The Awesome Street Fighter II!

Arcade Survival Guide & Capcom '92 Preview!

Controllers & Joysticks!
Grab Hold of the Top New Sticks. Pg. 34

New SNES!
Contra III • Super Adventure Island

New Genesis!
Heavy Nova • Winter Games

And More!
Tiny Toon Adventures
Donald Duck Nightshade

The Results Are In! GamePro's Reader Choice Awards! See Pg. 18
TWO CRASH COURSES THAT

Take two courses that cover a lot of ground in a hurry. Konami® has created stock car survival tests for your NES™ and Game Boy™ so authentic, NASCAR endorsed them exclusively. Not surprising when you have the likes of Winston Cup Champion, Bill Elliott, as game design consultant.

Slide into the roll cage and behind the dash for an unbelievable first person perspective that has you looking over the hood of a 650 hp speed machine. A beast that comes fully equipped with manual or automatic transmission and functional tachometer, fuel gauge, damage light, and speed indicator (also temp and oil gauges on NES).

Keep an eye on them or you’ll be using your overheated engine to roast infield weenies.

Select from three different stock cars — Ford Thunderbird, Chevy Lumina or Pontiac Grand Prix (or an Oldsmobile Cutlass for Game Boy). Then “dial in” your racer to match varying track conditions and your personal driving abilities by adjusting tire stagger, gear ratio, spoiler angle, and transmission. But be careful, one miscalculation and you’re spinning into the wall and onto a tow truck.

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Championship Season. Use a qualifying engine to duel for pole position. Then be prepared to get throttled by "Awesome Bill from Dawsonville" and a field of NASCAR'S most relentless drivers on the twisting road courses of Watkins Glen and Sears Point or the high banked ovals of Daytona and Talladega (or Atlanta for Game Boy).

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HOT.

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Shoot down the icy straighaways in a bobseled or on a luge. Set fire to ice as you shatter speed records on skates. Feel the rush of adrenalin as you fly past gates in the giant slalom. Touch the sky in the ski jump competition — but keep those tips up or you'll end up using your face for brakes.

Experience the emotional tightrope between exhilaration and sheer terror on a downhill run. Devour frozen miles in cross-country skiing — then test your stamina and marksmanship in the biathlon.
ENERGY.  G.  SPEED.  POWER.  BALLISTIC.

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This is power. This is energy. This is Winter Challenge from Ballistic. Anything less is in hibernation. To order, visit your favorite retailer or call 1-800-245-7744. Also available for the IBM PC.
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16 MEG
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The Forecast: A Good Year for Games

By The GamePros


To get started, check out the Team GamePro Readers Choice Awards in this issue. At the Winter Consumer Electronics Show last January, GamePro presented nine companies with the first ever Team GamePro Readers Choice Awards. Congratulations! Thanks-for-the-great-games go to Bullet-Proof Software, Capcom, Electronic Arts, Konami, NEC, Renovation, Sega, Square Soft, and Tradewest. See the winner's circle in this issue for the lowdown on the whys and wherefores.

The Winter Consumer Electronics Show in January showcased a ton of great new stuff, which we'll showcase next issue. But we've got a few interesting tidbits this issue, and it all bodes well for the future of video gaming.

Read the Cutting Edge to learn how Spectrum Holobyte plans to bring virtual reality gaming to the masses with its new Virtuality arcade system. Enter a brave weird world with Dactyl Nightmare -- but watch out!

This month's ProNews Reports features some great news, which bodes well for the future of the TurboGrafx-16. First, Hudson Software of Japan is joining forces with NEC for a massive push behind the TG-16 in America. As we all know, Hudson is a big reason the PC Engine (the original Japanese version of the TurboGrafx-16) is a formidable Number 2 among Japanese video game systems bracketed by Nintendo and Sega. ICOM Simulations is finishing up programming on Shadowgate, the first American compact disc game for the beefed-up TG-16 CD system, the Duo. And in Japan, Konami has published its first PC Engine CD -- Darius. Not only does CD Darius kick-off Konami's entry into CD gaming, it also illustrates Konami's forward-looking strategy for its upcoming video games. They recently opened a new research facility in Japan dedicated to compact disc games development.

Scope out the Special Feature on Capcom for their radical line-up of games for Nintendo systems coming out this year. Street Fighter II? Oh yes.

Our Pro Reviews feature games that ought to set future standards for several game systems: JVC's The Empire Strikes Back for the NES, Konami's Contra III for the SNES, Capcom's Tiny Toons Adventures for the Game Boy, and Sega's Donald Duck for the Game Gear.

This month we feature strategies and tips for Final Fantasy II for the SNES and Street Fighter II coin-op, a Battletoads GameBuster, and special Treasure Hunt SWAT. See the regular SWAT and Ask the Pros, too!

1992 already looks like a great year for video games. Hop on board, GamePros, we're steppin' into tomorrow beginning right now!
Mega Man 4...
Like Nothing Before

New Enemies like Dr. Cossack.  "Cruel!"
New Weapons like the Mega Buster.  "Devastating!"
New Robots like Toad Man and Skull Man.
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Get Mega Man 4 —
The rest were just warm-ups.  "Really!"

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Licensed by Nintendo® for Play on the
16-bit Superpowers
I'm curious to know if there are any plans to make a "video game enhancer" for the Genesis?
Ryan Stecker, Middletown, CA.
(You're in luck, Ryan. It just so happens that a British based company, called Coast to Coast Technology, has developed just what you're looking for. This new gadget, which looks like a regular Genesis cart, is called the Action Replay and it works in much the same way that the Game Genie does. More specifically, you simply attach a regular Genesis cart to the top of the Action Replay then insert it into the Genesis. By enterimg codes from the provided code book, you can alter the parameters of such things as the number of lives, strength, invincibility, and more. At the moment the Action Replay is only available through mail order for $79. According to the folks at Coast to Coast Technology, if all goes as planned, the Action Replay will be available through regular toy and electronics retail outlets in late '92. If you can't wait that long, however, a mail order can be made by calling 1-800-962-0494. – Ed.)

Name Your Magic
I noticed that you had two ads in the December '91 edition of GamePro. One ad was for a new video game enhancer called the Game Action Replay, and the other was for the Game Genie. My question is, which one of these enhancers do you recommend?
Ray Voeller, Cleveland, OH
(The Game Genie and the Game Action Replay are both really great little gadgets to have on hand. We use ours constantly! If you're the type of gamer who wants to "spice up" a game you've had around for awhile, then you'll definitely enjoy the Game Genie because you can use it to change your character's powers, lives, and so on. On the other hand, if you simply want to get through one of your favorite games, which happens to be a little short in the Continue department, you'll really dig the Game Action Replay because you can use it to save the game at any spot you desire. It's six of one -- half a dozen of the other. Although each enhancer offers something different, they're both great fun. – Ed.)

Money for Somethin'
Can we use the $5 rebate that Nintendo is offering to purchase NES licensed accessories, such as carrying cases?
Kurt Stoops, Lakewood, CA.
(According to Hill and Knowlton, Nintendo of America's public relations firm, the $5 rebate can only be used towards the purchase of an 8-bit NES game, which was developed either by Nintendo or by one of its accredited licensees. – Ed.)

Damaged Goods
I was very excited when I subscribed to GamePro. However, when I received my first issue I wasn't nearly as happy as I'd expected. By the time my December issue reached me here in Canada, it was ripped, crumpled, scratched, and even moist! I realize the magazine has to travel a long way and the rigorous climate here in Canada doesn't help, but why don't you ship the magazine in protective envelopes, like you did with the special "Collectors Issues?" I think all of the GamePro magazines are collectors' items and should be treated as they're worth!
Vincent Turcotte, Quebec, Canada
(We're sorry to hear that your GamePros have not been arriving in tip-top shape, Vincent. Unfortunately special-wrapping the regular issues of GamePro, as well as the special issues, presents a bit of a problem for us. First, in order to keep the cost of subscription and newsstand rates as low as possible, we need to keep our shipping and packaging costs down. Second, being that we already use a great deal of paper to produce the magazine, we're trying to do our part ecologically by avoiding the use of heavy plastics, (such as the ones used to make magazine and catalog coverings), which are neither recyclable nor biodegradable. – Ed.)

Snow Sports
I own both a TurboGrafx-16 and a Sega Genesis and I've noticed that there seems to be a shortage of winter sports games for these systems. I'm curious if any game, such as snow boarding or skiing, will be available for either of these systems in the near future?
Gregg Sutichko, Fairless Hills, PA
(The future is here, Gregg. In this very issue we've covered a new Genesis title from Ac- colade called "The Games: Winter Challenge." In it you'll find eight events: bob sledding, luge, the giant slalom, ski jumping, speed skating, the biathlon (skiing and target shooting), cross country and downhill skiing. Good luck! – Ed.)

Busy Gettin' Dizzy
I just finished reading the section in the December issue about the 16-bit systems and it said that the Super NES can pull off 360 degree rotations in their 16-bit games. Well, in the bonus round of Genesis' Sonic The Hedgehog, the room spins around a complete 360 degrees. Wouldn't this be considered a full rotation, making the Genesis equally capable?
Matt Wales, Rhinelander, WI
(For all intents and purposes, yes. The spinning bonus rounds you see in Sonic The Hedgehog do represent rotational scaling. However, without going into lengthy technical detail, there is a difference. The rotational capabilities that you see in Sonic The Hedgehog are part of the games internal programming, whereas the rotational scaling you see on SNES games, such as Super Castlevania, are created, in part, through a processor that is part of the SNES' internal hardware. – Ed.)

So, Tell Us What You Think.
This is your magazine so tell us what you would like to see in it. Here's your chance to design the kind of magazine you've always wanted. Send your suggestions to:
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—VideoGames and Computer Entertainment Magazine

"SETS A NEW STANDARD IN VIDEO GAME ANIMATION... SUPERB! LIKE PLAYING THE MOVIE!!"
—Game Players Magazine

"AWESTRUCK!"
—Electronic Gaming Monthly
VIRTUALLY YOURS

It's awesome! It's far out! It's unreal! It's Virtual Reality, and it's coming to an arcade near you!

Virtuality is the name of a virtual reality (VR) coin-op system by Spectrum Holobyte (a personal computer game developer in Alameda, California). With the Battletech Center in Chicago, IL (see “Virtual Reality,” The Cutting Edge, GamePro, Nov. 90), it's one of the first virtual reality (VR) entertainment systems in the U.S.

As you may recall VR is the technique of using computers and a head-mounted display (HMD) to toss you into a "virtual" (computer-generated) world, where it appears that you are moving and interacting in a 3-D artificial landscape. This bit of mind-altering programming is produced by a stereoscopic imaging system that enables you to see a 360 degree view as you physically turn your head. That is when you turn your head sensors in the HMD make what you see onscreen move and look just like what you see if you turn your head in reality. You can interact with this virtual world via several types of input devices, some units use a "wired" suit which enables you to plunge your entire body into cyberspace.

Multi-dimensional Fun

The Virtuality system comes in two hardware configurations. One is a personal "arena" set-up where you stand in an elevated platform, don a Head-mounted Display (HMD), and hold on to a controller like a pistol. The other is a sit-down unit, where you sit in a cockpit, slide your noggin into an HMD, grip either a steering wheel or two hand controllers, and work your feet pedads with your feet. Stand-up units cost $60,000, and sit-down units cost $55,000. Naturally, there are different Virtuality games for each unit. For some games several units are linked together.

Dactyl Nightmare

The first Virtuality game in the U.S. is Dactyl Nightmare. This is a multi-player cyberspace shoot-out that uses the stand-up Virtuality unit described above. Players are armed with pistols that look and function like those old spring-loaded toy guns that shoot suction-tipped bullets. Players stalk each other through a weird, surreal, Escher-esque world of pillars, chequered platforms, and archways. The graphics are polygon-based so they have that blocky computer-look you see in some computer games. The cost is $5 for three minutes.

There are two versions of the game. In one it's every person for themselves. The other version is a capture-the-flag run and gun game (similar to Paintball), where players form teams.

You play in first person perspective, of course. You use the hand controller to aim and shoot your gun. Raise the controller and you can see the barrel of the gun and the sight as you would if you were actually holding it. When you shoot the "bullet" acts like the rubber-tipped projectile described above, that is, it's affected by gravity so it sails with trajectory, the range is limited, and it takes a few seconds until it automatically re-loads.

You can climb up stairways, hide behind pillars, hop onto moving platforms, and sneak up on your opponents from behind. Shoot your oppo-
ment and he blasts into a zillion fragments. From time to time a huge green Pterodactyl swoops down and grabs unsuspecting players, including you, flies high, and drops them to smash on the floor below. When you get snagged by the Dactyl you can look around helplessly or look down to see your feet—and see the onrushing ground rising to smash you. It's great.

Games to Come

All other games are in this visual and experiential vein. The next game off the drawing board will be Cyber Quest. This is a dungeons and dragons type adventure in which you explore a cursed castle. You have a key and a sword. Opening doors reveals some nasty surprises such as piles of bones that rise up to form skeleton warriors.

In Exorex you sit at the controls of a huge mechanical warrior called a Cyberoid. This is a 23rd century trial by combat against three other Cyberoids in a deserted urban environment. You're armed with rockets and head-tracked laser cannon.

Spectrum Holobyte plans to develop a series of Virtuality games called the Electronic Battlefield Series, which consist of multi-system flight simulators. Titles in development are Falcon 3.0, Avenger A-10, Apache AH-64. These will be Virtuality variations of Spectrum Holobyte personal computer flight simulators currently available for IBM-compatible personal computers and other PC systems. Also in the works are a Wild West shoot-em-up and a haunted house spook-fest.

By the way, it should come as no surprise that in addition to developing entertainment software products another way that Spectrum Holobyte earns its dough as a leading supplier of advanced flight simulator software for the U.S. Air Force and other branches of the military.

Is It Real or Is It Virtual?

There are three primary Virtuality components -- the computer system called Expality, the HMD called the Visette, and the virtual reality software called Animette.

Expality is essentially a buffed-out Amiga 3000. It uses a Motorola 68000, Amiga-based CPU that's supported by custom Texas Instrument graphics and sound chips. For multi-player games, the Expalities in each Virtuality unit at are linked by an Ethernet network.

The Visette headgear's features include a series of compact liquid crystal screens that are linked to create a seamless widescreen visual experience. The screens generate a 90 to 120 degree field of vision. Driving them are two Spectrum Holobyte custom designed graphics cards (one for each eye), which are packed with custom Texas Instruments graphic chips. A quadrophonic sound system delivers compact disc quality music through the Visette's earphones, and a microphone system enables players to speak to each other.

Animette? It drives the hardware (and you) out of this world.

Get Unreal

Arcade rats in Seattle, San Francisco, Los Angeles, St. Louis, Dallas, and New York will be the first gamers to step into Virtuality's brave new video game world, although gamers in England, where the system is manufactured, have a nine month headstart. Other VR systems loom on the horizon. Most notably, Bullet-Proof Software has a VR system called E-Scape, which will reportedly enable you to choose several cyberspace games from one sit-down unit.

Virtual Reality -- a great place to visit.
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(Foreign subscribers add $10.00 per year, U.S. funds only)
Video game magazines critique the industry, but it’s you, the reader, that keeps it going. With that in mind, we created the “Team GamePro Reader’s Choice Awards.” Unlike other industry magazine awards, the Team GamePro Reader’s Choice Awards are selected by you, or more precisely, the members of Team GamePro. Without further adieu, here are the 1991 Team GamePro Readers Choice Awards:

8-Bit Game of the Year
Battletrods (NES – Tradewest)

“I picked Battletrods as my 8-bit game of the year, because it combines the best elements of such classic games as Double Dragon and Teenage Mutant Ninja Turtles. It enhanced those elements in every way, while at the same time creating very original, highly identifiable characters.”

Paul Kisee, Ozark, Missouri
Team GamePro

16-Bit Game of the Year
Sonic The Hedgehog (Genesis – Sega)

“I picked Sonic The Hedgehog as the 16-bit game of the year for many reasons. First, Sonic is a very original character. Second, Sonic has some of the best graphics ever seen on the Genesis system. Third, the game concept is original. Who would’ve thought of a hedgehog getting air from a bubble underwater? I could go on and on...”

Jose Carlos Quinones
Mayaguez, Puerto Rico
Team GamePro

By the start of 1991, it was obvious that the 16-bit Sega Genesis was technically superior to the 8-bit Nintendo. But 30 million households were playing Nintendo, and a little Italian plumber, (who spent more time fighting Koopas than unclogging toilets), came to signify the Nintendo monopoly the same way Mickey Mouse signifies the Disney empire.

Sega needed a character! In 1991, they found one. The blue hued, spine-covered insectivore, known as Sonic the Hedgehog, took the video game industry by storm and showed that Genesis really does what Nintendon’t!

