

**GamePro
TV Show!**
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NINTENDO • GENESIS • SUPER NES • TURBOGRAFX-16 • GAME BOY • GAME GEAR • LYNX

GAMEPRO

#1 VIDEO GAME MAGAZINE

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**1992 16-Bit
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Up & Comers for the
SNES & Genesis!

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Game Reviews

Kid Chameleon • The Super Scope 6
King's Quest V • Xardion • Ballistix
Batman: Return of the Joker (Game Boy)
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And Much More!

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See Page 92

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April 1992

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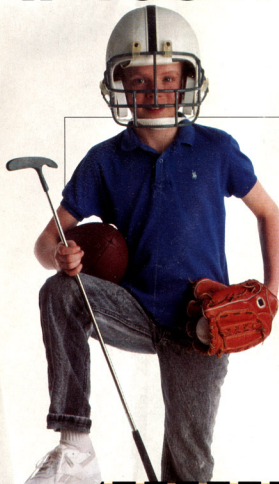


GAME BOY

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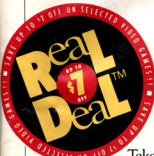
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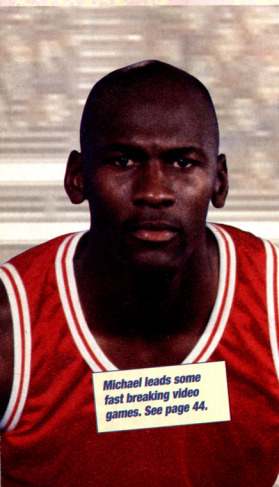
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Nintendo Answers Your Questions

By The GamePro

Nintendo of America jump-started the video game biz back in 1985 with the Nintendo Entertainment System. Over thirty million consoles and several billion dollars later, NOA launched the Super Nintendo Entertainment System last September.

Although the new deck has spectacular graphics and an unequaled sound chip, we've received stacks of "gripe" mail concerning several "perceived" key problems on the Super NES. We had a chance to talk with Bill White, Director of Advertising and Public Relations at NOA, about some of these very issues.

8-Bit Compatibility: NES game players are anywhere from mildly annoyed to furious that they can't play their favorite 8-bit classics on the new 16-bit machine. We asked Mr. White if Nintendo has plans to release an adaptor.

"We think it would be inappropriate in this market to sell an adaptor that is nothing more than a duplication of the original 8-bit NES home system. We offer all the cables necessary to play both the Super NES and NES side-by-side on the same television. So there's no need for such an adaptor," Mr. White responded.

Slowdown: A problem known as "slowdown" plagues many SNES games, such as Final Fight and Gradius III. We asked why "slowdown" happens in the first place, and what can be done to prevent it.

"The Super NES has four separate CPUs which work together to provide an operating environment that is far superior to the Sega Genesis. What has happened in the past [with games which slow down] is a function of programming. By utilizing the full capacity of the environment, programming can maximize the gameplay experience," says Mr. White.

CD-ROM Development: As announced at the June '91 Consumer Electronics Show, Nintendo (in partnership with Philips) is developing a Compact Disc video game drive known as the CD-ROM XA. Many gamers are concerned about the price of the new unit and its real benefits, other than improved music.

"We are looking to bring out a \$200 CD-ROM accessory for the Super NES in January, 1993. It will offer price value, but more importantly, great features. Our compact disc accessory will include a system cartridge and a custom real-time graphics coprocessor, which will allow for full-screen, full-motion display. Imagine being able to be a character in a movie and control the events. For example, you could be Robin Hood in Robin Hood: Prince of Thieves, and you could control the outcome of the battle with the Sheriff of Nottingham. That is a quantum leap forward in software."

So what's the bottom line? Nintendo has answered a few of our questions. But the true determining factor for Nintendo's video game success, now and in the future, is whether the company can meet the demands of you - the players.

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Graphics: Judges the art's pix, animation, and artistic design; **Sound:** 5 = Turn up the volume! 1 = Noise pollution; **Gameplay:** Rates how smoothly the game's command interface and controller functions translate into onscreen action and fun; **FunFactor:** Here's the bottom line: Is it fun? **Challenge:** Rates the computer's smarts and game skills, but remember a low rating here isn't necessarily bad and vice versa. See Graphics, Sound, Gameplay, and especially FunFactor.



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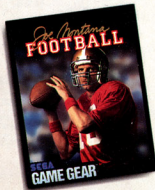
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Home at the Arcades

I'm thinking about buying an arcade machine. Do you have any idea where I can get a catalog or a trade publication on this subject?

Chris Nekon, Cameron Park, CA

(If you're really interested in purchasing an arcade machine, there are a couple of ways to go about it. To purchase an older title, you may want to check with your local arcade. Often, when arcade owners want to make room for new titles, they sell some of their older ones - usually at a reasonable price. Another option is to look through one of the trade publications, such as RePlay Magazine. In the back of RePlay, you'll find a large listing of distributors who offer new and used arcade kits for sale, as well as a myriad of other related products. Since RePlay is a trade magazine, you won't be able to pick it up from the local newsstand. You can, however, write for subscription information at the following address:

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P.O. Box 2250
Woodland Hills, CA 91365-9968
- Ed.)

An Encore For Mr. Madden

I recently purchased Electronic Arts' sequel to John Madden: John Madden '92. It's absolutely fantastic! I'm hoping that EA might release a sequel to another of their great sports titles: Lakers Vs. Celtics. Any hope?

Mark Sotellino, Evanston, IL

(This is your lucky issue, Mark. It just so happens that there's a special basketball feature creeping somewhere amongst these pages. Sure enough, we've covered not one, but two, EA basketball games. Actually, it's one game for two systems. It's called Lakers Vs. Bulls (the sequel to Lakers Vs. Celtics), and it will be available for both the Genesis and the Super NES. - Ed.)

The Rare White Game Gear

I am the owner of a Sega Genesis, Master System, and Game Gear. I consider myself to be a Sega fanatic. However, in

all my knowledge of Sega products, one thing has plagued me. I've seen advertisements in Japanese magazines for something called a "White Game Gear." What is this so called "White Game Gear," and is there any difference between the two?

Aaron Wenger, Ontario, Canada

(This illusive "White Game Gear" you've been seeing is exactly that - a white Game Gear. In Japan, white coverings for the Game Gear systems are as popular as the basic black version, hence the advertisement for a White Game Gear. - Ed.)

Top of the Charts

I would like to see GamePro publish a list every month of the top ten games, along with their suggested retail prices.

Ed Neidhart, Lockport, IL

(Seems like a viable idea. Maybe some additional feedback would help convince us. Get your pens and pencils to paper, GamePros, and let us know if a monthly Top Ten list is something you'd like to see. - Ed.)

Where's Alex?

What ever happened to the Adventures of GamePro? That was one of my favorite parts of the magazine. Are you ever going to bring it back, or maybe replace it with something else?

Matt Geisler, Marlboro, MA

(Alex West, more commonly known as GamePro, is on hiatus for the moment. We haven't forgotten about our old friend, and we do have some future plans for him. However, we have yet to come to a final decision about when and how we're going to make use of our plans. - Ed.)

Rapping With The Experts

I would like to see you include monthly interviews with video game celebrity-types, such as the World Champion Nintendo player. I think it would be really interesting for the readers to gain some insight into professional views on the latest games, the state of the industry, cutting edge video game technology, and more.

Jason Jerauld, Winter Haven, FL

(When the magazine was first launched, celebrity interviews were part of our regular format. However, after we tabulated the results of our most recent Reader Survey, we discovered that interviews ranked very low and that most people preferred to see

the pages used for other things, such as ProReviews and S.W.A.T. Until interviews work their way back up the rating scale, unfortunately, you won't be seeing them on a regular basis. - Ed.)

Sports Fan

Whatever happened to the GamePro annual Sports Issue? I always looked forward to seeing it appear in the January or February issue. However, when my January issue arrived in the mail, I was so disappointed to discover that it was just a regular issue. Will you be publishing a sports issue this year at all?

William Brooks, Inglewood, CA

(Apologies for the disappointment, William. Although we don't have a "formal" sports issue scheduled this year, we plan to run a series of sports features, such as the football feature which appeared in the December '91 issue and the golf feature which appeared in the January '92 issue. As a matter of fact, if you dig into this issue, you'll see yet another sports feature on basketball carts. - Ed.)

Genie Rumors

I don't own a Game Genie. Several of my friends do, and they've told me that the Game Genie creates a malfunction in the NES control deck. It seems that after long periods of use, an NES will no longer function properly without the Genie. Is this true?

Brian Vazzana, Chicago, IL

(We've been using our Game Genies for over a year now, and we've never experienced any difficulties with our NESs. If your friends are having trouble with their Genies, we suggest they field any questions, or complaints, to Galoob Toys at (415) 952-7084 - Ed.)

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Responding to thousands of phone calls and letters from players in America and Japan, Capcom has added new features to the Best Game of '91 that are sure to heat things up all over again in '92!

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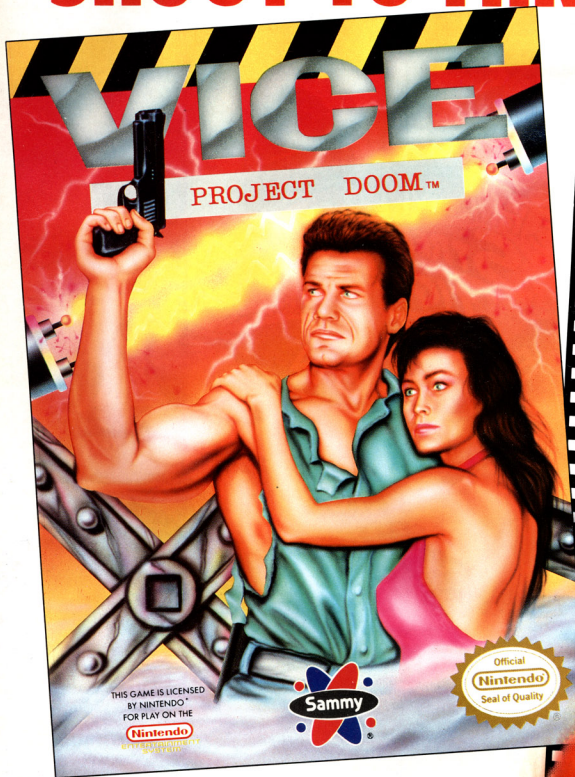
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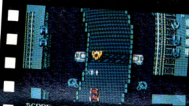
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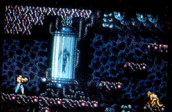
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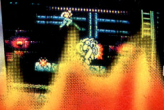
Blast, whip, and bomb your way in to action!



You and your .44 in a warehouse packed with stolen merchandise and deadly assassins.



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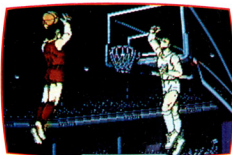
It's all jam packed into one NES cartridge, pro-basketball at your fingertips!



Zoom into the action



Be a part of the action—not just a spectator



See your shots-up close and personal



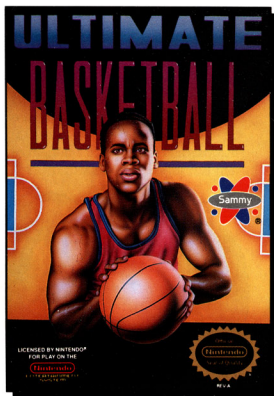
You control full court movement



Pick your starting line-up



Team up with a friend against the computer



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CUTTING EDGE

By the Whizz

TELEPHONES, TELEVISION, TELE-GAMES!

Here's a scary thought: What if you never had to leave your house to get your video games? Okay, maybe that's not so scary. Two companies, Baton Technologies and the Game Channel, are ready to send you top-notch gaming through the telephone and the TV.

REACH OUT AND ZAP SOMEONE

The TelePlay Modem from Baton Technologies in Orem, Utah will enable you to play NES and Genesis games via modem. In fact, with the TelePlay, an NES owner can challenge a Genesis owner to a game and vice versa.

The modems are virtually the same as any personal computer modem. Baton plans to recruit well-known PC peripheral manufacturer, Keytronic of Seattle, Washington, to build the modems and some special communication cartridges. The NES will cost \$59,

which includes one cart. The Genesis modem and cart will go for \$69. The unit will be licensed by Sega, but not by Nintendo. Don't worry! The programmers at Baton have a perfectly legal way of bypassing NES encryption.

Making Connections

The 8-bit version of the unit connects to the slot underneath the NES. It's the same base size as the NES and only about 1.5 inches high. The Genesis modem fits into the system's cartridge slot. As we all should know, the peripheral slot on the Genesis is reserved for the Genesis CD-ROM player. To play a game, you just slip a standard-sized cart onto the modem.

The TelePlay Modem doesn't stop at game playing either. You'll be able to connect any standard IBM-compatible keyboard, and a PC-compatible printer, to the unit. With special cartridges in development by Baton/Keytronic, you'll be able to do simple word processing and connect with regular on-line services, such as Prodigy, CompuServe, and Genie.

The hardware's nifty, but the software is where the action is – in more ways than one.

Calling All Carts

Initially, TelePlay plans to release four original games. First, Terran Wars puts you in command of a fleet of spaceships, where you go blaster-to-blaster against your opponent. Second, Build-A-Better Dinosaur lets you do just that. You can pick and choose actual di-

nosaur body parts, and then you take your Frankensteinian, prehistoric creation into battle against an opponent's composite creature. In Order of the Talon, you guide a mean-looking, fighting cock and its armed rider. In action that's reminiscent of the old coin-op Joust, you do a hop/fly combination after the competition. Battle Storm is a military strategy game, where you deploy tanks, aircraft, choppers, missile batteries, and infantry. Then rumble!

There'll be NES and Genesis versions of all these carts. You can play the games on your home system, or you can use the TelePlay Modem to challenge a friend to a long-distance duel, even if you both own different systems.

The carts are programmed with a special protocol (programming "rules" that enable the NES and the Genesis to talk with each other). This enables them to essentially pass joystick control signals back and forth through the modem and translate them into on-screen action.

Downloadable Games

That's not all the tricks the TelePlay carts have buried in their silicon. Baton is planning to have an 800 phone number available, where you can download new levels, new characters, new powers, and new weapons!

Additionally, Baton plans to sell another cart, called the Downloadable Cartridge. It will enable you to receive complete 16-bit or 8-bit video games via phone! Obviously, Baton-designed games will be available, but the company's also negotiating with several Nintendo licensees for existing NES games as well.

The Downloadable Cartridge slides into the regular cartridge slot on your system. It contains an EEPROM (electrically erasable programmable memory). Although you can probably store only one game at a time, you can re-use the cart to grab another game when you're finished. Downloading games will likely cost you \$5-\$15 a shot.

Baton plans to have gamers dialing up for action by January '93. The company's future plans include an on-line game service.





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- Classic tips for some of the greatest games ever!
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- All the gaming tips and tactics you can handle!
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HIGH VOLTAGE WARNING: OPEN ONLY IF YOU'RE QUALIFIED TO HANDLE MEGA MEGA POWER.

Are you up for the most intense interstellar assault on Game Boy®? Well if you've got the right stuff, we've got the challenge.

- ❑ Juiced up two megs supply incredible graphics and smooth game play.
- ❑ Command the Vic Viper Model BP 456Y Star Fighter as you rip through 5 grueling stages battling the Bacterion Beast Squadron.
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- ❑ Five different power-ups help blast your way to survival including Ripple Blasts, Multiple Warheads, Ghost Fighters, Force Fields and the Mega Destruction Device.
- ❑ Hone your battle skills in the Practice Galaxy. That's what it's designed for.

The Bacterion Beast Squadron is fast approaching. If you don't have your act together, you're fried.

KONAMI®

GENESIS & SNES

GAMES FOR 1992

16-bit games were the hot ticket at the Winter Consumer Electronics Show last January. The battle between Sega and Nintendo is definitely heating up. The result? Mo' better 16-bit games for GamePros in '92!

