The Best Games of 1992!
The GamePro Readers' Choice Awards! Pg. 22

FREE Pullout Section!
Sonic The Hedgehog 2 ProStrategy Guide

32 Pgs BIG!

Pro Reviews
Genesis—World of Illusion Starring Mickey Mouse and Donald Duck
Batman Returns • Superman
Terminator 2: The Arcade Game

SNES—Tiny Toon Adventures: Buster Busts Loose • The Lost Vikings
Busts Loose • The Lost Vikings
The Adventures of B.O.B. • Outlander

Sega CD—Make Your Own Music Videos
Kriss Kross • Wolfchild • Chuck Rock

NES—Zen Intergalactic Ninja • Tiny Toon Adventures 2: Trouble in Wackyland
Turbo Duo—Lords of Thunder

Game Boy—The Empire Strikes Back
Terminator 2

Game Gear—Sonic The Hedgehog 2

Lynx—Dinolymics

An IG Communications Publication
March 1993
$4.95 Canada $5.95 UK £2.60

3DO—On the Cutting Edge of CD Games

15-page FLASBACK Comic

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IF ONLY I COULD SKATE SLAM RACE JAM THRASH SCAM AND SCORE
LIKE I DO WITH THE ASCIIIPAD SG, THAT'D BE KILLER!

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

NEW from ASCIIWARE™ for SEGA GENESIS • SEGA CD

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ONLY ONE CONTROLLER STRIKES
WITH THIS KIND OF POWER. ONLY ONE
CONTROLLER CAN INSPIRE TERROR IN THE HEART OF
YOUR OPPOSITION, OR GIVE YOU THE EDGE AGAINST THE
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THE ASCII PAD, FOR THE SUPER NES. USE IT OR LOSE IT.
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   on video gaming in the United Kingdom.
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The action. The emotion. The total excitement of baseball. No one brings it home like Donruss® for '93. With a new design that showcases explosive photography. A high-gloss UV coating. And random insertions like our 1993 Diamond Kings and the spectacular new "Spirit of the Game" series. DONRUSSS Cards that capture the spirit of baseball the way the spirit captures you.

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THE SPIRIT OF THE GAME
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Take a drive with Jaguar XJ220 (Sega CD), Lotus Turbo Challenge (Genesis), and Cyber Spin (SNES). Then it's time to warm up for baseball with previews of The Majors Pro Baseball (Game Gear), Tony La Russa Baseball (Genesis), and Al Michaels Announces Hardball III (Genesis). After you've thrown a few, go to the mound with Roger Clemens MVP Baseball (Genesis). Spend a nice day on the green with PGA Tour Golf II (Genesis). For sports with a demented twist, see Arch Rivals (Game Gear) and Mutant League Football (Genesis).

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Just when you think you've seen everything, here's a portable system that plays monochrome and color games.

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Calling all 'Hogs! If you aren't having "2" much fun with Sonic The Hedgehog, this is your lucky day! See page 85.
MUHAMMAD ALI REGAINS THE CHAMPIONSHIP FOR THE FOURTH TIME!

"The graphics are top-notch and include some incredible rotation like you have never seen on the Genesis...this cast is a boxing fan's dream. MUHAMMAD ALI'S HEAVYWEIGHT BOXING by Virgin is sure to Knockout the competition."
—Electronic Gaming Monthly

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34 Landed

Fight Totals:
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34 Landed

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MUHAMMAD ALI HEAVYWEIGHT BOXING
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Something Old Is Something New

By The GamePros

The theme this time is about teaching old dogs new tricks. One of the outstanding qualities of video games is their ability to offer fresh and exciting ways to keep you in touch with your favorite stuff -- whether it's classic cartridges, cartoons, movies, or even music CDs. This issue of GamePro features some great carts with titles that should sound familiar.

Some bonafide video game classics are back on new systems, such as Bomberman '93 by TTI for the Turbo Duo and Double Dragon by Acclaim for the Game Gear. Other games on new systems include Battletoads by Tradewest and Roger Clemens Baseball by Acclaim for the Genesis, and Wolfchild by JVC for the Sega CD.

Cool sequels take up where the originals left off. Sonic The Hedgehog 2 scampers into the Game Gear and of the Sonic The Hedgehog 2 Strategy Guide helps you to outrun the Genesis version. Other great Genesis sequels include Shadow of the Beast II and PGA Tour Golf II by Electronic Arts and Shinobi III by Sega. Speaking of great sequels, Fatal Fury 2 by SNK for the Neo Geo is good enough to punch out Street Fighter. Lords of Thunder is set to surpass Gate of Thunder on the Turbo Duo. Pugsley's Scavenger Hunt by Ocean brings the Addams Family back to the SNES. Also, new Street Fighters are warming up in Japan!

How about a fresh look at comics and 'toons? For the Genesis, World of Illusion starring Mickey Mouse and Donald Duck by Sega is for real, and Superman lives again, thanks to Sunsoft. The Tiny Toons star in two Konami games: Trouble in Wackyland for the NES and Buster Busts Loose for the SNES, Konami also brings Zen Interstellar to the comics to the NES, and Taito redoes The Jetssons for the NES.

Movie buffs will get tough reruns beginning with Terminator 2: The Arcade Game by Acclaim for the Genesis and by LJN for the Game Boy. The Empire Strikes Back by Capcom puts the Force into your hand on the Game Boy. Lethal Weapon 3 by Ocean looks like an SNES hit. Lastly, Batman Returns returns, this time for the Genesis.

Think pinball machines are for old-timers? Take a look at the Pinball Special Feature starring Time Cruise by TTI and Crüe Ball by Electronic Arts.

If music is your thing, now you can Make Your Own Music Videos. You can have your MTV, plus Kriss Kross, Marky Mark, and INXS, too. Some things just get better with age.

---

GamePro's Game Rating System

**Graphics:** Judges the overall artistic quality of sprites, animation, and background scenery. **Sound:** Critiques music and sound effects. **Control:** Rates how smoothly the control pad commands and the game's interface turn you on to the on-screen action and fun. **Fun Factor:** Are you gonna have a good time? **Challenge:** This is the average skill level necessary to play the game. When you can pick skill levels, we label Challenge "Adjustable." 

**GamePro's Game Rating System:**

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**Needs:** Beginner, Intermediate, Advanced, Expert, Adjustible.
DEADLY WEAPONS!

The original martial arts legend continues... with all the hard-hitting arcade action at your command! Battle your way across the globe with awesome special moves and deadly weapons straight from the arcade!!

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Double Dragon 3™: The Arcade Game™—a quest that leads around the globe... to the adventure of a lifetime!

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HALF-HUMAN CREATURES AWAIT!
BATTLE YOUR WAY ACROSS THE GLOBE!

Billy and Jimmy Lee are back!
Watch your back... shoot straight... and never, ever, cut a deal with a dragon.
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As Captain America, Iron Man, Hawkeye or Vision, it's up to you and a friend to foil the Red Skull's fiendish plan for world domination. Battle all of the Avengers' most fearsome foes in this picture-perfect Genesis version of the blockbuster arcade smash!

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UGH FOR YOU!

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

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

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

I've heard rumors from some of my friends that the new Pro Action Replay for the Super Nintendo has a code to convert the SNES version of Street Fighter II into the Turbo Edition. Is it true?

Luis Adriasola, San Francisco, CA
(Luis, you can't always believe what you hear, but it sounds like you've got some trustworthy sources. To check out the awesome Pro Action Replay code that enables you to play Street Fighter II in Turbo mode, turn to the SWAT section of this issue. - Ed.)

Why Is Turbo Slow?

Why is Turbo Technologies so slow in making and releasing new games for their systems? The SNES has more games available for it than the TG-16. Are there any third-party companies (i.e., companies other than TTI) that plan to publish games for the TG-16 or the Turbo Duo? On a similar note, since the original Street Fighter I game (Fighting Street) came out for the TG-CD, will Street Fighter II be coming out for the Turbo Duo?

Daryl Brown, Harvey, IL
(In Japan, where the PC Engine and the PC Engine Duo are very popular, there is an enormous library of games available for these systems. The slowdown occurs because TTI must negotiate with their parent corporation, NEC, and each game's Japanese software publisher before any game can be ported over to the American game market. These negotiations, plus the game conversion process, are time consuming. As far as third-party game companies are concerned, a few have recently announced plans to take the initiative. SNK and Working Designs are working on Turbo Duo versions of the Neo Geo games World Heroes and King of the Monsters. Konami of Japan is also working on a shooter game for the Duo. Street Fighter II is due out this summer for the PC Engine Duo, which means there's a good chance the game will be converted to the Turbo Duo format. Better late than never. - Ed.)

Invisible Pile Driver?

I was playing Street Fighter II: Champion Edition and the computer-controlled Zangief threw me a Pile Driver, but I wasn't anywhere near him. Is it possible to perform this move when playing Zangief?

Johnny Wu, Cerroitos, CA
(The move you saw performed on your character was a bug in the program. You were most likely playing an illegally manufactured version of Street Fighter II. There has been an explosion of these phony systems of late, and they have a tendency to malfunction. If you haven't already, you should alert the manager of the arcade to the fact that the machine is bogus. Be careful not to be duped! - Ed.)

Home Movies

One of my friends recently told me that I can hook up my VCR to my TV and record myself playing video games. If this is true, how can I do it?

Michael Adams, Chico, CA
(Recording your game play on a VCR is a great way to save high scores, or prove to your friends that you've executed impossible moves. Before you can hook up your game system to your VCR, you've got to check a few things. First, look on the back or side of your VCR for two or three ports labelled Audio In and Video In. Next, find the video cord that plugs into your game systems' video port. It's labelled either A/V Out, Multi Out, or Audio and Video Out. If you bought a slimmed down version of a system, your package may not include a game system video cable. Don't fret, you can buy these cords separately. Once you have the video cord, plug one end of the cord into your system's video port and the other end into your VCR's port. Put your TV on channel three and turn off any tuners or Cable TV that may interfere with game play. Lastly, turn on your game system and start recording. Now you can Record and replay your gaming sessions. - Ed.)

Express Yourself

I got a TurboExpress hand-held game system for Christmas and I noticed that your magazine doesn't have a section dedicated to the Express. Why do you have separate sections for Game Boy, Game Gear, and Lynx, but not one for the Express?

Darryl Bradley, Detroit, MI
(You're pretty observant, Darryl. However, the seeming lack of a TurboExpress section is merely an illusion. The brilliant folks at TTI made the TurboExpress compatible with the TurboChip games that work on your TurboGrafx-16 or Turbo Duo. Consequently, whenever you see a review that's labelled "TurboChip ProReview," the game will work on your TurboExpress. Enjoy your new system! - Ed.)

Money, Money, Money

I am a happy owner of a Super Nintendo. The system's great, but the price of games is another matter. It seems like the video game companies are run by the underworld! The going rate for an SNES game is about $55 to $65. I can't seem to find one anywhere for under $50. Considering the current economic situation, these prices just don't seem fair.

Chris Sparta, La Mesa, CA

I live in Scotland, and the Haggis-eating, kilt-wearing folk in my country got ripped when it comes to video game systems. It would cost me the equivalent of $210 American dollars in Britain to buy a Super Nintendo, yet in America I could find one for $99.95 or less. Even with the shipping and handling costs, plus the tax prices, it would still be less than what I'd pay here.

Clarke Duncan, Glasgow, Scotland
(It's true that game systems and game carts are a substantial investment. As technology progresses, the new systems seem to carry a higher price tag. However, consider the time spent playing an intriguing video game and compare it with the cost of spending the same amount of time in a movie theater or video arcade. Also, consider the convenience of having a game system at home. All of these factors play into the price of games and systems. Ultimately, you may find that the prices don't seem so outrageous. Unfortunately, you've got to pay to play! - 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: GAMEPRO Magazine

Dear Editor
PO. Box 3329
Redwood City, CA 94064

Thanks for your input!
3 TIMES THE SUSPENSE... ON NES
3 TIMES THE DANGER... ON GAME BOY
3 TIMES THE TERROR... FOR YOU!!!

The Xenomorph are fast, spit acid and are right behind YOU! The motion tracker is your only warning. No time to think, no time to catch you breath...RUN!

Can’t see very far ahead in these air ducts. Hard to breath. Blast life-sucking face-huggers with your pulse rifle and exterminate deadly Aliens with your flame thrower and grenade launcher!

Just keep telling yourself, “this isn’t really happening... its only a game.”

THE BLOCKBUSTER VIDEO GAME HIT IS NOW ON NES AND GAME BOY!

Extterminate deadly Aliens with your flame thrower!

Destroy all the eggs, but beware of deadly face-huggers!

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All The Hudso

Super Adventure Island
For play on the Super Nintendo Entertainment System
- Editor’s Choice Gold Winner from Electronic Gaming monthly
- Spectacular Graphics Combined with incredible music
- Power-up feature transforms hero into wild skateboarder
- Weapons include: stone axes, boomerangs and fireballs

Adventure Island 3
For play on the Nintendo Entertainment System
- Combat a mysterious invasion of primitive Adventure Island
- Explore eight gigantic islands on your quest to save Jeannie Jungle
- New dinosaurs and weapons are included to defend Master Higgins
- Uncover secret bonus zones and hidden items for extra power

Adventure Island
For play on the Game Boy System
- Master Higgins goes portable in this classic South Pacific game
- Crack open treasure eggs for massive points or handy shortcuts
- Hunt through bizarre islands filled with sneaky killer traps
- Dodge snakes, bats and more as you search for your lost friend

Special note to consumers:
If you are unable to find any of these titles at your local retailer, you can order direct by calling: (415) 495-4486!
Best From
n Soft

Felix the Cat
For play on the Nintendo Entertainment System
- Journey through nine levels of intense animated adventure
- Felix's Magic Bag of Tricks Provides dozens of helpful items
- Features many character's from Felix's zany cartoon series
- Enter hidden Magic Bags for super bonuses and power-ups

Bonk's Adventure
For play on the Game Boy System
- Classic video game character now available for the GAME BOY
- All-new transformations and power-ups for our cave boy hero
- Do flying head-spins and Pile-driver moves to "bonk" bad guys
- Multiple challenges in the special trial areas for extra points

Bomberman II
For play on the Nintendo Entertainment System
- New power items and poison skulls highlight the excitement
- Features include options for 2 or 3-Player simultaneous play
- Build up bigger and better bombs to blow away the enemies
- Over 50 levels of incredibly bombastic heroics in 1-Player mode
They're Multi-playing Your Song
Hawkins calls the 3DO unit an "interactive multiplayer." The multiplayer tag is no lie. It will play compact disc based games, educational software, music, and movies. Moreover, it will display photo CDs, connect with digital musical instruments, and act as a play back unit for camcorders.

One of the primary attractions to gamers will be an incredible ability to produce mind-boggling graphics. 3DO has some vicious specs on hand. The 3DO box will have the power to dramatically manipulate pixels in overdrive, 36-64 million pixels/sec at its peak. 3DO also claims its color palette can support 16-million colors! This means that sure-handed game designers ought to be able to paint incredible 3D graphics on-screen and use more cinematic techniques than ever before.

A Mean Machine
3DO's system is based on a 32-bit RISC (reduced instruction set) CPU.

The RISC brain acts as "housekeeper" that carefully manages work that all chips on board do. This includes custom graphics and animation processors as well as a custom sound processor, capable of producing CD quality sound, compressed sound, and 3D audio imaging. All this silicon means that programmers only need to make a few software calls to produce outstanding special effects without creating a mosh of custom coding.

A special multi-tasking operating system fires up the unit's silicon synapses helped along by 2 megabytes of system memory. There's also a built-in proprietary image compression technology that helps pack in graphics data.
The 2 MB of memory will gose the data transfer rate off the CD, but the compact disc drive itself will be no slouch. The CD will spin on a double speed disc drive that's reportedly ten times faster than that of the Sega CD and, 3DO speculates, even the proposed SNES CD.

The unit will use a controller similar to that of a video game system. However, there will be a port for a personal computer-style keyboard, and the unit will have the ability to daisy-chain several input devices together at once for multi-person activities.

**Things to Come**

Future 3DO peripherals call for a cartridge that will enable the system to display true full-motion video. 3-D goggles and a headset for 3-D audio are on the drawing board. The company also contends that its technology can be configured as a cable TV receiver for interactive TV applications, some day.

**Names behind the Games**

Since Hawkins is the founder of Electronic Arts it's no surprise that popular EA titles are tops on 3DO's games list. John Madden Football and PGA Tour Golf are in development at press time. According to Hawkins, a flight simulator and several educational products from Electronic Arts will also be on hand when the system makes its debut.

3DO also has its own CD game in preparation for the big release. Jurassic Park (based on the dinosaurs-run-amok sci-fi novel) is a guaranteed-blockbuster game based on Steven Spielberg's guaranteed-blockbuster movie. In fact, 3DO game designers had access to the Jurassic Park movie set, and they were allowed to shoot extra film footage with all the principal actors (specifically made for the game). Special effects will be created by Lucasfilms' Industrial Light & Magic.

3DO has also lined up an impressive list of 50 licensees. Maxis, Ocean, Paramount, Psygnosis, Spectrum Holobyte, and Virgin are among those who've signed up.

**A Standard in the Making**

One thing's for sure, this cutting edge will not come cheap. The initial asking price for a 3DO multiplayer will be around $700. 3DO anticipates that the price will drop under $500 within two years. 3DO's promise is great. It may be an idea whose time has come.

---

**Advertisement**

**KRUSTY!**

**RAT BASHING'S GONE PORTABLE!**

Gangway, man! Rats have invaded Krusty's Fun House! But now you can Krusterize the filthy vermin anywhere, anytime with the craziest in Simpsons™ portable gaming! 60 levels, guest appearances by Bart, and rat bashing action as cool as Krusty!
Mad Dog II: The Lost Gold
(American Laser Games)

Hot on the heels of last year's innovative live-action video game hit, Mad Dog McCree, comes its sequel, Mad Dog II: The Lost Gold. This game delivers just as many thrills and as much high excitement as the original, with its brand new scenario, trickier shooting scenes, and loads of new bandits and varmints to knock off.

A dying prospector gives you half of a map that shows the way to a vast treasure of gold hidden in a cave out in the hills. It's up to you and one of three on-screen guides you select to find the gold. Each guide (Buckskin Bonnie, the Professor, or Shooting Beaver) activates a different sequence of scenarios that lead you to the treasure. Along the way, you'll encounter scores of Mad Dog McCree's sharpshooting henchmen, renegade Indians, and bandits, who are all intent on beating you to the gold. If your reflexes are sharp enough and your aim is true, you'll make it all the way to the finale which includes a 30-man shootout, a showdown with Mad Dog, and a chance to view the contents of the treasure chest.

Mad Dog II presents more sound, motion, action, and story line options than its predecessor. The engrossing, live-action video is crystal clear, well acted, and reacts instantaneously to shots fired from the hand-held, interactive six-gun shooter.

Arm Champs II (Jaleco)

Remember those old machismo carnival game booths that challenged you to see how hard you can grasp two bars together, or swing a lever to light up one of the light bulbs labeled from "90-lb weakening" to "Herculean Hunk?" Well, the folks at Jaleco do, and they've updated this concept into a full-scale, interactive, video game attraction - Arm Champs II!

Arm Champs II is an interactive, arm-wrestling game that pits man against machine. Instead of a joystick, you grasp hold of a full-size, artificial arm and hand connected to the base of the video game screen. Select your opponent, rest your elbow on the large elbow pad, get a firm grip on the mechanical hand, clench the support bar with your free hand, take a deep breath, then GO FOR IT!

Arm Champs II is the real thing. Choose between nine levels of difficulty (computer strength) and nine computer wrestlers, including such digital personalities as The Rock, Duke, Atlas, and Goliath. As you stare into the video screen, you're face-to-face with a computer adversary who'll taunt you and react accordingly depending on how well he or she fared in the contest. Pin your opponent and watch them howl in anger, or lose and suffer a barrage of insults.

Arm Champs II is truly a one-of-kind video game experience. Don't be intimidat-ed! The difficulty settings enable gamers of all ages and sizes to compete. Innovative game play and awesome graphics make Arm Champs II a must-play!
NOW YOU’VE REALLY GOT A FIGHT ON YOUR HANDS.

If you think the only way to totally experience Street Fighter II is at the arcade, get a grip on the one and only Capcom Fighter Power Stick. It’s the only way to power up to full arcade play at home—for perfect execution of your Yoga Flame, Dragon Punch, Spinning Pile Driver and other favorite attacks. Its 8-way joystick lets you nail every move with minimal effort. Its six attack buttons have the exact same layout as the arcade game. And its three speed turbo-fire and slow motion features give you total fighting power without major finger wear. It even brings arcade style play to all of your other NES and Super NES games. With the Capcom Fighter Power Stick, you’ve just begun to fight.

CAPCOM

CAPCOM FIGHTER POWER STICK

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**Action/Adventure Game of the Year**

**WINNER**

Sonic The Hedgehog 2
by Sega of America for the Genesis

**RUNNERS UP**

Contra III: The Alien Wars
by Konami for the SNES
Teenage Mutant Ninja Turtles IV: Turtles in Time
by Konami for the SNES

Everything gets better with practice and Sega proved that with an ultra cool sequel to 1991's Game of the Year, Sonic The Hedgehog. Sonic The Hedgehog 2 is everything you loved about Sonic The Hedgehog, plus more - more Zones, more enemies, more companions, more play modes, and more players. All this equals more FUN!

"It's tough to follow a classic, but Sonic The Hedgehog 2 earns top honors." (GamePro, January '93)

**Sports Game of the Year**

**WINNER**

John Madden Football '92
by Electronic Arts for the Genesis

**RUNNERS UP**

NCAA Basketball
by Nintendo of America for the SNES

John Madden Football '92 took a great idea (John Madden Football) and improved upon it! The game sports an enhanced computer CPU that contains new formations on offense and defense, a great instant replay feature, quarterback substitutions, coaching profiles, user-controlled weather, plus it even learns from your mistakes. John Madden Football '93's comin', but this year's game earns the Numero Uno title for '92.

"John Madden Football '92 features the most talented computer opponent ever - nuff said!" (GamePro, December, '91)
Puzzle/Strategy Game of the Year

WINNER
Lemmings by Sunsoft for the SNES

RUNNERS UP
Faceball 2000 by Bullet-Proof Software for the SNES
Krusty's Fun House by Acclaim for the SNES
Sunsoft teamed up with the S.A.L.C. (Save A Lemming Campaign) to bring us those cute little furry rodents of PC fame. In this absorbing puzzler, you must save the Lemmings from themselves as they march blindly towards destruction. Tons of levels and tons of Lemmings add up to brain-busting fun that will have you ready to follow the nearest Lemming off a cliff yourself!

"Lemmings is a definite improvement on standard puzzle fare. It's interactive touch makes for good fun...and those darn Lemmings are so cute, you're gonna' feel guilty if you don't save them!" (GamePro, January '92)

Shoot-Em-Up Game of the Year

WINNER
Super Smash TV by Acclaim for the SNES

RUNNERS UP
Axelay by Konami for the SNES
Air Zonk by Turbo Technologies for the TurboGrafx-16
Time warp! Travel to the future and tune into Super Smash TV, a top-rated game show that pits one or two contestants against human, humanoid, and inhuman opponents. Readers enjoyed battling for cash, prizes, and the ultimate prize—their lives!

"Tonight's Super NES telecast by Acclaim is guaranteed to blow your picture tube out of the wall...the digitized voices and stereo beats are 16-bit superb and the action's right on target with the arcade original." (GamePro, February '92)

Head-to-Head Fighting Game of the Year

WINNER
Street Fighter II by Capcom for the SNES

RUNNERS UP
World Heroes by SNK for the Neo•Geo
Art of Fighting by SNK for the Neo•Geo

Does this one surprise anyone? Street Fighter II set a new standard for the fighting genre. Eight different characters, a multitude of moves and combos, and an unlimited number of fighting matchups for players of all abilities combine to create a quantum leap for fighting gamers.

"Street Fighter II is a nearly flawless conversion of the arcade original that's made even more enjoyable by new options and the convenience of home fighting." (GamePro, August '92)

Award for Excellence in Graphics

WINNER
Street Fighter II by Capcom for the SNES

RUNNERS UP
Sonic The Hedgehog 2 by Sega of America for the Genesis
Road Runner's Death Valley Rally by Sunsoft for the SNES

Readers voted Street Fighter II a second award by citing the large number of animations that made this head-to-head fighting game come to life. GamePro specifically noted that SF II's graphics successfully recreated a winning arcade look, almost pixel for pixel. This gave it a big thumb's up!

"All of Street Fighter II's smooth action animations, its great multi-scrolling landscapes, and

Continued on page 24.
**Award for Excellence in Sound**

**WINNER**

*Super Star Wars*  
by JVC/LucasArts for the SNES

**RUNNERS UP**

*MLBPA Sports Talk Baseball*  
by Sega of America for the Genesis

*Tax-Mania*  
by Sega of America for the Genesis

A long, long time ago Luke Skywalker and company made movie history and catapulted science fiction into the mainstream of American culture. Science fiction's always been big in video gaming, so this year JVC and LucasArts created a video game match made in heaven. Readers particularly took note of *Super Star Wars'* super sound effects, including music and digitized voice effects from the movie, which together recreated the mood of the movie and added to the game's fun.

"*Super Star Wars* has the best sound effects of any SNES game to date. Digitized voices add realism. You even get to hear Obi Wan murmur "Use the Force, Luke."" (GamePro, November '92)

**Hand-Held Game of the Year**

**WINNER**

*Sonic The Hedgehog*  
by Sega of America for the Game Gear

**RUNNERS UP**

*Super Mario Land 2*  
by Nintendo of America for the Game Boy

*Batman Returns*  
by Atari for the Lynx

This small screen adaptation of the ever-popular *Sonic The Hedgehog* scored big with hand-held gamers of all game unit persuasions. Sonic has what it takes - challenging gameplay, great graphics, and all of the fun elements that made its 16-bit big brother a smash hit. It's a game everyone wants to put in their pocket.

"Fast-paced, challenging, and a joy to behold, *Sonic The Hedgehog* for the Game Gear shatters the fun barrier!"  
(GamePro, February '92)

**16-Bit Game of the Year**

**WINNER**

*Street Fighter II*  
by Capcom for the SNES

**RUNNERS UP**

*Sonic The Hedgehog 2*  
by Sega of America for the Genesis

*The Legend of Zelda: A Link to the Past*  
by Nintendo of America for the SNES

Capcom won big this year by scoring with a video game coup—a beautiful translation of one of the hottest arcade games for the SNES. *Street Fighter II* brought home all of the great head-to-head fighting action that made the coin-op a winner. In a year when people purchased an SNES in order to play this game at home, *Street Fighter II* takes the 16-bit Game of the Year Award, no contest!

"Somehow, Capcom's shrunk the blockbuster, 56 megabit arcade game into a 16-meg SNES cartridge with minimal sacrifice to the graphics, the sound, and the gameplay. The SNES translation is nearly everything the coin-op was, and more! Believe it!"  
(GamePro, August '92)

**8-Bit Game of the Year**

**WINNER**

*Teenage Mutant Ninja Turtles III: Turtles in Time*  
by Konami for the NES

**RUNNERS UP**

*Mega Man V*  
by Capcom for the NES

*Batman: Revenge of the Joker*  
by Sunsoft for the NES

Those mutant heroes on a half shell struck again with an all-new NES adventure. The fear-some foursome's endless appeal lies in action/arcade style game play, which Konami does so well. Here's hoping that Konami and the Teenage Mutant Ninja Turtles keep on making beautiful music together.

"One thing you can always count on is a Teenage Mutant Ninja Turtles adventure that's gonna push your NES to the max...and Teenage Mutant Ninja Turtles III may just make it blow a fuse!"  
(GamePro, February '92)
NOW GAMERS CAN GO WHERE THEY’VE NEVER GONE BEFORE... TO THEIR FRIEND’S HOUSE!

Fasten your seat belt! With BATON TECHNOLOGIES’ new TELEPLAY™ SYSTEM, you’re about to experience the future in out-of-this-world, head-to-head competition with your friends. Whether they’re down the block, across town, on Nintendo® or Sega™ Genesis™! That’s right: two screens, two players, two different locations, the same or different formats. You can even attach a PC-keyboard for expanded capabilities! With the TELEPLAY™ SYSTEM, the possibilities are awesome! Your friend can’t watch you, so you can make all your ingenious tactical maneuvers and covert actions in complete secrecy! He’ll never know what hit him until it’s too late!

The TELEPLAY™ SYSTEM by BATON hits Earth in Spring 1993. It uses the latest in telecommunication developments to let you play against someone in another location. It comes equipped with TERRAN WARS, a head-to-head, fast action, arcade style space game, yet it costs about the same as one 8 megabit cartridge! 8 additional action-packed titles will be released in 1993! Want to learn more? Call (602) 437-9659.

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BY BATON
AN INTERACTIVE REVOLUTION

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weren't you a centerfold in National Geographic?

Did you get those ears from Ross Perot?

Is it true you eat Hedgehogs?

Is it a fact that you bit Barbara Walters?

Didn't you get busted for catnip in the '60s?
Is the fur still flying between you and Roseanne?

Did you leave that surprise on my lawn?

What's a Woolie?

Will you do Jay or Arsenio first?

Will you be cutting an album with Madonna?

Does he know he's not wearing any pants?

Will you and Arnold do a 'Furminator' movie?

HEAR BUBSY ™ THIS SPRING. THE BOBCAT TALKS. LIVE ON THE SEGA® GENESIS® AND SUPER NES® SYSTEMS.
The Many Stages of Zen
Zen Intergalactic Ninja is a single-player game, which follows in the tradition of tough NES ninja, hack 'n' slash, action/adventure games like Ninja Gaiden, Shadow of the Ninja, and even Teenage Mutant Ninja Turtles.