It was the talk of the 1991 Winter Consumer Electronic Show, especially in the show’s video game area. The media (including the staff of GamePro Magazine) was blown away by a new bunch of amphibious, green heroes for the Nintendo Entertainment System. No turtles here! Battletrods from Tradewest had even diehard gamers raving. And if you hung around the Tradewest booth for an hour or so, you would have heard several hundred times, “I can’t believe that game is 8-bit!” We think that says it all. Way to go Tradewest! Thanks for proving there’s plenty of life left in the NES.
LEMMINGS ARE HERE!
Hand-Held Game of the Year
Mega Man (Game Boy – Capcom)

It just wouldn't be Christmas without a new Mega Man adventure. While Mega Man 4 for the NES didn't quite make it by the holiday season, the first Game Boy version, starring the titanium wonder, was in the stores by early Fall. MM fans weren't disappointed. Mega Man, in Dr. Willy's Revenge, brought back some old favorites: villains from the first two Mega Man NES adventures, plus a new evil – Mega Man Hunter. Of course, Dr. Willy also put in an appearance. Mega Man for the Game Boy had all the elements that made its NES big brother such a big success. That's why it's the Team GamePro Hand-Held Game of the Year!

Graphics Achievement
Sherlock Holmes: Consulting Detective (TurboGrafx-16 CD – NEC)
As 1991 came to a close, the TurboGrafx-16 was still the only video game system in the U.S. that had an optional CD-ROM drive. It wasn't until NEC released "Sherlock Holmes: Consulting Detective" that we had a reason to buy one. Sherlock Holmes truly shows the graphic potential of CD-ROMs. We can't wait to see what NEC comes up with in '92!

"This one wasn't even close. I've only played Sherlock Holmes on the TG-16 CD-ROM once, but it was a memorable experience. The motion of the actors was incredible. To me, it was what a CD game is supposed to be."

Derrick Hopkins
Virginia Beach, Virginia
Team GamePro

Sound Achievement
Castlevania IV (SNES – Konami)
If there's one area where the Super Nintendo Entertainment System really makes an impression, it's Sound. Super NES games, with very few exceptions, have incredibly realistic sound effects and magnificent music. It's no wonder that a SNES game walked off with the honors in this year's Sound Achievement category. However, it did prove to be the closest awards race. Konami's Castlevania IV edged out Actrailer and ToeJam & Earl for the Sound Achievement award.

Sports Game of the Year
NHL Hockey
(Genesis – Electronic Arts)
When Electronic Arts released John Madden Football, PGA Tour Golf, and Lakers vs. Celtics for the Genesis, they raised sports video games to a new level. But NHL Hockey is the most awe-

Puzzle/Strategy
Faceball 2000
(Game Boy – Bullet-Proof Software)
The Game Boy's first virtual reality game was one of the best reasons to buy a Game Boy in 1991. Faceball 2000 from Bullet-Proof Software thrusts you into elaborate labyrinths for a highly absorbing first-person perspective game of dodgeball. And with the Nintendo Four-Player Link, the game is a multi-player blast! Any company that can come up with a cart that has such universal ap-

"Incredible action, awesome graphics, hot sounds, great overall fun, and a great two-player mode make Electronic Arts' Sports Network games my favorites!"

Phil Kondos
Chicago Illinois

"Hand-Held Game of the Year"

Continued on page 22.
Vice officer Quinn Hart is on an assignment unlike anything he’s ever seen! Weird bodies are turning up dead, top secret weaponry is missing, and organized crime is at an all time high. But Hart’s up against something more than the Mob, street gangs, or even hostile terrorists.

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peal deserves kudos! Fittingly, the GamePro Team Puzzle/Strategy Game of the Year award goes to Faceball 2000.

**Action/Adventure**

**Castlevania IV (SNES – Konami)**

Castlevania IV is the first REAL reason to purchase a Super Nintendo. Early releases for the SNES were impressive. But no SNES game reached the level of perfection that Castlevania IV hit. In every category – Sound, Graphics, Challenge, interface, colorful graphics, and fantastical music scores make it the hands-down winner of the Team GamePro Role-Playing Game of the Year award.

**Role-Play**

**Final Fantasy II (SNES – Square)**

When Final Fantasy II hit stores across the nation this past November, it quickly emerged as the undisputed innovator in the role-playing genre. FFII places a minimal emphasis on combat and monster-bashing, and instead, concentrates on storyline and character development. Intriguing subplots surface as the game's hero, Cecil, and his many allies become embroiled in the political problems of Baron. Final Fantasy II's user-friendly in

**Shoot-Em-Up**

**Gaias (Genesis – Renovation)**

GamePro staffer Doctor Dave lives for shoot-em-ups. This past spring when Gaias was released by Renovation for the Genesis, Doctor Dave locked himself in the game lab, and wouldn't come out until he finished it...a week later! Gaias was the most original shooter of '91. The ability to suck energy from enemy ships was radical. The graphics and sound were top notch! Gaias is truly deserving of the Team GamePro Shoot-Em-Up Game of the Year award.

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AWESOME GRAPHICS...........
AWESOME GAME PLAY...........
AWESOME FOOTBALL...........
ONLY FROM TECMO...........

© 1991 NFLP
The Empire Strikes Back by JVC is a great NES sequel that's a step above the excellent Star Wars cart, (see GamePro, October '91). It has a storyline that's religiously faithful to the movie, awesome graphics including digitized stills of all the stars, and precise gameplay.

**Facing Imperial Competition**

Unlike the movie, The Empire Strikes Back doesn't let you sit back and relax. The nine no-nonsense levels are as rough as giving a Wookie a haircut. Even with the nine continues, you're hard pressed to finish the game. That's great news for Star Wars fans. We didn't want the series to end anyway.

**Sharp cinema sequences illustrate the storyline.**

As in the Star Wars cart, you become Luke Skywalker. If you've seen the Star flick, the end of the cart is no mystery. However, getting there is radical fun! You seek out Imperial Probe Droids on Hoth, the Ice Planet. Proceed to battle the Imperial Walkers there, and then fight your way through Imperial Storm Troopers while evacuating the Rebel Base. Next, you train with Yoda on swampy Dagobah. Once you master the Force, you fly against Cloud Cars in the skies surrounding Bespin the Cloud City and then drop to the city to battle more Storm Troopers and rescue Princess Leia. Then you fly your X-wing fighter against Boba Fett's Slave 1 space cruiser. Finally, you face the Dark Lord of the Sith, Darth Vader - but don’t give in to the Dark Side of the Force.

**PROTIP:** Armed with your blaster, you can beat the big Snow Beast boss on Hoth from here.

**PROTIP:** If you're hit while riding the Tauntaun, it takes the damage not you.

**PROTIP:** Don't leave Hoth without the Lightsaber. It's underground on the first level.

**PROTIP:** At close range, the Lightsaber dispatches enemies more quickly than the Blaster. For example, one slice whacks the regular Snow Beasts on Hoth.

**Star-studded Looks**

The graphics and animation are out of this world! They're so superior to those in the Star Wars cart that you wonder if both games were made by the same people. (They were). There are great digitized images of the Star Wars crew: Han, Leia, Obi-Wan, Yoda, and Lord Darth Vader. Bad news for Wookie watchers, however; no Chewbacca.

Chewie’s absence aside, this cart has some great graphics for Star Warriors. The Cloud Cars, the TIE fighters, Boba Fett’s Slave I spaceship, the Imperial Probe Droids, and even the Storm Troopers’ snow uniforms are intricately detailed and look like they were lifted straight off the silver screen. You can see the Tauntauns’ lungs move as they breathe. Their breath even forms mist as it hits the icy Hoth atmosphere. A particularly fine touch is the 360 degree animated view of flying vehicles as they turn.
Every video Jedi wants to become strong in the Force. Here you can, and it's much easier than trying to learn from Yoda. Throughout the game you'll find icons for seven Force Powers, which you can switch at any time. You can jump higher and farther than normal, run faster, reflect enemy shots, levitate, augment the power in your Blaster and your Lightsaber, and use the Force to heal yourself.

No Dark Side

The Empire Strikes Back is as good as an NES action adventure cart gets. You get excellent hand-to-hand fighting and top-notch aerial combat. The graphics are stunners. Even the sounds stand out with great effects and ear-pleasing music. Even if you aren't a Stars Wars fan, let the Force be with you.

PROTIP: if your Snowspeeder's shot down on Hoth, you can run back to base to get another.

Your Star Wars sidearms, the Blaster and the Lightsaber, function from several different positions. Shoot the Blaster in five angles, and swing the Lightsaber at four angles.

PROTIP: if it seems that the Lightsaber is not producing the effect you need, try swinging it from a different angle.

You see them from every angle, just as you do when you watch a real aircraft make a turn.

Using the Force

Empire's packed with great gameplay features. On Hoth, you can ride Tauntauns, dismount to explore, and hop back on to continue your ride. Versus the Imperial AT-ST Walkers, you attack them in your Snowspeeder. If you're shot down, you can continue the battle with your Lightsaber on foot. You can even command a Walker and drive it, too! Later, you pilot an X-Wing fighter in an intense sideview aerial combat: once against the Cloud Cars, and again versus Boba Fett.

The Dagobah jungle makes it tough to find Yoda.
By Earth Angel

Psst...the word on the street is that Sutekh, a powerful crime boss, plans to take control of Metro City, but not if you have anything to say about it! As Mark Gray, bookish encyclopedia researcher by day, you don a trenchcoat, a fedora, and shades by night to become Nightshade, super crime fighter.

Although this action/adventure from Ultra has a side-scrolling perspective the gameplay is reminiscent of role-playing carts such as Solstice, Shadowgate, and Deja Vu. You guide Nightshade as he roams through over 100 different rooms throughout the city in search of clues to Sutekh's whereabouts and different items that enable him to advance and keep searching. The game also has action scenes where Nightshade punches and kicks various enemies head-to-head.

Cool graphics and a fairly compelling mystery offset some pretty tinny tunes. Turn em' off. Nightshade isn't as challenging as Shadowgate or Solstice, but it's a nice case for first time action/adventurers. Here are a few clues to help you get started.

GamePro's Game Rating System

Nightshade by Ultra
Price not available
Available now

PROTIP: To leave the underground area of the city, you'll have to go down the grate where the water is flowing - but first you have to turn off the water. Search for the two levers. One turns off the water flowing through the grate and the other turns off the water in the passageway below the grate. (P.S. You'll need that Crowbar to open the grate.)

PROTIP: In the room with the statue, you'll find a Flashlight and a Screwdriver in the desk drawers and an Egyptian Coin in the statue. Use the Key you got from the armor upstairs to open the statue.

(B.P. Grab the Candle. You never know when it might come in handy.)

PROTIP: Check behind all pictures. You never know when you might find a hidden passageway!

PROTIP: To escape from the chair, move until you're behind the wall. Then, after the Bomb blows, move to the Candle and let it burn through your ropes.

PROTIP: Go head-to-head in fisticuffs with this cop-gone-bad. To beat him, duck when he fires his gun and punch him to knock him out.

PROTIP: Watch out for this carpet. The moths have eaten away at it and there's a hidden hole. Use the Screwdriver on the screws on the other side of the rug and you'll hear a crash. Go downstairs to investigate and you'll find an important clue.
The Greatest NES™ Adventure Continues...

WIZARDS & WARRIORS III
Kuros™: Visions of Power™

When Kuros’ last did battle with the evil wizard Malkil’ atop Icefire Mountain, he raised his IronSword™ in triumph...or so he thought.

Without warning, a powerful bolt of magic robbed Kuros of his armour, memory, and honor. But now, the distant presence of evil stirs in his mind, leading him to the once fair city of Piedup, where the villainous soul of Malkil now reigns.

Without his armour, Kuros will need crafty disguises to travel undetected, ready to do battle as wizard, nobleman or thief. From the gloomy depths of the dungeon to the palace containing riches beyond belief...the time has come for Kuros to turn his visions of power into reality!
**Blue Marlin**

By Toxic Tommy

The Blue Marlin by Hot-B is a weird video game. If you enjoy it, you're weird—just like real-life fishermen.

**Something Fishy**

You're competing in four deep sea fishing tournaments, one off Florida and three around the Hawaiian Islands. You have 10 hours to pile up as many pounds of fish flesh as you can. Your quarry consists of nine types of sport fish, including Sailfish, White Sharks, and Tuna. But the Blue Marlin is the big boy you want.

If seasickness is something you identify with fishing, don't worry. You won't suffer the motion of the ocean, but you can listen to the tinny music for an hour with the same results.

The graphics are good, just enough to spice up your fishing. You cruise around in a boat and navigate through an overhead view. You fight hooked fish from a very nice-looking, angled, behind-the-fisherman view. You even get leapin' Marlin.

The gameplay is simple, but the challenge is immense. Your tackle box contains a Zebo reel, six lures, two types of live bait, and fishing line in five different lengths and strengths. As in real fishing, you must play every fish you hook by skillfully adjusting the reel's drag and pumping the pole to the finny fighter down. You might even have to throw your boat into reverse to keep up with a big one. Make the wrong move and the fish snaps your line, or just drags all the line off your reel!

**Wake Up and Smell the Bait**

As with real fishing, you're either gonna like Blue Marlin, or you're not. Here's a test: You drag a lure around for five minutes, hook a monster fish, fight it for 20 minutes, the line snaps—then you do it all over again. Now, if you just thought "Awesome!" you'll like Blue Marlin. If you thought "Get a life!" then Blue Marlin is something you should eat, not play.

![PROTIP: Marlins sometimes trail a school of fish. When you maneuver a lure over a school of fish, quickly slow the boat down and you might get a bite.](image)

![PROTIP: Better practice pumping if you want to land a big one. As soon as the fish stops putting out line, tap down and press B like crazy.](image)

**The Blue Marlin by Hot-B**

$41.95, Available February 2 megs

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**Terminator 2: Judgment Day**

By Riff Raff

Mission: Find John Connor and terminate the T-1000. This can mean only one thing—the Terminator is back! Just like Arnold Schwarzenegger in last summer's mega-hit movie, Terminator 2 by Acclaim let's you assume the role of the model T-800 robot warrior and set out across five levels to save John Connor from another Terminator.

**There's No Fate But What We Make**

There's plenty of variety in the action and the scenery. You begin by rampaging the nearest truck stop to search for a weapon, transportation, boots, and clothes. You then face off with a level boss.

After "persuading" the biker to relinquish his Harley, you race against the T-1000 in a semi-trailer. Use the ten gauge shotgun you acquired in Level One to blow open the gates and keep the truck off your tail.

Win the race and rescue John and his mother, Sarah. Now you're on to Level Three. Here at John's request, you must stop your enemies without killing them.

**PROTIP: To shut down Cyberdyne Systems in Level Four, first carry explosives up to the sixth floor, plant them throughout the lab, and get out before they blow.**

It's Terminator against Terminator in Level Five. Once you confront the T-1000, you'll see what makes him an advanced prototype. His slick method of escape is to change forms via the Mimetic Polyalloy (liquid metal) he's constructed with.

**The Final Frontier**

As long as Arnold keeps promising to be back and companies, like Acclaim, keep producing carts like this, gamers are in good shape. Let's hope "Ahnhuld" returns for T3. Until then, you can rest assured that this game packs good looks and a great challenge. Get terminated!

![PROTIP: Avoid a quick termination in Level Two by shooting at the center of the middle gate to make it fly open.](image)

**Terminator 2: Judgment Day**

by Acclaim

$47.99, Available now

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**GamePro's Game Rating System**

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**The Addams Family**

*By The Spam Weasel*

If you survived "the great" Addams Family media blitz of 1991, bad news – we ain’t out of the woods yet. This month, The Addams Family comes lurching your way on your NES.

In this mediocre, one-player jump and dodge cart, you’re Gomez, pop of the Addams clan. Tully Alford, the family attorney, is after the Addams’ bucks and he’s taken Morticia, Granny, Pugsley, Wednesday, and Lurch hostage. Guess who has to save them?

The Addams mansion is where the bulk of this family-saving adventure takes place, where you try to avoid Tully’s traps in 30 locations. Along the way you must scoop up the family fortune. You need $1,000,000 to eventually save Morticia.

Occasionally you must solve a puzzle to continue. For instance, after you rescue Wednesday from the freezer, you’ll have to thaw her out if you want her attic key. (Hint: The Furnace is nice and warm.)

The Addamses are a special family. Unfortunately, there’s nothing special about this cart. It’s a run-of-the-mill jump and dodge game with average graphics and a ho-hum challenge level. The music is the absolute worst – an NES rendition of the Addams Family theme song that plays over and over and over and over.

Every once in a while you’re reminded that the classics are sometimes the best. Gimme a copy of Fester’s Quest! (Sunsoft 1989)! Ooky indeed!

**PROTIP:** There’s $100,000 in a secret room on the landing. Get under the first mirror (just past the two chairs), jump up, and press Up when you’re in the air.