GENESIS

Alisia Dragoon (Sega of America)

Toting a multi-directional, auto-targeting energy beam and fighting in tandem with four mythical creatures, Alisia Dragoon could be one of the best heroes for the Genesis this year. (Available Now)



Alisia Dragoon one's true to the arcade version, with the trouser-drop move included. (Available Spring '92)

Atomic Runner (Data East)

Make a radioactive run for cover in this sideview action/adventure cart. Your hero makes great moves (including running backwards) as he zaps strange creatures. (Available May '92)

Beast Wrestler (Renovation)

Pick a beast, any beast, and go against the computer (or a buddy) in tournament-style hand-to-hand...er...hoof-to-paw wrestling. (Available March '92)

Black Crypt (Electronic Arts)

This fully animated, fantasy role-playing epic from the PC world has a forbidding maze of 20 interconnected dungeons that you explore. Here you search for the mystical artifacts that hold the power of the Guardians. (Available June '92)

Breach (Tresco)

In this strategy, role-playing game set in the future, you're in the FW Space Marines, a band of mighty complete daring rescues, search and destroy missions, and planetary invasions. Sounds like fun? (Available Summer '92)

Dungeons & Dragons: Warriors of the Eternal Sun (Sega of America)

The first official Genesis Dungeons & Dragons role-play title features gorgeous 3-D graphics, a band of interesting companions, and, of course, magic and intrigue. (Available May '92)

Evander Holyfield's Real Deal Boxing (Sega of America)

Heavyweight champ, Evander Holyfield, has climbed into the ring with Sega to star in his own boxing title. (Available July '92)

F-15 Strike Eagle (MicroProse)

Fly first-person jet combat like it's never been flown on the Genesis before. (Available Winter '92)

F-19 (MicroProse)

If you survive F-15, try flying jet combat missions several hundred miles faster and several thousand feet higher. (Available Winter '92)

Ferrari Grand Prix (Flying Edge)

Split-screen, two-player, driving action is the ticket in Ferrari Grand Prix. Ferrari offers real tracks and a cool first-person perspective. (Available Spring '92)

The Flintstones (Taito)

This prehistoric fun test features great graphics and thumb-numbing adventure. The whole Bedrock gang will be here. (Available Sept. '92)

Gadget Twins (GameTek)

In order to retrieve the Gem of Gadget Land, two players enter a magical, mechanical world where they battle tricky mechanical devices. (Available August '92)

Hooves of Thunder (Razor Soft)

In this unique first-person perspective game, you hop on a high-spirited steed's back. Soar over jumps in a steeple chase, race a few furlongs down the track, and much, much more. (Available Oct. '92)

Indiana Jones and the Last Crusade (U.S. Gold)

In this nonstop action/adventure, Indiana Jones must survive all types of tricky situations so he can find the one true Grail. (Available Summer '92)

Jesse "The Body" Ventura Wrestling (Dreamworks)

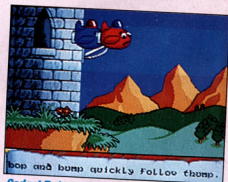
Jesse brings his buff bod and unique style of grappling to the Genesis. (Available May '92)

Jimmy Connors Tennis (Ubi Soft)

Can the Genesis do justice to Jimmy "I-ain't-old" Connors' take-no-prisoners tennis style? We'll see! (Available Dec. '92)

Kid Chameleon (Sega of America)

See this issue of GamePro for a ProReview on this Genesis title — one of the hottest at the show. (Available March '92)



Gadget Twins

GET FLAGGED FOR SPEEDING.

Create a flap all over the world as you race under the flags of 16 countries in World Circuit Series™ from Ultra®. It's a high speed, full throttle tour through the spectacle of international Grand Prix racing.

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GAMES



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King Salmon (Sage's Creation)

Yes, it's the fish. Get set to go mano-a-fisho against one of the toughest competitors in salt or fresh water. (Available July '92)



King Salmon

Lord of the Rings (Electronic Arts)

Based on the epic fantasy world of J.R.R. Tolkien, this cart combines the best elements of role-playing and graphic-adventure gaming. (Available TBA)

Maverick SFG (Sage's Creation)

This jet flight simulator emphasizes realistic aeronautics, as well as supersonic combat. (Available July '92)



Leander

Leander (Electronic Arts)

This horizontal, action/adventure from the folks at Psygnosis makes you take the role of Leander, Captain of the Guard. As you fight your way across three deadly worlds you'll face the fury of the winged demon, Thanatos. (Available April '92)

MLPBA Sports Talk Baseball (Sega of America)

This baseball cart is Sega's next in the line-up of Sports Talk titles. The game features a play-by-play announcer, Major League baseball players, squads based on the '91 teams, and more. (Available March '92)

Mystical Fighter (Dreamworks)

Mystical Fighter gives you Shogun-era martial arts combat for one or two players. It's side-scrolling action resembles Kabuki Quantum Fighter for the NES. (Available March '92)

Olympic Gold-Barcelona 1992 (U.S. Gold)

Choose between sixteen countries and compete in 100 meter Sprint, Hurdles, Hammer Throw, Archery, Pole-Vaulting, Diving, and Swimming. (Available June '92)



Mystical Fighter

Pigskin (Razor Soft)

This arcade sports simulation features bone-crushing, football action that includes spears, torches, swords, mud pits, and other bizarre twists. (Available Sept. '92)

Road Riot 4WD (Tengen)

As one of the fastest, wildest 4x4 racing games ever created, Road Riot 4WD features digitized graphics, and realistic sound effects. You hear vehicles skid, roll, jump, and crash. (Available Fall '92)

Side Pocket (Data East)

Put the nine ball in the side pocket. Chalk up your cue and stick it to the Genesis. (Available Spring '92)

The Simpsons: Krusty's Funhouse (Flying Edge)

Krusty is through clowning around. His house is overrun with bothersome mice. So, he's constructing mouse-traps to send the rodents down the sewers. (Available Spring '92)

Sol-Deace (Renovation)

This 8-meg space shooter from the makers of Gaiars looks even better than the latter. (Available March '92)

Splatterhouse 2 (Namco)

Our masked TurboGrafx-16 hero is back! He's ready to grab a blunt object and splatter some beastly matter all over the Genesis. (Available TBA)

Steel Talons (Tengen)

This "true" helicopter flight simulator features advanced polygon graphics, 360-degree action, and digitized pix. (Available Fall '92)

Stormlord II (RazorSoft)

Eight new levels of horizontal and vertical adventure await gamers in this sequel to Stormlord. Both are adventure games with a puzzle twist. (Available Nov. '92)

Summer Challenge (Ballistic)

No info yet, but as did the Winter addition, Summer will surely give you an Olympic-caliber sporting challenge. (Available TBA)

Technocop: The Final Mission (RazorSoft)

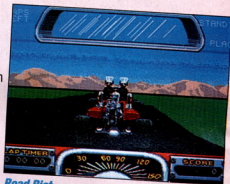
This simultaneous two-player thriller is the sequel to Technocop. It features 12 levels of non-stop action with more weapons, more sounds, more graphics, and, well, more! (Available Nov. '92)

Test Drive II (Ballistic)

Take the keys to a Ferrari, F-40, Lamborghini Diablo, or Porsche 959 sports car, and hit the road. Survive and you're a road warrior; crash and you're road pizza! (Available March '92)

Third World War (Bignet/Micronet)

Third World War is a real-time war simulation/strategy game. Choose your battleground and take command of a large ground force. If you get into trouble, call your air support for help. (Available Dec. '92)



Road Riot



Sol-Deace



Splatterhouse

Continued on page 24.

The Greatest NES™ Adventure Continues...

WIZARDS & WARRIORS III™

Kuros: Visions of Power™

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

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

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



Kuros the Knight Warrior wields his mighty Silver-Sword in the face of danger.



To give Malkil a taste of his own medicine, Kuros must master the craft of wizardry.



Kuros, disguised as a thief, moves secretly through Piedup.



Grotesque creatures of the underworld stand between Kuros and his ultimate battle.



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Two Crude Dudes (Data East)

These two guys don't know their own strength! In this two-player arcade conversion they punch, kick, pick up, and throw anything in sight, including each other. (Available Spring '92)

Vampire Killer (RazorSoft)

Travel through thirteen unlucky towns in Europe as you assume the role of the hero in your very own horror movie. Armed only with Holy Water and a Crucifix, you must save the towns from, what else, vampires! (Available Sept. '92)



Wheel of Fortune

Wheel of Fortune (GameTek)

Just like in the TV show, you buy vowels and consonants from Pat and Nanette to reveal well-known phrases and sayings. (Available May '92)

Wonder Boy in Monster World (Sega of America)

Wonder Boy, star of multiple Master System titles, makes his 16-bit debut in this action/adventure title. (Available Now)

World Class Leaderboard (U.S. Gold)

This realistic golf simulation lets players tee off on some of the world's best known golf courses. (Available Summer '92)

SUPER NES

American Gladiators (GameTek)

If you like the TV show, you'll love this weekend warrior workout. You get all seven AG contests (the Joust, Powerball, the Wall, etc.), and you even compare muscles with all your favorite Gladiators in full-color digitized glory. (Available May '92)



Arcana

Arcana (HAL America)

In this intense role-play adventure, you attempt to save your people from evil forces by using Tarot card magic. (Available March '92)

Baseball Stars II (Romstar)

You can't get enough baseball? This cart could be just in time for your season. (Available May '92)

Battletoads (Tradewest)

Pimple, Zitz, and Rash are back -- and we ain't talkin' about skin conditions! The most outrageous NES beat-'em-up of 1991 is going 16-bit. This time you can play all three webfooted heroes. (Available Summer '92)

The Black Bass (Hot-B)

A-fishing you will go. So, put a hook in it! (Available August '92)

The Blues Brothers (Titus)

Take the role of Jake or Elwood in a one-player or simultaneous two-player action game that's nonviolent fun for any age. It's filled with the classic tunes that brought the Blues Brothers their fame. (Available Sept. '92)



The Blues Brothers

Bombuzal (Kemco)

This mind-boggling puzzle game features that cute blue guy that looks like he jumped off Sesame Street's set. (Available June '92)

Bulls vs. Lakers (Electronic Arts)

Take control of your favorite 1991 NBA playoff team in this full-court basketball simulation. The players act, perform, and look like their real-life counterparts! (Available April '92)

Casino Kid II (SOFEL)

The Casino Kid's back on a gambling binge. This time he's on the Super NES. Play black jack, the slot machines, roulette, and more. Imagine how great your winnings will look in full 16-bit color. (Available TBA)

Castles (Interplay)

Basically, you build 'em up and bust 'em down. You also train armies, trade commodities and supplies, and fight Vikings and Picts. (Available Winter '92)

David Crane's Amazing Tennis (Absolute)

Tennis players now have a real alternative to those pansy cartoon carts. Amazing's first-person graphics, multiple player options, selectable court surfaces, and even radar gun readings make it one to watch. (Available Fall '92)



David Crane's Amazing Tennis

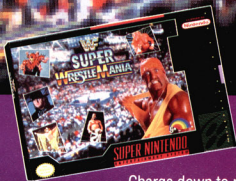
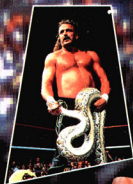
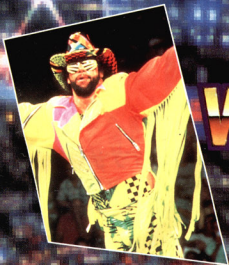
CES SPECIAL REPORT

GENESIS & SNES GAMES FOR 1992

Continued on page 26.

SO REAL YOU'LL WISH IT WAS JUST A GAME!

WF SUPER WRESTLEMANIA™



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SINGLES AND TAG TEAM
MATCHES



IN AND OUT
OF THE RING ACTION



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Charge down to ringside in WWF Super WrestleMania™!!!

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You're in command of powerslams that rock the arena, clotheslines that clobber, and atomic suplexes that flatten your foe into submission!

You've got the skill and the bone crushing moves...but do you have the *guts* to become the next WWF champion?

ACTUAL GAME SELECTION SCREENS!



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Dungeonmaster (JVC/Lucasfilm)

The hit Amiga/IBM/Atari ST game finds its way to the SNES. It's a first-person perspective fantasy, role-playing adventure with stunning visuals and extremely detailed dungeons. (Available June '92)



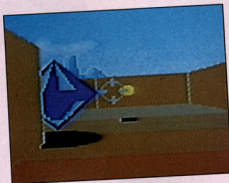
F-1 Strike Eagle in this international racing jaunt. Weather conditions, a build-your-own-car option, and other features make F-1 the leader of the pack. (Available April '92)

F-15 Strike Eagle (MicroProse)

Based on one of the top-selling air combat simulators for the PC, you can fly your way up the ranks. Among its features are multiple missions, several weapons arrays, and realistic instrumentation. (Available Oct. '92)

Faceball 2000 (Bullet-Proof)

Play maze dodge ball against a tribe of Smiley Faces in this 16-bit version of the Game Boy hit game. Oh yes, and have a nice day. (Available June '92)



Faceball 2000 behind Family Dog, a new prime time TV show. You take the role of the Binford's family dog, who must survive daily "dog" hazards, such as home appliances, the dog next door, and the Binford's diabolical children. (Available Fall '92)

The Flash (T.H.Q.)

Join the Scarlet Speedster as he races through a battle-torn Central City. The Flash has to stop a mysterious super villain from uniting the evil forces into an unstoppable army. (Available TBA)

Garry Kitchen's Super BattleTank: War in the Gulf (Absolute)

Create your own Desert Storm on the Super Nintendo! Authentic, digitized images and beautiful scenery enhance this gut-wrenching war simulation. (Available Spring '92)

Goal Jaleco

Jaleco's popular soccer title is here for the SNES! Go for the goals as you compete against the finest soccer athletes in the video world. (Available Summer '92)

The Golden Empire (Culture Brain)

The Golden Empire is the long-awaited sequel to The Magic of Scheherazade. More info is on its way. (Available Summer '92)

Equinox

(Sony Imagesoft)

Solstice players rejoice! The 16-bit sequel is on its way. More 3-D a-mazing puzzles await those who dare to command the magic again. (Available June '92)

F-1 ROC Race of Champions (Seta)

Push the pedal to the metal

CES SPECIAL REPORT

GENESIS & SNES

GAMES FOR 1992

Golden Fighter

(Culture Brain)

Incorporating ideas from Fighting Warriors, Golden Fighter offers several martial arts styles and tons of tough opponents. (Available Late '92)

The Great Battle

(Bandai)
Although this game's name is still up in the air, Super Famicom owners will recognize it as SD Gundam from Japan. Mini-mechs and mini-heroes (such as Ultraman) are featured. (Available June '92)

GunForce (Irem)

This mega arcade hit has blasted its way onto the SNES. With gun-in-hand, your job is to blast past dozens and dozens of enemies, who attack from both the ground and the air. (Available TBA)

Home Alone 2 (T.H.Q.)

Kevin's back and so are the Wet Bandits! Can Kevin protect his home one more time? You'll have to wait 'til October '92 to find out! (Available Oct. '92)

Hook (Sony Imagesoft)

SNES games of late have been of exceptional quality, but Hook is one of the best executed video games we've ever seen. As Peter Pan, the now un-grown-up kid, you must stop Hook from sparing Never-Never Land. Incredible soundtrack and sweet animation make this one a contender. (Available June '92)

Hunt For Red October

(Hi Tech Expressions)
If you enjoyed Hunt For Red October in the theater and on the Game Boy, then you'll definitely get into this awesome 16-bit submarine adventure, which takes Captain Ramius and the crew through the icy, enemy-filled waters of Soviet Russia. (Available TBA)

Imperium (Vic Tokai)

Donning a super suit made of special, heavy metals, you shoot your way through an intense battle against an army of evil robots. (Available TBA)



GunForce



Imperium

TERMINATOR 2™ JUDGMENT DAY ON NES™ & GAME BOY®

T-800 DATA FILE/READ ONLY

1997: THOSE WHO SURVIVED THE THERMONUCLEAR DESTRUCTION CALLED IT JUDGMENT DAY...BUT THEY LIVED ONLY TO FACE A NEW NIGHTMARE: THE WAR AGAINST THE MACHINES.

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

IF IT SUCCEEDS, HUMANITY IS HISTORY.

NO FATE BUT WHAT YOU MAKE ON NES™:

You are a T-800 terminator. ***It's a T-1000.***

You carry a lever-action Winchester.

It's invincible. You have on-screen target search displays. ***It's made of liquid metal.***

You have 10 barrels of high-explosives.

It is the ultimate weapon of destruction!

FIGHT IN THE FUTURE...SAVE THE PAST ON GAME BOY™:

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



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



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



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



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



Destroy Skynet defenses in the future.



Red line young John Connor to safety!



Lend a hand to the Resistance—destroy the terminator endoskeleton.



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GENESIS & SNES

GAMES FOR 1992

Jack Nicklaus Golf (Tradewest)

It's taken a while to arrive, but from what we saw, The Golden Bear's SNES debut looks well worth the wait. Putting, driving, chipping, and winning are all here. (Available May '92)

James Bond Jr. (T.H.Q.)

