difficulty level is just right for intermediate or younger players.

Overall Rating: 7.5



Take aim for bonus points.

Animation sequences tell the story.

Kid Klown Review

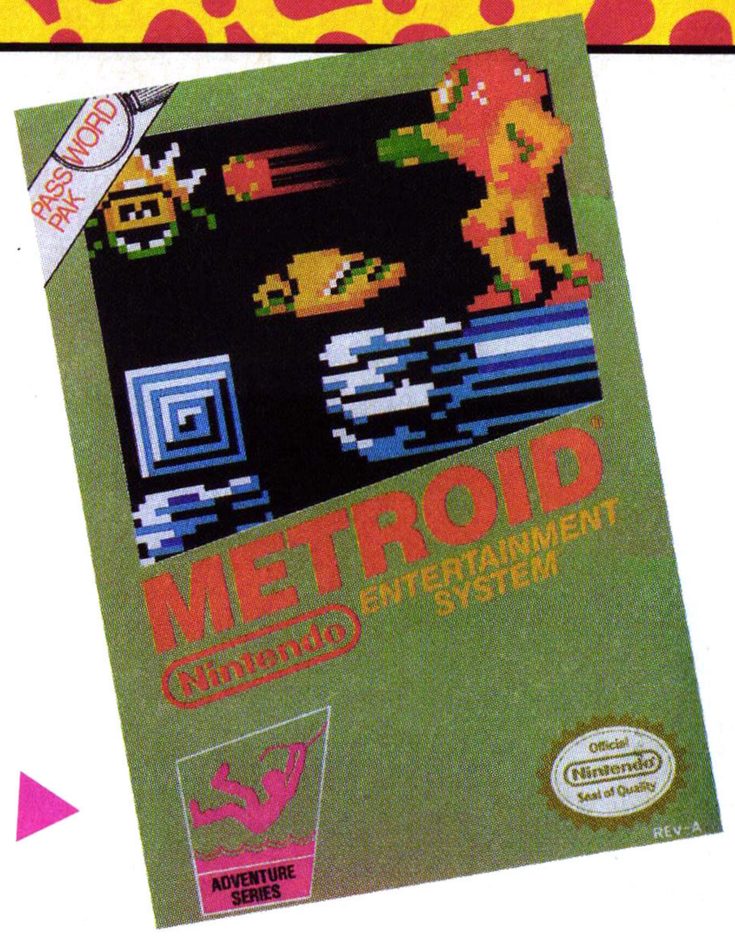
Reviewed by Ross, The Rebel Gamer

Concept:	**4**	*Kid Klown* is what I consider it to be the "Brand X" game for Nintendo; kind of generic.
Graphics & Animation:	**6**	It is hard to tell if Kid was a clown or a rag doll. However, he does look good when he jumps.
Sound:	**5**	Like I said before, it's Brand X through and through.
Playability:	**8**	Even though this is geared as a kid's game, it has excellent levels to tackle. One complaint: the bosses are too easy, but the player control is good.
Entertainment Value:	**5**	*Kid Klown* is great for kids just starting a lifetime of gaming, but there isn't enough to keep a player with over a year's experience occupied long.

Overall Rating: 5.5

There are five stages in all.

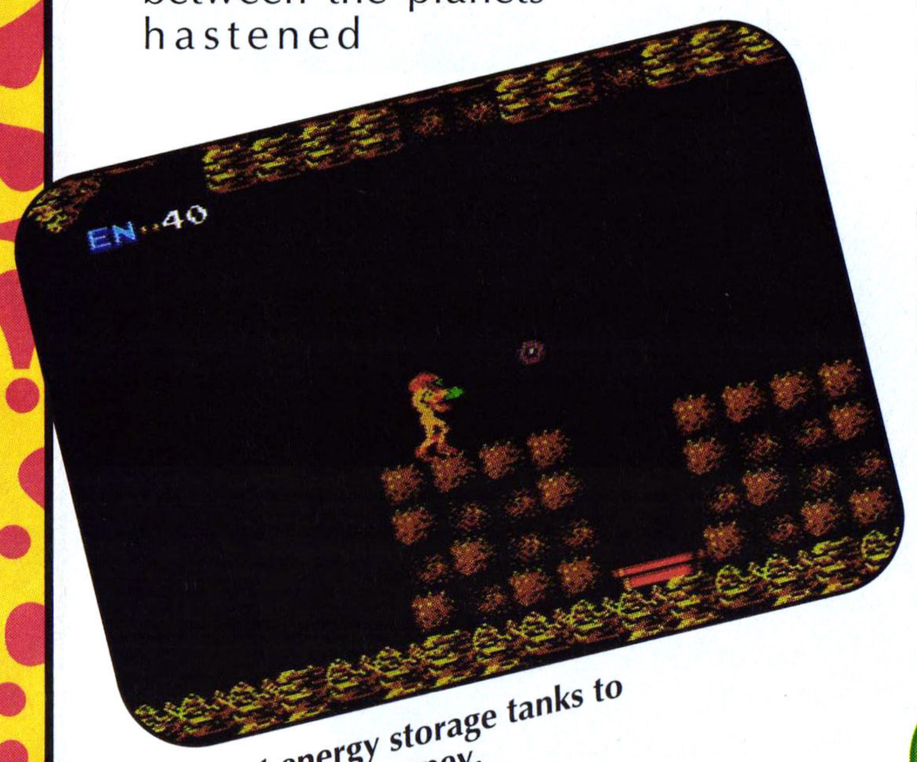
Classics Attic



Welcome to our newest feature, ***Classics Attic****, where we have the opportunity to review some of the best games from the past and see what makes them so timeless. For our first installment the Game Informer reviewers voted unanimously for Metroid, originally released in 1987. We'd love to hear which titles you'd like to see covered in these pages.*

The Magic Behind Metroid

The turn of the 21st century brought peace and prosperity. A congress called the Galactic Federation was formed to promote the exchange of cultures. Interstellar ships shuttling between the planets hastened



Collect energy storage tanks to extend your journey.

the appearance of space pirates. These cosmic crooks became increasingly difficult to apprehend, even after the Federation Bureau inducted great warriors as bounty hunters.

In the year 20X5 an unknown life form is discovered on Planet SR388. It's suspected that the entire civilization of SR388 was destroyed and this new life form nicknamed "Metroid" could be the cause. For that reason it's stored in suspended animation until further tests can be run. If Metroid falls into the wrong hands and is multiplied, it could be used as a weapon to wipe out all galactic civilization.

Federation researchers were transporting Metroid back to Earth when they were hijacked by space pirates. Metroid is now hidden deep within the pirate's headquarters on the fortress planet Zebes, and plans to multiply this deadly life form are underway. A space hunter must penetrate the fortress and destroy the Mother Brain if there's any hope of stopping this intergalactic carnage. The space hunter chosen is a cyborg, surgically strengthened by robotics, known as Samus Aran.

Samus begins his search through the three zones of Zebes armed only with a short beam weapon. You must clear the large maze, the Brinstar and the Norfair zones, before entering Tourian, central base of the Mother Brain. To help in your battle there are several types of power-ups: a long beam, an ice beam to freeze enemies, a wave beam, the spinning screw attack, high jump boots, the shield-like Varia, the Maru Mari tucking ability, and bombs.

Power-ups are important, but it's equally important to collect the six

The beginning of a legendary quest.

Andy, The Game Hombré

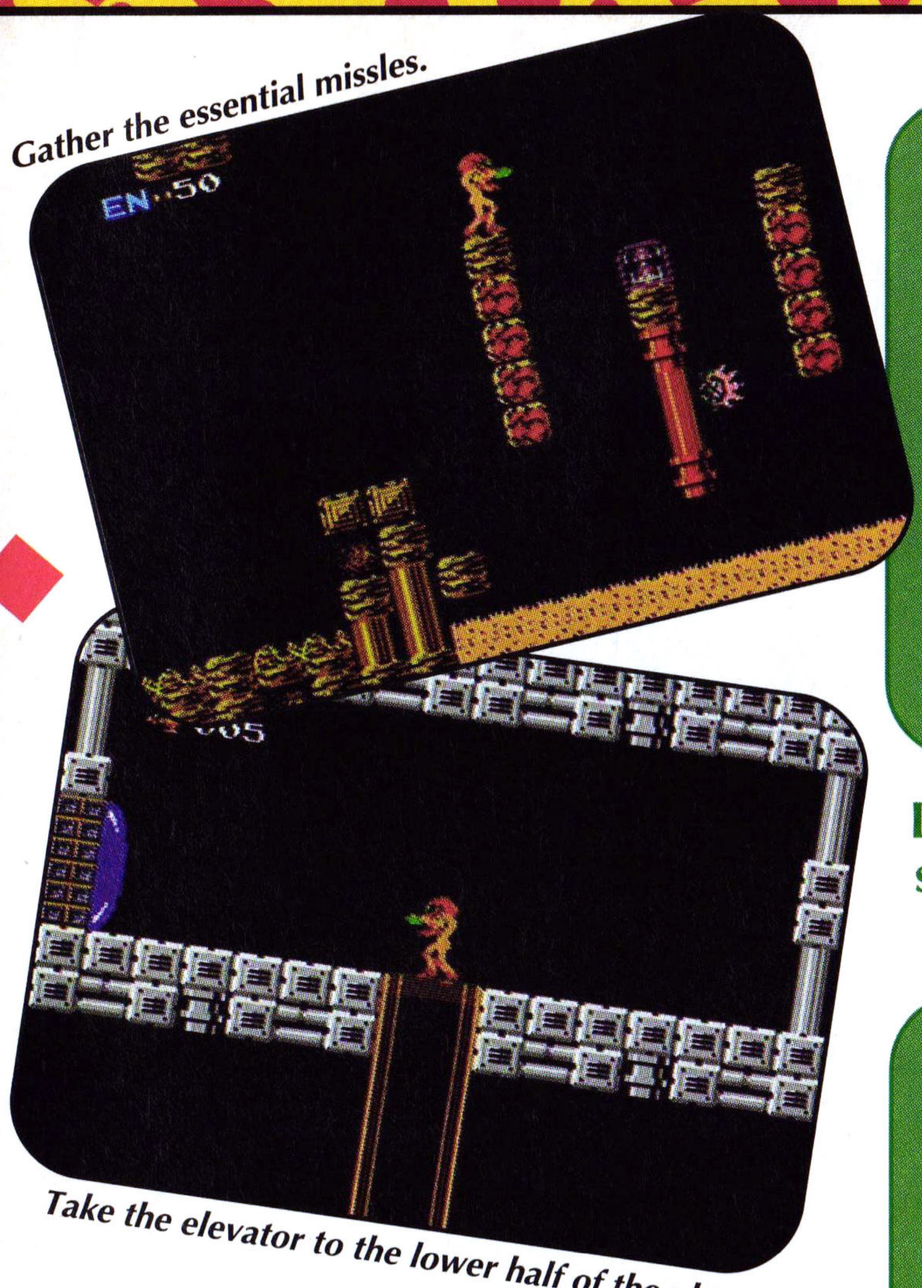
Concept:	**9**	**Playability:**	**9**
Graphics & Animation:	**6**	**Entertainment Value:**	**9**
Sound:	**6**	**Overall Rating:**	**7.75**

"This game incorporates a good story line with a complex maze of power-ups and unusual enemies. While the graphics are nothing too spectacular, it would be a crime to not play this game for that reason. It's an inexpensive game that will give you hours upon hours of fun. It is one of the most entertaining games because the possibilities are endless. This is my favorite Nintendo title of all time and I am still waiting for the SNES *Metroid*."

Collect items in this order:

1. Maru Mari
2. Missiles
3. Long Beam
4. Energy Tank
5. Bombs
6. Ice Beam
7. Missiles
8. Energy tank
9. Varia

Gather the essential missles.



Take the elevator to the lower half of the planet.

energy storage tanks and the missile rockets. It will take all the energy and ammunition you can gather to defeat the more than 25 types of enemies. In addition, there are mini-bosses hidden in each zone that will drain your strength before reaching the almighty Mother Brain. Destroy the Mother Brain to discover Samus Aran's true identity.

Paul, The Pro Player

Concept:	**9**	**Playability:**	**9**
Graphics & Animation:	**6**	**Entertainment Value:**	**9**
Sound:	**6**	**Overall Rating:**	**7.75**

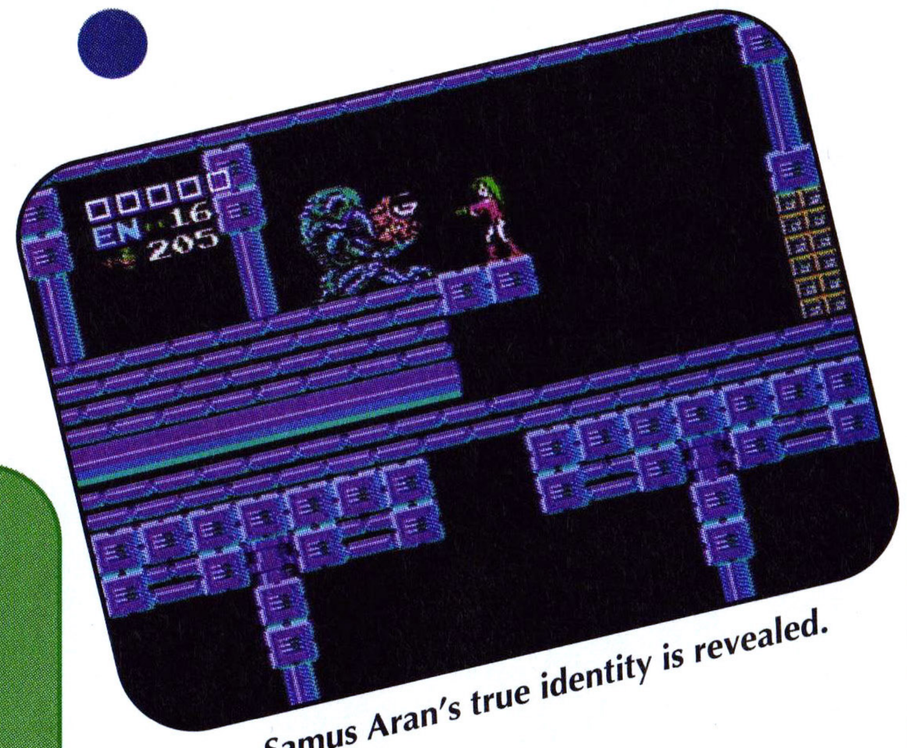
"Wow! One of Nintendo's first cartridges is one of the greatest action/adventures I've ever played. It takes patience and a good memory to find your way through this massive game. The looks are somewhat outdated, but one of the first rules of gaming is not to judge a game on looks alone. Don't let the primitive appearance fool you. *Metroid* will keep you playing for hours. A true classic for the NES."

Don't be deceived by what appears to be dead-end walls. Shoot spots on the walls and ceiling in succession, then use the round ball plus bomb technique to break through.

Rick, The Video Ranger

Concept:	**8.5**	**Playability:**	**9**
Graphics & Animation:	**6**	**Entertainment Value:**	**8**
Sound:	**6**	**Overall Rating:**	**7.5**

"*Metroid* is a totally unique game that is best as an action/adventure with many role play elements. I did not play *Metroid* the first time around and I was impressed. The challenge, strategy, and game play involved are first rate. NES owners who haven't played this yet should definitely get hold of *Metroid*."



Samus Aran's true identity is revealed.

Ross, The Rebel Gamer

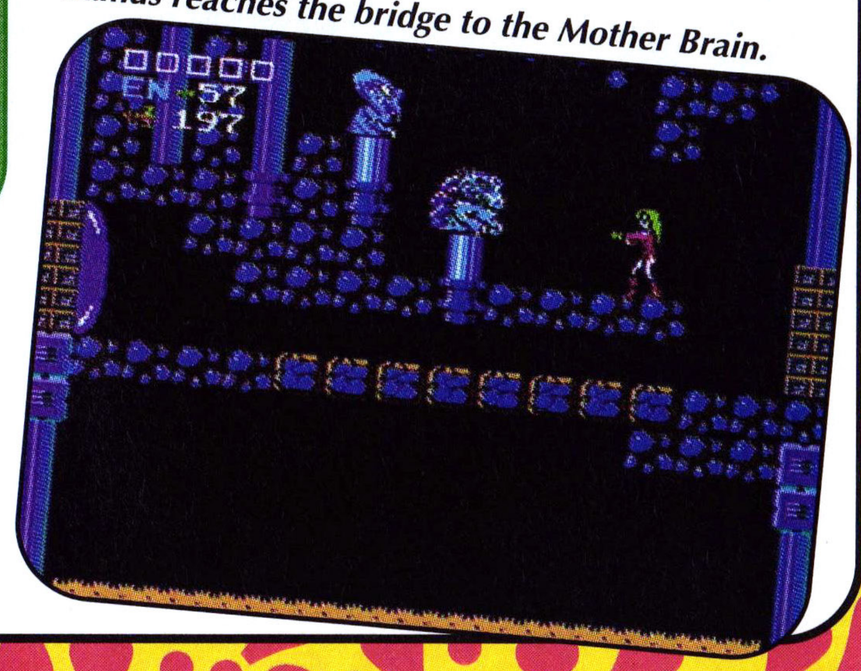
Concept:	**9**	**Playability:**	**7**
Graphics & Animation:	**6**	**Entertainment Value:**	**6**
Sound:	**4**	**Overall Rating:**	**6.5**

"For its graphics, *Metroid* was once on the leading edge of the gaming world. But, times change. It doesn't hold a candle to today's advanced technology. Not surprisingly, game play is excellent; almost the perfect balance of difficulty and challenge. *Metroid* is a classic, without doubt. However, for me, the negatives outweigh the positives. But, don't take my word for it. It's still among many people's favorite games."

There are six visible energy tanks and two hidden ones. You'll need to gather these early to store enough energy to defeat mini and level bosses.

When you want to move to walls or places too high to reach with a normal jump, freeze enemies and use them as stairs.

Samus reaches the bridge to the Mother Brain.



Turbo's Head-banging Hero Goes Game Boy in

- **Game Boy**
- **1 player Action/Adventure**
- **5 levels of progressive difficulty**
- **Bonus stages and ample power-ups**
- **By Hudson Soft, available now**

Boogalooga! That cute, courageous little caveman that we've come to know from NEC's TurboGrafx and Duo formats has made the cross-over to Nintendo's hand-held unit. To put this in perspective, that's like Mario putting in an appearance on the Game Gear. The good news is that Game Boy owners will get their first glimpse at this prehistoric hero.

Join Bonk as he travels through Dinosaur Land in search of the lovely Moon Princess. Bonk's old rival, King Drool, has returned in this new adventure and he's up to his old tricks. The devious Drool has kidnapped the Princess and is threatening to take over Dinosaur Land in his quest for power.

Bonk must face all sorts of Drool's brigade of bad guys but not to worry. This is one cave-kid that really knows how to use his head in a sticky situation. He uses his head of stone to bash the baddies and gather bonuses in order to restore peace to the land.

Bonk has several ways to use his head of stone. His primary defense is butting into enemies head-on. For extra oomph, use the mid-air spin which increases the length and power of his attack. Land head-first on opposition to bounce them off the screen, or spring from flowers to uncover power-ups. Bonk really sinks his teeth into this adventure when faced with a challenge. He uses his over-sized choppers to climb cliffs and trees blocking his path. Water won't slow him down either, as he climbs waterfalls and swims to safety.

Pick up the plentiful power-ups to help in your journey. Fruit will slightly increase Bonk's life meter, and small hearts will lengthen his life. Big hearts increase his meter by three hearts, the crystal heart will max him out, and Bonk icons are worth an extra life. This kid really has an appetite, so it's a good thing there is meat along the way. Small meat icons give him a granite noggin and create a Grand Bonk that will rock your world, doing serious damage to any on-screen opponents. Large meat icons transform him into the ultimate Bonk, complete with a wicked-looking mohawk, whose bark is much worse than his bite.

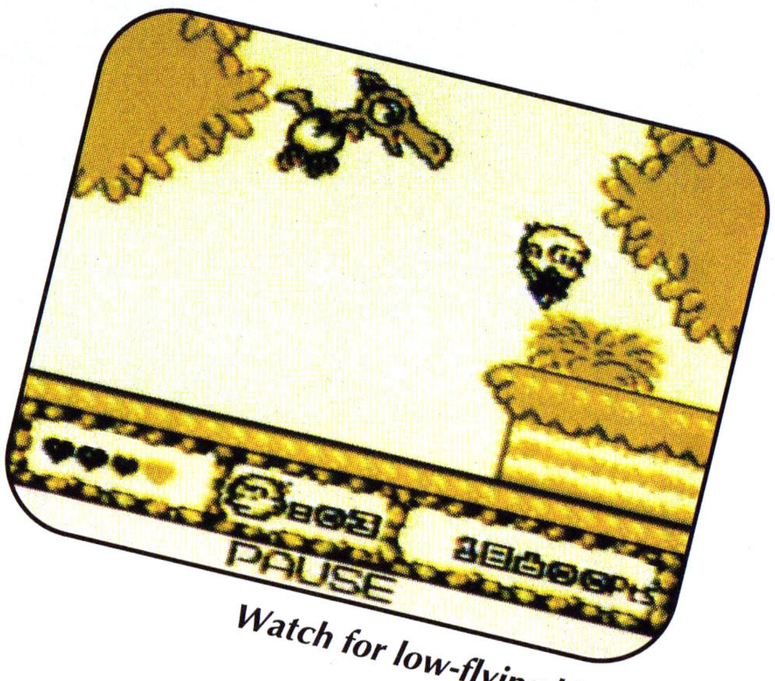
Dinosaur Land is a dangerous place, full of hazards like hot springs, waterfalls and whirlpools. Bonk will have to battle his way through gigan-

Bonk's Adventure Review

Reviewed by Ross, The Rebel Gamer

Concept:	**7**	Bonk was born a few years ago to the proud parent, Turbo. He has made his way to NES's hand held Game Boy.
Graphics & Animation:	**8**	Bonk really hasn't lost many of his characteristics, except the color, in this transition. There's still lots of head-banging and lots of power-ups.
Sound:	**5**	Very little music, very few sound effects.
Playability:	**5**	Much too easy! However, I did find that some of the bosses provide a real challenge.
Entertainment Value:	**5**	*Bonk's* wasn't too bad a game, it's just way too easy. It may be one to rent.

Overall Rating: 6



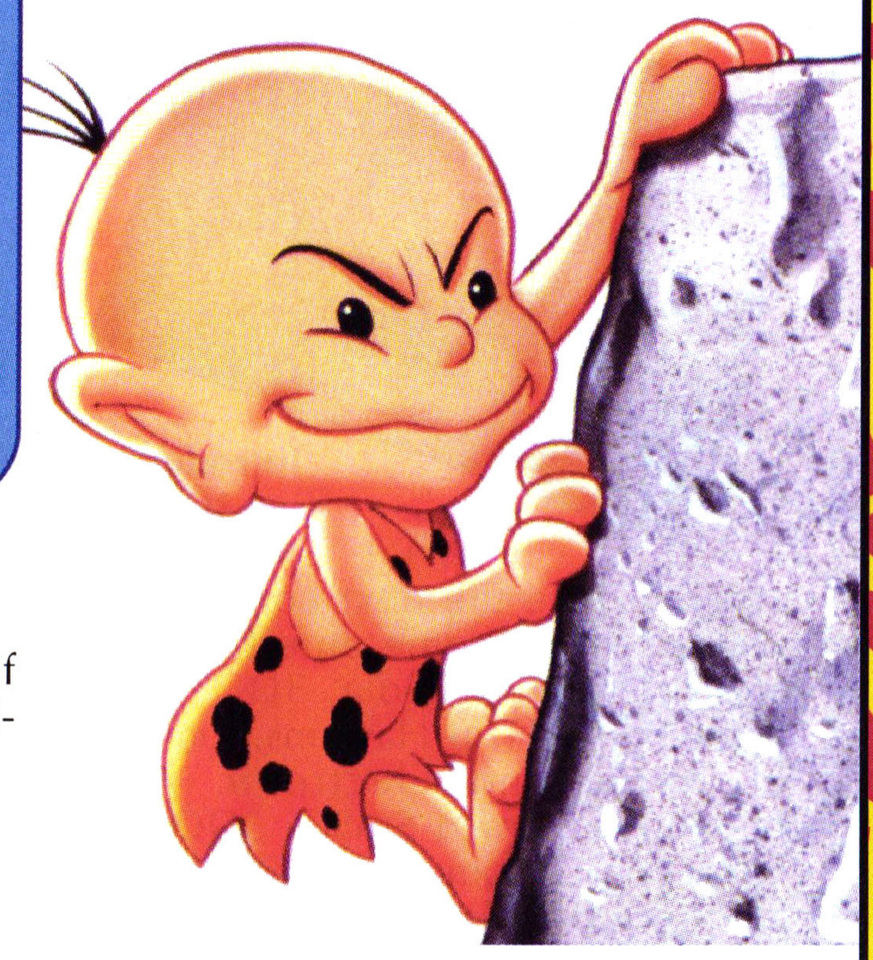
Watch for low-flying birds.

Bonk's Adventure Review

Reviewed by Rick, The Video Ranger

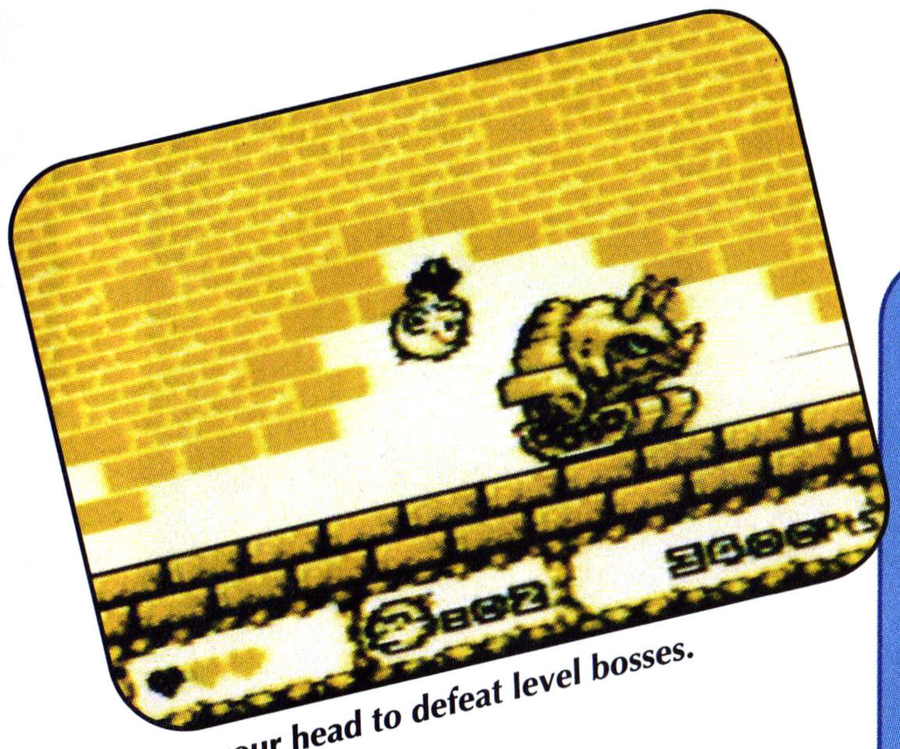
Concept:	7	*Bonk's Adventure* is a basic *Super Mario*-style game. Bonk is very cute. There is creativity in this game such as using Bonk's teeth for climbing.
Graphics & Animation:	6.5	I liked the very clean, easy to distinguish graphics. The design is solid, but not state of the art.
Sound:	6.5	The music is cute and upbeat.
Playability:	6.5	*Bonk* is easy to play and responsive. They should have made the regular levels more difficult. The bosses were just about right.
Entertainment Value:	6.5	*Bonk's Adventure* is respectable on the Game Boy, just not outstanding. They did everything well, but nothing exceptional.

Overall Rating: 6.5

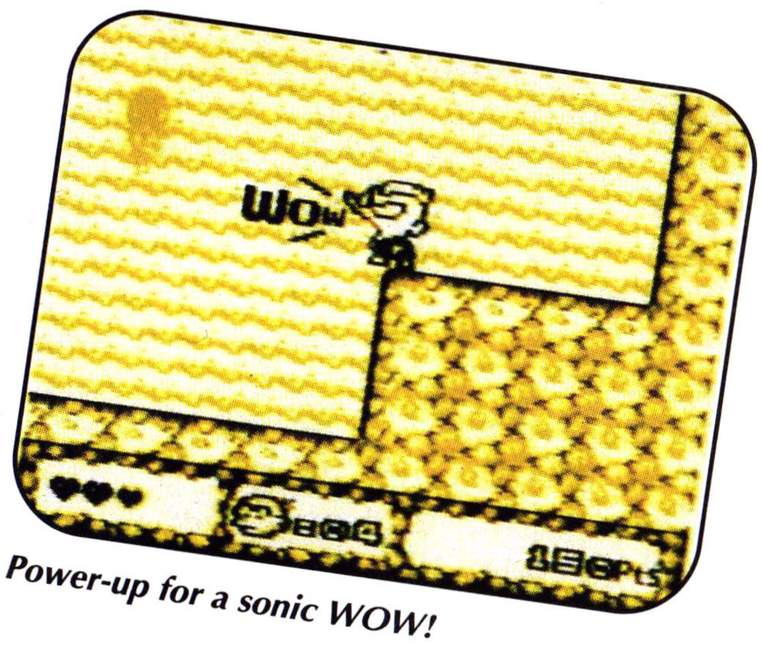


tic flower beds, but mini-flowers will warp him to one of three bonus rounds: Wall-biting, Waterfall-climbing and Free-fall bonus gathering.

Bonk's Adventure makes a smooth transition to the Game Boy, sans color and a few sound effects. If you're not familiar with this hard-headed hero, hop to it.



Use your head to defeat level bosses.



Power-up for a sonic WOW!

Bonk's Adventure Review

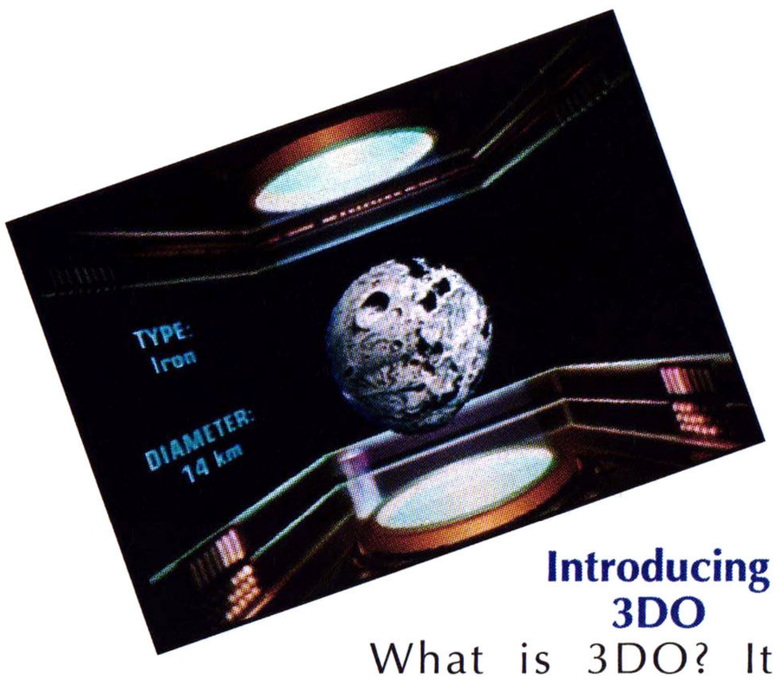
Reviewed by Paul, the Pro Player

Concept:	7	I always thought Bonk would be exclusive to NEC, like Sonic and Mario are to their companies. Conceptually, I think the game is like so many others in that you do the basic "run and jump" that we have all grown to love.
Graphics & Animation:	8	Real good for the Game Boy. I especially like the expressions of Bonk and his foes; they give the characters distinct personalities. The combination of vertically and horizontally scrolling levels added good variety.
Sound:	5	Average sound...average score.
Playability:	8	Anyone can handle *Bonk's Adventure*. You know, do that "run and jump" thing. There's even a little aquatic play mixed into the action.
Entertainment Value:	6	*Bonk's Adventure* is not a new adventure in gaming, but he's got one tough melon. If you like this game style, Bonk will give you plenty of wacky action.

Overall Rating: 6.75

TECH TALK

The Latest in Video Game Hardware & Software



Introducing 3DO

What is 3DO? It could be the the next company to revolutionize home entertainment and interactive media. 3DO is the brainchild of Trip Hawkins, formerly of Apple and Electronic Arts. Previously named SMSG, 3DO is a collection of companies that include some heavy hitters in computers, multi-media, Hollywood, cable and phone networks, and software development. This impressive list of partners and backers reads like a Who's Who, including Electronic Arts, Time Warner, Matsushita Electronics, AT&T, and Kleiner Perkins.

What does 3DO do? It's actually a platform developed to create a new standard for consumer electronics, similar to what VHS did for video tape. The initial hardware features a 32-bit RISC processor, a custom graphics/animation processor, a custom sound processor, and a multi-task operating system. It's compatible with numerous audio/video peripherals and offers full rotation, scaling, texture-mapping and video-editing. Initially, the focus is interactive media but its networking capabilities are exciting. Panasonic is building the first US hardware, the 3DO Interactive Multiplayer, due out this Fall for around $700.

The Meaning of L.I.F.E.