---

**Toki**

*By Jinky the Monkey*

So you think nobody can make a monkey out of ya’, eh? Just wait until you plug in Taito’s NES version of Toki! The resident Sorcerer, Vookmedio, even changes you into a regular, right a banana burner.

This monkey’s tale of woe takes you through six semi-rigorous levels consisting of jungles, caves, lakes, and palaces. Your goal is to reach the Golden Palace, destroy Vookmedio, and rescue Miho.

If you’re familiar with the arcade version of Toki, you’ll find this cart a pretty fair clone. The gameplay is virtually the same. Toki walks, jumps, ducks, and shoots off his mouth. The lay of the land, albeit 8-bit, looks very similar, not to mention good.

True to action adventure norms, the local gang of beasts (including Ape Warriors, Armor Lizards, and Flying Heads) aren’t too keen on you monkey-trekking through their home turf and they don’t hesitate to let you know it. But you’ve got your bad monkey breath, so throw a few beasts barbecuing. Better still, snare icons for added power, invincibility, extra jumping power, and extra game time.

You might not go absolutely ape over Toki, but this moderately challenging action adventure cart will help satisfy your most “primal” entertainment needs.

**PROTIP:** When you enter the mansion – JUMP! A chandelier will crash on your head if you don’t get out of the way.

**PROTIP:** Even when you can’t see anything above, and sometimes below, assume that an enemy lurks nearby. Keep a steady stream of firepower flowing, especially during vertical climbs.

**PROTIP:** To kill the green sea monster boss, position Toki as far down on the screen as possible and aim his shots directly at the monster’s belly. To destroy the little pink fish, move up and down slightly as you fire.

---

**The Ultimate Stuntman**

*By Boss Music*

In Camerica’s latest sleuth-or-be-slain cart, mad scientist Dr. Evil has shanghai’d Jenny Ayrkroyd from the “Project Arius” nuclear weapons lab. Your mission as The Ultimate Stuntman is to nullify the Doc before he launches a nuclear nightmare.

To complete this Ultimate crash course, you must survive all sorts of high-risk, high-reward stunts. First you’re in for a tire-skiing car chase, which closely resembles Spy Hunter. Then you run and gun through a side-scrolling street fight similar to Rolling Thunder. Next, you’re thrust onto the wall of a massive complex in a Spiderman-style scaling sequence. Finally, comes the tense puzzle area where you must defuse a bomb before it blasts Stuntman into the stratosphere. And that’s all in the first level! Later, areas feature a Microlight hang-gliding pursuit through overhead and side-view cliffs, a fast-paced riverboat chase, and an up-close-and-personal boss confrontation.

**PROTIP:** Don’t drive in the Ground Pursuit segment or you’ll miss valuable power-ups. Also, collect all the coins in the bonus round without crashing and you’ll get an extra life.

**PROTIP:** Don’t pause for too long in the wall-climbing area or the crevasses gang up on you. Look for invincibility icons.

Ultimate’s stuntworld is big and boldly drawn, courtesy of Camerica’s Superchip graphics, making an easier interaction with surprisingly little flicker. You also get some cool storyboard cinema.

The Stuntman’s challenge is a bit on the too-hot-and-heavy side even with unlimited continues, but variety, intuitive control, and larger-than-life characters make this cart worth a pull on your NES trigger.

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**GamePro’s Game Rating System**

![GamePro’s Game Rating System](image)

The Addams Family by Ocean, available now, $49.95 suggested retail price, 2 mags

Toki by Taito, available now, Price not available

The Ultimate Stuntman by Camerica, Available now, $54.95
TERMINATOR™ 2
JUDGMENT DAY
ON NES™ & GAME BOY®

T-800 DATA FILE/READ ONLY
1997: THOSE WHO SURVIVED THE THERMONUCLEAR DESTRUCTION CALLED IT JUDGMENT DAY... BUT THEY LIVED ONLY TO FACE A NEW NIGHTMARE: THE WAR AGAINST THE MACHINES.

2029: SKYNET, THE SUPER COMPUTER THAT CONTROLS THE MACHINES, SENDS A T-1000 TERMINATOR BACK THROUGH TIME. IT IS PROGRAMMED TO TERMINATE JOHN CONNOR BEFORE HE BECOMES THE LEADER OF THE RESISTANCE!

IF IT SUCCEEDS, HUMANITY IS HISTORY.

NO FATE BUT WHAT YOU MAKE ON NES™:
You are a T-800 terminator. It's a T-1000.
You carry a lever-action Winchester.
It's invincible. You have on-screen target search displays. It's made of liquid metal.
You have 10 barrels of high-explosives.
It is the ultimate weapon of destruction!

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First battle titanium hyperalloy T-800's as the John Connor of 2029. Then, enter SKYNET, capture your own T-800, and become the Harley riding, grenade firing, terminator of today!

The battle for tomorrow begins today...with you!

These bikers are tough, but they ain't seen nothing like a T-800!

Can you take the heat? Destroy the T-1000!

Save humanity and terminate the T-1000 with T2 on NES™ and Game Boy®. "Hasta la vista, Baby!"

Destroy Skynet defenses in the future.
Red line young John Connor to safety!
Lend a hand to the Resistance—destroy the terminator endoskeleton.
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Bad guys got you down? Here are some controllers that may be just what you need to stick it to 'em.

By Abby Normal, Bro. Buzz, Slasher Quan, and The Whizz

Nintendo, Sega, and NEC weren't fooling around when they designed their hardware. For video gameplaying, pure and simple, it's tough to beat the standard controllers. But sometimes beating a game requires the right tool for the job. Slow motion, turbo fire, or a joystick can be the critical factor you need to get to the next level.

We ran a mess of controllers through the GamePro grinder way back in December of 1990. Guess what? There aren't too many new ones out there — except for the multi-button Super NES standard controller. In fact, the top rated controllers from that review, such as the Happ Competition Pro and the Acclaim Double Player for the NES, the Sega Arcade Power Stick, and the NEC TurboStick, are still top-notch by any standard.

We casted out the electronic net and snared 14 controllers and joysticks for the Super NES, the Genesis, and the NES.

Beeshu Ultimate Superstick

The Ultimate Superstick brings arcade-style controls into your home. This is a solid, good-looking unit with two sets of fire and jump buttons on either side of a sturdy 3-inch joystick. A row of easily accessible buttons along the top of the unit, in addition to Start and Select, includes separate variable turbo dials for each fire/jump button and slow motion. That layout takes up territory. The Superstick is 11½ inches wide, ranking tops in that dimension among the controllers reviewed.

The Superstick is light enough to sit comfortably on your lap or you can plant it on a table with five suction cups.

The controls are excellent. The four fire/jump buttons are oversized, so you can pound them quickly (and mercilessly) when the action heats up. The joystick has a solid feel with precise gameplay. It's suitable for any type of game.

If you like to play rough, you can't go wrong with the Ultimate Superstick. It costs $39.95, and it's worth every penny. - B.B.

Beeshu Zipper

The Zipper is a nifty little NES replacement controller. The control layout is the same as the standard unit, except that there are turbo switches above each jump/fire button. You can set turbo to two rates of fire. You can also stick two types of knobs into a small hole in the control cross. This mini-joystick design can beef-up the onscreen response to your thumb moves, but it's an acquired taste.

This is a good replacement controller if you like the action of the standard NES controller and you just want to add turbo fire to your arsenal. The Zipper is also only ¾ inch longer than the regular controller. That may not sound like much, but the extra plastic helps it fit more comfortably in larger hands. You even have your choice of five electric colors. Not bad. A $17.95 price tag makes putting some Zip in your game painless. - B.B.

Beeshu Zoomer

Jeesh, those Beeshu people just keep on coming! What's left? The Zoomer. This unit features a fun NES controller design that places the directional control into an aircraft style steering wheel. The contoured steering grips are so comfort-
ond unit and conversation piece, but
keep your regular controller handy for se-
rious gaming. - B.B.

Bondwell Quick-shot Intruder 2

The first thing you notice about the In-
truder 2 is its funky design. The whole
unit measures 8 inches by 7.5 inches,
which is pretty bulky. It's not too over-
sized to hold in your lap, but you'll want
to stick it to a table with the suction
cups. The stick attaches perpendicularly
to the base, and it really does look like equip-
ment straight from a high-tech flying ma-
chine. The A button is an index finger
trigger, and B is protected by a pop-up
plastic shell. (cool!). Two-speed Turbo
controls for A and B are located on the
side of the unit as easy-to-grab levers.
Start and Select are mounted just below
the Turkos, as are slow mo and One/Two
Player switches. You even get some fake-
do decals to apply where desired.

So the Intruder's form is great. How
about function? Depends. This controller
simply isn't designed for non-flight
games. The stick's slightly stiff and
doesn't seem to work well with regular
action titles.

When we took the Intruder out for a
few Top Gun missions, however, it came
through with flying colors. As opposed to
a regular stick, the Intruder moves for-
ward or backward on an angle, which
gives it an authentic feel. Just like light
gun games are more enjoyable with a
Zapper than a controller, the $39.99 In-
truder seems to enhance any flying title.
Flight of the Intruder 2, indeed! - S.Q.

IMN Game Handler

The Game Handler looks like a small
disembodied joystick with several knobs
and buttons. It operates much like Mattel's
Power Glove - you wave it in a direction
and your movements translate into an on-
screen result. Click it right and your char-
acter moves right; up and he moves up;
etc. But unlike any other controller, the
movement can be speed adjusted. Twist
your wrist slowly and you character
moves slowly, fast and he does that.

Nexoft Dominator

This infrared remote enables one or two
players to play with just about every NES
input device from a distance. You can
use the Dominator's joystick directional
pad and oversized fire buttons, or you
can opt to connect the two regular NES
controllers, the light gun, the Power Pad,
or any other controller or joystick for the
NES. Additionally, two players can use
any combination of the above!

The oddly shaped unit is roughly
9.25 inches long by 7.5 inches wide with
two standard NES controller ports on ei-
ther side. The Dominator's controls con-
sist of a stick 2 inch mini-stick mounted
for the left thumb, and two oversized fire
buttons on the right. Each button has
variable turbo and there's sio mo, too. Al-
so occupying the control panel is a selec-
tor switch, which enables you to juggle
the various controller pairings.

Although the Dominator's standard
controls work excellently (but for small
hands they ain't), what's nice about this
unit is that it can make any controller that
you already have a remote. Also, for
some real macho two-player gaming,
both players can use their own favorite
controllers. If you're into long distance
gameplay, dominate a Dominator. - B.B.

The Triton Pad

Here's that elusive "better mousetrap,"
gang. It goes one step beyond rapid fire
and sio mo.

The Triton Pad has a standard NES
control layout, but its not-so-secret
weapons are three programmable but-
tons, which control moves that require
multiple button pressing into one button
press. That means you can tame those
tricky multi-press moves, such as the
Pogo Jump in Duck Tales and the Spin
Kick in Double Dragon II, and turn them
into simple single button weapons in
your finger-activated arsenal. Moves re-
main programmed in the controller's dy-
namic RAM as long as the power's on or
until you reprogram a button.

Figuring out all this finger program-
ing takes a bit of study. Saving the
moves is as simple as a flick of a switch,
but read the instruction sheet carefully to understand exactly what you’re trying to do. You can also modify programmed moves by adding three turbo speeds to any saved move, or you can make a move repeat nonstop with a single button press.

**Sega GeniStick**

The “Geni” Stick? From Sega? I get it! Eagle-eyed stick watchers will recognize this Genesis joystick as Bondwell’s Quickshot Python3. You now know where all the Python3’s went.

As soon as you see the GeniStick, you want to grab it. It’s a sleek, slick-looking piece of work. The contoured handle provides a natural fit for your hand. It’s easily the most comfortable joystick around.

But the GeniStick isn’t all looks. The stick action is smooth and precise. All three buttons are nicely laid out at the top of the stick. A is the trigger, while B and C sit on either side of a small Start button. The turbo switch sits lower down on the handle. This ergonomic design enables you to easily guide the action with one hand, left or right. The irregularly shaped B and C buttons have ample surface area and great action. The stick itself is nicely balanced in the base, so that plunging it forward, or yanking it back, doesn’t cause the base to tip.

Usually joysticks that make you do all the work with one hand wear out your arm, (or make you look like Popeye). The GeniStick isn’t bad for this style. If you want to add a stick to your Genesis, $24.95 buys a good one. – W.

**ASCII Power Clutch**

ASCII Power Clutch, the Power Clutch is lean, mean, black, and ready for action. Even the logos are cool! It’s about half the size of the APS, so it’s more comfortable to hold and play. The layout’s standard, with the stick on the left, good-sized fire buttons on the right, Start above the fires, a slow motion switch at the topright, and turbo dials at the top.

That’s right, turbo dials! You can select a speed up to 28 shots per second for A, B, and/or C. The dials are solid-feeling and click when they’re turned off. And slow mo? You want it? You got it! Too bad you can’t adjust the slow mo’s speed.

The Clutch is the best buy we’ve seen yet for the Genesis, and at a reasonable price of $39.95. This one really comes through in the Clutch! – S.Q.

The $29.95 Triton pad is definitely a pro tool for serious gamers. In addition to its great features, this controller just plain feels good. If you really want to get after your games, the Triton pad can help you mount a furious attack. – B.B.

**Beeshu Striker**

Beeshu’s Striker will definitely strike the hearts and hands of you tried and true Genesis controller users. The portable Striker has the same sized buttons (A, B, and C) and directional pad set up as the regular Genesis controller. Your fingers fit nicely into two concave areas at the top of the unit.

**ASCII Power Clutch**

So what’s so special about the Striker? Well, this black beauty is a bit heavier than the regular controller, giving it a more solid feel. It has a tiny stereo adapter, which can be plugged into the back of your hi-fi receiver. There’s also a stereo jack in the front, so you can plug in a set of headphones. And, yah, the cord’s a foot longer. What really makes the Striker cool, however, are three rapid fire switches for A, B, and C. Nirvana would be for the Striker to have a slow mo feature, too, but you can’t have it all. The $24.95 Striker is a good deal and worth adding to your collection of gaming gadgets. – A.N.
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“GamePro Magazine”

“The slogan for Triton’s TRI-1000 is ‘The Controller that thinks’, and you’ll believe it does.”

“Game Player’s Nintendo Guide”

Features | Triton Pad | Others
---|---|---
Program Feature (up to nine moves in one stroke) | YES | NO
Repeat Feature | YES | NO
Shrink Feature | YES | NO
Hold Feature | YES | NO
Rapid Fire Feature | YES | YES/NO

- Repeat Feature: Continuously repeat your programmed maneuvers with a touch of a button.
- Shrink Feature: Replay programmed maneuvers at Program, Turbo, or Super Turbo speeds.
- Hold Feature: Play your moves while the TRITON PAD repeats programmed maneuvers.
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The Competition Pro is the same dimension and design as the regular Genesis controller, although the surface is flat not curved. The Pro is half an inch wider than the standard controller, so it's a skosh more comfortable for big hands players.

A Sega controller costs $19.95. This one is $24.95. $5 buys you turbo for all three buttons and a slow motion, one of the few Genesis controllers with that feature. You might also find that the button action feels a tad more solid than that of the Genesis pad.

This controller's lean and mean. It's an ideal companion as you slog through the Genesis wars. Happ even gives you a 1 year warranty. Go for it. — W.

**The Triton Pad**

Yup. They got one for the Genesis too. Read the review of the NES version. The Genesis Triton Pad has virtually the same features, albeit with A, B, and C buttons, and it's just as good. — W.

**Super NES**

**ASCII Pad**

If you're looking for a souped-up version of the standard SNES controller, think ASCII (and that's "Ask key," not "Ask two"). The ASCII Pad, which originally debuted in Japan from the same folks who brought us Nintendo's popular Advantage, is here for a low, low $24.95. The directional pad is made from the same high-grade, easy-on-the-thumb material as the SNES pad, and the buttons are laid out identically. It has a long 5.75 foot cord, and the entire unit fits comfortably in the palm of one hand.

What's new is Rapid Fire. Flick the switch and this baby cooks at 20 shots per second! You can select one or more buttons to Turbo-charge, even the L and R buttons on the top of the controller. A hot feature, rarely seen on any controller, is Auto Fire. You can lock in your shots and not even have to hold a button! Unfortunately, you can't change speed settings. You also get a nice 'n' slow Start button slow mo, again only one speed available.

If the ASCII Pad were a Toyota commercial, we'd all be singing along. "Who could ASCII for anything more?" — S.Q.

**Halken's JB King**

The JB King by Halken, (Hal America's Japanese cousin) is a Super Famicom joystick, which is out overseas for approximately $68 U.S. dollars. It's being considered for release Stateside and could be available by the time you read this.