Like his uncle, young James has a knack for getting into trouble. With the help of his pal, I.Q., he's got to foil the global conquest plans of the S.C.U.M. forces. (Available Summer '92)

Kawasaki Caribbean Rally (GameTek)

You cruise through digitized real-life Caribbean scenery in this multi-vehicle race cart. Ride actual Kawasaki racing bikes, dirt bikes, and jet skis. You can even see two new vehicles for 1993, before they hit the showroom floor! (Available August '92)



The Legend of Zelda: A Link to the Past (Nintendo)

As previewed in the February '92 issue of GamePro, the third Zelda installment looks like another winner for Link and Nintendo. (Available April '92)

Might and Magic III (American Sammy)

The third in this classic RPG series has even better graphics and more involved game play. (Available Nov. '92)

Nosferatu (Seta)

Now that he's sucked all the lifeblood out of Simon in Castlevania, Dracula's stalking this cinematic game by Seta. Stay tuned. (Available Late '92)

Out of This World (Interplay)

The title says it all. A wacked-out scientific experiment zaps you into a fantastic, danger-filled dimension. The polygon-based graphics are amazing! (Available Spring '92)

PGA Tour Golf (Electronic Arts)

Try your hand (and control pad) at four different real-life Tournament Players' Courses. Ten current PGA Tour stars offer playing hints and comments about each hole. Check out the new "Ball Cam"—a golf ball's view of the course as it travels through the air. (Available March '92)

Phalanx (Kemco)

Phalanx is a multi-dimensional, science-fiction shoot-em-up. Collect a bunch of different weapons to defend your spaceship. (Available Dec. '92)

Pigskin (Razor Soft)

This arcade sports simulation features bone-crushing football action that includes spears, torches, swords, mud pits, and other bizarre twists. (Available Oct. '92)

Prince of Persia (T.H.Q.)

You're cast in this movie-like adventure as a prince who's determined to rescue the Sultan's beautiful daughter from a forced marriage. You have exactly 60 minutes to do so, and must traverse a 12-level labyrinth to succeed. (Available August '92)

Rocky and Bullwinkle and Friends (T.H.Q.)

On your SNES this fall, those heroes from Frostbite Falls, Minnesota, are being joined by all their cartoon companions—Dudley Do-Right, Mr. Peabody, Sherman, and, of course, Boris and Natasha. (Available Oct. '92)

Q-Bert (NTVIC)

This weird, jumpy creature comes bouncing your way out of his arcade past. Q-Bert must hopscotch his way through multiple levels of puzzling platforms. (Available Nov. '92)



Rocky and Bullwinkle and Friends

Lost Mission

Lord of the Rings (Interplay)

Reluctant heroes try to save the fantastic lands of Middle Earth by destroying the One True Ring. This game is scrupulously based on one of the greatest literary fantasy adventures of all-time. (Available Winter '92)

Lost Mission (Vic Tokai)

In this magnificent looking role-play adventure, you, a lost hero, must somehow find your way back to the era you come from—500 B.C.! (Available TBA)

Magic Sword (Capcom)

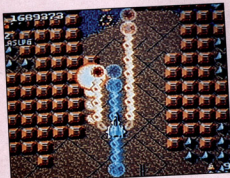
At Drokmar Keep, the Black Orb has awakened and darkness has filled the land. To eradicate the darkness, you and your group must scale the heights of the Dark Tower and destroy the Orb. Fifty floors of medieval action and adventure keep your SNES burning. (Available April '92)

MegaForce (Toho)

This overhead-view aerial shoot-em-up ought to blister a few thumbs, while laying down awesome firepower. (Available May '92)

Metal Jack (Atlus)

This heavy metal, cybernetic, combat cart pushes your fighting skills to the limits when you go face-to-face with heavier metal cybernetic enemies. (Available Fall '92)



MegaForce

Metal Masters (Electro Brain)

In this super title, you get to build your own cyber-warrior. Then put it to work for you in one-on-one combat situations. (Available Sept. '92)

Might and Magic II (American Sammy)

Might and Magic II is one of the greatest fantasy role-playing series ever to hit the SNES. 'Nuff said! (Available Spring '92)

Race Drivin' (T.H.Q.)

Race drivin' comes straight from the arcade with the 3-D graphics that made this game such a hit. Try your luck on the Super Stunt and Autocross tracks. (Available Oct. '92)

Raiden Trad (Electro Brain)

This ultra hot simultaneous two-player shooter puts your hand-eye coordination to the test. You'll encounter hundreds of enemies, mega power-ups, and much, much more. (Available March '92)



Raiden Trad

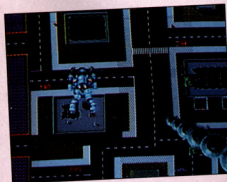
other castles and buccaneers as you try to repair your stronghold. (Available Spring '92)

Rap Quest (T.H.Q.)

The Villain is coming down with his Strong Arm men, and Rap City's bummin'. Just as everyone was about to give up hope, along comes Cool Q – the super rapper dude. Is Rap City saved? It's all up to you. (Available Summer '92)

Rival Turf (Jaleco)

In this action-packed, Final Fight-style game, you get to put up your dukes and hit the mean streets in search of some fighting action. (Available TBA)



RoboCop 3

Robosaurus (T.H.Q.)

Aliens want to take over the world, and they're starting with Los Angeles. The one thing they didn't count on was Robosaurus! Use Robo's giant metal jaws to munch the enemy and fry their outposts with Robo's flame breath. (Available Summer '92)

Rocketeer (IGS)

Blastoff with the Rocketeer for your SNES. This cart uses actual digitized images from the Disney film. It features horizontal and vertical shooting action, as well as "Operation Wolf"-style challenges. (Available Spring '92)

Roger Clemens' MVP Baseball (Acclaim)

The Rocket brings the best of his NES game, along with new features for 16-bit screens. A unique, over-the-fielder's-shoulder perspective is enhanced by digitized sounds and crisp graphics. (Available Fall '92)

Railroad Tycoon (MicroProse)

The Calvary didn't tame the wild West. The railroads did! Now, you can be a robber baron, too. (Available Oct. '92)

Rampart (Electronic Arts)

Rampart is based on the arcade hit by Atari Games You'll immerse yourself in a world of medieval military strategy. Battle

What has four legs and flies?

Road Riot 4WD (T.H.Q.)

As one of the fastest, wildest, 4x4 racing games ever created, Road Riot 4WD features digitized graphics and realistic sound effects. You'll hear vehicles skid, roll, jump and crash. (Available Oct. '92)

RoboCop 3 (Ocean)

He's part human, part machine, and all action! Robo's back with more shoot-to-thrill action. Get an SNES, creep. (Available May '92)

The Simpsons: Bart's Nightmare (Acclaim)

When Bart Simpson dreams he loses his homework, things get wacky on the Super NES. Bartzilla, Homer Kong, Momthra, and other twisted figments of his imagination appear in fantastical dreamscapes. (Available Summer '92)

The Simpsons: Krusty's Funhouse (Acclaim)

Krusty's rodent problem spills over to the Super NES. There's more mice blasting than any sane Simpson can handle. (Available May '92)



Super Soccer Champ

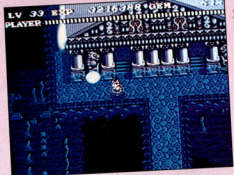
A.K.A. Jerry Boy, Smartball is a pliable little glob of goo, who squirts through the smallest of cracks, while jaunting through a fantastical SNES land. (Available March '92)

Soul-Blader (Enix)

From the creators of Actraiser, Soul-Blader is an intense action/role-play adventure with elements of Link and Crystalis. (Available Sept. '92)

Spanky's Quest (Namco)

Help Spanky the Monkey use his magic bubbles to find his way through a crazy puzzle-filled world. (Available May '92)



Soul Blader

Spellcraft (ASCII-ware)

This fantasy action cart winks you away to a massive alternative dimension. Mix and match weird ingredients and incantations to put together your own book of spells. It's magic. (Available Winter '92)

Skins Game (Irem)

In this incredibly realistic golf simulation cart, you select from a variety of players and irons. Then head out onto the fresh video game greens to take on some of the toughest golf courses ever! (Available TBA)

Smartball (Sony Imagesoft)

A.K.A. Jerry Boy, Smartball is a pliable little glob of goo, who squirts through the smallest of cracks, while jaunting through a fantastical SNES land. (Available March '92)

Spider-Man and the Uncanny X-Men in Arcade's Revenge (Acclaim)

Spidey and his four uncanny pals team up for their 16-bit debut. Old arch-rival Arcade is back in action, and you must bring his fortress crashing to its knees. (Available Fall '92)

Star Trek: The Next Generation (Spectrum Holobyte)

If you haven't gone nuts waiting for this action/adventure cart, then go kiss a Klingon. You can join all the stars of the TV show in adventures where no man has gone before. Please, Spectrum, make it so. (Available Dec. '92)

Street Fighter II (Capcom)

It was one of the top games at CES, and it's brilliantly translated from the arcade hit. Players battle champion street fighters from around the globe in head-to-head, winner-takes-all action. This cart actually moves FASTER than the coin-op! (Available June '92)

Strike Gunner STG (NTVC)

Here's a great-looking, overhead-perspective shoot-em-up that tries to push the SNES as far as it can go. Try to pilot your aircraft through a seemingly impenetrable sheet of enemy fire. (Available June '92)

Super NBA All-Star Challenge (Acclaim)

Your favorite National Basketball Association superstars go SNES for some one-on-one hoops action. (Available June '92)

Super Battletank (Absolute)

Lock and load, and rock and roll! In this first-person view tank simulator, you get to kick some can in the desert sand with an awesome hunk of armor. (Available June '92)

Super Ninja Boy (Culture Brain)

Game Boy's little ninja guy comes to the SNES with a friend. Two-player fighting action is mixed with role-playing, reminiscent of Final Fantasy II. (Available May '92)

Super Play Action Football (Nintendo)

Here's an update on the classic NES pigskin cart with great graphics, more plays, and NFL teams. (Available March '92)

Super Soccer (Nintendo)

Super Soccer is a totally three-dimensional soccer game, with a hot camera angle and wild graphic effects. (Available TBA)

Super Soccer Champ (Taito)

You play against international teams. Pretty passing, flying headers, bicycle kicks, and slide tackles are all part of this game. (Available TBA)

Swamp Thing (T.H.Q.)

In a war against the toxic forces of the twisted scientist, Dr. Anton Arcane, the ecological avenger teams up with Tomahawk, a native American game warden, and Bayou Jack, a decorated soldier. (Available Summer '92)

Teenage Mutant Ninja Turtles IV (Konami)

The heroes on the half-shell are ready to bust some new combat moves and beat up those video dimension bad guys in this awesome-looking, 16-bit action adventure. (Available TBA)

Thunder Spirits (Seika)

After 100 years of intergalactic warfare, Oon Empire's five evil planets are about to defeat your Star Union. You've been chosen to fly an experimental starshooter, called "Styx," against the evil empire. (Available May '92)



Teenage Mutant Ninja Turtles IV

CES SPECIAL REPORT

GENESIS & SNES
GAMES FOR 1992

Tom and Jerry (Hi Tech Expressions)

Tom and Jerry are at it again in an all new cat and mouse adventure. This cart sends the troublesome two-some on a wild goose chase through the city streets. (Available June '92)

Top Gear (Kemco)

This two-player simultaneous racing game on has 32 different international racetracks split-screen action (top and bottom) and four different vehicles to choose from. There's even nighttime racing! (Available April '92)

Toxic Crusaders (Bandai)

Based on the TV cartoon, these radioactive superheroes are on their way to the Super NES. (Available June '92)



Where's Waldo?

Ultima: The False Prophet (FCI)

Number six in the ported-from-PC Ultima series, the first ever Super NES installment concludes the second trilogy with a series of omens, which could lead to Britannia's ultimate downfall. (Available Sept. '92)

Ultrabots (Data East)

You're in the driver's seat of a giant robo-mech that's armed to the teeth. Blast enemy robot vehicles, before they blast you. (Available June '92)

Where's Waldo? (T.H.Q)

Super graphics bring the world of Waldo to life on the SNES. To search for the missing magical scrolls, you must see through the vapor trails of volcanoes and scan past the fiery breath of dragons. (Available Fall '92)



Wings

Wings (Namco)

In this exciting three-quarter, overhead-view, flight simulation, you get to man the controls of a classic biplane and shoot enemies out of the sky. (Available TBA)

Wordtris

(Spectrum Holobyte)

Change Tetris' blocks into letters, and you have the basics of this game. Spelling counts. (Available July '92)



Rush. For your Game Boy, of course.

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CAPCOM
USA

THE TURTLES HAVE TAKEN NEW

1

Raphael decided to start using his head when he fought. So after a year of grueling training, he has hard-core head butting down to a science with his power drill attack.



2

Splinter taught Leonardo that the best defense is a sharp offense. So Leo learned to get the edge with a cyclone sword spin that slices Shredder's soldiers down to size.



Manhattan's crime rate is up. Two thousand feet to be exact. Because Shredder has ripped the island from the face of the Earth.



Splinter has taught the turtles some most excellent new moves that'll have Shredder's mob babbling for weeks. And for the first time ever, you can practice your new ninja warfare on each other in the two player mode as you face a never before seen eight level test of turtle power for your NES.

Battle for survival on surfboards, battleships, blimps, star destroyers, and in the seediest parts of Manhattan where even a respectable reptile wouldn't wander.



STEPS TO FIGHT CRIME.

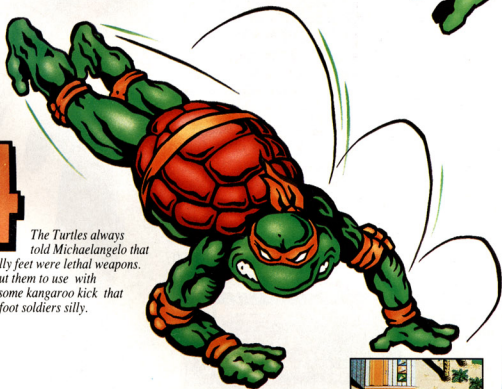
3

The inspiration for Donatello's devastating attack move came to him while at a late night Bowling for Pizza party. Now he enjoys striking with his gnarly knockout roll. Spare no one, Don.



4

The Turtles always told Michaelangelo that his smelly feet were lethal weapons. So he put them to use with an awesome kangaroo kick that knocks foot soldiers silly.



Fortunately, when the going gets tough you can change turtles in the heat of combat, just like the tastiest of tag teams. It'll take all of the fab four to shred a slew of slugs like Leatherhead, Rahzar, Groundchuck and Tokka.

So team up with the Turtles and stop Shredder from holding up three million dudes and dudettes.

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By Monty Haul

Way back in King's Quest III, Gwydion, the kidnapped prince, turned the tables on his captor, the evil wizard Manannan, and transformed him into a cat. Now Manannan's mirror image, Mordack, is seething over his bro's feline condition. Not only does King Graham's son, Gwydion, disappear, but so does Graham's entire castle! Needless to say, the king is not



I put a spell on you....

amused. Graham's duty to his kingdom is to subdue Mordack before he hooks up with Manannan.

Return of the King

The King's Quest games are legendary sagas for the PC, and this NES version maintains their same top-quality storytelling. Also like the personal computer version, King's Quest V (originally by Sierra On-Line and reprogrammed by Konami for the NES) requires you to think on your feet and direct the hero in the correct course of action. Hack-n-bash and experience-point gathering are out. Storytelling and plot complexity are in.

Gameplay is totally three-dimensional. You can walk in any direction, or exit into the next area by leaving the top, bottom, left side, or right side of the cur-



An interface fit for a king.

rent screen. The interface is a snap to learn and implement. You select an icon – the Eye to view, the Mouth to talk, or the Legs to walk – then click on the object for the appropriate interaction.

Owls and Senile Magicians

Now that you know the basics, here's what's goin' down. As we pick up the tale, you (as Graham) are staring vacantly at a gaping hole in the side of Davenport, which used to be your palace. They say royalty hath its privileges, but there are downsides too. The silence is broken when a friendly talking owl explains that all is not lost.



At last, we have an eyewitness!

Graham's newfound feathered friend, Cedric, airlifts you to the land of Serenia. There you meet the kindly but slightly befuddled wizard, Crispin. Crispin gives you a few words of encouragement, but then dumps you on his front lawn with only Cedric as a guide. Oh well, looks like Graham must take matters into his own hands, as usual!

During your travels, you'll encounter people and creatures, many of whom will need your assistance. You begin with no money, no food, no supplies, and little



Duty calls!

hope. Best head to town and see what's to see. Along the way, you'll notice a bear nosing around a beehive. If you could get



King's Quest

Makes the Yonder

rid of this nuisance, might the bees be grateful? Then there's a fair maiden who's been turned into a tree. She needs her heart back, but a nasty witch has locked it away in a dark forest. What would protect you from the witch's magic?