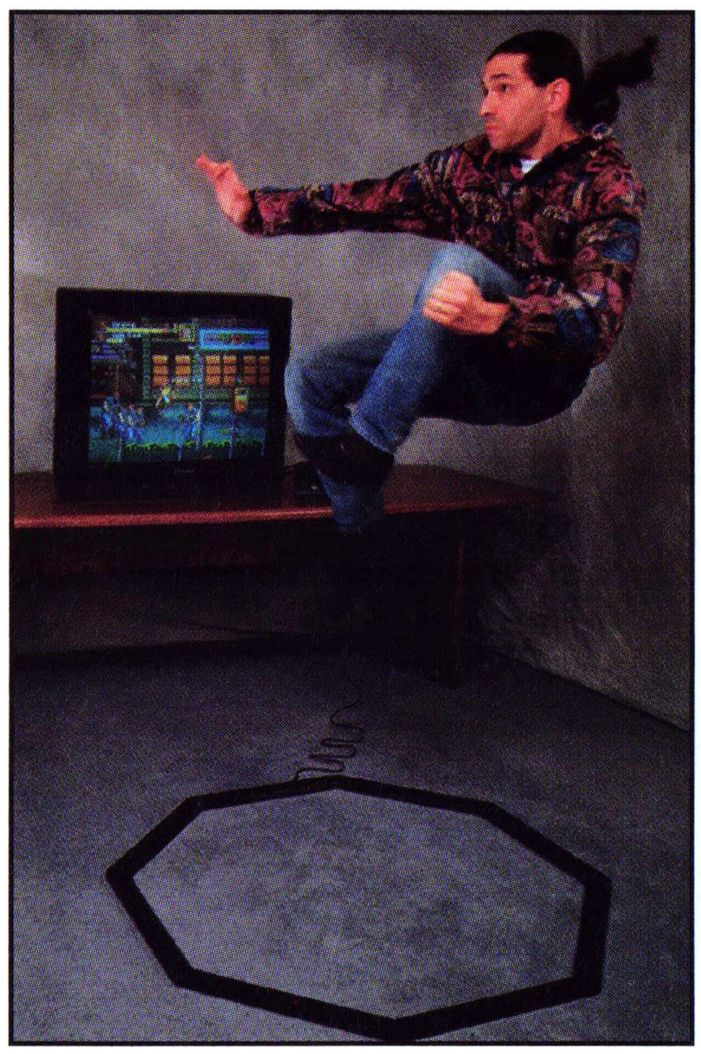
Pioneer unveiled their new interactive laser disc system, the ***LaserActive™***, at a press conference entitled The Meaning of L.I.F.E. This new format combines the advantages of CD-ROM and CD-I with the graphics and sound of a laser disc player, blending the analog and digital memories into an interactive experience. The main unit plays any size conventional CD, CDVs and LDs.

But there's more. Pioneer has teamed up with Sega and NEC to

create optional control packs for the *LaserActive*. The Mega-LD™ plays 8- and 12-inch *LaserActive* Mega-LD discs, Sega CDs, Sega Genesis ROM cartridges and standard CD-Gs. The LD-ROM²™, developed in cooperation with NEC, plays 8- and 12-inch *LaserActive* LD-ROM² discs, TurboGrafx CDs and ROM cards, and standard CD-Gs. A third *LaserKaraoke™* pack is compatible with *LaserKaraoke* discs and standard CDs.

Virtual Reality Comes Home for the Holidays

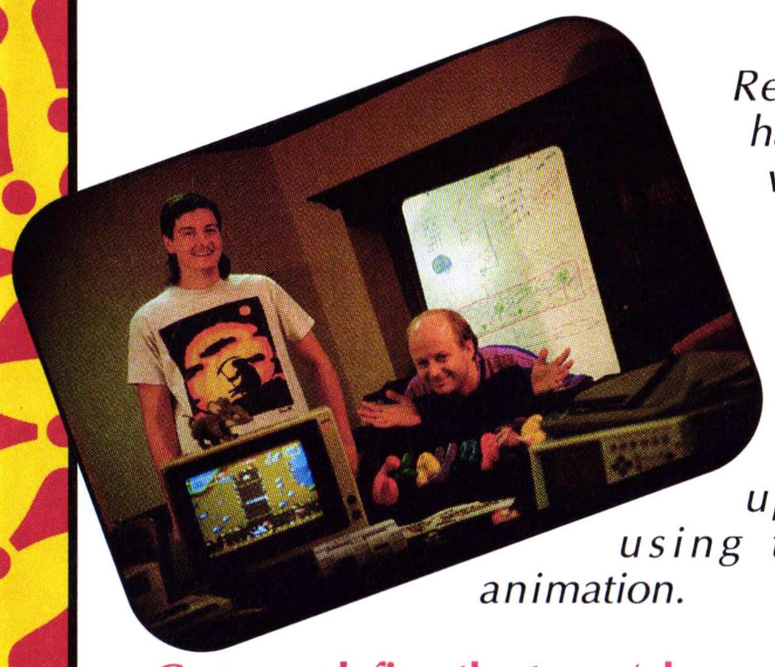
Sega has announced plans to ship their new **Virtua VR™**, a full-color virtual reality peripheral designed for use with the Sega Genesis system, in time for Christmas. Virtua VR gives players the feel of being in a realistic 360 degree playfield by using 3-D, stereo-optic vision and depth perception, similar to the technology used in Sega's successful coin-op *Virtua Racing*. The Virtua VR will ship in the Fall with one virtual reality software title. Sega hopes to release at least four VR titles in 1993, featuring shooting, flying, driving and fantasy action.



Get Into the Game

Another new product from Sega is **The Activator™**, a full-body controller made up of eight interlocking modules. Players stand inside the circle and infra-red "smart beams" create a bi-level ring with 16 motion-sensitive panels. The action on screen is controlled by the player breaking through these beams with their own body movements. The Activator is compatible with both existing Genesis games and new software in development.

The Wonderful World of Claymation



Recently, Game Informer had the opportunity to talk with Michael Quarles, product manager for the clay animation department of ***Interplay****. We asked him just what goes into creating a game such as their upcoming* ***ClayMates****, using this unique style of animation.*

Can you define the term 'clay animation' for our readers?
Clay animation is the process of still frame animation in which you build 3-D clay models, shoot a frame, move the model, take another shot and so on. We can actually take these models and make them run, jump, bulge out of shape and create animation.

When did you first gain an interest in the art of clay animation?
Several of us at Interplay go to the animation festivals, and a large part of what we see is created with clay. I was fascinated by the idea of clay animation because you can do so much with it.

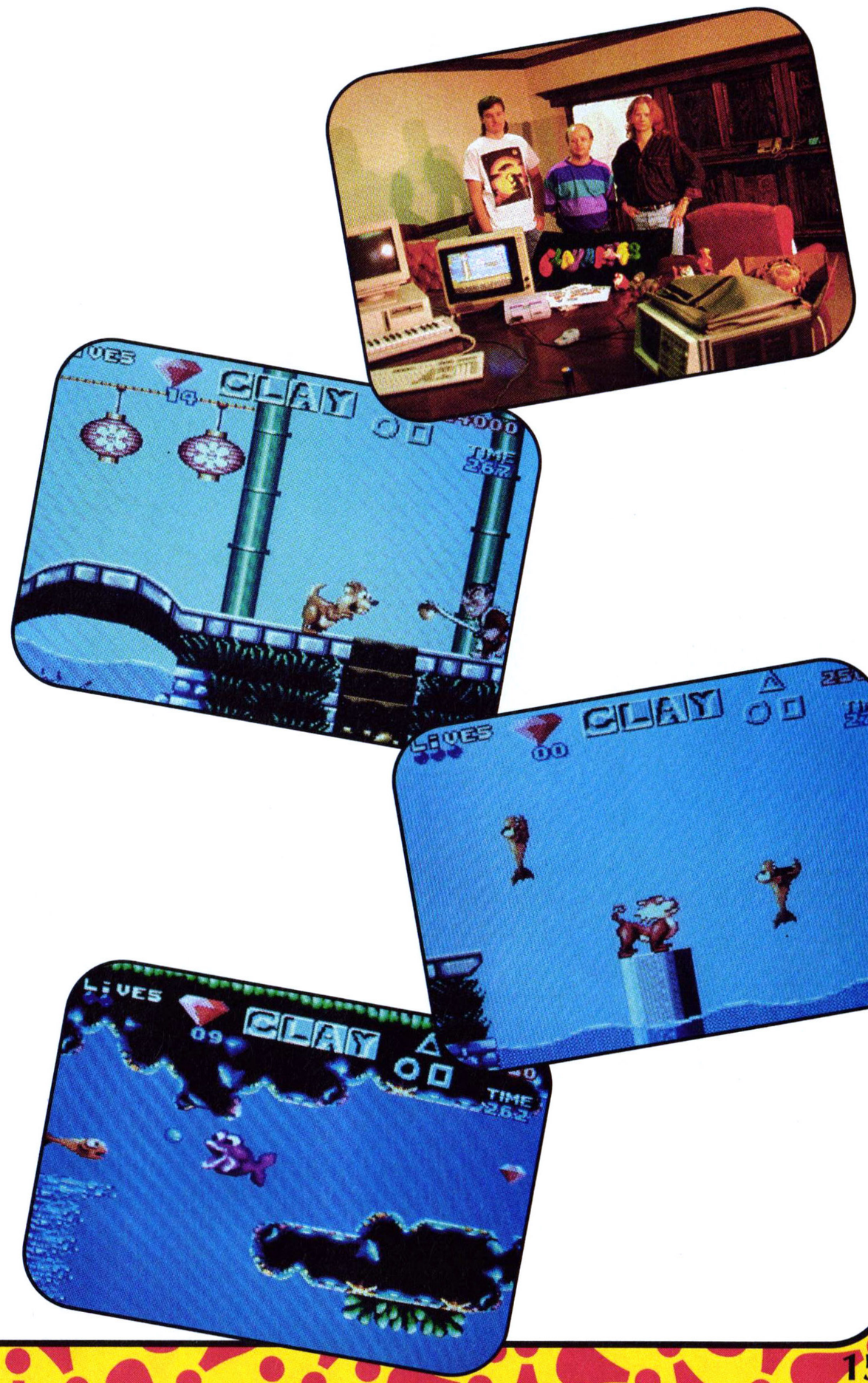
What do you think this new form of video graphics offers to game players?
Internally, we call it 'physics,' which refers to the physical aspects of a character. A lot of people try to model their physics after the real world. I think clay animation breaks away from that and brings a new type of physics to video games. You can do all the things clay can do.

When creating a clay animation game, does it begin with a storyboard like a cartoon?
We start by writing a general description for every level and creature, then draw sketches of those, which often inspires new ideas. Once they are physically designed, we do some preliminary programming to make sure it works.

Do you first program the character and manipulate it from there or is it frame-by-frame, or backgrounds first?
We create the main character first. Once we get the feel for that character, we pick the next character and so on. Then we do each object, one at a time, until they create a level.

Does this type of programming require any special equipment or technology?
You need someone who can build an armature and someone skilled in 3-D sculpture; theatrical people who know lighting and photography; special equipment for digitizing, and special image processing equipment that will allow all this to work on the Nintendo platform.

Where do you see the video game industry heading?
I worry that a lot of companies get a license and then throw the game together. If a game is bad with no license, fewer people buy it. But if it has a good license, a lot of people get burned. I also worry that CD ROM isn't being taken advantage of. Most of what exists now could be done on a cart if you removed some of the music. The gameplay doesn't compete with cartridge games already out there. On a more optimistic note, I hope to see more designers come up with innovative ideas to create entire worlds you can wander around in. What we need is technology supported by good games.



Creating A World of Our Own...

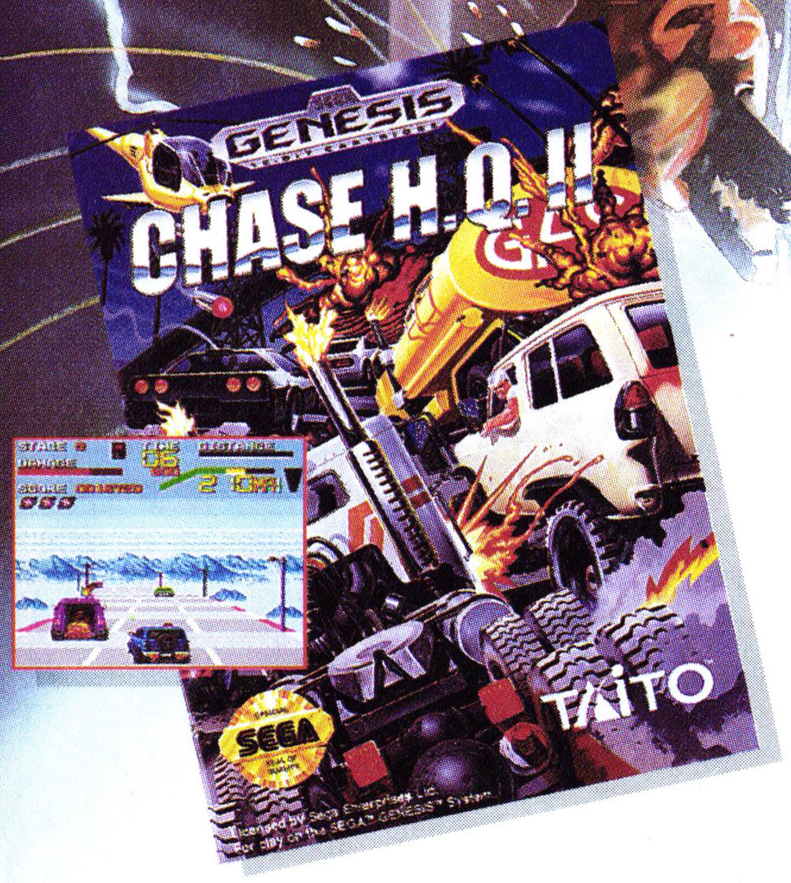
From the time we started watching Saturday morning cartoons as a child to the time we take our grandkids to see the latest Disney movie, animation plays a big part in our lives. Animation is instrumental in our education, teaching everything from right and wrong to foreign languages. Animation plays its part in history, too. Animation was the forerunner of motion films and one of the earliest types of programs broadcast on television. Famous cartoon characters helped bolster support for the troops during World War II and encouraged us to buy bonds. Today those cartoon characters are joined by a host of others decorating everything from watches to clothes to furnishings.

The advent of computer graphics opened up a whole new world. Breathtaking special effects could now be created for less risk and cost. The film, "Tron," was an early example of what this meant to the entertainment industry; just a foreshadowing of the marriage between computer animation and video games.

The introduction of 16-bit technology, CD ROM, and other high-end systems has opened the door to yet more innovations in graphics and animation. Scrolling and rotation, hand-drawn frames, rotoscope animation, real-time 3-D graphics, full motion video: the possibilities are endless. Designers are continually striving to develop a better technique and a more impressive look to bring games one step closer to interactive reality. The following pages include a few examples...

ELECTRIFYING

SUPERCHARGED GAMES



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

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

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

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

TAITO™

THE ONLY GAME IN TOWN.

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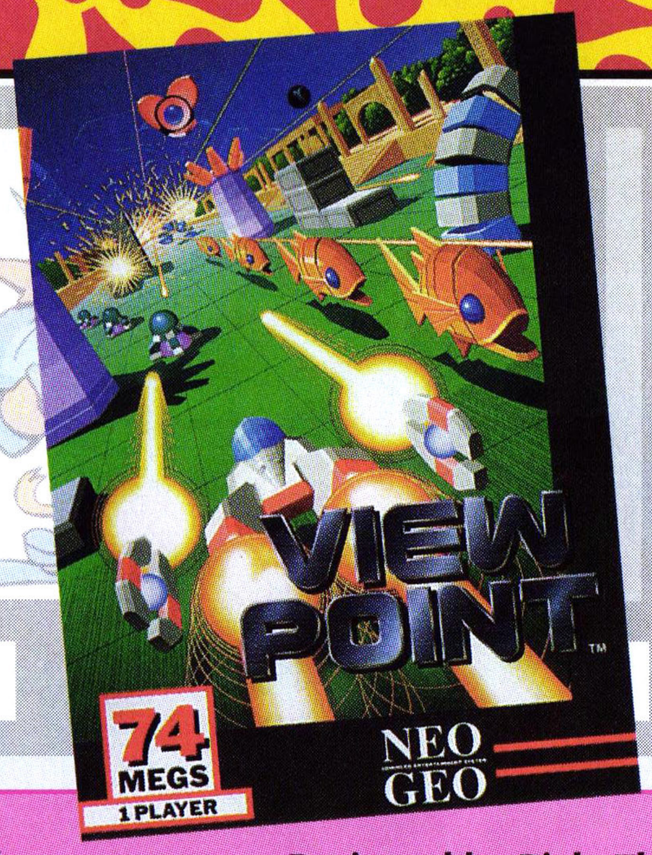
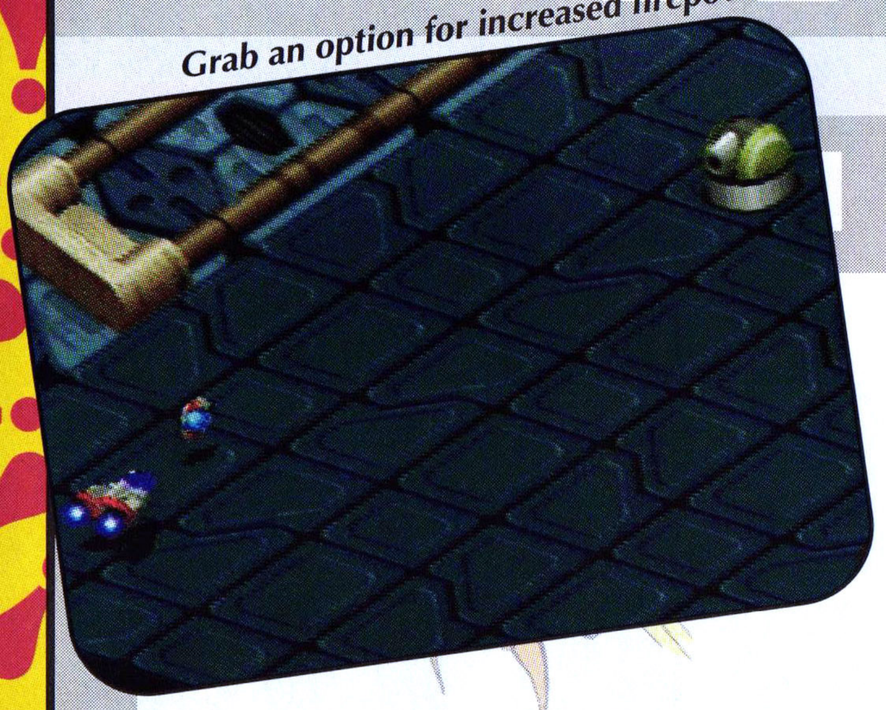
View Point: SNK Gives Us a Whole New Way to Look at Shooters



Grab an option for increased firepower.



- **Neo•Geo**
- **Diagonal shooter with 3-quarter perspective**
- **1 or 2 player alternating action**
- **74 megs of incredible 3-D graphics**
- **6 stages, with 4 levels of fire power and 5 levels of difficulty**
- **Created by SNK, available now**

View Point Review

Reviewed by Rick, The Video Ranger

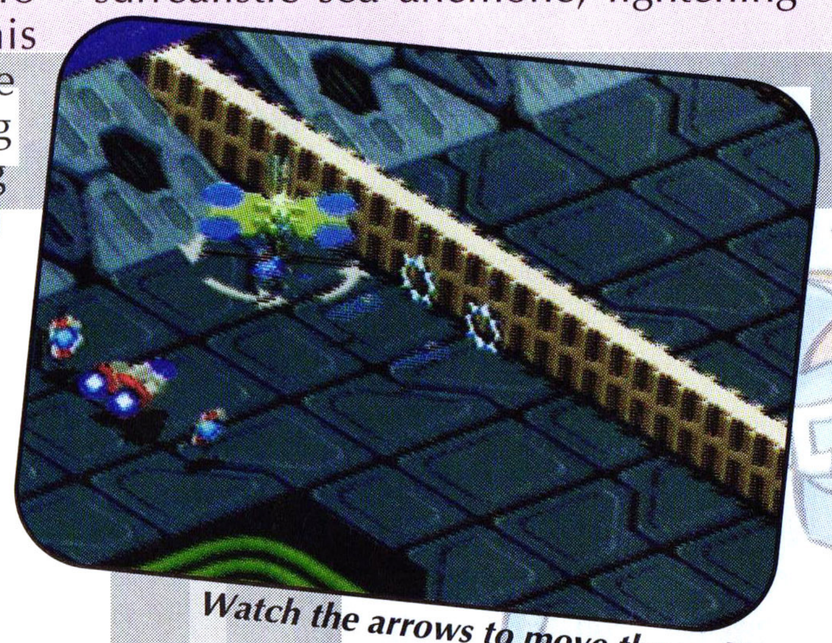
Concept:	**8**	Another Neo•Geo shooter, but this time incorporating a three-quarter, angled perspective that allows for some sensational three-dimensional graphics.
Graphics & Animation:	**10**	These are the best 3-Dimensional graphics produced for any home system so far. The constant animation of the entire screen is something to behold.
Sound:	**9**	*View Point* has excellent music and sound effects that get progressively better.
Playability:	**8**	*View Point* is a simple to operate, two-button shooter that's a challenge for even the best video jockeys.
Entertainment Value:	**9**	*View Point* is the best shooter game to be found and, considering the Neo•Geo capabilities, why not? 74 megs leaves us 256 meg to go...Come on, programmers.

Overall Rating: 8.75

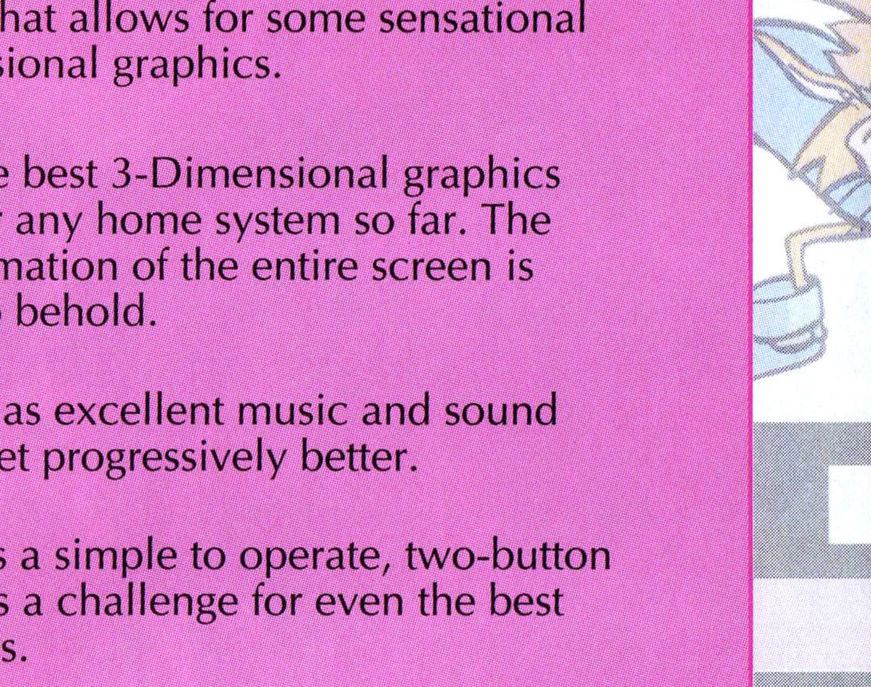
View Point thrusts the Neo•Geo system and shooters into the nineties. At a time when "Virtual Reality" is the hot topic, SNK created a game that feels like you've stumbled onto the playing field.

One of the unusual aspects of *View Point* is that there is no plot... none; no alien race invading planet Earth with you its last hope, no princesses to rescue. But what this game lacks in story line is more than made up for by eye-popping graphics. Rather than shooting it out with spacecrafts, you find yourself submerged in a distinctly computer-generated world. Instead of battling against an alien race, you are surrounded by a host of colorful, creative, three-dimensional characters.

The *View Point* world consists of moving walls, spinning platforms, rolling gears and other hazards. In the first stage, you'll encounter gyro-like "Soo-Rollo" fighters, slinky-like "Coyles" and the mechanical Snapping Turtle King boss. That's just the beginning. The underwater world of the second level has you fighting powerful Hydra, surrealistic sea anemone, lightening-spitting "Gohn-Gee" fish and indestructible worm-like creatures inhabiting "Mareens Nest."



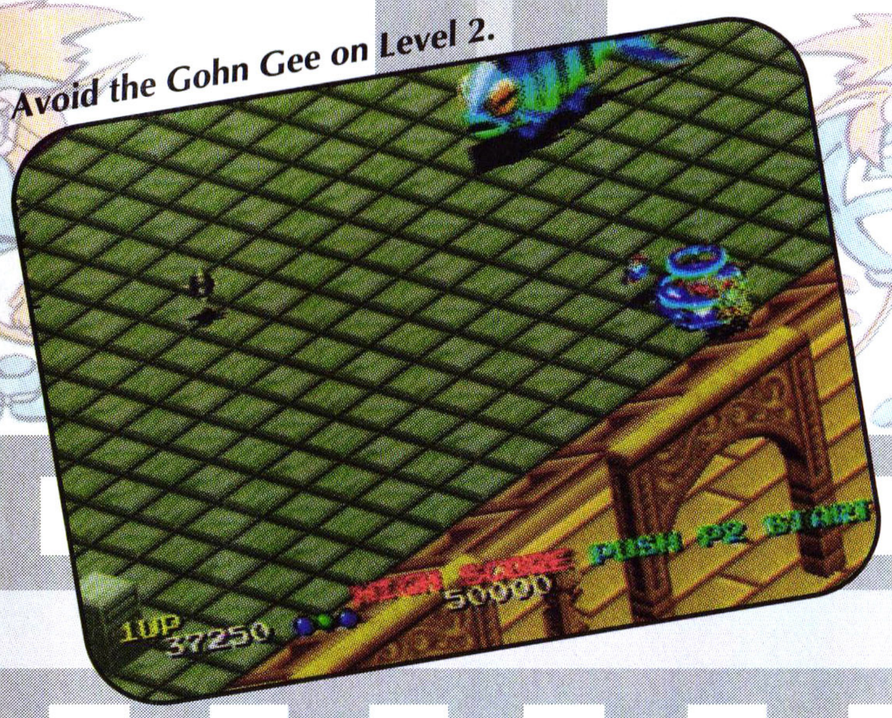
Watch the arrows to move the wall.



Make your way through the spinning gauntlet.

The emphasis of *View Point* is on your "Byupo" fighter ship. It's important to remember that your craft cannot

Avoid the Gohn Gee on Level 2.



be destroyed by the side walls. That comes in handy when navigating around enemies. Your primary arsenal is a single or rapid-fire shot, controlled by the A Button. That weapon is enhanced each time you pick up an option on the play field. If you need a little more fire power, try using the Power Wave. There are four levels of power, determined by the amount of time you depress the A Button. You can also collect a variety of bombs and missles, ranging from a fire bomb, a homing missile and a shock wave bomb that will wipe out anything within range. Watch the play field to collect other power-ups such as a protective barrier, point bonuses and one-ups.

There are five different difficulty modes, from easy to master, that include an arcade mode. Don't let this fool you, *View Point* is non-stop, thumb-pumping action, no matter what your skill level.

View Point Review

Reviewed by Ross, The Rebel Gamer

Concept:	**6**	*View Point* is another shooter to add to the already long list. I'd describe it as a cross between *Zaxxon* and *Captain Skyhawk*, but it's not as highly advanced a game as I'd hope for from Neo•Geo.
Graphics & Animation:	**8**	One thing this game does have is high definition graphics that are very eye pleasing, with scrolling that's slow enough to keep your enemies on the board long enough to see them.
Sound:	**10**	Neo•Geo has the best sound compared to its counterparts, and *View Point* takes full advantage of this. Voice-overs were a sweet touch.
Playability:	**7**	Nothing spectacular stands out in *View Point*, except maybe the sound. The challenge was not hard to overcome, and unlimited continues make it even easier.
Entertainment Value:	**6**	*View Point* is not the worst game Neo•Geo ever put out, nor is it the best.

Overall Rating: 7.5

View Point Review

Reviewed by Andy, The Game Hombré

Concept:	**8**	*Zaxxon* was a true arcade classic and I tip my hat to SNK for bringing us a close cousin. It only scores an eight because it lacks elevation control.
Graphics & Animation:	**9.25**	Now this shooter game really shows off the Neo•Geo. The graphics are spectacular; images are very surreal and it really brings life to the game.
Sound:	**9**	I have a shortfall for "house" music; I just can't avoid the beat. This game has a wicked soundtrack.
Playability:	**9**	Finally, a game that makes you work. Reminiscent of *Magician Lord* in challenge, *View Point* is one of SNK's best.
Entertainment Value:	**8.75**	It's a great challenge; not impossible, but worthy enough to take some time. If you like to work for your win, give it a try.

Overall Rating: 8.75

Don't get soaked by jumping enemies.

Crabby bosses?...Hhmm, something new.

Bubsy the Bobcat Makes His Debut in Claws Encounters of the Furred Kind

- **Super Nintendo**
- **Action/Adventure**
- **1 or 2 player**
- **16 levels of wool-gathering action**
- **16 megs of huge screens**
- **Digitized voice and interactive animation**
- **Password feature**
- **Created by Accolade, for SNES and Sega Genesis, March 1993**

A new star is born, at least that's what Accolade's banking on. He's got big blue eyes, an infectious smile; he's athletic, energetic, witty, and generally cute and lovable. Oh, and he says pretty much whatever comes to mind.

Bubsy isn't your typical beefcake. Actually, he isn't beefcake at all. He's a bobcat from Paw-tucket, located in the foothills of the Catskill Mountains. Here his days were spent accumulating his enormous yarn ball collection.

It was from this hobby that the first seeds of stardom sprouted. You see, Bubsy not only stars in *Claws Encounters,* he wrote it. It involves an alien race from the planet Rayon known as the Woolies. It seems the Woolies have an insatiable lust for yarn and that's where our story begins.

Rayon's twin queens, Poly and Esther, covet yarn more than any Woolie. Their yearning for yarn leads them to set Professor Nylon on a search through the cosmos for a planet with wool to plunder. His search led them to Bubsy's private collection. The Woolies departed for Earth in their silk saucers. Little did they suspect they were about to go up against a most fur-ocious feline.

Claws Encounters of the Furred Kind features five worlds made up of three chapters, and a finale, for a total of sixteen fun-filled levels. But be prepared for some serious satire. Each chapter opens with a tongue-in-cheek title such as "A Bridge Too Fur", "Dances With Woolies" or "Claws For Alarm."

Bubsy runs, jumps and bounces through his village in the Catskills, a crazy carnival, a western world, a woodland river world, and the depths of the forest. The fur begins to fly as he bumps off Woolies by bouncing on their heads. Bubsy also tries to reclaim as many yarn balls as possible, but watch out for hazards. There are more than forty ways for our hero to die, ranging from pratfalls to trolley cars to thorn-shooting cactus (Hey, no jokes about more than one way to skin a cat, please!).

Bubsy is one congenial cat, thanks to his large repertoire of expressions. Better yet, he'll even stop and tell you what's on his mind. *Claws Encounters* is as much fun to watch as it is to play, and the designers have even included a toe-tapping soundtrack. If you're looking for a game that's as addictive as catnip, check out *Bubsy*. You'll be hooked from the first "fluff-dry".

Bubsy Review

Reviewed by Andy, The Game Hombré

Concept:	**9**	There's always room for more good action/adventure games. While this game is unmistakably a *Sonic-Mario* rip-off, who cares!
Graphics & Animation:	**9**	The best part of this game are the large characters and deep 3-D backgrounds. Add to that over 43 animation sequences for Bubsy. You never know how that crazy cat will die next.
Sound:	**8.5**	Accolade really wants this one to go all the way and it shows. The sound effects are both unusual and well executed. They didn't forget to add a great soundtrack either.
Playability:	**9**	*Bubsy's* control is simple and straightforward; your basic hit'-em-on-the noggin. It has a good variety of things to do and find, bonus levels, and endless supplies of yarn.
Entertainment Value:	**9**	This 16-meg monster will undoubtedly make it as one of the best action games of '93. Accolade just kept to the basics: give 'em the same old thing disguised in new clothes. And, of course, we fall for it every time...ain't life grand?

Overall Rating: 8.75

Bubsy Review

Reviewed by Paul, The Pro Player

Concept:	**6**	We've all seen this game style in one form or another. However, Bubsy really has much more character than his other video game buddies.
Graphics & Animation:	**10**	Good stuff! I was impressed by every part of the animation design. *Bubsy* is fast and fun to watch, cruising around in his wacky world.
Sound:	**8.5**	Teamed with the incredible graphics are great sound effects. The popping sound of Bubsy collecting a yarn ball was surprising; not the familiar chime that's almost standard in games of this style.
Playability:	**9.5**	*Bubsy's* levels are big and can be accomplished in different ways. There are plenty of dangerous jumps and falls to keep you glued to the controller.
Entertainment Value:	**9**	Looks good, plays good and, gosh darn, it is good!

Overall Rating: 8.5

Slippin' on the "Bubsquitas."

Bubsy Review

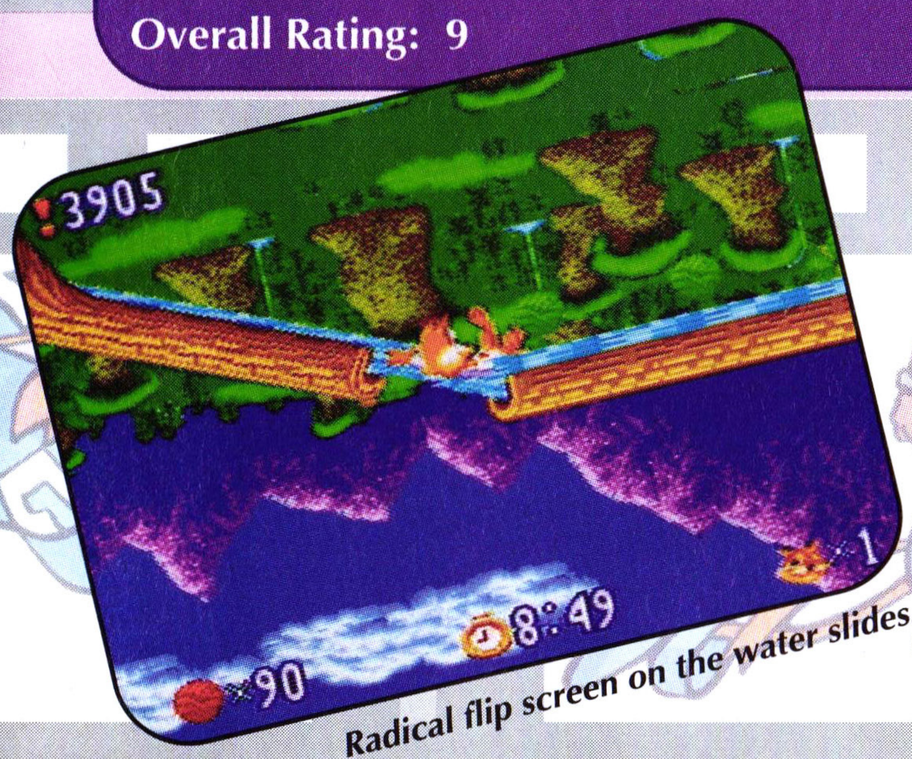
Reviewed by Rick, The Video Ranger

Concept:	**8.5**	Bubsy's a cute character who bounces on the bad guys. It's the same old thing, but, boy, is it fun to play; *Sonic* speed and cleanest graphics on the system.
Graphics & Animation:	**10**	*Bubsy* is bursting with colors, intense 3-D graphics and animation at the speed of light. If you're looking for the SNES answer to *Sonic*, it's *Bubsy*.
Sound:	**9.5**	From the popping-corn sound of collecting yarn to the shrieking Woolies, these are state-of-the-art sound effects.
Playability:	**8.5**	*Bubsy* is the easiest game to control for the SNES, simply using the B or Y buttons and the directional pad. I wish they'd added another function, but the control you have couldn't be better.
Entertainment Value:	**8.5**	*Bubsy* is a game the SNES needed, fast-paced and fun. It's a *Mario-Sonic* game with state-of-the-art technology. *Bubsy* is the cutting edge.