Get your hands on the JB and you know it plays to win. For starters, you get adjustable Rapid Fire dials for A, B, X, Y, R, and L. If you don't like which button does what, you can reprogram them! If that weren't enough, you can spin the A-B-X-Y fire button base 90 degrees clockwise! And of course, the King has Slow Motion. You can adjust the rate with the standard controls. Finally, an expansion port is located on the bottom of the stick for future JB upgrades (none planned, yet).

The JB looks dinky since it's modeled after the scaled-down sticks in Japanese arcades. At first you think there's no way you can finger all the controls at once. It takes two hands, so you'll have to get used to it. But you'll freak over the control pad's quick response time. Overall, the unit's hefty, but it can take a pounding! The King is the SNES king, undisputed. — S.Q.
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By Doctor Dave

In the 21st century, aliens from the planet Akirov create peace on Earth, but goodwill towards men is not part of their game plan. Now the Akirovians want Earth for their own.

Robot-fu

Heavy Nova is a hard-hitting, robot beat-em-up by Bignet U.S.A. In this far-flung future, wars are fought with remote controlled warriors called DOLLs (Defensive Offensive Lethal Liberators) and there's nothing cute about them.

This 8 meg cart deals enough robotic hand-to-hand combat to keep your steel fists in a rage for hours. You can also challenge a friend in the two player mode.

PROTIP: In tight situations, use your thrusters and you become temporarily invincible.

Protect and Destroy

In Heavy Nova the fighting doesn’t take you far, but you get a good workout. The game consists of two missions and a total of eight rounds. Mission 1 consists of three somewhat easy rounds, which train you for the real battles later on. You walk from left to right and usually you can kick to pieces anything (except a force field) that blocks your path. Finish these prelims to graduate from training and begin the five rounds of Mission 2, where the enemy DOLLs get really nasty.

Heavy Moves, Heavy-handed

The objective here is quite simple, just beat ’em to a metal mess! But remember that they have the same objective against you. Each DOLL has 15 different moves. As you fight the boss DOLL, you can use offensive attacks, which include Back Uppers, Jabs, Punches, Knee Trips, High Kicks, One-Arm Throws, and Pile Drivers. You can also toss combinations. Each hit you score on an enemy DOLL saps its energy.

Unfortunately the gameplay takes time to master. The button presses are simple but the button pressing is mushy. Also, the move that you use depends on your position, your proximity to an enemy, and how much power you’ve stored up. In the heat of battle these factors can be tough to monitor, so sometimes it’s tough to plan and execute a cohesive attack.

Play with DOLLs

Heavy Nova fights a good fight. This game is definitely original with a complex storyline. The metallic knuckle-bustin’ gets your adrenal pumpin’, and the graphics are rich with fluid animation in the DOLLs. The sound track’s pretty hot, too. The game does get repetitive, so the two-player feature is a definite plus. If you’re into heavy metal martial arts, check out Heavy Nova.

GamePro’s Game Rating System

Heavy Nova by Bignet
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987 UNIVERSITY AVENUE SUITE 10
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By Feline Groovy

If you love winter sports, but you aren’t exactly thrilled about climbing out of your nice cozy bed to brave the cold, then Accolade’s got just the game for you. Winter Challenge simulates eight sports seen in the Winter Olympics, including Downhill Skiing, Cross Country Skiing, Ski Jumping, Luge, Bob Sledding, the Giant Slalom, Speed Skating, and the Biathlon.

PRO TIP: Learning how to jump is the Ski Jumping event is very tricky. Spend lots of time training for this event before you tackle it in the regular competition mode.

A sleddin’ they go.

Ice, Ice, Baby

Few winter sports simulations carts take advantage of scaling and rotation technologies as excellently as this cart. Although Winter Challenge didn’t absolutely blow our socks off, it definitely thowed us out of the video game graphics-deep freeze. Accolade’s done an excellent job of combining first-person perspective play with realistically-scaling background graphics. The trees and the snow whizz past you at a natural pace and, yes, things do get bigger as you approach them and smaller as you leave them behind. The music doesn’t rate quite as high, however, so feel free to turn a decidedly deaf ear.

The Agony of Defeat

The game begins with a Menu selection screen, which offers two ways to tackle the action. If you’re a real hot-shot you can dive head first into Tournament Competition mode where you choose your competition from some of the world’s finest athletes. If you’re not quite so adventurous, go for the Training Mode to get a feel for your “snow legs” and sharpen your skills.

PRO TIP: Directional controls of all events are highly sensitive. If you want to alter an athlete’s direction slightly or significantly, it’s best to tap lightly on the controller as opposed to pressing on it.

The controls are fairly straightforward (i.e. Up for forward and Down to slow down). They are, however, highly responsive so it’s advisable to train before heading off to competition.

PRO TIP: During the Ski Jump, try to ease back by pressing Down about mid-way through your jump. This should keep you from falling too far forward and throwing your balance off.

PRO TIP: Make the cleanest, quickest shots possible in the least amount of time during the target shooting portion of the Biathlon. If you spend too much time going for the perfect shot, you receive a time penalty.

Mind those trees!

For those of you who have to have your crash and burn scenes, well, you’ll be happy to know that the snow and skis really fly when you wipe out. When you want to relive a major wipe-out, or a moment of glory, there’s an Instant Replay option which you can activate immediately after you complete (or crash) a round.

Winter Wonderland

As far as sports-style simulation carts go, Winter Challenge is a breathe of cool fresh air. If you missed cut on the PC version of this title, don’t miss the Genesis-boat. It’s fun, it’s challenging, you can play it with a friend, and you don’t have to freeze your buns off doing it!

Winter Challenge by Accolade, Available now $59.95, 8 megs
LOCK AND LOAD
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Blast through incredible firefights in eleven deadly levels of eight-megabit mayhem. ROLLING THUNDER 2 — Namco’s hot new sequel to the arcade smash hit. Challenge the terrorists alone, or hammer ‘m with super-agents Albatross and Leila together in TWO PLAYER SIMULTANEOUS ACTION! Passwords and unlimited continues keep the action rolling.

Stalk Big Game!

Killer graphics will blow you away!

Capture weapons for fierce firepower!

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The Game Creator
Don't Fire 'Til You See the Whites of Their Eyes

The screen in Desert Strike scrolls 360 degrees. However, you can only see a small portion of the landscape at a time. Luckily, enemies won't acknowledge your presence until you're almost on top of them, which works to your advantage. You can literally fly rings around them.

Mission: Impossible

There are four scenarios in Desert Strike, and all of them are pretty difficult. You'll start by trying to find a lost intelligence agent, as you decimate the enemy's air capabilities. In Mission Two you must rescue political prisoners and P.O.W.s, plus locate and destroy S.C.U.D. missile launchers. In Mission Three, your job is to rescue U.N. inspectors then destroy some biological weapon plants. If you get that far, the locations of enemy ICBMs will appear on your mission map.

PROTIP: In Scenario 1, armor is hiding in the northern hangar of the north air base.

PROTIP: To destroy the heavily-armed military bases in Scenario 1, use hit-and-run tactics. Launch Hellfire Missiles at the watchtowers and AAA's positioned around the perimeter of the base. Then retreat, repair your chopper, and return to finish the job.

PROTIP: In Scenario 1 you need to CAPTURE the enemy commanders, not kill them! If you kill them, you'll get a slap on the wrist from your superiors and you'll be sent back to the beginning of the level.

Apocalypse Now!

When I play this cart, I end up humming "The Ride of the Valkyries." You know, the song playing while helicopters blast the Vietnam beaches in the movie "Apocalypse Now." This game will remind you of that famous scene...plenty of action and explosions. There's even enough military strategy to keep junior generals happy. Desert Strike may be capitalizing on an unfortunate event of this past year, but it's such a well-made video game that you probably won't mind.

PROTIP: To save gas, travel north and south over the water. You don't use ANY gas when you're over water.

PROTIP: Your copter flashes a warning signal when it's running low on fuel. But by that time, it's usually too late. Always stay within reach of fuel.

The enemy's missile launchers are hidden by the desert sand.

However, you've got to find them under the sand. As you know, there's no shortage of sand in the Middle East.

PROTIP: Each P.O.W. or enemy commander you bring in repairs 100 armor points of damage to a maximum of 500 points. Don't bring in more then are necessary. Save some for later.

Desert Strike by Electronic Arts

$49.95, 8 mogs
Available March
Welcome to the force kid. I’m sure you’re aware that the CHASE task force is a high risk unit. We handle all of the high-speed, car chase operations. Crime is at an all-time high and it seems like the scum keeps getting cars that are better and better. So, our outfit is equipped with specially armored and supercharged models. These puppies can flat out fly!

“Speed’s the name of the game, kid. If you’ve got a featherfoot, you’re in the wrong department. You’ll be goin’ 180, hit the special nitro, and WEEE-HAAA! Believe me, your hair will be standin’ at attention. If you think those punk crooks are just gonna pull right out for ya, think again! You’ll actually have to ram ‘em right off the road. You gotta be careful of civilians too, otherwise the captain will fly off the handle. He’ll be the least of your worries.

These criminals are bad news and have a habit of chewin’-up reckless rookies like yourself. You’ve gotta be bold and use your brain. Bad decisions will just make you a dented tin can that’s slowin’-up traffic. This isn’t a nice game of bumper cars, Rookie. In this game, nice guys finish last!
Paperboy

By The Spam Weasel

Dad: Son, I think it's time you take on some responsibility.

Son: You mean mowing the lawn, cleaning up the dog poop, and cleaning my room are leisure activities?

Dad: Don't get smart! I mean a job, a real job... perhaps working at McDonalds. They're hiring, you know!

Son: They're always hiring!

Dad: Or you could get a paper route.

Son: Auuuuuuugh!

Street of Rage

Sound familiar? If you've lived through this scenario, Tengen's Paperboy for the Genesis should be easy. The object is to steer your paperboy down an obstacle littered street and toss papers to the porches and mailboxes of subscribers.

If this game took place in a normal American suburb, it would be a breeze. This suburb, however, is far from normal. There's no timer, so you can deliver your bundle of newspapers as slowly or as quickly as you want. But even Easy Street, the game's first level, is a literal mine field of wandering drunks, giant cats, bratty kids, skateboarders, and moving vehicles.

The game, like the original arcade hit, has you pedalling diagonally across your screen, (from the lower left hand corner to the upper right hand corner). Obstacles spring in front of you, or jump at you from your left, which is where you have to throw your papers.

At the end of each day, you're awarded points for each successful delivery - double points if you delivered your papers to EVERY customer.

You also get points when you cause damage to non-subscribers. That'll teach them for reading that OTHER paper!

Paper Moon

Paperboy is a faithful translation of the arcade classic, complete with all the thrills and spills that made the original so popular. Tengen has even improved the game by adding plenty of digitized voices. Paperboy may not prepare you for the working world, but it certainly will clue you in to some of its hazards!

PROTIP: On Easy Street, take your time delivering to the first two houses, and don't worry about the rest. If you only have two subscribers and you deliver every time, you'll net 1000 points total (500 x 2) each day. Plus, you'll have an easier time making it through the week.

Double Dragon

By The Feline Groovy

It's no secret that those body slammin' Double Dragon boys, Billy and Jimmy, (also known as Spike and Hammer), have been through the video mill a time or two, or three. Now, at last, they're in first-class graphical form on the Genesis in an original, knuckle-busting adventure.

Take That, Street Scum

Billy's girlfriend, Marion, has been beaten and taken hostage by a group of street thugs. Always the honorable bad boys, Billy and Jimmy set out to free her from her captors and give them a taste of their own painful medicine. Punching, kicking, jabbing, knife stabbing, baseball whacking, you name it, it all happens during the four levels of gut-busting action.

If you select the single-player option, you hit the streets as Billy. If you prefer to play Jimmy, plug the control pad into the second slot and off you go. They both have identical moves.

PROTIP: When two or more thugs close in on you, which is often, use a combination kick and elbow jab to get them off you.

The three basic moves are a simple kick, a punch, and a jump-punch. Each move corresponds to a controller button.

The super moves, such as the elbow jab and the flying roundhouse kick, require simultaneous button press combinations, but they're real sure-fire scum busters.

Fighting the Good Fight

Accolade's done an excellent job of translating this arcade-based version of Double Dragon into the Genesis format. The "fist fly-boys" have all their moves down pat and they're easy to control. This, combined with the two-player simultaneous option, makes DD really hot. What more could you ask for? Maybe another level or two. Then again, perhaps Accolade's just trying to keep us hungry for more.

PROTIP: Stay close to the walls when you're near a bridge or spiked pit area. The direction controls are very sensitive and if you're fighting too close to the edge, you'll either fall in or be knocked in.
Light Boy is Bound to Attract Attention

The campfire has died and the marshmallows have been roasted. Now, thanks to Light Boy, the fun really starts! All my Game Boy equipment is safely stored in the Light Boy GAME KEEPER, which is great for on-the-go gamers, like me.

The Vic Tokai Light Boy is too cool. Not only does it magnify the LCD screen 1-1/2 times, but it also comes with batteries! And unlike other accessories, Light Boy has replaceable lights, so the fun goes on forever! It's no wonder Light Boy is bound to attract attention.

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Vic Tokai Inc., 22904 Lockness Ave., Torrance, CA 90501.
By Slasher Quan
and the Unknown Gamer

Capcom U.S.A. has deservedly acquired a rep as one of the hottest licensees in the Nintendo world. With their Mega Man and their Disney lineups leading the way, Capcom is a name gamers trust, and '92 looks like a banner year for them. So, with the help of our undercover agents at Capcom U.S.A., here's a special sneak peek at Capcom's '92 product line. We even scored an advance look at what could be the hardest hitting, not to mention fastest selling, SNES brawniest cartridge ever — Street Fighter II: The World Warrior. Feast your eyes on it, and try not to go gaga while you wait for the gaming!

If you already decimated Drakomar Keep and shattered the Black Orb in the arcades, don't worry! More Magic Sword action is hacking your way on Super Nintendo. This one-player, medieval monster-piece sports some hot gameplay, great graphics, and gruesome evil creature features.

You assume the role of a fantasy quester looking for gold, glory, and of course, Magic Swords galore. Through trials by fire, dragons, and three-headed hydoras, you track down fantastic friends, such as Sorcerers, Ogres, and Ninjas, who help your cause. They follow behind you and mirror your moves, much like the Shadows from Ninja Gaiden II.

Unsheathe your blade, brave warrior, and prepare for the might and magic of the Magic Sword.

Available for the Super NES April '92

One or two Olympians compete in 22 events, including Track and Field, Gymnastics, Bike Racing, and Swimming. Your achievements and world records are stored on battery backup, so you, too, can live forever in immortal sporting history.

Available for Nintendo May '92

The Little Mermaid

Mini-mistress of the deep, Ariel, swished her way into the hearts of young girls and boys everywhere in her NES title. Now, she's swimming into your Game Boy. She's up to her fins in underwater danger. You'll be "under the sea" with The Little Mermaid soon.

Available for Game Boy May '92

Street Fighter II: The World Warrior

So you didn't make the 1992 U.S. Olympic team? Well, you can go for the gold in Barcelona anyway (on your NES, that is). Capcom's first ever sports title, Barcelona '92, will be passing the NES torch soon.
At long last, we have official confirmation. Ryu, Ken, Guile, Chun Li, Dhalsim, and the rest of the Street Fighter II gang are on their way to an SNES near you in a 16-megabit martial arts explosion. The moves, the attacks, the pain, the frustration, and the thrill of heated mano-a-mano conflict are all part of the Street Fighting experience. Capcom assures us that all the elements of the current king of the coin-op hill will be incorporated.

Launchpad McQuack, and the whole cast of DW characters to the NES. This new cart is bound to please fans of non-violent, family-oriented titles, such as Chip 'N Dale's Rescue Rangers and Little Nemo: The Dream Master.

Trouble's everywhere for our rico suave, Duck-on-the-prowl. Trying to preserve his vigilante-of-the-night reputation and of course his debonair appearance, Darkwing swoops out of the shadows to nab the F.O.W.L. mobsters who are putting the clamp on St. Canard. Villains, such as Brushroot, Quacker Jack, Steel Beak, and Darkwing's arch-enemy - MegaVolt, are also making a name for themselves in this crime game. When there's trouble, call DW! "The terror that flaps in the night" is on his way.

Available for the NES June '92

Each of the twelve characters (you choose from eight) has personalized fighting style, animations, and controls. They're all cool, but they're so different that everyone finds at least one or two World Warriors to bond with and master. Like in the arcade, a second player can "join in" any time, only it won't cost you a quarter.

Available for the Super NES June '92

With scaly wings and six-inch claws, Firebrand hovered, flew, and clawed his way through the unearthly environs of 360 degree scrolling stages.

Since the GB version was so hot, we have lofty expectations for the NES incarnation. From the looks of these screens, we can say Firebrand is in for another hauntingly terrific adventure from Capcom. We'll "wing" you more info soon.