PROTIP: Talk to the fellow in town with the broken wagon. When he leaves, pocket the silver coin he drops. Also, check the barrel and grab the smelly fish.



PROTIP: Use the fish to distract the bear and Queen Beatrice will reward you with a honeycomb.



PROTIP: Make a map when you brave the desert heat, and be sure to quench your thirst at the oases along the way. When you're warned of a parched throat, you'll be vulture lunch in a few more screens! Look for three important locations here: a corpse with an old shoe, a temple, and a bandits' camp.

You'll encounter many such situations as you journey through town, the surrounding countryside, a mountain range, a coastal region, and of course, Mordack's island stronghold. Konami estimates gameplay at 50 plus hours, so

save, save, save. Also, make sure to record your password before you clock out for the day.

PROTIP: Don't worry if your inventory is loaded with items which seem worthless. You'll use them all, eventually. The honeycomb will come in handy when you're trying to escape from the dark forest. The old shoe will help you save a rat from a cat. Finally, the custard pie will help inside the ice cave.

King Questing, Step by Step

As you've probably discerned, King's Quest games are object and puzzle oriented. You'll find an item, then use that item to deal with a problem. You may also trade in that item for a better one you can use elsewhere, and so on and so forth. Occasionally, you'll get hung up on a puzzle and not be able to progress until you figure out how to complete it, which can be quite frustrating. On the other hand, your sense of accomplishment when you unravel a particularly unnerving dilemma is indescribable!

Graham Rules

King's Quest V breathes new life into 8-bit, or for that matter, any-bit adventure games. The scenery paints a pretty portrait, despite the limitations of the NES machine. You'll be impressed with the olden-times music, too. The only shortcoming observed in KQ V is that small items are sometimes indistinguishable against the bright backgrounds.

All too often, video RPGs are combat-heavy clones of one another. Sure, monster-crunching can be a blast now and then, but King's Quest V's creativity makes it one of Konami's crowning achievements.



King's Quest V: Absence Makes the Heart Go Yonder by Konami
Available late Spring '92
Price not available

NINTENDO PRO REVIEW



By Riff-Raff

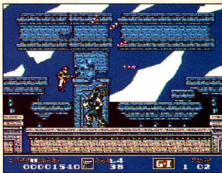
The G.I. Joe team's back, and Capcom pushes them to their fighting limits in a new NES action adventure, G.I. Joe: The Atlantis Factor. In order to sabotage Cobra commander's world take over, the Joe Team has to infiltrate Cobra's secret weapons complex.



Talking with Striker.

Enemy Territory

This game is a somewhat predictable sideview shoot out where you fend off hordes of Cobra soldiers and "mini-bosses," to eventually assassinate the Cobra Generals. Don't expect too much variety in enemies or action, 'cause there isn't much. The maze-like weapons complex is divided into several areas. Once you wipe out the Cobra forces in the complex's pre-fight warmup section you area you receive a detailed map which enables you to choose your path of attack in the complex's two main areas (A and B).



PROTIP: Start at Area A. Rescue the hostages in the second half of this area and you'll face the "easiest" General.

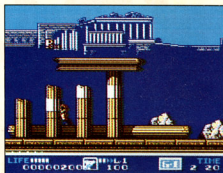
PROTIP: Almost every area has a "mini-boss." Jump over his head, then quickly turn in the air and punch him in the back of his head.

One of the best things about this cart is that you can play several of your favorite Joes at once. You begin your mission as General Hawk. During your attack, you run into five other Joe Team soldiers: Duke, Roadblock, Snake Eyes, Storm Shadow, and Wet Suit. Each time you meet up with a Joe, his special fighting talent is automatically stored in your Options menu. When you come across a situation that you're not equipped to handle, you can easily select the Joe with the proper talents, such as Wetsuit for underwater maneuvers.

PROTIP: In each stage, send General Hawk out on a reconnaissance mission to figure out which Joe is best for that level. Then you can return to that level with the Joe you need via a password.

Reinforcements

The Cobra forces attack in repetitious patterns, but they come in waves. You'll need more than hand-to-hand combat to



PROTIP: To execute the flying jump-kick, press A, then Left or Right, and then B. Press A, Down, and B to pull the kneedrop - the most powerful move.



Wet Suit, the underwater G.I.

G.I. JOE The ATLANTIS FACTOR



survive. Luckily, you carry a hefty arsenal that includes machine guns, lasers, pulse rifles, and missile launchers. You can also find the Battle Orb (a lethal shield-type weapon) and a radio, which you can use to call in the support-Joes who have life-restoring powers and extra ammo.

You can also destroy enemies and blast open crates for important supplies. Power-ups soup up your current weapon and give you additional ammo. Collect enough power-ups and you charge up your hand-to-hand combat abilities. You can then perform terrific moves such as flying jump-kicks and knee drops. K-rations will also refill your life bar.

PROTIP: At the beginning of area one, head left and pick up a few power-ups to get you started.

Mission Accomplished

If Capcom's mission was to create a fun Mega Man-style action game with all the G.I. Joe "faves" as characters, they succeeded. However, the game is not without flaws. The mini-bosses are too often clones of each other. The passwords are ridiculously complicated to copy, and after a while, the action becomes repetitive. Still, if you're a G.I. Joe action fan, you can have a minor blast with this cart.



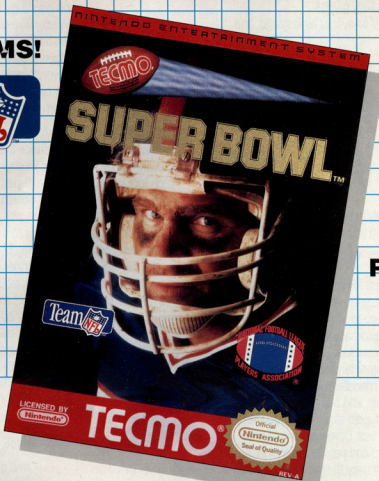
G.I. Joe: The Atlantis Factor by Capcom
\$49.95

Available March, 2 megs

ATTENTION!

NINTENDO FOOTBALL GAME PLAYERS

REAL TEAMS!



REAL PLAYERS!



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the National Football League
Players Association

HERE'S 10 REASONS WHY TECMO SUPER BOWL IS THE #1 FOOTBALL GAME FOR NES!

1. TECMO SUPER BOWL HAS ALL 28 NFL TEAMS.
2. TECMO SUPER BOWL HAS OVER 800 ACTUAL NFL TEAM PLAYERS.
3. YOU CAN SELECT AND CHANGE YOUR OFFENSIVE LINE-UP.
4. YOU CAN SUBSTITUTE PLAYERS DURING THE GAME.
5. YOU CAN DEVISE YOUR OWN PLAYBOOK FOR EACH TEAM.
6. YOU CAN PLAY THE FULL 1991 NFL SCHEDULE.
7. YOU CAN CREATE YOUR OWN PRO BOWL.
8. YOU CAN FORCE FUMBLES AND MAKE RECOVERIES.
9. YOU CAN USE YOUR KNOWLEDGE OF THE NFL TO BE A WINNER.
10. YOU CAN SAVE YOUR GAME SERIES FOR ANOTHER DAY.

AWESOME GRAPHICS.....

AWESOME GAME PLAY.....

AWESOME FOOTBALL.....

ONLY FROM TECMO.....

Gemfire



By Bro. Buzz

Koei's mastered the fine art of squeezing massive, far-reaching, historical, geopolitical, military strategy games into NES carts. Gemfire is their first foray into fantasyland, and it's one of their best games yet.

Precious Stones

During an awesome mystical war in Ishmeria, an evil wizard transformed six magicians and a Fire Dragon into seven magic Gems. You must find the Gems and reunite Ishmeria.

As with most Koei games, you get your money's worth here. Choosing one leader from six noble families, you manage a motley cast of nobles, while playing four lengthy scenarios.

PROTIP: View often. Always be aware of your competitors' status.

To stay in tune with the political intrigue, you use an easy-to-read map screen which delineates the 29 provinces of Ishmeria. Adjacent windows enable you to issue four types of commands: Military, Domestic, Diplomacy, and Vassal.

You use Military to invade and conquer territory, recruit troops, hire monster mercenaries (nine types), and buy skilled fighters (six types). But to win, you must also use: Domestic to cultivate crops and passify the populace, Diplomacy to spy and to make alliances, and Vassal to keep your Lords and Ladies in order.

PROTIP: Always spend bucks on Cultivation and Protection. It will carry you through hard times.

You face interesting natural disasters, such as Fire, Snow, and Plague. Gemfire also tosses 13 unnatural obstacles at you. Pixies tear up your crops, Hobgoblins steal your gold, and sometimes even your own Bugbear goes bonkers.

The cart's CPU does a great job of orchestrating all the action and quickly calculating the appropriate consequences when you make a decision.

Gemfire is also the best-looking 8-bit Koei cart yet. It's battles are particularly well executed.

It's Magic

RPGs always demand a time commitment and Gemfire's worth it. It's the easiest Koei cart to learn how to play. Gemfire is a gem.



Gemfire by Koei
Available now
4 megs

PRO REVIEW

Wacky Races

By Feline Groovy



Those Hanna-Barbera-ians of questionable character, Dick Dastardly and his sidekick Mutley, have been competing in the international Wacky Races forever, and they've never won. In fact, they rarely finish a race.

Nothing's changed in this NES cart. As usual, everything's gone wrong and poor old Mutley's must save DD from disaster.

A Toothy Grim

Wacky Races by Attus sends the swift, easy-to-maneuver Mutley on foot through three multi-part courses: Hip Hop, Splish Splash, and Go Go America. As he pads along, Mutley clashes with a variety of unsavory creatures. What's a poor doggie to do? Flash those pearly whites and start chompin'. However, Mutley needs some back up, which is why he's hidden Bones throughout each course.

When Mutley sinks his teeth into a Bone, he beefs up his energy level and gains super canine powers, such as his dreaded Sonic Bark which blasts enemies right off the screen. Other tasty power-ups include a pair of Wings and a supply of Bombs.

This wouldn't be a wacky race without the motley crew of wacky racers, which include the Bouldermobile, the Creepy Coupe, the Compact Pussy Cat, and the Arkansas Chugga Bug. At the end of each course, one of the Wacky Racers attempts to turn Mutley into road-pizza.

PROTIP: Mow down this creep on wheels by positioning Mutley in the center. Wait for the car to bounce over Mutley's head 3 or 4 times, then jump and dodge left, or right, to avoid flying bombs.

PROTIP: To preserve energy while you build up your heart meter, collect as many Bones as you can get your paws on. Weapons enable you to attack from a safer distance.

Hot Doggie

Mutley's NES adventure is as entertaining as the cartoon and has a challenge level suitable for middle-of-the-road gamers. Mutley deserves a break. You won't go wrong doing this doggie a good deed.



Dick Dastardly's done it again!



PROTIP: Bounce off this whale's head to reach the upper most platform in the third part of World B. If you take the lower route, Mutley's forced to make an impossibly long jump.



Wacky Races by Attus,
\$49.95
Available May '92
2 megs

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most fun you can
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RBI! 3 BASEBALL



*Superb graphics
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PIT-FIGHTER

*Digitized graphics
of live action for
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nastiest, hand-
to-hand combat!*



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BIG BASKETBALL BLOWOUT II

By Fanatic Fan



"Basketball jones...I got a basketball jones...I got a basketball jones, oh baby, ooooh ooooh ooooh."

Cheech and Chong

That's right, sports fans, we've got a basketball jones - that incredible desire to lace up our Pumps and hit the hardwood. Lucky for us, there are a number of game makers with the same desire! So check out 13 of the hottest, newest hoops carts for the Genesis, SNES, NES, Lynx, and Game Boy. As an added bonus, look into the future of basketball video gaming - a preview of Electronic Art's "Michael Jordan Flight" for the IBM PC, truly the FUTURE of sports simulation.

So sit back. Grab a cold Yoo Hoo and some chips, and let Air GamePro take you to a world where every floor is a parquet court, and a 40-inch vertical leap is considered normal. It's GamePro's second annual Big Basketball Blowout!



BULLS vs. LAKERS

Genesis and SNES

By Fanatic Fan



They're back! The best of the NBA have been put in a cartridge ready to pop in your Sega Genesis or SNES. I'm talkin' Lakers vs. Bulls, the newest basketball simulation from Electronic Arts.

Back in January 1991, I nearly ran out of adjectives praising the excellence of Lakers vs. Celtics. EA's first Genesis basketball game. Hard to believe, but Lakers vs. Bulls looks to be even better!

If It's Tuesday It Must Be Milwaukee

EA has doubled its number of teams. You can now choose from 16, instead of 8. Everyone who made the play-offs in 1991 is represented in this game (Milwaukee, Chicago, Boston, Atlanta, New York, Indiana, Detroit, Philadelphia, Portland, Utah, Los Angeles, Houston, San Antonio, Phoenix, Seattle, and Golden State). As in the original game, this sequel includes the East and West All-Star squads.

CHICAGO BULLS	LOS ANGELES LAKERS
GRANT FORWARD 54	MURPHY FORWARD 42
PIPPEN FORWARD 33	PERKINS FORWARD 14
CANTERBURY CENTER 12	BEVINS CENTER 12
PAXSON GUARD 12	JOHNSON GUARD 32
JORDAN GUARD 28	SCOTT GUARD 4

You take control of your favorite NBA team, complete with their 1991 line-up. (Genesis)



Larry Bird brings the ball up for the Celtics. Check out that PARQUET floor! (SNES)

Another big improvement is the addition of game stats. Lakers vs. Celtics included each player's season stats, but ignored who was doing what in the current game you were playing. Lakers vs. Bulls keeps a running tally of minutes played, shots attempted and made (both regular buckets and three-pointers), re-

bounds, and free throws. The only things missing are assists, steals, and blocks. Hey, nobody's perfect!

Like in Lakers vs. Celtics, the superstars in Lakers vs. Bulls have their own special signature moves: Magic Johnson has his finger roll; Charles Barkley has his two-handed gorilla dunk; and Michael Jordan has an assortment of slams. Each star now has more than one move, which adds to the excitement of this cart.



A Sixer shoots for three! (Genesis)



Michael Jordan goes airborne! (SNES)

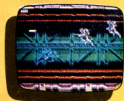


Check out great plays over and over again using the EASN instant replay. (SNES)

With every attempt, Electronic Arts comes a little closer to producing a sports game that is as good as the sport it's trying to emulate. Lakers vs. Bulls could be one giant step closer to perfection. It's so good you'll find yourself reaching for a towel and some Gatorade during time-outs!

Bulls vs. Lakers by Electronic Arts
Available Spring 1992
for the Sega Genesis and the SNES

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for the Nintendo Entertainment System™



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As Hot
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SYSTEM™

WHO'LL HAVE THE LAST LAUGH?



**New from Sunsoft®
BATMAN™
Return of THE JOKER™**

**Can You Stop
THE JOKER this Time?**



David Robinson's Supreme Court

Genesis



By Fanatic Fan

When it comes to creating sports games, the folks at Sega usually follow a predictable pattern. First, they license a big name sports celebrity to endorse their game (such as Arnold Palmer, Tommy Lasorda, Pat Riley, and Joe Montana). Next, they add lots of flash and glitz to the game to make it look great, even if the great graphics come at the expense of realistic sports play.

When it comes to a celebrity endorsement, Sega's got one of the best in David Robinson's Supreme Court. David Robinson is arguably one of the top five players in the NBA. At seven-feet, two-inches tall, he definitely qualifies as "big!"



David Robinson practicing for his "after the NBA" career.

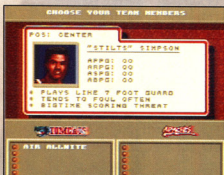
And Now for Something Completely Different

This time Sega has taken an unusual approach. They sacrificed graphics at the expense of realism. David Robinson's Supreme Court is one of the fastest moving sports games ever made. Your players will charge up and down the court at speeds equal to an NBA contest. While there are no close-up slam dunk visuals (as in Pat Riley Basketball, Sega's first Genesis roundball game), there are 24 incredible moves – from a gliding tomahawk slam to a rim-rattling two-handed dunk.



What a dunk!

Another unique feature of this cart is the player selection phase, where you choose your starting line-up from a group of 20 players. Each player has different strengths and weaknesses, so it's up to you to balance your team design.



Choose the players that will be in your starting line-up.

While we're talking unique features, David Robinson's Supreme Court possesses Role-Playing for MVP. This doesn't



This game has plenty of stat categories.

mean you'll be grabbing a broad sword at half time and battling to the death. Instead, this feature selects the MVP of the game after the last ball is sunk. If you're selected as MVP, you'll be invited to the ultimate showdown, where you take on a team led by David Robinson.