To begin the game, you can choose from zero to four continues. You also have the option to turn off the music or sound effects. This game's oldie moldie NES tunes will distract you from your intense meditation, so you'll probably want them turned off.

Hit Start and you can begin on any of four opening Stages: the Acid Rain Forest, the Sluxton Oil Rig, the Biggs Toxic Factory, or the Runaway Rail Car. After you choose a stage, the Gordons explain your mission's objective. Each of these stages has a unique objective and an odious boss. All the missions must be completed before you can move on.

In between stages, you enter a bonus round where you use a behind-Zen view to knock falling recyclable materials into the Recyclertron. You can, score bonus points, extra lives, shields, and 1-ups.

You'll need to move quickly to bat stuff into the Recyclertron.

If you survive the first four stages, you're on a rescue mission to save Jeremy, the boy who unknowingly has the world-saving Geocrystal gem. If you successfully recover the Geocrystal and rescue Jeremy, you graduate to the five Houses of the Most Hideous, which are inhabited by terrible beasts who fight dirty.

This stage select map shows which areas you've cleaned up.

Zen and the Art of Video Games
Zen's graphics paint a pretty NES picture that offers a variety of entertaining game play perspectives. The animations for Zen's moves, especially during the diago-
Intergalactic Ninja

nal-view stages, are totally slick. However, sometimes the characters blur into ambiguity, making it hard to see Zen or one of the bad guys. The 3-D, diagonal view looks the most impressive, although you'll have to get used to moving at an angle. The game's artists pushed the NES' graphic capabilities, but they left the final animated product a bit unpolished.

Rebound-jump move that enables him to bounce off walls for more height. Moreover, Zen can use the Photon Stick to jab, whack, and throw the nasty baddies into a compost heap—where they belong.

You'll need the responsive controls and all of Zen's slick moves to make it through this thumb-blistering cart. Noxious enemies and hazardous wastes constantly dig into him, which quickly whittles down his life gauge. For example, in the Forest, the acid rain clouds are impossible to avoid. The same goes for the burning embers on the Oil Rig.

PROTIP: In the Acid Rain Forest, jump on the springboard plants at the base of the tree trunk to quickly locomote to any of its branches.

Zen Can Cook

Zen does have some top-notch NES ninjitsu moves, though. He can jump and hang, plus climb laterally to avoid obstacles in his path. He's also got a cool, PROTIP: On the Slixxon Oil Rig, don't waste time double-hitting the slick oil creatures. You can defeat them with only one hit.

Clean Up This Cart

Like ninjas, Zen's players will be an elite core, who live to take on any challenge, even against seemingly hopeless odds. In fact, this NES adventure ought to pull a few SNES and Genesis martial artists back to their old face-stomping grounds. You'd best be a gonzago gamer, though, because this game's not for beginners or players with a low frustration level! If you think you're up to this battle, then Zen's multitude of murderous levels should keep you busy for some time. It's a tough game, but somebody's got to play it!

PROTIP: In the Biggs Toxic Factory, use your shadow to target a landing spot when you jump.

Zen Intergalactic Ninja by Konami

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Price not available
Available March
One Player
Action/adventure

GAMEPRO • March 1993
By Brother Buzz

A brand-new amusement park has just opened outside happy Acme Acres. However, Buster and Babs Bunny, Plucky Duck, Hamton, and Furryball the cat are about to find out that this place isn't amusing at all! The Tiny Toons will have to beat four wacky, wild rides in order to enter the Fun House and find out who's behind the mischief— as if you didn't know.

Welcome to Wackyland!

Looney Fun

Tiny Toon Adventures 2 by Konami isn't a full-fledged action/adventure game like the first NES cart (see GamePro, Dec. '91) or even like the Game Boy version (see GamePro, Mar. '92). You still get your fair share of simple but entertaining action by toddling around with the Toons.

First off, you must successfully beat the four rides— the High Speed Log, the Wild 'n' Weird Western Train, the radical Roller Coaster, and the Bumper Cars —in order to earn the four Gold Tickets you need to enter the Fun House. The House is where the fun really begins as you chase after your unamusing mystery host. The Log Ride, the Train, the Roller Coaster, and the Fun House feature simple side-view, multi-scrolling action. The Bumper Cars is an overhead-view event.

PROTIP: During the Log Ride, a log isn't the only thing you must ride.

The rides may sound simple, but they're deceptively tough. Little kids will need help. Bigger kids will need patience. Although there's really not much to them, the game's dependable controls change for each ride. For example, Furryball dodges toads, fish, and birds as he surfs through a log jam. Hamton kicks A (for "Animals") across the top of a treacherous train. Babs tries to keep her balance on a speedy roller coaster platform. Plucky bumps bumper cars with two obnoxious rodents. Finally, Buster hops, skips, and jumps past not-so-fun traps and obstacles in the Fun House.

PROTIP: To beat the rodents in the Bumper Cars, Plucky Duck must be extra pushy. Try to simultaneously hold down B (apply the brakes and hold your position) and A (charge up a power Dash). When the Dash is ready, aim your car with the directional controls and release both buttons.

Turn on and Toon in

Even if you aren't a Tiny Toon TV fan, you'll find the graphics in this game adorable. The characters flash great facial expressions and animations that reflect their TV personas. The music and sound effects put on an okay NES concert. They're simple, cheery, and chirpy.

PROTIP: When Babs rides the Roller Coaster, don't let her touch any part of a building.

Th-th-that's Not All, Folks!

As with the TV cartoon show, you shouldn't totally dismiss Tiny Toon Adventures as a Saturday morning kiddie fare. The challenge is real, even if the overall game play is somewhat two-dimensional. At the very least, Adventures in Wackyland will keep you in Toon.

Tiny Toon Adventures 2: Trouble in Wackyland by Konami

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Price not available
Available April
Action
One Player
Some Gamers Get all the Breaks!

Your Table is Waiting...

With FCI's incredible new pool simulation for the Nintendo Entertainment System, you can rack up points playing against computer opponents like Ernie English and Suzy Cue...then go cue-stick-to-cue-stick with a friend in any of four authentic, professional pool games: Rotation, 8-ball, 9-ball and a 14-1 Rack Game. It's the closest thing to real pool playing action you'll find outside a pool hall! Chalk up another great game from FCI! • Master 4 different games with professional rules, realistic sound effects and music • Play against the pool shark of your choice • Polish your skills in Practice mode, see how good your opponent is in Watch mode • Beat all the experts and work your way up to National Pool Tour Champion • Use the password to come back to the game where you left off.

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Just lock and load one of our revolutionary new compact discs into your Sega CD.

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Wrap it up and get your grade, straight from the veejays or themselves. Kris Kross and C+C Music Factory—two revolutionary music videos from Sony Imagesoft for Sega CD.
By Kay Oss

Meet George Jetson in Taito's The Jetsons: Cogswell's Caper for the NES. Of course, George is in trouble with Mr. Spacely one more time. While he was sleeping on the job, Cogswell Cogs (Spacely Sprockets' competitor) began mining ore on Planet M38. They're destroying the planet and treating the local people unfairly. To top it off, they're making a lot of money doing it. George has to save the day. He must find his family (Jane, Judy, Elroy, Astro, and Rosie the Robot) and stop the capitalist Cogswells. You can help ol' Georgie, but you'd better have patience or be a die-hard Jetsons junkie.

**A Family that Plays Together**

Jetsons is a one-player, action, side-scroller where all your favorite Jetsons characters chip in to help George stop Cogswell. Rosie the Robot offers advice; Astro has a Remote Control for Defenses (a Glider and a Shield); Elroy gives Dad some Magnetic Boots for an extra lift; Jane prepares maximum Power Packs for extra energy; and Judy lends Georgie-porgie her Jet Board to do some fast flying.

George needs all the help he can get to make it through the game's 12 stages. The Cogswells send all sorts of robotic menaces to stop George's progress. After all, we're talkin' cheap economic exploitation here, and lots of money is at stake. George starts out in a packing factory, picking up and chucking boxes at his enemies. As he scrolls along, he also uses clumps of Ore, Cogs, and Apples to knock his mechanical opponents off their feet. To also help him along, boxes hide Power Packs and Stars, along with evil Cogs. Odds are, though, that you'll usually be pleasantly surprised with power-ups rather than opponents.

George has a few standard moves of his own, too. He can run, jump, and fly with his Jet Pack to make it over long leaps.

**Future Shock**

The televised Jetsons looked and sounded better. The graphics in this game are a little simplistic and flat. The music has one track that repeats itself until you feel as stiff as a mechanical robot without an oil can.

George's movements are not that fluid, and he doesn't move very quickly. Combine his lack of speed with the cart's challenging gameplay, and this Jetson is no cartoon kid's play.

**Another Time and Space**

George should have stuck to his TV fame. Although mildly fun, this game's repetitious gameplay, moves, scenery and sound won't keep hard-core space junkies' heads in the air. If you want good Jetsons' fun, turn on the cartoon.

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**The Jetsons: Cogswell's Caper by Taito**

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Price not available  
Action  
3 megs  
One Player  
Available now  
Continues
Doomsday Warrior brings outrageous fighting action to the Super Nintendo Entertainment System. Take on the Doom Squad in a fight to the finish or challenge a friend for a head-to-head all out brawl. Either way, pump up your skills and prepare for battle. Can you discover the 15 secret attack moves? If not, it could spell your doom.

Become one of seven fearless fighters and save Earth!

Bring a friend and have a brawl!
IF IT'S ON THE TOUR, IT'S IN THE GAME.

It's tee time. And your chance to join the world's most exclusive tour. The greatest golfers, the toughest tournaments, the biggest prize money. Everything you'd expect from the PGA TOUR.

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PGA TOUR II delivers a much bigger course in golf. Six unique TPC courses and a fantasy course. Including these new ones: the TPC at Eagle Trace, TPC of Scottsdale, and TPC at Southwind. And five actual PGA TOUR tournaments. Plus the ultimate big money shootout: A new skins challenge on any course.

Every hole's designed from the original course blueprints. Right down to each hazard, bunker, green, fairway, and rough.
So now you go a lot farther on the PGA TOUR. With awesome new graphics. A fade and draw meter for improved shot control. More stats than ever. Like average hole scores vs. par, number of holes in one, your winnings in the skins challenge. And new digitized sounds. Including sportscaster Ron Barr as the tournament announcer.

You better be on the ball if you want to win any prize money. The roughs are a jungle, the sand traps, a desert. Wind conditions and 10 ball lies can drop you from the leaderboard faster than you can say bogey.

Luckily, 10 TOUR pros give you a course on how to play each hole. They'll even play right alongside you. And rotating 3-D putting grids give you a map on how to attack the greens.

EA SPORTS™ coverage follows every bounce of the ball. With multiple camera angles. Instant replay. A new Hole Browser™ that lets you be the cameraman. Plus battery back-up saves it all: tournaments, players, prize money, and stats.

Score this game of golf. Call (800) 245-4525 anytime. Or see your local Electronic Arts dealer. And go the distance on the PGA TOUR.
By Brother Buzz

The name “Disney” usually invokes movie magic. With a little help from video game friends, the Mickey Mouse makers have conjured up some magical Genesis carts, too. World of Illusion Starring Mickey Mouse and Donald Duck by Sega is the latest.

Mean Magic

Mickey Mouse and Donald Duck are two average magicians looking for something to add some pizzazz to their magic act. Suddenly...poof! A magic box appears! Unfortunately for the boys, the Box is bad news. The malicious Magic Master traps them in his World of Magic, and Mickey and Donald must seek him out for the ultimate magic duel.

World of Illusion

Starring Mickey Mouse & Donald Duck

You are good magicians in your world: but here in my world of magic, you’ll have to learn many more tricks to find your way home.

Oh no!

World of illusion is a cute, enchanting, action/adventure game that's sure to make you go “awwwww.” The side-view, multi-scrolling game play is just right for kiddies of all ages. The cart's no thumb buster, but it ought to keep advanced gamers intrigued for a couple of plays.

Your quest to meet the Magic Master covers five stages. On each stage, you must overcome tricky obstacles, defeat weird creatures, and beat a boss to find the exit. You scamper through “The Enchanted Forest” and across its spider webs. You fly a magic carpet and climb perilous slopes in “Among the Clouds.” Then, in “Underwater Adventure,” you become submersible as you swim through a gigantic fishbowl and swash your buckle through a sunken galleon. “The Library” will warp you to new literary heights. Finally, “The Magic Box” spells trouble as the Magic Maker awaits you.

PROTIP: When you dance on the piano keyboard in Among the Clouds, the notes turn into bonus items. Be prepared to catch them, but watch out for bombs!

The Magic Master’s minions block your path at every turn. Army Ants, Spiders, Eaglets, Tiger Fish, Star Fish, Fire Sprites, and Pencil Birds are among the menacing menagerie. Magic Hat 1-ups and Goofie Bags, which hold handy items such as Health Point Candy, litter the landscape and keep you going.

PROTIP: When you're stepping across the clouds, don't tarry too long on the small symmetrical clouds. They disappear in a puff of fluff.

PROTIP: Some spider webs will not support you.
PROTIP: Before you jump into the spiders’ lair in the Enchanted Forest, jump up to the rocks on your left to find Health Point Candy.

PROTIP: In the Underwater Adventure, keep a sharp eye out for the hard-to-see sea urchins.

PROTIP: Jump up and down on flowers. Sometimes the loose petals form steps.
PROTIP: In Among the Clouds, there’s a hidden Magic Hat (1-up) just past the last set of Goodie Bags.

After you beat a stage, you acquire additional magic power. You must fly a Magic Carpet, swim inside a Magic Bubble, and master Magic Warp Doors.

This cart’s cooperative game play is great for gamers at unequal skill levels, such as an adult and a little kid. Players can climb on each others’ shoulders to jump to high locations, lower a line and haul their friends up slopes, and pull their buds through tight squeezes.

A Wonderful World of Color & Sound
The graphics in this game are gorgeous. Mickey and Donald look great, along with the other character sprites. The backgrounds feature far-out fantasy scenes in the classic Disney drawing style. They look like they’re straight out of a Disney animated movie.

The character animation is superb. Mickey and Donald teeter precariously on one toe when footing gets uncertain. They even throw you a bundle of hilarious looks.

The sounds are solid overall. The music tries hard to jazz up a basically cutey score. The effects are competent, if minimal, but at least you get to hear some classic Donald Duck squawk talk.

Always heed Donald’s advice: “Soo0oo, gersh weekash googawkk!”

A Magical Adventure
Mickey and Donald are in a World of trouble this time, and that’s good news for you. If you dig Disney, go for it. Have no illusions, this is a good game.

Slight of Hand
Illusion’s controls are top-notch. Basic moves are easy to master, and mastering magic items is a snap. Alone, you can either play Mickey or Donald. Two players play both characters. Your standard moves are a Jump, a Crawl, and a Mad Dash. When the creepy critters attack, you can make a nonviolent defense by waving your Magic Cape, which usually transforms them into peaceful creatures.

PROTIP: When you’re ready to fly the magic carpet in a two-player game, remember that the character who conjures up the carpet also controls it.

Mickey and Donald need each other’s help.

World of Illusion Starring Mickey Mouse and Donald Duck by Sega

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$49.99
Action/adventure
Two Player Cooperative
Passwords

Available March
By Boy Blunder

Two years ago, Sunsoft had the last laugh with Batman for the Genesis. For his return to 16-bit screens, the Dark Knight's found a new partner in cartridge crime fighting – Sega. The new union produces a sequel worthy of the Masked Man's rep, but it's not quite a match made in heaven.

Greetings from Gotham

The oft-abused citizens of Gotham City probably don't feel like humming any holiday hymns this year. First, the Red Triangle Circus Gang spoils the lighting of the Christmas tree by blowing it up real good. Then, a swarm of bats, presumably unleashed by our hero, pushes the Ice Princess to a chilly death. Holy setup!

It seems one Oswald Cobblepot, a.k.a. the Penguin, is behind the misdeeds. Teaming up with the dirty birdie is Catwoman, who's ready to use Batman's face as a scratching post. Let the crime fighting commence!

On the Prowl In the Dark of Knight

Like its predecessor, Batman Returns is a cool-looking, side-view action cart for costumed fingertip fighters everywhere. It thrusts you into a five-level Genesis brawl across the streets of Gotham, Shreck's Wonderland Department Store, the Red

---

BATMAN RETURNS™

© 1993 DC Comics, Inc.
Triangle Circus Gang's train hideaway, the Sewers, and the Penguin's Lair. The action is straightforward fighting, but you don't get any Batmobile action.

**Stalkin' in a winter Wonderland.**

Batman rounds up and beats up the usual gang of suspects – Red Triangle thugs, knife throwers, stick wielders, circus clowns, missile-armed penguins, and bosses aplenty. Combined, the Penguin and Catwoman seem to have nine lives. You must dispatch them both several times in this cart, each time in a more dangerous setting. This cart is big and tough as claws, so you'll be counting your Bat-blessings for the unlimited continues. You can also set your starting number of lives up to seven.

**Knight Life**

Batman takes it to the streets with a superhuman arsenal that's attuned more for melee than maneuvering. Batman's basic attacks are standard leaps, kicks, punches, and jump kicks. The Knight also lances his enemies with five Utility Belt Bat-weapons: Batarangs, Smoke Bombs, the Bat Swarm, the Grappling Gun, and Super-Seeking Batarangs.

**PROTIP: At the start of Act II, save all your Bat-weapons to fight the strongman guarding the entrance to Shreck's. Grapple up one side while he's frozen, then Batarang him to death.**

For added mobility, Batman can hook onto ledges with a Grappling Gun. This is useful to climb from one floor to another, but the swing effect is unwieldy. Finally, the Cowléd One can glide gently to the ground with his cape unfurled. Bat-control is a tad cumbersome at first, but playable after practice.

**PROTIP: To nip Catwoman in Act I, stand below her and rapid punch. You'll nail her as she jumps down to your level. Then, jump above her, duck, and kick her as she tries to leap. Easy pattern!**

**PROTIP: If you're headed for a certain demise on a bed of spikes or you're in a bottomless pit, activate the cape float for a last chance save.**

Overall, the 'Man's moves are first-class, but a step down from Sunsoft's cart with its fancy wall springs and frantic fistfighting. The sleek aerial acrobatics are missed, too.

**Bat Looks and Sounds**

Comic book crusaders will dig Batman's attire and animation in this return cart. His shadowed sprite appears as stalwart and handsome as the character from the pages of Dark Horse Comics. However, the game's overall look is too muted to win an award. The backgrounds are well-drawn, if dark, and the occasional effects are nice. You'll do a double take when you witness the bizarre diagonal scrolling in Act I's cutaway building.

**PROTIP: Foreground scenery often hides weapon power-ups. Jump "behind" the walls and you may find treats.**

**PROTIP: Step carefully in the citadel – holes in the floor are obscured by the frigid colors.**

You probably won't go bats over the music. The Bat-songs beat in the background, but don't particularity wall. The sounds project mixed signals. Some of the effects, such as the thunderstorm, are hot, but others are not. The death bleep for the enemies is particularly grating.

**Fairyly Happy Returns**

Batman Returns is a solid effort for Sega, although it's heavy on combat. However, without the Bat-vehicle segments and swift wall-climbing moves, the cart lacks that certain something. Maybe the CD version, due out later this year, will pick up the slack.

Video games don't always imitate real life, but it's spooky how often they imitate the movies. Like his silver screen sequel, the Caped Crusader's cartridge return is a good show, but it's not quite a sellout.

**Batman Returns by Sega of America**

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$39.99
8 megs
Action
One Player
Available now
Unlimited continues
Zip back and forth in time in this Genesis adaptation of the popular arcade game as you try to stop the Terminators from doing what they do best.

**Judgment Day**
The original bad boy of the ‘borgs made a pretty fair dent in the quarter industry with the arcade version of Terminator 2: Judgment Day. Well, you can put your change back into your piggy bank, because this version is just as much fun. Like the arcade game, T2 is a one- or two-player, first-person-perspective shoot-em-up that uses either the joystick or the Menacer.

You blast your way through eight stages, (including a nuclear wasteland, an old warehouse, and a metal factory) in order to annihilate a race of mechanical monsters from the future that want to make you takeout for worms. They better take a rain check on that, though, because you’re part of a resistance movement that wants to put these platinum pinheads back in the scrapyard. To clear each stage, you have to shoot everything that moves before it shoots...
you need to keep the truck from blowing up. The trick is to ignore the Endoskeletons and time your hits so that they hit the HKs just before the HKs hit you. It’ll take a couple of tries, though, so don’t be discouraged.

**PROTIP:** Blow up the silverfish (the creepy-crawly inhabitants of Level Four) and then blow up the doors they came out of. After you’ve destroyed the top doors (don’t fret about the bottom doors), you can move on.

### You’ll Be Back

T2 for the Genesis looks good and sounds good, too. Although the limited color palette makes things look just a tad T2-dimensional, the movement of all of the characters is fast and smooth with no slowdown. Of course, the Genesis version can’t match the arcade unit’s huge, cabinet-rocking explosions, but who needs more noise, right? This makes the music and sound effects a welcome din, which include real digitized speech and pretty good tunes. When Ann says “Terminated,” you don’t ask any questions.

**PROTIP:** Shoot at the Endoskeletons’ heads when they get up close and personal. A chip may pop out that allows you to pick goodies from a menu as a reward.

**PROTIP:** The truck is the most difficult obstacle in the entire game. To get past it, only one person in a two-player game can use the Menacer. The other player is stuck with the joypad. That doesn’t cut the fun down in the least, though. The Menacer’s fun and the controller is too. You’ll spend lots of time blasting your way to rescue John Conner.

**PROTIP:** To demolish the end-level mechanical demigod on Level Four, shoot every port on the wall and then go for its guts. Make sure you’ve destroyed all the ports before you attack the middle.

### They’re All a Bunch of Girly-’Bots

T2: The Arcade Game is a real callous maker. If you’ve always wanted to help the Resistance but couldn’t make it to the screen, now’s your chance to kick sand in the face of those slipshod, sheetmetal, overgrown, tin cans. Pick up T2 and start blasting.

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$49.95; $89.99 packed Action

| w/The Menacer Available now | Two Players Menacer compatible |

**GAMEPRO** • **March 1993**

43
**GENESIS REVIEW**

By Gideon

Look! It's a bird! It's a plane! No...it's Superman zooming his way to the Genesis! The granddaddy of all superheroes will make his 16-bit appearance in a great-looking, challenging adventure worthy of superheros of all ages. The fate of Metropolis and all its citizens is in your control pad. There's no time to lose...up, up, and away!

**Super Situation**

Metropolis has been plagued by a rash of kidnappings, subway hijackings, and superhero girlfriend abductions. Only Superman can rescue the napped kids from the Prankster, return the stolen subway from Metallo, and save his loved interest, Lois Lane, from the clutches of his archenemy, Brainiac. Five extensive, super challenging, side-scrolling levels await our Kryptonian hero in this exciting one-player game.

**Superpowers**

Superman is a very challenging game that befits the world's greatest superhero. In addition to his flying, leaping, running, and punching abilities, Superman can develop Superpowers, such as searing Heat Vision, powerful Sonic Punches, and Hyper Spins that are capable of drilling to other levels beneath the ground. These Superpowers are essential, because you only have one life and the length of playing time is dictated by how long you maintain your life bar. Scores of enemies, such as gun-toting goons, killer drones, Kryptonite-shooting snipers that fly, giant spaceships, and Kryptonite-spouting roadblocks, zap away at your life units. Fortunately, icons granting additional life units and Superpowers appear throughout each level.

**Super Graphics**

Longtime Superman fans will be happy to know that the programmers have been extremely faithful to their comic book source material. Superman looks and moves identically to his four-color, newstand adventures. All characters and backgrounds are rendered in bright, primary colors, which are effective in creating the impression of a comic book come to life. Superman also is a highly-detailed, large sprite. Attention to the small details, such as his billowing cape, help to give the game extra visual punch.

**Super Game Play**

Proving that superheroin' ain't easy, Superman is an extremely challenging game. To take out spaceships, jump up into them or down onto them. One well-placed Sonic Punch also does the trick.

**Meet Me in Metropolis**

Superman, the game, lives up to Superman, the legend. Sharp graphics and a solid challenge make this a worthy game for all Genesis players. Take Superman for a spin, before it's old news. Now, if we could only find Clark Kent to cover this story!

---

PROtip: To take out spaceships, jump up into them or down onto them. One well-placed Sonic Punch also does the trick.

PROtip: While you fly, it's best to stay along the left edge of the screen. It's easier to dodge oncoming enemies from there.

**Superman by Sunsoft**

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ADV.

$54.99

Available now

One Player

Continues

Action/adventure

GAMEPRO • March 1993
Pull some serious GEEEEEZ!

Defy the skin rippling forces of gravity and soar into Top Gun® Guts & Glory, the most intense combat simulation ever to fly Game Boy®

- Unique first person perspective raises realism to oxygen depleting heights.
- Command an F-14 Tomcat, F-16 Falcon, F-117A Stealth fighter or Soviet built Mig 29 armed with cannons and heat seeking and radar guided missiles.
- High risk combat sorties include air assaults and bombing missions over enemy battleships.
- Dogfight one-on-one with the computer, constantly employing tactical and evasive maneuvers in your quest for victory.
- Three difficulty levels plus a special career mode combining increasingly tougher air and bombing raids.
- Each fighter has a unique performance profile with characteristic turning ability, power, ceiling and blackout resistance.
- Win or lose, know what it's like to have the guts to reach for glory.

KONAMI

GAME BOY®

TOP GUN GUTS & GLORY
When we last left our hero, the Warrior-Messenger, at the end of Shadow of the Beast (see GamePro, Nov. '91), he had just shed his beastly bad looks for slightly better human features by beating the foul demon Zelek's horrible horde. Now, cruel Zelek's in deep doodoo with his demonic boss, so he's wrapped his talons around the Warrior-Messenger's little sister! Zelek's a real animal — but he ain't seen nuttin' yet!

A Game with Bite

If you beat Shadow of the Beast by Electronic Arts, you'll find Beast II a small step up the evolutionary ladder — but that's alright. This time around, your hero's a hunky Tarzan look-alike who sprints everywhere, usually into packs of nightmare-looking monsters. This is a top-notch action/adventure game that's sure to make you howl.

The side-view, multi-scrolling hit-and-run action jams your thumb muscles as it messes with your mind. The game isn't organized by stages, but instead by tasks you must complete to find key game-winning ingredients, such as the Scroll, the Ring, and the Magic Spell.

PROTIP: You need the Magic Axe to find the Ring; once you get past the open forest area, follow the Acid Drops up. The Acid creature has the Axe.

PROTIP: On your way to free Israam's prisoner, make sure no one cuts down the first rope you climb down.

Cruelty to Humans

This game's challenge is hairy — as in HAIR-REE! On your way to Zelek's castle, Beast dishes out a mean mix of intense monster fighting and brain-twisting, multi-step, puzzle solving that's guaranteed to bring out the animal in any Pro. Normal Mode is abnormally hard, and Ridiculous Mode is no laughing matter. Even Easy Mode will make intermediates cry for their mommas. At least, Treasure Chests relinquish just enough Health Potion to keep you going — barely. Since there are no continues and no passwords, it's all the way in one play.

Animal Control

Beast II's controls are solid. Your beastly boy runs like a deer. He jumps, he climbs ropes and chains, he flips switches, and he pushes stones. Your standard monster masher is a Mace, which acts like an extended punch. You'll find an Axe, magic spells, and other weapons along the way, too.

PROTIP: You need 16 gold coins to ultimately complete the game.

PROTIP: To grab the Ring, you must free BOTH of the prisoners locked up in the prison.

The seamless items interface is particularly handy. You can hold four things at any time and a nice, ever-present, on-screen display lets you know what you're holding without intruding on the game play.

Claws and Effects

Beast II's graphics will catch your eye just like its predecessor's. As in the first version, the animation's a bit stiff, but the artsy pix are beautifully drawn and colored. The psychedelic, fantasyland backgrounds and the detailed character sprites are especially fresh.

Defeat never looked so good!

Beast's sounds really sing, too. The synthesizer music pops, and the sound effects add excitement to the game.

May the Beast Man Win

Shadow of the Beast II has animal magnetism. If you feel the call of the wild, check it out. Just don't expect any creature comfort.

Shadow of the Beast II by Electronic Arts

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$49.95 Action/Adventure
8 megas One Player

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

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

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GENESIS PRO REVIEW

By Otter Matic

Following Operation Desert Storm, Absolute rolled out Super Battletank: War in the Gulf for the SNES (See ProReview, June ’92). Now Genesis tank troopers can play their own war games. This one-player tank simulation throws you into the cockpit of an M1A1 Abrams Battletank that’s equipped with all the high-tech battle gear you need to lead a mobile assault.

Get Tanked
Super Battletank: War in the Gulf is meant to be a realistic simulation of desert warfare with 10 hard-nosed missions. The first-person point-of-view accurately conveys both the suspenseful anticipation and the supercharged fast action of a ground assault. When you successfully complete a mission, you attend a press conference, compete with nightly newscast double-talk. Your enemies include Soviet-made T-72 tanks, Soviet Mi-24 HIND helicopters, SCUD missile launchers, and heavily fortified strongholds.

You can toggle between two views, a behind-the-dashboard battle screen and a long-range radar map. The graphics in the battle screen aren’t as sharp as they were in the SNES version, but they’re still pretty decent. The screen’s instrument panel has been slightly upgraded from the SNES version and includes a more detailed short-range radar map that displays your tank and the enemy’s tanks from an overhead view. This important detail enables you to avoid enemy shots, because you can see which way an enemy’s gun is pointed without reverting to the long-range radar map.

Where Have All the Buttons Gone?
The controls of Super Battletank are a little hard to use. To accelerate or decelerate, you have to press a combination of Start and Up or Down. This is a bit tricky when you’re in the middle of heavy enemy fire. Also, shooting and steering simultaneously is a little confusing. For example, when you steer left, your guns aim left as well.