Available for the NES June '92

Bionic Commando

Here's a Nintendo classic that's finally charging into some new territory, specifically the Game Boy. If you've never played the NES game, think of the super soldier, Ladd, as Detective Gadget personified. The Bionic Command has a mega-extendo metal arm, which grapples any surface and enables him to swing his way to the top. More to come.

Available for Game Boy September '92

TaleSpin

Spin it...on Game Boy! Yup, big Baloo the bear and "lil' britches," Kit Cloudkicker, had their high-flying fun on the NES, and the GB is next. No details yet, but Don Carnage and his air pirates will surely find a way to wreak havoc on the Seaduck's delivery routes. (Don't tell Ms. Cunningham!) You'll have to wait a while to get down to the, uh, bear necessities. So, stay tuned!

Available for Game Boy October '92

Tough Carts to Beat
By Slasher Quan and Dr. Dave

If you subscribe to the "Nobody bothers me" philosophy of Coin-Op martial arts self-defense, but you need a few lessons in the ways of Street Fighting mastery, listen up! Here's a complete strategy guide to the secret offensive moves in Street Fighter II's arcade version.
(Note: "Towards" means pushing the joystick in the same direction as your opponent. "Back" means pushing the stick in the opposite direction of your opponent.)

**GUILE (U.S.A.):** Guile's strength lies in his ability to unleash a barrage of moves. Watch his low long-range Roundhouse kick!

**FLASH KICK:** Hold Down for two seconds to "charge" his flashing foot. Then press Up, plus any kick button. Use your Flash when an opponent tries to land on you with a jump attack.

**SONIC BOOM:** Hold Back for two seconds. Then press Towards the enemy, plus any punch button, to unleash a deadly Sonic Boom firebolt. The stronger your punch button, the faster your Boom will travel across the screen - a great long-range attack!

**BACKBREAKER:** To grab and backbreak someone while in mid air, Jump Towards him and press the Forward or Roundhouse kick - an excellent counter to many airborne attacks.

**ELECTRICITY:** Tap the Jab or Strong punch rapidly to charge Blanka's Electricity attack. Once he's charged, press Jab and Strong together to extend its duration. Use this shocking move to knock away an opponent when he or she jumps on top of you.

**ADVANCED TECHNIQUE:** Guile can recover from a Sonic Boom faster than any opponent can get back in the action after a fire attack. Use this knowledge to your advantage. For example, just after Guile and Ryu meet head-on with fire shots, have Guile use a turn around Fierce punch. It's a sure hit!

**BLANKA (Brazil):** Blanka has the strength and stamina of a gorilla. His offensive capabilities include long-range moves, such as the Ball and head-crunching close-in assaults.

**BALL ATTACK:** Hold Back on the joystick for two seconds to charge. Then, press Towards your opponent, plus any punch button (the stronger the punch the faster you'll fly). Blanka will curl up into a ball and slam the opponent.

**HEAD CHOMP:** While on the ground, move in close to the enemy and hold Towards him or her while tapping Fierce rapidly. Crunch! Tasty!
ADVANCED TECHNIQUE: Jump at an enemy and use Fierce punch, Strong punch and Roundhouse kick in succession. This is a great three-hit combo and will prevent the opponent from using a throw!

E. HONDA (Japan): Honda’s Sumo style is complicated to learn, but deadly. His slow speed and weak jumping abilities are compensated by his crushing hand-to-hand maneuvers.

EXTENDED PUNCH: Rapidly press Jab or Strong for an extended arm move. Tap both punch buttons together to keep it going.

SUMO MISSILE: Hold Back for two seconds. Then, press Towards your opponent, plus any punch button (the stronger the punch, the faster you’ll fly). Use the Missile move at close range for a double hit!

SUMO CRUSH: Use the same button sequence as a Body Throw, only press Fierce. Honda’s chest acts as a crushing board!

ADVANCED TECHNIQUE: Honda’s Headbutt can be used for temporary invincibility! Tap one of the punch buttons just as an enemy falls towards you from a jump, and his attack will pass through your body. Now’s your chance. Put him away!

DHALISM (India): An Indian mystic, Dhalism, calls on the spirits to summon flames, and makes his limbs fly across the screen.

If he misses an attack he’s vulnerable, but then again he rarely misses.

YOGA FIRE: To spurt out a long-range fireball, which incinerates opponents: press Down, Down plus Towards your opponent (Left or Right), Towards your opponent, and any punch button (the stronger the punch, the faster the fire travels).

YOGA FLAME: Yoga Flame is an in-your-face version of Fire. Press Back on the stick, then Down-Back, Down, Down-Towards, Towards, and any punch button (the stronger the punch, the longer the flame lasts). Use the Flame to zap incoming opponents.

NOOGIE: This time-honored bully maneuver is a Dhaliism specialty. Hold towards the opponent on the ground and tap Strong.

SHOULDER THROW: Use the same moves as the Noogie only press Fierce instead.

ADVANCED TECHNIQUE: You can use the Noogie move over and over. Stun the opponent, grab him with a Strong punch, and when he breaks the lock, do it again!

CHUN LI (China): Chun Li’s muscular legs find ways to overcome anyone who stands in her way.

EXTENDED LEG HYPER KICK: Like Blanka’s Electricity, this one’s easy to use. Simply tap Short or Forward kick to start it up.
Then, press both together to keep it going. Use an Extended Leg to fend off incoming opponents.

**REVERSE HELICOPTER**: Reverse Helicopter is another "charge" move. Hold Down for two seconds. Then, press Up plus any kick button (the stronger the kick, the farther she'll travel).

**BODY PRESS THROW**: This is an all purpose slam, on the ground or in the air. Just hold Towards the opponent and press Strong or Fierce. Chun Li's simplest, yet most effective, attack. On ground or in mid-air get close, hold Towards opponent and press Strong or Fierce. Chun Li's best attack.

**ADVANCED TECHNIQUE**: Chun Li's Forward kick is a lethal weapon when used correctly. Jump onto an opponent. As you begin to land on his head, press Down plus Forward kick. You'll score three or four hits and counter enemy strikes, such as Guile's Flash Kick.

**RYU AND KEN (Japan and U.S.A.)**: Martial arts grand champions, Ryu and Ken, are well-rounded with few known weaknesses.

**FIREBALL**: To unleash the mystic fireball: Press Down, Down-Towards the opponent, and Towards on the stick, plus any punch button. (You'll recognize this classic from the original Street Fighter.) It's a great stopper for aerial attacks.

**HELICOPTER KICK**: Press Down - Down Back, Back, and any kick button (the stronger the kick, the further you'll travel). Catch an opponent off-guard with this aerial assault.

**DRAGON PUNCH**: It's also known as the dreaded "Sheng Long." Press Forward, Down, Down-Forward, then any punch button (the stronger the punch the more damage you'll inflict). You're invincible when you use this move!

Then press Down-Forward and Strong punch for an Overhand Toss, or Fierce punch for an Overshoulder Toss. Whew!

**JUMPING BODY PRESS**: Press Jump, then Down plus Fierce, to drive chest-first into an opponent.

**IRON CLAW**: If you're several steps away from an opponent, hold Towards him or her and press Strong to grab his face with your fist.

**ADVANCED TECHNIQUE**: Advanced Technique is a Spinning Piledriver in mid-air! For a flying knee, jump into an opponent while pressing the Short kick. Then quickly execute a Spinning Piledriver. We have contact!

**ADVANCED TECHNIQUE**: Ryu and Ken can double strike in the middle of a Dragon Punch! Use any punch, preferably a Fierce, halfway through your joystick moves for the Dragon Punch, and you'll double up your damage.

**ZANGIEF (U.S.S.R.)**: Few players have fully realized Zangief's potential, but this Russian bruiser's loads of throws make him the best player in the game for heated close-up conflicts.

**SPINNING PILEDRIVER**: The most damaging move in the game, the Spinning Piledriver, knocks off one-third of an opponent's entire lifeline! Move right next to an opponent, then spin the joystick 360 degrees and press Strong.

**ZANGIEF'S MANY THROWS**: As you probably know, Zangief's variety of in-close moves makes him the SFII grappling champ. Hold Towards an opponent and press Strong punch for a Piledriver, Fierce punch for a Suplex, Forward kick for a Backbreaker, or Roundhouse kick for a Backsling. Or you can press Down-Forward and Strong punch for an Overhand Toss, or Fierce punch for an Overshoulder Toss. Whew!
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Any questions? 415/570-7005.
By Monty Haul

Across the Pacific, Japanese series, such as Dragon Quest, Y's, and Phantasy Star, reign supreme. But recently—translated Final Fantasy II for the Super NES, (number four in Japan), is light-years ahead of the rest of the pack. This Team GamePro Reader's Choice RPG of the Year features a complex movie-like storyline: a slew of intriguing subplots and events; dynamic characters; vibrant colorful graphics; and "themed" music, which changes moods to fit the situation.

You as Cecil, the ex-Red Wings Captain, lead your companions into the heart of political problems raging in the troubled country of Baron. Villages are being ravaged by the King's "gifts," which devastate and destroy. There's more going on here than meets the eye. What is the tower of Bab-il? Who exactly is Golbez? What is his connection to Cei- cil? Read on for a few answers not found in the manual.

Final Fantasy II truly redefines the standards for fantasy adventure games. Silly one-dimensional characters, needless hack 'em combat, and linear gameplay will be things of the past if other RPGs learn a lesson or two from this cart. No, it's not the "Final" Fantasy. Part Three's already in the works. However, Final Fantasy II is one small step for Square Soft, and one giant leap for SNES role-playing games.

#1: About midway through the game, you can descend into the Underground by placing the Magma Key in the town of Agart's well. Proceed on to aid the King of the Dwarves. Defeat the Calbrenna dolls hiding behind his throne. After Rydia helps you fend off Golbez, she'll finally rejoin your party.

#2: The Dwarves advise you to head for the Tower of Bab-il, where you must retrieve one of the Dark Crystals. Dr. Lugae and his wacky creation, Balbasp, await. Stick it to the Doc first with Kain's Jump attack, then concentrate on the big B. After they're crunched, use your Tower Key on the fifth floor to enter the control room. Karate Master Yang will sacrifice himself to save the Dwarves from total destruction!

#3: Return to Baron's surface for repairs to the Enterprise and you'll gain the Hook. Now grab your Hovercraft and head for the Cave of Eblan. Inside the cave, Edge, a skilled Ninja and Prince of Eblan, joins your party. He has a vendetta to repay Rubican, the Fire Fiend, responsible for the destruction of Edge's castle.

#4: Reenter the Tower of Bab-il, via the cave passageway, and confront Edge's mom and pop, who have been swayed by the evil of Golbez. Don't attack them, just choose Parry and cast healing spells. Then summon Rydia's Shiva and cast Edge's Flood to wash Rubican. After Rubican is slain, fall through the pitfall, retrace your steps, and climb aboard the Airship Falcon to escape. Return to the Dwarves' Castle, talk to the King, and he'll reward you with the Luca Key from his daughter's necklace. Cid will provide a tune-up for the Airship, which enables you to cruise over lava.

#5: Fly west of the Dwarves' Castle and enter the cave on the island, which is the Land of Monsters. Grab the Rat's Tail from a fourth-floor treasure chest, (you'll need it later). Keep exploring. Defeat Queen Asura by casting the Wall spell on her, making her unable to heal herself. Follow it with Kain's Jump attack. You'll then be able to summon the Queen at any time to heal your party. Take on King Levitator, win, and you'll score his Summon spell as well. Finally, fly southeast to the Sealed Cave.

Final Fantasy II by Square Soft $69.95, Available now 8 mags

GamePro's Game Rating System

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Final Fantasy II by Square Soft $69.95, Available now 8 mags
#6: To ditch the bothersome Trap Doors, use the Party command until Rosa is highlighted. Then, cast Wall spell on the party member being searched by the Door. The death spell will bounce off the Wall and reflect back onto the Door. Dust the Crystal guardian Evil Wall quickly with Summonings and Jump attacks, or it'll move in and crush you. After you tear down the Wall, Golbez will once again put the mind-mush on Kain and force him to swipe the Dark Crystal. Return to the Dwarves' Castle, and Cid will refit the Airship with a Drill. Blast a hole through the sealed passageway, return to the surface, go to Mysidia, and watch as the Big Whale Ship surfaces.

#7: Now's the time! Take the Rat's Tail to the Grotto Adamant cave, south of Silvera, and exchange the Tail for the Adamant. Bring the Adamant to the smith Kokkol, in the southeast corner of the Underworld, and he'll use it to forge the legendary Excalibur! While you're powering-up, another Caller spell can be had by returning to Baron Castle and casting Leviathan to beat King Odin. Once he's under your command, Odin will wipe out a screenload of weaker enemies. Next, catch the Big Whale express ticket to the Moon. The Whale's useful because it can zip just about anywhere. Plus, you can rest inside it to regain hit points, and store items with the Big Chocobo.

#8: Spelunk your way through the twisted tunnels of the Lunar Paths. Reach the Crystal Palace, and talk to FuSoYa of Lunar's Lair. This wise Lunarian will reveal many things, which were once shrouded in mystery. Then he'll join your team to help topple the ultimate evil controller of Golbez, Zemus.

#9: The Giant of Bab-il assails the Earth! All your allies join forces to defend the land with Tanks and Airships. In the end, you must sneak into the Giant's mouth and destroy him.

#10: Uh oh, they're baaaaaack. The elements return to preserve the Bab-ilian Giant. Take out Milon with fire or cure-based magic, Rubicant with ice, Kainazzo with lightning, and Valvius with Nukes and Meteors. When needed, restore FuSoYa's Magic Points with Ether. It's not over yet! The mastermind behind the Giant, (the CPU), stands in your way. Eliminate only the Defender and leave the Attacker alive, (the CPU will be unable to cast Globe 99), and pound away with hand-to-hand attacks. Cast Rosa's Cure 4 on the entire party often, and be ready with plenty of Ethers and Elixirs.

#11: FuSoYa confronts Golbez with the Meteo, and Golbez is released from the forces that have enslaved him. They leave together to confront Zemus back on the moon. Just before the Giant collapses with you still inside him, Kain shakes out the cobwebs and leads you to safety.

#12: Before entering the Lunar Subterrain, fly to the northwest corner of the Underworld and work your way through the Sylvan Cave. Cast Float to avoid taking damage from the poisonous green tiles. The fairies will teach you Sylph. To learn one last Caller spell, trek through the Cave of Bahamut on the moon and take out Bahamut with multiple Blitz and Asura spells. Bahamut will prove invaluable during the end-game confrontations. Now you're ready for Zemus!

Stay tuned for the conclusion of Final Fantasy II in GamePro's Game Busters soon!
GOLF POWER

Greg Norman

Close your eyes and imagine the perfect golf course. Whether you conjure up an image of a real-life, world famous course or visualize a championship course of your own design – if you can dream it, you can play it with Greg Norman’s GOLF POWER. Our exclusive Course Designer with battery back-up allows you to customize your own 18-hole championship course and then save it in memory.

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to see something wild, check out a top-view level in two-player mode. It gives you split screen action with no slow down whatsoever! And they said you couldn’t do that on a SNES!

The Red Falcon has taken over Neo City!

**A View to a Kill**

As mentioned in the preview, (see Game-Pro, Feb. ’92), Contra III — The Alien Wars features both sideview and topview stages. The sideview stages are the traditional Contra fare — nonstop horizontal scrolling action where you blast away with your machine gun or launch an M-80000 Helio Bomb.

The topview stages offer some unique gameplay for an action-adventure cart. Unlike the sideview levels, these stages allow you to pick your starting point. Your goal is to wipe out a certain number of targets before tackling the boss. The Left and Right buttons, only in the second and 4th levels, control the direction you face. By hitting both of them simultaneously, plus holding down the Y button, you become an awesome, spinning, shooting machine. If you really want mode. Otherwise, you’d better jump when you pass them. If you’re dressed like a fire hydrant, you better run for your life!

replaced by gun-toting terrorists, and Man-Faced Mutts have taken the place of pigeons.

**Upgrading your weapon is as easy as grabbing the nearest weapon Wing Ding.**

**Beauty and the Beasts**

Contra III begins on the rubble-filled streets of Neo City. No longer is this a bustling metropolis. Shoppers have been

**PROTIP:** This huge aircraft will give you a major hotfoot if you don’t leap up on a platform when it shows up.

But the Man-Mutts and Terrorists are small potatoes compared to some of the giant beasties this cart sends your way. I’m talkin’ B-I-G!

You go toe-to-toe with the largest monsters ever to infest a video game, such as the Beast Kimkoh, the Metalli-can, the Robo-Corpse Twins, and the Vicious Slave Hawk. Once again, there’s no slow down and no flicker!
**PROTIP:** Blast the Beast Kinkoh in his glowing red heart to damage him. Four or five Helio Bombs, plus some additional blasting, will finish him off.