David Robinson's Supreme Court by Sega for the Sega Genesis, Available Spring '92



Michael Jordan Flight

IBM PC



By Fanatic Fan

We have seen the future of basketball gaming, and it's Electronic Arts' Michael Jordan Flight (working title) for the IBM PC. This game features some breakthrough technology known as "Video-Sim," which actually uses full-motion video animation.

You take control of Michael Jordan in a three-on-three, or a one-on-one competition. All of Jordan's trademark moves are here. Thanks to digitized video, you'll swear you're watching a live televised basketball game!



Jordan, upclose and personal.



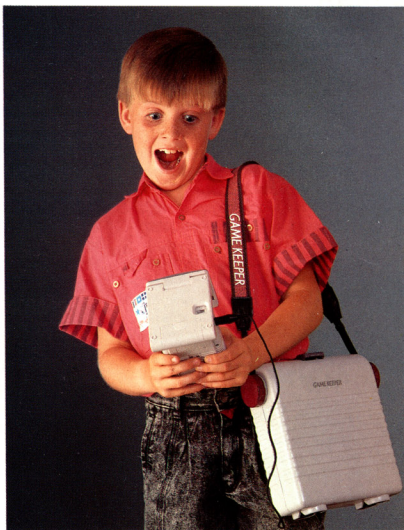
Maneuver your life-like NBA stars around this true-to-form court.

After the game, the Electronic Arts' Sports Network announcers kick into action by interviewing the game's stars and showing the hottest highlights. The game also has a video edit lab, where users can create their own highlight films. You'll direct the camera and capture the action from any angle.

Michael Jordan Flight looks to be one of the hottest innovations in sports gaming since Pong. The good news is that Electronic Arts wants to bring this exciting game to your Genesis or SNES. When they do, you can bet the sports fanatics here at GamePro will have it first!!!

Michael Jordan Flight by Electronic Arts Available Summer '92 for the IBM PC

Keeping It Portable Was Tough...Until Now.



Expanding your Game Boy system does not mean giving up portability; not now. The rugged Light Boy **GAME KEEPER** is a durable and practically designed hard-shell case for everything you will need to get the most out of your Game Boy system.

With special compartments for your Game Boy, Light Boy, Rechargeable Battery Pack, Six Game Paks, Game Link, and Ear Phones, the Light Boy **GAME KEEPER** allows for on-the-go action. A port is even provided to allow the cord for the battery pack to pass through to Game Boy. If you have a battery pack, you can keep it inside the **GAME KEEPER** and still provide the power to keep your Game Boy going on the outside.

Never again will you have to sacrifice power for portability.

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JORDAN VS. BIRD

SNES



By Fanatic Fan

Way back in the early 80's, a little computer software company called Electronic Arts released a game called "Dr. J and Larry Bird Go One-on-One." The game featured two of the hottest players in the NBA, Julius Erving of the Philadelphia 76ers and Larry Bird of the Boston Celtics.

A decade later, the now-retired Dr. J has been replaced by Michael Jordan, and Electronic Arts has grown into a computer and video game mega-company, due to the high quality of their products. Luckily for Genesis owners, Jordan vs. Bird retains the same quality action found in the original EA basketball game, plus some great new improvements.

Take It to the Hoop

Jordan vs. Bird is really three half-court basketball games rolled into one. The bulk of the cart is head-to-head one-on-one, which is played to a set score or for a certain time period. You can play either NBA superstar—the slick shooting Bird or the quick-footed Air Jordan. It all depends on your preferred style of play, or on who you like more.



Jordan dribbles around Bird.

The second game is a three-point shooting contest starring Larry Bird. You have 60 seconds to can five bins of basketballs—5 balls per bin. The last ball in each bin is a Money Ball, worth double points.



Larry Bird in the Three-Point Contest.

PROTIP: Speed is essential in the three-point competition. Grab for another ball before the last ball you launched hits the basket, or you'll run out of time.

Finally, there's the Air Jordan Slam Dunk Competition. Here, you take control of his Airness and maneuver through a selection of specialty dunks, such as the Hole-in-One and the Windmill. Then, your dunks are rated by a panel of judges.



Pick a dunk, any dunk!



Air Jordan attempts a Reverse Jam.

It Must Be the Shoes!

Electronic Arts wouldn't have gained a great reputation for hot sports games, if they simply recycled games each time they ported it to a new system. Jordan vs. Bird for the Genesis is filled with new, exciting features that improve the game play without complicating it.

For starters, there's an instant replay feature, a standard in all new EA sports titles. You can set the replay feature on Auto or Manual. It all depends on whether you enjoy seeing yourself get burned by a great move over and over. If you're not a masochist, you'll want keep it set on Manual. The game also has a new Hook Shot feature, which is a one-handed, arcing shot that will befuddle a defender if executed correctly. The Hook gives you plenty of offensive shot selections—something the original game did not have.



Jordan attempts a Hook Shot.

Overtime

If there's one knock on this cart, it's that the computer player is a weenie. Even at the toughest setting, the computer can be tricked, outrebounded, and out-hustled (necessary to win this game). In all fairness to the programmers, however, this game was designed as a two-person contest, which is what one-on-one basketball is all about.

GamePro's Game Rating System



Graphics



Sound



Gameplay



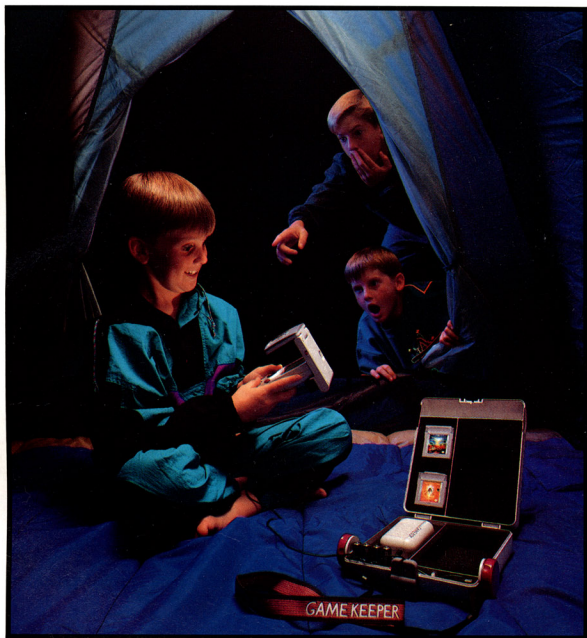
FunFactor



Challenge

Jordan vs. Bird
by Electronic Arts
\$44.95, Available
March '92
4 mgs

Light Boy is Bound to Attract Attention



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

Replaceable Lights

1.5
Magnification



Batteries Included

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

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IN YOUR FACE PREVIEWS!



NCAA Basketball SNES

By Fanatic Fan



One of the most ambitious sports projects for 1992 is Hal America's NCAA Basketball. Hal has licensed the NCAA (that's "National Collegiate Athletic Association" for you cave dwellers) for their SNES basketball game. It's never been done for ANY video game system yet. Since college basketball players are amateurs, they can't enter into licensing agreements. They aren't allowed to be paid for being the pseudo-celebrities that they are. So their names and likenesses won't be in NCAA Basketball.



All your favorite college teams are here!



Real stats, but fake player names.

Hal has included five real NCAA conferences (the Big East, the Atlantic Coast Conference, the Southeast Conference, the Southwest Conference, and the Big Eight) and actual 1991 player and team statistics. The players' names are fictional, but the teams are real.



Georgia Tech brings the ball up against Duke.

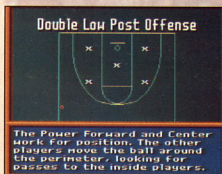


Arkansas slams one home against Texas!

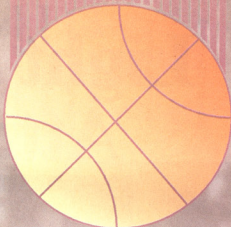
Creating a college sports cart is ambitious, but the way the game plays is the real selling feature of NCAA Basketball. The entire game is presented from a first-person perspective. You'll get an accurate view of the court as your player brings the ball up. When you pass, the angle shifts to the new ballhandler.



Kansas passes the ball inbounds against Colorado.



Choose from seven offensive sets.



Add all this to a choice of seven offensive and defensive formations, and you've got a potential candidate for the Team GamePro Sports Game of the Year award! I know I'll be counting the days until I can get my hands on a finished copy of this one!

NCAA Basketball by HAL America
Available Spring '92 for the SNES



NBA Super All-Star Challenge SNES

By Fanatic Fan



NBA Super All-Star Challenge is a half-court cart starring 27 of the most popular players in the NBA— one from every team (Gee, who do you think was picked from the New Jersey Nets?).




Go for three points with your high-leaping shot.

You can compete in a slam dunk competition, a three-point shooting contest, or go head-to-head in a game of one-on-one. Stars, such as Dominique Wilkins, Charles Barkley, Hakeem Olajuwon, and Chris Mullin, are represented in detailed, digitized graphics.

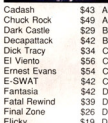
NBA Super All-Star Challenge by L.J.N
for the SNES, Available Fall '92

CHIPS & BITS GENESIS SNES TG16 GAME GEAR 802-767-3033

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DESERT STRIKE gives you over 30 different missions to complete in the Persian Gulf using your At-Scorpion helicopter. Includes modern jets, jeeps, and roaming enemy forces. **\$42**



EXILE is an interactive RPG. Join Sader on his quest to his lands of an evil invasion. You will meet a variety of people, wandering holy men to bold desert bandits including large scrolling map and intense hand-to-hand combat. **\$56**




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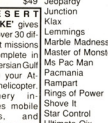
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BULLS VS SNAKES has real players, teams, and more signature moves. Features all 1991 Hall of Fame players, plus the East Y West All Stars, improved pass, and defensive controls. New court graphics and active player indicia. **\$49**



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LEGEND OF THE MYSTICAL NINJA features simultaneous 2 player action with double warp stages, 2D and 3D zones, dozens of attack moves, magical puzzles to solve, and items to find. **\$54**



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Tecmo Super NBA Basketball

SNES



By **Fanatic Fan**

Can Tecmo do for basketball what they did for football? If you're a die-hard roundball fan and you own an SNES, keep your fingers crossed! Tecmo has licensed the NBA, so all the pro teams will be there with complete player rosters. In addition, Tecmo promises their SNES B'Ball cart will have:

- Pre-season play
- Full or abbreviated regular season
- Play-offs
- All-star game
- Penalties and fouls
- Substitutions and player injuries
- All 27 NBA teams

What more could you want?

Tecmo Super NBA Basketball by Tecmo
Available December 1992



ARCH RIVALS

Genesis



By **Flying Edge**

The popular Bally/Williams coin-op machine comes to the Genesis, complete with all the punching and gouging that made it a blast to play in the arcade.



Bound ahead with your slam dunk

This is a full-court, two-on-two game, which stars "street" players like Tyrone, Hammer, Moose, and Blade. The goal of the game, like real basketball, is to score more points than your opponent. The big difference is "fouls" don't

exist in this game. Punching, tackling, and other types of mayhem is all legal. In fact, it's necessary to succeed! Arch Rivals doesn't get involved with the finer points of basketball – sharp passing, working for the open shot, playing good "D!" This is a kill or be killed contest. Only the strong survive, much like a Detroit Pistons game.

Arch Rivals by Flying Edge
for the Genesis, Available '92



Roundball

NES

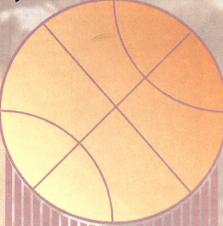


By **Fanatic Fan**

Roundball is a one-on-one, or two-on-two, game of half-court. It features 24 different players, each with their own court strengths. While this is "street" basketball, there are fouls called by a digitized -voiced referee. When a foul is called, you get to view a unique behind-the-back-board perspective of your man shooting the foul shots. Roundball also keeps tabs



In your face!



Roundball has a unique perspective when you shoot free throws.

on your stats. You'll get updates at the end of each quarter in categories that include: Free Throw Shooting, Three-Point Shooting, and Rebounding.

Roundball by The Software Toolworks
for the NES, Available Spring '92



Super Slam Dunk

SNES



By **Fanatic Fan**

Magic Johnson stars in this Summer release for your SNES. This full-court basketball simulation lets you take control of one character on a team, but you can change characters during the game. You can also call the plays and use a wide selection of passing techniques, such as the bounce pass, the alley-oop, the no-look, and the behind-the-back. What more would you expect from a roundball game inspired by Magic Johnson, one of the greatest playmakers of all-time?



Skying for a dunk!

A rotating court follows the ball during all the action. Plus, Instant Replay lets you relive your greatest game moments over and over again.

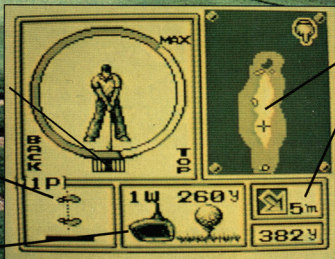
Super Slam Dunk by Virgin Games
for the SNES, Available Summer '92

IF IT WERE ANY MORE AUTHENTIC YOU'D HAVE TO PAY GREENS FEES.

Back spin or top spin can turn a good shot into a great one.

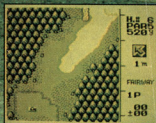
Adjust your stance to hit a draw or fade.

Select your club or use the computer's recommendation.



Scan the entire hole's topography before aiming your shot.

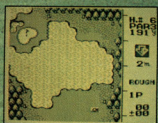
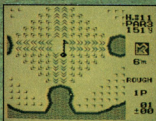
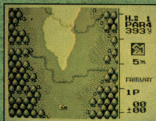
Play your shot according to wind speed and direction.



You won't spend anything on greens fees. But you'll spend hours on the course with Ultra Golf™ for Game Boy®. It's the most professional Game Boy golf experience around. Tear up two monster courses in practice mode or play up to four days of

championship competition. But first you'll have to make the cut. In two player mode go head to head in stroke or match play on either course with just one Game

Boy. A battery back-up saves the tournament leader board in one player mode and records closest to pin, longest drive, best score and tourney results. So tee up Ultra Golf. It's so authentic you can almost smell the sod.



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ULTRA
GAMES



BASKETBALL ON THE GO!



DOUBLE DRIBBLE: Five on Five

Game Boy



By Slo Mo

You gotta give Konami credit. Cramping real-time, five-on-five basketball onto the Game Boy screen is pretty ambitious. For the most part, Double Dribble gets the job done, but it is lacking in a few areas.

Five on Five has a lot going for it.

You get eight teams representing National Basketball Association cities, although, the team names are not up to the standard NBA caliber – the Chicago Bisons, the Los Angeles Waves, Boston Frogs, etc. Each team has strengths and weaknesses. For example, the Atlanta Eagles have great midrange shooting, but lousy inside play. An imaginative pentagonal diagram enables you to quickly analyze teams' abilities in five team categories: Pass, Shot, Long Shot, Steal, and Speed. There are three levels of difficulty, and at the hardest setting, the cart battles you like a rabid gym rat.

PRO TIP: Go ahead. Take that Hail Mary shot when time runs down.

Konami did a great job of packing realistic aspects of basketball into this cart. Free throws, jump balls, traveling, blocking fouls, and even unsportsmanlike conduct are all part of the game.

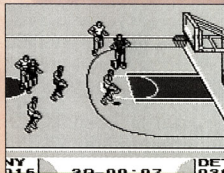


When you dunk, you'll see the familiar Double Dribble close-ups.

The Game Boy graphics and sound are good, especially considering the daunting task of managing 10 ballplayers in full

court b-ball. Go for a dunk and you get a nice, animated, close-up, slamma-jamma screen. Catchy music, a cheering crowd, and cool swishes help the sound stand out.

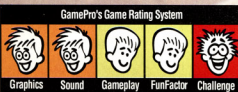
The action can get wild. When more than two players mix it up on-screen, the small screen makes it tough to see who has the ball. On defense, pressing B gives ball control to the player closest to the ball. However, on offense, pressing B shoots the ball. Make a quick steal at your end of the court and you may inadvertently take an outrageous length-of-the-court shot.



Sometimes it's tough to see the action on the little Game Boy screen.

PRO TIP: Go for the interception. It takes timing, but try to step between the passer and the pass receiver when the ball is in the air.

Double Dribble: Five on Five is a game you want to like. This cart is great, if you get a basketball jones on the road. Video b-ball, however, is still best played on a big screen.



Double Dribble: Five on Five by Konami
Available now, Price not available, 1 meg



NBA All-Star Challenge 2

Game Boy



By Fanatic Fan

Take 27 of the hottest stars in the NBA. Wash and tumble them dry, so they shrink to the

size of munchkins. Then cram them into a one meg cart for the Game Boy, and you'll have NBA All-Star Challenge 2. It's the slam-jamming sequel to LJN's first hit Game Boy basketball title.