PROTIP: Keep close watch on your fuel and ammunition gauges as you plan your attacks.

Super, Super Off-Road
Don’t let anyone tell you that “they don’t build tanks like they used to,” because this baby’s built tough! You’re equipped with 7.62 mm Machine Guns, 120 mm Cannons, Laser-guided Shells, a Smoke Screen, and a Night Vision Scope.

PROTIP: To launch a surprise attack, get within firing range, immediately use your smoke screen, and fire your 120 mm cannon. Each time you fire a shell, the smoke clears for an instant and you can aim your next shot.

PROTIP: To pass through minefields unscathed, choose the 7.62 mm machine guns, move the sights down to ground level, and shoot mines to clear a path.

PROTIP: When your damage is high and you have only one enemy left, use the laser-guided shells. You can destroy most enemies with one missile before they get you.

Diggin’ in the Dirt
Super Battletank is a good military strategy game with enough realism to make anyone want to dodge the draft. Don’t expect a cheery armor-plated arcade game. This is a challenging test of your skills as a strategist and sharpshooter. At least, unlike real combat, you can always play again.

Gary Kitchen’s Super Battletank: War in the Gulf by Absolute

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$57.00 Tank Simulation
4 megas One Player
Available now
Get 'Em By The Cross Hairs.

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

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

Power! It's your divine right, but you're currently a king with no country and only a handful of loyal followers. With a little luck, and a lot of strategy, you just might find a new kingdom to rule in PowerMonger.

PROTIP: Read the manual, or you won't have a clue!

PROTIP: Sheep are an excellent source of food. Whenever you run across them, slaughter them to add to your cache. Remember that you can store surplus food in hidden bunkers across the landscape and return for it later.

Passive-Aggressive Game Play

A really cool level of complexity is added with your ability to control the aggressiveness of your followers. For example, if you attack a village passively, you're more likely to form an alliance and spare the inhabitants. If you attack aggressively, you'll notice a lot of little angels floating skywards. If your men invent passively, you'll probably get a plow. When they invent aggressively, they're more likely to produce a weapon. Get the idea?!

PROTIP: One key to conquering more technologically advanced territories is to invent a Cannon. Work hard to get your men to build an iron mine, invent a Cannon, and then blow your enemies away.

More Power To You

Overall, PowerMonger's a good video game adaptation of a PC classic. The biggest loss for fans of the original is the two-player head-to-head mode. Playing against the CPU's just not as much fun. Despite its drawbacks, pick up this cart if you're in the mood to burn and pillage a little countryside.

A Game for Would-be Kings

PowerMonger's a strategic simulation that's more or less similar to Populous. Based on a popular PC and Amiga title, the game puts you in charge as you and your soldiers try to conquer enough of the game's 195 different territories to become ruler over the land.

Although PowerMonger is a complex and absorbing game, its intricacies will definitely have a limited appeal for many gamers. You view the one-player action via several different on-screen windows. The central window displays a view of the landscape that features nicely rendered, multi-scrolling, 3D graphics, much like those in Populous.

A hodge-podge of sounds highlight the action and cue you to different goings on, but they're hard to follow and some (e.g., the creaking sound) are more annoying than helpful. On the other hand, the trampling of your soldiers' feet as they march and the roar of their campfire are downright guaranteed to stir your fighting blood.

Command Performance

Your control of the action is via a point-and-click interface. You move from window to window and select any of the 20 icons that line the right side of the screen. A thick manual details all of the possible actions you can take, but it's up to you to discover their ramifications. Since the Genesis' control pad is limited to three buttons, the different button combos are somewhat tricky to master. The game's commands were more straightforward on the PC.

The game play is complex and time consuming, definitely not recommended for gamers who like their action down and dirty. In the initial scenarios, your trusty band of followers is armed with knives and a small amount of food. Led by you, this hardy group roams the countryside in search of territory to conquer. To succeed in your quest, you'll have to form alliances with villages and enemy Captains, force other soldiers into your army, invent new weaponry, trade goods, transfer men and weapons among several different armies, and always, always, always keep your soldiers fed!

More Power To You

Overall, PowerMonger's a good video game adaptation of a PC classic. The biggest loss for fans of the original is the two-player head-to-head mode. Playing against the CPU's just not as much fun. Despite its drawbacks, pick up this cart if you're in the mood to burn and pillage a little countryside.

PowerMonger by Electronic Arts

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$49.95
8 megs
Available now

Strategic Simulation
One Player
Passwords/Continues
GET A MONSTER BONE.

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

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

Nintendo®, Super Nintendo,® Game Boy® and the official seals are registered trademarks of Nintendo of America Inc. ©1992 Nintendo of America Inc. ©1992 Kemco America, Inc.
The cutting edge

When it's clobberin' time, Joe's got his stuff together. He has his old Shinobi moves. He slices and dices with his Katana sword, tosses Shuriken knives, and can even pull the old Somersault Rainbow Shuriken toss attack.

In this cart, however, Joe knows no dead ends. He can scale to new heights by rebounding off walls. He can also grab overhead structures for hand-over-hand treks.

Musashi's ninja magic (called "Jitsu") will offer something old and something new. The fresh stuff are the Jitsu of Hakuri, which produces a hail-
NINJA MAGIC

The Jitsu of Ikazuchi

The classic rainbow Shuriken move.

The Jitsu of Hakuri

Joe's fighting is as sharp as ever.

The Jitsu of Fushin

Joe knows Ninjitsu.

The Jitsu of Karlu

storm of blue dragonstones, and the Jitsu of Karlu, which conjures up four spinning fire boulders. Other Jitsu powers are old friends: Ikazuchi creates temporary invincibility, Fushin gives mega-jump power, and Mijn turns Joe into a human explosion at the cost of one life.

Regular Joe

Shadow Dancer ("Shinobi II") was a competent warm-up/sidestep, but Shinobi III looks more like what Musashi disciples have been waiting for since Shinobi: Revenge of the Ninja made its 1990 debut. Shinobi III appears to be a souped-up sequel in the style of the original classic Genesis cart – plus more! It looks like the Way of the Genesis Ninja will lie in Sega's direction.

Shinobi III: Return of the Ninja Master
8 meg, Available Spring '93
An Amphibian Assault
Unlike the SNES version, Genesis Battletoads will mirror the NES cart. The Dark Queen and her evil cronies have slimed out of the darkest regions of space to put the snatch on the fair princess, Angelica. In the process, she nabs the princess' pal, Pimple. Rash and Zitz aren't about to take that squattting down! They take off after Queenie in their star cruiser, the Vulture, with their mentor, Professor T. Bird, at the controls.

You'll get 12 multi-scrolling levels of action/adventure fighting and fun. Two players can play two Toads, or they can try to croak each other. Each level will feature a unique frog-frying challenge.

Amphibious action!
The Queen's crew has a taste for Toad stew. Among the space vermin you face are the Psyko Pigs, the ravenous Robo Manus, and Hornhead (a rhino Terminator).

Freakin' Frogs!
Will Rash and Zitz save face and rescue the Princess? Will Pimple pop? Tune in next time for the Genesis Battletoads ProReview!

Battletoads by Tradewest
Available April
CHUCK ROCKS
YOUR SUPER NES!

He's fat, he stinks and he's one of the best-loved characters ever to climb his way out of the primordial slime and onto your video screen. In this rockin' new 16-bit adventure for your Super NES, you'll join Chuck Rock on his belly-bashing, odor-kicking, rock-tossing mission to rescue his wife Ophelia from arch-rival Gary Gritter. You and Chuck, who's equipped with a pea-sized brain and nuclear body odor, have to crush some pretty strange characters, like the wild and wooly mammoth, one mean triceratops and a saber-toothed tiger who's permanently hot under the collar. Together, you and the Chuckster swim through swamps, travel up volcanoes and shiver your way through the ice age — all in the name of love!

Nineteen levels set in five prehistoric worlds. Eye-popping graphics and very cool animation. If you wanna rock, you gotta get Chuck Rock.

Also available for Sega CD.
Before you play this
know which

La-a-a-nd Ho-o-o! It's Tiny Toon Adventures™ - Buster's Hidden Treasure™ for Sega™ Genesis™. As Buster Bunny, you've landed in a 33 stage treasure hunt adventure. Check out the animated terrain and "toon" your big blue ears into the groovular sound effects. Bounce through cartoon turf such as the Underground Sea and a Waterfall so wacky, you won't know which way is up.

You've got to rescue your pals and find the treasure before spoiled Montana Max spoils your plans. But you'll practically have to move mountains if you're going to make it through the mountainous Radar Range.

You're drooling for that 14 carrot gold, but so is every other toonster in town! Dr. Gene Splicer has even brainwashed (we use the term loosely) Elmyra and Dizzy Devil to do his dirty work. Here in the Excavation Factory you'll really have to crank out the carrot juice to survive.

The Shipwreck will have you sunk because it's swarming with zany challenges. In a pinch, you can always spring a triple jump or slide down a rope with your ears.

KONAMI®

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

The蚊虫 must have potential permission before exiting. Touch-tone phones required.

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cartoon, you better way to Gogo.

Welcome to the Fungusamungus Forest, where creepy trolls and owls are just dying to meet you. But hang on to your carrots, Gogo Dodo will show you where to go throughout this adventure.

The Plains! The Plains! This fantasy island is fraught with freaky flatlands. Before they flatten you, watch out for unidentified falling objects, electric zappers, moving walls, levers and misplaced rakes.

Happy Spelunking! No, it's not a Swedish holiday, save your greeting cards. You're going to be exploring the Deepdark Caverns. Some caves flow with molten lava. Talk about a hot foot!

KONAMI

TINY TOON Adventures
Buster's Hidden Treasure
Flashback! The French Connection

When Out of This World first appeared, gamers were amazed at the innovative and realistic graphics and gameplay. Now Flashback has surfaced with the same look – only better. Who's responsible? A company on the other side of the Atlantic – Delphine Software of France. The mystery makers are revealed.

By Linoleum Blown Apart

Delphine Makes Music

You'll find Delphine Software located in one of the many nooks and crannies in Paris. From its appearance, you'd never know it's the home of Conrad Hart. When you enter the front door of this hideaway building, don't expect to see huge game posters or hear game sounds coming from the corner of the room. Instead, you're confronted by an incredible display of gold records lining the reception room and front halls. What do all of these records have to do with gaming? Not much, but Delphine has a lot to do with both records and games.

The Delphine Group started in 1976 as a record company and has branched out into publishing, software, modeling casting, and distributing. Their main interest is in music, selling over 65 to 70 million records worldwide. Along those lines, most of their revenue is earned by creating jingles for commercials. Even with all of these investments, Delphine Software (the gaming group) accounts for more than 30% percent of all Delphine's business. They haven't limited themselves to just video games. Flashback and many other games are out in the personal computer format as well.

This success would not have been possible if the games weren't truly innovative and behind that innovation lies many man hours. Although Flashback was created in only one year, the hours that each person involved with the project put into its fabulous graphics and gameplay equalled about four years.

Why so long? Well, first the story line was developed, in this case by Paul Cuisette, the General Manager of Delphine Software. Being interested in science fiction, he had Conrad Hart's plant-hopping story brewing for many years. Once the stage was set, Conrad was ready to come to life.

Continued on page 60.
Brain Transplant, $39.99!

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

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

And a free strategy book offer comes in every box. All this for just $39.99.

Hey, you don't need to be a brain specialist to see what a smart deal that is.
Graphics Come to Life

Next, came the actual physical creation of the game. Delphine uses rotoscope technology and polygonal graphics. To create Conrad, they filmed a live actor performing each different move. Then they took the video tape and froze it frame by frame. Once the screen was frozen, they actually taped a transparency to the screen of a TV monitor and traced the outline of the actor onto it. They did this for every tiny twitch of movement. Then they took the traced image and taped it to a computer monitor, where they then traced it "into" the computer with a drawing program. Over 2000 transparencies later, you have the cool movements that scroll at 24 frames per second and at a resolution of 300dpi x 200dpi. To put it into perspective, typical TV cartoons scroll at 24 to 28 frames per second.

As for the backgrounds and other images, they came later from a variety of sources. Four artists (Benoit Aron, Thierry LeVastre, Thierry Perreau, and Dennis Mercier) are responsible for Flashback's cool backgrounds.

Some of the other images are the results of powerful imaginations. For example, the motorcyclist in Flashback's opening sequence is really a plastic model (Straight Run Rider) of a guy on a motorcycle. It only stands about four inches tall and about six inches wide. This opening sequence is a good example of the use of rotoscope technology in the game. In order to create the scaling and flying effects, they had to hang the model from a wire and film its movements, then convert them to video game format frame by frame. The tank was also built from plastic models, but the Taxi from Level Two was hand drawn. The gun that the ogres tote in Level One is really just a cardboard poster tube with a plastic knob at its base.

A Sound Result

As for sound, Delphine has studios most multimedia software companies can only dream of. With five different recording studios and 15 years of experience in the music business, Delphine knows recording. Musicians Fabrice Visserot and Jean Bauclot are the magicians behind the tunes. While manning huge Mozart or SSL consoles (huge synthesizers that create the sound of hundreds of musical instruments), they viewed a tape of Flashback from a monitor situated above the glass walls of the studio. This enabled them to synchronize the music with the game play and to create special musical effects.

Flashback 2

If you think Delphine is resting on its laurels, think again: the Flashback crew is busy working on a sequel. The lead character will have entirely new moves, and Delphine even plans to use new actors. If you liked the first foray into Titan, you can look forward to visiting other out of this world places in Flashback 2.
Now that you’ve seen Conrad Hart’s incarnation, take a look at where he’s going! This exclusive, 15-page comic book adventure will take you through the start of all his trouble!
CONRAD B. HART, AGENT OF THE GALAXIA BUREAU OF INVESTIGATION, BARELY HAS TIME TO THINK. SO MUCH DEPENDS ON HIS INSTINCTS.

FLASHBACK™: The Quest for Identity, Vol. 1, No. 1. Writer: Jim Moore, Penciler: Mike Harris, Inker: Frank Percy, Letterer: Rick Parker, Editor: Glenn Herdling. Published by MARVEL COMICS. FLASHBACK ©1993 Delphine Software International and U.S. Gold, Inc. All rights reserved.

CONRAD! LOOK Out...

CYNDI'S OUT THAT LEAVES ONLY ME.

IT MIGHT GIVE 'EM A FIGHTING CHANCE!

SURRENDER OR BE-- SKREEE--!

SHRAHHOW

SIMULATION TERMINATED. CODENAME: FLASH IS THE ONLY SUCCESSFUL ENTRANT. SCORE: 837 OUT OF A POSSIBLE 1,000 POINTS.
...you beat your own high score, Flash!

Piece of cake, Jackson. That's why I'm leading in the GBI's Athletics Department.

Just wish my scores were as good as Ian's in Academics! It takes more than good reflexes to be a GBI Agent.

You mean like having a great memory for details? Don't you have a date with your girlfriend in half an hour?

Half an hour? Blazes! Sonya's gonna skin me alive!

Rest in peace, Flash! Ha-ha-ha!

He'd be our best agent if he wasn't always running late... and if he could get over Ian quitting the G.B.I.

Still have to go by the lab, grab the molecular density analyzer for some field testing!
THERE IT IS!

I'd have NEVER BEEN ABLE TO FINISH THE M.D.A. WITHOUT IAN'S HELP! IT WAS GOING TO BE OUR FINAL EXAM IN FORENSIC INVESTIGATIONS.

WELL, IT'S STILL MY FINAL EXAM, EVEN THOUGH IAN QUIT.

IT REGISTERS THE DENSITY OF MATTER, MAKING FORENSICS INVESTIGATIONS A THOUSAND TIMES MORE ACCURATE.

LOCATING EVIDENCE BECOMES EASIER BECAUSE THE MOLECULAR DENSITY OF A HIDDEN OBJECT WOULD BE DIFFERENT FROM THE DENSITY OF ITS SURROUNDINGS.
I just wish you were here to share in the celebrations, Ian.

I still can't believe you just quit the GBI. One quarter to go and you leave Earth for the Titan colonies!

What a team we made— you, me, and Sonya...

Oh my gosh— Sonya! I better move fast or I'm gonna be...
LATE AGAIN, CONRAD, IF YOU EVER MANAGED TO BE ON TIME FOR ANYTHING, I THINK I'D DIE OF SHOCK.

COME ON, CONRAD, I REALLY NEED TO TALK TO YOU!

HI, PRETTY LADY, SORRY I'M LATE!

YOU MAD AT ME?

NO, BUT WHY IS A MAN CODENAMED "FLASH" NEVER ON TIME?

DON'T YOU DARE! IT FITS YOUR SMILE.

GUESS I'M GONNA HAVE TO GET A NEW CODENAME.

WELL, THIS SMILE NEEDS TO EAT!

I SHOULD TEACH YOU A LESSON AND ORDER THE MOST EXPENSIVE ITEM.

IN THAT CASE, YOU'RE TREATING.
Hey, you can tell me if you haven’t listened. You haven’t heard of what I want to tell you. I’ve got something for you. You won’t get angry.

That’s nice.

I’m sorry Conrad. You’re not someone I can trust. You’re still in love with me. I don’t think you’re capable of that.

They blew up the planet two hours ago.

I broke the record in the athletics test today.

He’s on the Titans working in a civilian position for the G.R.I. 

Later...

Hey, guess what? I heard from Am yesterday. They wouldn’t eat another bite.
WELL--

THE GROUP I'M WITH IS GOING TO CAUSE TROUBLE AT THE RALLY TONIGHT.

WHAT KIND OF TROUBLE?

UNLICENSED PROTEST, AND WITH THE GUARDS THESE DAYS...

CONRAD, I'M AFRAID THEY MIGHT GET HURT.
RELAX, MAYBE WE CAN STILL STOP THEM.

THEY ALL KNOW I'M WITH THE G.B.I. MAYBE THEY'LL LISTEN TO ME.

I - I WAS AFRAID YOU WOULDN'T HELP.

YOU CAN ALWAYS COUNT ON ME.

WE'LL STOP THEM IN TIME.
No sign of trouble, yet.

Maybe they changed their minds...

I hope so, the security guards can be dangerous.

So, these are the glasses.

Ladies and gentlemen, the next president of our country.
BOO!
GO HOME!
LIAR!

SPLAT!

GET BACK, SIR! WE'LL HANDLE THIS!

HELP US!
GASP!

WHAT THE?

OH!
SONYA! LOOK OUT!
ARE YOU ALL RIGHT, SIR?

MAKE SURE THEY DON'T GET AWAY!

YOU SAVED MY LIFE!

BUT I COULDN'T HELP YOUR FRIENDS.

FORGET THAT, THEY CAN TAKE CARE OF THEMSELVES.

THERE'S SOMETHING WRONG WITH THE WAY THAT MAN LOOKS IN YOUR GLASSES!

MAYBE YOUR EYES ARE GOING BAD.
I'm serious, look for yourself.

Sigh. Okay.

Everythings under control, folks...

What the? You're right!

See what I mean?

I don't think some of these people are human!
WHAT DOES IT MEAN?

I DON'T KNOW, BUT I'M SCARED, CONRAD.

WE'D BETTER GET OUT OF HERE.

WE'LL MEET TOMORROW MORNING AND TELL THE G.B.I. WHAT WE SAW.

THIS IS NUMBER SEVEN. WE MAY HAVE A PROBLEM...
TWO DAYS LATER...

I'M BEING FOLLOWED AND I STILL CAN'T REACH SONYA... SHE'S GONE JUST LIKE IAN!

THESE HOLOCUBES ARE MY ONLY CHANCE. I JUST HOPE I'M NOT...

TWO LATE!

AAARGH!

THAT GOT HIM!

NOW OFF TO TITAN'S SPACE STATION FOR REPROGRAMMING.

CONRAD'S ONLY HOPE LIES IN THE MISLABELED HOLOCUBE IN HIS JACKET...
JAM WITH THE BEST IN THE NBA.

Barkley's Monster Dunk.
Drexler's Tomahawk.
Malone's In-Your-Face Jam.

Welcome to Jam City. Bulls vs. Blazers" and the NBA" Playoffs."

The game that raises pro basketball to new heights. With the complete rosters of all 16 1992 NBA playoff teams. The '92 East and West All-Star squads. And 5-on-5 action so hot, it scorches the hardwood.

With 5-on-5 gameplay, you get the biggest piece of NBA action anywhere.
You get the signature moves of the best guys ever to lace up a pair of hightops. Dunks like Person's Alley Oop Slam and Kemp's Off-the-Glass Jam. Slick ball-handling like Hardaway's UTEP 2-Step. Rebounding machines like Rodman and Willis. And 3-point sharp-shooting like Mullin's patented jumper from the corner.

It's the NBA's biggest guns. And all their shots.

You start at Round 1 with all 16 playoff teams. From there, the action only gets more intense. Establish your inside game. Hit a few treys. Play tenacious "D". Nail letter-perfect foul shots with the exclusive "T" meter. Use up-to-the-minute game stats to know when a starter's fatigued and when to go to the bench.

It's a tall order. But if you can stand up to the competition, the NBA title is yours.

**EA SPORTS** is all over the court like a loose ball. With coverage of every brick that clangs off the rim, every squeal of $159 sneakers. Instant replays. Scores from other games. Stats. Highlights. Jump at this chance to join basketball's elite. Visit your local Electronic Arts dealer or order by phone anytime: (800) 245-4525.

And play with the champions of the NBA.
Make Your Own Video

Kriss Kross

By Scary Larry

Yo, Waaazzzzzoonnnn-upppppw!!!! Mix it up, homies, in this fresh new CD from Sony Imagesoft that lets you direct your own video. You want fly color? You want def effects? Word. This interactive CD can do it.

Get It Goin' On

Join MC Boyd Packer for the most slamin' video request show of the year! Video mixing is at the tips of your fingers in this new line of Sega CDs called "Make Your Own Music Videos." Sony offers up hundreds of full-motion animated, video images for you to add to Kriss Kross' totally wacked music. The video images include the videos made for the three Kriss Kross songs contained on the disc, "Jump," "Warm It Up," and "I Missed The Bus." You also get video images from various TV shows, movies, and the news, along with stock footage of everything from ballet dancers to the shuttle crew.

There are dozens of other effects, which you can mix and match. You can also have the lyrics to the song appear under the image, so that you can sing along with your favorite music stars.

Warm it up with the hip hop, Kriss Krossed crew.

Play Ground Rules

There are two modes to this CD. U-Direct is a you-make-it-then-play-it-back editing mode, where you take your time creating a video masterpiece. Pick and mix special effects, add any images you want, save the video, and play it back on another screen.

The Edit Challenge is a video game in the truest sense of the term. Callers call in with their requests as to what should and shouldn't be in the Kriss Kross video of their choice. You mix, match, and replay the video using their suggestions. They then rate you in front of millions of viewers. If you've followed their picks, you won't get panned.

If a caller wants babes in his video, give 'em babes!

Of Sound Mind

Sound is no problem in this CD. The Kriss Kross music is clear and crisp, just what you'd expect from a CD. If you've got a stereo TV, then there's no reason for you not to crank the knob.

The video interface used to move between effects and images is too easy. You've got no excuse not to jump around. Because of the easy interface, extensive image library, and the fresh music, you should have hours of fun (and maybe a career opportunity or two) by splicing and dicing this CD.

Wiggeda Wiggeda Wiggeda Wack Daddy

Hey, you may not understand all the lyrics, but don't let that stop from you hangin' with the homeboys. Kick it with Kriss Kross.

You never know who's gonna make an appearance on your video.

You can also distort images with special effects that include Slice/Dice (cuts the image into squares while it's playing), Smear (causes the image to blur and smear), Wash (makes the colors distort), and Strobe (flashes the screen).

PROTIIP: All you need is some rhythm, and good timing. Leave the rhyme to Kriss Kross.
mixed results. Bar customers are interviewed for their preferences, and there you have your Edit Challenge setup. Again, hundreds of video clips and the videos from three INXS songs, “Heaven Sent,” “Not Enough Time,” and “Baby Don’t Cry,” will be included.

**Bar None**

Since it’s set in a bar, this video is a more mature, adult-oriented CD. However, the stylistic songs and matching video images (which oddly enough include a lot of cartoons) will still give you enough to work with. Video editing may be your call, and these CD titles may be your start.

**Marky Mark and the Funky Bunch**

Sega has jumped full force onto the video bandwagon, and it’s come up with one of rap’s biggest stars (and teenage girls’ biggest heartthrob) to date. Marky Mark and the Funky Bunch will be in the house, serving up some Good Vibrations! Come on, come on....

**Hip Hop Hooray**

This CD looks just as much fun as the other two by Kriss Kross and INXS. However, it has a harder edge, like Marky Mark’s musical style. The Markster will even make an appearance to talk to young fans. If Marky Mark’s your man, your CD’s comin’
trigger the transformation into Wolfchild. However, if you hit too many times after your chameleon changes, you change back into Saul. If your vitality bar drains completely, you'll lose a life.

You start your father hunt aboard a CHIMERA battle cruiser that drops you onto an enemy island stronghold. Then you cross obstacle-laden jungles, wade through a temple infested with huge, mutated bugs, and sneak into the enemy's inner sanctum for the final showdown with Draxx, CHIMERA's leader.

**PROTip:** Many bonus items are hidden. Venture into all openings and entrances, especially within tree trunks in the Jungle Stage.

As for challenge, you're outnumbered. CHIMERA has created an army of mutated monstrosities. Even the island's plant life spits fat acid showers. Think and act fast, because there are no continues!

**Creature Features**

Wolfchild's graphics and sounds are as intense as the action. The cart pushes the game's full-color palette to the max. All the characters are large and easily identifiable and the on-screen animation responds fluidly to your controls. The rich backgrounds create believable depth perception.

The rocksteady music will make your blood boil. The effects are howlingly good.

**Man's Beast Friend**

Wolfchild is a solid action game with plenty of bells and whistles. Sharp graphics, awesome digitized sound, fast-paced action, and an extensive options menu make this game a leader in the CD pack. Unleash Wolfchild on your Sega CD today!
Take a Drive Off the Deep End with Road Avenger!

Take it to the extreme. Road Avenger for the Sega CD gives you the license to do whatever it takes to wipe S.C.U.M. (Secret Criminal Underground Movement) off the highway. Ever smash a car through a hotel lobby? Spin off a bridge at high speed? How about tearing up the beach on the tail of perpetrators? Now's your chance! Gear up for the ultimate hot pursuit. Road Avenger, so much fun it should be illegal!

- Full CD soundtrack!
- Digitally recorded stereo sound puts you right in the game!
- In your face close-ups!
- Over 30 minutes of full motion animation!
- Heads-up-display keeps your eyes on the action!
- Nine rubber burning stages!
- Head spinning 360 degree scrolling!

Road Avenger fills your tank with high octane action! Forget the insurance, full speed ahead to your nearest Sega CD retailer!
SEGA CD
PRO REVIEW

By Scary Larry

Guess who's back in town?
It's the original beer-belly, brew beast, Chuck Rock!
He's making his high-tech debut on the Sega CD. Although Chuck Rock by Sony/Imaginesoft doesn't really have any new surprises in store for you, Chuck's still at his humorous lowbrow best.

My Little Chuck-A-Dee
The almost-human, prehistoric pest with a quest is at it again. Gary Critter has stolen his old flame, Ophelia, from Chuck, who was sharing his cave with her. Chuck wants to give Gary a tar pit bubble bath for this napping, but first he has to find him.

You become Chuck (ugh) and travel through five multi-stage levels of Cro-Magnon craziness. While you search for Gary, you have to fend off a primordial pack of enemies, including cartoon carnivores, deadly sea creatures, and other assorted hazards that would make any caveman stay in his cave. The side-scrolling action rolls through a dinofested jungle, into the sulphurous bowels of a volcano, through the depths of the ocean, and finally through a chillin' Ice Age onto a Dinosaur graveyard.

PROTIP: To terrorize the Level One Boss (Triceratops), throw a boulder onto the ledge to your left and hop up there. Then, toss the boulder onto the Triceratops and jump down while he's stunned. Repeat this procedure until he's extinct.

PROTIP: If you find a thorn patch that looks impassable, try tossing a few rocks onto each other to make a stone step that should raise you up. If no rocks are available and you have a full heart meter, jump right into the patch and you can bound right up.

PROTIP: Find a rock to sink Chuck under the sea. It's the only way to get past certain oceanic obstacles.

PROTIP: Use rocks to shield your head from airblown obstacles.

Waiter, May I Have The Chuck Please?
Chuck Rock is a cartoonish cave cart that doesn't tread any new ground graphically. It looks and plays just like its Genesis counterpart, with the minor addition of some hilarious intro animation, a few more stages, and some improvements in sound. The tunes are definitely tongue-in-Chuck, and, as is expected of a cave dude, Chuck rocks in the sound department. The controls are a little quirky. Sometimes it takes patience and timing to toss a rock perfectly. Belly-buttling only requires pushing the B button.

Experienced gamers may breeze through this CD. However, if you enjoy rock-throwing, cave-babe stealing, belly-bopping action that makes your loincloth bristle, then Chuck has the challenge and fun you're looking for. Just don't expect anything that different from the Genesis version. Pick it up, if you can, and Chuck it out.