Overall Rating: 9

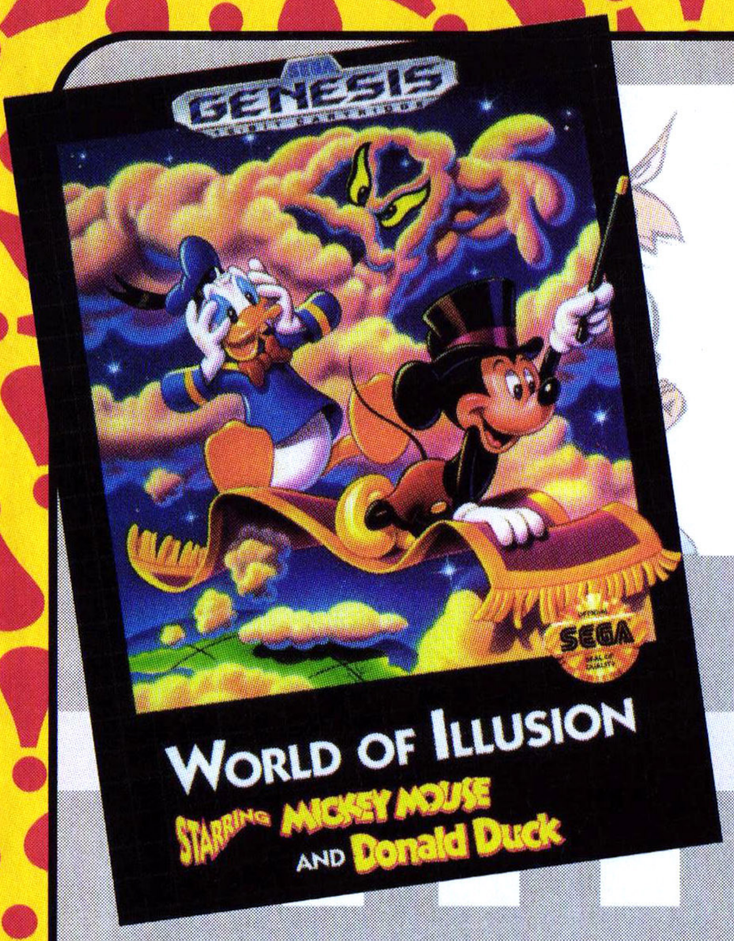
Whoa!

Arroogha... Bubsy HATES water!



Radical flip screen on the water slides.

Put on the breaks!



Mickey and Donald Make a Little Magic in Sega's World of Illusion

- **Sega Genesis**
- **Action/Adventure**
- **1 or 2 player cooperative**
- **8 megs**
- **5 magic-filled levels**
- **Unlimited continues**
- **Created by Sega, available now**

This Disney adventure finds Mickey and Donald practicing for their big magic show. Alakazam! Mickey knocks Donald into the scenery with a puff of flash powder. Dusting himself off, Donald uncovers a magic box carved like a face with a velvet curtain drawn across its mouth. There's a strange glow from behind the curtain. But, before Mickey can warn him, Donald rushes into the box. Poof! He disappears. Mickey steps into the box to look for his friend and poof! He, too, is gone.

As they fell, an evil voice boomed through the darkness. "Welcome to my World of Magic! The only way out is to defeat me in a duel of magic. But, first you must find me or you'll never leave this place."

The adventure begins in an enchanted forest, full of trees and twisting vines. Mickey and Donald have only their magic and each other to protect them from the strange creatures living there. It takes wits and teamwork to defeat the Leaf Creatures and Soldier Ants. If you don't get caught in the underground spiders' lair, you'll reach a magic carpet that will whisk you toward whirling cyclones and vicious vultures.

Better conjure up a diving bubble 'cuz you're going for a little dip. Dodge Tiger Fish and Sea Urchins while you explore a sunken pirate ship. Be careful or you're shark bait!

Jump out of the fish bowl into a gigantic library full of huge books. Avoid angry pens and pencils while you check out open boxes and jars; one leads to the Magic Master. Now you face the greatest challenge of all. Make your way through mazes to face the Magic Master and the final

Play as Donald or Mickey.

Soldier Ants on the march.

World of Illusion Review

Reviewed by Andy, The Game Hombré

Concept:	**8**	Adding Donald and a two-player mode gives new dimension to this Sega sequel. However, it doesn't live up to *Castle of Illusion*. Close, but no cigar.
Graphics & Animation:	**8**	The backgrounds are excellent, but characters aren't as big as those in *Castle*. The animation is smooth, but the assortment of sequences is limited.
Sound:	**7.5**	The soundtrack is average. Voice-overs are a big plus, but they aren't used enough to be effective.
Playability:	**6**	Game play is much better than *Fantasia*. This time Mickey is armed with a magic cape, instead of the old "jump-on-the-head" routine. However, this attack method gets old and detracts from the game.
Entertainment Value:	**7**	*World of Illusion* is fun and has a large variation of levels, but the lack of interesting gameplay makes it average. Don't let this discourage younger gamers or Mickey fans. It still has that undeniable magic.

Overall Rating: 7.25

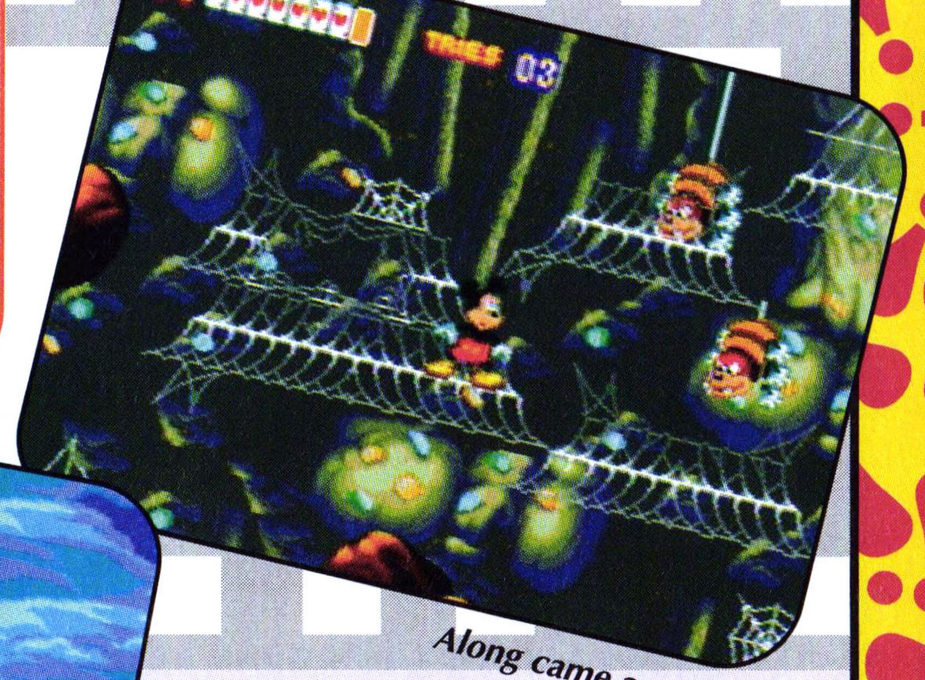
World of Illusion Review

Reviewed by Ross, The Rebel Gamer

Concept:	**9**	No one can resist this lovable mouse. He even comes with Donald.
Graphics & Animation:	**9**	There's a lot of animation in *World of Illusion*. The running effect is unreal. I'm glad to see Mickey's back. Donald shines through, and occasionally steals Mickey's spotlight.
Sound:	**6**	There's nothing new that wasn't in earlier episodes, except occasional voice-overs. Mickey's voice is good, too.
Playability:	**8**	The classic moves are back, but this time they've put them to all new boards that can be seriously nasty.
Entertainment Value:	**9**	Mickey and Donald fill the bill! Who could ever pass up anything starring Mickey Mouse, let alone the chance to control the little rodent?

Overall Rating: 8.25

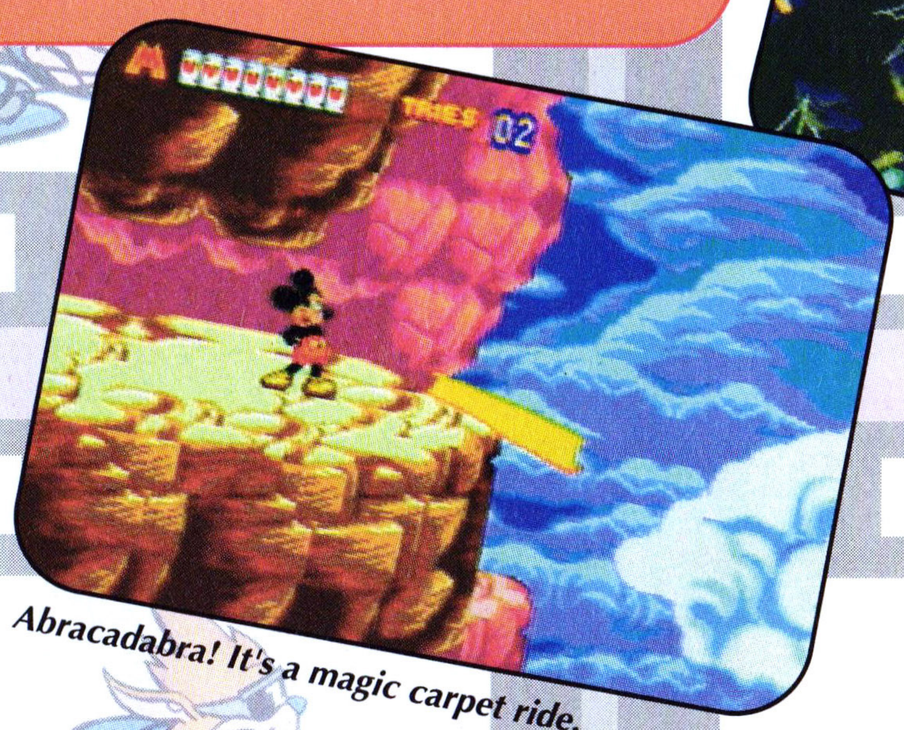
Take the leaf stairs to power ups.



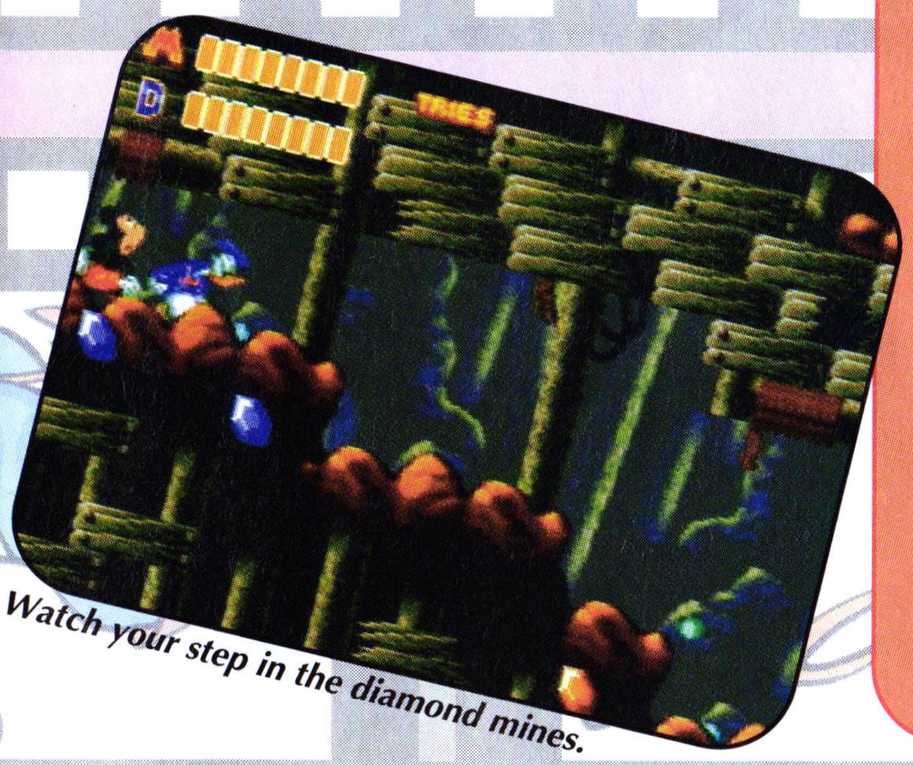
Along came a spider...

showdown. It will take all the special magic you've collected along the way to beat him and make it home in time for the magic show.

World of Illusion is a one or two-player game that lets you be Mickey or Donald. The two-player game requires teamwork. Give your friend a lift or lower him a line as you work through tight spaces. Gain Health points by collecting items like Candy, Playing Cards, Magic Hats and Rockets. Be sure to share your goodies and watch out for each other, or you'll never make it home.



Abracadabra! It's a magic carpet ride.



Watch your step in the diamond mines.

World of Illusion Review

Reviewed by Paul, The Pro Player

Concept:	**6**	Given the popularity of Mickey and Donald on video game systems, Sega created a sequel to their successful *Castle of Illusion*.
Graphics & Animation:	**9**	This game features great moves and outstanding character animation. The underwater scenes are unique and original.
Sound:	**7**	The music and sound effects are light and airy, just as you'd expect from a *World of Illusion*.
Playability:	**9**	This cart is much easier than the difficult *Fantasia* game. It has very standard controls.
Entertainment Value:	**7**	All you Mickey Mouse Club members will have a blast. I recommend this game for younger or less experienced players.

Overall Rating: 7.5

U.S. Gold Makes a Name For Itself With Flashback: The Quest For Identity

- Sega Genesis
- 1 player Action/Adventure Strategy
- Rotoscope animation
- Digitized voice & sound effects
- 12 megs
- 7 intricate levels, plus passwords
- 3 levels of difficulty
- Exclusive Marvel® comic book
- By Delphine Software for U.S. Gold, available now

Flashback Review

Reviewed by Andy, The Game Hombré

Concept:	**9.25**	Take every *Arnold* movie, twist them together and you've got the story line to *Flashback*. It's great.
Graphics & Animation:	**9.5**	The animation is unbelievable. The character moves so smoothly. Throw in great backgrounds, animated sequences...you see where I'm leading.
Sound:	**8**	The sound effects are unreal. Although there's little to no background music, I believe it adds effect.
Playability:	**9.5**	The first game by Delphine was great, but had limited control. For that reason it seemed more one-dimensional. They've gone back to the drawing board 'cuz *Flashback* has everything. You can move freely instead of being led down a path.
Entertainment Value:	**9**	I was hooked from the second I put it in. The realism and story line grabbed me and I couldn't put it down. It's a long, well thought-out game that will keep you interested. If you liked *Out of this World* or thought it looked cool, play *Flashback*!

Overall Rating: 9

Only a few games had people talking at this year's Winter CES; one of those was *Flashback*. This adventure has smooth animation and an intricate story line, reminiscent of last year's award-winning *Out of This World*. That's not surprising, since it's created by the same French-based design house, Delphine International.

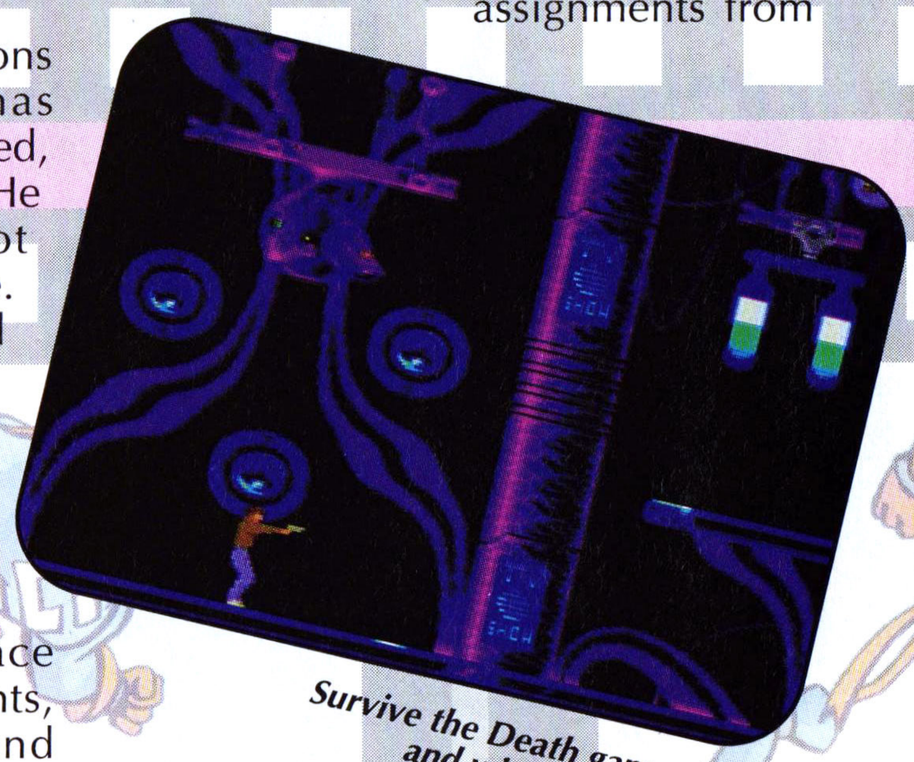
Flashback tells the story of Conrad Hart, an agent-in-training with the Galaxias Bureau of Investigations. Conrad has been developing a compact Molecular Density Analyzer for Forensic Investigations class. This device registers the molecular density of objects, separating it from its surroundings.

He and his girlfriend discover that certain individuals are registering an unusual density, so high it defies analysis. Key political figures are actually extra-terrestrials that infiltrated society for a full-scale take-over.

Unfortunately, his investigations were detected. Now Conrad has been kidnapped, his memory erased, and taken to the Titan Colonies. He managed to escape, but is shot down over Titan's artificial jungle. Armed only with a stolen gun and a holocube, a pre-recorded message on the holocube tells him to seek out his friend, Ian. So his journey begins.

Conrad must work his way through traps and enemies in this forbidding environment. Face hostile opposition such as mutants, replicants, anti-matter fields and watchdog robots as you move through each level. Conrad must help a wounded man and obtain an I.D. card to enter New Washington. Ian helps Conrad restore his memory, but now he must take on assignments from

Conrad's first encounter with Ian.



Survive the Death game show and win a trip to Earth.

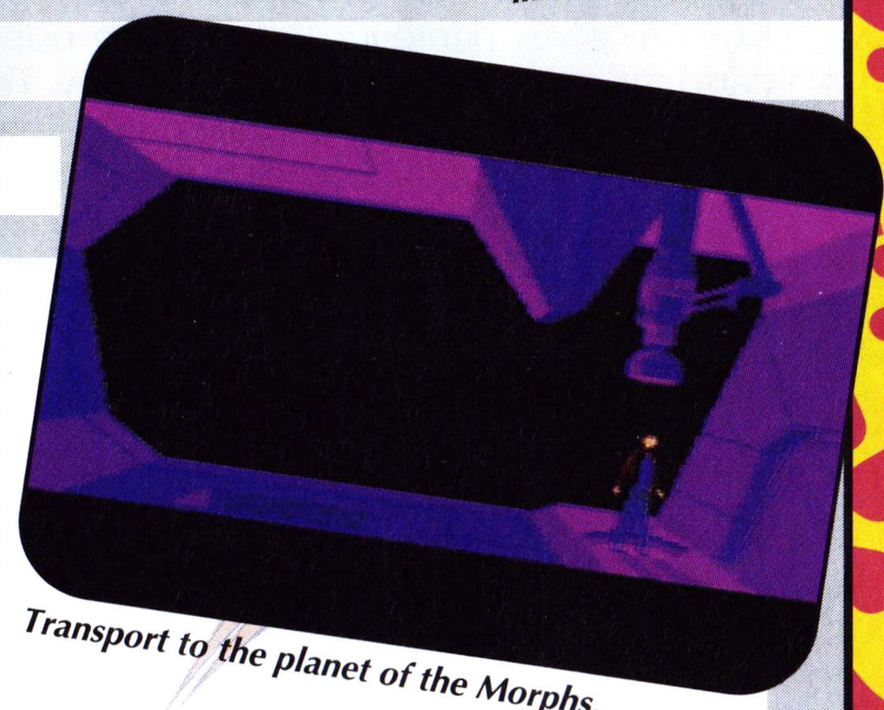
Flashback Review

Reviewed by Paul, The Pro Player

Concept:	**8**	From the designers who gave us *Out of this World* comes *Flashback*. It incorporates elements of Science Fiction into an action/adventure game.
Graphics & Animation:	**9.5**	The animation is unbelievable. The intricate, subtle movements of Conrad are a credit to the game's designers and programmers. Awesome!
Sound:	**8**	There is little music in *Flashback*, but the sound effects, such as guns and warps, are outstanding.
Playability:	**9**	With all the different moves, this cart takes time to master, even for superior gamers. The variety of extras you can acquire make game play even better.
Entertainment Value:	**9**	Amazingly, *Flashback* is one of the best action/adventures I've seen yet. I'm a sucker for Sci-Fi, and *Flashback* provides a great story line with plenty of cool gadgets to use along the way.

Overall Rating: 8.75

You'll meet hostile inhabitants on Earth.



Transport to the planet of the Morphs.

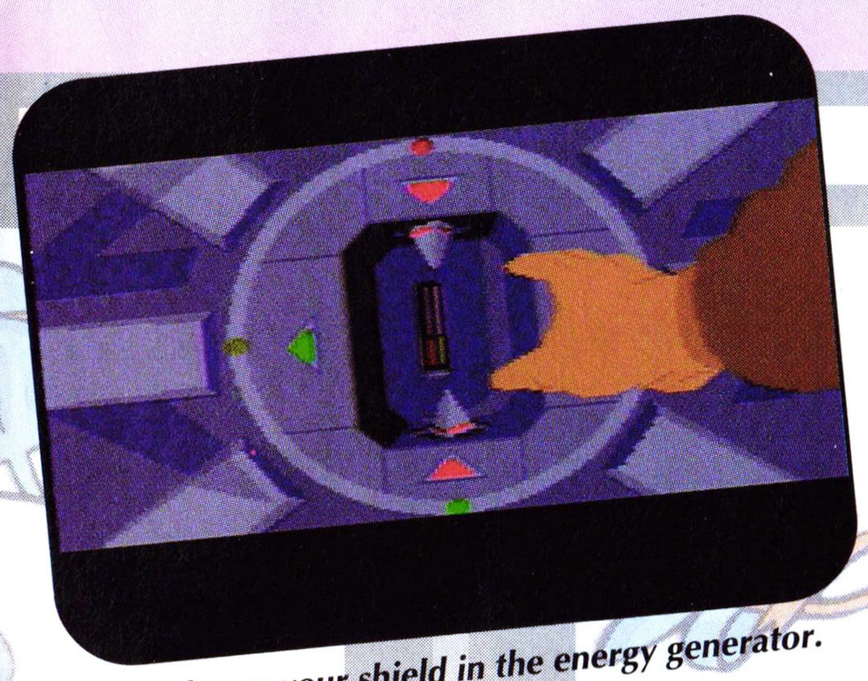
the Department of the Interior to earn money for false papers. Then enter the "Death Tower TV Show," in order to win a free trip to Earth.

Once on Earth, the authorities are alerted and send robot cops to eliminate you. Your must make it to the Paradise Club, an alien hangout, to uncover their plan.

You trigger an alarm and in the chase you fall into a ventilation pit. You are transported to the planet of the Morphs, where it is up to you to destroy the auxiliary "Head Brain" and neutralize their invasion.

Flashback uses new animation techniques to bring CD quality to the 16-bit Genesis. It features rotoscope animation, the process of filming live actors and hand-illustrating these motions on cells. Six artists then hand-animated these movements into computer graphics. *Flashback* has more than 2,000 frames playing at 24 images per second. The result is breathtaking.

Nailed!



Recharge your shield in the energy generator.

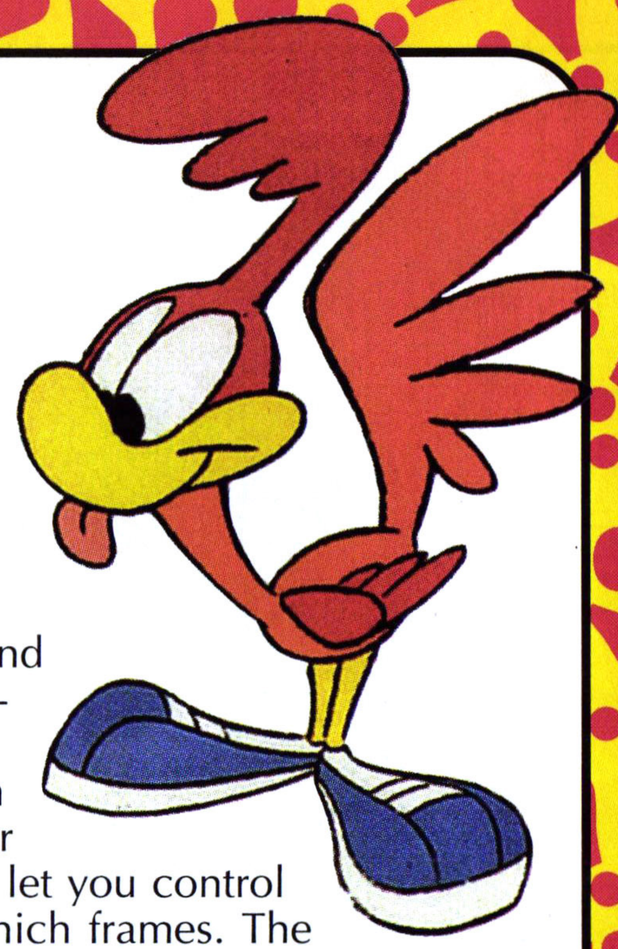
Flashback Review

Reviewed by Ross, The Rebel Gamer

Concept:	**10**	What an idea! Many novel writers never succeed at a story this great. Sweet! The ultimate in Action/RPG.
Graphics & Animation:	**10**	The only game that comes close is by the same design house. The foreground and background graphics are well done. There's so many sprites to watch, but it's almost impossible to take it all in.
Sound:	**8**	The gun fire sounded very realistic; sound effects in general surpass many I've heard. I do feel *Flashback* needs some classic 60's tunes.
Playability:	**10**	Most amateurs will find this game hard at first; timing is extremely crucial. It has jumps that will frustrate the best players, enemies that seem to never die, and traps everywhere.
Entertainment Value:	**10**	I can sum it up in two words, "Buy it!"

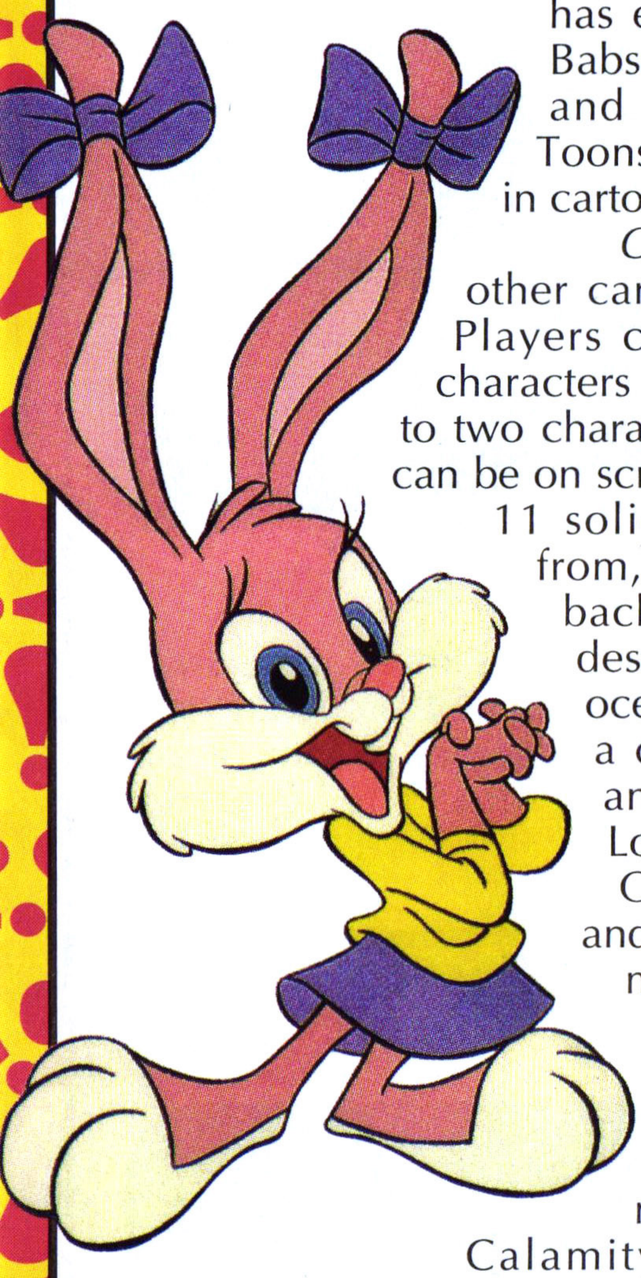
Overall Rating: 9.75

Create Your Own Tiny Toon Adventures™ With Konami's Cartoon Workshop



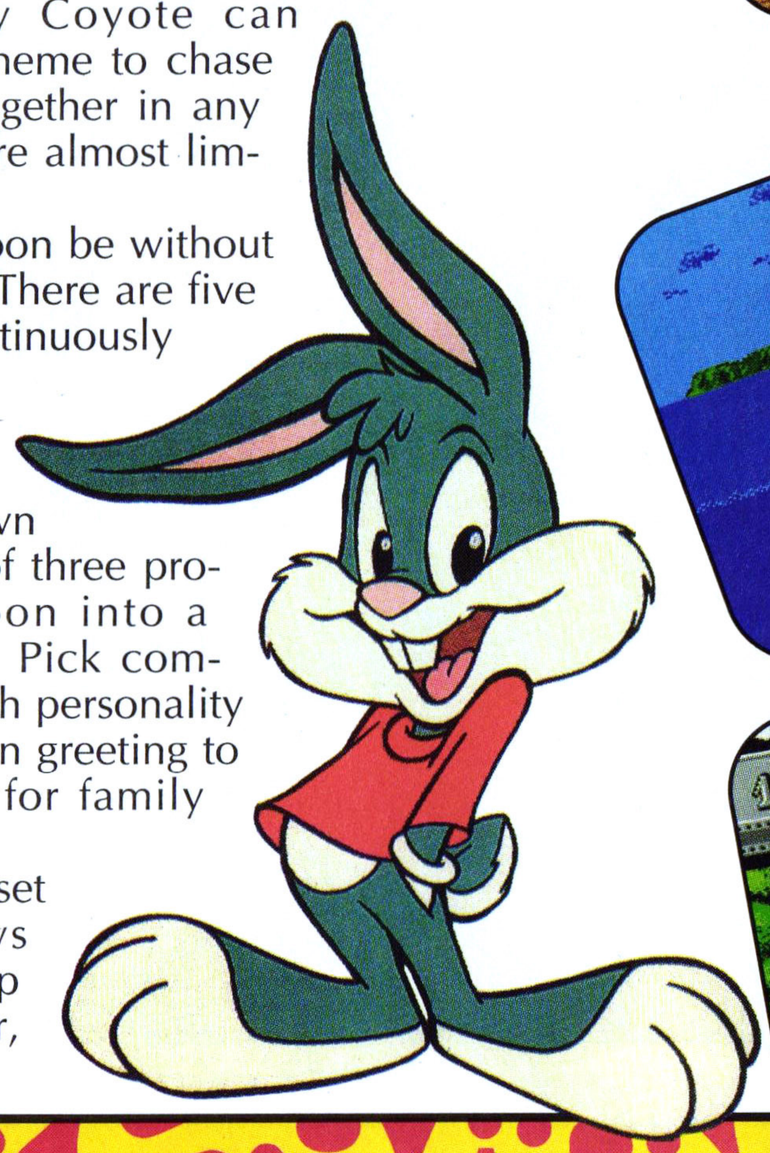
By Elizabeth Olson

So, you say you've always dreamed of becoming a big-time director or producer? Well, here's your chance. Konami gives Nintendo owners the opportunity to create cartoons with their newest title, *Tiny Toon Adventures™ Cartoon Workshop.* That's right, Konami has enlisted the help of Buster and Babs Bunny, Furrball, Plucky Duck and several of your favorite Tiny Toons characters in this experiment in cartoon development.



Cartoon Workshop is like no other cartridge available for Nintendo. Players can choose from six different characters to star in their production. Up to two characters or a character and a prop can be on screen at the same time. There are 11 solid color backgrounds to pick from, or select one of eight scenic backgrounds. These range from a desert, a forest, a frozen lake, an ocean (complete with ship wreck), a city, a village, a spooky castle, and the steps of the Tiny Toons Looniversity.

Once you've selected your set and your characters, you'll need to make them do something. Each personality has fifteen, twenty-action sequences to choose from, including water fights, ice fishing, scuba diving and more. Buster can harass Babs or Calamity Coyote can come up with another scheme to chase Little Beeper. Put them together in any order; the combinations are almost limitless.