Barkley ought to take it inside

This cart features a three-point shooting contest, slam dunk competition, and of course, plenty of one-on-one superstar action!

NBA All-Star Challenge 2 by LJN
for the Game Boy, Available May '92



Basketbrawl

Lynx



By Fanatic Fan

You can call this cart a brother (or perhaps a cousin twice-removed) of Arch Rivals. Basketbrawl is more of a beat-em-up, than a put-it-up. You'll fare better slicing and dicing your opponent, than nailing a 20-foot jump shot. During the game, grab power-ups, weapons, and other helpful icons, or call to the sidelines



Guess he didn't eat his Wheaties!

for help from the neighborhood bully. Make sure your health insurance is paid up! You'll need it in this game!

Basketbrawl by Atari
for the Lynx, Available Spring '92



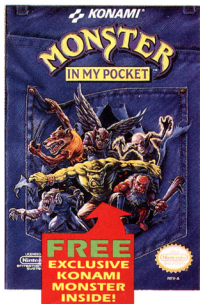
THERE'S SOMETHING SCARY IN THE KITCHEN. AND IT'S NOT YOUR MOM'S TUNA CASSEROLE.

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

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GENESIS PRO REVIEW



By Earth Angel

Genesis and Master System gamers remember Alex Kidd, star of numerous Sega adventures. Well, now there's a new Kid on the Genesis block – Kid Chameleon.

Take A Walk on the Wild Side

In Kid Chameleon folks everywhere are playing a dangerous game called Wild Side. Wild Side's hologram world creates a reality of its own. Lately, gamers who walk on the Wild Side aren't coming back. It's up to one kid – Kid Chameleon – to take on Wild Side's nasty boss before every kid is kid-napped. No kidding!

Kid Chameleon features multiple levels of vertically and horizontally scrolling action for one or two alternating players, who use Alex Kidd-style jumping and running. There are four stages in the game. Each stage has 17 radical levels with gorgeous graphics and a bad boss. In each level, the Kid must find the flagpole to clear the level. Sound easy? Not! Each level is a strange and mysterious world filled with obstacles: ice caverns, waterfalls, and beasts such as fire-breathing dragons and fearsome lions. The dragons and lions threaten to do serious damage to Kid Chameleon's health.

It gets better. Each level is also filled with hidden secret rooms, tunnels, and other surprises. There's more than one way to escape from many rounds. If the Kid finds a Telepad, he can use it to warp to other areas of a level, or even other areas of the game.

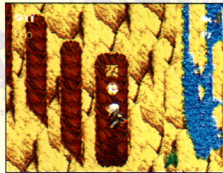
All Kidding Aside

Our hero, Kid Chameleon, is tough on his own. He runs fast, flips up onto objects, and jumps on top of bad guys to do them in (à la Alex and Mario). The Kid has a Life Bar and takes a hit each time one of the bad guys bops him. When his life is gone, so is the Kid. You begin the game with three lives and three continues. They won't take you too far in this game.



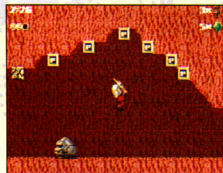
PROTIP: Look before you leap! Hit Down on your control pad and the screen will shift, giving you a view of what's below.

Fortunately, the Kid has a few tricks up his sleeve...err, hat. Kid Chameleon can use his noggin' to bust breakable blocks. When these blocks crumble, they often reveal secret power-ups. Most of the power-ups are special Diamonds, which the Kid collects. When he's in trouble, he activates their special powers to perform such nifty tricks as the Circle of Doom (kills any enemy it touches) and the Samurai Haze (slows enemies down).



Snag a clock to buy some extra time.

Other power-ups include: Clocks (which add three minutes to the Kid's time), 1-Ups, and Coins for extra continues.



PROTIP: Run and make a super high jump to snag tricky 1-Ups like this one in the underground tunnel of Blue Lake Woods II.

PROTIP: Thinks looking bleak? Grab a new mask or hat! Every time you do, you're fully powered-up. Don't forget that the Iron Knight can take five hits instead of three.



PROTIP: There's two easy Continues hidden in Under Skull Mountain I. The first is located in this pyramid of blocks near the beginning of the round.



The second Continue is found on this little ledge halfway through the round.



Every once in a while, the Kid busts a block and reveals a Helmet power-up. This is why he's called Kid Chameleon! These Helmets include the Iron Knight, the Berzerker, and the Cyclone. When the Kid dons a Helmet, he transforms into one of nine different characters – each with a unique power. For example, Mani-axe turns the Kid into a Jason look-alike who tosses deadly axes at the bad beasts. The Micromax Helmet turns Kid Chameleon into an itty-bitty bug who can squeeze into tiny areas and climb walls.



PROTIP: Snag this 1-Up, located just above this disappearing ledge in *Under Skull Mountain I*.



PROTIP: The trick to survival in the area with the moving wall (*Hills of the Warrior I*)

is to grab the second power-up block and you'll become the Red Stealth. Then run to the right as fast as possible. Do not stop for anything!

PROTIP: Red Stealth, the Samurai with the sword, can attack enemies through walls without any danger to himself.



PROTIP: Surviving Stage 1's *Sinister Sewers* is as simple as becoming *Micromax* and heading to the lower right-hand corner of the level.

Hat's Off

It takes a while to realize that Kid Chameleon's not just another pretty face. The graphics in the first series of levels are breathtaking, but the levels aren't too tough to defeat. As the game progresses, the challenge gets tougher and tougher. Strategy comes into play when you must decide which hat gives the Kid the lift he needs to beat the area. Then you realize just how BIG the game actually is. You start to search every secret nook and cranny for the power-ups that are going to give the Kid the staying power he needs to make it!

Kid Chameleon has a clever combination of Alex Kidd's best games, puzzle strategy elements, and arcade-style action. The game introduces enough different faces to please almost all gamers.

One of the hottest Genesis action to hit the Winter's Consumer Electronics Show, this Kid is sure to give you your money's worth. Hey, would we kid you?



Kid Chameleon by Sega
\$59.95
Available now, 8 megs

GENESIS PRO REVIEW

By Abby Normal



Welcome to the world of Earnest Evans – high action explorer extraordinaire.

Earnest has been commissioned by the president of the United States to retrieve an ancient Paleography inscribed with the long lost prophecies of an Arab named Abdul Alhazard.

After Earnest finds the Paleography, he discovers that its power has released a destructive god named Hastur. Now he must fight like crazy to subdue Hastur and his many evil followers.



An Earnest effort.

A Traveler's Feast

Earnest Evans doesn't leave you hungry for scenery. There are 10 different surrealistic Stages and each one looks completely different. In fact, this game employs unique Genesis graphics and gameplay. With all of his body parts moving independently of one another, Earnest's sprite looks and maneuvers much like a string puppet.

Once you're behind the controls of this strange and disjointed character, you begin to see hints of Sega's '91 action



PROTIP: To safely and effectively get this monster off your back in Stage Two, crouch in the far right corner and whip the stuffing out of him.

Genesis thriller, Strider – a sluggish Strider, that is. Earnest can perform many moves (walking, jumping, crawling, etc.), but he tends to get stuck in mid-motion.



PROTIP: You're better off without the power-up icon, which temporarily turns your whip into a mace. If you spot an icon that displays a mace, jump over it.



Whip It Good!

Earnest carries a Whipcord, which when powered up turns into a "whip-mace." Like any long range weapon, the Whipcord's great for tagging enemies, while still maintaining a relatively safe distance. The Whipcord can also be used as a swinging device. Attach it to a hook or a tree branch, and then press the B button.

They Come with the Territory

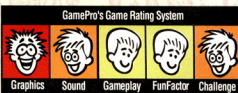
As you'd expect, there are a variety of pesky beasts in the jungle. None are particularly ferocious, but there's plenty of 'em. So always mind your head and your back. Amidst the monsters, there's also goodies to be had, such as life-restoring medicine.



PROTIP: When you jump down into the deep cavern in Stage Ten, try to fall away from the center of the pit. If you fall down the center, you smack right into a bottle of sleeping potion.

PROTIP: Destroy the eyeball creature in Stage Ten by standing at the foot of the stairs. When the creature lunges toward you, run up the stairs and wait for it to retreat.

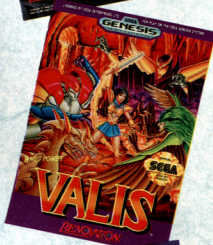
Hats off to Renovation for their graphical programming innovation. It's a shame the game doesn't play as great as it looks. However, in spite of its slightly sluggish gameplay, Earnest Evans is a decent game. If you're into the Indy-Jones action/adventure style, consider taking a jaunt through the jungle with Earnest Evans.



Earnest Evans by Renovation
\$61.99

Available now, 8 mags

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GENESIS PRO REVIEW



By Lineoleum Blown Apart

King Tut's tomb is missing! What is Egypt going to do? Luckily for President Murbarak, he has the best cadet at the Acome Detective Agency on the job — YOU!

Time after Time

Where in Time Is Carmen Sandiego by Electronic Arts turns your Genesis into a fun, educational time machine. Drawing from an endless bank of unsolved mysteries, you use your smarts to catch the notorious Carmen Sandiego and her 16 V.I.L.E. Henchmen, who have stolen priceless (and obscure) historic artifacts, such as Napoleon's Hat and Paul Revere's horse.

As in the previous versions of Carmen for the NES and the PC, the game requires brains not brawn. You uncover each V.I.L.E. Henchman's trail by correctly matching hidden clues on a given set of historical places and times. It's sort of a multiple choice video history quiz. All together you visit 48 countries and cover 1500 years. One tip: Travel armed with Carmen's New American Desk Encyclopedia (by Signet), which comes bundled with the cart. This game can stump even the highest of I.Q.s.



After you have deciphered through your clues, press the Travel button, then choose the correct country and time.

Your rewards are newfound knowledge, passwords to continue the game, and bragging rights. You begin as a Cadet, but crack 80 cases and you'll be knighted Super Time Sleuth!

No Time to Say Good-bye/Hello

As you might suspect, time in this game is of the essence. You only have a few hours to ride your century-hopping Chronoskimmer and conduct your investigation. Travelling to the scene of the crime automatically costs you three hours. Once you arrive, you either question a witness, grill an informant, or search for physical evidence at the scene of the crime with the Scanner. You'll know you're in the right country if a V.I.L.E. Henchman suddenly appears onscreen.

Where in Time is Carmen Sandiego?



The V.I.L.E. Henchmen tell you that you're on the right track.

As the trail gets hot, you may think you have enough information to convict a suspect. Then, you hit the Data button, enter the Evidence you've gathered, and punch Compute. If you've sleuthed it down to only one suspect, a Warrant is automatically issued and the Capture Robot takes off after the time bandit. If your detective work is correct, you repair history; if not...you should've done your homework!

PRO TIP: Be careful! Every source you tap burns two hours. Also, get your facts straight, or you may land in the wrong country. If you do, you'll have to travel back to the country you just left and try again — an 8 hour trip.



The Capture Robot indicates that you have enough evidence to issue a Warrant. It doesn't mean, necessarily, that your evidence has framed the correct criminal.

Carmen's A Classic

Carmen Sandiego is a winner, even if you aren't a history buff. The graphics don't do much by video game standards, but what's there is elaborate and smooth. The sounds are good, even though they consist mainly of effects, such as a "crash" when your Chronoskimmer lands abruptly. Carmen Sandiego taxes your brain with tough trivia and good fun. The gameplay is intuitive. If you like, you can even display the game in five different European languages. After a few grueling hours with Carmen, no one will beat you at "Trivial Pursuit."



Make sure to jot down your password at the end of each solved mystery, or you'll have to start as a beginning Cadet when you play again. Notice that the game is played the same way, even in another language.



Where in Time Is Carmen Sandiego?
by Electronic Arts
\$59.95, Available now, 8 megs

LOCK AND LOAD THEN ROCK 'N' ROLL



Blast through incredible firefights in eleven deadly levels of **eight-megabit** mayhem. ROLLING THUNDER 2 — Namco's hot new sequel to the arcade smash hit. Challenge the terrorists alone, or hammer'm with super-agents Albatross and Leila together in TWO PLAYER SIMULTANEOUS ACTION! Passwords and unlimited continues keep the action rolling.



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Toki Goes Ape Spit

PRO REVIEW

Devilish



By Jinky the Monkey

Last issue you went primal with the NES version of Toki. This time, we're taking a look at Sega's 16-bit rendition of this monkey adventure. It's coming at you complete with a jazzed up title — Toki Goes Ape Spit. But first, here's a quick refresher.

You, a nameless hero, have been dissed by a wicked Sorcerer, Vookimedlo. He's run off with your lady, Miho, and he's used a bit of fancy magic to turn you into a monkey.

Monkey Shines

Off into the wild blue, green, gray yonder, there's no rest for the weary monkey! You face six multi-part levels, where you venture through surrealistic jungles, mountainous peaks, and the watery depths of an eerie lake.

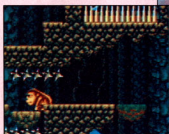


PROTIP: Duck down when you fire at spiked rock blocks. Fireballs shoot out when they disintegrate and they have a nasty way of blasting you if you stand up.

Expect to fight fire-shooting spiders, fellow primates sporting nasty attitudes, strange chameleon-type reptiles, and more. You won't see any of 'em move lickity-split, but they'll surprise you with blasts of fire. Pay special attention to spiny rock-like structures which erupt beneath your feet.

You aren't revered like the "sacred" Balinese monkeys, but you do have a wicked talent that's guaranteed to make anyone stand up and pay attention! You can breathe fire and do it in a variety of ways. Your breathe ammo starts off weak. However, you can grab icons for bigger, badder power, which include multiple shots and ricocheting orbs of heat.

Although the action in Toki Goes Ape Spit is far from fast and furious, it's intense enough. Each level is split into two or three different parts, and you never know what's comin' round the corner next! If you're set for a little monkey around, pay a visit to the primate section of the Genesis cart department.



PROTIP: Don't be frightened by these floating spikes. Simply crouch down, stay in a squatting position, and walk across.



PROTIP: To execute Primewill, stay in the far right-hand corner and blast him and his monkeys.

Toki Goes Ape Spit by
Sega of America
\$49.95, Available
Spring '92, 4 megs



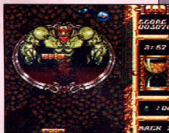
By Earth Angel

Take a little Devil's Crush, mix it with a dash of Arkanoid, a generous helping of old-fashioned pinball, and what do you get? Devilish is Sage's Creations latest for the Genesis.

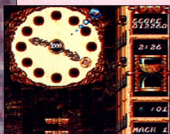
Pinball Plus

In seven rounds of vertically and horizontally scrolling pinball-style play, Devilish pits one or two players (cooperatively) against the computer. Each round features unique and devilishly clever scenery and obstacles. All have a ghoulish theme and ghoulish graphics. Pulse-pounding music and sound effects add to the speed-demon pace of the game.

Your goal is to reach the end of each round and defeat the boss. To hit a ball through obstacles and past monsters, you use two paddles — an offensive up-



PROTIP: The safest way to beat the first boss, the Demon, is to hit the ball up and over his head where he can't grab it. Use your offensive paddle to make the ball ricochet on top of the boss' head, and he's done for in no time.



PROTIP: The second boss, the Clock, is a snop. Just hit the ball into a hole five times.

per paddle and a defensive lower paddle. If the ball bounces back past your paddles, you lose the ball! To position it near the ball, you can move the upper offensive paddle in any direction: up, down, left, and right. You can also rotate it to face up, left, or right. The lower defensive paddle only moves left

and right at the bottom of the screen in tandem with the offensive paddle. To make things even trickier, you can

change the speed of your paddles while you play.

As the ball moves, it bounces off blocks that may help or hinder your progress by lengthening or shortening your paddles, exploding a bomb, or turning the ball into a destructive orange fire snake.

Action, Pound for Pound

Devilish is guaranteed to keep your mind sharp, your reflexes quick, and your fingers primed. It's devilishly good fun.



PROTIP: To move quickly through an area, use the risky strategy of putting your offensive paddle next to the ball and pushing it along. You may lose more balls this way, but you'll move along very rapidly.

Devilish by Sage's
Creation, \$45
Available Spring '92
4 megs



SHARPEN

Now Skills

Can you hack it? As the imprisoned young adventurer who has just managed to escape your cell in the palace dungeons, you have only 60 minutes to make your way to the top of the palace and rescue the beautiful princess from a forced marriage with Jaffar the evil tyrant who has stolen her father's throne.