**PROTIP:** The Flame Gun is the ideal weapon for the first half of Stage Three.

**PROTIP:** Challenge the Robo-Corpse Twins from the sky. Once you destroy their legs, they can't reach you if you hang from the ceiling.

**PROTIP:** When this spiked creature starts to flame – better jump for the nearest girdler. He's about to go down in smoke.

**War Is Hell!**

With its dark, detailed backgrounds, sky-illuminating explosions, and humongous boss monsters, Contra III - The Alien Wars shows exactly what your SNES can do with graphics and animation when some talented programmers get a crack at it. When you get through with this cart, you'll feel like you've been through a major military skirmish. War may be hell, but in Contra III it's a blast!

**PROTIP:** You can't damage the wall-walker until you reach the top of the wall. Just concentrate on climbing and avoiding the missiles.

**PROTIP:** You can damage the Megasquito when his red eye shows. When the eye is closed, move to the far left to avoid the bombs.

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**GamePro's Game Rating System**

Contra III - The Alien Wars by Konami

Price not available

Available March '92, 8 mgs
By Colorful Commentator

You already know them from televised wrestling events, home and arcade video games, and even their own movies (such as Hulk Hogan's "Suburban Commando" and Andre the Giant's "The Princess' Bride"). Now for the first time ever you can get to know the World Wrestling Federation superstars up-close-and-personal-like on a 16-bit screen near you. Yeah baby, it's WWF Super WrestlingMania by LJN for the SNES! But whether this cart struts the real stuff or just talks tough is yet to be seen.

PROTIP: To jump outside the ring and slug it out on the cement, hold Button Y and tap Left or Right.

PROTIP: Don't run into tumbuckles or you'll be dropped by the impact.

SUPER Wrestlemania

Pick a Fight, Any Fight
You select your battle from a regular One-on-One match, a Tag Team two-grappler face-off, or a full blown Four-on-Four Tag Team called the Survivor Series, in which each foe must be eliminated individually. Unfortunately, there are no tournament or championship bout modes available, so it's one match and out every time. One player can take on the computer or two can face off against each other.

The Final Cut
If yer not into big brawlers and bigger part, go home and stuff a sweatsock in this cart's not for you, pencil-neck geek! But if you are a WWF buff, you probably wanna know whatcha gonna do when LJN's version of Hulkamania tries to run wild on you? Even with the prayers, the training, the vitamins, and of course the power of a 16-bit processor, WWF Super WrestlingMania isn't the ultimate grappling title.

While Super WrestlingMania's visuals are boffo, the play controls are a mite sluggish. Overall, you don't get enough moves and the lack of tournament play is a drawback. This cart's not a Heavyweight champ but more like an Intercontinental contender. So only if you're a diehard pro wrestling musclehead, get pumped. Get psyched. Get the WWF!

Off the Top Rope
An awesome assortment of kicks, punches, grabs, holds, and other moves is essential to any pro wrestling cart's success. The good news is Super WWF provides a total of 16 attacks, some are used while running, others while standing.

Four mugs only a WWF promoter could love.

Mat Mania
Each grappler looks like his real-life counterpart, thanks to cool digitized images and movement. The ring and audience scrolling is smooth but not overly spectacular. Accompanying theme songs, such as Hogan's "I Am a Real American," are hot, but the in-game grunt sounds are not.

Still, and others while your foe is lying flat on his back. The bad news is all the assaults are identical for each grappler, so you can't pull of any special patented "finishers," such as Jake "The Snake's" devastating DDT.

GamePro's Game Rating System

WWF Super WrestlingMania By LJN
$99.95
Available March '92
He's Back To Protect The Innocent.

This sizzling sequel brings back "The Future of Law Enforcement" to face his greatest challenge ever! ROBOCOP returns to rid the lawless streets of Detroit of the deadly new chemical, "Nuke."

In 15 slammin' levels, you'll have the firepower of an entire army battalion — which you're going to need, because when OCP unleashes Cain, it's a final struggle of robo-power versus robo-power.

The name of the game
By Earth Angel

Calling all members of the Master Higgins fan club! Hold on to your hats...and loin cloths. The master-maester is back.

The indomitable Higgins has saved the peaceful denizens of Adventure Island more than once when danger threatened in the form of nefarious Witch Doctors and the like. Now the Master's ready to kick-back, enjoy a few island coolers, and spend the rest of his days snuggling with his honey, Jeanie Jungle. Enter Dark Cloak. Higgins' stargazing "a deux" with Jeanie turned into a chilling experience when Dark Cloak gave the Master's main squeeze a heart - and body - of stone. Now Higgins has to seek out the Dark one and get his gal pal back.

A New Adventure

The name of the game may be essentially the same, but in this first 16-bit adventure for the feisty Higgins by Hudson Soft you're gonna' notice quite a few changes: First off, 16-bit graphics and super sound. Bigger sprites, gorgeous colors, and vertically and horizontally scrolling arcade-style action give this island adventure a different look and feel from its precursors. Higgins still runs, jumps, and rides a skateboard, but he doesn't ride any dinosaurs. His weapons of choice in this island encounter are an Axe or a Boomerang - and this time around he doesn't have to break any eggs to find them. They're right out in the open. Higgins grabs up to four of each weapon to power them up to Fire Weapons.

Adventure Island has the perfect climate for growing tropical fruit, including Bananas, Kiwis, and Pineapples. This is fortunate because Higgins needs to grab snacks to keep his energy meter powered up. As he leaps across the island his energy drops. When it hits zero he's a goner.

**PROTIP:** Fire your weapon all around the star at the end of each round to make hidden fruit appear. This also works in random areas of other levels - for example, in the branches of the tree and underwater.

**Island Hopping**

Higgins' journey across Adventure Island takes him across some familiar, and not-so-familiar territory - five rounds, each with four areas and a big, bad boss battle at the end. In addition to romping across the familiar island paradise, Higgins journeys through a cavern, swims underwater after he's swallowed by a whale, shivers across a frozen mountain-top, rides a minecar inside of a mine, and even climbs a tree.

**PROTIP:** To defeat Kraken at the end of Round 2 you'll need the Boomerang - preferably fully powered. Just swim to the lower left-hand corner of the screen, swim along the lower edge, and fire Boomerangs at him. He'll fry in about five seconds!

Each level also features a hidden Star Bonus Round where Higgins can jump to claim prizes, and, if he completes the bonus round perfectly, earn a 1-Up. And speaking of 1-Ups, you'll earn one every 50,000 points - and you're gonna' need them all. Two continues, with three lives per game aren't gonna' take you very far on this island vacation!

**Island Vacation**

Graphics and sound make this 16-bit island paradise a feast for the eyes as well as a challenging game. Despite a few minor flaws - the gameplay seems a little sluggish because Higgins just doesn't move as crisply as his smaller self in the 8-bit games - fans of the original classic game and its sequels will find this island adventure a real trip!

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**Graphics**

**Sound**

**Gameplay**

**Fun Factor**

**Challenge**

Super Adventure Island by Hudson Soft

$59.95

Available March '92, 8 megs
There’s Something Scary In The Kitchen.
And It’s Not Your Mom’s Tuna Casserole.

No counter top is safe, as hundreds of history’s most hideous creatures from the Monster In My Pocket™ series rip through six terrifying NES™ levels. To beat these beasts, you must transform into the Monster or Vampire, or team-up to knock skulls with Goblins, Ghosts, Zombies and more on your way to a final showdown with the Warlock. Luckily you’ll have special powers within your fists and fingertips to keep these little terrors from getting big heads.

KONAMI®

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looks good, too, but since this is a brains not brawn fighting game there's little button-selling involved, the CPU refers all the action.

Each time you attack an opponent, you see both units on screen and there's a slight bit of animation for their weapons and shields, depending on what weapons are activated. Then the CPU tallies hits and destruction. The five mech-warriors have some pretty snazzy attack units, which pack enough firepower to destroy anything that stands in their way. But strategy is the name of this game, if you don't plan your tactics and use the right mech for the right job, you're a pile of junk in no time.

**Phantom Strategy**
Lady Phantom is one of the first Super CD-ROM games to hit Japan for the PC Engine's CD-ROM2 compact disc game system. In order to play a Super CD game, Japanese gamers must either own the new CD system or upgrade their existing PC Engine CDs with the System Card 3.0.

This game is a military-style, strategy roleplaying game where you wage outer space war across a huge interplanetary battlefield with the help of the PC Engine CPU. Lady Phantom is set up like Military Madness, where you must make strategic decisions and then dispatch battle units to fight the enemy. The game operates across a map with a hexagon grid on which you make your moves.

**Mechanical Mayhem**
The storyline takes place in the far-off future where all wars are fought with personalized robotic attack suits that are armed to the teeth with high-tech weapons. The pilot sits in the center of the suit and makes it move with complicated controls. This sounds good and

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*By Doctor Dave*

An evil intergalactic empire has invaded neutral parts of the universe. Someone has got to stop them before they become too powerful. Five women, masters of special mechanized attack units, band together to form an elite robot fighting force, Lady Phantom.

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You can toggle the hexagon grid on and off.

Cinematic animation keeps the storyline flowing. The characters each have unique personalities!

The game packs eight complex missions. In between each mission there's a highly detailed animation sequence. The animation builds in complexity and definitely gets better after each scenario.

**Fighting Lady**
Lady Phantom looks complicated, and the fact that it's in Japanese doesn't make things any easier. But it's actually real easy to pick up the action once you figure out the controls and the options. If you like Japanese strategy, give this CD game a spin!
By Boss Music
They're tiny, they're Toony, they're all a little loony.
They're the stars of the #1 kids-of-all-ages animated show on TV, they're Steven Spielberg's cartoon creations, and now they have their own Game Boy cart from Konami. They're the Tiny Toons! And you're invited to their first handheld adventure.

Babs Goes Big Time
Buster and Babs Bunny (no relation) are known as the hip-happiest Toonsters at Acme Looniversity. But when Babs goes Hollywood and auditions for a starring role in an Acme Loo theater production, greedy Montana Max goes cash crazy (so what else is new?) and tries to zone off the theater as his own private vault - with Babs locked inside. Buster's not one to blow a gasket, but now he's hoppin' mad! Along with pals Plucky Duck and Hamton Pig, he vows to bounce Monty's check before Babs is hare fricassee.

True-to-TV Looks and Sounds
So you want to "Toon-in" some great music and graphics? Tiny's cartoon characters are animated like a charm, and the theme song is rendered astonishingly well on the GB. This cart is as sweet to the senses as it is fun on the thumbs!

Exchange Students
You play the three amigos, Buster, Plucky, and Hamton, and you can switch off between the Toons any time. You get two Montana-bashing moves: the standard stomp-jump and the fruit toss (carrots for Buster, pineapples for Plucky, and watermelons for Hamton). They share three lives, but you can find more along the way. You also get two continues. Each character has his own personality quirks,

Swap your Toon persona whenever you want.

but they all play basically the same. If you're a Toon watcher, you know and love the cast, even the "extras." So some of your fav furry and feathered friends make cameo appearances to lend a helping hand...or paw.

PROTIP: Use an enemy's head as a springboard to hop extra high. Hold Up to enter inverted tree stumps.

Let's Party, Buster Style
You take the Toony trio through four levels of Acme Acres hilariously. You begin your quest for Babs' safe return in the back lots of the Looniversity, where you fight off Rodney Rats and rilly-poly armadillos. In Level 1 that Tasmanian bud, Dizzy Devil, will help you burrow under a cliff if you can find him first.

PROTIP: To feed Dizzy his dinner at the end of Level 1, rotate the shelves bearing chow and he'll have a full belly. Watch out for hazardous-to-your-health spikes!

Next you hit the streets and the sewers in Level 2, and you must survive pipe mazes and a train trip. Furball the cat knows the ins and outs of the back alleys, and he'll guide you through if you can defeat him at a game of hide-and-seek.
Level 3 is a spook-fest of a forest with a creepy Ghost House at the end. Fifi the skunkette uses her tail's odoriferous emanations to make the evil trees clear the way for you to proceed.

**PROTIP:** Dodge backwards when the forest ghouls drop pine cones from the trees.

The Acme company is the self-proclaimed "leader in defective gadgetry," so when Calamity Coyote gives Buster a ride on his Rocket Bike at the beginning of Level 4, you can bet it's fast, it's scary, and it HAS NO BRAKES. Yikes! To make this trip hell on wheels, every hare's worst-playmate-of-the-century nightmare, Elmyra, chases after your tail. And finally Shirley the Loon gives you a lift to Monty's mansion with her mystical powers at the end of the level. If you claw your way to the big house you'll be staring down the cartoon pipe at plenty of Toon-splattering gadgetry.

**PROTIP:** Press Right to accelerate your Rocket Bike out of Elmyra's all-too-loving arms, but slam on the brakes before each pit and jump.

**PROTIP:** To win at the Montana Mash game, be quick and return to the center of the screen after you bash a rat. If a Monty pops up, sock him for a super bonus score!

**Dat's All Folks!**

Tiny Toon Adventures is as light-hearted as its broadcast big brother, and if you like the show, you'll love each and every screen in the portable rendition! You don't need to be a GamePro to beat this cart, so Toonsters young and old are invited. Even after you win once, you'll come back to this "Anvil Symphony" of video gaming over and over again. No doubt about it, you'll earn your Toon degree in no time!

**Toon Diversions**

Somewhere in each level you can play special bonus games for ammo, points, prizes, and extra lives. There's a "Whack the Mole" game only you have to "Whack the Monty," there's a race-off between you and your choice of Tiny Toon opponents, and you can play a Toon slot machine. The games cost money, so grab cash icons and Toon-in when you can.

**PROTIP:** After you spelunk through an underground passage and appear later on the surface, backtrack to enter bonus games you might have missed while you were underground.

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**GamePro's Game Rating System**

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**Tiny Toon Adventures by Konami**

Price not available
Available March, 1 meg
By Andromeda

Battering Bacterions! A seemingly routine space patrol turns ugly when alien fire erupts suddenly from all directions. Your only route of escape – the Akarian Asteroid Field. This just isn’t your lucky day.

The Bacterions Are Back!
To escape you’re going to have to successfully pilot your Vic Viper Model BP 456Y 50-foot starfighter through the Akarian Asteroid Field, the Bacterion Command and Control Center, the Askkin Meteor Belt, the AAAAAAAagh! Zone, and the Fifth Dimension. In all you have five levels of side-scrolling intergalactic shoot-em-up action.

**PROTIP:** In all areas of this game, and especially in Level 1’s asteroid belt, rapidly hitting Select gives you pseudo-slow motion – and a way to navigate through seemingly impossible areas.

Fans of the series know that the Vic Viper has previously battled the Bacterion menace successfully in Gradius and Life Force for the NES, Nemesis for the Game Boy, and, most recently, Gradius III for the SNES. This latest adventure features elements from all of the previous titles.

The gameplay uses the same power-up system found in previous Gradius space quests. You destroy alien marauders and every so often a power-up generator appears. Grab these to advance your power-up gauge, and hit Button B to activate the power-up of your choice. As in Gradius III you preselect certain weapon types. Before your game, you can decide if you’d like to tote a double laser or a ring laser, and use front and/or rear weapon and missile firepower.

**PROTIP:** Watch for the Mega Blast Device which occasionally appears when you destroy a Bacterion. It enables you to blow everything onscreen to smithereens. This one’s in Level 11!

**PROTIP:** When you reach the area of Level 3, where strange beings materialize out of thin air to attack you, just keep firing and fly in a counter-clockwise direction.

**PROTIP:** Watch out for alien asteroid pushers in Level 3. They’ll hide behind asteroids and then try to push one right into your face.

**Grading Gradius**

Fans of this series are gonna’ love this big hand-held space shooter (2 mgs!). It features the best elements of the Gradius series, including the latest weaponry system found in Gradius III. On the downside, your eyesight’s gonna’ suffer. The Vic Viper had to get mighty small to fit on your Game Boy screen and it’s sometimes tough to know just what’s coming at ya’. Combine this with some of the toughest Gradius levels yet and this cart’s a tough challenge! But heck, Konami’s proved once again that good things can come in small packages.

**Déjà View**

As you battle your way through the deadly environs of the Bacterion galaxy you’ll see a few old familiar faces – including more than a few members of the Bacterion Beast Squadrons, as well as some of your favorite big bad Bacterion bosses.

**PROTIP:** Some old familiar alien bosses appear in each variation of the Gradius games. For the best results use your fa

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**GamePro’s Game Rating System**

- **Graphics:**
- **Sound:**
- **Gameplay:**
- **Fun Factor:**
- **Challenge:**

**Gradius: The Interstellar Assault by Konami**

Price not available

- Available now
- 2 mgs
Here's one way to take Sonic The Hedgehog wherever you go.
Donald waddles along, he uses a giant Hammer or a Flying Disk to whack the bad guys, but he can also hop on their heads. Those webbed feet are deadly. By land or by sea, Donald's some duck. He climbs trees, mountains, and even takes a dip or two, a chance to show off his swimming prowess.