What would any cartoon be without dialog and sound effects? There are five theme songs that play continuously until you cut them, or try six short tunes to highlight action. Each activity comes with its own sound effect or add one of three provided. Turn your cartoon into a "talkie" with 30 phrases. Pick common phrases to match each personality or select a special occasion greeting to customize your cartoon for family and friends.

Cartoon Workshop is set up like any PC windows program. The bar at the top features icons for character, settings, dialog, sound effects and filming. Simply move the directional control to each icon, highlight it with the A Button and scroll down to make your selection. A frame counter will let you control which actions take place in which frames. The scissors icon under each category allows you to edit out any action and redo it.

Each time you select a new location it erases any previous film. There is no way to store your finished production on the cart, but you can hook up your VCR and tape them to send to friends or watch them over and over. You can create a cartoon up to eight minutes in length, complete with the backwards countdown to add authenticity.

So, you want to be in pictures? With *Cartoon Workshop* it's as easy as "Lights, camera, action!"

Not Recommended For Cowards.

From deep within Mordroc's Castle, a foul stench rises up to mix with the cold, damp midnight air. In the deadly caves far below the surface, the evil wizard's pet fire-breathing dragon, Singe, guards the captive Princess Daphne. You, Dirk the Daring, walk steadily toward the castle gate. You feel no fear–but then, fear is for cowards. No other would dare to enter this perilous castle where Mordroc has imprisoned the helpless princess. But for you, there is no other possible course to take. Now is the time for heroes. Now is the time to enter the

DRAGON'S LAIR™

Official Nintendo Seal of Quality

DATA EAST

SUPER NINTENDO ENTERTAINMENT SYSTEM

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GREAT GRAPHICS AT A GLANCE

As the technical capabilities improve, so does appearance of the games we play. With the recent boom in high-end development, changes are coming fast and furious. Currently on the drawing board there are several new carts or discs that move gamers toward the illusion of controlling cartoon or film-quality environments. We've selected just a few that are worth a closer look:

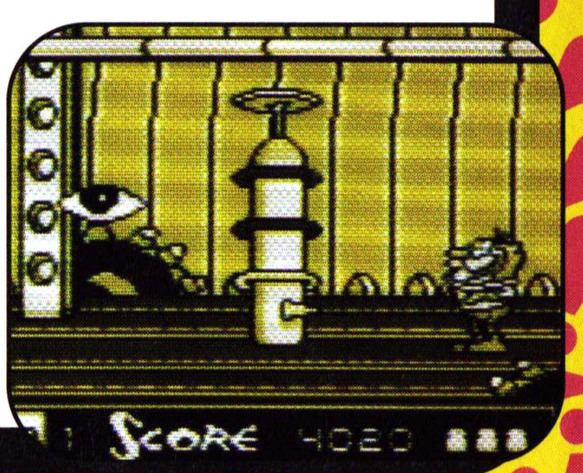
The Magical Quest Starring Mickey Mouse
Capcom - Super Nintendo
Available Now

Cool World™ Ocean of America
Super Nintendo, Nintendo & Game Boy
Available March, 1993

Road Runner's Death Valley Rally
Sunsoft - Super Nintendo
Available Now

Star Fox
Nintendo of America - Super Nintendo
Available March, 1993

The Ren & Stimpy Show: Space Cadet Adventures
THQ Software - Game Boy
Available Now, Coming soon on NES & SNES



CONGO'S CAPER™

IT'S AN EVOLUTION REVOLUTION!

Joe & Mac's country cousin comes to the Super Nintendo!

If you were a monkey, just hangin' out in the jungle with your chimp-chick, and a magic ruby fell out of the sky and zapped you both, turning you into half-humans, and a demon-kid swooped down and made off with your girl — what would you do? You'd high-tail it after them and stop at nothing to save her, that's what — 'cause you're Congo, the monkey-turned-superkid, and only you can uphold the law of the jungle! But it's more than a jungle out there — your search for little Congette will take you from ghost towns to pirate ships to ninja castles to the belly of a Tyrannosaurus. This is no time for a banana-break — you'd better get down to monkey business!

Data East USA, Inc.
1850 Little Orchard Street
San Jose, CA 95125

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For Six Information-Packed Issues!

What's in Store for the First Half of 1993?

A Consumer Electronics Show Update

Twice a year the electronics industry gathers to show off their new products and the latest technology. The Winter CES show, held each January in Las Vegas, is the largest electronics industry show in the world. Video game developers and manufacturers do their best to show buyers, distributors and the press what they have up their sleeves for the first half of 1993.

This year the talk of the show centered on new multi-media and laser CD platforms, such as 3DO and Pioneer's new LaserActive (see Tech Talk Pg. 14). Other popular exhibits were the latest licensees for the Sega CD, Sega's new Virtua VR and Nintendo's Star Fox exhibit, complete with a laser light show. Below is a brief overview of what's in store from your favorite game companies early in 1993. Stay tuned to ***Game Informer Magazine*** for more details.

Sega's booth featured Virtua Racing

Mighty Final Fight by Capcom

STD's Top Fighter joystick

Nintendo

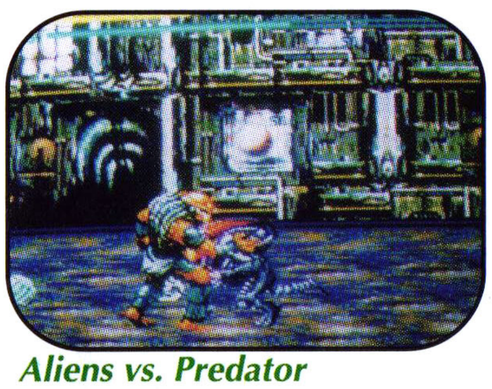
Acclaim:	Alien 3	1993
	Incredible Crash Dummies	1993
Active Enterprises:	Action 52 (52-in-One Cartridge)	1993
American Sammy:	Magic Candle World	1993
American Technos:	Crash N' the Boys: Ice Challenge	1993
	Crash N' the Boys: Soccer	1993
Capcom:	Duck Tales II	1993
	Final Fight	1993
Camerica: (Aladdin)	Basketball	Summer 93
	Bee 52	Summer 93
	Big Nose Cave Man	Fall 93
	Big Nose Freaks Out	Spring 93
	CJ's Elephant Antics	Summer 93
	Deck Enhancer & Dizzy, Adv.	Spring 93
	Dizzy Pinball	Fall 93
	Dreamworld Pogie	Fall 93
	F-16 Renegade	Fall 93
	Fantastic Adv. of Dizzy	Spring 93
	Go Dizzy Go	Summer 93
	Linus Spacehead	Spring 93
	Metal Man	Fall 93
	Micro Machines	Spring 93
	MIG 29 Soviet Fighter	Fall 93
	Quattro Adv.	Spring 93
	Quattro Sports	Spring 93
	Stunt Kids	Summer 93
	Ultimate Stuntman	Summer 93
Culture Brain:	Fighting Simulator	1993
FCI:	AD&D Hillsfar	1993
	Breaktime: Pool Tour	1993
Hi Tech Expressions:	We're Back	1993
Hudson Soft:	Bomberman 2	March 93
	Bonk's Adventure	August 93
	Buster Brothers	August 93
Jaleco:	Bases Loaded 4	March 93
Kemco:	Ace Harding: Lost in Las Vegas	June 93
	Kid Klown in Night Mayor World	March 93
Konami:	Batman Returns	March 93
	Tiny Toon Adv. Trouble in Wacky	1993
Matchbox:	Noah's Ark	1993
Mindscape:	Mario is Missing	June 93
Natsume:	Championship Wrestling	1993
Nintendo:	Kirby's Adventure	May 93
	Yoshi's Cookie	April 93
Ocean:	Cool World	March 93
	Lethal Weapon	1993
Seta USA:	Wizard of Oz	1993
Sofel:	Casino Kid II	1993
	Happily Ever After	1993
Sony Imagesoft:	Dracula	June 93
Taito:	Eon Man	1993
	Hit the Ice	1993
	The Jetsons	1993
THQ:	Ren & Stimpy	August 93
	The Great Waldo Search	1993
	Thomas the Tank Engine	May 93
	Wayne's World	May 93
Ubi Soft:	Jimmy Connors Tennis	March 93

Super Nintendo

Absolute:	Toys	March 93
Acclaim:	Alien 3	1993
	Incredible Crash Dummies	1993
	Mortal Kombat	1993
	NFL Quarterback Club	July 93
	Super High Impact	1993
	T2: The Arcade Game	May 93
	Terminator 2: Judgment Day	March 93
	World Cup Soccer	July 93
	WWF Super Wrestlemania 2	1993
Accolade:	Universal Soldier	1993
Activision:	Aliens Vs. Predator	June 93

Mortal Combat

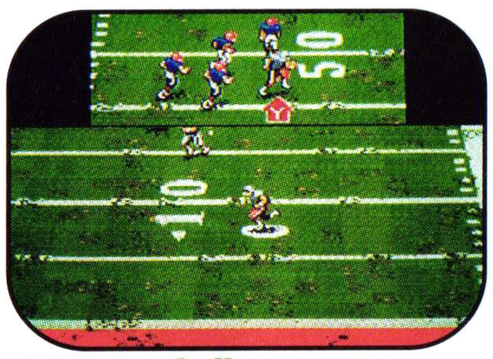
Batman Returns by Konami



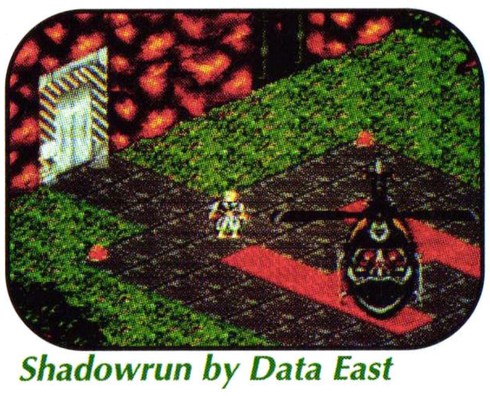
Aliens vs. Predator

Final Fight 2

Goof Troop



MVP Football



Shadowrun by Data East

	Mechwarrior	1993
	Shanghai II	1993
American Sammy:	Battle Blaze	1993
	Football Fury	1993
	Might & Magic II	1993
	Might & Magic III	1993
American Softworks:	Bebe's Kids	1993
	James Pond II	1993
	Super Troll Land	1993
American Technos:	King of Rally	1993
	Super Dodgeball	1993
Ascii:	Dominus	1993
	Spellcraft	May 93
Atlus:	Run Sabor	May 93
	Super Widget	March 93
Camerica:	Fantastic Adv. of Dizzy	Winter 93
	Micro Machines	Winter 93
Capcom:	Final Fight II	June 93
	Goof Troop	July 93
	MVP Football	February 93
Culture Brain:	Super Ninja Boy	March 93
	Ultimate Fighter	March 93
Data East:	Congo's Caper	May 93
	Dragon's Lair	February 93
	Joe & Mac 2	1993
	Monday Night Football	1993
	Sengoku	1993
	Shadow Run	March 93
Electro Brain:	Fist of the North Star	1993
	Full Metal Planet	1993
	Future Zone	1993
	Legends of the Ring	3rd Quarter 93
	Metal Monsters	4th Quarter 93
Electronic Arts:	B.O.B.	March 93
Enix:	E.V.O.	March 93
FCI:	Ultima: The False Prophet	1993
Gametek:	American Gladiators	February 93
	Family Feud	August 93
	Kawasaki Caribbean Challenge	May 93
	The Humans	May 93
Hi Tech:	Barbie	1993
	Mickey's Numbers & Letters	1993
	We're Back	1993
	Where in the World is Carmen...	July 93
	Where in Time is Carmen SanDiego	March 93
Hot-B:	Super Black Bass	March 93
Hudson Soft:	Battle Grand Prix	April 93
	Felix the Cat	Winter 93
	Ogre Battle	December 93
	Power League Baseball	September 93
	Power League Volleyball	1993
	Super Bomberman	September 93
IGS:	Super Shadow of the Beast	1993
Interplay:	Claymates	April 93
	Lord of the Rings	June 93
	Rock N Roll Racing	June 93
	The Lost Vikings	March 93
IREM:	Max Mania	1993
	Rocky Rodent	June 93
	Street Combat	February 93
Jaleco:	Brawl Brothers	1993
	King Arthur's World	February 93
	Super Bases Loaded II	1993
	Utopia	February 93
JVC:	Dungeon Master	March 93
	Jaguar	May 93
	Skull Keep	1993
	Super Empire Strikes Back	May 93
	Syvallion	May 93
Kemco:	G2 (Generation 2)	April 93
	Kid Klown	1993
	The First Samurai	March 93
KOEI:	Aerobiz	February 93
	Inindo: Way of the Ninja	March 93
	PTO: Pacific Theater of Operations	May 93
	Uncharted Waters	January 93
Konami:	Batman Returns	May 93

	Tiny Toon Adventures	February 93
McO'River:	Power Spikes	1993
Microprose:	Super Strike Eagle	February 93
Mindscape:	Mario is Missing	May 93
	Outlander	March 93
	Terminator	March 93
Natsume:	Pocky & Rocky	April 93
Nintendo:	Star Fox	March 93
	Vegas Stakes	April 93
	Yoshi's Cookie	1993
Ocean:	Cool World	March 93
Renovation:	Arcus Odyssey	Summer 93
	Death Probe	February 93
	Doomsday Warrior	February 93
	Jennifer Capriati Tennis	1993
Seika:	Aquatic Games	June 93
	Super Turrican	April 93
	Troddlers	May 93
Seta USA:	Cacoma Knight	May 93
	F-1 ROC II	Sept 93
	Ma-Kendo	1993
	Musya	June 93
	Wizard of Oz	June 93
Sony Imagesoft:	Dracula	June 93
	Equinox	March 93
Sunsoft:	Aero the Acrobat	1993
	Duck Dodgers	September 93
Sunsoft	Superman	1993
	Tazmania	March 93
Taito:	Hit the Ice	March 93
	Sonic Blastman	February 93
Takara:	Fatal Fury	March 93
Tecmo:	Super NBA Basketball	February 93
THQ:	Ren & Stimpy	August 93
	Rocky & Bullwinkle	April 93
	Swamp Thing	1993
	Wayne's World	February 93
Titus:	Blues Brothers	February 93
	Lamborghini's American Challenge	June 93
	Super Barbarian	1993
Tradewest:	Battletoads in Battlemaniacs	March 93
	Super Off Road Baja	March 93
Triffix:	Dream TV	1993
Vic Tokai:	Lost Mission	August 93
	Super Conflict	March 93
Virgin Games:	Caesar's Palace	1993
	Global Gladiators	1993
	Speed Metal	1993
	Super Slam Dunk	May 93
	Super Slap Shot	April 93
	Wolf Child	May 93

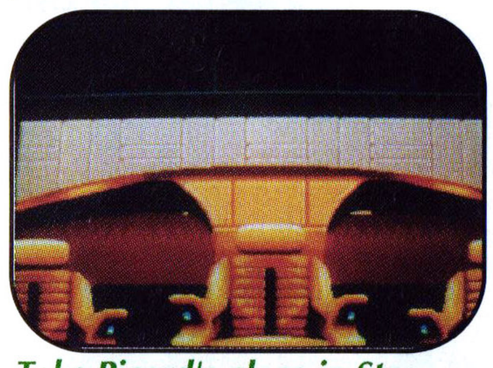
Game Boy

Absolute:	Star Trek: The Next Generation	May 93
Acclaim:	Mortal Kombat	June 93
	Spiderman 3	June 93
Accolade:	Star Hawk	March 93
American Sammy:	Battle Ping Pong	1993
American Softworks:	James Bond II	May 93
American Technos:	Crash N' the Boys: Street Challenge	May 93
	Dodgeball	April 93
Camerica:	Big Nose Freaks Out	Winter 93
	Fantastic Adv. of Dizzy	Winter 93
	Micro Machines	Winter 93
Capcom:	Darkwing Duck	February 93
	Little Mermaid	February 93
	Talespin	February 93
	The Empire Strikes Back	February 93
Culture Brain:	Ninja Boy II	March 93
Data East:	Tumblepop	February 93
DTMC:	Sumo Fighter	February 93
Electro Brain:	Metal Masters	March 93
	Pinocchio	March 93
FCI:	Panel Action Bingo	April 93
Hi Tech Expressions:	We're Back	1993

Monster

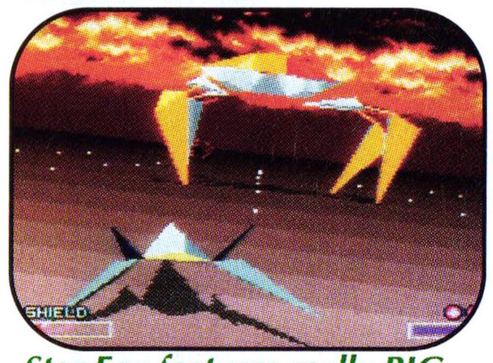
Rock'n'Roll Racing

Syvalion

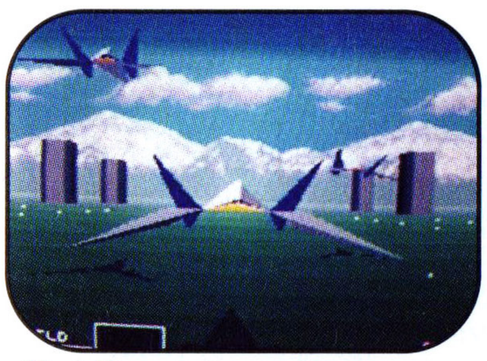


Take Picard's place in Star Trek: The Next Generation.

Aero the Acrobat



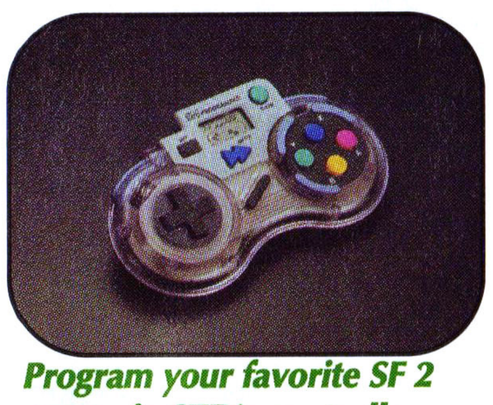
Star Fox features really BIG bosses!



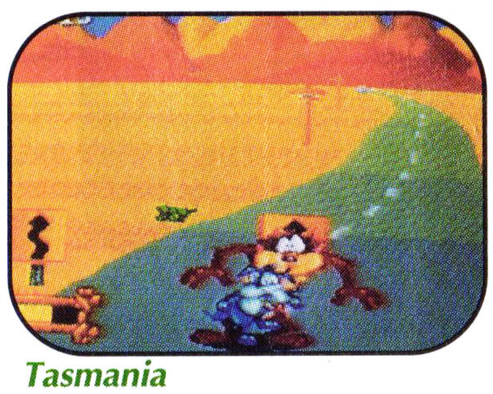
Star Fox

Death Probe

Duck Dodgers

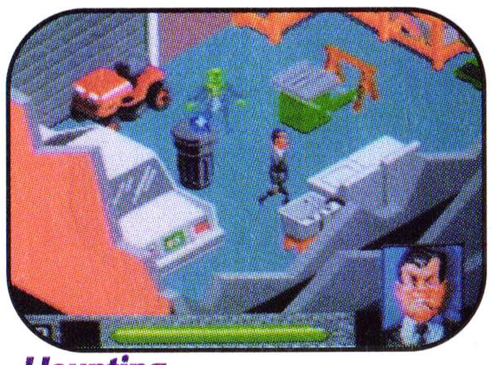


Program your favorite SF 2 moves in STD's controller.

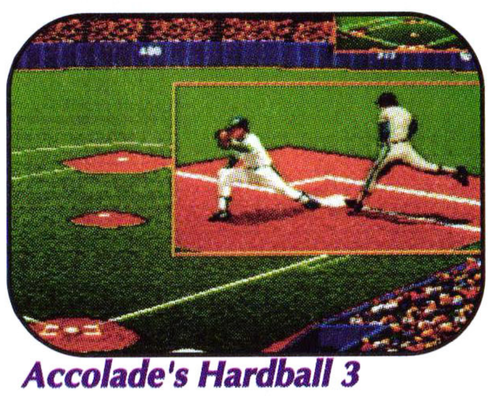


Tasmania

Elemental Master



Haunting



Accolade's Hardball 3

Hot-B USA:	Black Bass Lure Fishing	1993
Hudson Soft:	Adventure Island II	February 93
	Buster Bros.	April 93
	Felix the Cat	June 93
	Milon's Secret Castle	March 93
Interplay:	4 in 1 Funpack II	April 93
	Omar Sharif on Bridge	March 93
IREM:	Hammerin' Harry	1993
	R-Type II	1993
Jaleco:	GOAL	1993
	Rampart	March 93
Kemco:	Sword of Hope II	March 93
Konami:	Batman -The Animated Series	April 93
	Championship Fever	1993
	Kid Dracula	April 93
	Top Gun: Guts & Glory	February 93
	Zen Intergalactic Ninja	March 93
Microprose:	F-15 Strike Eagle	March 93
Namco:	Great Greed	May 93
Natsume:	Spanky's Quest	1993
Nintendo:	Top Rank Tennis	April 93
	Yoshi's Cookie	April 93
	Zelda: Link's Awakening	June 93
Ocean:	Addams Family: Pugsley's...	February 93
	Cool World	February 93
	Jurassic Park	1993
	Lethal Weapon 3	February 93
Sony Imagesoft:	Chuck Rock	July 93
	Dracula	June 93
Taito:	Beach Volley	June 93
	Ring Rage	1993
	The Flintstones	February 93
Takara:	Cool Ball	May 93
THQ:	Ren & Stimpy	1993
	Wayne's World	1993
Titus:	Lamborghin Challengei	June 93
	Titus the Fox	February 93
Tradewest:	Battletoads Sequel	1993
Ubi Soft:	Jimmy Connors Tennis	March 93
Vic Tokai:	Legend of Zod	May 93
Virgin Games:	Robin Hood	March 93
	Spot: Cool Adv.	Now

Sega Genesis

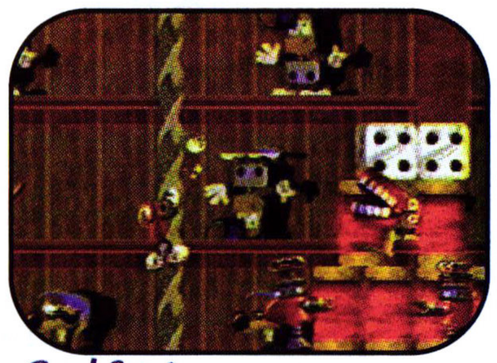
Absolute:	Amazing Tennis	January 93
	TOYS	March 93
Acclaim:	Bart's Nightmare	Summer 93
	Mortal Kombat	Fall 93
	World Cup Soccer	Summer 93
Accolade:	Bubsy	Summer 93
	Hardball 3	Spring 93
	Jack Nicklaus Golf	Spring 93
:	Summer Challenge	Summer 93
	Warpspeed	Spring 93
Active Enterprises:	Action 52	June 93
American Sammy:	Breach	February 93
	Haywire	March 93
	Sorcerer's Kingdom	January 93
Camerica:	Fantastic Adv. of Dizzy	Fall 93
	Micro Machines	Spring 93
Data East:	Dashin' Desperadoes	Spring 93
	High Seas Havoc	Summer 93
DoMark:	James Bond 007: The Duel	March 93
	MIG 29	Spring 93
	Team Williams Grand Prix	Summer 93
Electronic Arts:	Jungle Strike	May 93
	B.O.B.	Spring 93
	Mutant League Football	March 93
	PGA Tour II	January 93
	Rolo to the Rescue	February 93
	Tony La Russa	March 93
Gametek:	American Gladiators	January 93
	Family Feud	Fall 93
	Gadget Twins	January 93
	Humans	February 93
	Caribbean Kawasaki Challenge	Spring 93

	King's Table	Summer 93
JVC:	Wolf Child	March 93
Kaneko:	Chester Cheetah	January 93
	Deadly Moves	January 93
KOEI:	Aerobiz	April 93
	Pacific Theater of Operations	Spring 93
Konami:	Rocket Knight Adv.	Summer 93
	Tiny Toons	March 93
Mentrix:	Nolan Ryan Express	February 93
	Championship Bowling	February 93
Microprose:	F-15 II	March 93
	Pirates! Gold	Summer 93
Namco:	Rolling Thunder III	Summer 93
	Splatterhouse III	Summer 93
Parker Bros.:	Clue	January 93
	Monopoly	January 94
RazorSoft:	Hooves of Thunder	Summer 93
	Keeper of the Gates	March 93
Renovation:	Elemental Master	Spring 93
	Speedway Pro Challenge	1993
Sims:	Tecmo World Cup	February 93
Sega of America:	Chakan: The Forever Man	January 93
	Cool Spot	April 93
	G-Loc	February 93
	Indiana Jones	June 93
	Outrun 2019	March 93
	Shining Force	April 93
	Shinobi III	May 93
Sony Imagesoft:	Cliffhanger	Fall 93
	Dracula	March 93
	ESPN Baseball	Fall 93
	ESPN Football	Fall 93
	Hook	March 93
	Last Action Hero	Fall 93
Sunsoft:	Aero the Acrobat	Fall 93
	Batman Revenge of the Joker	January 93
	Blaster Master 2	January 93
Taito:	Chase HQ	February 93
	Hit the Ice	February 93
	The Flintstones	February 93
Takara:	Fatal Fury	February 93
	King of the Monsters	March 93
Tecmagik:	Andre Agassi	January 93
Tecmo:	Tecmo Super Bowl	Summer 93
Tengen:	Paperboy 2	March 93
	Race Driven	Spring 93
	Road Riot	Spring 93
THQ:	Great Waldo Search	January 93
	Thomas the Tank Engine	Spring 93
	Wayne's World	Spring 93
Tradewest:	Battletoads	February 93
	Indy Heat	Spring 93
U.S. Gold:	Flashback	February 93
	Strider II	March 93
Vic Tokai:	King Salmon	February 93
Virgin Games:	Chi Chi's Pro Challenge	Spring 93
	Out of this World	March 93
	Tyrants	February 93

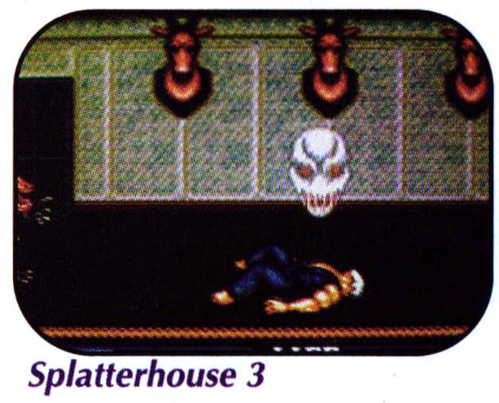
Game Gear

Absolute:	R.C. Grand Prix	January 93
Acclaim:	Arch Rival's	February 93
	Bart Vs. the World	Spring 93
	Krusty's Fun House	February 93
	Mortal Kombat	Fall 93
	Spiderman: Return of Sinister 6	March 93
	Steel Cage Challenge	Summer 93
	T2: Arcade	Summer 93
	T2: Judgment Day	Spring 93
DoMark:	James Bond	May 93
	Team Williams Grand Prix	Summer 93
Gametek:	Humans	February 93
	Jeopardy	May 93
	Wheel of Fortune	February 93
Sega of America:	Ariel: The Little Mermaid	February 93
	Chakan: The Forever Man	January 93
	Evander Holyfield's Boxing	February 93

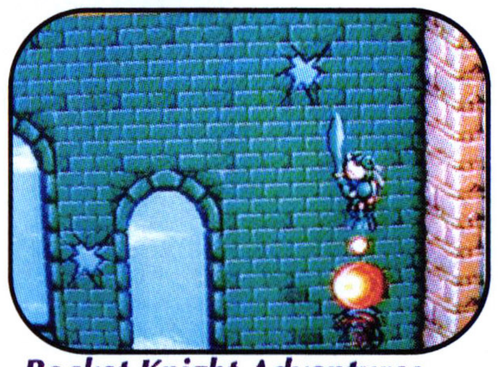
The long awaited Shining Force



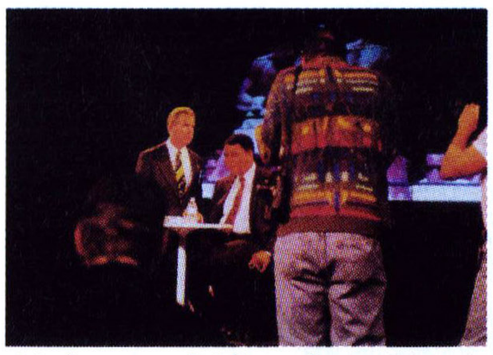
Cool Spot



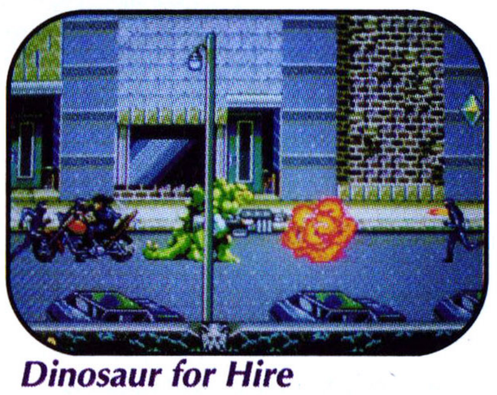
Splatterhouse 3



Rocket Knight Adventures

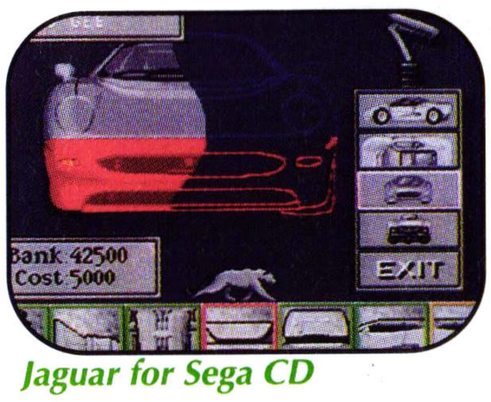


Muhammad Ali makes an appearance.



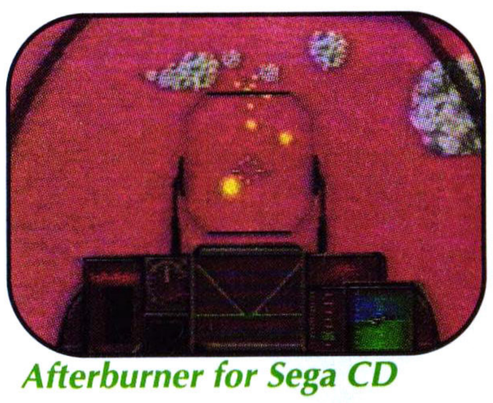
Dinosaur for Hire

Sega's X-Men

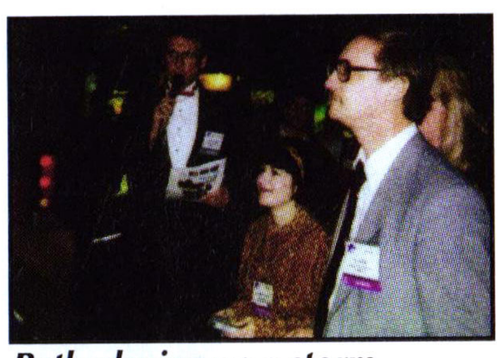


Jaguar for Sega CD

Dracula for Sega CD



Afterburner for Sega CD



Beth playing up a storm.

Chakan for Game Gear

Mickey Mouse

Vampire

	Home Alone	March 93
	Mickey Mouse: Land of Illusion	May 93
	Talespin	March 93
Sony Imagesoft:	Vampire	June 93
	Dracula	Spring 93
	Hook	Spring 93
	Last Action Hero	Fall 93
Tengen:	Paperboy 2	Spring 93
	Strider II	Spring 93
Virgin Games:	Double Dragon	March 93
	Global Gladiators	Spring 93
	Robin Hood	Summer 93

Sega CD

Acclaim:	Alien	Fall 93
	Mortal Kombat	Fall 93
	Wrestlemania	Summer 93
American Laser Games:	Gallagher's Shooting Gallery	Fall 93
	Mad Dog McCree	Summer 93
	Space Pirates	Summer 93
	Who Shot Johnny Rock	Fall 93
Gametek:	Brutal	Winter 94
	Humans	Winter 94
JVC:	Dungeon Master 2	Summer 93
	Hiemball	March 93
	Monkey Island	January 93
	Monkey Island 2	Fall 93
	Thunderhawk	Summer 93
Renovation:	Road Avenger	February 93
Sega of America:	Afterburner III	March 93
	Batman Returns	March 93
	Dark Wizard	May 93
	Ecco: the Dolphin	May 93
	Final Fight	April 93
	Indiana Jones	June 93
	Joe Montana's NFL Football	April 93
	Make My Video: Marky Mark	January 93
	Make My Video: INXS	January 93
	Rise of the Dragon	March 93
	Spiderman vs. the Kingpin	June 93
	Virtual VCR: Prince	February 93
Sierra:	King's Quest V	Spring 93
	Mixed-Up Mother Goose	Spring 93
	Space Quest: Roger Wilco	Summer 93
	Stellar 7	Summer 93
	Willy Beamish	1993
Sony Imagesoft:	C&C Music Factory	January 93
	Cliffhanger	Fall 93
	Dracula	March 93
	ESPN Baseball	Fall 93
	ESPN Football	Fall 93
	Jeopardy	Fall 93
	Journey to the Center of the Earth	Fall 93
	Last Action Hero	Fall 93
	Son of Chuck	Summer 93
	Wheel of Fortune	Fall 93
Tengen:	Pit Fighter II	Fall 93
	RBI-5	Fall 93
Virgin Games:	Out of this World	Spring 93
	The Terminator	February 93

TurboGrafx-16 (HuCard)

Hudson Soft/TTI	Bonk 3: Bonk's Big Adv	Spring 93
	Battle Lode Runner	Summer 93
	Bomberman '93	Spring 93
Turbo Technologies	Darkwing Duck	Spring 93
Irem/TTI	Legend of Hero Tonma	Spring 93
Taito/TTI	Liquid Kid	Fall 93
Pal Soft/TTI	Magical Chase	Spring 93
Hudson Soft/TTI	World Sports Competition	Spring 93

Super CD/Duo

Hudson Soft/TTI	Bonk 3: Bonk's Big Adventure	Spring 93
Icom Simulations/TTI	Beyond Shadowgate	Winter 93
	Camp California	Summer 93
Hudson Soft/TTI	CD-Zonk	Summer 93
	Cotton	Fall 93
Electronic Arts/TTI	Dangerous Journey	Summer 93
Hudson Soft/TTI	Dungeon Explorer II	Summer 93
Konami/TTI	Dungeon Master	Spring 93
Hudson Soft/TTI	Lords of Thunder	Spring 93
	Riot Zone	Fall 93
Icom Simulations/TTI	Sherlock Holmes II	Spring 93
NCS/TTI	Shockman 2	Summer 93
Hudson Soft/TTI	Sim Earth	Spring 93
Right Staff/TTI	Syd Mead's Terraforming	Spring 93
Media Rings/TTI	World Cup Super Soccer	Summer 93

Beyond Shadowgate

TTI's Premiere Shooter...