PRINCE OF PERSIA™ will plunge you into an exotic world of challenging puzzles and non-stop action, featuring the most fluid and realistic animation you've ever seen on your Game Boy®!

You may be swift and cunning enough to slash your way past palace guards and dodge trap doors... but how will you withstand the wicked sorcery of Jaffar?

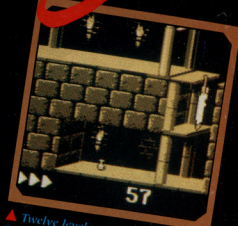
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▶ "A tremendous achievement..."
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▶ "Prince of Persia" is the
Star Wars of its field."
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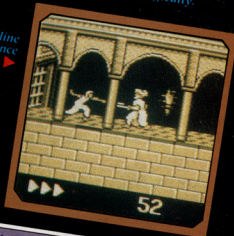
▶ Fluid, stunning
animation and quick
responsive controls.

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▶ Twelve levels with many different
opponents of increasing difficulty.

▶ Movie-like storyline
with intrigue, romance
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Baton Rouge, LA	WGMB-44	El Centro, CA	KECY-9	Lafayette, LA	KADN-15	Philadelphia, PA	WGBS-57	Tallahassee, FL	WTLH-6
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Charleston, SC	WCSC-5	Fl. Smith, AK	KPBI-46	Knoxville, TN	WKCH-43	Richmond, VA	WMGT-12	Waco, TX	KWKRT-44
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Columbus, GA	WXTX-54	Hartford, CT	WFSB-3	Nashville, TN	WOMT-30	San Diego, CA	KUSI-51		*Cable Channel

SUPER NES PRO REVIEW



By **Slasher Quan**

Duck and gangster zapping is about to take on an entirely new meaning. Attention, NES light gunners, it's time to holster your 8-bit pistols. The 16-bit future is here! It's called the Super NES Super Scope, and it's available now.

Super Looks, Super Feel, Super Scope

When the ace brainstormers at Nintendo plotted out the Super Scope, they must've recently seen an extremely violent hardware movie. The Scope looks like a stylish, high-tech bazooka. Not only is it more futuristic-looking than the Zapper at 23 inches long, it's larger, too. But it's comfortably contoured to rest on either your left or right shoulder.

You look through a large sight and for 100% accuracy, check your aim with a second, smaller scopesight in front. To double check your aim at any time, you can simply pause the game, then pinpoint your shots with an on-screen target. By the way, always keep both eyes open when you're locking onto a target, or you may miss some of the action.

Three buttons down the center of the Scope and one on the handle control the fireworks. This two-handed configuration works like a charm for righties and lefties. Your middle finger controls the biggie - the Fire button. Just behind Fire is a Rapid Fire switch. Slightly behind that is Pause. The thumb button is definitely the most interesting; it's called Cursor. In certain games, Cursor will display a red point on screen, where you aim the Scope. Imagine the red pencil thin beam shooting from the laser scopes on high-powered rifles, seen in movies like *Predator* or *The Terminator*. Thus, you can target your prey without looking into the sight! Cursor isn't incorporated into the first batch of software, but future games will make use of this unique feature.

The buttons also work in combination. For example, pressing the Pause and the Cursor, then the Fire button twice, automatically resets the game.

Also, the Scope is wireless! A receiver plugs into your SNES deck's second controller port. Data is transmitted using infrared technology. It works much like a TV remote control.

Super Tech

Several key improvements over the Zapper make the Super Scope an innovative, exciting product. To find out just

So, the Scope means business. That's a fact. The software's lethal, too. The Super Scope's photo detector enables the SNES CPU to scan the lines from the TV and know exactly where on the screen you're aiming the Scope. When you shoot, the 16-bit electronic brain can then draw graphics to that point as an object to create 3-D effects. For example, should you pull the trigger and launch a missile, you would see a projectile fly off into the 3-D distance, then hit a target. Enemies can be scattered at different depths, too.



SUPER SCOPE 6

how the Scope does what it does, we spoke with Lance Barr, Product Designer at Nintendo of America, Inc.

"When you pull the Zapper's trigger, the screen flashes to register a hit," explained Barr. "The Super Scope, on the other hand, uses a photo detector to read the screen, which eliminates the need for screen flashes. Also, as opposed to the Zapper, which was accurate within about an inch, the Super Scope is accurate almost down to the pixel level." Higher accuracy and no screen flash are major steps in the right direction.

Shoot to Maim

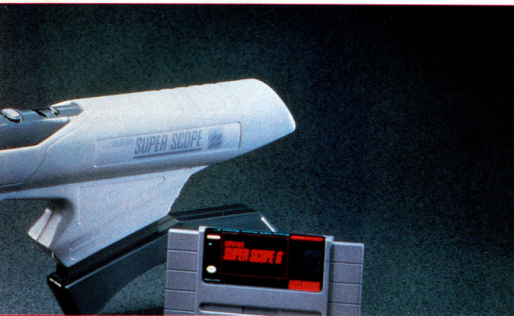
The Super Scope comes bundled with an 8-meg, six-in-one game pak for only \$59.95. This Super Scope 6 package is 16-bit bargain entertainment. You get plenty of diverse gameplay for your money. More software's in development with two unnamed games coming from Nintendo of America later this year and third-party products on the way. Video target practice will never be the same!

Super Scope 6
by Nintendo of America
\$59.95, Available now

Includes Six-in-One Game Pak, 8 megs

SCOPE-OUT THESE SCOPE GAMES

A six-in-one game pak comes with every Super Scope package. The Lazer Blazer series is a trio of adrenaline rushers with hot, multi-scrolling graphics and deadly opponents. The Blastris games are thinking-cap-required puzzlers. Each entry has



three or more difficult settings, so both sharpshooters and blankshooters can play. Here's a quick peek at each offering.

Lazer Blazer Series



Intercept

Incorporating the 3-D graphics feature, this game's mindless blast-or-be-blasted action. You fend off incoming missiles with anti-missile missiles, all on different "layers" of the screen. Intercept includes progressive challenge and point-activated bonus games. Look for Mario and Bowser cameos!



Engage

More complicated than Intercept, Engage features a first-person perspective duel with futuristic fighter planes. You take out the

flying machines, as well as their fire. So, you must move fast and furious. The scenery and enemy patterns change often. Bonus games are also rolled into the action — tough, but gripping!



Confront

Space invading UFO's are required by video game law to show up somewhere in a shoot-em-up product. Confront showcases some of the meanest E.T. scuzzwads ever to zap their way straight into your living room. Obstacles, such as pillars, appear later in the game, too. A few misses, and you're outta ammo and outta luck.

Blastris Series



Blastris A

Tetris with a light gun — what a concept! Sure, this block-stacking classic is everywhere, but Blastris A is a new twist on a great game. Instead of rotating and moving pieces, you zap out sections. Like the original, it's harmless looking, but totally addicting. Give it a try.



Blastris B

Multi-colored boxes crash down from the heavens, and you must prevent a pile-up! Sound familiar? There are several types of multi-colored blocks. You must rotate these blocks to fit them in with the pure, solid colors. It's another Tetris spin-off, but original enough to make the grade.



Mole Patrol

Mole whacking becomes mole zapping! Blue and pink critters have infested the SNES. Your duty is to exterminate the blues, but spare the pinks. Hit a pink by accident, and the action goes superspeed! A deceptively fun game.



By Bro' Buzz

Three warring planets in the Alpha 1 solar system team up when mysterious invaders from the living planet NGC-1611 take them all on. Now three heroes, one from each planet, must band together to find the ultimate cybernetic doomsday device - Xardion!

Galactic Gunning

Xardion by Asmik is a solid 16-bit action/adventure game with some nifty role-playing elements. Vets from 8-bit run-and-gun shoot-'em-outs will find Xardion's look and feel very familiar. It doesn't really explore new SNES territory, but it's a healthy serving of blast-to-the-last action and its compelling storyline make this game worth a play.



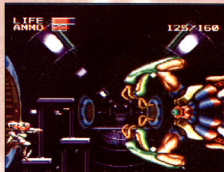
Alcedes has a tough time on this mountain.

This outer space shoot-'em-up is a sideview mix of horizontally and vertically scrolling stages. At the start of the game, a handy star map lays out a path through seven stages, across three planets, and the surface of a starcruiser. Even if you survive all seven stages, don't let your guard down, because the game has more surprises in store for you.

PROTIP: Remember where to find pits. That knowledge will be handy later on.

Xardion's graphics and sound don't push the SNES, but they aren't bad. The heroes look sharp and bizarre. The enemies aren't state-of-the-art, but they're nicely detailed. Most bosses are big and colorful. At the end of the quest, you're

treated to some nice graphic work. The sound effects are minimal, but the music makes a worthy attempt.



Stand to the left and prepare to jump.



Space Pals

The easy-to-use RPG features are evident early on. You begin the game with three characters that you can switch at any time. Triton's an armored metal mech. Alcedes is a weird-looking, bipedal toad/chicken thing. Panthera's a metallic canine creature. Along the way, each character can grab five types of items and find four Special Weapons.

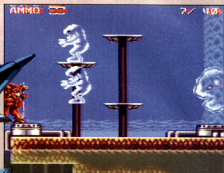
PROTIP: Triton is best for most fights. Panthera's invincible N-Shield can make the planet Fiera's first stage a breeze.

PROTIP: If you expose part of an enemy at the screen's edge, you can blast it.

PROTIP: Remember where to find life restoring Sub-tanks. You can keep returning to that stage to replenish your supply.

Extraterrestrial Tools

Your gear looks good and comes in handy sometimes, but the key to outgunning the cart is to build up experience points by blasting bad guys. This primarily serves to lengthen your Life meter and your Special Weapons Ammo meter.



You can't damage the big guy until he burps a bubble blast.

The action is straight forward and won't tax your brain. It's easy to quickly flip through the three menus to select characters, items, and special weapons.

Xardion features automatic battery back-up, which really comes in handy as you get further into the game. The back-up amounts to unlimited continues, so battle-hardened video gamers will likely make good time.

PROTIP: Sacrificing your characters re-charges their Life meters. Remember, you have unlimited continues.

A Nice Space to Visit

If you're looking for intriguing 16-bit adventure and you have an itchy trigger-finger, Xardion's the ticket. It doesn't take you places you haven't been before, but sometimes an exciting ride is enough.



Xardion by Asmik
\$64.95, Available now,
8 meg + battery back-up

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By Boogie Man

Lester Knight Chaykin is a young scientist on the verge of his greatest discovery. On this night, he completed the last calculation to a groundbreaking nuclear experiment. Little does he know that rather than embarking on a voyage of great discoveries, he's about to be transported — Out of This World!

Lights! Camera! Action!

Is this an animated flick, a video game, or what? If this preliminary cart is any indication, Interplay is getting set to blow the collective minds of SNES owners everywhere. Out of This World appears to be an awesome action/adventure cart.

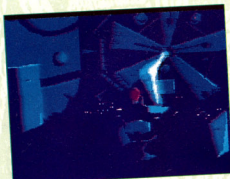
The first thing you notice about Out of This World are the state-of-the-art polygon-based graphics. Polygon pixs enable the cart to generate real-time, roto-scoped animation that produces a fluid collage of cinematic zooms, pans, close-ups, and scaling. Combined with digitized sound effects, the entire package whips up a seamless blend of movie-style storytelling and gameplay.

Out of This World whisks you away to a fantastic dimension of mayhem and mystery. Among the ghastly (but cool-looking) terrors you encounter are tentacled water monsters, ravaging beasts, and poisonous slugs. If you can't beat 'em—run away! But amidst the fighting, you may find friendship when you least expect it.

You basically run, gun, duck, leap, and kick your way through 12 lengthy areas. In each area the controls change according to the predicaments you encounter.

A Brave New World

When the SNES hit the scene, gamers everywhere hoped to see something completely different on their TV screens. This is could be it. Out of This World looks out of this world!

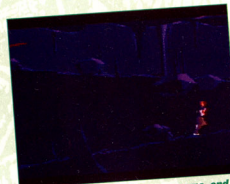


The adventure begins with an experiment gone awry.



The neat polygon graphics and the cinematic style animation are real eye-openers.

W Out of this RORLD



Find your way through these caverns, and you may find a way back home!



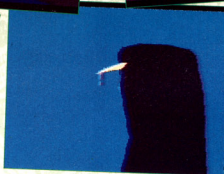
The control pad functions change depending on the predicaments you encounter.



You're out of your world and into this one. Watch out for those slugs!



You'll meet strange beings — some are friendly, some are not!



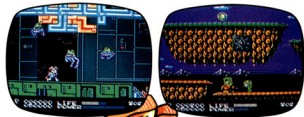
Nice graphics. Bad Slug!

Out of This World by Interplay
Available Spring '92



When your NES™ turns Toad ugly, there's only one cure. He's Bucky O'Hare™, the hippest Toad-croaking renegade alive. Join him for 8 levels of warfare so grueling, it may put you in the toad mode for life.

To survive, you'll need to call forth the unique powers of your cosmic crew.



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through the Burning Hunk of Lava Star, Way-Cool Ice Planet, Disenchanted Forest Sphere

and Acid Rock Asteroid Belt till you find them all. Only then can you make it to the Toad Magma Tanker, headquarters of The Most Ugly.

Green Alert! The Storm Toad Legions are belching out their battle cry now. Croak those grotesque goons before the solar system is scarred beyond recognition!

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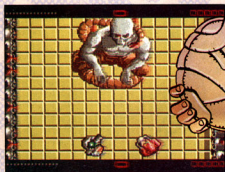
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TURBOGRAFX-16 PRO REVIEW



By Road Kill Warrior

Want a recipe for action? Mix together a little soccer with some pinball, add a few demons, and toss in some high-tech weaponry. You end up with an action-filled feast called Ballistix. This hot new TurboGrafx-16 game by Psygnosis can satisfy even the heartiest action-junkie appetite.



Don't mess with the ref.

Play Ball!

Ballistix is like hockey or soccer gone mad. You see the vertically scrolling play field from an overhead perspective. It looks like a tiled soccer field with goals at each end. Along the sides of the field are rows of skulls with glowing red eyes. These skulls keep the ball from leaving play. The name of the game is points, and each time you sink a ball into your opponent's goal, you score one. If you or your opponent scores three points, you move onto the next nefarious field.

Moving the ball around the field is tough because you can't touch it! Instead, you shoot at the ball with a powerful portable cannon, which floats around the field. To make matters worse, the fields are littered with explosive mines, gaping pits, and secret tunnels!

Life's Obstacles

With 100 fields to choose from you'll pound plenty of playtime out of Ballistix. Each field is more obstacle-laden than the last. Red arrows on each field act like patches of ice. When the ball rolls over an arrow, it accelerates in the direction

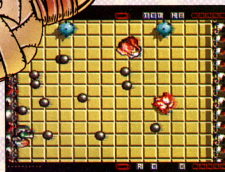
the arrow is pointing – usually opposite to where you want to go!

Fortunately, there's more to this game than overcoming obstacles. Otherwise, you might pack it in from sheer frustration. The ref provides you with secret power-ups, which enable you to send out a shower of extra balls or block off your goal from enemy shots.

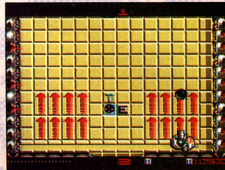
(as if "easy" wasn't rough enough). With so many great choices, it may take you all Spring just to figure out which ones are your favorites.



Ballistix



PROTIP: Knock the ball into a mine if you begin to lose control. After the ball explodes, a new ball appears at the center.



PROTIP: Some of the best power-ups appear in the same place on each level. Watch for them.

Ball Options

Want more wacky options? Ballistix has plenty of 'em. For example, you can play alone against the computer, with a partner, or alone against gravity. Yes, gravity! This unique feature makes the game like a pinball machine where gravity pulls the ball down towards you. Another feature enables you to adjust the speed of the ball, the arrows' effect on the ball, and the difficulty level of the computer player



Full court pressure.

If Looks Could Thrill

In the sound and graphics department, Ballistix really keeps the ball rolling. In fact, they are both so clear, that the image of the action and the sound of the referee's voice will haunt you.

Long Attention Span

Is Ballistix the sport of the future? Maybe, maybe not. But with all the great-looking levels, the eerily realistic sounds, and the potential for days of intense challenge, Ballistix will do until the future arrives.



Ballistix by Psygnosis
Price not available
Available Summer '92

THE TRITON PAD™

THERE IS NO COMPETITION



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

■ Repeat Feature: Continuously repeat your programmed maneuvers with a touch of a button.

■ Shrink Feature: Replay programmed maneuvers at Program, Turbo, or Super Turbo speeds.

■ Hold Feature: Play your moves while the TRITON PAD repeats programmed maneuvers.