Our birdbrained friend can also snap Stars to up his life bar and assorted Gems to score big.

**PROTIP:** Back off from beehives in the Northern Woods. They'll drop to the ground and explode. Only then can you pass safely by.

**PROTIP:** You'll find two 1-Ups high in the trees above the Northern Woods. And by the way, even if you're on the branch below the 1-Up or another power-up, a good leap usually snags you the goody.

**PROTIP:** There's a 1-Up high in the third tree in the Great American Woods, and in the second tree past the first swimming area.

**PROTIP:** In the Andes Mountains, power-up your character by standing next to the blocks where the bear with the bat pops out and over. Keep whacking the bears as they appear until you've got three stars and the weapon you like. You can repeat this procedure at the second bear block later in the level.

**A Rare Bird**

Now don't quack up. The Lucky Dime Caper is above-average Game Gear fare. Hop and bop gamers will enjoy the mosaicque gameplay, tougher and longer than some of the previous Game Gear carts. Cutesy graphics have that timeless Disney charm, and Donald's always a "quack" character, especially when he's blowing his lid. What else is there to say — the Lucky Dime Caper is just ducky!

**Animal Quackers**

Donald can take three hits for each life. He can snap 1-Ups, and use endless continues. Even so, this title is tougher than the average Game Gear offering. Fortunately, power-ups sometimes appear when Donald trashes the bad guys. In addition to Hammers and Flying Disks,
Sonic is always a cut-up, but if you want him to go, put down the scissors and pick up Game Gear. With 32 on-screen colors, great Sega graphics and optional stereo sound, Game Gear is the only way to play. And Sonic is leading a huge pack of wild games available on Game Gear. Over 75 titles in 1992. So get moving. Get Sonic The Hedgehog on Game Gear.
Your energy pack is your lifeline. Each shot you fire, every hit you take, and the longer you take to complete a level, all deplete your energy level. Your game is over once you run out of energy, and Mapper, which provides you with an overhead view of your position on a level and also details the position of every enemy, bonus item, warp, and exit.

PROTIP: Keep an eye on your energy level and always try to plot the shortest route between you and the Exits.

You can purchase these options from the Vending Machines at the end of each level. That means you'd best keep an eye out for coins. The 13 power-ups for sale include: Keys to open locked passages leading to warps, Monster Mappers, Guard Mappers, Second Shots, 125% Energy limit, and Transfer Coins to your partner.

PROTIP: You needn't spend all your money every time you reach the vending machine. Purchase only what you would need to help you get through the next level.

X Marks the Spot

XYbots is a solid, fun-packed, entertaining shooter enhanced by excellent three-dimensional perspective and graphics. The action isn't exactly fast and furious, but the twists and turns in the mazes are sure to challenge you. As the only game of its kind for the Lynx, XYbots will X-cite you!

PROTIP: Don't pick up energy orbs if your energy level is high. Remember where it is and come back for it later.

PROTIP: Wasting time and shots equals wasting energy.

there are no continuous. Fortunately, invaluable energy orbs are scattered throughout each level to give you a vital shot of juice!

You have two exceptionally powerful weapons in your arsenal. One is the super Zap ray, which takes out every nasty on-screen, but it uses an exorbitant amount of energy. The other is the Auto-

PROTIP: Since both you and the XYbots can only shoot straight ahead, if you can't hit the XYbot, it can't hit you.

PROTIP: Remember that you move within a three-dimensional playing field. It's important to do a quick spin-around every so often to check if something is sneaking up on you!
Master the Islands!

Princess Tina is lost and only Master Higgins can find her! Go thrashin' on your skateboard or ride powerful dinosaur steeds as you search through 8 wild and uncharted islands. You'll face poisonous spiders, spitting cobras and a host of guardian monsters that are just waiting for an intruder to snack on! Take off on the adventure of a lifetime in these action-packed games for the NES and Game Boy!

- Crack open hidden eggs for a massive bonus or super shortcut!
- Spectacular graphics and excellent game play highlight the action!
Arcus Odyssey (Genesis)

A Pléthora of Passwords

Here's an assortment of codes for Arcus Odyssey's different characters.

Diane Fireya
Act 2: GJEIAACRT
Act 3: GJWZAIJEMK
Act 4: GIRCQJÍÍX
Act 5: IISDUXPUI
Act 6: HIIUHUZMRNZ
Act 7: HIIBUYWUG
Act 8: HXBUZJIOHB

Jedda Chef
Act 2: GDDAAIAABZ
Act 3: GIEIÁAECÁ

Act 4: GJEICAILLIQ
Act 5: IJECIIOUJO
Act 6: KICBEPQ3F
Act 7: KICBHVWVG
Act 8: KJCBHNJYXR

Erin Gashuna
Act 2: HJIAIAAABB
Act 3: HIIYAIAGC3
Act 4: HIIAQQIJKDK
Act 5: HJAAQYIIOUZ
Act 6: HIKEQYIRVC
Act 7: HIKEQYIVOH
Act 8: HJKNQYIOZPK

Bead Shia
Act 2: FA2HAIAADRR
Act 3: FI4AIAPSB
Act 4: HKECDJÍLDO
Act 5: HUEDAQIPMX
Act 6: HNODESQVR
Act 7: HNONDEIVWC
Act 8: KR0IDIZX5

You can combine passwords for a two-player game as long as both players enter the Act number.

Joshua Symmonds, San Francisco, CA

Centurion: Defender of Rome (Genesis)

Own the World!

Talk about the ultimate password! Type in this code to simply own the world:
QDUQ YQ55 55SB
55NK VQXW NPJI
Michael Rieg, Medina, OH

Moonwalker (Genesis)

Invincibility

Insert Space Harrier II into your Genesis. Remove it when the title screen appears, and insert Moonwalker. Finally, push Reset and you should be invincible.

Andrew Shive, Louisville, KY

Rockin' Kats (Nintendo)

Six Extra Lives

To power-up your character and earn six extra lives, simultaneously hold Down plus buttons A and B. Then press "Start" twice. You can use this trick as often as you desire.

John Worker, Winona, MN

Faria (Nintendo)

Invincibility Code!

Enter your name as "GaoGao" to receive invincibility, unlimited gold, and other great bonuses.

Padolr Gao, Foster City, CA
Saint Sword (Genesis)

Passwords

Here are the passwords for each level of Saint Sword:

Chapter 1: GOQIJH
Chapter 2: HYZD4W
Chapter 3: GSOGIA
Chapter 4: NZNFMI
Chapter 5: MQOFAL
Chapter 6: UZKGMH
Chapter 7: VWJFSK

Allen Pendaruis, Charleston, SC

Mega Man 4 (Nintendo)

Mega Passwords!

Enter the following codes to begin your game with the following weapons:

Toad: A3, A5, A6, B1, D1, E3
and Bright: A2, A3, A5, B2, D1, E3
and Pharaoh: A1, A5, B4, C1, D1, D3
and Ring: A1, B4, B6, C4, D1, D3
and Dust: A1, B4, B5, C6, D1, D3
and Skull: A1, B4, B5, D2, D3, F2
and Drill: A1, B4, B5, E2, E6, F3

Boss Music

Hardball! (Genesis)

Championship Passwords

Here's the pitch Hardballers. Each of the following passwords launches you into the World Series with a commanding lead of three games to none.

Boston vs. Texas: iAAEIGbe
California vs. Baltimore: kcB3GIDi
Chicago (AL) vs. Chicago (NL): 2cA2cAdi
Chicago (NL) vs. Chicago (AL): 2AAGGAbf

Cincinnati vs. New York (AL): dcA2HFD8
Cleveland vs. Houston: KcD0acDK
Detroit vs. Milwaukee: acA7HJD2
Houston vs. Boston: ccA7ED6
Kansas City vs. Cleveland: 0cA7JKDa
Milwaukee vs. Kansas City: 0AAE
Minnesota vs. Cleveland: 1cB5JKDa
Montreal vs. San Diego: gAAEGEdk
New York (AL) vs. New York (NL): FA1eBHbf
New York (NL) vs. Atlanta: hAAEHbb
Oakland vs. New York (AL): jcA2HFD2
Philadelphia vs. Los Angeles: eAEECb5
Pittsburgh vs. San Francisco: fAAEFDrb
St. Louis vs. Cincinnati: dAAEDB7
San Diego vs. Cleveland: gcA7HKDg
San Francisco vs. Boston: fcA7ED3
Seattle vs. Toronto: 3cC6jbDE
Texas vs. Detroit: icB6jAdb
Toronto vs. Los Angeles: eAafiBba

Deverell Baty, East Lansing, MI

Phelios (Genesis)

Expert Mode

To play an Expert mode in Phelios, insert Golden Axe, remove it at its title screen, insert Phelios and press Reset. Try it a few times and you'll be in expert mode.

Rachel McPhee, Waldoboro, MA

Wurm (Nintendo)

Journey to Any Act

Use these passwords to start deep inside the center of the Earth.

Act 2: 3196
Act 3: 3569
Act 4: 1719
Act 5: 1024

Brian Kozol, Topeka, KS

Remember: Pulling any cart out of your system when the power is on can permanently damage your game unit. Perform this trick at your own risk.
Super Ghouls 'n Ghosts (Super NES)
Stage and Sound Select!

To enter a stage select mode, go to the options screen, place the cursor on Exit, hold L, R, Start, and Select on Controller Two, and press Start on Controller One. Now pick a stage or a sound!

Boogie Man

Dynamite Duke (Genesis)
Secret Option Screen

To access a secret Option Screen, enter the Option Mode, press C ten times and then the Start button. You can skip stages, add extra lives, and boost your continues.

Jermaine Hanks, Chicago, IL

Super R-Type (Super NES)
Stage Select

If you want to cheat a little, or cheat a lot, in Super R-Type – here you go. At the title screen, hold down the R button and press Up nine times. You'll hear a tone. Press Start, then Pause the game. Hold down R and A together, and then press Select. Finally, press Up or Down to choose your level.

Ricardo Scott, Detroit, MI

GameTime Deluxe
(Game Boy)

Passwords Revealed!

Punch in these codes to access BurgerTime's many levels:
Level 2-1: Two Eggs, Hot Dog, Burger Guy
Level 3-1: Hot Dog, Two Burger Guys, Pickle
Level 4-1: Pickle, Two Eggs, Pickle
Level 5-1: Two Tomatoes, Pickle, Burger Guy
Level 6-1: Pickle, Two Tomatoes, Hot Dog

James Stockwell, Parchment, MI

Slider (Game Gear)

Passwords!

Slip slide ahead of your game with these slider passwords:
Level 25: JAPI
Level 50: AGAG
Level 75: JGPO
Level 99: PCJK

Gary Indiana, Gary, IN

Do You Have a Secret Weapon?

If you do, submit it to GamePro. Our Pros will review it, and if we publish it, we'll send you a free GAMEPRO Super Shirt! Send your best tips and secrets to:

GamePro Magazine
Secret Weapons
P.O. Box 3329
Redwood City, CA  94064
**Treasure Master (Nintendo)**

Treasure hunters – here’s your next set of tips! Use these clues to search through Worlds Four and Five.

**World Four**

Tip 1: When you first enter World Four, there’s a hidden room behind one of the mushrooms. In this room you’ll find an object you need to use to get the Magic Apple.

Tip 2: When you take the shaft from the room on the surface down to the underground maze, you’ll find that it’s smarter to explore the left side first. Much smarter...

Tip 3: There are two 1-Ups in this level and they’re easy to find! You’ll need them. You won’t get a chance at another life until you reach the Prize World on the day of the contest.

Tip 4: Save your ammo in this world! The boots are the only weapons that you need against the various bugs and bad guys. Make sure you practice your timing.

**World Five**

Tip 1: In World Five, you get to explore the inside of your Nintendo unit! But watch out! Not only do you have to worry about bugs, but some of the contact pins are carrying high voltage!

Tip 2: In order to get the “Computer Bugs” and the “Hall Monitors,” you need to use the raygun. Hopefully, you were smart enough to save some of your juice for this level!

Tip 3: If your gun is low on juice by the time you reach the “Mutation Chamber,” go ahead and empty it. A new gun appears just to the right of the screen.

Tip 4: To get past the two “Hall Monitors” guarding the last entry card, select the magnetic control box before you climb half – way down the rope. Then jump to the middle of the screen and get ready to jump again to avoid being shot. When you land the second time, activate the control box and both monitors will be lifted out of your way. To get the card, you must be in the right position with the control box selected. Squat down and use the box to get the card to drop.
Scooter’s dream starts where most games finish. After battling sharks, conquering space, surviving miniaturization, and getting lost in fantasy forest, our hero Scooter finds the treasure... **but gets to keep it!**

It’s up to you to guide him there to keep your share when the Treasure Master™ vault opens with the Secret Password on April 11, 1992 12 PM EST. You and Scooter will have to be in top training to get there first because it won’t be easy.

But all your practice and training won’t be wasted because mastering the 5 tough treasure worlds will prepare you for the ultimate quest for fantasy prizes right at home!

**AS THE TREASURE MASTER YOU WILL:**

- Navigate treacherous depths in your personal submarine
- Explore exotic foreign planets
- Engage hostile aliens in arcade-style combat
- Master all the wacky tools as you search for real treasure
- Interact with a variety of mysterious creatures
- You’re given 12 hours to learn the Secret Password and compete to win Fantasy Prizes
If your oxygen holds out, you're in for a blast.

Travel to a place where maps and roads don't exist.

You can nearly touch the treasure, but will you get there in time?

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36,000 THIRD PRIZES

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COMPETITION INFORMATION
• See official Treasure Master™ Competition Rules for complete details.
• Competition period is from 12 noon EST until 12 midnight EST on April 11, 1992. Watch MTV™ from 12-1 PM on April 11, 1992 or call 1-900-370-4366 any time during the competition period and discover the Secret Password. Call will cost $5.00 per minute. Children under 18 must ask their parents first. Average length of call is 3 minutes.
• This competition is open to all US residents except in those states where the competition is taxed, prohibited, or restricted by law including the states of Arizona, Louisiana, Montana and Vermont.
• Competitors should first check the availability of 900 exchange telephone service in their home locality prior to entering this competition.
• To be eligible we must receive your official Treasure Master™ registration card by midnight EST April 8, 1992.
• For more information call 1-900-370-4366.

PLAY AT HOME TO WIN!

$5.00 CASH REBATE WITH 6 PROOFS FROM NESTLE CANDY BARS

The Treasure Master™ competition is sponsored by American Softworks Corporation™, 228 East 45th Street, New York, NY 10017, which is solely responsible for the awarding of all prizes.

The decision of the Treasure Master judges shall be final and binding on all matters relating to this competition.

Nintendo of America, Inc. is neither a sponsor nor affiliated with the Treasure Master competition and expressly disclaims any responsibility for the conduct or administration of the competition.
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GAME BUSTERS

By Boss Music

Are you mad? Are you bad? Are you crazy?
Then you're ready to get busy with the Dark Queen in Battletoads!

1.) PROTIP: Keep movin' and leapin' on the disappearing/reappearing platforms in the depths of the Dark Queen's Tower or you're gonna' lose your life.

2.) PROTIP: Dodge the Dark Queen's cyclone frenzies. You gotta' be fast or you'll be dead.

3.) PROTIP: Get a running start and give the Queen a Big Boot when she snaps out of her tornado trance.

4.) PROTIP: Persistence pays off! Bash the Queen 50 times to give her one swamp-sized concussion.

5.) Princess Angelica and her one-and-only amphibian, Pimple, bust loose from captivity.

6.) That about wraps things up for the Battletoads! Angelica's safe, the boys are ready to party hearty, and the Dark Queen's been spooked out of her galaxy. It's time for us to get the frog outta here (until Super Battletoads that is).
Here’s one RPG game where you can dive right in. And you know what you must do. Only you can save Lakeland from the dark forces that possess Lagoon. Instantly you’ll be submerged in your quest. Wade through complex labyrinths, battling evil at every twist and turn. Whether you’re an experienced RPG player or just looking for hours of Super NES™ adventure, it’s time to test the waters.

COME ON IN, THE WATER’S FINE.

16 dazzling spells will leave you spellbound.

Our creatures are meaner, scarier and uglier in 3-D.
game's hung up on the confusing Cave of Strength. What is my goal in this
cave? PS. Are there any hint books available for this title?
Lee Clarkson, Rock Hill, SC

Dear Lee,
You're searching for Gila, an informant who'll provide you with important clues
regarding the Cave of Courage (your next stop in Shining). You'll find Gila at
21 South and 7 East. To the best of our knowledge, no hint books are marketed
for Shining in the Darkness. If you call
Sega's Game Counselors however, they'll
send you nine pages of tips, plus 14
pages of maps, free of charge. The
Game Counselor hotline is (415) 591-
7529 (that's a regular toll-charge tele-
phone call).