...Lords of Thunder

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A Historical Look At Video Games: The 8-Bit Era

By Elizabeth Olson & Andy McNamara

(Part Two of Three)

In the last twenty years, we've seen game systems evolve from simple 8-bit processor-based units to 16 and 32-bit units, incorporating near infinite colors, stereo sound and 3-D graphics. As we stand on the threshold of yet a new generation of interactive, multi-media technology, it's important to take a look back at where we've been.

Nintendo Revives a Dying Industry

1985 has been noted as the year the video game industry crashed. Retailers and distributors were dumping software for a fraction of it's cost and game manufactures were pulling out of the industry or restructuring. In a brazen move, Nintendo introduced a new video game cartridge system to the U.S. Based on the overseas success of their Famicom System, which had already sold an estimated 6.5 million units in Japan alone, they tested the unit in New York just in time for Christmas. Touted as the new generation of video games, the Nintendo Entertainment System boasted improved technology and the likable Super Mario characters already familiar from *Donkey Kong*.

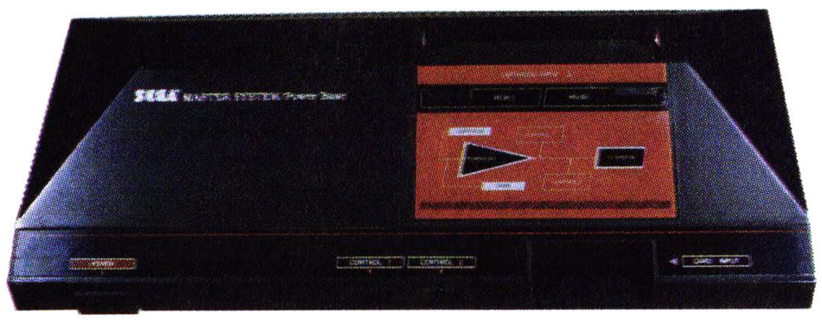
Following their successful test, Nintendo introduced the NES across the country in 1986. Nintendo brought with it a third-party licensee structure to help control the quality and the quantity of software developed for their system. With strong Japanese support and an ever-expanding list of games, Nintendo quickly captured more than seventy percent of the "new generation" market. The NES sold more than one million systems in that first year, but they were not the only participants in the game. Atari Corporation released their 7800 System and INTV introduced a product called the Intellivision^3, or the INTV^3, which was essentially the same design as the original Intellivision from Mattel. Late in the year, Sega of America entered the U.S. home video game race with their 8-bit unit, the Sega Master System.

1987 was a frenetic year of growth for the industry. Sega signed a deal with Tonka to market and distribute the Master System in the United States and Canada. Atari Corporation reopened their video game division and the now independent Atari Games formed Tengen as a division to bring their coin-op successes like 1985's *Paperboy* to the home game systems. Nintendo predicted that industry sales would reach $825 million by the end of the year. In fact, the video game industry sold more than four million game systems, reaching sales of over $1 billion. Part of the growing popularity was due in-part to games like *Metroid* and the Role-play/Adventure title, *The Legend of Zelda*, which was the first "new generation" game to sell more than one million copies.

Meanwhile, NEC Corporation, a leading international manufacturer of computers and communications products, introduced the first 16-bit game system in Japan. The PC Engine featured a faster processor, more available colors, a larger memory capacity and six channels of sound. The software was loaded onto a thin, plastic HuCard about the size of a credit card, eliminating the bulky cartridges. Sega was close on their heels with the Japanese release of another 16-bit system, the Sega Mega Drive.

By the end of 1988, the video game industry had more than doubled sales over the previous year. Following the popularity of *Zelda*, Sega enjoyed their first hit Role-play title, *Phantasy Star I*. In addition to following their popular Light Gun with the Power Pad, Nintendo introduced the *Mario* and *Zelda* sequels, *Super Mario Brothers 2* and *Zelda II: the Adventure of Link*. *Punch-Out* and *Legend of Zelda* both exceeded two million units sold. Foreshadowing the success strategy of sequels, Capcom introduced their little, titanium hero, *Mega Man* in the first of his adventures. He would go on to become the first original video game character with eight titles to his credit.

To Be Continued...

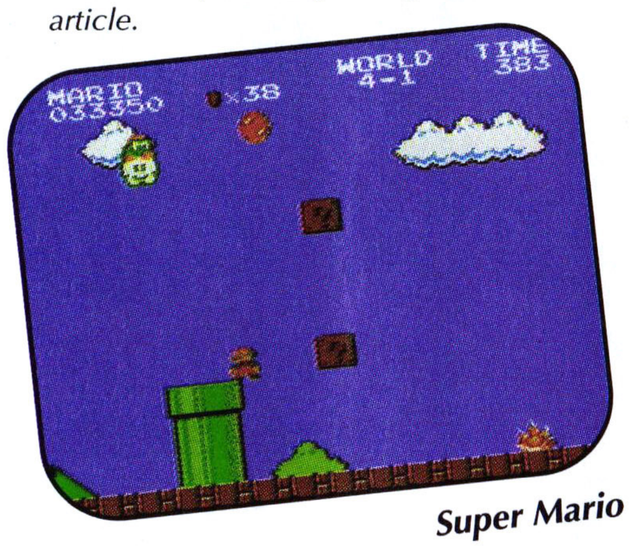


Sega Master System

Nintendo Entertainment System

TurboGraphx-16 System

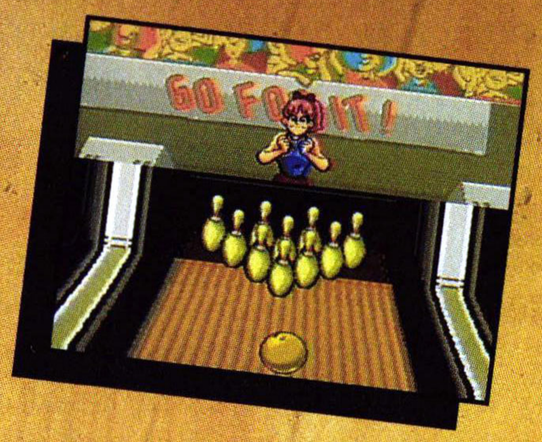
The staff of Game Informer Magazine would like to thank the representatives of Atari Games, Tengen, Rogers & Associates, Manning Selvage & Lee, Berkhemer Kline Golin/Harris, Activision, Turbo Technologies, Aldrich & Associates, Williams/Bally/Midway, Roger Sharpe and other individuals for providing background information for this article.



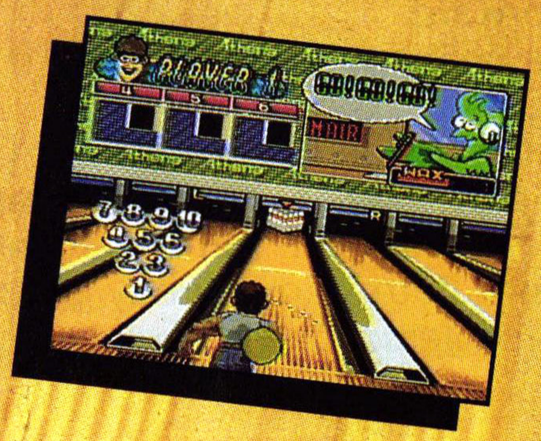
Super Mario

Life In The Fast Lane.

Choose your weapon:
Left-handed 6-pounder... right-handed 16-pounder ...and everything in-between.



You're in charge:
Control Lane Position, Aim, Spin and Power to find the sweet spot and drop 'em all.



Check the conditions:
Get a feel for the lane—things change dramatically after an oil change.

Anything can happen on 60-feet of well-oiled pine and maple.

The thrill of a three-strike turkey. The heartbreak of a 7-10 split. The embarrassment of a 10th frame gutter-ball.

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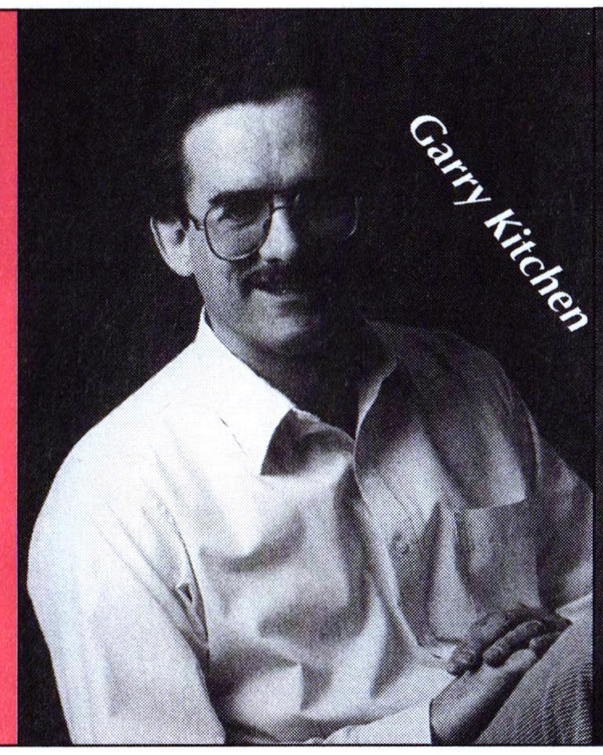
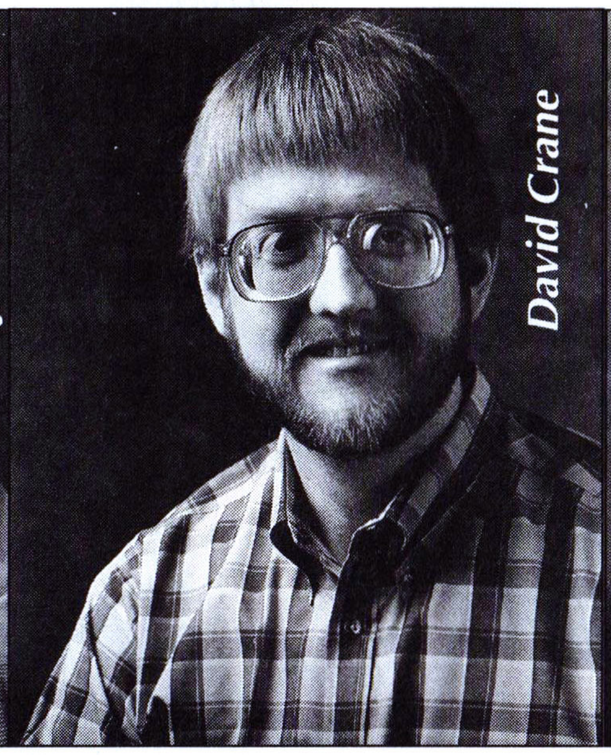
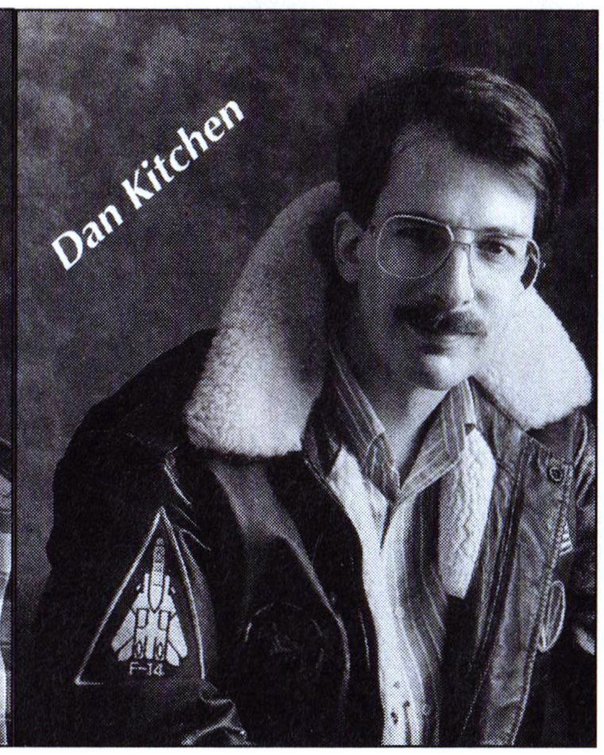
Answers From The Top







ABSOLUTE ENTERTAINMENT

In this issue we look at the innovations in graphics and animation. To grasp how far we've come, ***Game Informer*** *talked with Garry Kitchen, President and CEO of Absolute, Daniel Kitchen, Vice President of Creative Development, and David Crane, Game Developer Extraordinaire. These three have been responsible for numerous award-winning games (i.e.: Pitfall, Amazing Tennis & Super Battletank) in their years at Atari, Activision and Absolute.*

How do today's games differ graphically from those of the past?

GK: "When David did *Pitfall*, its 4000 byte program was considered huge. *Amazing Tennis* is one megabyte, 1,000,000 bytes, so obviously there is more room to store animation. The way we create animation is different. In the late 70's and early 80's, animation was very simple. Today there are various ways to create animation, such as video-taping live players as a source, so it's a much more sophisticated process. All of the pixels and colors used in a single image of the tennis player are more than half the size of the video games back then, and there are hundreds of images of that player in that game."

DK: "There are over 1,000 frames of animation in *Toys*."

DC: "Color resolution has improved; there are more colors available now. If you go back twenty years, all objects were one color. Graphics were done by coloring in boxes on graph paper and holding it at arm's length to see what it would look like on screen. Today there are many utilities and products on the PC that allow us to develop graphics on screen as we see them."

What was the most challenging thing about developing a game graphically in the early years?

DC: "In the old days, it was making something look like what it's supposed to be out of a little tiny object made out of few pixels. There was a lot of experimentation; we would try a little shading here, a little of this or that, just to make it look like what it's suppose to look like. Now we have a staff of artists trained in how to draw on a computer, and they're masters at dealing with shading, highlighting, animating objects, smoothing edges; all kinds of techniques that didn't exist 15 or 20 years ago."

GK: "Alan Miller did *Tennis* for Activision and put a shadow on the ball; that was amazing. Now every game we do, lighting is an issue. You're much more concerned about how real life affects the graphics than when you were killing yourself just to get it to look like the guy had a racket in his hand."

Have these advancements sped up or slowed down the creation time of a game?

DC: "The best way to do that is to think of it in terms of man-hours. When I did a game by myself, it could have been a four or six month project. Now you've got a dozen or more people on every project, and 2,000 hours for every one of them. Some games can take seven months, while others could take two years, so it's a much longer process. "

As for the longevity of a game, does technology have much to do with it?

DK: "The shelf life of a game is pretty independent of the technology; it's the game type itself. 'Catalog' products continue to sell while those based on flash-in-the-pan themes are gone when its gone."

GK: "There are certain genres of product that are long sellers, while others have hit potential but may have a shorter life span. It's a fickle audience with a short attention span, so our job is to keep coming up with neat, new things."

Do you agree with the opinion that, with these advancements, there's a lot of show and no game?

DC: "That has always been a concern. Dan pointed out that we like the fact that the hardware is capable of doing pretty pictures because we can simulate reality, but you could have a good game without graphics. What you can't have is a good game with only graphics, and a lot of people don't realize that. There are a lot of companies out there that will put out something very pretty, but it isn't fun. The game player is the ultimate judge and it doesn't take them long to realize that this doesn't work."

Where do you feel this industry is heading next?

DC: "Graphically, we're moving towards a finite conclusion, which is television, video or big screen animation quality. The real challenge is interaction. There's a long way for people to go creatively to use video quality graphics in a way that is fun and entertaining, and that's really our challenge going forward."

GK: "It addresses the previous issue. The fact is you still have to have a good game."

DC: "Right, entertaining is the key. I mean, a CD ROM drive will eventually play movies. It's not interactive but it's entertaining. You have to have some element of solid entertainment in there. Putting out pretty pictures and adding some very basic interaction isn't going to cut it."

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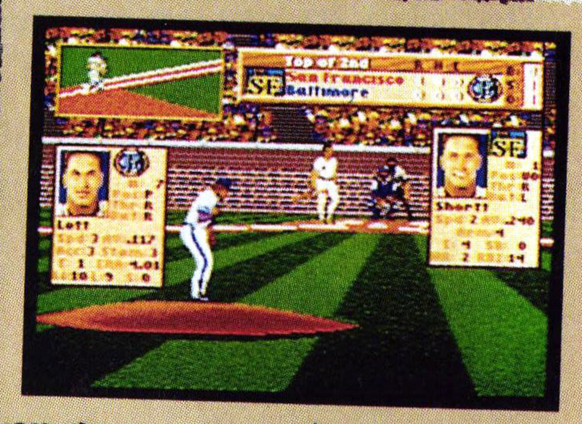
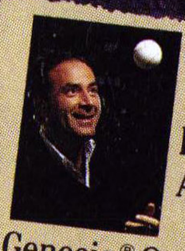


Eat dirt, sweat, scratch and have Al Michaels describe every detail.



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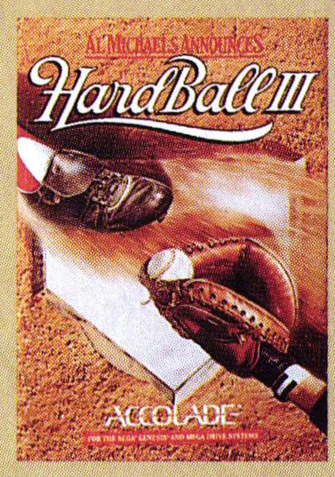

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Game Genie Swap Shop

Welcome to the Swap Shop, the newest and hottest part of the Tip Line. Where you can send and receive new and undiscovered Game Genie codes. Because, we all know, you can never have enough codes. So when you need a code, send in a request and we'll put out an All Points Bulletin to get an answer. Or if you have codes, and I know you do, send them in and we'll print them here in the Swap Shop. So everybody.... let's get crack'n on new codes.

All Points Bulletin

We need Game Genie codes for these games and fast. Some fellow gamers are stuck out there and if we put our heads together we just might come up with some good codes for them.

SNES Spiderman & the X-Men
NES Fester's Quest

Send your Game Genie codes and requests for help to:

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Game Informer Magazine
10120 West 76th Street
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Kid Chameleon - Genesis

BC5T - AA3Y Infinite Life meter for any Uniform.

Pat Dugan & Justin Lord
Fleetwood, PA

Green Dog - Genesis

ATNT-AA43 Infinite Lives
ABYA-CAAN Spikes have no effect on you

Jeff Jones
Los Gatos, CA

Sonic 2 - Genesis

This Game Genie Code allows you to turn Sonic into just about anything.

EABA-AA42 + ETBT AA3Y

Now press the B Button to change Sonic, then the A Button to select what you would like to be, and the C Button to deposit the item on the screen.

Ben " you're a wild man!"
Penacook, NH

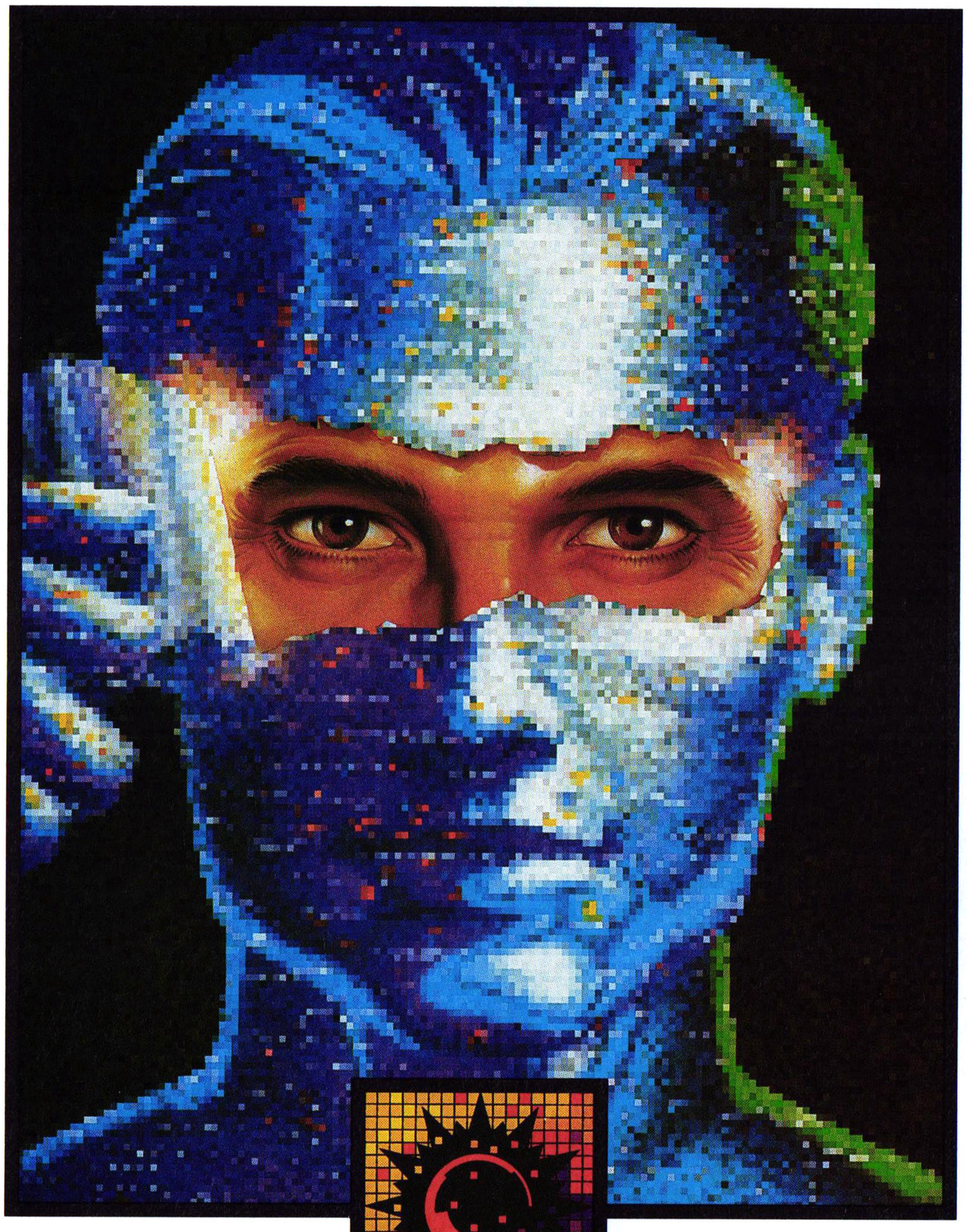
Street Fighter II- Super NES

Here are a ton of Game Genie codes for *Street Fighter II*.

4DC6-6493:	Champion Edition Code (minus bosses.)
4A6C-6D69:	Jump off the wall.
74A4-6767:	Air Moves.
72A6-AF64:	Levels and character are mixed up.
E3AC-AFD4:	Instant Double KO.
DFAC-AFD4:	One hit to win.
3362-672A:	155 sec. round.
B1AC-AF04:	Start game by fighting Sagat first.
47AC-AFD4:	Start with 1/5 the energy.
B9AC-AF04:	Start game by fighting M. Bison first.
56AC-AFD4:	Start with 2/3 energy.
74A4-6767 + DD61-6DA9:	Super Air moves.
EEBE- 0F09:	Dizziness lasts until hit.
EEBE-0DA9:	Dizziness last for a short time.
2D63-6D2A:	130 sec. for first bonus round.
DF80-AD64:	One win bouts.

Edwin Seelinger
Sunnyvale, CA

SEE THE SHOW OF SHOWS



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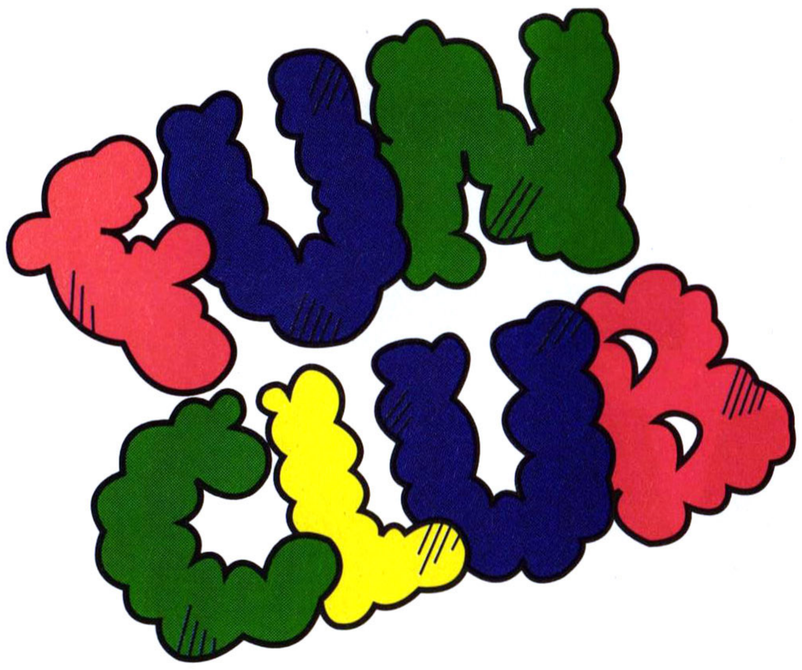


Sol Feace-Sega - CD

I have found the code for Sol Feace to add Stage Select and Difficulty to the options screen. At the Title screen enter A, B, C, A, B, C, B, C, B, then A. If the code is entered correctly, you will hear a beep.

Tony Ortenzio
Matawan, NC

Bonk's Revenge - TG-16

To practice all the Bonus Levels in Bonk's Revenge, go to the Difficulty Select menu and press and hold Button II and press Run. Choose any of the eight bonus rounds.

Johnny Cababe
Delano, CA

Sonic 2 -Genesis

In Sonic the Hedgehog 2 there is a way to cut off the music that is playing and remove it from the game entirely. First, go to the option screen and highlight the sound select. Pick number 79 and press and hold the B or C button to fade out the music. Number 7D will cut off the music and 7E will turn off the sound of the entire game.

Marc Sozynski
Pittsburgh, PA

Choplifter 2 - Game Boy

Here are the codes for any level.

Sector 1-2:	SKYHPPR
Sector 3-3:	SPRYSK5
Sector 1-3:	LKYBY55
Sector 4-1:	CMPTRWZ
Sector 2-1:	CHPLFTR
Sector 4-2:	CHPYBY5
Sector 2-2:	BYM5FWR
Sector 4-3:	VRYHPPY
Sector 2-3:	RGHTHND
Sector 5-1:	GMBYQZD
Sector 3-1:	GDGMPLY
Sector 5-2:	LVLYTYZ
Sector 3-2:	TRYHRDR
Sector 5-3:	GDDYGMZ

Elizabeth O'Neal
Avon, NC

Joe Montana 3 - Genesis

Here is the code that will enable you to play any team in the play-offs. First, pick your team and enter the letter or number for that team. Then finish the code with:
TCY?9?KDJ

B- Atlanta	L- Green Bay
V- N. Orleans	3- Seattle
C- Buffalo	M- Indianapolis
W- N. England	4- San Francisco
D- Chicago	N- Kansas City
X- NY Giants	5- Tampa Bay
F - Cincinnati	P - Houston
Y - NY Jets	6- Washington
G - Cleveland	Q- LA Raiders
Z- Philadelphia	H- Dallas
R- LA Rams	O - Phoenix
J- Denver	S- Miami
1- Pittsburgh	K- Detroit
T- Minnesota	2- San Diego

Kyle LaBeth
Richmond, TX

Skülljagger - SNES

At the start of each chapter, you are shown a map and text. Read the text and follow along in the book for clues. For a major clue after you have read the text below the map, press R, L, and R. You can only do this on the first part of each chapter.

Chapter 2:	CRUEL MAN CRUEL BIRD
Chapter 3:	CLAW IS MEAN DOCK
Chapter 4:	BIG WILD ANGRY FLY
Chapter 5:	FLY HOME LAZY SWORD

Jack Nanny
Lancaster, TX

Desert Strike - SNES

Here are the codes that will allow you to start on any level.

Level 2:	8ZL2H2H
Level 3:	93L2BRJ
Level 4:	JRJW8MJ

Winner's Screen: K9CF4T4

Burton Hallman II
Charleston, SC

Batman: Return of the Joker - NES

Passwords!

2-2 NWKL	5-1 QGVN
3-1 LGZQ	5-2 WBZT
3-2 GPTW	6-1 FFHG
4-1 GNKF	6-2 CKQG
4-2 KHCN	7-1 GPZT

Kenneth Knox
Alta Loma, CA

GODS - Genesis

These are the passwords for the game GODS on Sega Genesis.

Level 2 : NASHWAN
Level 3 : COYOTE
Level 4 : FOXX

Dennis Bonomini
Woodridge, IL

Super Double Dragon - SNES

To receive unlimited continues, simply wait for both players to get down to one credit. Then press Start on both controllers simultaneously to receive 7 new credits. This trick can be done as many times as you like, but make sure both players are at one credit.

Humberto Villegas
Chicago, IL

Quack Shot - Genesis

After getting the Bubble Gum Blaster at Duckburg, head straight for Dracula's Castle. Proceed until you reach the first large stack of barrels. The last barrel on the second row holds a one-up. Now every time you leave the castle and return you can add a extra duck. Use this as often as necessary, and if you need more ammo for the your Blaster just head to Duckburg.

Tip Library

Super Star Wars - SNES

You can max out your lives on this awesome Super NES cart. On level 5 go 'til you reach the second cliff. Here, fall off and press to the left to fall on the edge below. Go to the left and shoot the rocks and collect the seven free guys, then die. Repeat the process as often as you like for added insurance.

Danny Wright
Jamestown, TN

Carman Sandiego - NES

To become a Super Time Sleuth on Carmen Sandiego without all the flat-footing, enter your name as KJ and your clearance code is WSDKBBZ. Once the game begins choose evidence and enter the following; Female, Black Hair, Brown Eyes, Edgar Davis, and Fydor Dostoyersky. Usually you find Carmen after your first time warp by using the code.

Keith Smith
Pomeroy, OH

Blue Lightning - Lynx

Here are all the mission codes for Blue Lightning.

Mission 2: PLAN
Mission 3: ALFA
Mission 4: BELL
Mission 5: NINE
Mission 6: LOCK
Mission 7: HAND
Mission 8: FLEA
Mission 9: LIFE

Jim Donavos
York, PA

Paperboy 2- Super NES

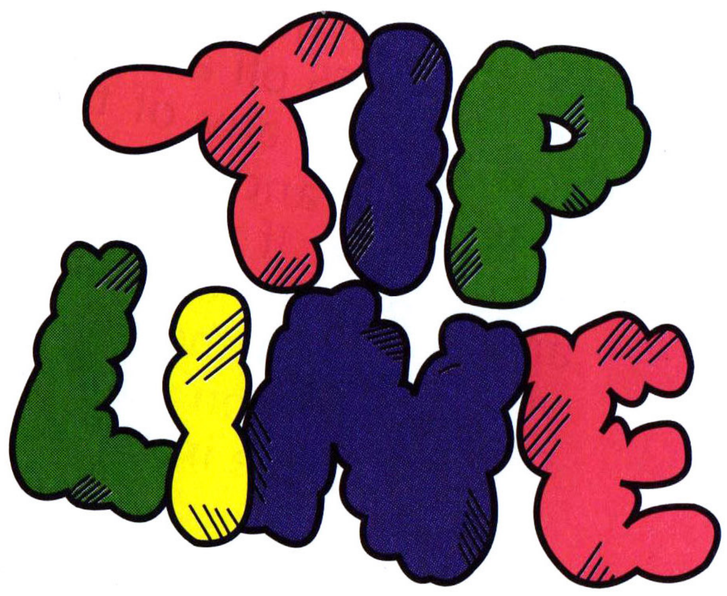
To go to the "Hard Way" on Paperboy 2 enter 6479 as your route number. Good luck, it's quite a bit tougher.

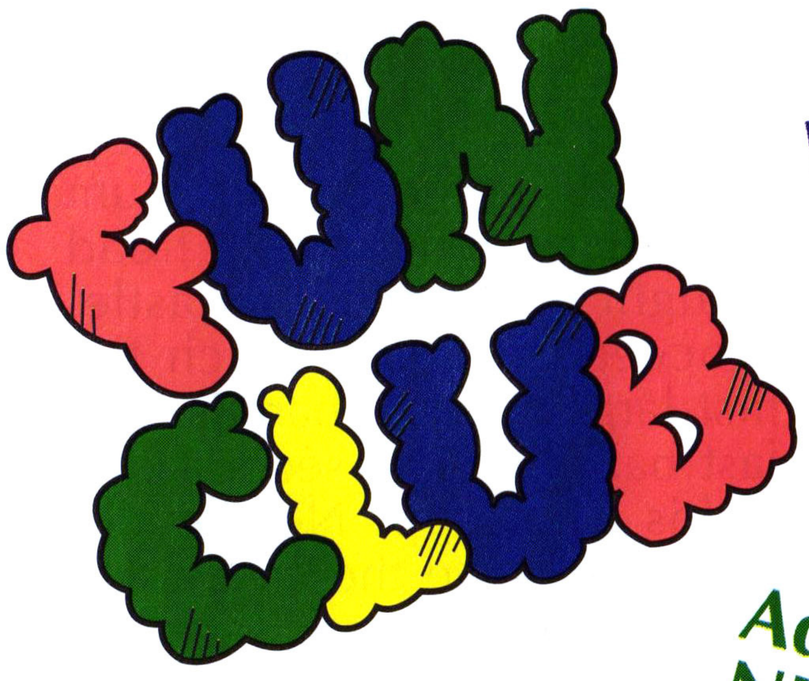
Tip Library

On the Ball - SNES

To change your ball into new shapes just enter the code GFXJF and you will get an option screen to choose your ball shape.