Chuck Rock by Sony Imaginesoft

$49.95
CD Available now
Action/adventure
One Player
Password

If all that isn't enough to make your Tyrannosaurus Retch, then check out this additional antediluvian action. Chuck can walk, throw, swim, and bounce his way to Gary. This cave dude uses everything in his neanderthal arsenal against his prehistoric foes, including his ponderous paunch, which he butts into oncoming enemies. He can also lift rocks and toss them to squash 'sauras before they know what hit 'em. Rocks are also handy when Chuck needs to climb onto things and propel himself upwards with the aid of some strategically placed crocodiles. To check his progress, a heart meter in the corner shows how much heat the enemies are putting on Chuck.
BLASTER MASTER 2
JASON AND S.O.P.H.I.A. ARE BACK!
IN STORES EVERYWHERE
SEE THE SHOW OF SHOWS

The excitement continues.
This summer, once again, the Consumer Electronics Show will be open to the public.
Top name manufacturers will return to Chicago to share the latest technological advances in consumer electronics products.
And the shows within the show are as exciting as the show itself.
Interact with the ever-changing world of multimedia hardware and software. Immerse yourself in the technical magic being displayed through CD-ROM. Talk-along, sing-along, play-along and even teach-along through every multimedia device ever created. It's all here and all the major players are involved.
See special displays like Innovations '93 featuring the "Best of the Best" in consumer electronics, Technologies of the Future, and many more. Take part in the extremely valuable seminars hosted by well-known speakers and celebrities within the consumer electronics industry.

Come see an even more exciting Consumer Electronics Show in 1993. Just call 1-800-388-6901 for show information or TicketMaster at 312-559-1212 for advance tickets for the CES Consumer Day—Sunday June 6th.
Experience the show of shows.

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JUNE 6TH—TRADE/CONSUMER DAY. JUNE 3RD THROUGH 5TH—TRADE DAYS
After defeating Doc Robotnik in his first Genesis game, Sonic the Hedgehog was set to rest on his laurels and kick back in the forest with Miles "Tails" Prower, his foxy friend. Unfortunately the bad doctor has other ideas for the speedy duo. Once again, the forest creatures are disappearing and guess who's behind the plot? This time the cracked doctor is scrambling up a Death Egg that threatens to cook the forest good.

In his latest caper, Sonic teams up with Tails to whirl through 10 Zones of super fast action. Sonic's got to search each of the Zones, free the trapped forest creatures, and defeat Robotnik and all of his diabolical machines. The only items powerful enough to stop the Doc for good are the seven Chaos Emeralds, so Sonic's got to hunt them gerns down as well.

**Rings**

Since everyone's favorite homehog is really up against it this time, his buddies from GamePro have prepared a book of tips that'll help you help him defeat Doctor R. In Part 1 of the insert, we'll check out the game's basics and go through the special rounds. We'll give you strategies for surviving the Emerald Hill Zone, the Chemical Plant Zone, the Aquatic Ruin Zone, the Casino Night Zone, and the Hill Top Zone. We also checked out the first ending. See Part 2 of the insert in next month's GamePro to get tips on the rest of the game!

**Shield**

Sonic grabs Rings to score points and to protect himself. If he gets hit and he's got at least one Ring, he won't die. He also grabs Rings to earn the right to play the special rounds. 100 Rings earns him a 1-up.

**Star Post**

Bounce on this monitor to grab a Shield for Sonic that will protect him from taking damage, but only once.

**Super Rings**

This monitor gives Sonic 10 Rings.

**Power Sneakers**

Touch a Star Post to continue from that position when you die. It's also your key to reaching the Special Stages (see next page).

**Invincibility**

This monitor gives Sonic temporary invincibility.

---

**BASIC MOVES**

**Super Spin Attack**

Use the Super Spin Attack move to bash Robotnik's minions. Press A, B, or C to jump and spin. You can also do a Super Spin Attack while Sonic's running. Just press Down.

**Super Dash Attack**

To rev up a super attack that whips Sonic up steep hills or gears him up for a charge, press and hold down Down then press A, B, or C. When you release Down, Sonic blazes away.
**Special Stages**

Sonic's got to grab all seven Chaos Emeralds to really beat the game. He'll find the Emeralds in the Special Stages. To reach the Special Stage, Sonic must have 50 Rings when he touches a Star Post. He can only use each Star Post once to enter a Special Stage. There are usually multiple Star Posts in each area of the game.

The Special Stages themselves are half-pipe chutes. You get a first-person, forward-scrolling view of the action as Sonic and Tails rip down the shoots trying to grab a certain number of Rings. If the dynamic duo grabs enough Rings, a Chaos Emerald is theirs. If not, they're back to regular game play.

**PROTIP:** Watch out for Bombs! If Sonic or Tails hits them, you lose Rings.

**PROTIP:** Don't forget to jump. Both of the boys can leap to grab high-flying Rings.

**PROTIP:** If you reach a Star Post and you've almost got 100 Rings, you might want to skip the Special Stage. 100 Rings earns you a 1-up and it's a lot easier to grab 50 Rings and find another Star Post than to grab 100 Rings and earn a 1-up. When you come out of the Special Stage, you've got zero Rings.

**PROTIP:** The Special Stages get progressively more and more difficult!

**PROTIP:** There are three parts to each Special Stage. Keep grabbing Rings, even if you've already earned your quota for the first or second of the three parts of each Special Stage. All the Rings you grab count towards the final total.
**Star Post**

Use this yellow button to vault up to a high platform that’s to the left. It holds Rings and a Star Post. Leap right to the top of the loop-to-loop to grab an Invincibility Monitor.

**1-Up**

Have Sonic run, not roll, down the loop-to-loop with the yellow button at the bottom. As Sonic is thrown up into the air at the end of the loop, veer right and you’ll enter a secret passage that has Rings and a 1-up.

**Coconuts**

When they see Sonic or Tails, these sneaky simians sit on top of the palm trees, take aim, and let loose with coconuts.

**Masher**

Something's fishy, and it's after you! The piranhas wait to leap at you until you're passing over them.

**Invincibility**

Grab a pair of Power Shoes and race along this bottom area at full speed. Sonic will roll up the side of the loop and on up to a higher level. Hold down Right at the top of his jump and he'll land next to two Ring Monitors and an Invincibility Monitor.

**More Power-Ups**

Use these three floating platforms to vault to Rings. From here, leap to the top of the loop-to-loop for additional Rings and a Star Post.
**Emerald Hill Zone**

**Act Two**

---

**Secret Passages**

Take the low road. Just after you zip past a set of three waterfalls, run and leap to the right to enter a secret passageway that holds a secret cache of rings and a Shield Monitor. There's another secret passage just past the single waterfall on the lower level of Act 2. Run past the waterfall and jump over the spikes, veering right as you jump. You'll enter a secret passageway with a Ring Monitor.

---

**One More Secret Passage**

After you pass this red button, jump right to enter a small secret tunnel with Rings. Beware of the red button hidden underneath the Ring Monitor. It'll bounce you out and towards the spikes.

---

**Beat Dr. Robotnik**

Your easiest encounter with Dr. Robotnik takes place in the Emerald Hill Zone. All Sonic has to do is leap and bash the good Doctor eight times. The Doc's only weapon is the cone his craft fires, but Sonic can easily leap over that.

---

**1-UP**

Leap to the top of the first loop-to-loop, and use the yellow button on top of the second loop to jump right and over to a higher level. Head right and stand on the falling platform over the waterfall. Sonic drops straight to a 1-up.
**You Take the High Road, and I'll Take the Low Road**

It makes a difference when you take the low pipeline or the high pipeline at the beginning of the first Chemical Plant Zone. If you take the high pipeline, you'll snag a ton of easy rings, and finish the Act fairly quickly.

---

**The Bad Guys**

- **Grabber**: These pesky arachnids like to grab Sonic and Tails and try to spin them into a web.

- **Spiny**: Robotnik's volcano-shaped robots wait until Sonic or Tails are near them then they spew out their deadly shots.

---

**Off the Beaten Path**

If you zip straight through the first Chemical Plant Zone, you'll miss out on some Monitors and rings. For example, take the lower pipeline at the beginning, drop down the loop-to-loop and leap over the red button. Then, head right to snag a Ring Monitor.

Continue to move right, hit the speed rollers, and zip along the pipeline until you reach two blocks. Drop down below the two blocks. If you move left on the speed bumps, you'll reach a Star Post.

---

**Ring Ding**

To snag the rings underneath this four block platform, drop down the platform, head right, and then return.

The platform will have lifted up again, leaving Sonic free to leap down and grab the rings.
1-Up

When you reach the area with a single row of four blocks, leap left over the catapult. When you reach a gap, leap left across it. Walk through the yellow striped pipe. On the other side you'll find a hidden 1-up.

Sneaky Power-Ups

To snag these tricky power-ups, touch the four-block platform so that it lifts up and then drop down next to them. Then, use your Super Dash move. To escape from this area, vault off the red catapult back to the pipeline.

Dr. Robotnik

Doc Robotnik tries a little nasty chemical warfare at the end of the plant, but Sonic's got an easy way out. Stand on the middle platform, and leap and bounce on the Doc when he first emerges from the chemical sludge.

Spin a Web

Before you head up via the platforms in this area, quickly dash right, wipe out the pair of Grabbers and grab the two Ring Monitors and the Shield Monitor.

Then, leap back to the platform and duck and cover. The nasty stuff Robotnik drops on Sonic doesn't do any damage as long as he keeps ducking.

This nasty chemical sea hides a 1-up. When you reach the first area where the blocks float across the chemical sea, drop underwater and leap to the right on the underwater platforms until you reach a submerged 1-up.
Aquatic Ruin Zone
Act One

Bumper Bait

Bumpers make Sonic super speedy, but in the Aquatic Ruin Zone they're dangerous. They'll frequently bounce him into nasty Grounders that suddenly burst out of brick walls.

Bubblicious

Sonic's a mammal. Mammals need air. Hence, Sonic can't stay underwater forever... unless he holds his breath. A good strategy when you're submerged is to stop and jump up to grab air whenever you see a bubble spot.

The Bad Guys

Grounder

Underwater, Robotnik's robots have sinister beaked faces and burst out of brick walls when you least expect them.

Whisp

Call the exterminator. These pesky pests are looking to give Sonic a buzz.

Chop Chop

These blue piranhas lurk behind underwater pillars and rocks. They'll come chomping after some hedgehog meat the second they sense it's near.

Pillars

The above-ground pillars look innocent enough, but watch out for the squares that feature Robotnik's likeness. They shoot arrows as soon as they sense something's passed by.

Invincibility

There's an Invincibility Monitor near the beginning of the underwater section in the first Act of the Aquatic Ruin Zone. To find it drop down underwater and go to the left. You'll see it just below the second rotating three-platform device.

A Crushing Surprise

Falling pillars are instant death for Sonic if he's standing in the wrong place at the wrong time.

1-Up

If Sonic swims down, way down, to this funny-looking, red log jammed between two falling platforms, he can grab a 1-up. Load up on air, climb inside the log, use the Super Dash to grab the 1-up, and then carefully escape.
Aquatic Ruin Zone

Act Two

1-Up
Jump on the catapult at the far right of the underwater area. When your jumps are high enough to take Sonic out of the water, veer left. Sonic will pass through a secret passageway and find himself in a hidden room with a 1-up.

Make Raft
Stand on the edge of the platform of the second three-platform windmill. If Sonic jumps at the last instant, the platform will detach and become a handy floating raft that cruises conveniently across the water's surface.

Tread Lightly
Shoes make Sonic move a lot faster, and that comes in mighty handy underwater. You'll find a pair at the beginning of the underwater part of the Act. Jump off the first underwater cliff. The shoes are at the base of the cliff.

Going Up
When you reach this yellow button in the shallow underwater area, jump and veer right to snag two Ring Monitors.

Dr. Robotnik
Dr. R tries to hover out of Sonic’s reach, but there’s an easy way to get him. Wait until he bashes one of the two stone pillars. Leap over the arrow if necessary, and then jump on the arrow when it flies into the pillar. From here, it’s an easy leap to Dr. Robotnik. Per usual, it takes eight smacks to ground the Doctor.

Invincibility
Leap off this red button to rocket Sonic to an Invincibility Monitor perched atop a high pillar.

Dead End
If Sonic's running along the very bottom of the water, he'll reach a place that at first glance seems like a dead end. All Sonic has to do is bounce off the bumper, swing around the broken loop-to-loop, and land on the pillar. The pillar will drop and Sonic can vault off it and head right.
Casino Night
Act One

Secret Jackpot

There's a secret passage hidden near this pinball area in Act 1. As Sonic rolls up the right-hand side of the pinball area, hold down Right on the control pad. He'll step into a secret passageway where he can snag a 1-up.

Easy Ring Machine

This machine is easy to score rings on, since it's easy to spring Sonic into the center slot. The Casino Zone's a great place to rack up Rings and 1-ups. Just be careful about using the same slot machine over and over - Robotnik'll wipe out your wins.

Secret Passageway

Take this blue elevator up, and push left at the top. You'll enter a secret passageway that leads to a red spring button. If you jump up and veer to the right of this button, you'll land by an Invincibility Monitor and a Ring Monitor.

Crawl

This crabby creature acts like a bumper when Sonic bounces on him. He's hard to destroy and easy to miss amidst the lights of the Casino Night Zone.
Casino Night
Act Two

1-Up
Way down and to the right of this Zone, you’ll find a 1-up. Drop to the bottom level of the Act and head right until you reach a series of blue blocks. The 1-up is to the far right, underneath a blue block.

Big Money
Use this pinball machine to vault to the purple treadmill above. Go to the far right of the treadmill, run left, and vault onto the top of the wall. Head left and drop down the rack to score mucho points.

Dr. Robotnik
To beat Robotnik in the Casino Night Zone, Sonic must use bumpers to fly into the air. If he stays at the top of the pinball area, he can bounce down with the Spin Attack and give Dr. R a taste of his own medicine without taking any hits from Robotnik’s bombs.
**Hill Top Zone**

**Act One**

**Rexon**
This sea monster's head is vulnerable. Spin Attack him on top of his noggin and it'll break apart. Bounce off his body to safer ground.

**Spiker**
This angry creature moves slowly, but drops his cone-shaped spike in your direction when you pass underneath him.

**Sol**
In the hope of having bar-b-queued hedgehog for dinner, Sol likes to send fire winging in your direction.

**Higher and Higher**

Don't spring off the catapult immediately. If you move left and right along the bar, you'll spring higher each time Sol lands on the catapult. This enables you to reach hidden areas. Use the first red button to spring to a high platform with a Ring Monitor. Enter the secret passage to the right to head for higher levels.

**More Rings**
Use this catapult to vault on top of the loop-to-loop, where you'll find a Star Post and a Ring Monitor.

**A Sticky Wicket**
Be very careful of this red button. It'll push you right into a set of spikes. Jump up and to the right to enter a secret passage in this wall, but beware of a hidden button inside the passage that ricochets you back into the spikes.
### Star Post

If you head along the upper level, use the second red button to reach to vault backwards on top of a loop-to-loop. Here you'll find a Star Post and a Ring Monitor.

### Tunnel Vision

If you take the upper route, you'll reach a tunnel that leads to two more tunnels. If you like, you can use this series of tunnels to head all the way to the bottom of the Act, where you'll find a Star Post. If you go past the tunnel, you'll zip through a long windy passage. As you fly out at the end of the passage, veer left to reach a Ring Monitor and an Invincibility Monitor.

### 1-Up

If you take Hill Top Zone 2's lower path, you'll reach an area where the trams fall out from underneath you when they reach the end of the cables. Jump to avoid catastrophe. When you take the tram that leads to the left side of this area, let Sonic fall. You'll find a 1-up in the lower left-hand corner, as well as an escape button.

### Earthquake!

The exit to the earthquake area in the bottom area of Act 2 is up the middle and to the right.

There's an Invincibility Monitor to your right about halfway up the cavern. This comes in handy during your escape.

### Dr. Robotnik

Sonic needs steady nerves to beat Dr. Robotnik in the Hill Top Zone. When the Doctor first emerges from the water, use the Spin attack to bonk him.

Then, have Sonic leap to the far platform away from the Doctor. If he lands on the lower platform, he'll have to duck when Dr. R fires. If he lands on the higher platform, he'll have to leap over Dr. Robotnik's shot.

After the Doctor shoots his laser, he'll use a fire-spreading weapon. Stay on the far platform to avoid this weapon. Repeat this procedure until the Doc's done for.
There are two different endings for Sonic The Hedgehog 2. To see the first ending, the crafty 'hog can beat the game without the Chaos Emeralds. Here's how to do it. First, Sonic's got to battle his way through the Wing Fortress and defeat Robotnik's final mechanical menace.

Once the good Doctor's last robot is out of commission, Sonic's got to battle the Mech Sonic. This sinister Sonic lookalike seems unbeatable at first, but he's actually quite predictable. The only time this mechanized tin can's vulnerable is when he's whizzing back and forth. When he's rolling, jumping, or standing still he's impervious to Sonic. The easiest way to beat him is to learn his pattern of moves. Then use the Super Dash move to nail him two times each time he whizzes back and forth across the screen. It takes eight hits to blow Mech Sonic up.

**PROTIP:** Mech Sonic's only vulnerable when he's jetting across the screen or standing still. Use the Super Dash move to nail him.

**PROTIP:** When Mech Sonic jumps and tosses knives, stand just to the left of the center of the screen to avoid getting hit.

**PROTIP:** Face away from Mech Sonic when you use the Super Dash. You can hit him once each way. Plus, when you release the Dash, you won't crash into him and die.

When Sonic succeeds in destroying Robotnik, the fortress explodes. Race to safety and Tails will rescue you in his Biplane.

**Eight hits and Mech Sonic's done for!**

Here's the pattern: Roll, Whiz back and forth, Jump over, Roll, Roll, Whiz back and forth, Jump over with knives, Roll, Roll, Jump over, Roll, Whiz back and forth, Roll, Jump over, Jump over with knives, Roll, Whiz back and forth.

Sonic's final battle is with this Mech Robotnik. Sonic's got to bonk him on the stomach when his arms are back.

Dodge to the far left of the screen when Robotnik's trying to target you with a cross hair. Then leap right at the last second.

Jump over Robotnik's arms when he throws them at you.
TRICKS OF THE SONIC TRADE

How to Get Super Sonic

Once you've grabbed all seven Chaos Emeralds, Sonic can turn into Super Sonic. All you have to do is grab 50 Rings and Sonic turns golden.

Even better, he's got super speed and he's invincible. In fact, he's so fast that he leaves a trail of sparks in his wake, plus he doesn't even need the Super Dash move to race up steep slopes or loops.

Collect the Emeralds the Easy Way

Here's a tricky way to collect all seven Chaos Emeralds. First off, begin a normal game and collect 50 or more Rings. Then, head to the first ground level Sign Post.

Play the Special Round and grab the first Emerald. Next, press Reset and select Options on the title screen. Choose any character and collect another 50 Rings. You'll still have the first Emerald, and when you return to the first ground level Sign Post, you can play another Special Round to collect a second Emerald. Repeat this procedure until you've collected all seven Emeralds. Remember, when you go to collect the final Emerald, choose the character you wish to play the rest of the game.
INSIDE

THRILLS!

CHILLS!

SPILLS!

AND...

Stay Tuned For More Sonic 2 Tips Next Issue
We ripped-off a perfectly good idea.

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

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

SUPER ADVANTAGE®

OVERSIZED JOYSTICK.
6-way directional control provides true arcade action.

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Slow down the entire game when things get out of control.

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Continuous firing that's hands-free. You won't find this anywhere else.

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Instantaneous response, and built to last.

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Game in a Cartridge!

Planet Titan: It's a jungle out there. Filled with mutants, antimatter fields and other weird stuff.

New Washington: Find your memory (remember that?) then go under cover to avoid the Heat.

Death Tower: In a futuristic gladiator battle, it's a fight to the finish against replicants.

Paradise Club: You sniff out the aliens' bizarro plans but now they're on to you dude.

Earth: Oops! Your identity is uncovered. Now robot cops want to pulverize you.

Planet Morphs: Surprise! You show up at the aliens' HQ. They don't look happy!

Flashback – the first game ever to pump awesome high-octane CD ROM performance from a cartridge. The action screams along at 24 frames-per-second. Just like movie animation. And after each level, the game moves along with animated sequences that are straight out of Hollywood. Excellent!

The Plot? You play the part of Conrad Hart, a GBI agent in training. You stumble on a bizarre alien plot to conquer the earth. Now you’ve got to outwit and combat droves of replicants, deadly aliens, traps and other stuff too weird for words. No problem for a pro like you...NOT!

Still not convinced? Then check it out at your local game habitat. Flashback – it's like putting your Genesis into warp drive.

Available for Sega “Genesis”

Exclusive 14-page Marvel® Comic Book included inside the package.

Flashback - The Quest for Identity © 1993 Delphine Software and U.S. Gold Inc. All rights reserved. Sega and Genesis are trademarks of Sega Enterprises Ltd.
Buster Bunny has come all the way from Acme Looniversity to bring you this action cart for your SNES. They may be Tiny Toons, but their cart is livin' large in the fun department. Join Babs, Hampton, Montana Max, Buster, and the rest of the Toon bunch in an all-out, daredevil dash for excitement.

Tiny Troubles
Tiny Toon Adventures: Buster Busts Loose by Konami is a real cool cartoon cart. Story line? Nah, not really...like a good cartoon, you never know what's gonna happen until it falls from the ceiling and flattens you. In this one-player, side-scrolling SNES game, you play through six totally unconnected stages of off-the-wall mayhem that take you from Acme Looniversity to the Old West, Acme Acres Stadium, and an outer space hunt, just to name a few. You get to play with and against all your favorite people...err...Toons, like Calamity Coyote, Dizzy Devil, and Plucky Duck.

PROTIP: Go under the staircase in the first level by Dashing towards it and pressing Down. You should slide right under and collect some goodies.

PROTIP: By jumping up in the air and THEN starting your Dash, you can scale walls that are unreachable by other means. Try this at the end of the museum in the first stage, and you should find a goodie hideaway.

Unlike other too-cute titles for the SNES, this cart has real diversity. You get five different bonus games after each level that add up to some pretty hilarious stuff. There's a Guess Your Weight round, Bingo, Hungry Boy Hamton, Racquetball, and a Find Your Friends game.

PROTIP: Get as close to walls as possible before you Dash so you don't waste energy on flat ground.

Dash (a special burst of speed that gives you the ability to climb walls) your way through the stages. You even get to play football and call your own Run and Pass plays. Combine any two moves and give yourself extra high drop kicks or extra long jumps.

The control of your character is not child's play, so watch it. You must use your Dashes wisely, since they run out. Also, it's necessary to follow warnings along your route (RUN, DASH, JUMP), so keep on your Toon toes!

You're going to need more to move you along than just your fancy moves. Along the way, you find items such as Carrot trophies (silver restores one heart, gold increases all hearts, crystal increases hearts by one), Gogo Dodo trophies (silver fills Dash gauge, gold makes you invincible for a while, crystal destroys all enemies on-screen), and Buster Bunny dolls (1-ups). These treasures are not unguarded though. Buster must fend off mischievous mice, deranged dogs, and viciously cute vultures.

PROTIP: To get rid of Dizzy at the end of Stage One, get underneath him and knock food from the conveyor belt into his mouth. Remember, he's hungry and it takes a LOT to feed him!

PROTIP: To get past the Train Stage, Dash the hill when you come to it, never letting up on the Dash button. You'll find Gogo Dodos in just the right spots to keep you going. Be sure to jump where it says "Jump."

PROTIP: Always drop kick a few seconds before you reach your opponent. You'll probably land right on them if they're coming towards you.

You start out as Buster, hoppin' and boppin' along and drop kicking your opponents to make them give up stars. You collect the stars, and after a hundred, you get a 1-up. Your moves don't stop there. You can also run, jump, and
Tiny Toon Adventures: Buster Busts Loose by Konami

**Graphics**
- 5.0

**Sound**
- 5.0

**Control**
- 4.5

**Fun Factor**
- 5.0

**Challenge**
- Adjustable

Price unavailable
Available March
One Player
Passwords, Bonus Stages
Action

**PROTIP:** When you catapult up in the Haunted House, always execute a drop kick. You never know what's waiting on the ledge for you.

**Don't Let the Toon Taste Fool Ya**
Tiny Toons may look like kids' play, but the challenge is harder than gettin' home early to watch the Toonsters. For those not so Toon proficient gamers, its adjustable challenges make gameplay just a tiny bit easier. The cutesy graphics hide a multi-level, multi-fun game that will keep you twitchin' those thumbs for hours. If you're not watching the TV show, then you definitely should be playing this game. Toon in, GamePros, and keep that rabbit's foot handy!

**Rabbit Redux**
This game's graphics will make you wish you lived in Toons Town. All characters are large sprites, but not huge. They're Tiny Toons for goodness sakes! The backgrounds are gorgeously colored, and the movement of everything (Buster, enemies, assorted other objects) is well done. To top it off, there are no glitches or slowdown, which you would expect in such a lush-looking cart. The characters all look exactly like their television counterparts.

The sounds in this cart are Looney, but in a good way. The music matches the sequences, going from Wild Western dance-hall music to spooky Mansion melodies. The familiar theme song is also represented in different formats here. The Toons will keep you entertained for hours on end, just like Mario and Sonic used to when you were little. Here's your chance to be little again.

**PROTIP:** Don't waste any time bustin' buzzards in this horse stage. Dash and leap until you clear it or the vultures will swarm you.
In The Adventures of B.O.B. by Electronic Arts, you guide B.O.B. through 47 levels of action/adventure fun in a quest to replace Dad’s hot rod and pick up your honey. The game’s full of funny graphics and dialogue that keep you from crying corrosive tears when the creepy aliens give you the high-voltage treatment.

The ABC’s of B.O.B.
The Adventures of B.O.B. is a single-player, side-scrolling action game with a lot of cool weapons and power-ups. To escape from each level, you must evade or defeat a weird menagerie of space creatures and find the transporter to the next level before time runs out. The clock gives you enough time to explore all the nooks and crannies of each level, so run through the hallways of darkness and fear no evil. You’ll usually find more than one route to the transporter.

What Makes B.O.B. Tick?
Like most teenage robots, B.O.B. has some good things going for him. There are several ways that B.O.B. can cope with a dangerous situation, and none of them involve running away. B.O.B.’s got a Gun Arm to help him fight Bug Pods, Snout Monsters, Scorpions, Potato Heads, Firebirds, Blue Meanies, and a
host of other crazy creatures. B.O.B.'s other defense is his Remote Arm where he stores cool gadgets that he picks up during the game. These include an Umbrella (saves B.O.B. from falling too fast), a Trampoline (hurls B.O.B. upwards), a Helicopter Hat (for flying), and a

**PROTIP:** In Anciena, don't stand on the crosses that are on the ground or you'll get a big surprise.

Blinding Flash (temporarily disorients enemies), B.O.B. also uses his Remote arm to hang from pipes and beams.

B.O.B.'s moves don't stop there. He can also crouch and crawl to avoid airborne obstacles and take out enemies at ankle-level. This 'bot's got one more trick up his sleeve, a whalloping punch that helps you save your gun's precious ammunition.

**PROTIP:** Whenever you see one of these energizers, stand in front of it and push up to charge your energy.

**PROTIP:** In Level Five, head down and to the right to collect a 1-up.

**Shiny and New**

B.O.B.'s graphics are a marvelous mix of slapstick sequences and superbly colored, animated enemies. With skinny arms and legs, B.O.B.'s sprite captures all the agility and lankiness of a teenager. He also has a number of animated death scenes that range from disintegration to melting metal and include wacky dialogue that will surely strike your funny bone. When it comes to the opposition, you won't know whether to laugh or shoot at them in this game. A prime example is when a crazed, wobbling, angry Mr. Potato Head gives B.O.B. a swift knock in the chops.

**Teenage Robot Dance Party**

B.O.B.'s got a cool soundtrack with a seriously thumpin' bass line that'll make you shake, rattle, and roll. As for sound effects, B.O.B.'s noises take on a decidedly campy flavor with cartoony "Boings" and "Splats." After a few levels of this, the joke wears thin, so be sure to ready your own tune-age.

**Air B.O.B.**

There are three levels of B.O.B. that involve flying an indoor space scooter. The action on these levels is from the same side-scrolling perspective. However, instead of controlling B.O.B., you're at the pilot's seat of a souped-up scooter that turns on a dime. The challenge is high on these levels because you're racing against a tough time clock. Luckily, B.O.B. issues you passwords at about every third level, so practice your driving skills until you get it right.

**Bobbing for Games?**

The Adventure of B.O.B.'s many levels, cool and funny graphics, and neat gadgets make it stand head and robotic shoulders above other side-scrolling action games for the SNES. If you've got a heart, help B.O.B. steal wheels and make it to his date on time.

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### The Adventures of B.O.B. by Electronic Arts

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$59.99
8 megs
Action/Adventure
One Player
Passwords

Available April
Yo, kick it, Gnome-boy!!!
One day three guys just hangin' round the fjord.
Got beamed up, Scotty, by a spaceman who was bored.
He wanted some captives for his outer space zoo,
So he made off with my Teutonic crew.
Olaf, Eric, and Baleog got 'napped
By a no-good, alien, outta-space rat pack.
Tomator was the alien, he wanted them to stay.
The three Vikings took one look, and then said "No Way!"
Now they're lost in space.
Time's been erased.
If they wanna get home, it's gonna be a race.
So, pull your helmet from the rack.
Give your sword a good smack.
And help to get the Vikings back on their Nordic track!

Norse by Norse-West
The Lost Vikings by Interplay is a one-or two-player action/adventure/puzzler that really gets your brain matter going. You try to help three Viking brothers—Olaf, Eric, and Baleog—return to their quiet Nordic life, which was interrupted by the intergalactic zookeeper, Tomator. Seems the Tomator wanted the boys as specimens, but the boys had other plans. Now they must travel through different time periods trying their Dansk damnest to find a way back to their people.

Protip: When using elevators, always put all three Vikings on at once before sending the elevator up or down. If a Vike misses the lift, he may not be able to wait for the next one.

Protip: When reaching higher ground, have Olaf put his shield up so Eric can move up onto it and then over to elevated surroundings.