Dear Daniel,
Make sure you crank your hit points up to
at least 650. When you engage Odin, first
concentrate on his "pets," the Crowes
and the Sleipnirs. After they're holy history,
pull out your sharpest swords and hack it
out -- you'll outlast Odin.

Dear Donny,
Here's a list of each character's essential
bait:
Cleopatra - Major Credit Card
Contousous - Fortune Cookie
King Arthur - Holy Grail
Christopher Columbus - Map
Paul Revere - Mega Phone
Jesse James - Bag of Money
Al Capone - Gun
Elvis - Headstone
Julius Caesar - Salad Dressing
Rembrandt - Paint Roller
William Shakespeare - Stage Prop
Thomas Edison - Compact Disc
Marilyn Monroe - Rose

Dear Melcher,
With skill and a little luck, you can actual-
ly fly over that boiling bath of Mario
death. Sound impossible? Here's what to
do: Grab a Cape. Then get a running
start and fly right. As you begin to lose
height, slowly tap the pad to the left. If
you do this correctly, you'll climb a little
higher each time. Survive without taking
a dip and you'll score tons of 1-ups!
Wally Bear says "NO!" to drugs and alcohol abuse. If you're hip to Wally's message - a very cool thing to be - then grab a copy of his very own adventure, Wally Bear and the NO! Gang. Help them in their fight to push the drug thugs out of their city. This two-player, skateboarding, action adventure takes you through five action-packed levels. You want to get across town to attend a party at your uncle's house, but you run into trouble when you meet up with Ricky Rat and his rat gang. They want to reign over the city streets, and they'll pound anybody, (mainly you) who gets in their way. Say no to drugs by saying yes to Wally Bear.

Available now

**Gemfire (Koei)**

Those role play masters at Koei have created another huge journey filled with mystery and intrigue. It's called the Legend of Gemfire, and it's one intense journey. You have been chosen to search for six magical stones. If these legendary magical stones are not retrieved and reset into the crown of Gemfire, you won't have the power to reunite the broken lands of Ishmeria. The people will then be forced to live forever under the evil rule of Eselaed. Once you recover the stones and restore the power to Gemfire, you must first restore your kingdom's prosperity and then build a loyal army big enough and powerful enough to help you conquer the 30 surrounding provinces. This adventure's a real gem.

Available now

**Genesis**

**Jordan vs. Bird (Electronic Arts)**

Are you ready to hit the courts and go head to head with the big wigs in b-ball? If so, then consider taking a gander at Electronic Arts' new basketball simulation cart, Jordan vs. Bird. This awesome, fast paced game was co-designed by the tall guys themselves. All of their famous, mega-point-winning moves have been carefully recreated into video format, so the gameplay's highly authentic. You can go head-to-head with a friend or against the computer. Other hot gameplay features include a Slam Dunk Contest and a Three-Point Shootout - up to four players can participate in each. This game's so smart, it will even tally your game stats. Take flight on the courts with Jordan and Bird.

Available March '92

**Super Nintendo**

**Super Play Action Football (Nintendo)**

If you're into tossing around the old pigskin, then you'll really be into Super Play Action Football for the SNES. Choosing from 28 teams, you go on to play a regular NFL season, complete with playoffs for the big daddy of bowl games, the Super Bowl. If you prefer your contact sports at the academic level, there's also a complete set up of teams and schedules, so you can take on a season of College ball. If you really want to go grassroots, you can play a few games of Pee Wee football. No matter which level you choose, and if you're a football fan, you'll be in complete pigskin heaven. Down, set, play Super Play Action Football!

Available now
style action adventure sends you on a
tour of adventure into seamy loca-
tions all around the world, including Mongol-
ia, Mexico, and Peru. Armed with a
massive whip, you fend off scores of en-
emies who are also in search of the
powered pacemakers. Whip your gaming
into shape with Ernest Evans.

Available now

Game Boy

Missile Command (Accolade)

Now you have the opportunity to save
the world. Sixteen of the world’s major
cities are under threat of a major attack.
You’re responsible for setting up and
launching antimissiles which will save the
lives of millions. Each of the 16 cities is
equipped with two antimissile silos, each
of which has 15 missiles. Can you make
the best of your limited ammo and pro-
tect each city from major, satellite,
airplane, and smart bomb attacks? Or
will you simply go up in smoke?

Available now

Snow Brothers Jr. (Capcom)

King Achici of Hotta Place has had a
“burning” desire to take over Whitenland
and Snowland for years. Finally, with the
help of his personal evil wizard he turns
Prince Nick and Price Tom into snow-
men. Now they’re the Snow Brothers. As
one of the Snow Brothers, you navigate
through 50 levels of harsh wintery land-
scapes where you must destroy Achici’s
snow-melting henchmen. An abundance
of snowballs are available for ammuni-
tion. The more enemies you bombard
and destroy, the stronger and healthier
you become. It’s a cold, cold world out
there in Whitenland.

Available now

Top Gun: Guts and Glory (Konami)

This miniaturized military flight simulator
takes you high into the video dimension
airways. Choose your skill level (Amateur,
Average, or Ace). Then it’s up, up,
and away in one of four hi-tech military air-
crafts, including an MIG 29, an F-16, an
F-117A, and an F-14. Once you choose
your jet, you can arm it with Heat Seek-
ing or Radar Guided missiles before you
head out to face the treacherous chal-
lenge of 10 military sorties. Your goal:
complete your assignments successfully
to earn medals and a promotion.

Available Spring ‘92

Game Gear

Magical Puzzle Popils (Sega)

Popils is an unusual puzzle-style game,
in which you rescue a Princess who’s im-
prisoned in a maze of 100 puzzles. To
reach her, you must carefully choose a
path. Then punch, kick, and head-but
your way through a mess of blocks. By
the way, you have a limited amount of
time to complete each puzzle. If the stan-
dard puzzles don’t tickle your fancy, sim-
ply activate the Map Editor feature and
create your own. With a Gear-to-Gear
Cable you can link up and challenge a
friend. When it’s time to take a break,
there’s a battery back-up. Sound puz-
zing? Figure it out for yourself, play Mag-
ical Puzzle Popils.

Available now

Lynx

Super Skweek (Atari)

Evil monsters have taken over five is-
lands in the Lynx dimension. This is a job
for Super Skweek! In order to reclaim the
islands, Skweek must paint each of them
pink: a far from simple task! Not only
does each island have 50 levels, they’re
also choc-a-block with angry monsters
who must be destroyed and prisoners
who must be rescued. If you’re not a so-
lo traveler, you can switch on the two-
player mode and work as a team with
Skweek’s pal Skruch, or go head-to-
head against him. Take a trip to the is-
lands with Super Skweek.

Available now
Wipe the smile off this face!
(And maybe a few of your friends, too!)

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

Get into your Game Boy...
And we mean into! FaceBall 2000 is a new virtual reality game. You don't just see your character, you are your character. Feel like you're actually inside your Game Boy as you move through CyberScape's more than 70 treacherous mazes—or the Arena, in fast-paced rounds of high-tech combat.

Bring your friends along!
Sure. You can take on the Smiloids alone. But with your Game Link™ cable or Four Player Adapter, those faces can belong to your friends! Play one-on-one, two against two, or free-for-all!

It pays to play together.
Don't miss your chance to get up to $5 back with our multiplayer rebate! You'll find all the info inside your FaceBall 2000 package when you open it up for the game of your life! But hurry. Some of your friends might be buying FaceBall 2000 right now. If they get in too much practice without you, the smile that gets wiped might be your own!

A whole new way to get into your Game Boy.
Hudson and NEC Team Up

In a move to strengthen the TG-16 in the marketplace, NEC Technologies announced in December that an agreement had been reached with Hudson Soft Co., Ltd., to create a joint venture company that will develop and market all TurboGrafx-16 products.

The new company, officially known as Turbo Technologies Inc., will be based in Los Angeles and “will focus exclusively on the video game business to increase software support for the system,” said NEC Technologies Chief Operating Executive, James Berrett.

It’s no secret that Hudson Soft has a prior longstanding relationship with NEC and is responsible for many of the top TG-16 titles. NEC feels the new company will “enhance our established position and commitment to the video game marketplace by combining hardware and software technology expertise.”

Hudson Soft USA, Inc., publishers of top NES titles, such as the Adventure Island series, will continue as an entirety separate company.

Mega CD Not Compatible with the Genesis

What is not good news for those of you who like to get your games before they come to the States: Sega of America confirmed the rumors that the Mega CD is not compatible with the Genesis system. Sega Enterprises, Ltd. of Japan explains that the Mega CD hardware will be divided into Japanese, Southeast Asian, North American, and European versions, none of which will be compatible with hardware from the other areas. In addition, the software will be encrypted with an ID code that prevents it from being used on hardware from another area. So be forewarned! If you buy a Japanese system, you’ll be limited to software that comes from the same sales territory as the hardware! Try to play an incompatible version of a CD game, and reportedly, you’ll get a polite onscreen message admonishing you for the error of your ways. Sega is, of course, hoping this will encourage gamers to wait and purchase the Mega CD when it debuts in the US later this year.

Konami’s P.C. Engine CD

Konami Co., Ltd., of Japan recently published its first CD game for the NEC P.C. Engine! No, Konami hasn’t done anything radical, like jumping the Nintendo ship. According to Emil Heidkamp, senior vice president of Konami’s Consumer Division, “We wanted to begin our compact disc game development to see how the CD games would sell.” The P.C. Engine (U.S. alias “TurboGrafx-16”) compact disc system has the biggest installed base of users in Japan. Internationally-minded Pros know that in Japan, the video game system pecking order is Nintendo Famicom Number 1, the NEC PC Engine Number 2, and Sega Number 3. No mystery about the initial CD game. It’s Konami’s all-time favorite outer space shooter. Right? Gradius. Heidkamp said that whether Konami CD games show for the American TG-16 depends on how the system fairs here. (See the item above.)

New CDs for the TG-16

To help propel themselves into the CD era of video gaming, Konami, Japan, has opened a new facility dedicated to the development of CD and other optical disk-based entertainment products. The Konami Technical Facility, located near the company headquarters in Kobe, Japan, is the new workplace for some of Konami’s top video game programmers and artists. Stay tuned.

Genesis Scores A Big Xmas

Sega of America is claiming victory in the holiday race for 16-bit dollars. Most retailers confirmed that the Genesis outsold the Super NES, often two to one, over the Christmas season. Projecting that more than 350 titles will be available for the Genesis system by the end of 1992, Sega is confident that they’ll continue to hold more than 55% of the 16-Bit market.

Splatterhouse Cuts into the Genesis

Splatterhouse fans rejoice! This unique brand of hack ’n slash gaming is coming to the Gene-

Top 10 NES Video Game Rentals March 1992

1. The Simpsons: Bart vs. The Space Mutants
2. Batman: Return of the Joker
3. Star Wars
4. MonkeySee
5. Super Mario Brothers 3
6. 30 Days in the Hole
7. American Gladiators
8. Roger Clemens MVP Baseball
9. T expelled
10. Tecmo Bowl

This information was provided exclusively to GamePro Magazine courtesy of Blockbuster Video.
GRAB THE CLUTCH

AND FEEL THE POWER!

POWER CLUTCH SG.
The Super Sonic Control System for Turbo Power Propulsion.

- ADJUSTABLE TURBO CONTROL for each button means maximum power at your fingertips!
- SLOW MOTION CONTROL buys you time to get out of those tight spots!
- COMPACT SIZE puts performance power in your hands!

Any questions? 415/570-7005.
sis this summer. Splatterhouse 2 from Namco takes place three months after Rick's escape from the original Splatterhouse. This time around, Rick is plagued with nightmares about his girlfriend, Jennifer, and the Terror Mask. You guessed it—Rick's gonna have to rescue her again. Namco tells us that the game will feature eight megas of gore galore, including new weapons and enemies and nine levels with ghastly bosses. More as soon as we can get our hands on it!

**U.S. Gold Goes For It**

**U.S. Gold** is going for the gold with their first Genesis title, **Olympic Gold — Barcelona 1992**. This title is the only video game licensed to carry the official five-ring insignia of the Olympics. Up to four gamers compete as one of eight different countries in Olympic events, including the 100m sprint, 200m Freestyle Swimming, the 100m Hurdles, Archery, the Hammer Throw, Springboard Diving, and Pole Vaulting. Even better, you can compete in one of eight different languages, including French, Swedish, and German. You even hear your country's national anthem if you win! Look for Olympic Gold in June!

**Defenders of Dynatron City Mutate!**

LucasArts' six wacky superheroes live in a city where mutation is a way of life. The Defenders of Dynatron City saga has spawned a Marvel comic series, a JVC/Lucasfilm Games NES title, and now, a FOX network children's special. The special airs (or aired—depending on when you read this) on February 22nd, and features such unique characters as: Ms. Megawatt, Jet Head, strong, Buzzsaw Girl, Monkey Kid, and Radium Dog. Celeb guest stars include Whoopi Goldberg, as the voice of Ms. Megawatt, and Christopher Walken, as the sinister Dr. Mayhem — Dynatron's chief villain. The Marvel comic series debuted in January and appears monthly for six issues. As for the Defenders of Dynatron City game? Well, watch upcoming issues of GamePro for a complete review.

**Accolade Sues Sega!**

Last month we brought you the story of Sega Enterprises, Ltd.'s suit against Accolade. Sega alleged that Accolade developed, and currently distributes, Genesis games which infringe upon Sega's proprietary trademarks. If you haven't caught the latest on this story in the news, here's the scoop. Accolade has since filed their own lawsuit against Sega Enterprises, Ltd., alleging restraint of trade, trademark infringement, and unfair business practices by Sega Enterprises, Ltd.

As we mentioned previously, this dispute centers around Accolade's independent development and manufacture of six Genesis products distributed under the Ballistic trademark—Ishido: The Way of Stones, HardBall!, Star Control, Onslaught, Turrican, and Mike Ditka Power Football. Sega claims that Accolade is unfairly competing with Sega, and causing confusion in the marketplace, by programming its games in a way that causes consumers to believe that they have either been produced by Sega or are under license from Sega. Accolade has never been licensed by Sega, nor has it been authorized to use any of Sega's proprietary trademarks.

On the other hand, Accolade claims that Sega has been selling a slightly modified Genesis base unit that has a message that pops up to indicate that every compatible cartridge is "Produced By or Under License from Sega Enterprises, Ltd." Accolade claims that Sega Enterprises, Ltd. is thereby misrepresenting their, (Accolade's), products to the consumer. Alan Miller, Chairman and Chief Executive Officer of Accolade, also alleges that "Sega's unfair practices are not limited to pressure on Accolade's customers only," but that Sega has also pressured Accolade's suppliers and distributors not to do business with them.

If you're confused, you're not alone! We'll bring you more on the latest developments in this lawsuit, and we hope that these two excellent companies can work this one out amicably.

**Presto Change-Oh**

Kemco has announced the creation of a new division, Kemco America, Inc., which will create and market Nintendo titles. The Redmond, Washington based company was formerly paired with Seika. NES classics, such as Shadowgate, were released under the Kemco-Seika label.

**Electronic Games Expo**

Electronic Conventions Management has announced that they'll hold the first **Electronic Games Expo** on September 25-27, 1992 at the San Jose Convention Center in San Jose, Calif. The show will be open to the public and feature computer entertainment software, video games, portable games, hand-held games, coin-op games, education games, game peripherals, and more. If the show is successful, the company plans to hold the following Expos in major metropolitan centers, such as Los Angeles, San Francisco, Chicago, Dallas, Miami, and New York City. For info on the show, call Donna Call at 800-877-2668, ext. 255.

**Footnotes**

Square Soft will, according to sources, release two SNES titles by next Christmas, including a 16-meg romantic saga roleplay game. This title is planned to change each time you play it through — talk about more bang for your buck! The other SNES title is **Final Fantasy III**. This latest in the popular saga is a 12 megger! **Final Fantasy: Legend 3** is also coming for the Game Boy, and is reputedly the first ever 3-meg Game Boy cart. In other spin-off news, *Enix* is working on *Soulblader*, a title that reportedly shares features of *Crystalis* and the Adventures of Link, and is a spin-off of Actraiser. *Actraiser II* is also in the works by *Enix*.
THE GAME HAS CHANGED!

The only hand-held controller you only need one hand to play.

A new universe is at hand.

Can you handle it?

Visit your local retailer or call 1-800-800-7185.

WARNING: The Game Has Changed! The Game Handler actually changes the playing software you already own. Now with Game Handler™, your games are more challenging, but they're still interesting and more fun, too!

WARNING: Game Handler™ not only makes your games more challenging, but they're still interesting and more fun, too! 

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