Joe Szczepanek
Saline, MI





Flying Warriors - NES

Enter this code to see the end:

END

Tip Library

Adventures of Lolo 2 - NES

After you finish this cart enter in these passwords for four secret rooms:

ProA
ProB
ProC
ProD

Tip Library

El Viento - Genesis

To skip a stage enter this code when you pause the game: Up, Left, Right, Down, then B.

To charge up your magic power enter this code when you pause the game: Up, Left, Right, Down, and C.

Tip Library

Super Star Wars - Super NES

At the title screen enter A, A, A, A, X, B, B, B, B, Y, X, X, X, X, A, Y, Y, Y, Y, and B. You'll hear a Jawa scream if it is entered correctly. If not, you have to turn the SNES off and try again. Now choose any of the three characters and use the Light Saber. Plus, if you push the L and R Buttons on controller II you can enter the debug mode or press start on controller II to pass any stage instantly.

Tip Library

Ecco the Dolphin - Genesis

Here's some passwords to help your undersea journey:

The Vents:	UZGBLFBR
The Lagoon:	HPANEEIZ
Ridge Water:	OKNUEEIV
Hard Water:	LCFRHEIC
Cold Water:	IQONHEIS
Island Zone:	YAZREEIE
Deep Water:	FZLZEEIE
Marble Sea:	ZKKDHEIP
Deep CIty:	FJSAHEIZ
City Forever:	EUXLHEIZ
Origin:	XLOTKBII
Trillobite:	FKIXKBIN
Dark Water:	MYGALBK
The Tube:	FWEPAAIC
The Machine:	YENLAAII

R.D. Jennings
Snoqualmie, WA

Fantasy Zone - Game Gear

To get to the Debug mode simply enter this code at the Title screen when the "Press Start" appears: Up, Right, Down, Left, 1, 2, 1, then press and hold 2 and press Start. Then to become invincible go to the difficulty selector and press and hold: Left, 1, and 2. If you entered it correctly you should see the word "Undead" appear.

Matt Silvey
Lansing, MI

Kid Icarus - NES

If you want to see the ending or just want to cause some trouble, enter the following code for invincibility:

ICARUS FIGHTS
MEDUSA ANGELS

Tip Library

Operation C - Game Boy

At the title screen press Up, Up, Up, Up, Down, Down, Down, Down, Left, Left, Left, Left, Right, Right, Right, Right, A, B, and Start. Now you'll have nine guys in reserve and one on the screen. This should make things a little easier.

Tip Library

Rad Racer 2 - NES

To pick your a starting level in this Nintendo sequel, at the title screen press the B button two times. Next press and hold Up and to the left on the control pad and press Start. You will start on level three. If you wish to start on another level, repeat the same trick but press the B button one less time than the level you wish to start on.

Tip Library

Lemmings - Genesis

Here are the passwords for this classic puzzle game.

2. QWKYN
3. NDDTD
4. SWKYN
5. FTDVM
6. KMKBX
7. HTDVM
8. MMKBX
9. VDDTD
10. ZWKYN
11. XDDTD
12. CXKYN
13. PTDVM
14. TMKBX
15. RTDVM
16. WMKBX
17. VHDVD
18. ZZKZN
19. XHDVD
20. CBKBP
21. PXDWM
22. TQKCX
23. RXDWM
24. WQKCX
25. FJDVD
26. KBKBP
27. HJDVD
28. MBKBP
29. YXDWM
30. DRKCX

Tip Library

Super Tennis - Super NES

To change your favorite player into a Tennis playing madman enter in tthis code at the the player select screen. First, highlight the player you wish to use. Then on Contorller 2, press the L button five times, the X Button, the R Button seven times, and one last press of the X Button.

The Tip Library

Ghouls 'n Ghosts - Genesis

To become invincible in this Sega Classic enter in this complex code. After turning the machine on press reset four times. Then when the title screen comes on press the A Button four times, then press Up, Down, Left, and Right. You should hear a tone if you did it correctly. Then press Start to go to the Player Selection Screen. Now press and hold the B Button and press Start. Viola! Arthur is now invincible!

Tip Library

Chip's Challenge - Lynx

Here are the first 16 passwords for this addicting Lynx game.

1. BDHP
2. JXMJ
3. ECBQ
4. YMCJ
5. TQKB
6. WNLP
7. FXQO
8. KCRE
9. VUWS
10. CNPE
11. DCKS
12. BTDY
13. COZQ
14. SKKK
15. AJMG
16. HMJL

Tip Library

Wonder Dog - Sega CD

Here are the passwords to all of the levels.

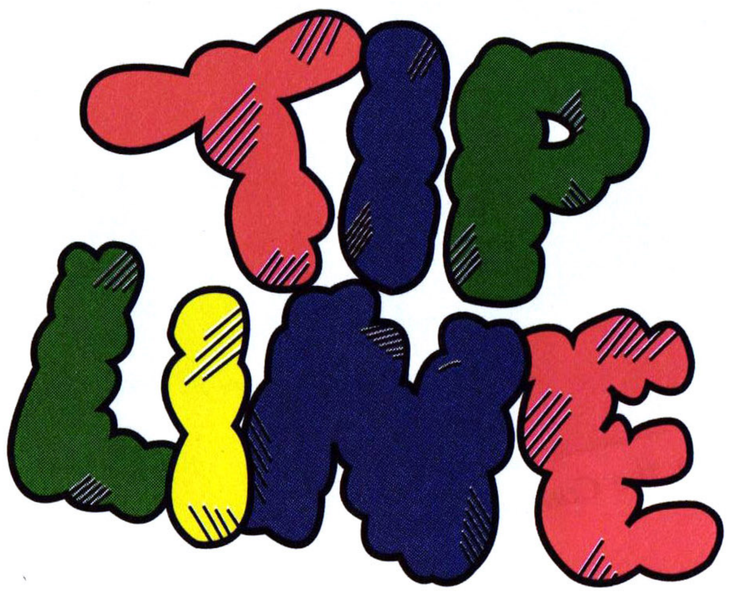
Level 1: Mystic - Dogsville
Level 2: Ankles - Junkyard
Level 3: LedZep - Loony Moon
Level 4: Reeves - Planet Weird
Level 5: Pixies - Planet Foggia
Level 6: Woopie - Planet K-9

Shawn Sackenheim
West Chester, Ohio

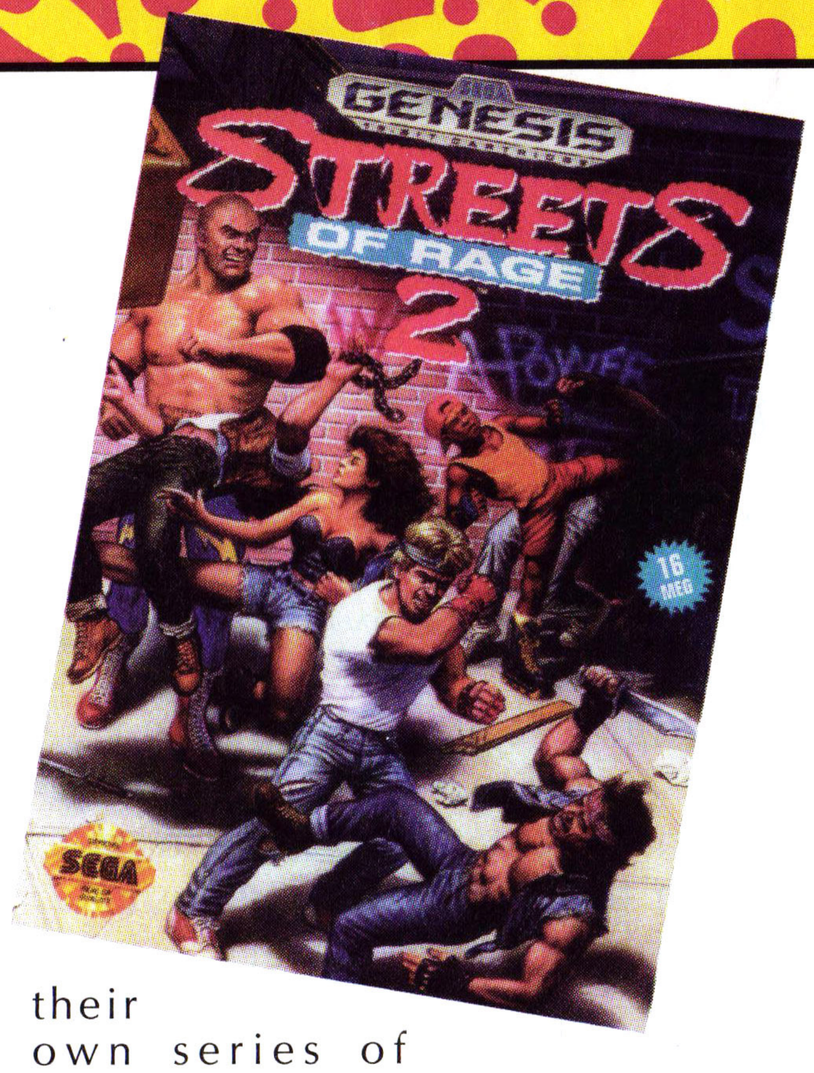
NARC - NES

For two extra continues enter the this code at the title screen. Press and hold A, B, Select, and Up, then press Start.

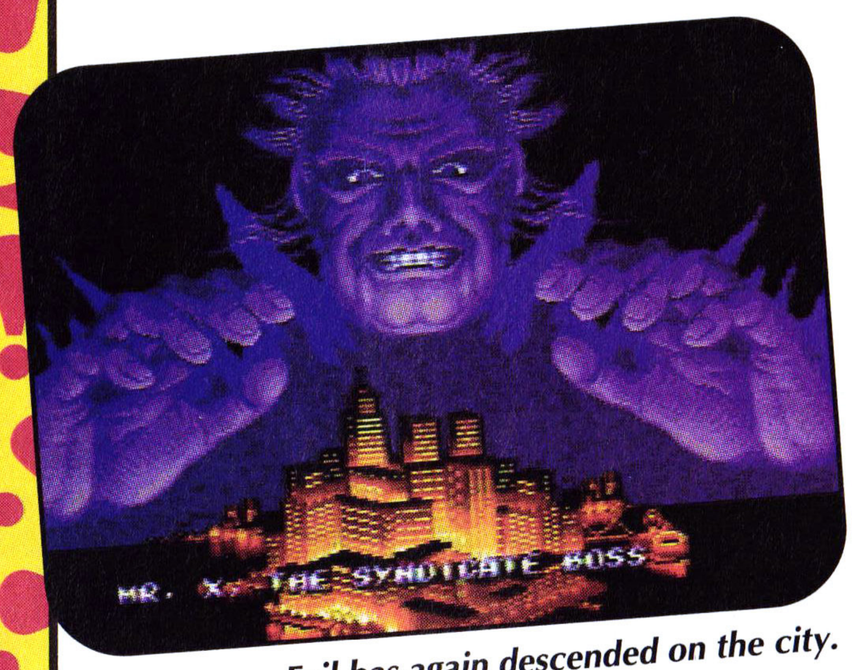
Tip Library



Mr. X is Back With a Vengeance in Streets of Rage 2



- **Sega Genesis**
- **Sequel to *Streets of Rage***
- **1 or 2-player cooperative/duel modes**
- **16 action-packed megs**
- **7 rounds of competition**
- **Created by Sega, available now**



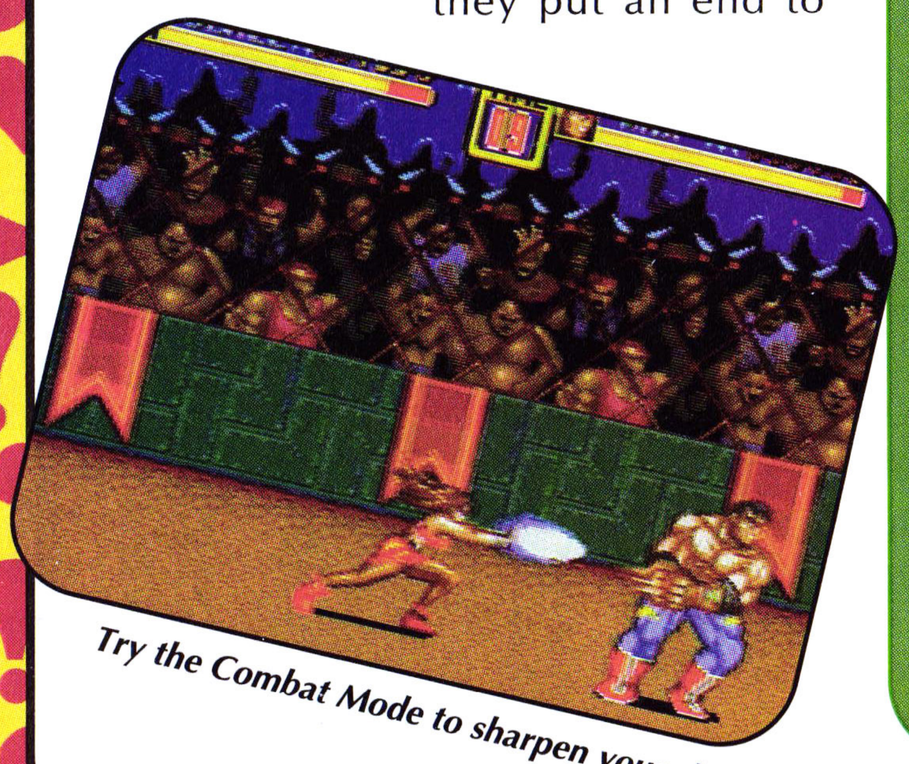
Evil has again descended on the city.

It's been one year since the city found peace; one year of safe streets. It's been one year since Adam Hunter, Axel Stone, and Blaze Fielding, three former police officers took down the Syndicate that controlled the city; one year since they put an end to Mr. X's reign of terror. Their celebration was a little premature.

Mr. X is back, this time with a vengeance. He has kidnapped Adam and thrown the city into chaos. There's no one left on the force that can help them. Axel and Blaze must rescue their friend alone and put a final end to the Syndicate. They've enlisted the help of Axel's fellow bodyguard, Max, and Adam's younger brother, Eddie "Skate" Hunter.

As one of the four vigilantes or teamed with a friend, you'll face some of the nastiest tough guys and professional muscle available. Each character has their own strengths and weaknesses, such as speed, power and stamina. They also have their own series of fifteen moves or combinations. Axel has speed and power on his side, while Blaze has deadly legs. The sheer bulk of Max is intimidating enough, but his hammer punch really hits home. Skate may be small, but he's wicked with those wheels.

Track down Mr. X through eight vicious stages. Battle it out in a bar brawl where you'll meet a beefy bartender with an attitude. Bomb-tossing bikers make things interesting as you slug it out through bridge construction, only to end up at an amusement park that's no party. Anything goes at the local sports stadium where



Try the Combat Mode to sharpen your skills.

Streets of Rage 2 Review

Reviewed by Ross, The Rebel Gamer

Concept:	**6**	Unfortunately, it's nothing more than the original with a new title and a few new graphics.
Graphics & Animation:	**8**	Although the concept hasn't changed, the graphics have taken a step forward. There are lots of new enemies, and the good guys are dressed up a bit, too. When playing with two players, the sprites seem to fade in and out.
Sound:	**5**	Still the same shtick, clank, and whack as the first one, and the screams have lost their oomph. The music would be better with a heavier bass kick.
Playability:	**8**	I liked the new special moves, and the back moves are a nice touch. To put it into perspective, the new stuff is great but the control is still the same.
Entertainment Value:	**7**	This is not a bad sequel to *Streets of Rage*, but not the quality one would expect. I felt it was too much a carbon copy of its predecessor. A little more action may have been the missing link.

Overall Rating: 6.75

Blaze and Axel kick some butt!

Under construction.

Streets of Rage 2 Review

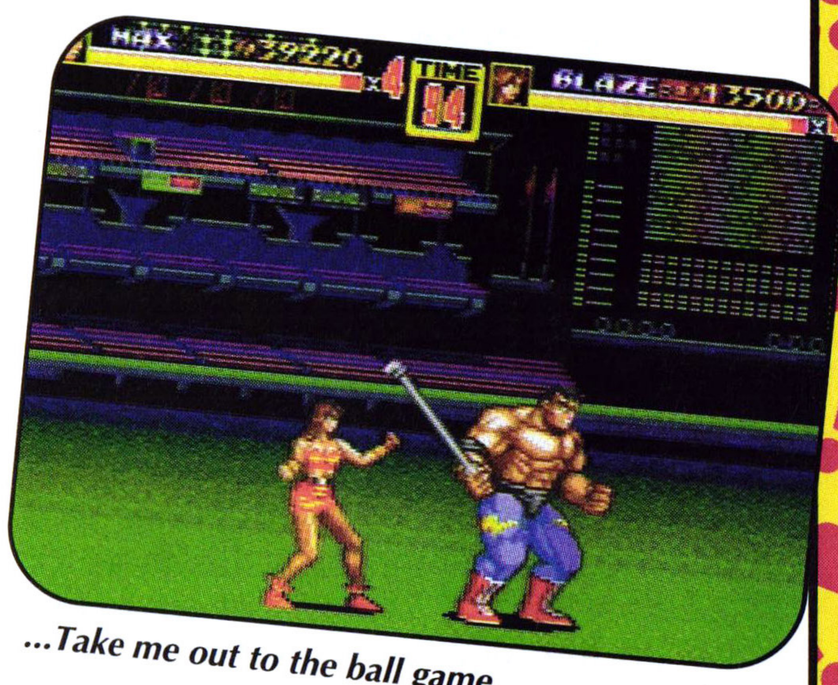
Reviewed by Rick, The Video Ranger

Concept:	**8.5**	The ultimate Genesis beat-'em-up is back, bigger and badder than before.
Graphics & Animation:	**9**	Characters are big, bad and superbly animated; especially Max and Blaze. The constantly scrolling backgrounds are sensational.
Sound:	**10**	For sound effects on the Genesis, these are the best.
Playability:	**7**	Characters respond to your control, but it seems half a beat too slow. The moves you can make are great and the challenge is adjustable.
Entertainment Value:	**8**	Talk about gratuitous violence! This game is non-stop mayhem! I recommend an arcade stick or Turbo Touch to prevent injury. One drawback; it's a bit one dimensional and the storyline is the same.

Overall Rating: 8.5

Big Ben is waiting to take you out of the ball game. Climb aboard a cargo ship headed for the Syndicate's headquarters, but you'll have to make it through the jungle and munitions plant first. Finally, you reach the Syndicate Stronghold. Mr. X has been expecting you.

There are four difficulty settings and three continues. Collect items along the way to increase your energy or your score. Pick up any weapons lying around or steal them from your opponents. *Streets of Rage 2* can be played as a one-player or two-player cooperative game. Or try the two-player duel mode to strengthen your skills.



...Take me out to the ball game.

Streets of Rage 2 Review

Reviewed by Paul, The Pro Player

Concept:	**6**	Hey, it's a sequel, c'mon. How original can any fighter concept be?
Graphics & Animation:	**8**	Holy Moly! What an improvement. The sprites are huge and the animation is outstanding.
Sound:	**7**	So that's what it sounds like when you knee a guy in the face.
Playability:	**7**	*Streets of Rage 2* gives the fingers a workout. The one thing that's missing from the sequel is that you have no "panic" button, so you can't call in help and drop a ring of fire on multiple opponents.
Entertainment Value:	**6**	Those of you who liked the first version, the second will surely not disappoint. *Streets of Rage 2* is bigger and better in the graphics department, but as far as play, it's the same game...different year.

Overall Rating: 6.75

Smash the boxes for turkeys.

Road Avenger: It's Time to Clean Up the Streets

- **Sega CD**
- **1 player, behind-the-wheel Action/Adventure**
- **15,000 hand-painted frames**
- **30 minutes of full-motion animation**
- **360 degree scrolling**
- **Digital sound effects in binaural sound**
- **9 stages of play**
- **2 levels of skill, plus 5 continues**
- **By Wolf Team for Renovation, available now**

S.T.O.P.! S.C.U.M.!

As a ten year veteran of the Special Task Operations Patrol, an elite branch of the police force, you've put your share of thugs and degenerates behind bars. It's time for a little vacation. You've just got to finish up the paperwork on the carjackers you just busted, then it's off to the beach with your fiancee, Cindy.

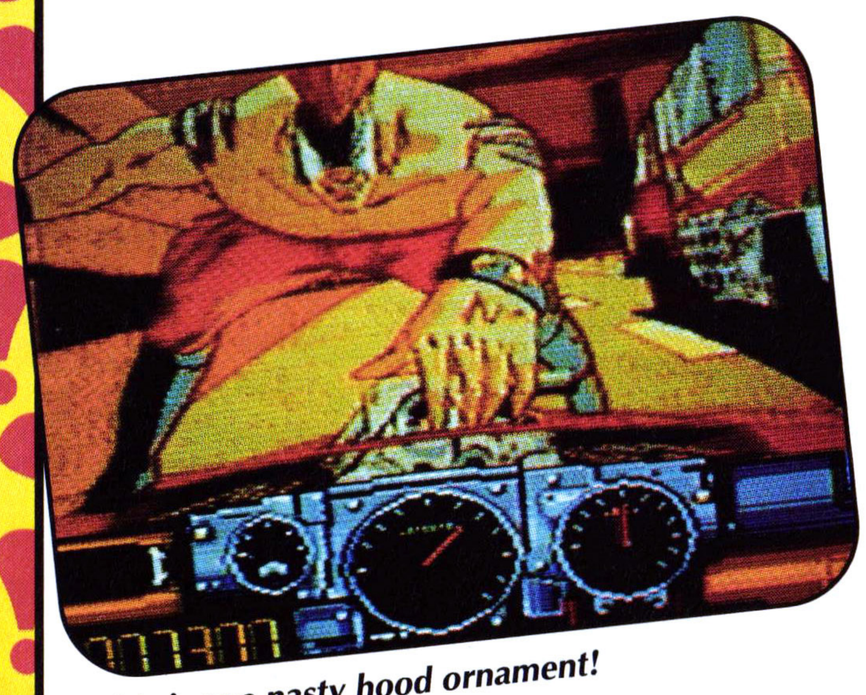
Unbeknownst to you, these carjackers are members of a road terrorist group who call themselves S.C.U.M. (Secret Criminal Underground Movement.) Since you hauled in their friends, these road warriors have been watching with revenge in mind, planning to run you off a cliff the minute you get out of town.

The fiery crash that took Cindy's life has left you to avenge her. Thinking you, too, went down in flames, the road terrorists continue their crime spree. The force has given you the perfect cover, a vehicle to track S.C.U.M. and make them pay for Cindy's death: a souped-up sports car called the Road Avenger.

Tracking the terrorists through all types of hazards takes incredible concentration and quick reactions. *Road Avenger* takes you through some unexpected terrain: sun-drenched beaches, hotel lobbies, crowded shopping malls, and the local museum. Dodge innocent by-standers and avoid screaming pedestrians at break-neck speeds through canyons, sewers, fields and freeways.

Road Avenger has been created by Wolf Team, the development team behind nine Sega CD titles including *Cobra Command, Sol Feace* and *Time Gal*. They've taken the technology one step further in Road Avenger by recording the soundtrack in binaural sound. This method uses several strategically placed microphones to produce the effect of real-life sound. That means that the car screeching by you on the left actually sounds as if it's on your left.

The more than thirty minutes of full-motion action were created with



This is one nasty hood ornament!

Road Avenger Review

Reviewed by Rick, The Video Ranger

Concept:	**8**	The one negative I have about this game is the designers used the same graphic and control formats as in their CD game, *Cobra Command*. On the plus side, I like the plot of a hard-working cop avenging the death of his fiancee.
Graphics & Animation:	**8.5**	Half animated, half real life blended for an eerie graphic effect. The screen scrolling is very fast, yet smooth. Aerial scenes and crashes are breathtaking.
Sound:	**8.5**	From the squeal of your brakes to the roar of your Turbo, it has first rate sound all the way.
Playability:	**7.5**	Controlling *Road Avenger* is simple, yet intense. The game is actually easy if you can concentrate through all crashes and explosions; that's a BIG if.
Entertainment Value:	**8**	Despite being a copy of *Cobra Command* graphically, *Road Avenger* is exciting. I found myself physically and mentally drained.

Overall Rating: 8

Road Avenger Review

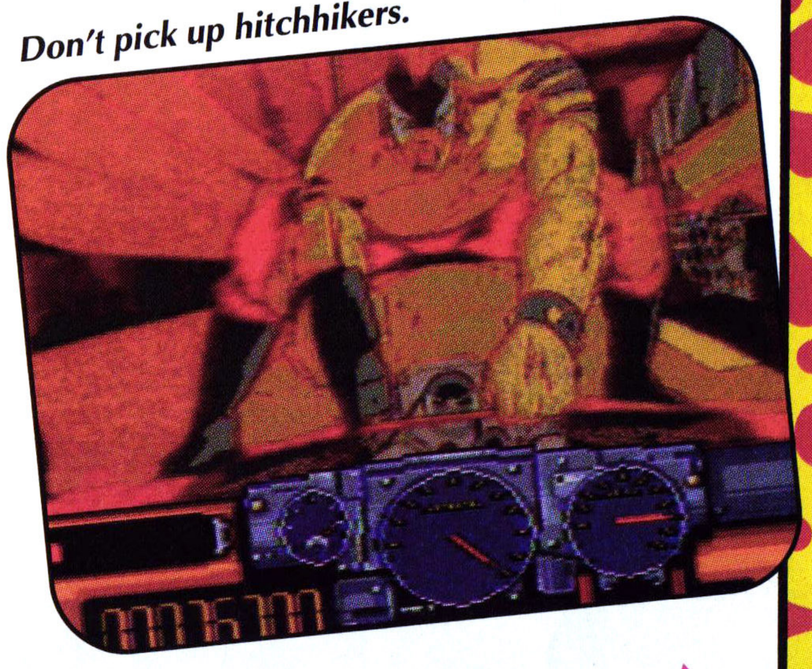
Reviewed by Paul, The Pro Player

Concept:	**8**	*Road Warrior* meets an *Al Unser* in this high-speed chase.
Graphics & Animation:	**9.5**	Clearly the strong point of this game. It's actually more like a full-length cartoon.
Sound:	**8.5**	I can't complain about the sound, it's a CD game. I can't say anything outstanding about it either.
Playability:	**5**	Quick reflexes are a must. Like *Cobra Command*, *Road Avenge*r doesn't give you any control of where you go. You're limited to left, right, turbo, or brake, which is kind of lame.
Entertainment Value:	**6**	I want more control of the car. Even so, *Road Avenger* does display some of the coolest sights and sounds which are worth checking out.

Overall Rating: 7.5

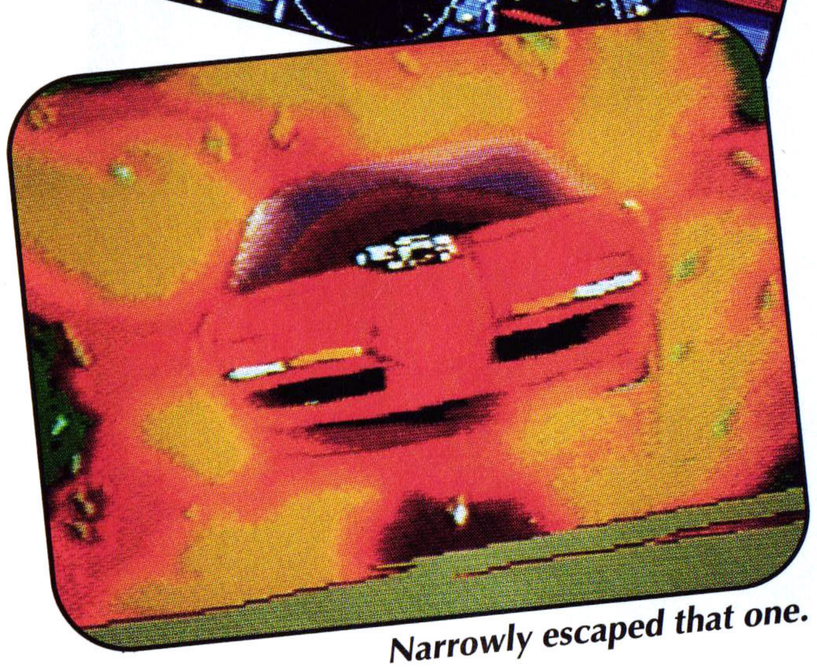
Head out on the highway.

Don't pick up hitchhikers.



more than 15,000 frames of hand-drawn animation. They've added 360 degree scrolling for realism in this white-knuckled race for survival. Play with directional displays or without for an extra challenge.

Brakes, don't fail me now!



Narrowly escaped that one.

Road Avenger Review

Reviewed by Ross, The Rebel Gamer

Concept:	**7**	Although *Road Avenger* has borrowed from a few other games, new ideas were thrown into the action. This is a driving game with guts.
Graphics & Animation:	**8**	Supreme graphics; no slow down and the crashes are sweet. The animation made it hard to see where I was going and distracted from the action, causing me to lose concentration and die.
Sound:	**8**	The music is great and creates a sort of mellow atmosphere. The lack of sound effects is the down-fall. Those present are incredible. I want more.
Playability:	**10**	*Road Avenger* is one of the great, if not the best, driving games I've ever played. I used a joystick and found it to be a white-knuckled, wrist-wrenching, challenging game.
Entertainment Value:	**9**	Renovation has found a way to unite gamers. This game will satisfy everyone, young and old alike!

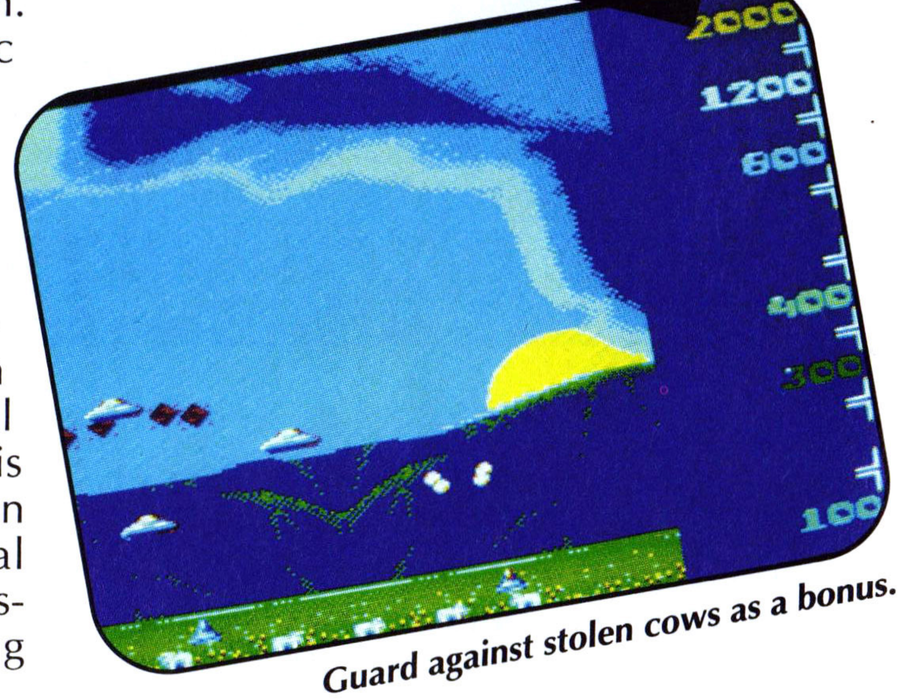
Overall Rating: 8.5

Tengen Brings You Arcade Action to Go With Super Space Invaders

- **Game Gear**
- **Classic, vertical arcade, space shooter**
- **1 or 2 player cooperative w/Gear-to-Gear**
- **Bonus stages and hidden levels**
- **Normal/advanced play, 3 difficuly levels**
- **Published by DoMark, available now**

From the first few beats of the rhythmic bass soundtrack, the tension begins to mount. Your heart beats faster as the pulsing increases and the space ships drop ever closer to Earth. *Space Invaders*, the arcade classic that dominated coin-op and helped the Atari 2600 grab a major share of the home entertainment market, has returned.

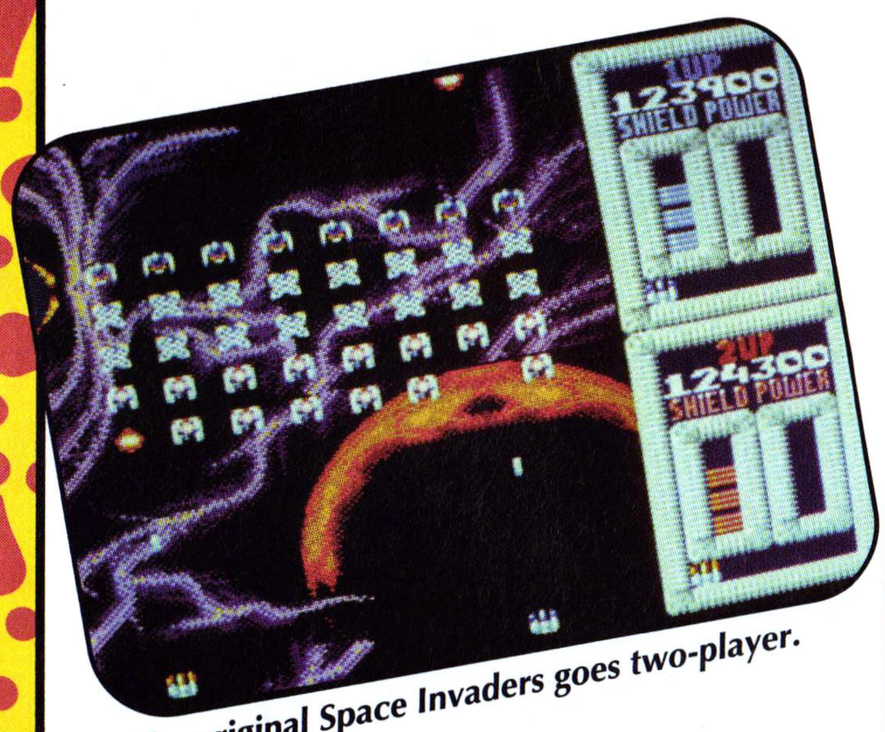
Super Space Invaders is a prime example that "the name of the game is the game." That is, a game with simple graphics and sound can still be a timeless success, if game play is entertaining. This **Game Gear** version from Tengen has thrown in several new features to please both the nostalgic players and those demanding something new.