Working cooperatively, the Vikings help each other over seemingly insurmountable obstacles and bearish bevy of enemies, which range from futuristic fanatics to prehistoric pests. Using each of the Vikings' special skills, you must work the team through each level in search of the exit that will send you on to the next level. For instance,

Baleog the Fierce is an arrow-shootin', sword-swingin' warrior, who's able to knock off opponents and flick hard-to-reach switches. Olaf the Stout makes good use of his shield, whether it's to block enemy projectiles, help him hang glide through the air, or give Eric a lift up. Eric the Swift is the shaker and mover. He runs and jumps, traverses areas inaccessible to his stout siblings and puts his hard head to use by knocking down walls. The areas covered by the three brothers vary from Tomator's ship to a Mesozoic maze. After you complete three levels, you find a warp into the next time period, which brings you ever closer to home.

Protip: See something that you want but can't seem to find a way to get it? Look for dark patches in the rocks (which are actually entrances), position Olaf under them, then lift Eric up onto the shield and into the stone passages. Voila, Vike Victory!
the skills of ALL THREE Vikings. If you happen to lose one of the little guys along the way, you must give up and start from the beginning of the level. Each of the Vikings has three life bubbles, and you lose them by getting hit, falling long distances, or by stumbling into other mishaps. Luckily, there's plenty throughout the stages to keep you going. You can also pick up and use Bombs, Keys, Flaming Arrows (for Baleog), etc., but each Viking is limited to only four items apiece. However, you can switch items between Vikings. If one of the helmet-heads is all loaded up, give it over to his brawny bud.

As for the controls, you'll need to be careful about which button does what. You may find yourself feeding a Vike rather than bombing a beastie. Don't let that stop you from taking on the challenge of this game, though. There's enough fun and puzzlement here to keep any gamer of intermediate skill going for hours. In a two-player game, Player One controls one Vike, Player Two the other, and you can switch between the last Vike.

PROTIP: Even though you can't finish a level when a Viking dies, try to get as far as you can with the other two for scoring purposes.

The Lost Vikings features outstanding graphics. The sprites have realistic and funny movements, like when Eric rams a wall and goes cuckoo for a while. Even though the characters are small, they don't suffer from limited animation. Olaf's gliding, Eric's running, and Baleog's bashing are sleek and nimble. The backgrounds are more colorful than a Viking's language, and the enemies are well-drawn and nicely animated.

**Vikings Out of Control**
Solving the puzzles that lead to the exits is really most of the fun, although the dialogue in this game is Standup Comic funny, too. Most of the puzzles require your jump from bubble to bubble by watching when they quiver. If you don't see another bubble nearby, backtrack.

**The Fat Lady Sings**
The music is hip-hop Handel with some Beowulf bass thrown in for good measure. You'll find yourself tapping your clogs in time to the music, which should be cranked right from the beginning.

**Save the Last Dansk For Me**
The Lost Vikings looks and feels a lot like Gods, another great action/adventure/puzzle game for the SNES. Help the boys make it home, because the Vike you save just may be your own.

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**The Lost Vikings by Interplay**

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Price not available
Available April
Two Players
Action/Adventure/Puzzler
Passwords

GAMEPRO • March 1993

125
UTOPIA
THE CREATION OF A NATION

By Andromeda

Take a dash of Populous, a pinch of Overlord, a bit of Tyrrants, and blend well with SimCity. What have you got? That's right, Utopia. But wait, if you're thinking this is just another strategy game, you're wrong. Utopia combines many of the best features found in similar "Sim" games and comes out a winner.

Planetary Planning

Utopia: any ideal place or state. In Jaleco's one-player adventure (a port over from an Amiga title), you attempt to create an ideal civilization that's free from crime, hunger, disease, and even boredom. Sounds tougher than it is.

Utopia takes place in the far-distant future. As a Colony Leader, you settle on one of ten planets. Each planet has different climates, natural resources, and geographical features, but there's a catch. Each also harbors a hostile alien civilization. Until you've got some experience under your belt, it's best to begin your colony building on a planet with a less aggressive civilization.

Once you've settled on a planet, your task is to...well...do everything! You've got to monitor all of your colony's needs and react accordingly. In addition to budgetary and basic living concerns, you must also ensure a high Quality of Life for your population.

Via a Populous-style window with a well-rendered raised topographical 3-D view of your colony, the quickly multi-scrolling window enables you to view all ranges of buildable territory on the planet in addition to overseeing your colony's progress.

Utopia's controls are an easy-to-learn point and click icon system. Although the game is designed to work with the SNES Mouse, the regular controller works just fine. The controls are not as simple as those of SimCity, but the interface is straightforward and easy to learn. You're just a click away from accessing any of the data you need to efficiently monitor your colony.

All of this cool visual data is highlighted by weird and wonderful music. The Utopian version of Pachelbel's Canon in D is especially nice.

Advancing Your Civilization

As each colonization begins, you've got a 50% Quality of Life rating, and most of the basics covered (simple housing, food, life support). Your first task is to scan the terrain, the existing colony, and the potential resources in order to formulate a plan for the future.

PRO TIP: At the first hint of crime, build Security Stations to keep up your Quality of Life.

PRO TIP: Nobody likes to live near a factory. When you lay out your community, bear in mind that residential areas should be far from industrial areas, hospitals should be convenient, and so on.
your Military Advisor. He won’t tell you to build arms until it’s way too late.

and a Senior Psychiatrist! You can consult any one of them whenever you choose. They’ll provide you with vital stats via a window interface, as well as advise you on the course of action you should take.

Launchers at its edges. Further out, place a ring of Laser Turrets. They’ll shoot anything that comes within six squares of them.

PROTIP: Continually check with your Colony Administrator. You need to anticipate your community’s need for air, food, and fuel. This is easy to do if you monitor your populace’s usage compared to your production. When you see the margin narrowing, build a new Hydroponic Farm or Power Plant. If you wait until your demand exceeds your supply, your colony may have to go without a necessity for several months — and your Quality of Life will go down.

How do you win? You don’t! You can continue to play any colony until your population is so happy that you’re ready to move on to a bigger challenge in the form of a new colony, or until your people are so miserable that they assassinate you! Note: you can save one game for continued play.

A Near-Perfect Game

In what’s getting to be a crowded category, Utopia succeeds in standing out from the crowd by combining some of the best qualities of other society-building strategy games. The result is an entertaining and absorbing game. However, the complexity of the game play and the lack of up tempo thumb action make it not for everyone. If you’ve never built a colony piece by piece, try it! You just might like this brave new world.

PROTIP: At the first hint of a viral infection, immediately build another hospital or two.

PROTIP: A Sports Stadium is always a good morale booster for your populace.

Fortunately, you’re not alone. You’ve got a crack team of six extraterrestrial Advisors, each with an area of expertise. These include a Military Advisor, a Civil Engineer, a Head of Research, a Colony Administrator, a Financial Consultant,

PROTIP: Keep a generous amount of cash in Research Funds. The devices invented, and the knowledge of your enemy gained, really help you to plan.

PROTIP: Develop strong trade relations. Extra food, fuel, and other resources are relatively easy to accumulate and generally in demand. The extra funds always come in handy.

Since you make all the decisions, it’s up to you to define budgets, set the tax rate, decide what type of buildings to build and where, use a map screen to scan for mineable natural resources, plan for the future needs of your growing population, trade with other colonies, and, above all, prepare to defend your colony against enemy attacks.

PROTIP: Continually check with your Advisors. Their suggestions are especially good when you’re stuck. However, don’t wait on

PROTIP: Build an extra Life Support Station and Command Station. They’re key enemy targets and you don’t want to be left without either one.

PROTIP: The best way to defend your colony against attack is to place Missile

PROTIP: Continually check with your Advisors. Their suggestions are especially good when you’re stuck. However, don’t wait on
SUPER NES PRO REVIEW

By Scary Larry

Outlander's the name and all out highway terror is the game! It's 108 years after the Apocalypse. The world is a barren wasteland whose only hope is the Water Synthesizer, an invention that promises to revitalize the parched landscape. Unfortunately, Dr. Beaumont, creator of the synthesizer, is being held captive deep in the Australian Wasteland. As a mercenary hired by the United Nations, your job is to rescue the Doctor so that he can save the world.

PROTIP: If you see a motorcyclist coming up on your side, edge him towards a barrier and let him do the hard work of tearing it down. Your aim the shotgun out of either side window via a slick on-screen window that also enables you to watch the road ahead.

Road Worry-er

The graphics in this game are good, but not spectacular, especially in the side-scrolling areas where the sprites are small. The in-the-car perspectives are nicely drawn, even if they aren't innovative. You'll enjoy the nice, catchy Down Under disco tunes and realistic sound effects, like the grunts enemies make when they bang into your car.

PROTIP: Don't waste shotgun shells unnecessarily while you're driving. You really need them for the towns.

PROTIP: Check everything in town for supplies, including barrels and boxes.

Drive Yourself Crazy

Oddly enough, Outlander's slow speed and clunky controls do not detract from its Fun Factor. There's enough challenge to keep even the most jaded driver going, and there's something to be said for the perverse thrill of wiping people out on the open road. Haven't you always wanted to be the Car-Keys de Sade? Outlander is the answer to your freeway fantasies.

OUTLANDER

Highway to Hell

Outlander is a one-player Mad Max-style car game that mixes a first-person perspective, road warrior driving and side-view, walk-don't-run, shoot-em-up action. It's a great concept for a game, and the shoot-to-thrill game play is fun, despite a few control hangups.

You start out behind the wheel of a car. The forward-scrolling, out-the-windshield look paints a nice 3-D perspective on the action, which takes you from one meager outpost of civilization to another. As you cruise the roads, Molotov-tossing biker dudes and other assorted outback scum try to take you out. To survive, you must avoid road barriers and knock off bad guys by blowing them out of their motorcycle boots or running them down like traffic cones.

Your car comes equipped with a hood-mounted machine gun, and you're equipped with a shotgun, which you use to blast bikers foolish enough to get in

Although blowing away the bad guys makes for big fun, controlling your vehicle is harder to learn than driving a stick, since you have to use every SNES controller button.

When you reach a town, you climb out of your car on a side-scrolling search for vital supplies. You punch, kick, and shotgun your way through the town goons and pick up ammo, food, and fuel left in your victims' wake.

PROTIP: Hitting barriers and roadside obstacles saps life from your meter. Hitting a rock will really drain you, so don't hug the curves on sharp turns.

Outlander by Mindscape

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$59.99  Action/adventure
Available March  One Player

GAMEPRO • March 1993
ELECTRIFYING

SUPERCHARGED GAMES

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

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

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

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

TAITO
THE ONLY GAME IN TOWN.
**Congo’s Caper**

By Doctor Dave

Data East has yet another prehistoric adventure in store for us with their new Super Nintendo game, Congo’s Caper. Unlike the last blast from the past, Joe & Mac, this time you play a monkey named Congo who’s mysteriously transformed into a half-human along with his girlfriend, Congette. Right after the transformation, a Devil-kid grabs Congette and takes off. Now Congo must prove his devoted love and save Congette from the clutches of an evil cave clan.

**Jungle Fever**

Congo’s Caper is a rambunctious, multi-scrolling, hop and bop rumble in the jungle. Congo must use his trusty wooden club and acrobatic skills to rescue his beloved Congette. He chases the Devil-kid and bashes a cavern tribe called the Fuzzynecks over six stages with 35 levels of crazed game play.

**Not Just Monkeying Around!**

Congo’s Caper hits you with some of the best side-scrolling action around. Congo is easy to control and he has some nifty moves. He can jump extremely high and even roll over or dive into his enemies. If Congo stuns a Fuzzyneck with his club, he can roll him like a ball or toss him into his cohorts.

The graphics stand out with great color schemes, and the backgrounds feature smooth, multi-scrolling effects. The sprites are animated well even for their relatively miniscule size.

You must play through the game several times to see everything Congo’s Caper has to offer. There are many secret rooms and hidden areas to be found in the vast network of levels.

**This Monkey Shines**

Step back in time to have a good time. Congo’s Caper is a lengthy game that’s long on fun. This cart will make you go ape!

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**Congo’s Caper by Data East**

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$49.95
Available March
Two Players (alternating)
Action/adventure

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**Protips:**

- **Protip:** In Part 4 of the Valley stage find an extra life in this passage through the wall.
- **Protip:** If you fall onto the spikes in the Water Stage, be sure to run to the right and grab the red Rubies to restore your life in order to keep going until you reach the exit.
- **Protip:** Toss Fuzzynecks to break bricks in hard to reach places.
- **Protip:** In this bonus area within the Ghost & Ghouls Stage, hit Joe’s statue for unlimited gems. You can earn up to 99 lives!
- **Protip:** In the first part of the Modern Technology Stage, you can grab an extra
ROAD RUNNER'S Death Valley Rally TAKES REFLEXES SPEED CUNNING BRAINS GUTS and a little luck. Only from SUNSOFT

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By Slasher Quan

Sometimes games are ported over from Japan with almost every last sprite in place. That's not the case with Street Combat for the SNES, a.k.a. Ranma ½. Although the game still has some of the fighting power that made it an Overseas ProSpect, it's only a shadow of its former self.

**Combat with Questionable Character**

Street Combat weighs in as a mid-ranked contender in the SNES street fighting ranks. It'll give some opponents sound beatings, but Street Fighter II's not in any peril of losing its championship belt.

Prepped for fingernail-splitting battle are eight, bad attitude brawlers. Solo mode forces you to play as Steven a split personality techie fighter with two suits of armor that help to beat the bad guys 'til they're done for. In two-player mode, you can pick any of the martial artists and go head-to-head.

**PROTIP:** If G.I. Jim tries to shake things up with the dust attack, take him out with flying attacks.

Visually, Combat's pretty good lookin', but it's no fatal attraction. The characters walk, stick, and hit, but they don't swagger or crack tons of facial expressions. The sprites are mid-size. The backgrounds are colorful, but don't expect any psychedelic multi-scrolling.

Overall, Ranma ½'s characters were sharper looking before the operation. Two of the three femme fatales are now guys. Additionally, the U.S. game doesn't have any violent tendencies, and it lost a few battleground scenes. These missing elements cancel out the comedy that was the hallmark of the Japanese version.

**Socked in the Ears**

Street's music is almost gifted at times and noisily tinny at others. The sound effects aren't big hits. The shrieks and screams from Ranma are now generic grunts and groans. Ugh!

**Movin' to that Beat**

The one-on-one fighting is not quite furious, but it's close. Fortunately, the Iremians didn't tamper with the game play. By combining directional presses with one or two buttons, you get three punches, three kicks, two leaping attacks, one regular special technique, several hidden special techniques, a cool double-hit combo, a throw, and blocks.

**PROTIP:** Tap the punch button twice to use the lightning arm move. This works great against Happy in the bonus stages!

While the repertoire is loaded, the control can at times feel intoxicated. The characters are fairly responsive, but the action isn't as fluid as SF II. Combat's challenge is adjustable, but battling the computer's a drag after a few plays. Two-player showdowns are definitely best. If you don't live with a brawlin' buddy, you may want to skip this cart.

**PROTIP:** Hold down L and R and press Start to play a character against himself or herself.

**Parting Shots**

Overseas ProSpectors discovered a veritable gold mine in Ranma ½ (see Overseas Prospects, GamePro, July '92). The U.S. version is still a good fighting find, but it's only a nugget.

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**Street Combat by Irem**

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Price not available
Available March
Beat-em-up
Two Players
You're so intent on testing the particle accelerator you've invented that you hardly notice the crackling of a not-so-distant electrical storm.

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

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

Out of This World Features

- Award-winning cinematically styled, rotoscoped animation
- State of the art real-time polygonal graphics
- Continual audio mix of digitized sound effects and musical score
Ocean is back with an all-new SNES game based on the animated TV show, Addams Family: Pugsley's Scavenger Hunt. From what we've seen, this game is every bit as good as the first SNES Addams Family offering.

**Sister Sinister**
Wednesday Addams has played a trick on her brother Pugsley. She has hidden about the mansion ooky and kooky items that Pugsley holds near and dear to his heart, like Spider Venom and Moldy Cheese. Not only did Wednesday skillfully hide these items, she also surrounded them with deadly monsters and placed hidden switches throughout the mansion's rooms. Some switches reveal bonus rooms and others present certain doom. Hey, what are sisters for?

**S-equally As Good**
The adventure begins in the mansion's main hallway where you can access all the other areas of the house by opening a door, shimmery up a rope, or jumping into a trapdoor. At the end of each area lies one of the items on the Pugsley's Scavenger Hunt Checklist. You must collect all of the items on the list to master the game. The levels are diverse and colorful. In Uncle Fester's Laboratory, you must step lively across giant bunson burners and avoid falling into huge flasks, while dodging slimy creatures and rolling eyeballs. Gomez's soapy bathroom really shows off the game's graphics with killer rubber duckies, slippery floors, secret passages, and a beautifully animated background of giant soap bubbles. If you stay stationary for a short period of time, puddy Pugsley will grab a sandwich from his pocket and start chomping down.

**You Rang?**
With an incredible number of secret passages and eye-popping graphics, Pugsley's Scavenger Hunt could be what SNES players have been searching for. The Addamses will creep into your system soon.

*The Addams Family: Pugsley's Scavenger Hunt*
*By Ocean, Available March*
This is what you’ll see when you fly the F-117A Stealth Fighter!

Blinding explosions of fire and metal. Horizons twisting upside down and back again. Frustrated enemy fighters flying aimlessly as you swoop down upon them.

Pilot the incredible F-117A Stealth Fighter and you’ll experience NES™ flight like you’ve never seen before.

Strapped into the cockpit of America’s most elite fighting weapon, you’ll slice across the night sky and penetrate enemy airspace undetected. You’ll launch awesome firepower. And you’ll devastate enemy targets in strategic bombing runs.

Plus, with thrilling two-player options, you’ll also get to compete against a friend in head-to-head aerial combat. Or dodge enemy fire together aboard the same Stealth Fighter.

The F-117A Stealth Fighter. You have to see it to believe it.

To order, visit your favorite retailer or call 1-800-879-PLAY.
By Kay Oss

Ocean is once again dipping into the cinema grab bag and pulling out a blockbuster game based on a blockbuster movie. SNES gamers will soon be under attack in Lethal Weapon, based on the movie Lethal Weapon 3.

Rigg Me Up for Action

As Martin Riggs (Mel Gibson in the movie), you're fighting a renegade ex-cop in a massive crime wave that's rocked your familiar turf - the streets of L.A. Well, it's not exactly its streets, more like L.A.'s sewers, ventilation shafts, shipyards, shopping malls, and subway tunnels. Funny, does Los Angeles have a subway? Hmmm! Except for the intermittent mug shot of Murtaugh when you enter the Plain Clothes department or the Internal Affairs office, you won't find Riggs's movie partner (Danny Glover) in this game.

Once inside a department, you have to kick, run, or shoot your way out. Bullet-proof vests monitor your progress. You'll need as much padding as you can get to beat these thugs.

Like in the Addams Family games, you start out in a hallway, only this one's not in a mansion. It's in the middle of a chaos-ridden police station. To begin this five-level, one-player, multi-scrolling adventure, you enter the door of either the Plain Clothes department, the Narcotics division, the Bomb Squad, the Kidnapping division, or the Internal Affairs office.

The cartoony graphics should keep you intrigued. From what we've seen, they're on par with Ocean's first Addams Family game. You'll also get digitized, real video footage of the movie's actors and action interspersed throughout the game.

Lethal and Legal

If you need a deadly dose of action, you might find it in Lethal Weapon. Strap on your bullet-proof vest and prepare to follow Riggs through his adventures in an upcoming issue of GamePro.

Lethal Weapon
by Ocean
Available March

Lethal Weapon

Here's his Hunkness!

Send 'em sailing!

Riggs takes a dive.

Give 'em the old karate kick.

Let's see what's behind door Number 3?

Riggs is no slouch when it comes to lethal synchronized swimming.
Help Mega Man turn Proto Man into spare parts.

Proto Man's got Dr. Light. But Mega Man is back—ready to put some heavy pedal to the metal to defeat Stone Man, Gyro Man, Star Man, Wave Man, Charge Man and other robotic goons. Use his Mega Buster and Super Arrow to make it to the castle and put Proto Man on the scrap heap forever.

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ACME Looniversity, a classic

Showdown at Calamity's Corral

Spook Mansion After Dark

The Mystery Weight Challenge

Furrball's Championship Squash

The Hungry Boy

YOU WON'T FIND THESE LISTED IN YOUR

That's because they're only on your Super NES™! You heard right, buster. 11 brand new adventures so realistic you'll think you're playing an actual cartoon. All your favorites are here. Babs Bunny, Plucky Duck, Dizzy Devil, Montana Max and gazillions of cartoon extras. Each ready to put Buster Bunny's new spin kick and mad dash to the test, as he scurries through 6 stages and 5 subgames packed with tricky traps, mega mysteries and "hare" splitting anvils courtesy of the ACME Anvil Company.
Looniversity Football on the ACME Sports Channel

The Buster Sky Jinx Comedy Special

Space Opera (too wacky for Public Broadcasting!)

Hamton Hour

In Search of: Your Frantic Friends

Plucky Duck's Go-Go Bingo

TINY TOONS EPISODES

TV GUIDE.

Wow! It's a good thing this stuff is only on your Super NES. Daytime television isn't ready for something this graphic.

KONAMI®

Konami Game Hint and Tip Line: 1-900-896-HINT (4468)
70c per minute charge. Minors must have parental permission before calling. Touch-tone phone required.

Tiny Toon Adventures

Buster Busts Loose!

SUPER NINTENDO

Entertainment System

It's time to party Buster style in a game that's more fun than a rabbit oughta have!

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By Doctor Dave

Hear that distant rumbling? It's good news for shoot-em-up fanatics everywhere: the long-awaited sequel to Gate of Thunder has arrived! Lords of Thunder from Turbo Technologies has enough shoot-em-up action to satisfy even the pickiest space jockeys.

Thunder Bolt Boogie

In this awesome one-player shooter, you're Landis, a man with a mission. Wearing special armor you inherited from the legendary hero, Dyu, you set out to single-handedly battle Zaggart, the nefarious ruler of the Dark World. This sinister character has taken over the six Lands of Mistral. It's up to you to battle his minions.

Great animated sequences enhance the game.

Choose any of the six lands as your first target. Beware! They're not very kind to tourists!

This action-packed side-scroller is loaded with enough brain blisterin' shooting and major firepower to make it an instant classic. You can begin your battle in any of the six lands. But before you enter the land of your choice, you must select one of four types of Armor. Each kind of Armor (Wind, Fire, Water, and Earth) triggers different weaponry and Bombs. Each Armor's firepower also has three different levels of strength that you can increase by picking up power-ups. After you select your Armor, you get to visit a Shop where you can purchase special items, such as Bombs, power-ups, extra life, and more.

PROTIP: It's a good idea to lay off maximizing your power-ups at the beginning of stages, because the first enemies you'll encounter usually drop power-ups for you to collect.

PROTIP: Since each different type of Armor has specific powers in different lands, try to use the power that's opposite to the natural element related to each stage. For example, to ensure maximum damage, use the Fire Armor in the Water Land, or the Wind Armor in the Earth Land.

Before you enter each Land, you have the opportunity to shop for special items such as life, weapon power-ups, Bombs, and Shields.

PROTIP: Continues usually aren't a good use of your money. When you buy a Continue, you don't have any money left to buy other special items that you'll need in more difficult levels.
Fire Armor Bombs home in on enemies!

PROTIP: Using the Earth Armor Bombs against bosses gets the job done more effectively and quicker than any other weapon.

PROTIP: Shop wisely! If you make it to the end of a stage and then die fighting the boss, you'll find yourself fighting the boss again. The second time around, however, you'll have little money and no power-ups!

PROTIP: Hang back and bomb this Underwater Level nasty before he uses his deadly bubbles.

PROTIP: If you run out of Bombs while fighting a boss, fly up to its weak point and hit it at close range. It produces maximum damage!

**Thunder & Lightning**

Lords of Thunder definitely surpasses its predecessor, Gate of Thunder. The graphics are fantastic and eye-catching, while character sprites are sharp and distinguishable from the backgrounds. Each game stage is full of multi-horizontal scrolling with lots of detail in the drop-dead, beautiful, background graphics. As for the music, it Lords over the best hard rock soundtrack found in any CD-ROM title to date. The game's adjustable challenge levels and heavy action will make trigger fingers everywhere itchy for hours of adrenaline-filled excitement. Lords of Thunder deserves thunderous applause! Get ready to rumble with the High Court.

**The Six Great Lands**

Strategic use of the different firepowers is the key to re-conquering each of the six Lands of Mistral. Each land is ruled by a huge boss, who you must defeat to make the land peaceful again. During your highly dangerous journey, you'll encounter volcanoes, underground caverns, air fortresses, and even an underwater abyss. Only after you have neutralized the six lands can you enter the seventh and final land, where Zag-gart awaits your arrival. If you think you've seen intensity in the previous levels, just wait 'til you get to the big 2!

PROTIP: Run along the ground when you encounter huge flames.
Turbochip Pro Review

By Otter Matic

Five's company and all's fair in Bomberman '93. TTI teaches an old game new tricks in a sequel to their Bomberman Turbochip. The game includes an exciting list of enhancements that make game play so addicting that the box should be labelled with a warning for folks who are prone to game dependency.

Playing with Fire

Bomberman's game play is very simple. You use an overhead view to move your cute little asbestos-clad Bomberman up, down, left, and right through a two-dimensional Pac-Man type maze. As the name implies, your character sets down Bombs that explode boulders and other Bombermen within range.

One of the coolest new features of Bomberman '93 is the multitude of items that you pick up after blowing up boulders. Better scurry for 'em, 'cuz you won't survive long without 'em! Your Bomberman can only set off one Bomb at a time unless you find a Multibomb icon. In addition to the Multibomb, you can also grab Fire Power to increase your Bombs' blast range; Line Bombs, which enable you to lay an unlimited number of Bombs in a row until you reach a boulder, another Bomberman, or a Bomb; and Bomb Kicks, which give your ability to boot bombs around. With all of these moves at a Bomberman's disposal, the game is a frenzied battle of wits and strategy.

Load of Modes

Play Bomberman '93 in Normal Game, Battle Game, or Versus Game modes. Normal Game is a single-player mode that pits you against an evil Bomberman and his six cronies through six unique planets (eight levels each plus a boss level). To reach the next stage, you must destroy all the enemy characters within the time limit. Normal Game mode features some cool power-up items that aren't in the other modes—a Flameproof Suit that lasts 20 seconds, a Remote Control Bomb detonator, and a Bomb Pass that enables your Bomberman to float over Bombs that would normally block his path.

In Battle Game mode, you can play against up to four other human or computer-controlled Bombermen in a head-to-head match on the battlefield of your choice. You attack each other with Bombs, and the lone survivor is the winner. If you've got a TurboTap and some extra TurboPads, go for this mode.

Versus Mode is a two-player version of Battle Mode. It's especially designed for two TurboExpress players who are linked by a communication cable.

An Explosive Situation

If you check out the GamePro Rating scale, you'll notice that Bomberman '93's graphics and sound aren't too explosive. Don't let the bad scores fool ya, though. Bomberman '93 is one hot game! Bomberman's mix of immediacy and strategy is what makes it so addictive.

If you're a fan of the original Bomberman game, this version will knock your socks off. If you haven't played Bomberman before, it's high time you did. It's a great way to separate the Bombermen from the Bomberboys.

Bomberman '93 by Turbo Technologies

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$49.95
Available March
Strategy
TurboExpress mode

Bombman '93
T2: THE ARCADE GAME
NOW ON GENESIS!

RELENTLESS PULSE-POUNDING ACTION OF #1 ARCADE SMASH...
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Listen up y'all, the days of waitin' for yer local arcade to stock the latest pins are fading faster than grandma's curtains. You can catch all the thrills and chills of pinball excitement on that TV tube o' yours. Check out two of the hottest home pins ever to roll silver on the screen, and then hang around for Four On The Floor (our peek at some good ol' fashioned arcade pins). So sit a spell, have a chaw, and let yer flippers fly.

CRÜE BALL

By Scary Larry

Heads up, headbangers! Here's your chance to thrash with the Crüe. They're in your town with a massive metal pinball explosion, just waiting to rock on with you. Keep those fingers loose, because this pinball machine is merciless.

Motley Mayhem

Crüe Ball by Electronic Arts is a one- to four-player pinball smash-'em-up that definitely keeps your fingers twitching. You and the Crüe are in a fight for your right to party, but your opponents, unfortunately, are not metal maniacs! You need to defeat the spirit of Anti-Metal, the evil Mr. Gore. What's the Crüe to do? That's right...totally annihilate anything that comes between you and your music.

There are nine thumb-bustin', rock 'n' roll raving levels of action that require hands steadier than a speed-metal guitarist. You advance through these levels on a pinball machine that covers three screens. Knock down the letters in the middle screen, then move to the top of the screen and break the Wall behind Craig, the gatekeeper. When you hit the volume knob behind the Wall, it's way-cool time, dude. Keep your cool though, because it's not like there's nothing between the flippers and the finale - the opponent list reads like a graveyard ball. There's Dread Heads, Sister Twisters, and Beethoven Dudes. You get four balls, a couple of flippers, and the spirit of Heavy Metal behind you. Pretty even odds, if you ask me.

Control of this game is Crüe easy. Your direction pad controls your left flipper, and your C button controls your right. You can even juggle the machine with the B button, and use A to launch your ball.

Tall, Dark, and Crüe-some

The graphics in this game are awesome by any standard. Every sprite is just large enough to catch your eye, but too small to distract you. You'll need that Crüe-damaged attention span because this game is faster than a Billboard bullet.

Does anything need to be mentioned concerning sound? Okay. The sound is Crüe-some! There's even a music demo where you can hear such Crüe staples as "Dr. Feelgood," "Home Sweet Home," and "Live Wire." Not enough, my metal monsieurs? Well check out the titanium tunes by Brian Schmidt, whose company Schmidt Entertainment Technologies, does sound consulting for Electronic Arts as well as other arcade and pinball companies in the U.S. and abroad. Needless to say, the other sound effects are also in-Crüe-dible.

Dr. FeelGood Will See You Now

This game has enough chills and thrills for even the most die-hard Perry Como fans. You'll snap those fingers and tap


PROTIP: Even if it looks like your ball's headed straight for the middle of the flippers, flip on, dude, and crank that B button. The motion should get the ball back into play.

PROTIP: You get an extra ball for destroying a Craig, so keep that sucker at the top screen for as long as you can.

No one appreciates late-night, straight from the van to the room, headbanging, metal mayhem. If only they understood...those feet as you bite your lip in anticipation of making that triple-money, up the ramp super move. Your challenge is a tough one, especially in the higher levels,
where the Wall is guarded heavily. As they say, practice makes perfect. If you want to make the band, you better start with those flippers, son.

**Crue Ball: Heavy Metal Pinball**
*by Electronic Arts*

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$49.99
8 megs
Available now
Pinball
Four players
Extra balls for high

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**TIME CRUISE**

*By Otter Matic*

Combining time travel with a pinball game seems a bit farfetched, but TTI and the programmers at Pace did an incredibly wonderful job of mixing these two elements to create *Time Cruise*. *Time Cruise* shows that the TurboGrafx-16 and Turbo Duo can indeed display many intricately detailed sprites on the screen at high speeds.

**A Quantum Leap**

*Time Cruise*'s main action happens with an overhead view of an unconventionally shaped pinball table that is three screens tall in the center and two screens wide on each side. On the table are a number of targets including rows of lights that spell out “Time” and “Cruise.” Each time you light a group of targets, you receive a load of points. In some cases, you can increase your bonus factor up to eight times. All the obstacles and flashing lights of a real pinball game are here, and the playing field quickly scrolls vertically and horizontally to keep your ball in the center of the screen.

*Time Cruise* takes a timely departure from other video pins with its time-travel mode. There are five strategically-placed time warps on the table that are activated by hitting their corresponding time-travel switches and landing the ball in the center of the time-travel mechanism. At any time you can activate a switch and warp to one of six bonus stages set in various time periods.

Each bonus stage represents an entirely different playing field and type of game play. For example, warp 45,000 years into the past and play a game of Neanderthal golf for the chance to win an extra ball. Another warp is set 63 years in the future on an orbiting Mars colony that's under construction. To help build you must tilt horizontal beams to steer the balls into an extra ball pocket. Sometimes, you accidentally warp to another dimension. That's called a Warp Miss, but you still have a chance to rack up a load of bonus points.

**Ain't Seen Nothing Like It**

The graphics in *Time Cruise* are superb. The intricate table designs and the impressive shading and coloring of sprites on the bonus stages rank this 'Chip's graphics at the top of its class. You've constantly bombarded with cool effects including an eye-popping rotational feat when you make a high score.

**Such a Supple Wrist**

*Time Cruise*'s controls are pretty simple to master. You can move each flipper and nudge the table to the right or left. To simulate real pinball control a bit more accurately, there's even an option to control the game using three Turbo Pads instead of one.

---

**Pinball Wizard**

This cart rolls the excitement of a killer pinball game and the patience of some puzzling bonus stages into one good game. It doesn't pack-in the auditory onslaught that you'll find in *Crue Ball*, but the other super aspects of the game make it a blast to play. Turbo players who have any interest in pinball must get this cart. Take this pin for a spin.

---

**Can't Hear No Buzzers or Bells**

Unfortunately, *Time Cruise*'s zowie graphics aren't accompanied by killer sound or music. In fact, the wimpy sound effects and electric piano-style tunes really bite the silver ball.

---

**PROTIP:** To keep your ball from falling to the screen below, hit the Rescue targets that will safely spring your ball back into play.

**PROTIP:** To avoid losing your ball, try to keep it on the upper screens of the board.

**PROTIP:** To increase your bonus factor on the prehistoric sea floor stage, strategically hold the ball by keeping one of the flippers up, and then launch the ball when you see the bonus factor shellfish scroll by.

---

**Time Cruise by TTI**

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$49.95
Available now
Pinball
One Player
3-pad control
FOUR ON THE FLOOR!

To keep up with high-falutin' video gaming, pinball machine companies are usin' some really neat-o thangs, such as the Dot Matrix Video Display found on some of the newer machines. Pinball machines are making a steady comeback in the arcade, and these next four pins are the cream of the crop.

Doctor Who

After thirty years of television air time, Doctor Who has found an even greater arena of hostility: the Pinball Machine! Doctor Who by Data East has all the earmarks of success. It contains a multi-level mini-playfield Time Expander, where you can look up to two balls. This exposes a second level, where you must thrash several targets. Once you've blistered your thumbs on that, a third level rises to reveal three doors and a Multi-ball area, where scores and jackpots can total up to 300 million points! You can also play a full-scale, Dot Matrix, side-scrolling video game that features wave after wave of enemies. Dr. Who is in and ready for his next patient.

Doctor Who by Bally/Midway Manufacturing Company

Al's Garage Band Goes on a World Tour

Take Al and his Band on tour and be the first to be there when he goes Big Time! This monster maniac of metal should keep those guitar fingers busy. Eh, what's that? Can't hear me? That's because Al's ear-splitting, rock-a-thon, pinball jam is cranked to the max, dude. First try your luck at the CD Skill Shot, and that ain't even the beginning. Hit the Loop Shot to send Al's band from city to city. Strum the guitar neck by shooting the Metal Monster Ball Popper. The awesome Feed Back Kicker screams you into the Guitar Mix Lane! In the Video Mode, rock on dudes and dude-ettes, and help Al get from garage to glory! You can even bang out a massive drum solo on the Video Mode.

Al's Garage Band Goes on a World Tour by Alvin G. & Co.
**White Water**

White Water is a wet and wild ride that should keep flipper jockeys drenched. This brand-spanking new release by Williams showcases some Mountain cool features like “Insanity Falls,” the “Whirlpool,” and the “Big Foot Hot Foot.” To make the Skill Shot, you shoot your plunger to the upper flippers, then into Insanity Falls. Shoot two Big Foot targets to distract Big Foot, then hit Big Foot’s cave for a Jackpot. Also, shoot Insanity Falls to light Whirlpool, then hit Whirlpool to earn the flashing Boulder Garden feature. If you spell out R-I-V-E-R, you’ll advance bonus multipliers. If you don’t get your feet wet with this one, you could be the biggest drip in town.

*White Water* by Williams Electronic Games, Inc.

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**Lethal Weapon 3**

The box office blockbuster that made Mel Gibson an Australian Adonis now shares an equal amount of time between the flippers of this outstanding pin. Lethal Weapon 3 by Data East is a rock ‘em, sock ‘em, cop shoot that burns ramps faster than the Highway Patrol. Your pin shooter comes equipped with a gun handle, which you’ll need in the full-view, Dot Matrix Display. You can pop the pin and try your luck at three Video modes, including a one-on-one showdown, a street fighting mode, and a crime simulator. With music from ZZ Top and C&C Music Factory, this game’s definitely a pin that’s Mel-bound!

*Lethal Weapon 3* by Data East
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Hayward, CA 94540-4656
Pictured:

His name is Howard Peay. (It's pronounced Pea, like in Peanut Butter Sandwich.) But, you can call him Mr. Peay.

The head money guy

He's the top bean-counter at Sega. What does that mean? He takes care of the cash. He makes sure we stay in business. And now, (wake up this is the part you care about) he's giving away games. If you buy two of the with the only thing Sega® Genesis™ games on his coupon, he'll give you one more for free. This is a big moment for Mr. Peay. The whole he ever designed.

coupon thing was his idea. Just look at him, he's really proud of it. Okay, that's enough. Go get the scissors.
Bogard, or Joe Higashi in an all-out competition for the King of Fighters crown. You can play against a friend. However, in a curious options twist, the first fighter can only choose to play one out of three fighters, while the second fighter can control any one of the 11 fighters, including the bosses. Each fighter comes with his compliment of super moves, including Fire Tricks, Spin Kicks, and Mini-Tornado kicks. You can practice your moves on an array of opponents, such as a boxer, a wrestler, a martial arts master, and more. Each opponent has their own special moves. Hmmm... sounds familiar...

Andy spins like the Wheel of Misfortune, and you better watch out where he lands.

Tung Fu Rue may seem like a harmless old man, but he possesses the ability to transform himself into a beefy, young, killer.

Billy Kane's stick does most of his dirty work. When it spins, he's invincible.

The sprites are fairly large, well-animated, and fast. The action doesn't slow down a bit, and the backgrounds are great-looking. Take your pick of scenery:

Joe Higashi whips up some wind action and blows away his opponents.

Terry Bogard is just a good ol' boy who lays down some pyro power when he's in a jam.

A day at the beach, a pirate punch-fest, the subway, an amusement park, or other fighting frontiers.

Watch for Richard Meyer's rafter-hanging foot stamp. The minute you see him go for the pipes, it's either crouch or ooch.

Furious Fun

If you like your games to be brutal, Fatal Fury is for you. The Super Famicom version (a remake of the Neo-Geo version) is done with great attention to detail and faithful fighting game play. Hopefully, you won't have to wait long before this is ported over for your SNES. Until then, keep those thumbs loose, 'cuz you never know when you're going to run into someone with a Fatal attraction for you.

Fatal Fury: The Battle of Destiny by Takara Amusement

Street Fighter II

MULTIPLIES

By Captain Pachinko

Street Fighter II is one of the hottest games for the Super NES ever. Some pundits have even said that it's kept the SNES in the fight against the worthy Sega Genesis.

Nintendo die-hards scoffed at the idea that this big money game would ever see the light of day on another system. They tried their best to keep it from happening. They whined, they cried, they threatened. It happened anyway. It's official, Street Fighter II is coming soon to the two "other" systems in Japan. The Sega Mega CD and the NEC PC Engine will both get versions of this incredible game.
early in ’94! The Mega CD version will mirror the Street Fighter II: Champion Edition, while the PC. Engine game will be based on the original Street Fighter II.

**Sega’s Alright for Fighting**

Sega’s been dreaming dreams of Street Fighter, too. If this game is released in the U.S. in a timely fashion, it could push system sales into the stratosphere! Now the Street Fighter champ, Capcom, the last of the big original NES software developers to hold out from Sega games (Konami and Acclaim have long since jumped ship), is committed.

Capcom reportedly has added many enhancements not found in the Super NES version. The backgrounds are more detailed and the animation is smoother. They’ve even put back frames of character animation found in the arcade game that are missing in the SNES version. Naturally, the intermission between fights are embellished with CD voice and animation. Some Championship Edition Turbo moves may also be included.

**Controlling the Streets**

Capcom is also reportedly mulling over a decision on whether to produce a nine-pin digital (MegaDrive-type) version of their custom Street Fighter joystick or invest in a DSP adapter box to connect with the Super Famicom version. Either way, SFII Genesis fans can rest assured that they won’t be stuck with two buttons, because Sega also has its sights set on a Street Fighter controller (tentatively called the “Mark II”).

The Sega unit will feature a second row of buttons (labelled “X,” “Y,” and “Z”) underneath the current A-B-C setup. The controller will be better for Street Fighter II than the Super Famicom pad, because the button alignment is closer to the arcade machine’s configuration. Future Sega games, like Mortal Kombat, Arabian Fight, and various flight simulators, will also support this controller.

**A Japanese Debut**

The Mega CD version of Street Fighter II: Champion Edition will be available in Japan for the Sega Mega CD early in the second quarter of ’93. At press time, Sega of America was mum on the topic.

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**Street Fighter Turbo Duo**

Although a Super CD version of Street Fighter II under the guise of Street Fighter II ("Fighting Street" was Street Fighter’s original name) has been rumored for some time, NEC Avenue Software has finally announced the game, and it’s not on CD!

Reportedly, NEC Avenue programmers felt that they couldn’t do Street Fighter II “right” on the Super CD, simply because the system’s 256K RAM buffer is much too small for the task. Consequently, they’re using a new high-capacity, HuCard technology to produce the game on a massive 20-megabit TurboChip!

How can they do an accurate reproduction of Street Fighter II on an 8-bit machine? How could it be as good, let alone better, than the awesome 16-bit Super Famicom (SNES) version?

The answer is simple. The PC. Engine is an older machine, but able programmers can make it perform most of the 16-bit tricks through software that the Super Famicom and the MegaDrive do in hardware. Also, the special 20-meg TurboChip will hold four meg of system memory.

NEC Avenue insists that the game will be better than the Super Famicom version. (Pssst. Don’t worry, Avenue folks, Street Fighters everywhere will let you know instantly if it ain’t!) However, they already cop to a significant loss in music and sound quality. And gamers shouldn’t expect that cool “warped” multi-scrolling found in the SNES and arcade versions. On the other hand, the characters and backgrounds will be more colorful and have smoother animation.

To give the game added punch, NEC is rumored to be releasing a new six-button controller, which will be compatible with the regular two-button pad as well as the three-button NEC Avenue Pad 3.

Expect Fighting Street II to be out during the first quarter of ’94. No word on a U.S. release yet, but Turbo Technologies Inc. must be salivating.

**Dance in the Streets**

You just can’t keep a good game down. Let’s hope both versions reach the U.S. soon.

---

**U.K. Report**

By Buck Ingham

England may be the size of your state (or smaller), but it’s no slouch when it comes to gaming. What else are the Brits to do on those frequent rainy days. Take a look at what’s happening across the Atlantic.

**Burn, Baby, Burn**

Crank up the tunes. That’s what they’re doing in England. Video game music has taken on a whole new twist. In fact, you can do the twist to some new songs coming out, which are based on video games. "Tetris" by Dr. Spin and "Super Mario World" by MC Mario have been selling in the Top Ten charts for several months. Not to be outdone, that famous Hedgehog will be dancin’ his way up the disco scale with a song called “Hedgehog With an Attitude.” Having started out in the record business, Virgin is also returning to it in a round about way. They too are

Continued on page 152.
coming out with cool tunes on CD from their Dune and Mega-lo-Mania games.

To really keep your booty shakin', the hip image surrounding Sega in Britain has branched out into an underground Sonic The Hedgehog dance club in London, where you can dance the night away, that is if you can find it. Looks like video games are definitely not just for kids anymore.

**Brit Bits**

**Sensible Soccer.**

Speaking of that speedy critter, Sonic The Hedgehog 2 for the MegaDrive seems immune to the increasingly bad recession hitting Europe at the moment. The MegaDrive and should be coming over to the states this summer. Expect to see a lot of fast-paced ball-passing with real teams and players from around the world. You're not limited to the computer's team selection; you can mix and match your team players and even their uniform colors.

**FIRE & ICE.**

Another title that runs hot and cold is Fire and Ice. As Cool Coyote, you have to make a multi-scrolling, platform-to-platform, hoppin' journey from the Arctic to your natural terrain, the desert. Armed with only an Ice Ball, you have to freeze out all kinds of nasties. However, as it gets warmer your ammunition dissolves more quickly. Keep on your toes, or you'll find yourself dog meat.

**Cool Coyote.**

Although mainly a Master System game maker, TecMagik hasn't ignored the 16-bit systems. Andre Agassi was their first foray into the Genesis/MegaDrive market and they'll be striking again soon with that lovable cat and canary duo, Sylvester and Tweety in Cagey Capers. Look for the cart to come out sometime in the Spring of '93. TecMagik's also working on two other "secret" big name games for the Genesis.

**Micro Machines.**

Micro Machines puts you in the hot seats of sports cars, Formula One cars, power boats, combat tanks, dune buggies, and helicopters, just to name a few. Race across 27 tracks found in the most unusual places.

Although he hasn't quite caught on in the States, Britain's favorite video egghead is moving on up to 16-bit in The Fantastic Adventures of Dizzy. Just for yoks, roll around with His Humptyness on the Genesis.
CREATE YOUR OWN CARTOONS.

1  The cartoon world's wildest characters are at your command! With Tiny Toon Adventures Cartoon Workshop for the NES™ you can make your own animated shows up to five minutes long, then save them on video with your VCR. It's easy and fun, here's how it's done.

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Jaguar Cashes in on Your Sega CD

Jaguar XJ220

By Otter Matic

It's coveted by many but owned by few. The Jaguar XJ220 automobile is as sleek, fast, and powerful as its counterpart in the animal kingdom. JVC now gives you the option of bringing a spinning silver replica of this automotive wonder into your living room. Jaguar XJ220 is an excellent, behind-the-car-view, driving game with three modes of play, plenty of options, and even a way to create your own tracks.

Ways to Play

You can drive a Jaguar XJ220 in Grand Prix, World Tour, or Free Practice Mode. In Grand Prix, you race against 10 of the top racing teams in the world on a 16-course tire tango. The sooner you reach the finish line, the more money you'll collect. The game's over when you run out of money or conquer all 16 courses.

In World Tour, you race on the same 16 courses, but this time you get to choose the location of each race. Each time you choose a new race, you'll incur a travel cost that varies depending on the distance from the country where you last raced to the new one. To help you grapple with this economic puzzle, the game provides you with a Financial Advisor. After each race, you must fix the wear and tear on your car in the Repair Shop. Free Practice mode lets you race on a test drive, with or without a teammate, through one of 32 race courses.

Teamwork

Unlike most racing carts, this one features two-car racing teams. In the single-player mode, it's you plus a computer-controlled teammate. In the two-player mode, you and a friend team up as Team Jaguar to burn past some of the most notable teams in the world. Your overall score is computed by using the composite score of your team, so you'll want to choose your teammate wisely.

PROTIP: In World Tour Mode, always follow your Financial Advisor's suggestions.

PROTIP: Be frugal in the Repair Shop by only fixing parts that are colored red. If it's yellow, let it mellow.

PROTIP: When you take a tight turn, don't drive on the shoulder or you'll lose traction and slide across the road.

PROTIP: Don't crash into the other player in two-player mode. Remember, it's a team effort.

Kit Car

If you get tired of the 32 courses offered by the game, you can choose Track Editor from the Main Game Menu and design your own course. You can create hills, turns, or tunnels, plus pepper the shoulders of the course with objects of your choice, including signs, farm workers, spectators, and numerous types of shrubs and trees. The Track Editor Option is a cool feature that can really lengthen the life of this game.
EA Challenges
Genesis Drivers

Lotus Turbo Challenge
By Otter Matic

Put on your Sunday best because you'll want to look sharp behind the wheel of a Lotus sports car, one of the most stylish and well-crafted vehicles in the automobile industry. Lotus Turbo Challenge by Electronic Arts is a no-frills racing game that pits you against a fast-moving time clock that doesn't allow for mistakes. The high level of challenge may frustrate would-be video asphalt animals, but ace racers will rise to the occasion and be rewarded for their skill.

Choose Your Model
You drive either a Lotus Turbo Esprit or a Lotus Elan. The Elan has better handling, while the Turbo Esprit has a higher top speed. The cart automatically chooses the most appropriate car for the race based on terrain type and weather conditions. The game also offers a satisfactory list of options, including a split-screen, two-player mode; Manual or Automatic Transmission, and customizable controls. Even with all that under your seatbelt, the only things that matter are your car, the road, and the clock.

PROTIP: If you're just starting out, use the Automatic Transmission. For more control over acceleration and deceleration, learn how to use the five-on-the-floor Manual Transmission.

Green Light, Hold Tight!
Lotus Turbo Challenge features a behind-the-vehicle point-of-view that puts you as close to the road as possible without the street burns. Each of the eight tracks consist of serpentine road segments, separated by four to nine checkpoints. The "Challenge" in Lotus Turbo Challenge is to reach each checkpoint in the allotted time. If you make any mistakes, it's nearly impossible to reach a checkpoint in time. You must avoid hitting stationary objects, colliding with other cars, or driving on the shoulder of the road.

PROTIP: To jump over puddles and opponents, drive over logs on the first track.

PROTIP: Breeze through sharp turns by starting the turn the instant you see the signs with the arrows on them.

As far as racing on your Genesis or Sega CD goes, Jaguar is at the top of its class. With exhilarating graphics and sound, a split-screen two-player mode, a Track Editor, and an interesting money-oriented goal, this Sega CD will make your head spin. This cat's in pole position.

Since this is a race against time, you won't have to keep tabs on your car's position in relation to other drivers on the track. Make it to all the checkpoints, and you graduate to the next track and earn a password.

Don't Blink
With no sound effects or music to speak of, this cart speeds up with

Continued on page 156.
great, smooth graphics. There is enough detail to satisfy even the video racer precision. Lotus Turbo Challenge is the first racing cart for the Genesis that scrolls as smoothly as Top Gear for the SNES (see ProReview, May '92). Realistic special effects for weather conditions (fog, snow, and thunderstorms) will keep you in the driver's seat for many hours. With each new track you drive comes new terrain-specific scenery that will make you put the brakes on, such as tumbleweeds on the Desert track, cross traffic trucks on the Interstate track, and log jumps on the Marsh track.

Because of the Lotus license, the game doesn't contain any spectacular crashing scenes. For veteran video racers, the lack of mangled steel and glass may seem like a gaping hole. Once you get into this game, however, you'll realize that it's a "civilized" drive that doesn't rely on cheap thrills.

**Twin Turbo**
Lotus Turbo Challenge really shines in two-player mode. The head-to-head, split-screen action is so intense that you'll need to take a breath to cool your engines.

**Premium Stock**
Lotus Turbo Challenge, like some of the finest sports cars, comes stock with just the necessities and doesn't waste your time with superfluous features. Eight unique tracks; one tough time clock; and a two-player mode that really kicks some bumper make this cart worth a test drive. Once you try it, you'll never settle for anything less.

---

**Cyber Spin: Give Me A Brake**

**Cyber Spin**

By Scary Larry

Hang on to your helmets, and strap yourself in for a spinning, dizzying race that is sure to leave you queasy and uneasy. Takara makes tracks with their new overhead-view racing game, Cyber Spin for the SNES.

**Go Speed Racer**
Cyber Spin is a one-player, racing game that moves and grooves but ultimately stalls. You play Chuck "Chase" Davis, a 17-year-old who wants world recognition of his driving skills. Sliding behind the wheel of the Cyber Car (the racing vehicle of the future), you take your dream to 10 different locales against seven other drivers. The Cyber Car's top speed is 384 km/h, but that just ain't gonna cut it in this race. Luckily, you also get Turbo Speed. A power gauge in the upper right corner of the screen lets you know how much juice is left in the tank. But watch out, because your power decreases when you get hit or spin out. To tank up on a power refill, just pull into the pit.

**Spinster**
Cyber Spin is for hard-core speed demons who have the skill of a pro and the patience of an angel. If you decide to take this for a spin, pack your Dramamine, 'cuz you may find yourself going in circles.

**Spins and Outs**
Cyber Spin looks as smooth as a Lamborghini with sleek graphics, smooth scrolling, and absolutely no slowdown. The sounds are basic tire screeches and engine roars, while the music is standard pit disco. Control of the car is tricky, as can be expected with high speed cars. You may find yourself kicking in the carburetor a few times in frustration. The game is challenging, perhaps a little on the unfair side. Just when you think you have the upper hand on the steering wheel, the computer lets a driver blindside you and knock you down a few positions in the race.
A PGA Tour De Force

PGA Tour Golf II

By Colorful Commentator

Even as the real-life Professional Golfers' Association prepares to get into the swing of things in '93, Electronic Arts beats the pros to the greens - the electronic greens. PGA Tour Golf II tees off with superb (but familiar) game play, three new courses, a few fringe improvements, and new features.

PGA Plays with the Pros

As in PGA Tour Golf I, you and up to three opposing duffers (either computer or human) can take shots on the driving range, play a practice round, or play a four-round PGA tournament. New is the Skins game format that pays cold cash for each hole won. Better polish those irons, though, because 60% of the PGA's finest compete side-by-side with your foursome. During match play, Ron Barr of EA Sports updates you on the competition's progress.

Statistically, PGA checks, balances, and tracks gobs of numbers. A select group of 10 pros are rated for strengths, weaknesses, shot accuracy, and shot distances. The stats impact their performance during game play. Stats are also recorded to battery memory for up to 18 human players, and they include hole-in-ones, money won, skins won, and the number of strokes versus par. The Save Game feature is handy, but you can only save one position at a time.

A Matter of Courses

Seven accurately-rendered courses are packed into the cart. The three new greens include Southwind (Memphis, TN), Eagle Trace (Coral Springs, FL), and Scottsdale (Scottsdale, AZ). Awesome in visual presentation, each course is recreated with painstaking attention to detail. Water hazards, trees, sand traps, and varying grades of grass are based on the actual course layouts and blueprints.

If you're a golf graphics nut, PGA II puts it in perspectives - lots of "em! You get a standard behind-the-golfer view, an overhead view of the map, a helicopter-eye view of the sequence, and an all-new Hole Browser, which enables you to scope out the entire course with a height- and angle-adjustable floating camera. Instant replay shows your sexy shots and horrible lies on videotape.

Eye spy a water hazard with the Hole Browser.

...Some of the graphics move in fits and starts, but overall the video is top of the line. However, the BallCam from last year's PGA I never made its way to the Genesis - regrettable.

Gallery Noise

Like the real thing, PGA II's audio gets polite applause. The comforting background noises include bird chirps, the stroke of the club, and the ball catching the rim of the cup. New audio includes theme music from a real-life golf TV show, "Inside the PGA Tour."

Similar Strokes

There's not much new under PGA II's game play sun, but that's not necessarily a bad thing. The tried-and-true mercurial power-and-accuracy bar does its duty, and you still get Overswing, Hook, Slice, and the Punch and Chip specialty shots. A new shot angle meter puts draw and fade precision at your fingertips. Strong winds and bad ball lies are still your worst nightmares. On the greens, that wondrous isometric grid for pinpoint putting is unchanged. Few golf carts come close to PGA II's level of control.

Continued on page 158.

PROTIP: Reset in the middle of a bad shot, then restore from your last save. In this game, winners always cheat and cheaters always win.

Advertisement

JAM IT HOME!
Roger Clemens' MVP Baseball has All-Star Potential

Roger Clemens' MVP Baseball

By Athletic Supporter

3-2-1! Ignition!
We have lift-off. Get ready to blast off with "The Rocket" Roger Clemens. Flying Edge's Roger Clemens' MVP Baseball is the latest version of America's favorite pastime for the Sega Genesis.

If you're a big-league fan, the one drawback to MVP Baseball is that this cart isn't licensed by the Major League Baseball Players Association. The only Major League star you'll see in this cart is "The Rocket." The other players and teams are about as real as the Chicago Swords, one of the teams on the cart. Don't let that stop you from checking this cart out. It has enough features and options to keep any prospect entertained for hours.

Pennant Fever
This one- or two-player cart has your two standard lineups: Exhibition and Regular Season. In Exhibition, you take on the computer or a friend in a one-game showdown. In Regular Season, you choose a team to play a full schedule against the other 25 computer teams. This realistic option gives you the opportunity to lead your team to the "Championship Series" and a possible world title against the computer teams.

You start out the regular season two games behind the divisional leaders. However, "The Rocket" hasn't left the cupboard totally bare. You've got a dominant bullpen (four batters averaging better than .300) and a Golden Glove outfield. You play three games against each team in your division (for a total of 33 games in the National League and 39 for the American League). If your team qualifies, there will also be a best-of-seven game play-off and a championship series. The standings are updated after each day's play.

A Pitcher's Dream
Since Clemens is one of the top pitchers in baseball, you would expect this cart to be geared toward pitchers, and it is. As the manager of your team, you earn your pay trying to establish the best starting rotation. Just like in "The Show," the starting pitchers can't take the mound each game and that's where the calender schedule comes in. The pitchers need at least three days rest between starts. Also, during the
A True Player's Game

The Majors Pro Baseball Game Gear
By Otter Matie

Tired of playing around on the minor leagues of hand-held baseball? Pretty soon, you'll be able to play with the Majors on your Game Gear. The Majors Pro Baseball by Sega is officially licensed by the Major League Baseball Players' Association (MLBPA). If you're a baseball fan, you'll be happy to find all of your favorite pro ball players packed into this cart, plus their statistics.

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

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

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

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

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

GP: Any predictions for the Red Sox this year?

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

Can't Wait for Opening Day

This game will offer you a one-game Exhibition or full-blown Pennant Race. With a Gear-to-Gear cable, you'll be able to run bases against a friend. You'll also be able to play any of the 26 Major League Baseball teams, plus an All-American and an All-National team. If you feel creative, mix and match the players to create two of your own All-Star teams.

The game will feature a standard behind-the-batter perspective that switches to an overhead view.

Pick your favorites.

Can't Wait for Opening Day

This will offer you a one-game Exhibition or full-blown Pennant Race. With a Gear-to-Gear cable, you'll be able to run bases against a friend. You'll also be able to play any of the 26 Major League Baseball teams, plus an All-American and an All-National team. If you feel creative, mix and match the players to create two of your own All-Star teams.

The game will feature a standard behind-the-batter perspective that switches to an overhead view.

Check out the inset screens for each man on base.

This outfielder makes a diving catch to save his salary!

for fielding. Cool extras include a digitized umpire's voice, inset screens for on-base runners, and batting line substitutions.

Batter Up

For those of you with an itchy pitching hand, don't fret! Your chance at winning the Pennant is on the way. Keep an eye on the Sports Pages for a full review of this game.

The Majors Pro Baseball by Sega
Available now

Continued from page 159.

certain plays, how a Double Play works, etc.), and I offered my views on how to make the game as realistic as possible.

GP: What is your attraction to video games?

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

GP: Do any of your teammates play your game?

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

GP: Have you played the game?

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

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

Tony La Russa
Baseball

By Slo Mo

Electronic Arts is finally getting into baseball in a major league way. EA has published several award-winning Genesis sports carts in the past, so they don't want to stop now. Heads up, baseball fans, they're going with a proven winner - Tony La Russa, manager of the Oakland A's.