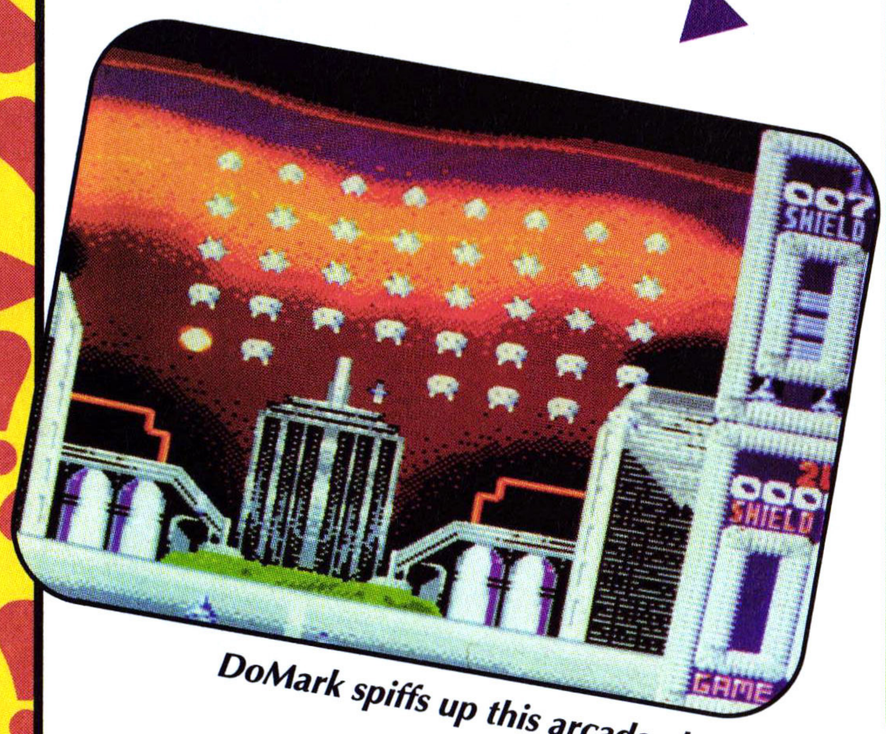
Guard against stolen cows as a bonus.

Taito introduced *Space Invaders* to the coin-op arcades in 1978. It was the first video microprocessor game of its time, allowing players to destroy everything on screen, and it wasn't long before it had taken the country by storm. Originally titled *Space Monster*, this alien invasion became so popular, production couldn't keep up with demand. That frenetically thumping soundtrack could be heard everywhere.

For anyone not familiar with this original arcade hit (Hey, it could happen!),



The original Space Invaders goes two-player.



DoMark spiffs up this arcade classic.

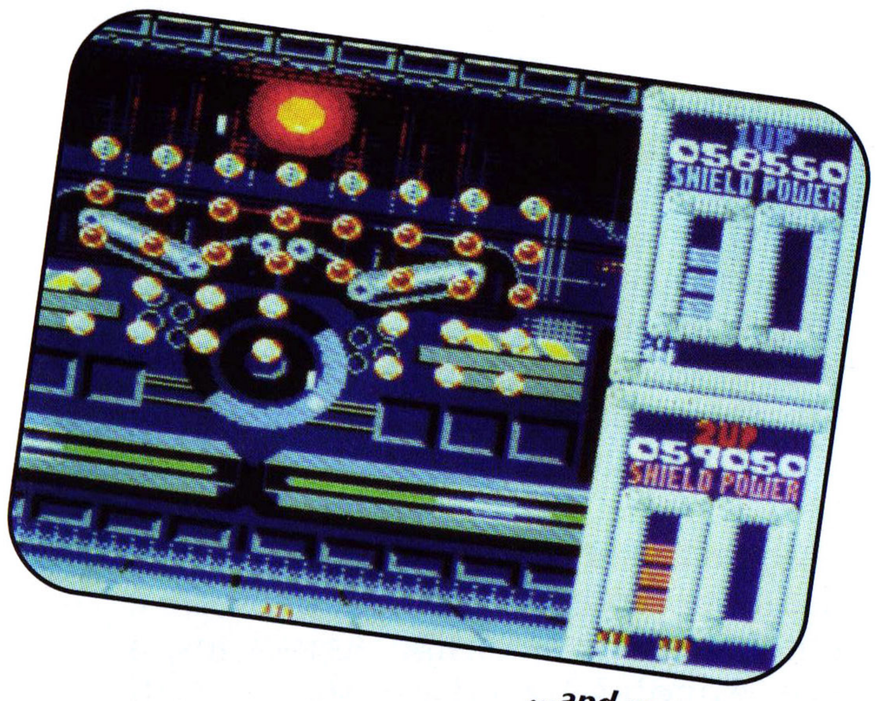
S. Space Invaders Review

Reviewed by Rick, The Video Ranger

Concept:	**8.5**	To successfully adapt a classic arcade game you need to maintain features that made the original great, then add to it. DoMark succeeded.
Graphics & Animation:	**8.5**	The colors and animation are great. There's an excellent variety of screens and bosses, but your ship blends into the background too much.
Sound:	**7**	The same tried and true march of the *Invaders* and hum of the command ship.
Playability:	**8**	The game play is identical to the original. The bosses at the end of each level add challenge.
Entertainment Value:	**7.5**	*Super Space Invaders* is instantly fun and hard to put down. Still, given the repetition, I wonder how long it will remain fun for more sophisticated, modern gamers.

Overall Rating: 8

Space invaders gives you lots of new settings...



...and enemies...

S. Space Invaders Review

Reviewed by Paul, The Pro Player

Concept:	**9**	*Space Invaders* is a classic when it comes to video games. It was a forefather of many of today's popular titles, and got the ball rolling for video games.
Graphics & Animation:	**7**	As you may recall, the original arcade machine was only one color. Game Gear offers multiple colors, so the background scenery is great.
Sound:	**8**	The tempo of the music speeds up as you eliminate more invaders. This drove me nuts on the arcade version and really adds intensity to this cart.
Playability:	**9**	Keep that finger pumpin'! Anyone can play *Super Space Invaders.*
Entertainment Value:	**9**	I love seeing the "old" classics comeback. *Super Space Invaders* will please those who look for a little nostalgia in their gaming.

Overall Rating: 8.5

the object is to destroy waves of space ships decending on Earth before they land. Take out the space ships flying across the top of the screen for extra points and special weapons. *Super Space Invaders* incorporates several new tactics. Even the best marksman will be challenged. Every fourth "attack wave" they've thrown in a Cattle Theft bonus screen or a Level End Guardian. Protect your Holsteins as the aliens try to airlift them into outer space. Earn extra points by saving all the cattle from being cow-napped. Each Level Guardian will require strategy and all your firepower; it's up to you to discover their weak spot.

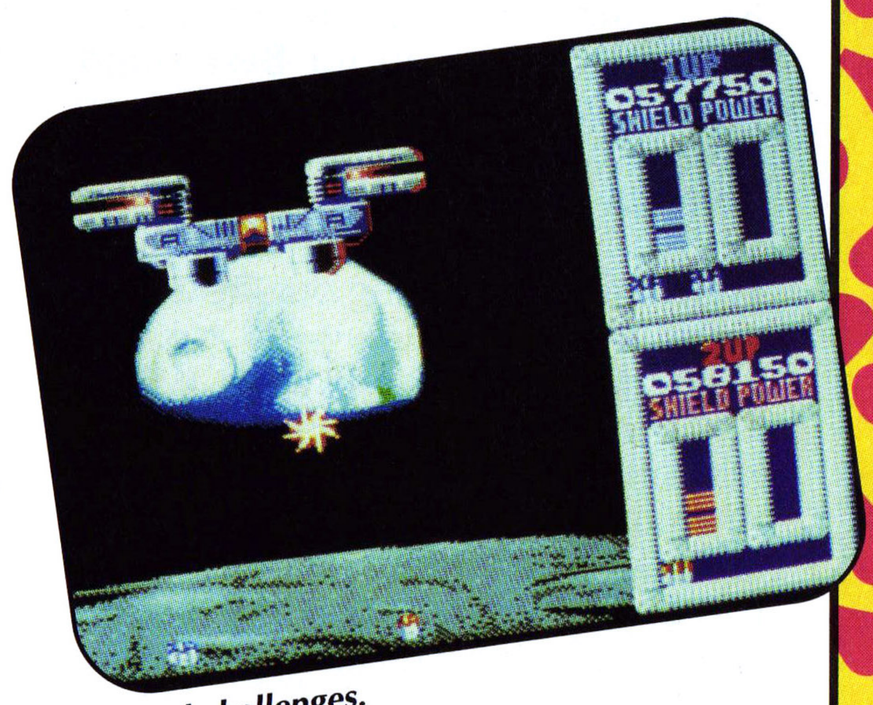
Super Space Invaders incorporates new screens and strategies into an arcade favorite. This one or two player game has two modes of play, normal or advanced, and the difficulty level can be adjusted to match the skill of any player. Try your hand at the invasion that swept the country.

S. Space Invaders Review

Reviewed by Andy, The Game Hombré

Concept:	**7**	This is a classic game from the attics of gaming history. I like the updates, but, I would have preferred a colorized version with newer enemies. The new formations are cool, but I liked the original ones.
Graphics & Animation:	**8.5**	*Invaders* has never looked this good. The bosses and aliens are crisp, well animated, and still maintain that classic Invaders march.
Sound:	**7**	The sounds are improved but still lack any excitement, other than pressure from increasing the pace.
Playability:	**8**	Play is easy to follow. This game has the action of the original.
Entertainment Value:	**7**	The game is fun and works well on a hand-held, but I wasn't pulled into playing it as I was with the original. If you love the classics or have never played this high pressure game, give it a try.

Overall Rating: 7.5

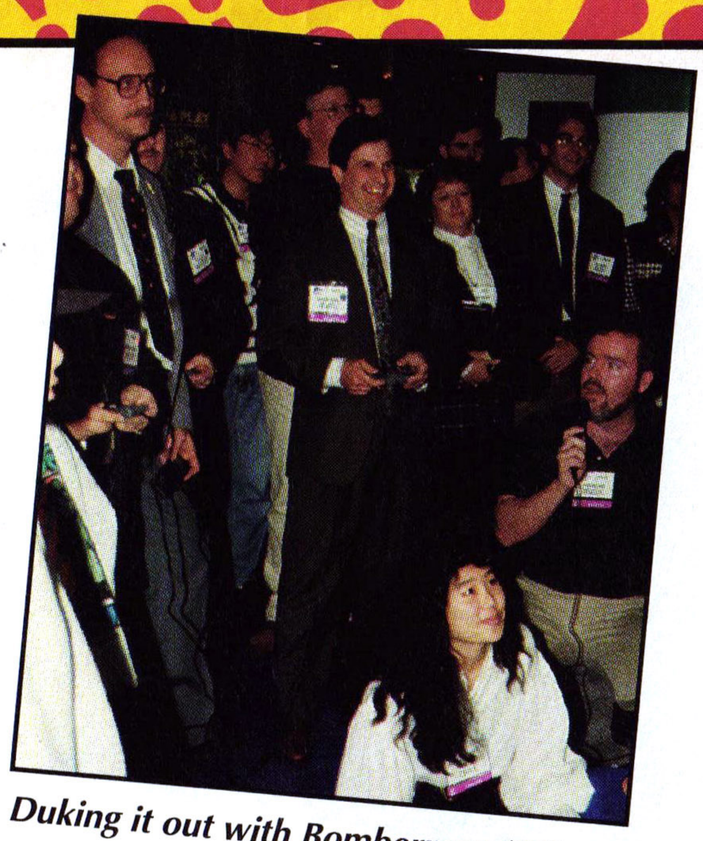


...and challenges.

WHAT'S HOT!

News & Rumors From the Video Game Industry

GI Publsiher Rich Cihak and Lori Thornton of Capcom.



Duking it out with Bomberman '93!

And the Winner is...

Game Informer Magazine awarded their first ever "Best of 1992" game awards at this year's Winter Consumer Electronics Show. **Game of the Year** went to Capcom for *Street Fighter II*, which also won for **Best Playability in a Game**. *Sonic the Hedgehog 2* walked away with **Best Graphics** and **Best Action/Adventure Game**. Sega was also awarded **Best Peripheral** for the Sega CD, and **Best Sound** for *Cobra Command*. **Best 8-bit Game** was awarded to LucasFilm/JVC for *The Empire Strikes Back*, and Bullet-Proof Software's *Faceball 2000* won for **Best Hand-Held Game**. *Bart's Nightmare* claimed the prize for **Best Game Concept** and Interplay's *Out of This World* won **Best Computer Translation**. Rounding out the awards were *NHLPA Hockey '93* for **Best Sports Game**, Enix's *Dragon Warrior IV* for **Best Role-Play Game**, Konami's *Axelay* for **Best Shooter**, Absolute's *Super Battletank* for **Best Simulation** and Sunsoft's *Lemmings* for **Best Puzzle/Strategy Game**. Congratulations to all the winners and keep those award-winning games coming!

Aloha & Congratulations!

Congratulations also go out to *Video Games & Computer Entertainment*, winner of the **Bomberman Battle**, sponsored by TTI and Hudson Soft at this year's Winter CES. The competition pitted five magazines, *VG&CE, Electronic Gaming Monthly, GamePro, Kids Magazine* and *Game Informer Magazine*, against one another in TTI's new *Bomberman '93*. Each publication duked it out in a fight to the finish. The winning team was awarded a trip for four to Hawaii. VG&CE came from behind to take the competition. Congratulations are also extended to *Game Informer*'s own Andy McNamara for earning the best personal score of 310.

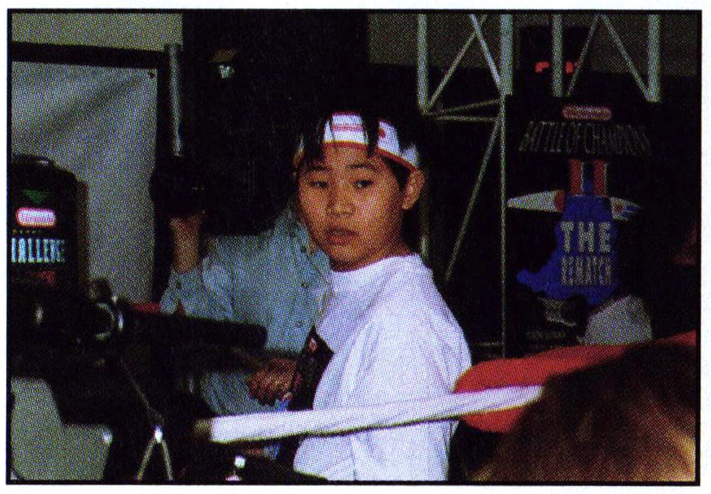
And Speaking of Competition...

The real heavyweights came face to face in **The Nintendo World Championship: Battle of the Champions II - The Rematch**. Jeff Hansen, the 12-year old World Nintendo Champion hailing from Murray, Utah, defended his title against 12-year old challenger Yuichi Suyama, current Japanese Nintendo Champion. These two champions had faced in Tokyo at the First World Famicom Championship held last September.

The rematch, held on January 8, 1993 at the Winter CES Show in Las Vegas, pitted the gamers against each other in timed rounds of *Super Mario World, F-Zero,* and the skydiving portion of *Pilot Wings*. Both competitors played like champions, with Hansen emerging victorious and retaining his World Champion title.

"It's Everywhere, it's Everywhere!"

Capcom has just signed licensing agreements with 22 companies as part of their *Street Fighter* merchandising program. Hasbro, Inc. is just one such company that has signed on to manufacture a line of action figures. Other companies jumping on the *Street Fighter* wagon include The Thermos Company, Fruit of the Loom, and Malibu Comics Entertainment, Inc., who will develop a *Street Fighter* comic book series. Entertainment Licensing Associates, a Los Angeles-based company, will serve as the official licensing agent of the *Street Fighter* line. "This exclusive and far-reaching line of *Street Fighter* consumer products will be among the most sought-after items of 1993 and beyond," Dan Kletzky, Entertainment Licensing Associates president, stated.



What's in a Name?

Turbo Technologies announced they are dropping the "Turbo" from the name of their integrated CD-ROM and cartridge-based system. The name change comes after initial sales indicted the product appealed to a selective, more mature audience. The Duo, as it is now called, was released in selected markets last October and will begin it's nationwide roll-out in early 1993. Already TTI has reported sales of nearly 25,000 units. The Duo plays all of the company's cartridge, CD and SuperCD games, which are now sold under the trade name of DuoSoft™.

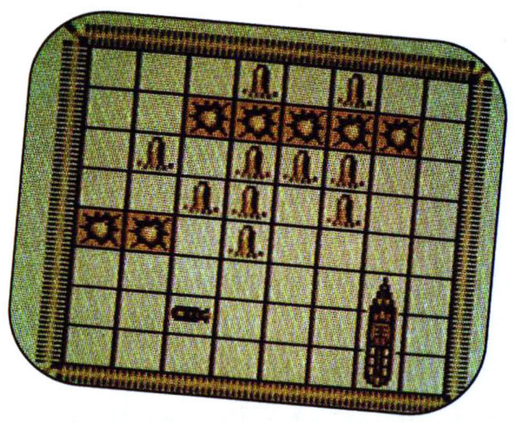
National Lampoon Pokes Fun at Chess

Spectrum HoloByte has announced their latest release for the PC and it's guaranteed to have even the most serious chess player falling out of their seats. *National Lampoon's ChessMeister 5 Billion and 1* combines live action video chess pieces, sex, violence and a whole lot of funny stuff, in a game that provides both challenge and laughs. The ChessMeister will stop at nothing, including attempts to distract you with crazy antics. There is a normal chess board for those with no sense of humor. Look for it this March.

News Flash...

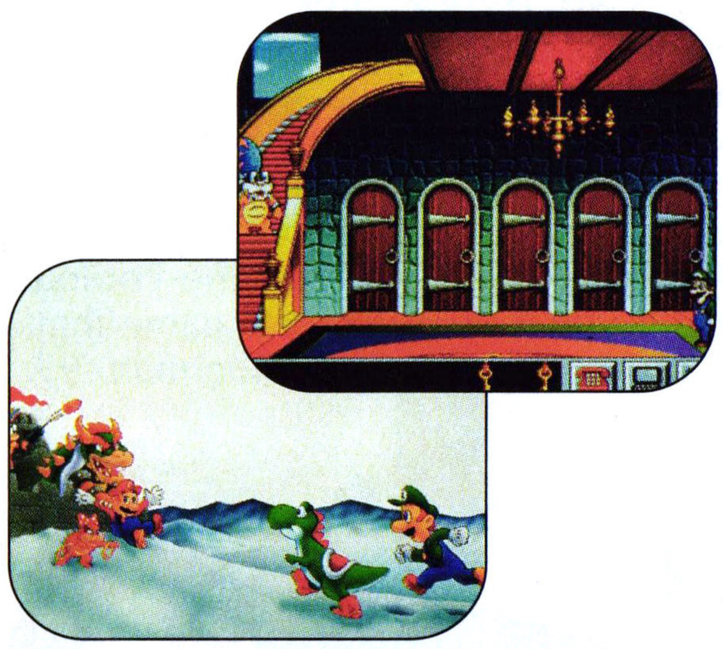
For all inquiring minds wanting to know when Street Fighter II will cross over, rumor is that Japan will be seeing it on two other systems, The Sega Mega CD and NEC's PC Engine. The Mega CD version, due out Summer of '93, will be based on the Street Fighter II: Championship Edition. NEC's version, a 20-meg TurboChip due in early '94, will be based on the original and carry the name Fighting Street II (from the original arcade). Is Street Fighter II for Genesis ever going to see the light of day in the States? Neither Capcom or Sega would confirm, but all signs point to yes.

Other Hot Games For '93...



Battleship

The popular strategy board game makes a comeback on the Game Boy, thanks to Software Toolworks. Hide your fleet's ships from the computer or a second player while you plan an attack of your own. Available now.

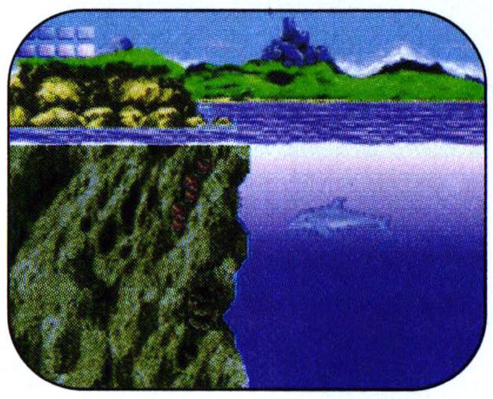


Mario is Missing

Software Toolworks introduces the first in its new line of edutainment PC software featuring the famous Mario Bros. characters. Bowser is stealing famous artifacts and now he's abducted Mario. Explore famous cities on your search for Mario. SNES and NES versions of *Mario is Missing* are in the works, as well as a complete line of Mario Bros. edutainment software that teach history, mathematics, reading and early learning skills.

Shinobi 3

The Ninja that started it all on Genesis is back to add another chapter to the *Shinobi* epic. Rescue Naoke from the depths of the Z Bio Lab in this 8 meg monster that pits Joe Musachi against armies of bio-ninjas and gene-spliced replicas of himself. Available May, 1993.



Ecco the Dolphin

Critics are singing the praises of this unique game by Sega. You are a young dolphin on a quest to find your family and friends that vanished in a mysterious storm. Travel through 29 levels of stunning seascapes to unlock the secret behind your family's disappearance. *Ecco* introduces new programming technology known as **Dynamic Play Adjustment** (DNP) that automatically adjusts the difficulty to each player's ability. Currently available for the Sega Genesis, a Sega CD version is slated for this Fall.

Bomberman '93: A Three-in-One Game That's A Real Blast

- **TurboGrafx-16, TurboExpress, & Duo HuCard**
- **Strategy**
- **1 to 5 player action**
- **7 stages in 1 player mode, 7 boards in multi-player**
- **Passwords and hidden power-ups**
- **4 Megs of chaotic game play**
- **Created by Hudson Soft for TTI, available March 1993**

Turbo Technologies has brought Hudson's classic character back to life in a game that's really three in one.

For those not familiar with this explosive character, Bomberman is a robot built to produce bombs in a factory deep underground. Bored and in search of a career change, he decided to see if there was truth to the rumor that any robot that escaped above ground became human. The only weapon he had in his struggle to the top were the bombs he created. TTI's 1993 version has added several interesting plot twists as Bomberman makes his way to the TurboGrafx-16, TurboExpress, and Duo HuCard format.

As for the career change, our little hero has returned as Bomber Cop in the one-player, Normal Mode. The action takes place on the six planets of the Alagellan solar system. In a robbery of galactic proportions, the Evil Bomberman and six wicked associates have stolen seven vital computer chips from the Pan-Galactic Mother Super Computer. The Alagellan galaxy will fall into chaos if the chips are not returned. There's only one man for the job, Bomber Cop and his exploding arsenal.

After receiving his orders, Bomber Cop makes his way through several levels on planets like Ajanstar, the quarry planet, and Brazistar, the garden planet. On each of these planets, he must battle his way through mazes full of enemies, warp holes, conveyor belts and other traps, before time runs out. Collect power-ups like the multi-bomb icon, increased fire power, bomb-kicking ability and remote controls. There is a password feature and a save option to pick up where you left off.

The real fun is found in the Battle Mode. Up to five players duke it out in this "King of the Hill"-style game. Choose from one to four human or computer competitors in a game of survival. Set bombs to blow up your competition and try not to do yourself in. There are seven boards to choose from, constructed of revolving passages, anti-bomb tiles, and other hazards. Power items are hidden inside boulders and bricks. Watch out for hidden skulls, as they can speed you up, slow you down or have other adverse effects. The more players the merrier in this intense-action game.

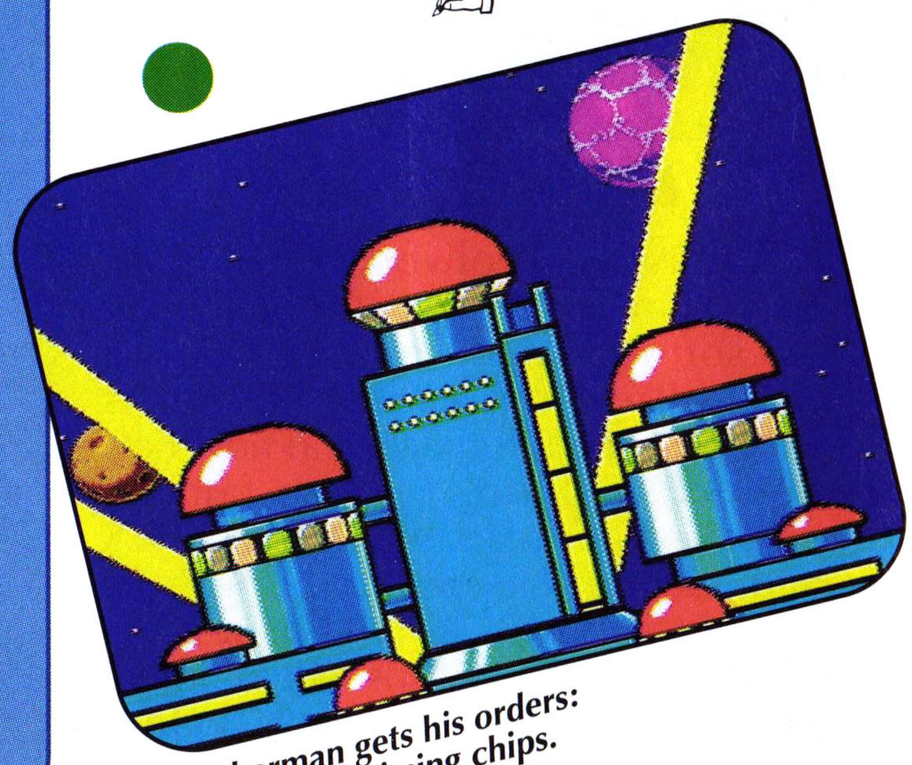
Two TurboExpress units can be connected by a communication cable to play the Versus Mode. This is essentially the same game play as the Battle Mode, except that the play fields are automatically selected and you cannot play against the computer. If you're looking for a game that's a real blast, pick up *Bomberman '93*.

Bomberman '93 Review

Reviewed by Ross, The Rebel Gamer

Concept:	**9**	They took the old *Bomberman* from Nintendo and updated it in a way players will love, like the option of blowing another player into oblivion.
Graphics & Animation:	**8**	Many sequels just take the graphics and upgrade them. *Bomberman '93* is upgraded, with a few new perks.
Sound:	**4**	I liked the background music, but this really could have used a lot more in the way of sound effects.
Playability:	**10**	This game was playable from start to finish. It's a great challenge and anyone can play it.
Entertainment Value:	**7**	I believe that, while *Bomberman '93* may not hit the top five all-time best sellers' list, this game is enough fun to ensure it will sell many copies.

Overall Rating: 7.5



Bomberman gets his orders: recover the missing chips.

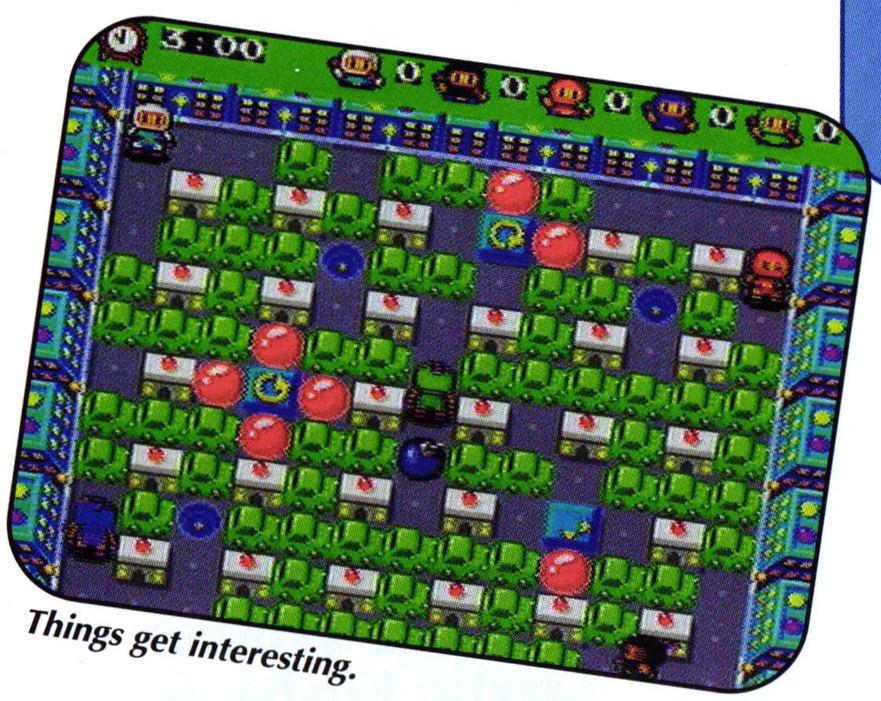
Watch out for the exploding chicken.

Bomberman '93 Review

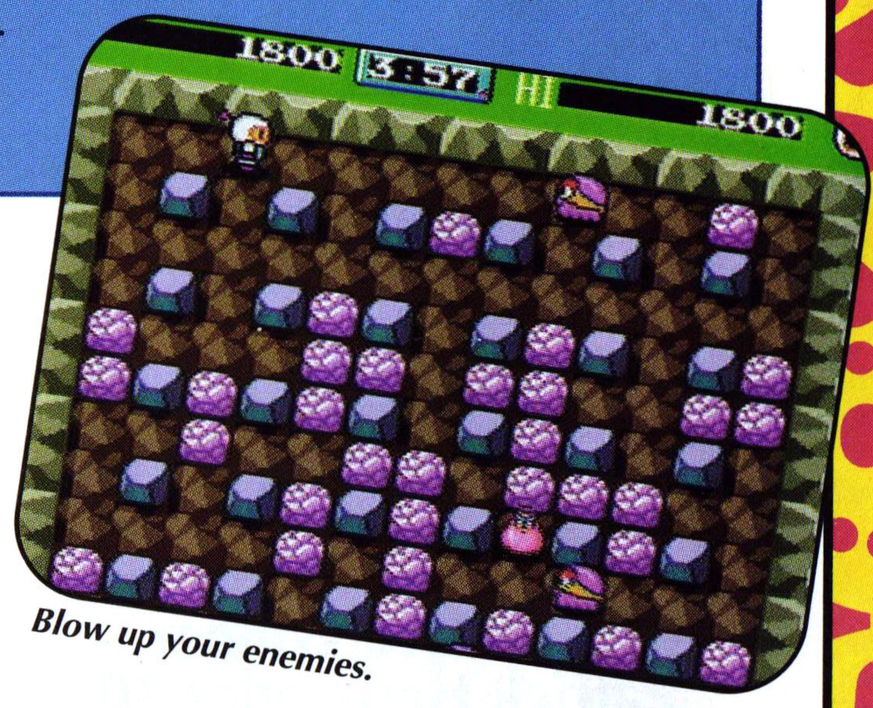
Reviewed by Rick, The Video Ranger

Concept:	**7.5**	This is a *PacMan*-style game using bombs to blow holes in the maze and your enemies. Aside from being cute, the five player option is a blast!
Graphics & Animation:	**7**	The colors and themes vary from level to level. They did a sharp job showing texture of the blocks.
Sound:	**6**	"Boom, boom, boom." There's not a lot you can do with that sound. The music was average.
Playability:	**8**	*Bomberman '93* has smooth playability, getting progressively more difficult with tougher opposition. The controls are simple once you figure out the power-ups.
Entertainment Value:	**7**	As a one-player game, it's fun but it doesn't stand out as anything special. The multi-player mode is a scream. If you have the five player adapter, this is a must have.

Overall Rating: 7



Things get interesting.



Blow up your enemies.

Bomberman '93 Review

Reviewed by Andy, The Game Hombré

Concept:	**8.5**	The first *Bomberman* on Nintendo was all right, but lacked variation. *Bomberman '93* adds a new dimension to this classic with five-player Battle Mode and several new boards.
Graphics & Animation:	**7**	This is not the reason to buy this game. There aren't any highly-detailed graphics or animation; just enough to get the idea across.
Sound:	**7.5**	The best part of the original was the huge "Boom" when you dropped a bomb. Maybe I expected too much, but this one should be thunderous.
Playability:	**9**	The game play is excellent. In the one-player mode, there are numerous power-ups and enemies. However, the multi-player mode is where this game really shines.
Entertainment Value:	**8.5**	This has to be one of the best multi-player games to come along in some time. If you have the five-player party adapter, use it and get this game.

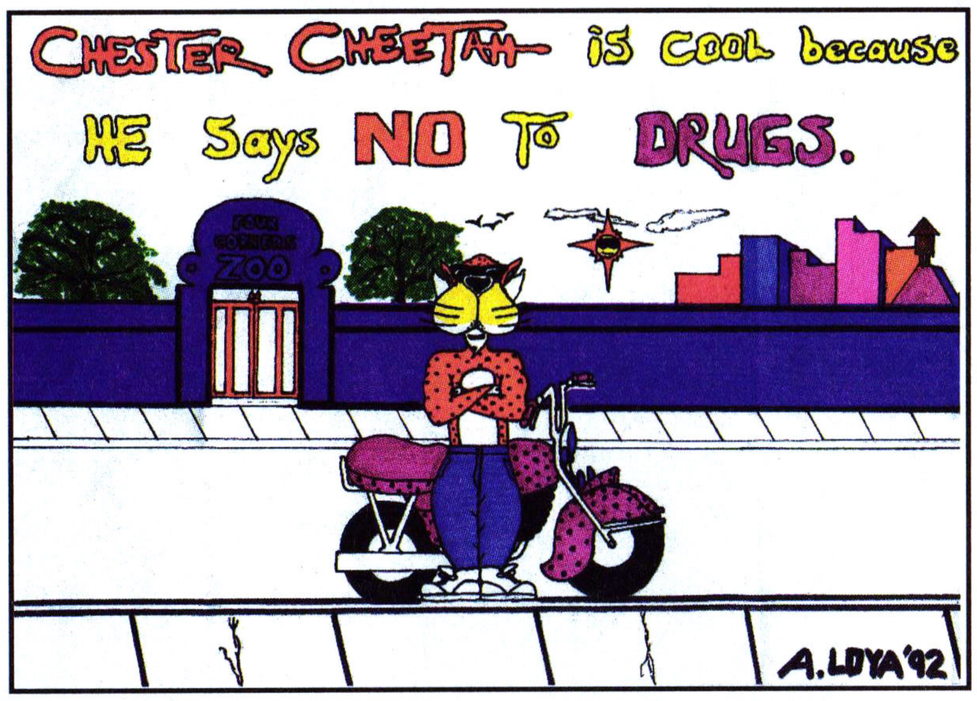
Overall Rating: 8

Visit six planets.