Tony's Tourney

In Tony La Russa Baseball, you'll be able to play with any team in the Majors and use their real players, too. Take on a full 162-game season, a half season, or a four-team Round Robin tourney. The cart will also generate an All-Star team or you can pick your own.

Baseball stat junkies should go nuts with this game. La Russa Genesis uses the same stats engine as Tony La Russa Baseball for the PC, and the stats are compiled by Stats Inc., the outfit that does USA Today newspaper's statistics. On-screen game play will reflect the '92-'93 Major League statistics up to spring training. Each player will be rated according to nine categories - Speed, Power, Range, Arm Strength, Streaks, Injuries, and game, and in the prelim version they looked great.

Fielder's should have a field day. A special ball-spotter circle helps you make plays by indicating the spot on the field where a hit ball - grounders, line drives, or fly balls - will touch the ground. For fly balls, it will move around.

This game will keep Major League stats.

Take your cuts with great batter animations.

Go for the fences!

Armchair managers will make critical decisions by setting up pitching rotations and organizing batting lineups (lefties versus righties). Video managers will also be able to make relievers warm up in the bullpen and watch...

Continued on page 162.

Advertisement

IT'S A KO!

GEORGE FOREMAN'S
BOXING

NOW ON GENESIS!

33

SEG

GE

FLYING

GAMEPRO • March 1993
to see if they’ve got their good stuff. You’d better watch them closely, too. If you leave them in the ‘pen too long, they’ll wear out their arms. You’ll even be able to send guys to the showers.

**Play with Great Potential**
EA took its time about getting into America’s favorite pastime, and it looks like it will be worth the wait. Tony La Russa Baseball could be a winner in any league.

*Tony La Russa Baseball by Electronic Arts Available March*

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**Play HardBall**

**PREVIEW**

Al Michaels Announces *HardBall III*

By Scary Larry

Step up to the plate, baseball fans! *HardBall III* is on its way from Accolade, and it’s grand slamming its way onto the Genesis. If you’ve been waiting for a realistic conversion of America’s oldest pastime, your park prayers may be answered!

Go ahead and get picky with the plentitude of options. If only you could change Major League salaries this easily.

**Baseball Bounty**

*HardBall III* is a one- or two-player multiple-perspective baseball game. You can choose your views from a behind-the-pitcher shot, a behind-the-batter shot, or combinations of the two (pitcher

shot while you’re pitching, batter shot while you’re batting). You can also choose to have a close-up view of the action. You can even edit any of the 28 teams from the color of their caps and jerseys, to changing their star players, to actually redesigning their logos. However, since this game is not endorsed by the Major Leagues, you’ll have to suffer with names like the Kansas City Kings.

In *HardBall III*, you’ll have the opportunity to be the main man—the coach. Change infield and outfield formations, substitute players, and rearrange the batting order. Want more options? How about the ability to rest and rotate pitchers, pick stadiums (over 25 to choose from), and even see highlights from games you’ve already played. There are so many options, you’ll need to get hands-on experience to understand them all.

**Now Pitching...Al Michaels?**

That’s right. As all the PC players of *HardBall III* know by now, Al Michaels is the pitch man. He lends his linguistic license to this version of *HardBall*. Unlike the SportsTalk series released for the Genesis (Joe Montana SportsTalk Football and SportsTalk Baseball) where whole phrases were digitized, only single words will be digitized here. When a batter goes 0 and 4, *HardBall III* will let you know with merciless digitized speech. Every throw, every pitch, every comment will be electronically reproduced for realistic announcing action.

**This Football Game Goes for the Jugular**

By Dirty Player

At last there’s a video game on the horizon that looks like it’s just perfect for that much maligned sports figure—the Dirty Player! *Mutant League Football* by Electronic Arts looks like it escaped from the football funny farm. It’s that some of the video football strategy and plays are for real. They just have a violent, sci-fi twist.

You control the curve ball, so use it to its fullest advantage.

**Field A Dream**

*HardBall III* looks loaded with options and realistic game play. This baseball cart could knock the horseshoe to tatters and make previous baseball carts seem like foul balls. The wait for great baseball video action could be almost over.

*Al Michaels Announces HardBall III By Accolade*

If you can’t say something nice about a team, kill ’em.

**Monster Football Action**

*Mutant League* features 16 weird-ed-out teams, such as the Sixty Whiners, the Psycho Slashers, and the Maniac Misfits. You even get two All-Star, all-creature teams. You’ll play in 19 different stadiums, including the Frozen Waste Dome, Blood War Stadium, and Penitentiary Park. As an added bonus, you’ll be able to set five skill levels called the “Death Index,” which range from Rough to Annihilation.

John Madden Football fans will croak when they recognize the football interface. On-field playing perspective, play selection screens, passing screens, and more have all been appropriately “stolen” from EA’s premiere football cart.

You’ll only play with seven men...err, things at a time, but you can call some nasty plays. This cart gives new meaning to the term “offensive formations”—you get five containing several launched-out plays each. There’s Stayaction, Draw, and, of course, Slash Right and Left. The Shotgun formation will also be popular. When all else fails, you can call “Kill the Ref.” Of course, you might get hit with a five yard...
penalty for murder! The game keeps 10 stat categories, some serious ("First Downs" and "Attempts-Completions-Interceptions"), others speak for themselves, like "Deaths."

**Pick Your Play, Not Your Nose**
Mutant League Football's obvious take off on John Madden Football is probably driving the Electronic Arts Sports guys nuts. However, yah' gotta like a game that's going to go for quality, even though it doesn't take itself too seriously. The Mad Man would fit right in, and so might you.

*Mutant League Football* by Electronic Arts
Available Spring '93

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**Play Dirty B-Ball**

**Arch Rivals**

By Mister Bister

The arcade sports bruise, Arch Rivals, has finally made its way to the Game Gear. Although it bears the name, features the same basketball gameplay, and showcases some of the trademark graphics, this diminutive, hand-held Arch Rivals just isn't able to see eye-to-eye with other home versions of the arcade hit.

**Shock Jocks**

Simply put, Arch Rivals is basketball without rules. Choose between five, two-man teams to compete in a four quarter, sixteen-minute game. You control one player, while the computer controls your teammate. You can also beef up your skills by controlling when your teammate shoots and passes the ball. Game play is simple - move and shoot the ball on offense; do anything you want to your opponent on defense. Score more points than the other team at the buzzer and you win!

---

**PROTIP:** Since your player is only able to play defense facing an opponent, don't try to steal or block from behind.

**Fast Breaks**

Arch Rivals has been noticeably streamlined to fit within the tiny confines of the Game Gear. Game play is limited to jumping and shooting on offense, and punching, stealing, and lunging on defense. Players move extremely fast on-screen as they race up and down the side-scrolling court. So fast, that it's often difficult to block a shot or get a punch in. The court also doesn't help. Defenders often end up eating dust when opponents blast off in a fast break.

**PROTIP:** Hold down the shot button when you charge the net for a slam dunk.

**PROTIP:** Desperation half-court shots are very possible in this game.

**Visual Impact**

The graphics are nicely rendered and extremely detailed, especially the crowd scenes. Players respond well to the controls and are easy to focus on amidst the background and other players. The only drawback is that there isn't any marker to delineate which player you control and both players on your team look alike. You find yourself trying to locate your player more often than the ball.

---

**Go Team!**

**Bench Warmer**

Arch Rivals is adequate entertainment as the only roundball action currently available for the Game Gear. However, it lacks the game play of the arcade version and it's too simplified for a true sports challenge. Although pretty to look at, Arch Rivals doesn't have the stamina to run the length of the court.

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**Sega Genesis Fans Play With The Pros!**

Jam it home with NBA All-Star Challenge. Feel the heat with Roger Clemens' MVP Baseball. It's a KO with George Foreman's KO Boxing. When you're tired of watching from the sidelines... it's time to Play With The Pros!"
A hot new NeoGeo fighting game looks like it's going to make a "Furious" run at Street Fighter II. SNK's Fatal Fury 2 has just hit the arcades, and it'll be available for home systems soon.

This Fury is the awesome sequel to last year's Fatal Fury. Its tough beat-em-up action has twice the speed and double the number of characters than that of its predecessor. In a super fighting frenzy, you must beat up 12 opponents one-by-one to earn the title of Master of Mayhem. It's not a new theme, but when it comes to fighting, it ranks up there with the Numero Uno fighting game.

The Fatal Three Are Back
Fury 2's stab at the Street Fighter crown is powered by a formidable stable of fighters. In addition to the standard punches, kicks, throws, and jump kicks, each one has at least three special techniques, such as throwing Fireballs or busting great Flying Kicks. Moreover, you can block your opponents' moves. The special moves also blend in well with combos.

You have eight characters to choose from. Five selectable characters have joined the original three, but the originals still hold their own. Terry and Andy Bogard move much faster, which makes their combos flow more smoothly. Joe Higashi has great attacks, including a Slash Kick for incoming opponents and a TNT Punch for close attacks. The other characters have a wide set of special attacks, like Mai Shiranui's Dragon's Flame Fandango, which produces a flame when she arcs her fan at her opponents. Chin Shin Zan's Tempest Blast gives him bombs to throw, which explode in a green deadly flame.

If you beat eight opponents, your fighting's not done. Four unselectable boss characters await you.

Mai Shiranui is a Japanese Ninja Master. Her five special techniques include throwing fans to hit an enemy at a distance and dashing at opponents with her elbow.

Chin Shin Zan uses his lumpy self as an art. He has four special techniques, including his Tempest Blast and his deadly Belly Blast, where his fist hurts you.

Jubel Yamada, who is nicknamed the Judo Devil, has four special techniques. His Senbe Shuriken slices opponents with cookie cutters. The Body Drop crushes opponents like an All-Star wrestler. Jubel leaps from the top of the screen and lands on his competition.

Fatally Attractive
The characters look great and the quick animation keeps the fighting fast and furious. Even the 12 backgrounds feature great details with slick scrolling. The sound is fantastic! The nicely digitized screams and groans are just what the Doctor ordered.

It's a Knock Out!
Fatal Fury 2 has all of the action-packed gameplay that a fighting game fanatic could ever want. It packs a Street Fighter-tough challenge. Plus, if you get tired of beating up your friends, the computer actually plays like a Pro. If too much Street Fighter is making you see stars, punch out Fatal Fury 2.

Big Bear is a wrestling champion who has some pretty potent moves like his Giant Bomb. He uses this shoulder charge to flatten any antagonist. He only has a few special techniques, but his regular moves are more powerful than any other player's moves.
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- The Immortal™
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- The Lost Files of Sherlock Holmes
- Might & Magic®: Gates to Another World
- John Madden Football™ ‘92 and ’93
- NHLPA® Hockey ‘93
- Rampart™
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- Rings of Power™
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Here’s a nifty hand-held system with great aspirations. In addition to taking on Nintendo's Game Boy, it plans to put monochrome AND color portable games in your pocket!

By the Whizz

Are hand-held video game systems evolving towards all-color units? Well, yes and no, according to Watary Industries. Watary's Supervision is a new hand-held, monochrome, video game system that will offer a color option later this year. Hong Kong-based Watary's known for its LCD games, and the Supervision represents an ambitious step into the big video game leagues.

Easy on the Eyes

At 4.5 inches by 7.5 inches, Supervision is a wee bit hefty than a Game Boy, but there’s a reason. Supervision makes some nice gestures towards easing the eyestrain that’s somewhat inherent in monochrome hand-held video gaming. The unit’s signature design feature is its screen, which sits on a bendable stalk so that you can find the right viewing angle for hard-to-see games. It also features a respectable liquid crystal, 2.76 inch by 2.76 inch display that offers more than twice the viewing area found on the Game Boy screen. Moreover, the LCD paints a healthy 160 pixel by 160 pixel screen resolution.

Looks like a Portable

No mystery to the control layouts. Like the Game Boy, you get A, B, Select, Start, and a directional pad. However, the Supervision’s pad eschews the standard Nintendo cross design for a diamond-shaped surface that makes hitting the diagonal switches a little bit easier. Contrast and volume controls sit on the side of the unit.

Supervision also supports standard hand-held options. The unit pumps out stereo sound through a headphone jack that’s conveniently located at the bottom of the unit. There’s also a jack for an optional 6-volt A.C. adaptor.

The game cartridges look very similar to the Game Boy’s, although they’re a ¼ of an inch shorter. Naturally, the two systems are incompatible.

Supervision sports a super price tag, too. The unit itself retails for $49.95. Game cartridges will cost from $9.95 to $18.

Supervision’s Super Vision

Part of Supervision’s allure lies in a little 9-pin communication port nestled in the side of the system. Players will be able to link two Supervisions through the connector for head-to-head games. However, Watary has more options in store.

By fall ’93, the company plans to release the Supervision Color Link Interface. This mindboggling peripheral will enable you to play compatible Supervision games in color on any color TV set! According to Watary, the color games will cost under $18, and you’ll still be able to play them in black and white on the Supervision sans Color Link. Color Link games in design so far include The Terminator and Rambo.

Yeah, but What about the Games?

The Supervision looks like an innovative hand-held with an attractive price tag that’s sure to turn a few heads. But as always, the proof’s in the playing. See the following page for a look at a few Supervision games available at press time.

Naturally, any new video game system on the market has to have interesting games. This year, Watary plans to have 60 Supervision games available in the U.S. Here are quick hits on three Supervision games.

Olympic Trials

Olympic Trials is a track and field game that places you in six Olympic events – Hurdles, the Long Jump, Archery, Shot Put, Rowing, and Cycling. The cart offers an interesting variety of game play going from side-views to first-person perspectives. The game’s monochrome graphics are okay, but they aren’t Game Boy detailed and they
definitely benefit from the Supervision's large screen. The sounds are appropriately sticky and sweaty.

Olympic Trials is a tough competitor that will put you through tribulations. It tests your hand-held gaming stamina, and it may drive some players nuts. You must play the six events in a set order. If you fail to qualify at any time, you start all over again. Winning all six events earns you the right to play against tougher opponents and tougher qualifying scores.

The controls work well, but some events overwhelm them. High Hurdles, Rowing, and Cycling require massive button mashing. You must pound like crazy, and the Supervision takes a big league lickin'.

This game strains your fingers. If "no pain, no gain" is your gaming credo, go for the gold.

Olympic Trials by Supervision

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Chimera

Chimera is an engaging adventure/puzzle game where you play an astronaut aboard a derelict alien spacecraft that threatens to blow up the Earth. You must construct four warheads from missing pieces, that are scattered throughout 80 rooms. Then, place the warheads in vital areas and find your way off the ship before their self-destruct mechanism blows you to smithereens. Good luck. Chimera's a tough nut to crack. The ship's full of traps and astronaut-seeking hazards. Some puzzles require you to find and use objects. Moreover, the ship is huge!

While you're lost in space, you can at least enjoy the view. Chimera's graphics look pretty good. You play via a sharp, isometric, 3-D (½ overhead) view. Your astronaut's got style, however, he moves (and sounds) like a robotic typewriter.

The rest of the sounds are minimal. They're highlighted by an enthusiastic scream of anguish whenever you meet your doom.

Puzzle players will find Chimera a worthy challenge.

P52 Sea Battle

Sea Battle puts you at the helm of a submarine in a fast-paced, if familiar, shoot-em-up. The cart does a nice job of mixing thumb-numbing action and solid controls with two game play views. You must fight four types of battles. Versus enemy Submarines and Aircraft Carriers, you shoot missiles using a side-view, vertically-scrolling screen, where you're underwater shooting up at the enemy's vessels and aircraft. Versus Cruisers and Destroyers, you aim from the bow of the sub as enemy ships scroll horizontally across the screen. You can maneuver right and left. The different game play styles keep the action interesting. The controls aren't complex, but they enable you to shoot and move quickly and smoothly.

That's good, because Sea Battle deploys an engaging challenge. To beat the game, you must move up four difficulty levels, and it ain't easy! The enemy gets faster, smarter, meaner, and more accurate as you go.

The graphics in this game look simple and they are, but they create a seaworthy fighting environment. The sounds, however, are a mixed bag. The effects are acceptable, but the music will make you seasick.

Sea Battle's seaworthy challenge keeps this cart's head above water.

P52 Sea Battle by Supervision

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Chimera by Supervision

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By Linoleum Blown Apart

Grab your Lightsaber, Jedi! Although the Death Star was destroyed in Star Wars, Darth Vader isn't finished with you Rebels, yet. In Capcom's Empire Strikes Back for the Game Boy, you play the leader of the Rebel pack, Luke Skywalker. You're trying to evade the Stormtroopers on your way to save Princess Leia and the gang.

**Fighting the Evil Empire**

In this complex, multi-scrolling, side-view adventure, you wind your way through various highly detailed, futuristic terrains. Starting out in the ice caverns of Hoth on a Tauntaun (a kangaroo-like creature), you can decide whether to ride or run. After finishing off the Snow Beasts, jump into your Snowspeeder and continue to fight. This time you're up against AT-AT (Imperial Walkers) along with the Stormtroopers. If you get past their arsenal, you're off to the Echo Base and then on to your search for the Jedi wise man, Yoda.

**Sith, Darth Vader (your long-lost father). He'll be waiting for you in a final showdown. Who said Jedi work was easy?**

---

**PROTIP:** Not every wall in the ice caverns of Hoth is a dead end. You can blast your way through some to find power-ups and passages.

After your Jedi training, you'll be the right Jedi for the job of fighting TIEs in Bespin and rescuing your friends in Cloud City. You're not done yet. Han has been captured by his old adversary, Boba Fett. Once he's rescued, return to Cloud City and save Princess Leia. Then it's off to conquer the Dark Lord of the Sith, Darth Vader.

---

**PROTIP:** You only have five missiles to use. Use them wisely! Shoot the next Walker after you see the AT-AT Walker. After you pass him in your Snowspeeder, double back and make sure he's down.

---

**PROTIP:** After you've used all of your missiles against the AT-AT Walkers, fly to the next Walker and crash your Snowspeeder. You can then run underneath the Walker and shoot up at its belly. You can even crawl inside and shoot it from there.

---

**Force-ability**

The Empire is no easy enemy. Darth has hit men out in full force. Luckily, you have some fighting power on your side, and of course, the Force. You begin with multi-directional gunfire. Then you can find Force icons, which enable you to draw upon eight Force Powers: jump higher, run faster, reflect your enemies' shots, enhance the power of your Lightsaber, enhance the power of your Blaster, etc.
tate, convert Force Ability to Health, and
the Graph Eye. However, even after
finding an icon, you can only use these
powers when you’re on foot or riding a
Tauntaun.

If you don’t, the Snow Beast’s blasts will
keep knocking you off the ledge. You’ll find
the Lightsaber at the dead-end corner to
your left.

PROTIP: When travelling through Dagobah
on your search for Yoda, watch out for Ele-
phant Sloths. They come out of holes that
you’ll pass in the walls.

PROTIP: When you run across the Spiders
in Dagobah, stand on the ledge and shoot
diagonally down at them. If you jump off
the ledge and try to destroy them on level
ground, you’ll be all tied up.

Jedi Joy
The Empire Strikes Back is a Game Boy
adventure you won’t want to miss. Put a
few hours aside, because Luke’s mission
is a long one. You’ll die a few deaths
before you become Jedi material.
Remember, use the Force.

The Empire Strikes Back by Capcom

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Price not available
Available February
Action/Adventure
One Player
Everyone’s favorite pumped-up metal monster, the Terminator, is back and in action on your Game Boy. Surprise, surprise! The action is just as fun and furious as it is on other systems.

**Hasta La Vista, Baby**

T2: The Arcade Game by Acclaim is the latest conversion of the hit coin-op that burst through the arcades like machine gun fire last year. Once again, you’re faced with the possibility of being an extinct species, thanks to a race of robots that’s trying its hardest to exterminate you. For survival, you’ve joined forces with a small but determined resistance movement that is trying to protect its leader, John Conner, both in the present and the past. Need further clarification? See the movie.

From a first-person, gun sight-ready, head-on perspective, you’ll scroll through a vast assortment of landscapes, including Skynet’s fortress and the Cyberdyne labs. The graphics are amazingly detailed, which makes up for the lack of color. Because of the small and very dark Game Boy screen, you may want to crank up that contrast and save a couple of eye nerves along the way.

The game has little music, but that doesn’t stop it from being noisy. Every deafening explosion and machine gun burst is clearly defined and very loud. Your ears will know when you’ve hit something, even if your eyes don’t.

**Protip:** When you have the Terminator cornered in front of the nitrogen truck, shoot ahead of him to unleash nitrogen. Then bring the temperature gauge down to -200 degrees to chill out that homeboy.

**Pumping Irony**

For a system that sports no color, it’s ironic that this Game Boy version of the T2: Arcade game is a faster and more furious game than others. You may find some frustrating flex time over the game’s difficulty. Fear not, friends! Saving John Conner has never been more exciting or rewarding. Don’t be a girly-gamer, get out the guns and waste ‘em!

**Heavy Metal**

You begin armed with only a machine gun, but you collect a variety of power-ups to increase your fighting power, including shields, gun coolant, bullets, and 1-ups. You also get some guided missiles for your protection.

You’ll need plenty of ammo, information, and courage to face what’s ahead. Each robot, police officer, and Terminator gets up and in your face during the course of the frenzied action. The mechanical assault also gets nasty when weird, furthuristic HK’s fly by and metallic Endoskeletons try to push you to the brink of extinction.

**Protip:** It’s tempting but dangerous to spray machine gunfire across the screen. Your gun can run low on power after sustained use. Instead, always use short controlled bursts of gunfire for effective and merciless killing.

**Protip:** When you hit stage 2 of Skynet, you reach some Bunkers in the wall that have Killer Orbs in them. Shoot out all the Orbs and Bunkers, except for the last two. Waste all the T-800’s in front of the last two Bunkers for a heap of blasting bonuses, like extra ammo and smart bombs.

**Protip:** Don’t bother with the flying HK’s in the first stage. They’re harmless, and you’ll need to focus all your attention on the Endoskeletons, which are fast and deadly.
THE CRITICS ARE HOOKED!

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

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The recipe for a great hand-held game is pretty simple, but sometimes hard to pull off. Fast-paced game play, crisp graphics that won't leave you blind, and enough challenge to ensure you won't finish the game with one set of batteries seems to be a tough combo for a mighty miniature. Good news! Sonic The Hedgehog 2's back for a Game Gear sequel and has everything it takes to make you wanna hold hands with your Game Gear for a good long time.

**Which Way to the Emerald City?**

Sure, Sonic finished off the diabolical Ivo Robotnik in the first Sonic The Hedgehog for the Game Gear (See GamePro, February '92). If you thought that was the end of that story, though, you're way wrong. Robotnik's returned to the forest and kidnapped all the little forest creatures, including Sonic's two-tailed foxy buddy, Tails. To free all the critters from Robotnik's Crystal Egg, Sonic's got to locate all six Chaos Emeralds.

**Hedgehog Handsome**

Sonic 2's graphics belong in the top ranks of the Game Gear's greatest hits. The scenery is crisp and clear, and it includes plenty of secret tunnels, loop-to-loops, and interesting underwater areas. Sonic's a small sprite, but his movements are well-animated and easy to follow.

What's new and different to see? Try the loop-to-loops for one. Then, check out the deadly spinning Flywheels in the Gimmick Mountain and Crystal Egg Zones. While you're at it, eyeball Sonic's new rides: the Railcarts in the Under Ground Zone, the Hang Gliders in the Sky High Zone, and the Bubbles in the Aqua Lake Zone.

**PROTIP:** Sonic still likes to rock and roll -- right through solid walls. Search for areas where the bricks or blocks are smaller or different. This usually indicates a spot where you can break through the walls.

The game play is Sonic all the way, simple to learn and easy to control for the most part. However, Sonic's a feisty character. Master the subtleties of his movements, or you'll roll into some serious and frustrating trouble.

**PROTIP:** It's often hard to control Sonic's roll. If you're trying to break through a wall, the most effective technique is to run at full speed, then duck to roll at the last second.

**Ring Around the Rodent**

Per standard Sonic, you grab Rings and special Monitors to earn different types of power-ups and you must always have at least one Ring in your possession. One hundred Rings still earns you a 1-up, but this version of the game doesn't have any Bonus rounds. Sonic can also search for Super 10 Ring Monitors,
Power Sneakers, Invincibility Monitors, and 1-ups.

**PROTIP:** 1-ups abound in secret areas, of course. For example, in the Under Ground Zone, you find a 1-up in the first Act if you jump up and veer to the left off the silver button that you find along the upper path. The button's located between two rows of falling stalagmites.

**PROTIP:** In the second Act, search for the silver button along the upper path. Ricochet off it and blow through the wall. You'll find a series of Ring chambers. To the far right, you'll find a 1-up.

**Rodentia Dementia**
Even the speediest of Sonic players won't blow through this Game Gear adventure in one sitting. As in all the Sonic adventures, you can attempt to fly through the Zones, but you're not gonna beat the game without the six Chaos Emeralds. To up the challenge, Sonic begins the third Act of each Zone without Rings — and he won't find any either. He's got to fight each Robotnik robot without a single Ring in reserve. This means one hit, and you're out.
Although frustrating, this also ensures that the bosses are tougher to beat than prior Robotnik incarnations.

**The Little Hedgehog that Could**
Sonic The Hedgehog obviously has what it takes to be more than a long-term contender in the video game arena. This latest success story's got the game play, the graphics, and the guts to ensure that Sonic will continue to be the title holder in the Game Gear division.
Game Gear fanatics who missed the excitement of Double Dragon, which has hit every system from hand-helds to 16-bit units, now have Double the power, Double the fun, and Double the trouble! Gear up, Gear-heads, 'cuz Double Dragon is here!

Look What the Cat Dragon'd In
Double Dragon by Virgin is a one-player, side-scrolling beat-'em-up that takes you through four murderous, multi-stage levels. You play Billy, one of the Lee brothers, who's on a quest to save his brother, Jimmy, from a fate that's worse...er, is death.

Using the two Game Gear buttons to punch and kick, Billy's got a few other moves up his t-shirt. Beside his two staples, he can also somersault and pick up weapons, such as a gun, a baseball bat, a shotgun, and a crowbar. Your control of his movements is kind of haphazard. If you try to kick and end up with a somersault, don't worry - it's not you.

 PROTIP: The best way to handle opponents is to somersault behind them, then start wafflin' away with Billy's fists. You should knock 'em around quite a bit.

This fist-rate adventure takes Billy through some desperate places, like the slums, the waterfront, and the subway. Desperate places require desperate people, and this cart is littered with enough malevolent miscreants to make San Quentin look like Sunnybrook Farm. In addition to end-level bosses, Billy will encounter maniac motorcycle mamas, chainsaw-wielding chumps, and fire-breathing femme fatales, just to name a few. There are plenty more bruisers, and you can bet that Billy will have to fight 'em!

 PROTIP: To do double duty on most end-level bosses, come into them at an angle and start Billy's fists of fury. To fight head on is unwise.

 PROTIP: Motorcycle riders are quick. Keep punching rapidly the minute you hear those bike engines revving. The rider should drive right into your fist.

 PROTIP: Billy's pretty much invincible when he pulls his somersault, so use it to his advantage.

The Fist of It's Kind
If you find yourself tearing out your hair over the difficulty of the game, join the club. This challenge is not for the weak of arm (or thumb). Hang in there, though, because this cart gets to be more fun as it rolls, punches, and kicks its way along.

You'll love this Double Dragon twice as much as any other

Looks Like Fun
The Game Gear graphics are spectacular with every sprite movement well-detailed. The game moves very fast (even faster than some of its 16-bit counterparts) and scrolls across the screen smoothly. The backgrounds are well-drawn and intricate, plus some clever advertising is thrown in. Check out the subway ads for Chuck Rock, The Terminator, and other Virgin titles.

The music is funk for punks, and it adapts itself for different moods. There are a few sound effects, such as a motorcycle roar and a chainsaw buzz, but they basically all sound the same.

Double Dragon by Virgin Games

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Evolve or Die

Dinolypics is a captivating, side-scrolling, one-player puzzle game with generous doses of action and adventure. You lead a clan of cavemen in a 25-level evolutionary quest up the primordial food chain. Each level has increasingly difficult, mind-bending challenges for your clan to master within a set time limit, such as the discovery of spears, fire, and the wheel. Teamwork and planning are key to completing each challenge. Succeed, and your Cro-Magnon cronies develop more skills and establish themselves as the dominant species. Take too long, and your tribe won't even merit a footnote in the history books.

Go Team!

Dinolypics is a charming, unique change of pace in the puzzle gaming genre. Each tribesman in your clan must

**PROTIP:** Place spear-wielding guards opposite hungry dinosaurs at dangerous spots.

**PROTIP:** Only the top man on the human ladders may walk onto ledges. Throw down rope to enable the others to join you.

PROTIP: It's essential to study the map before you begin each level.

PROTIP: You can throw spears, fire, and rope to other cavemen.

PROTIP: Use the witch doctor only as a last resort. Keep track of how many men you need in order to finish the level before you sacrifice one to the doctor.

**PROTIP:** Throw spears back to your buddies so they too can jump over chasms and join you.

Dinolypics packs a prehistoric punch. Puzzle fans will love the challenge. Action gamers will appreciate the arcade-style interface and the thrill of trying to beat the clock while dodging dinosaurs and overcoming obstacles. The game play is smooth and easy to learn, and the graphics are bright, colorful, and well-rendered. The upper levels are extremely challenging. You'll have to play the game more than once before you beat it — a sure sign of good puzzle game. Dive into Dinolypics before it's history!

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**Dinolypics by Atari**

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Nolan Ryan Baseball
PGA Tour
Peabody Beach Golf
Pigskin
Power League Baseball
Pro Quarterback
Pro Sports
Space Flight
Space Gun
Special Tee Shot
Super Bases Loaded 2
Super Better Up
Super Bowling
Super David Cup Tennis
Super High Impact
Super NBA Basketball
Super Play Action Football
Super Slam Dunk
Super Snob Shot
Super Solider
Super Tennis
Super Volleyball
WFF SuperWrestler
WiiSaike Country Club Golf
World League Wrestling

TG16 SUPER CD

Turbo Duo
Turbografx
Trashman
Teen Mutant Ninja Turtles 4
Terminator
Time Slip
Tiny Toon Adventures
Tom & Jerry
Toxic Crusaders
Universal Soldier
Video Kid
Vikings
Wizard of Oz
Yoshi's Cookie
Zelda 3

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HARDWARE HELPERS

The Pro Action Replay

Hack Away at SNES and Game Boy Games

Pro Action Replays from Innovation for the SNES and the Game Boy are here, and they're bound to score big with gamers who want big scores. The Pro Action Replay is a deck enhancer, similar to a Game Genie, which enables you to create and enter cheat codes that change certain parameters in your games. For example, you can create codes that give you infinite lives, unlimited time, invincibility, and full power-ups. Wow!

How It Works

The Pro Action Replay is based on the assumption that there are a finite number of information BINS, or memory locations (8000 for the Game Boy and 128000 for the SNES) in any cart. Each of these BINS holds a value. By process of elimination, the Pro Action Replay searches out the values you want and alters the game play by making those values constant. For instance, you can track down the BING that stores the number of lives for Super Mario Land, and generate a code that will set the lives to three. Entering the code will keep your lives at three no matter how many times you get squashed.

If all that went over your head, it doesn't matter. What does matter is that you can apply this code-cracking technique to almost any aspect of the game. With patience, you can conceivably create thousands of codes for every game!

But Wait, There's More...

The Pro Action Replay also lets you use up to four multiple codes at once. You can activate or deactivate them at any point by flicking a switch on the Replay. Both of the new Pro Action Replays come packaged with a code book filled with ready-to-use codes for hot games like Street Fighter II (SNES) and Super Mario Land (Game Boy).

What's in a Name?

Currently, the Pro Action Replay is being manufactured by Datel, a British company, and distributed by Innovation. This summer, Innovation will release their own version of these devices called the Game Wizard, but they'll sell at a considerably lower price. However, if you can't wait until summer, you can buy the British version now.

Tower of Power

Power-up with the Handy Power II rechargeable battery from STD Entertainment. If you haven't already bought a Handy Twin Power Kit (see Hardware Helpers, Dec. '92) for your Game Boy or Game Gear, here's a second reason to do so. The Handy Power II is a rechargeable battery that you can buy separately for your Handy Twin Power Kit. When fully charged, the device gives you 28 hours of continuous play for your Game Boy or four hours of continuous play for your Game Gear. The battery will fully charge your energy-depleted handhelds back up to their original playing power in under 80 minutes, making it one of the fastest charging and longest lasting battery packs for any handheld system. The same battery pack works for both the Game Gear and the Game Boy. If you own both, it's a double investment. Why throw batteries into a landfill when you can use a rechargeable?

Be a Pro, or Just Look Like One

The Pro Action Replay has the potential to become a gamer's most valuable tool for conquering tough games or adding new life to stale ones. Use the supplied codes for fun, or tackle the game of your choice with the Trainer mode and your hacker mentality. Either way, you'll impress your friends and neighbors with the tool that makes you play like a Pro.

The Handy Power II Rechargeable Battery
by STD Entertainment
Available now, $44.95
Product Information:
410/785-5661

The Pro Action Replay
by Datel/Innovation
SNES and Genesis versions: $39.95
Game Boy version: $39.95
Available now

The Game Wizard by Innovation
SNES and Genesis Versions: $39.95
Game Boy version: $39.95
Available Summer '93

Product Information:
800/INN-OVAT or 203/395-3095
Totally Aahrrrr-some!

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For more information, and to get our free catalog, call 1-800-879-PLAY (Mon.-Fri. 9:00-5:00 EST).
Nintendo

R.C. Pro-Am II (Tradewest)
Radio-controlled Racers, start your engines. This sequel to an NES classic has an overhead-view and 24 unique tracks. This ain't no orderly race — weapons are involved. If you only concentrate on your three computer or human opponents, you'll smash into one of the four types of obstacles or miss grabbing any of the seven different bonus items you'll find along the course. If you're going for the purse, be sure to enter the two bonus games. They're worth their weight in gold. Cross the finish line first, and you can brag about being the R.C. Pro-Am II champ.
Available now

Terminator (Mindscape)
Arnold never quits. He just keeps coming back — at least to video games. Based on the first movie, this side-scrolling, one-player adventure sends you, as Kyle Reese, back to the past as Sarah Connor's protector. The six levels of intense, nonstop action are drawn straight from the movie. You'll be terminated more than a few times. Luckily, you have a present and futuristic set of arsenals. Keep 'em handy, or it's hasta la vista, baby!
Available 2nd Quarter

Speedway Pro Challenge (Renovation)
Rev' up your engines, and head for 16 international tracks in three different racing modes. Driving a custom-built car, you and a buddy can race with a behind-the-car, split-screen perspective view of the action. Eight different skill rankings will keep your adrenaline pumping through the turns. Get ready, set, go, because serious speed is about to hit the Genesis streets.
Available Spring

Genesis

Toxic Crusader (Sega)
Tromaville is in trashy trouble, and a trio of mop-slinging heroes must try to clean up the city. Choose to play as any of the three Toxic Crusaders in this one-player, side-scrolling adventure that's packed with dirty fun. Glide through Tromaville on your skateboard, but you'll have to hoof it over trains and other grimy grounds. All you wanted to do was visit your blonde babe, Yvonne, but the slimy slugs that parachuted their way into town are big trouble. Now it's up to you to mop up this toxic mess.
Available now

Paperboy (Tengen)
Delivering papers is an overrated job — bad hours, bad pay, innumerable hazardous conditions, and hard work. If you've taken the SNES Paperboy route, you'll find similar customers on the 3/4 overhead-view Genesis route. You have three weeks to test your biking and paper-tossing skills. If you make it through a week, you get a bonus round training course. To do that extra mile, you must perform four types of good deeds in order to earn 100 Boy Scout points. Wake up early and take to your neighborhood streets.
Available March

Outlander (Mindscape)
You take the high land, I'll take the out land and I'll run over the pedestrians before ya.
You're on a one-player hunt for Dr. Beaumont, the creator of a Water Synthesizer that can produce water in barren lands. Jump behind the wheel of a car that's equipped with a massive arsenal to take on
Genesis

**Elemental Master (Renovation)**

The Elements are beckoning and you better listen. As Laden, a powerful sorcerer, you must dethrone the evil King Gyra in six levels of overhead-view action.

Neena, the princess of fairies, accompanies you in this adventure, where you fight with four special elemental weapons. After you complete a level, you'll receive a magic spell that you can add to your arsenal. It's Elementary, so pick it up.

**Available March**

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**Doomsday Warrior (Renovation)**

It's Doomsday, folks, and the Doom Squad is out to wreck your day under the guidance of the evil sorceress, Main. Doomsday has seven unique characters and beat-em-up action, plus 15 secret moves. Each time you win a fight, you strengthen and customize your Doomsday Warrior's five skills. If the computer action's too easy, take on a friend. Battle it out to see who will survive Judgement Day.

**Available now**

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**Inindo: Way of the Ninja (Konami)**

As a young ninja heavy on revenge, travel by foot or boat to the famous Ninjutsu training grounds. Here, you'll become powerful enough to lead the stragglers you've picked up on the way into battle against the ruthless ruler, Nobunaga, who destroyed your home village. This overhead-view, role-playing game has 18 challenging, multi-level, dungeon mazes. With maps, magic spells, and swords to help you, you'll destroy more than 100 sinister monsters in this one-player game. Revenge is sweet.

**Available May**

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SNES

**MechWarrior (Activision)**

You're back with the 'bots in the 'hood and ready to revenge your father against the insidious Dark Wing Lance. From an in-the-bot, cockpit view, you travel through dangerous worlds. As Heres Ragen, blast your way through a multitude of assignments and earn the cash that goes with the job. Then you're off on a spending spree in order to buy better 'bots. Choose from six shiny new metal monsters, each with its own particular brand of mayhem, or upgrade your favorite hunk of metal to get it just the way you want it.

**Available March**

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**Dream Probe (Renovation)**

Surreal, the inventor of the Dream Probe, is trapped in her own invention. In order to rescue her, you must conquer cyborgs and other mutated monsters through six terrifying levels of one-player, multi-scrolling dream weaver action. Choose to be either a male or female warrior, who needs to master 10 different weapons. With three levels of difficulty to choose from, this could be a game that dreams are made of. No matter what, don't forget your night light.

**Available now**

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Game Boy

**Kid Dracula (Konami)**

Sharpen your fangs, 'cuz this Kid can bite. He will, too, in this eight-level, one-player quest to save the night from the evil Garamoth, a tyrannical lizard king from the year 2 billion B. C. The Kid has to control this amphibian and his 12 evil followers with seven magical powers. Complete a
level, and you're in for up to five more sub-games. Go for the jugular and sink your teeth into this one.

Available April

Battleship ( Mindscape)  

In this video version of this classic board game, you aim blindly at an overhead-view grid as you try to find and sink your enemy's four ships with your missiles. Of course, your enemy is trying to sink your ships as well. If your opponent sinks all four of your ships in this one- or two-player game, you're sunk. Who did sink my Battleship?

Available now

SNES

Wayne's World (T. HQ)

Excellent! Wayne and Garth have schwung their way onto the small screen. Wayne's on his own through four multi-scrolling levels in this one-player action/adventure. Wayne's got his guitar to keep him company and to protect him against evil instruments. To get really strumming, he can upgrade his instrument to an Axes or PCB Fender. Collect schwings, Worthiness, and extra lives throughout each level. Each level also has its own set of special power-ups. Take a schwung with Wayne, if you're worthy that is.

Available March

Lynx

Power Factor (Atari)

The Atarian Redd Ace is back, but his space station's been invaded by slimy Sintendo Techmods. During 11 multi-scrolling levels, Redd must find the six hidden bomb components to help destroy the invaders. In this race against the clock, Redd encounters the occasional Cegarian guard. Luckily, he's armed with weapons that range from high-tech blasters to simple, but important maps. This Ace must go it alone, but he's got the Power.

Available now
Joe & Mac’s country cousin comes to the Super Nintendo!

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

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

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Ax Battler (Game Gear)
Battle Ax

These codes will take you anywhere in the Game Gear cart, Ax Battler. Even better, once you get to the village of your choice, you’ll already have the techniques down for that village:

Firewood: IMKP IIIHE, OGIH NNPH
Turtle Village: IPEG AIGL, PIEL EFOH
Sand Marrow: BHIF JHPG, CLCN OMDC
Southwood: EIIN PMOK, PNGI CLJD
Brookhill: LKHC CFLI, DLOJ BMDA
North Valley: DNCN NPMP, LPGD HIDE

Jerimah Adkison, Sapulpa, OK

Q-Bert (Super Nintendo)
Hip Hop

You can make some weird magic in Q-Bert 3 for the SNES. Go to the Option Screen, hold down L and R simultaneously, and then release them. A Programmer’s Screen will appear. Press Select to change to a background preview. Press Select as many times as you wish to check out all the different backgrounds. Press Start to return to the Options Screen. Way cool, huh?

Terry Pasley, Redding, CA

Battletoads (NES)
Toad-ally Awesome

These Game Genie codes for Battletoads on the NES enable you to start at the top of the Dark Queen’s tower and battle on from there with infinite lives:

Dark Queen Tower Code: PYXAALAE
Infinite Life Code: GXXZZLVI

James Desilva, West Orange, NJ

F-22 (Genesis)
F-22 and Counting

Get ready to take to the skies. Type in this code and be prepared for an aerial artillery onslaught. You’ll fight F-22’s, KC-135’s, and MiGs. The code is GPRJC.

Jason Kindano, Marshfield, MA
Roger Clemens MVP
Baseball (SNES)
Pitch In

Enter Password
GANDZU FURAN IMARU GBMBL

Take yourself out to the ball game with these codes for Roger Clemens MVP Baseball for the SNES. The following passwords only work if your team is the New York Buffalos:
Tied with the Montreal Lumberjacks and seven games left in the season:
CGDNPW RBO25S LCG09C CMDBBG
In first place with four games up on Montreal and three games left in the season:
"G5M34 GLO2XN NK619C CMDB6M
NL East Champs with your team ready to play the Cincinnati Big Cats for the NL Championship:
DHDWON SLO59N NMR29C CMDBTM
Tied at two games apiece with Cincinnati for the NL Championship: GBDQZV FVBBBB BBDBBG CMDBCJ
NL Champs with your team ready to play Kansas City Kings for the World Championship:
KB5BZV FBCBBB BBDBBG CMDBHD
Ahead three games to one in the World Championship against Kansas City:
GBDFWZ F3BBBB BDBBBL CMDBBG*
Jeff Brown Fishkill NY

Out of This World (SNES)
Stepping Out with Level Codes

Here are some otherworldly passwords to jump you through to Stage 13 in Out of This World:
Stage 2: HTDC
Stage 3: CLLD
Stage 4: LBKB
Stage 5: XDDJ
Stage 6: FXLC
Stage 7: KRFK
Stage 8: KLFB
Stage 9: DDBX
Stage 10: HRTB
Stage 11: BRTD
Stage 12: TFBB
Stage 13: TXHF
Max Nihele, San Francisco, CA

Street Fighter II (SNES)
Street Fighting Ending

For an easy look at the character ending in Street Fighter II for the SNES, set the game to Championship Mode by pressing Down, L, Up, R, Y, and B at the Capcom logo. Then, set the difficult setting to 2. After you breeze through the game and beat M. Bison, but before the picture fades away, simultaneously press Start and R to see the character ending.
Enrique Hernandez, El Paso TX

Check out this bug in Super Mario Kart. While you're in the Battle Mode, select one- or two-players. Playing either player, lose all your protective balls, but keep your finger on the gas. You can continue to drive even though you're lost.
Adam Barkley, Morrisburg, Canada
**Game Genie Mania**

Here's some Game Genie codes from our friends at Galoob:

**The Simpsons: Bart's Nightmare (SNES)**

- Infinite Lives (Bartman and Itchy & Scratchy Stages) C2BE-60EA
- Infinite Z's in Main Game: C2C3-6925 + C2C3-61B5

Player One Free Throws Worth Two Points: 76BD-0D07

No Five Second Violations: C265-D4D7

**NCAA Basketball (SNES)**

- Infinite Time to Shoot: C2B5-DDA9

**Space MegaForce (SNES)**

- Infinite Bombs: DD65-AFAB
- Infinite Ships: DD6D-07AC
- Begin in Area 12: CB6A-0D0D + DA6A-0D6D

A big GamePro "Thank You" to Dave Tilbor at Galoob for these codes!

**Sonic The Hedgehog 2 (Genesis)**

- Each Ring Worth Eight Points: SAST-DA1A
- Jump a lot Higher: EBVT-CAE2
Desert Strike (SNES)
Just Desert

DESSERT STRIKE
RETURN TO THE GULF

CAMPAIGN MENU
ENTER PASSWORD
JRAP8MB
PRESS START TO EXIT

Here are four codes that will help you beat Desert Strike for the SNES:
Stage 1: 3ZJM777
Stage 2: K32L82R
Stage 3: JR8P8M8
Stage 4: F9N5CJ8
Now all you have to do is select your copilot and your options, and you'll be off desert striking!

Stuart Tomisaka, San Jose CA

Street Fighter II (SNES)
Street Genie
Check out these cool Game Genie codes for Street Fighter II:

B229 A7A7 (stand in one spot and hit your opponent no matter where they are on the screen)

D524 O7D7 (the computer cannot block low attacks)

Mike Pirrone, Cedar Park TX

Taz-Mania (Genesis)
Chill with Taz

Taz-Manian Devils are greedy. To keep Taz happy, go to the Iceland level of Taz-Mania for the Genesis, jump over all the ice blocks, except for the block just before the arrow. Instead of jumping over it, stand on this last ice block while it falls, and you'll discover a bunch of goodies for Taz. Climb back up the ice cliffs and Taz on.

Eddie Deveau, East Boston MA
Street Fighter II (SNES)

Street Fighter Turbo!
Here are some ultra cool codes to use with your Pro Action Replay and the SNES mega-hit Street Fighter II!

- **7E0C B200**
- **7E0E B200**
- **7E0C 6010**
- **7E0C 0000**

**ACTION REPLAY**

- Low Height, Wide Arc, Dragon Punch: 7E0C 323E
- Turbo Speed: 7E0C 6010
- Ultra Slow Fireballs: 7E0C B912
- Ultra Fast Fireballs: 7E0C B911

Make Midair Moves: 7E0C B200

Invisible Street Fighter: 7E0C 0000

Note: These codes will only affect Player One. If you wish to have Player Two use these awesome effects, change 7E0C to 7E0E, but leave the rest of the codes the same. The Turbo Speed code is the only code that automatically works for both players when inputted.

Jorge Aquino, Daly City, CA

---

Check out some new sounds for SFII. You can change the sound effects in the Options Mode by pushing the R button rapidly on either 25, 26, or 27. You'll hear some new sound effects on 1f through 23.

Steven Matson Huntington Beach CA
**Turrican (Game Boy)**

**Turrican Do it**

Here's a few great tips that come in more than handy for the Game Boy version of Turrican.


To skip stages: press Start and then Select while you're invincible.

-Homan Yuen, Bakersfield CA

---

**Street Fighter II (SNES)**

**Watch Honda Get Gooey**

Use the Turbo Speed code for the Pro Action Replay and back E. Honda into a corner. When you can't go any farther and it seems you're stuck, wait a few seconds. Honda should melt into a green glob. Maybe it's all that steam from the tub.

-Scary Larry and Dr. Dave

---

**Super Mario Kart (SNES)**

**Nitro Mario**

To execute a Nitro cheat on Super Mario Kart, hold down the accelerator in between the first and second beeps on the starting grid. You'll zoom ahead of the pack and cruise to the goal line.

-Dylan Odgers, Brahma Lodge, South Australia

---

**Do You Have a Secret Weapon?**

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

GamePro Magazine

Secret Weapons

P.O. Box 3329

Redwood City, CA 94064
By Siu Mo

If you've escaped the Arena in *Out of This World*, you deserve a break today! Your never-ending quest is almost complete. Here's how to get out of *Out of This World*.

1) The fun begins when you bust in on the alien pool party. Don't soak up the action, though! Immediately run Right onto the ledge.

2) PROTIP: Then stop on the ledge and put up a Shield. Four guards will charge in from the right. Nail each one by blasting their shields with a Mega-blast and then quickly firing a regular shot. Be sure to maintain power on your own Shield the whole time.

3) Get by the Guards, and your friend joins the escape. Too bad! A shot knocks you off the ledge, but someone saves you. Your savior looks like your pal...but looks can be deceiving!

4) PROTIP: When your friend comes to your rescue, you must crawl to the control panel on the right. Hold down Right. You must reach the panel before the scuffle ends.

5) PROTIP: The panel helps you zap your friend's evil twin. Wait till he walks into the center of the lighted portion of the floor, then hit A.

6) PROTIP: To escape, you must be quick. After you disintegrate the bad guy, immediately hit A again and hold down Left. You must crawl back into the lighted portion of the floor, or the guards will burn you.

7) You and your extraterrestrial buddy escape to a rooftop getaway. You'll mount a friendly flying dragon and soar off into the sunset. But wait! You're still not home! Will there be an *Out of This World* 2?
Master the POST OFFICE BOX 702, ESSEX, MA 01929

GAME

In Stock/Coming Soon

119 System w/ Sonic
595 Genesis Core System
594 Genesis Collectibles
338 A. Gosci Tennis
49 Alien 3
562 Amazing Tennis
564 American Gladiator
533 Alien: Little Mermaid
545 Bad vs. Space Mutants
544 Batman Returns
545 Batman: Rev. Of Jokers
340 Bio Hazard Battle
347 Blaster Master II
351 Bull & Sticks
452 Captains America
480 Chakan
459 Championship Bowling
453 Chuck Rock
482 Clue
348 Cybertop
357 D&D Warriors E. Sun
347 D.R. Supreme Court
351 Deadly Moves
445 Desert Strike
345 Dolphin
435 E. Holyfield Boxing
511 Ex Mutants
549 Foremans Boxing
452 Gadget Twins
448 Galahad
539 Genesis CD Player
544 Genesis Monocar
452 Global Gladiator
441 Green Dog
459 High Impact
450 Home Alone
550 Jeopardy
490 Joe Montana III
451 John Madden '93
424 Kid Chameleon
347 King Salmon
356 Krusty's Funhouse
525 Last Crusade
346 Lemmings
388 Lightning Force
345 LHX Attack Chopper
455 Lotus Turbo Challenge
458 Mickey & Donald
459 Monopoly
349 Montgomery AA Boxing
350 NBA Allstars
351 NHL Hockey '93
352 Nolan Ryan Express
358 Official Aquatic Games
347 Paperboy II
345 Power Monger
345 Predator II
495 R. Clemens
444 Rampart
347 RBI Baseball IV
445 Road Rash 2
358 Robo to the Rescue

SPECIALS

Titles on Special are listed in Bold Print.

In Stock/Coming Soon

141 System w/ Super Mario
495 Core System
454 Actraiser
588 Aerobiz
532 Amazing Tennis
546 Bart's Nightmare
511 Baseball Simu. 1000
331 Battle Clash
592 Best of the Best
513 Blaze On
524 Bully Vs. Blazer
521 C. Ripkin Jr. Baseball
526 California Games II
533 Chester Cheshon
446 Chuck Rock
456 Club
453 Contra III
457 Cyber Spin
487 Death Valley Rays
523 Desert Strike
529 Dino City
543 Doomsday Warrior
472 Double Dragon
472 Dragon's Lair
451 Dream Probe
393 Fr. Mystic Quest
459 G-Force
457 Golf Master
511 Tony Lattad Baseball
485 Toy Story
485 Tiny Tunes Adventure

Look for soon...

455 Battle Attack
457 Chase H.Q.
545 Chester Cheshon
459 Double Dragon III
459 Flashback
451 Hanky Panky
492 Heat Ice
458 Humans
457 James Bond 007
451 Mutant League Baseball
543 Out of This World
458 Tony Lattad Baseball
415 Toys

Sega-Genesis CD Games

442 After Burner III
454 Batman Returns
344 Black Hole Assault
458 C Music Factory
453 Chuck Rock
454 Cobra Command
451 Dungeon Master
458 Final Fight
451 Jaquar
451 J. Montana NFL
451 Kiss Kross
451 Make own music (IMXs)
451 Monkey Island
451 Night Trap
451 Out of this World
451 Prince of Persia
545 Rise of the Dragon
454 Road Avenger
543 Sewer Shark
451 Terminator
451 Virtual Vortex
592 V.G.R. March of Time
454 Wing Commander
454 Wolf Child

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Take To the Open Road
Renovation's ready to hit the streets with their first CD title, Road Avenger. Designed by Wolf Team (creators of Cobra Command), this CD features almost full-screen animation with an entirely different style than anything we've seen for the CD to date. Road Avenger's set in the future. You're a member of S.T.O.P (Special Task Operations Patrol) and you're out to protect the highways from S.C.U.M. (a bunch of terrorists)! The one-player action features a cool 3-D perspective, over 30 minutes of full-motion animation, 360 degree scrolling, digitally recorded stereo sound, and nine stages of action. Fasten your seatbelt for the ride of your life. We'll give Road Avenger a test drive next month.

Mario is Missing!
Yup, Mario is missing! But not for long! Software Toolworks and Nintendo of America have teamed up to create the first in a series of educational products starring everyone's favorite plumber. In Mario Is Missing!, players roam the world through exotic locales and famous cities in search of evil characters who have turned things upside down. Software Toolworks' series of games based on Mario will educate gamers in such areas as geography, history, mathematics, reading, and early learning.

SFX Games Get Foxy
Now that Mario's busy with Software Toolworks, Nintendo's concentrating on developing a few new products of their own. Look for the premiere of StarFox, the first game to make use of the new SFX chip. In this 3-D flight adventure, StarFox pilots willclimb, dive, and barrel roll through outer space. Hope you don't get airsick!

Cracking Down on Game Counterfeiters
Nintendo continues to prove that they're more than serious about working with authorities to crackdown on the problem of counterfeit video game cartridges. In late November, the largest raids to date took place in Hong Kong. Customs agents raided 40 wholesalers and retailers, plus three manufacturers of illegal counterfeit video games. Over 30 persons were arrested and the contraband material recovered amounted to about 30 million Hong Kong dollars worth of merchandise. Nintendo of America's General Counsel, Lynn E. Hvalsoe, indicated that Nintendo will continue to aggressively assist government customs agents in pursuing illegal game counterfeiting operations and will also continue to institute civil enforcement actions against counterfeiters.

Just Say No
Ever heard of Parents Against Video Game Violence? Well, PAVV is a watchdog group of parents based on the East Coast that checks out games and lets us know the ones they think are too violent for kids to play.

Show Them Your Moves
Sega's getting ready to use a little body language with their latest peripheral, the Activator. This new device enables gamers to control the on-screen action with movements made by their body. When you move your arms and legs, it breaks an invisible beam of light. As they say, for every action, there's a reaction! Look for more on the Activator in an upcoming Hardware Helpers. It's an out of body experience!

Konami's Latest and Greatest
Now that Konami's jumped into the Genesis pond, they're on a roll. Look for their next Genesis game to feature a brand new hero, RocketKnight (working title). This jet-propelled superhero can fly at high speeds, float, slide through water, hang by his tail, and carry a sword. In his first game, RocketKnight Adventures, he'll have to rescue a kidnapped Princess and return the "Key to the Seal" to protect the honor of the land. Konami plans to blast off with RocketKnight in the summer of '93. We'll have more on RocketKnight in an upcoming issue.

Lawrence Heath, President of the group, recently sent GamePro their top five most violent Genesis titles. PAVV suggests that parents and kids everywhere boycott these games, or at least beware of their violent content:
1. Death Duel by RazorSoft
2. Pit-Fighter by Tengen
3. Pilgrim's Foothwall by RazorSoft
4. Super Smash TV by Acclaim
5. Splatterhouse 2 by Namco
I Want My Sega CD

CDs may or may not be the next wave in video gaming, but a whole lot of people want to find out. The first 55,000 Sega CDs sold out in 48 hours. Sega projected sales of 200,000 units by the end of the holiday season. The only reason that number isn't higher is because they can't make them fast enough to supply the demand. Sega's plan? Just keep making 'em and shipping 'em as fast as possible.

Bomberman Surprise

Those wacky programmers at TTI are just crazy for Bomberman. Seems they secretly included Bomberman '93 on the 3-in-1 disc that comes with the Turbo Duo. This explosive title features dynamite five-player action (see this issue of GamePro). Of course, this means the 3-in-1 disc isn't really that at all, but rather a 4-in-1 disc, which means you actually get six free games with the system! Cool! By the way, those folks at TTI are busy with another secret project. Can you say 32-bit? Stay tuned to an upcoming issue of GamePro for the latest.

I See U-2

If you caught the recent Fox TV special program that featured mega group U-2, you may have noticed that U-2 guitarist, the Edge, did more than just play great rock and roll. If you watched U2: Zoo TV closely, you probably caught the Edge playing a video game. The name of that game was Super Battle Tank by Absolute (check it out in this issue of GamePro).

It's a Nightmare

If you're looking for a change of pace, you just might want to check out Nightmare. This interactive video board game is just about the hottest thing to come from Down Under (Australia, mate) in a long time. What makes Nightmare so cool is the VHS tape that comes with the game. The cassette stars "The Gatekeeper," a thoroughly creepy dude who interacts with the players. If you're tired of video games and board games leave you bored, you just might want to check out Nightmare. Sweet dreams!

Sega CDs – can’t make ‘em fast enough!

Philby's Best Go One-on-One with NCAA Basketball

It was the video sports challenge of the year! Early in December, Philly's hometown b-ball star, Rasheed Wallace, took on commentator and former player, Steve Mix, and Nintendo champ, Jeff Hansen, in an NCAA tournament – that's NCAA Basketball Challenge for the Super Nintendo! This was the first NCAA hoops action for the 6'4" Wallace, who hasn't yet decided which college he'll attend. Wallace's verdict? "This game is as exciting as any I've played in. I've been practicing day and night getting ready for these guys because I know little guys can be quick. But, I think I have some length advantage in my thumb!" It's nice to know that when you walk on the SNES NCAA basketball court, it doesn't matter how tall you are!

Top 10 Video Game Rentals

Nintendo NES

1. Tecmo NBA Basketball
2. Mega Man 5
3. Tecmo Super Bowl
4. Mega Man 2: Lost in New York
5. Simpsons: Bartman Meets Radioactive Man
6. Gorf vs. Blaster and the NBA Playoffs
7. Spiderman: Return of the Sinister Six
8. WWF Steel Cage Challenge
9. Caesar's Palace
10. Terminator

Super Nintendo

1. Super Star Wars
2. Road Runner's Death Valley Rally
3. Super Mario Kart
4. NHLPA Hockey '93
5. John Madden Football '93
6. Super Street Fighter II
7. Magical Quest Starring Mickey Mouse
8. Out of This World
10. Street Fighter II

Sega Genesis

1. Sonic the Hedgehog 2
2. Captain America & The Avengers
3. John Madden Football Championship Edition
4. NFL Sports Talk Football '93 starring Joe Montana
5. NHLPA '93 Hockey
6. Streets of Rage 2
7. Road Rash II
8. NHLPA Hockey 2
9. 8-Ball Pool
10. The Arcade Game "83 starring Joe Montana

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