Game Informer Magazine & Kaneko Present...

The Winners of the Chester Cheetah® Sweepstakes

We asked you to give us an idea of what makes Chester Cheetah such a happenin' cat and your responses were great. We received everything from poems to raps to comic strips. And here are the results you've been waiting for...

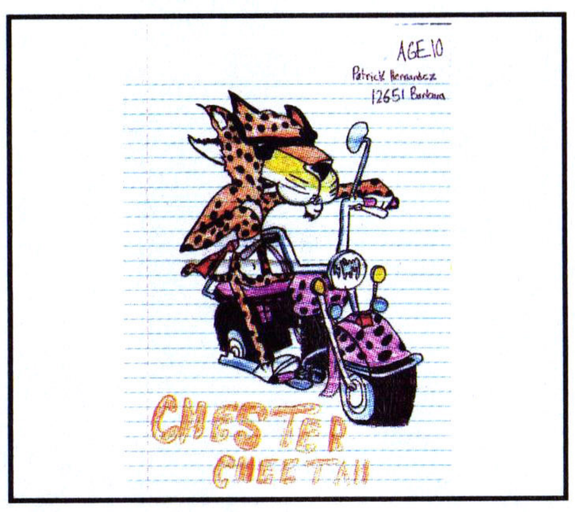


Congratulations to all our winners and a special thanks to everyone who entered.

Stay Cool!

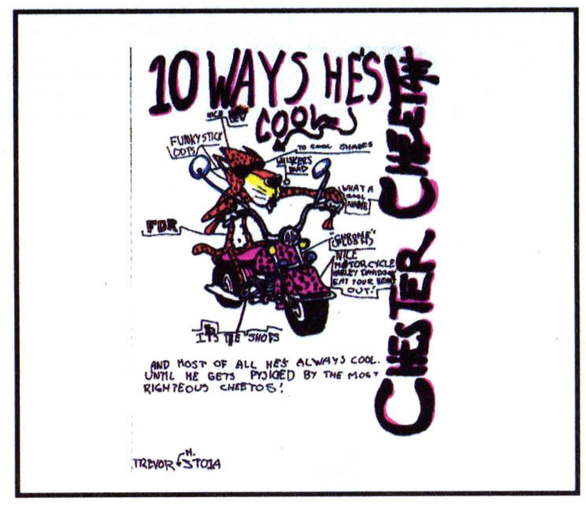
Grand Prize Winner
Abel Loya, 16

Ages 10 and under



2nd Place Winner
Patrick Hernandez,10

Ages 10 and under



1st Place Winner
Trevor Stoia, 10

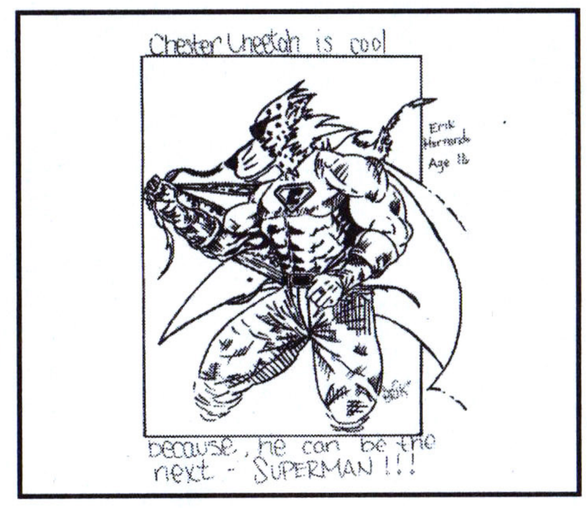
Ages 10 and under

3rd Place Winner
Martin Koyba, 6

Ages 11 - 16

2nd Place Winner
Donnell Suber, 12

Ages 11 - 16

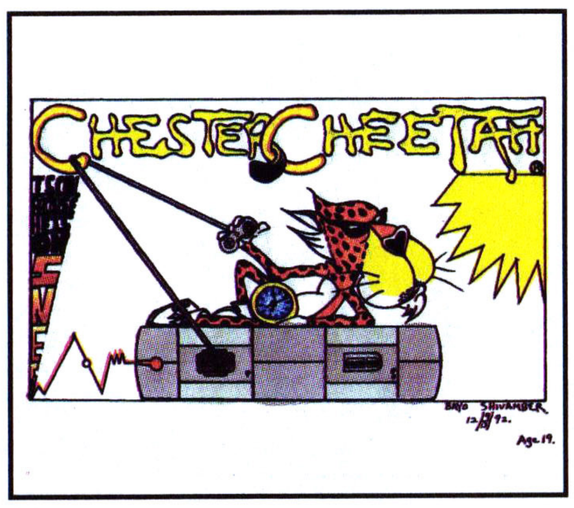


1st Place Winner
Eric Hernandez, 16

Ages 11 - 16

3rd Place Winner
Charles Foster, 15

Ages 17 & up



2nd Place Winner
Bayo Shivamber, 19

Ages 17 & up

1st Place Winner
Ronald Williams, 20

Ages 17 & up

Chester Cheetah is cool
because he's a rebel and too slick to fool.
Oh Snap Dude the cat's outta the bag
left the zoo because it was a drag.
Sporting his glasses on a bike like a mack
forget trying to catch him so hit the road Jack.
Be like Chester down with Kaneko and Frito Lay
and snag ya fat bag of Cheetos today!

3rd Place Winner
Arthur L. Jones, Jr.

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Flashback

Basic Training:

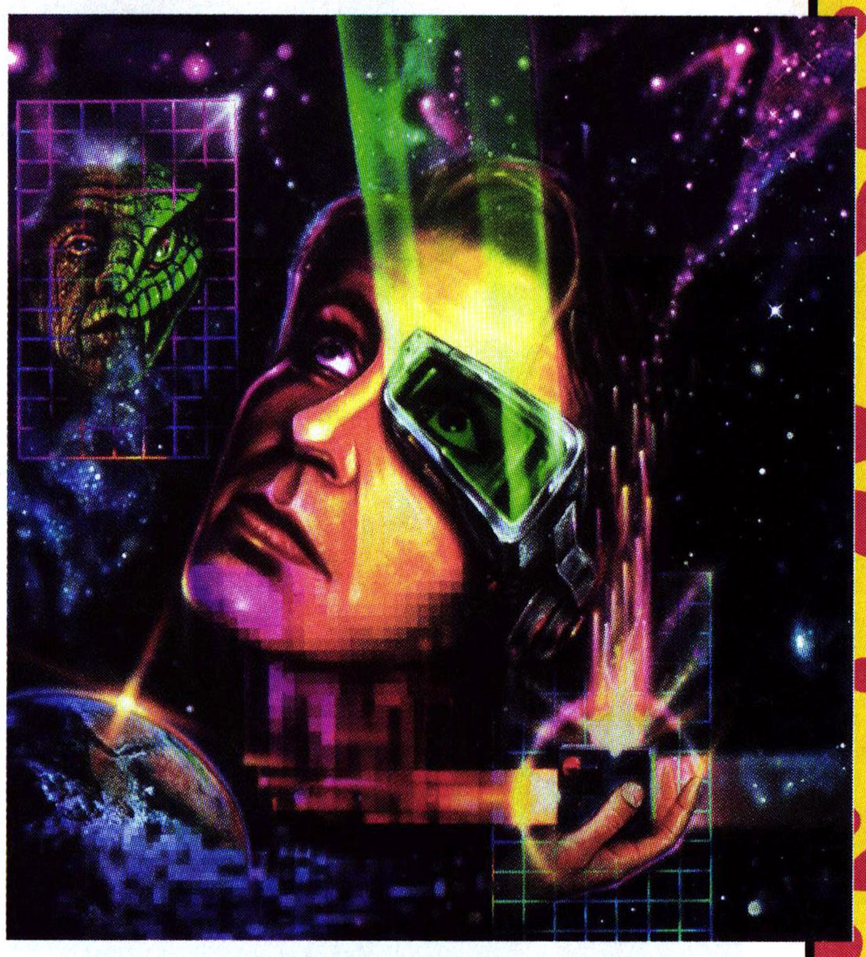
Flashback has to be one of the most amazing adventure games to come along in a while. It's challenging even to the greatest players. Master some simple basics and exploration into this strange world will be less threatening to your health:

Trick A: To get an edge on an enemy, it is often easier to surprise him than to walk in unarmed. Pull out your gun and roll in firing, you'll always get the drop.

Trick B: When someone or something is below you, pull your weapon first. Then, when you drop, you'll duck and be ready to put a hole in something or somebody.

Trick C: Learn to use the Force Field. Against the Police, it's your only hope.

Trick D: Against the Morphs, the best approach is to stay low and roll left to right until they solidify. Then take your best shot.



Planet Titan:
The Artificial Jungle

Level 1

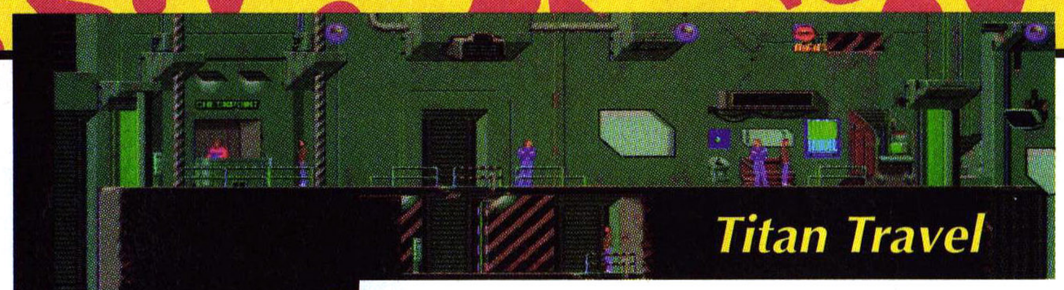
Code: *Falcon*

Point 1: Drop to the bottom level and destroy Tank 2. Go left and up to surprise the Guard from behind. After knocking him unconscious, get the cartridge. This will draw Tank 1 over to the door to give you room to go back up and waste 'em.

Point 2: To get the elevator to stay down, place the stone on the first switch and go claim your prize.

Point 3: To remove the guard on the next screen, simply line up just to the left of the tree root and roll in shooting.

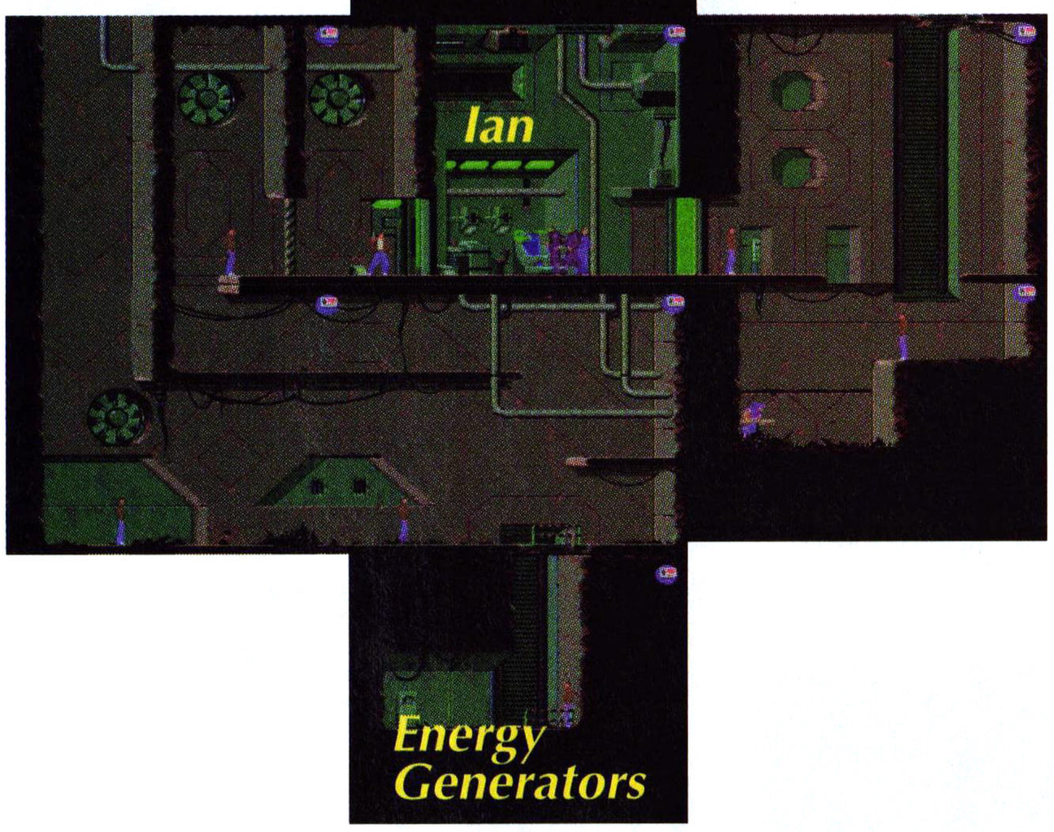
Point 4: These Guards are easy to outsmart. Throw the stone and the Laser Cannon will do all the work.



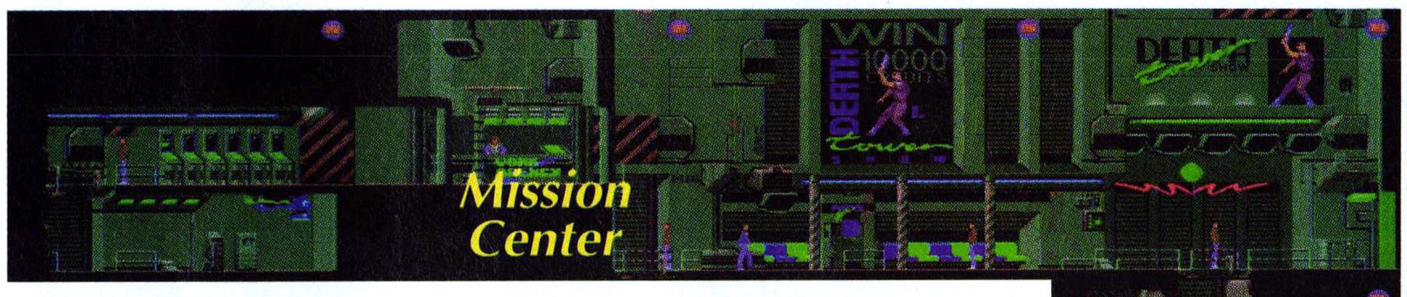
Level 2

Code: *Data*

Asia



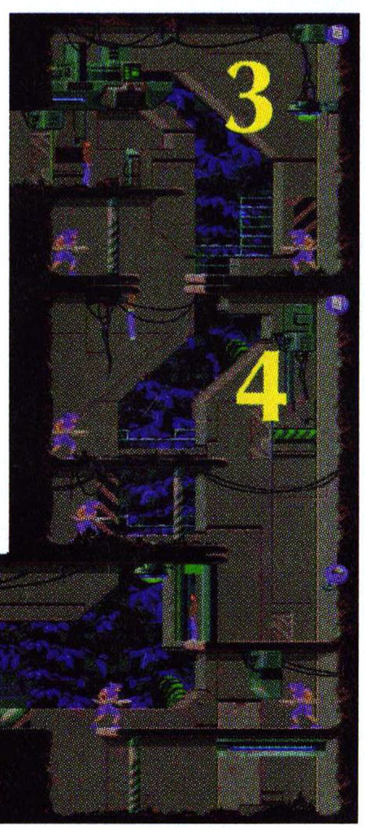
New Washington

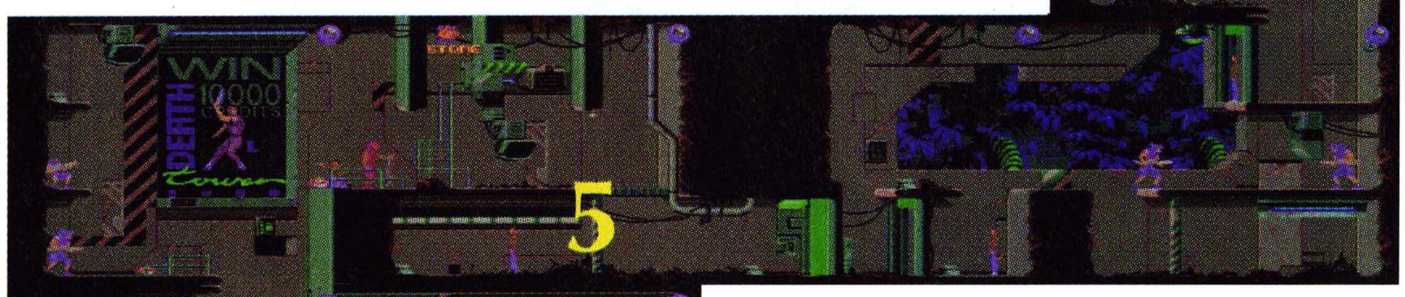


Europa

Point 3: Make a running leap over the top of these guys, and one will shoot his buddy. Then you just turn and reward him for his good aim!

Point 4: As you drop to this screen draw your gun and the first Guard is easy pickings. Guard 2 can be a little more difficult. Just use the Force field when you see him about to fire and you'll get your chance.



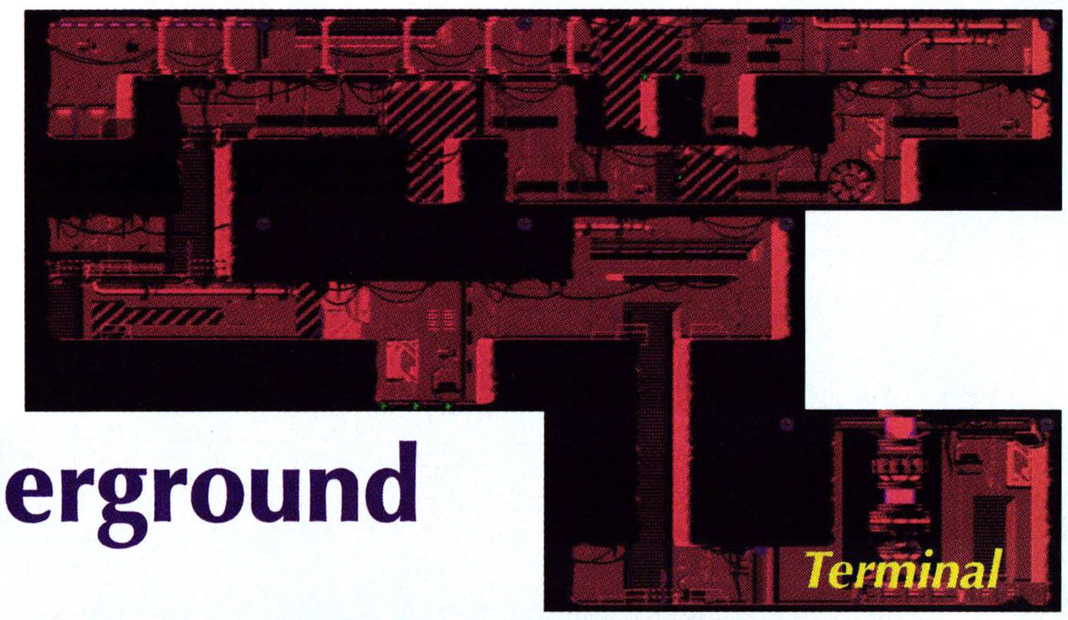


Restricted Area 3

Point 5: Get to roll into the next screen, at one step. Go in shooting then retreat to the former screen. Throw the stone to the left at the edge of screen 6. Then make a running jump over the mine to clear the hole. The one guard, to the left, will be easy money. Make sure you hit the switch at the top of the screen.

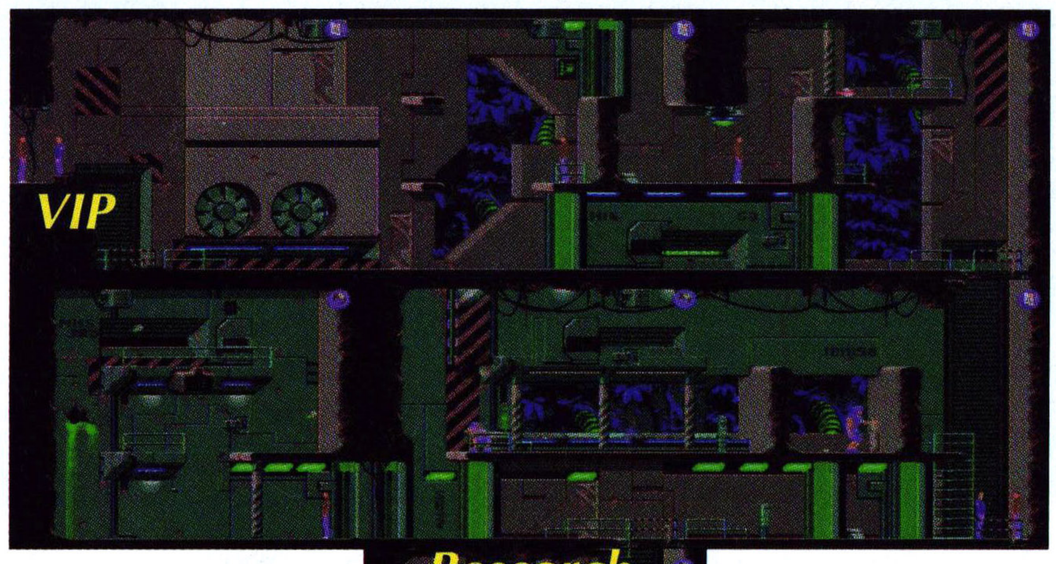
America

Point 2: The Bar is the best place to start your hunt for the escaped Cyborg.



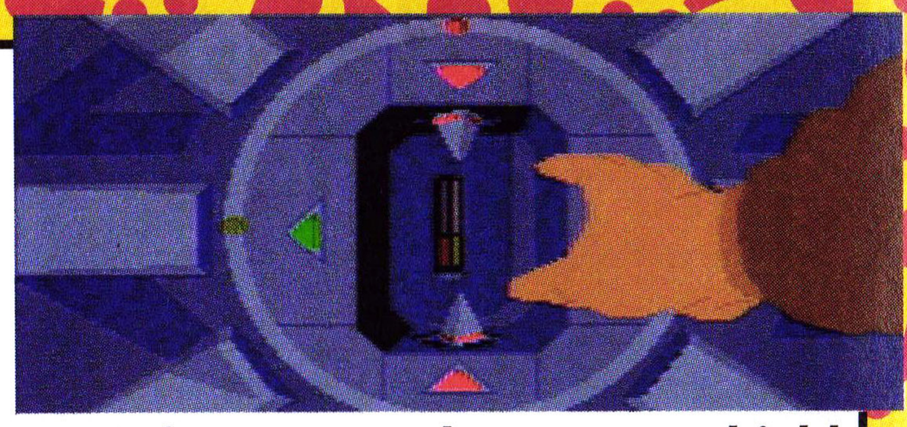
Underground

Africa



Point 1: As you're about to complete your first job, watch out for the Cop who is waiting for you at the top of the elevator. Make sure you come up blazin'.

Restricted Area 2



Don't forget to recharge your shield.

Level 3

Code: *Milord*

Level 3: This is a test of your blasting skills so don't hesitate to back-track to get to an Energy Generator or Save.

Point 1: When you shoot the Cyborg he will drop and play dead. Don't fall for it. Just turn around and leave. Then when you come back, he's up again and easy bait.

The Death Tower

Point 2: Make sure to go to the right first and flip the switch, otherwise it's a long trip in vain.

Point 3: To avoid the mines, make your leap from the edge of the previous screen. Next, jump the mines and remember to roll under the ceiling mine before you make the final jump.

Now you should be off and running in this futuristic adventure. The levels are tough, but not impossible. Just remember your Basic Training and keep a cool head. Conrad will thank you later!

The fight continues...

Level 4: *Quickie*

Level 5: *Bijou*

Level 6: *Bubble*

Level 7: *Clip*

Level 8: *Cygnus*

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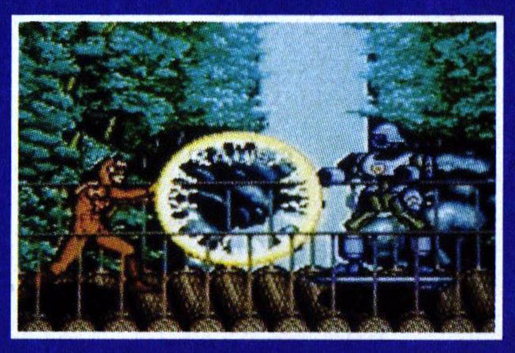

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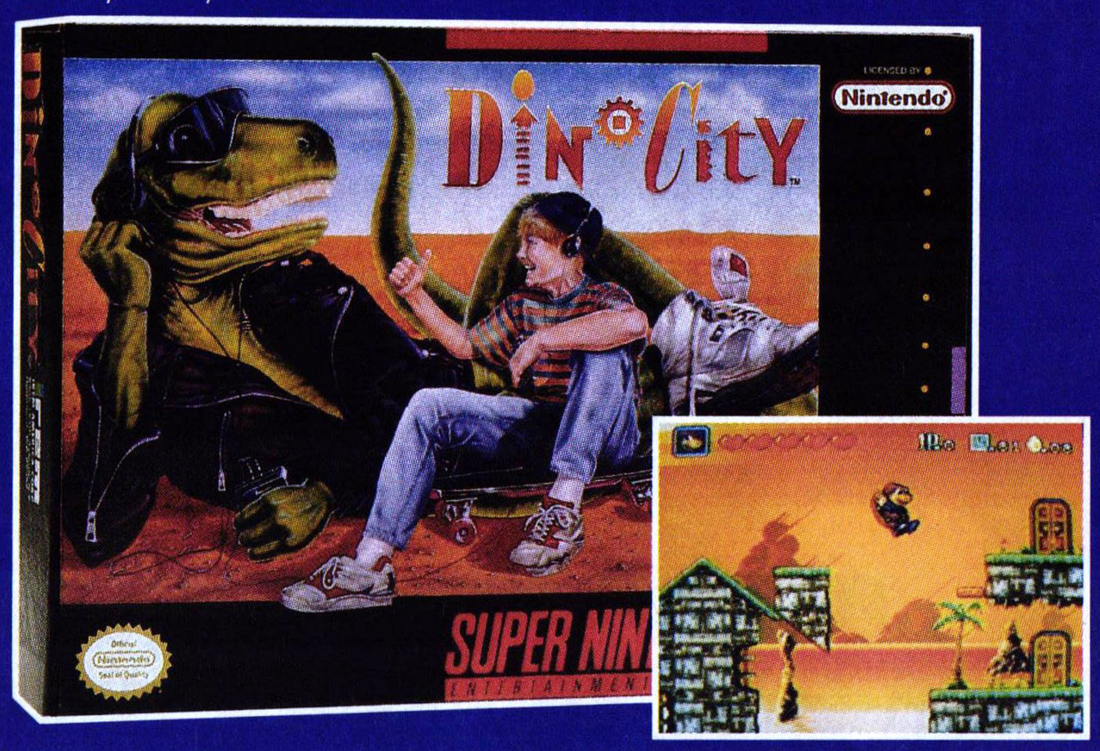

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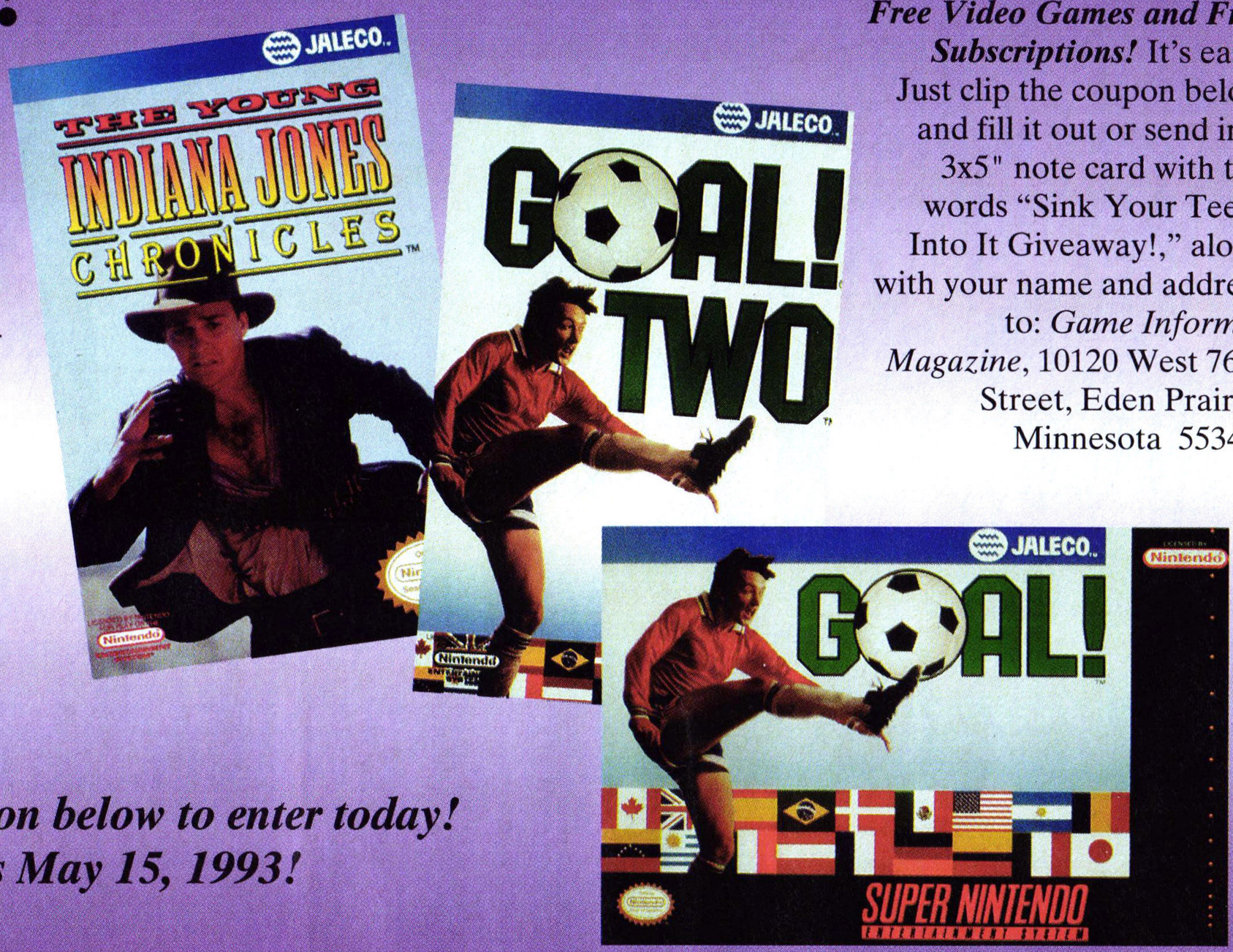

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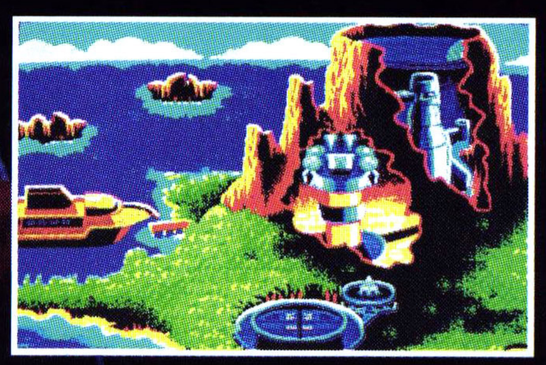

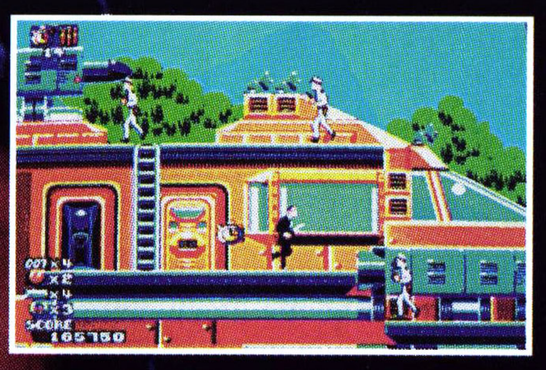

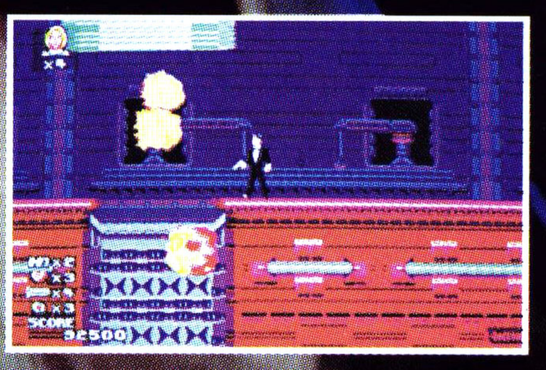

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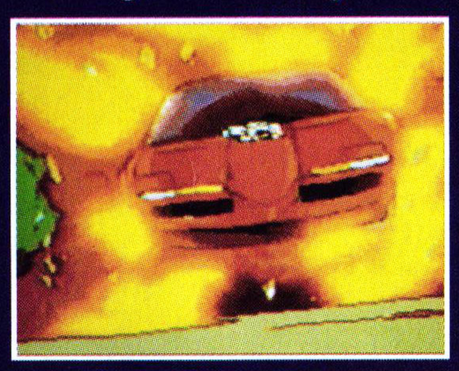

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