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The TRITON PAD™ sends Nintendo® nuclear and Sega® supersonic. You hold the ultimate power with this high-tech controller that allows you to customize combinations of moves, then release a blitzkrieg of force with a single touch of a button.

“A great idea! A clever, very innovative controller!”

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“It’s a great controller. And, it delivers the action; it’s very responsive.”

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GAME BOY PRO REVIEW

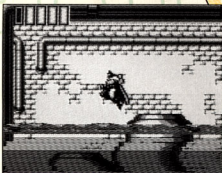


By Rigor Mortis

Holy S.C.U.D. attacks! Supplies of a highly toxic metal used to build explosives for missiles have been stolen from Gotham City's mines. Baffled and bewildered, Gotham's Finest have called upon the only man who can solve this crime, the Batman. All clues indicate the workings of an insane criminal mastermind. The ominous and horrific conclusion – the Joker's back in town!!

Caped Crusadin'

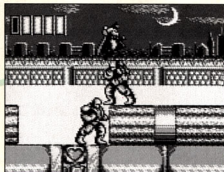
Don your cape and cowl, and hit the streets in search of the Joker! This cart takes you throughout Gotham City in four pulse-pounding levels. You can start at any one of the first three levels: the Sewers, the Machine Shop, or the Train. Defeat each level's Boss, and you earn the right to enter the Crown Prince of Crime's secret hideout. There you take on the Joker himself! Sounds easy. Not!



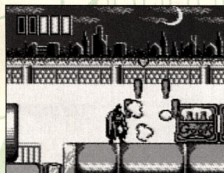
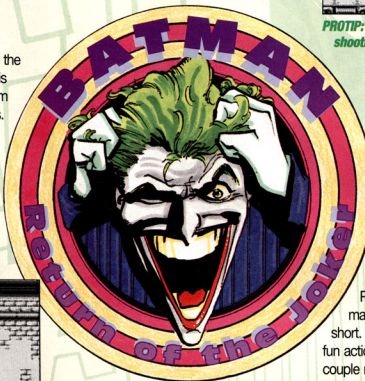
PROTIP: In a flash flood, find higher ground or jump up repeatedly. Bats aren't known for their swimming prowess.

Batman: Return of the Joker is a challenging game that will push gamers to the max. Fortunately, there's a difficulty select feature for all you novices. You only get five life units at the start of each level. You lose a unit each time you're tagged by the Joker's henchmen or by one of his nasty booby traps. Run out of life units, and you munch it! The good news is that you may continue up to five

times. The bad news is that you start all the way back at the beginning of each level! Keep a sharp eye out for invaluable heart units, which replenish your life meter from one to three life units.



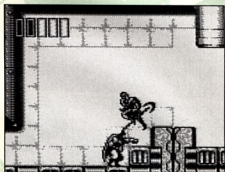
PROTIP: Avoid losing life units by hitting these guys once, then jumping over them.



PROTIP: On-board the train, punch out boxes to reveal hearts!

Batman possesses several unique abilities, which help him take on the various challenges of each level. In addition to his super athleticism, he has a Power

Punch, a Grappling Hook (so he can really swing), and the Wall Climb technique, which enables him to scale up sheer walls. It's highly advisable that you practice each move at length because you'll need them all against the Joker. Batarang icons are hidden throughout each level, and they arm you with a limited supply of these deadly accurate projectiles.

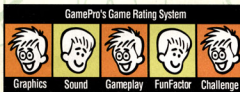


PROTIP: Take out enemies from above by shooting your Grappling Hook at them.

The well-rendered, highly detailed graphics deserve special mention. Batman looks authentic and moves realistically. Even his cape flows fluidly as he runs and jumps across the screen. The multi-scrolling backgrounds on the Train level and the unique flash underground flood on the Sewer level also enhance gameplay.

More Por Favor!

Put out an all-points bulletin! Batman's only drawback is that it's too short. With such awesome graphics and fun action, this cart should have at least a couple more levels. Sharp graphics, a top-notch fun factor, and easy to learn controls make this cart a well-rounded action hit with enough challenge to drive you "batty!"



Batman: Return of the Joker by Sunsoft
\$27.95

Available now, 1 meg



Snow Bros., Jr.

PRO REVIEW

Ultima: Runes of Virtue



By Andromeda

If you're a fan of the frosty stars of the NES cart, the Snow Brothers, here's a Game Boy cart that should send a chill down your spine. Yup, they're back....er...well, he's back. Snow Brother Jr. stars in Capcom's latest adventure to go.

Chill Out

Bro Jr. is trapped in snowdrifts. A mishmash of little ice creatures, such as fire-breathing dragons and the flying Punkin Head, are out to put him on ice for good.

The gameplay in this one-player cart is similar to such classics as Bubble Bobble and the original Snow Brothers. Your playing fields are individual screens. Sno Bro must clear each screen of all the pesky ice enemies by tossing snowballs at them. When he buries them in mounds of snow, they become giant snowballs that he can jump on, or he can throw and roll them into other snow monsters.



Got some bad juice.

PROTIP: Don't forget that you can toss snowballs up to nail pesky foes on the ledge above you.

PROTIP: Since your snowballs fire in an arc, you can stand on a ledge and freeze opponents on the ledge below you.



PROTIP: Put all of your opponents on ice with a single snowball, and earn a special bonus surprise.

The frigid foes are troublesome, but you can handle 'em, no sweat. Sometimes when they melt down, Bro Jr. is rewarded with special items, such as tasty treats (worth points) and special sauces, which give him abilities such as super speed.

Altogether our hero must fight his way through 60 rounds, with a boss round every 10th level. If you make it to Round 50, there's a surprise in store for you. (Hint: How about a family reunion!)

Doesn't That Just Frost You

If you liked Snow Brothers for the NES, you'll enjoy this very similar Game Boy version. You might want to turn off the tunes, but you'll dig the oh-so-cute graphics, the fun, and the not-too-tough gaming. Sit back and put this one on ice!



PROTIP: Defeat this big, bad boss by standing on the top ledge, freezing the little critters that he tosses at you, and rolling them right back at him.



Snow Bros., Jr. by Capcom
\$29.95
Available now, 1 meg



By The Great McGillicutty

Ultima: Runes of Virtue by FCI is the latest role-playing game to make the journey from the PC screen to the TV screen. It survives the trek, but it's a little worse for wear.

Ultimate Adventure

In Lord British's all-new Ultima title, your duty is to recover the eight prized Runes of Virtue, which were stolen by the Black Knight. The Runes are hidden throughout Britannia in treacherous caves, which just happen to be overrun with hordes of unique monsters! You choose one of four characters to play.

You wander through multi-level mazes in a top-down, Gauntlet-style perspective. Movement is easy. To open doors, flip trap levers, or grab treasures, simply walk into them. You select weapons and items from inventory, then use them with



Shaming the Ranger balls from Trinsic. A well balanced fighter, he is quite proficient with his magic throwing axe.

Play as Shamino for strong fighting skills.



Another day, another maze.

PROTIP: Always have plenty of food and magic potions.

PROTIP: To defeat the Black Knight, you need the Lightning Amulet. Look for it in the Cavern of Selfishness.

Sad to say, but Ultima's three tunes will drive you crazy. Earplugs are a must to maintain your sanity. The graphic images aren't spectacular, but they're clear and distinct.

Worlds of Missing Virtue

Although Ultima: Runes of Virtue is a solid GB challenge, the excitement of the game soon grows stale after two or three caverns of mindless wandering and fighting. You meet the same characters in every town you visit, and the mazes are essentially identical. Runes is a standard fantasy scavenger hunt with some virtue, but no surprises.



PROTIP: Move quickly and let the monsters destroy each other with their shots!



Ultima: Runes of Virtue by FCI, \$37.99
Available April '92
1 meg + battery backup

GOLF POWER™

Greg Norman

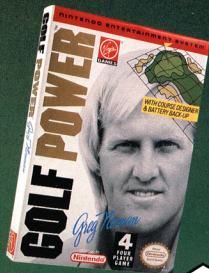
Close your eyes and imagine the perfect golf course. Whether you conjure up an image of a real-life, world famous course or visualize a championship course of your own design - if you can dream it, you can play it with Greg Norman's GOLF POWER. Our exclusive Course Designer with battery back-up allows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

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- Changing wind and weather conditions

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Popils

By Rampant Saxon



If you've played with a Rubik's Cube, you know how frustrating and addicting it can be. Well, now you can be just as frustrated and addicted on the Game Gear with a new puzzle game called Popils by Tengen.

Puzzling Situations

Popils is a bust-the-blocks maze game. All the action takes place on single-screen puzzles, so don't expect extensive graphic achievements. But altogether you get 100 screens.

The Game Gear controls put a mess of block-busting moves at your fingertips. Your standard square-smashers are a powerful punch, a head-butt, and a smash kick. You can also punch continuously to quickly wipe out a stack of blocks. Ladders abound to ease your toil. If you get stuck, you have to kill yourself and start all over again.

PROTIP: You can jump from the top of any ladder as long as you have a block (or someone) to land on.



Success! Long live true love!

Vampires. You also need to watch out for the Warp Doors. They can either help you, or plummet you (or your princess) to a fatal demise.

Popils is loaded with options: a battery backup, a Map Edit feature, which lets you create your own puzzles, a hint button, and a Japanese language option.

Stuck on Popils

Popils is a nice bit of brainy entertainment. You'll be stuck more often than not, but you may find that being a blockhead can be fun.



The pointed red blocks can be demolished with your powerful karate kick. Be strategic with your destruction, however, cause you can use the Green Slime to puncture the Green Slime with the Pointed Blocks.

PROTIP: You don't have to be directly above or below the block you need to demolish. You can stand on the edge of blocks and hit whatever is next to the block you're on.

You have to think before you swing in this game. If you hit aimlessly, you may find yourself destroyed by Green Slime or Flying



They look harmless, but the Green Slime and the flying blue Vampires are deadly.

Popils by Tengen
\$34.95
Available now, 1 meg



PRO REVIEW

Fantasy Zone

By Weekend Warrior



Once there was a hot shoot-em-up for the Master System called Fantasy Zone in which the heroic Opa-Opa defeated the evil Menon Empire. Now, years later, Opa-Opa Jr. faces the same threat. The Menonites are returning to try to conquer Fantasy Zone for a second time. This time, it's on the diminutive Game Gear screen. But rest assured, there's nothing diminutive about the fun and action!



PROTIP: Study the patterns of moving enemies and make them your first priority.

Zoning Out

Fantasy Zone drops Opa-Opa into a tiny spaceship to blast through seven stages of floating obstacles and buzzing enemies. You're armed with bombs and cannons. Your ship moves 360 degrees, and the action automatically scrolls in the direction that you are facing. You'll need this maneuverability on later levels as waves of enemies swarm at you from all sides!



PROTIP: Avoid being cornered by keeping open at least one avenue of retreat.

To upgrade your ship's weaponry and capabilities blast your enemies and they'll release valuable gold coins which are redeemable at Floating Shops and only appear once per stage. Power-ups include: Turbo and Rocket Engines, heavier firepower such as Lasers and Five-Way Shots, bigger bombs such as Twin Bombs and Smart Bombs, and special items such as Extra Ships and Shields. You start with three ships, and you lose a life when you're blasted or you run into enemies. Unfortunately, you also lose all the coins and power-ups that you have accumulated. That makes smart shopping the key to smart fighting!

A Direct Hit!

Fantasy Zone is an excellent, fast-moving, challenging cart that's a visual delight! Highly detailed, colorful backgrounds utilize every pixel. The controls are uncomplicated, and the ship is extremely responsive to sudden directional changes. The soundtrack is lightweight, as is the tone of the game, but the action is definitely white-knuckle hot. Looking for fast action and lots of fun? Tackle Fantasy Zone - you can't miss!



PROTIP: Don't spend all of your money at one time!

Fantasy Zone by Sega
\$24.95
Available March 1 meg



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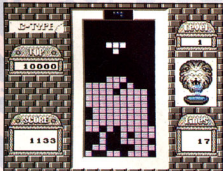
By Kay Oss

Time to "shape up," Tetris fans, new challenge may be coming your way! Bullet-Proof Software, Japan, has recently released Tetris Plus Bombliss for the Famicom. This Japanese version not only adds new dimensions to good old Tetris, but it also features new games using the Tetris shapes.

Nintendo owns the U.S. rights. Hopefully, we'll see this game in the States soon.

Bombs Away

With this cart, you can choose to play a regular game of Tetris or Tetris Plus Bombliss. Regular Tetris is, well, regular Tetris. You even get the same three types of games found in the American NES and Game Boy versions.



Don't fret Tetris fans! This new version keeps the original game with three different types of play - Type A, B, and C.

Tetris Plus Bombliss plays like the old Tetris with an explosive twist. Sorry folks, but in Bombliss you can't assume that a line will disappear once it's complete. You must try to include bombs (which are scattered among the falling Tetris shapes) as you build your lines. Complete a line which contains a bomb and the bomb blows it away. If you complete a row which doesn't contain a bomb, don't worry. The next row with a bomb might blow it up. If several incomplete rows have bombs in them, you might be able to create a line containing a strategically-placed bomb, which will trigger a chain reaction of explosions.

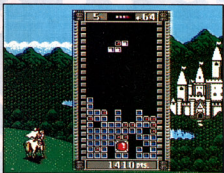
PROTIP: If you maneuver four bombs to form a square, they produce one B-I-G explosive!

PROTIP: If your shapes start piling up, try to keep the middle clear by moving shapes to the left and to the right. You may get a lucky fit.

Nice-looking peripheral graphics live on the old Tetris atmosphere. On the first level, you start out with a space scene. Then, you move on to Russia, where little Russians perform a classical dance. Next,

TETRIS Plus Bombliss

in Paris, a young woman is drinking her cafe au lait outside a cafe. Other screen sequences include: knights jousting, fairies flying around the woods, Egypt with sand-eating camels, a serene Japanese mountain pond with jumping frogs, a Japanese house with ninjas climbing all about, and a sunset with lovers. Every 10 rounds, the scenes repeat.

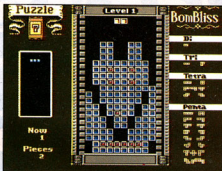


The peripheral graphics in Bombliss add a little color and movement to the ol' game of Tetris. Notice the B-I-G explosive!

Perfect Fit

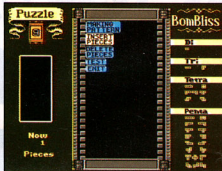
This Japanese package even has some perks for Tetris pros. An automatic battery backup helps keep you going if the going gets tough.

Bombliss includes Puzzle, a new game which takes a little more brainpower than a regular Bombliss game. Here, you only get a limited set of Tetris shapes with which to complete a line. With each complete line, you need to trigger as many bombs as possible in order to blow up everything in the Tetris window. Even simple puzzles require several thoughtful attempts.



In order to blow up the whole screen in the Bombliss Puzzle game, you have to fit the few pieces you're given properly.

If you're tired of ready-made puzzles, you can use Bombliss' Construction feature to add, delete, and create shapes. Build and store up to 10 original Tetris games. A test button enables you to try out your game before you challenge one of your friends.



The Construction section of Bombliss lets you create your own shapes and puzzles.

The Shapes of Things to Come

At one time or another, every true gamer's been hooked on Tetris. For a fresh challenge, snag a Famicom and check out Tetris Plus Bombliss, or just wait for the American version...if you can.



**Tetris Plus Bombliss
by Bullet-Proof Software-Japan**

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Sonic is always a cut-up, but if you want him to go, put down the scissors and pick up Game Gear. With 32 on-screen colors, great Sega graphics and optional stereo sound, Game Gear is the only way to play. And Sonic is leading a huge pack of wild games available on Game Gear. Over 75 titles in 1992. So get moving. Get Sonic The Hedgehog on Game Gear.

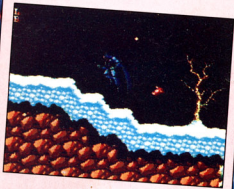
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SWATPRO



Batman: Return of the Joker (Nintendo)

Password Collection!



Use these passwords to begin on any Bat-stage in the game.

- | | |
|-----------------|-----------------|
| Stage 1-2: MDRR | Stage 4-2: KHCN |
| Stage 2-1: NMLL | Stage 5-1: QGVN |
| Stage 2-2: NWKL | Stage 5-2: WBZT |
| Stage 3-1: LGZQ | Stage 6-1: FFHG |
| Stage 3-2: GPTW | Stage 6-2: CKQG |
| Stage 4-1: GNXF | Stage 7-1: GPZT |

Ryan McDermott, Redwood City, CA

Shatterhand (Nintendo)

Choose a Tune, then a Boss

TEST MODE

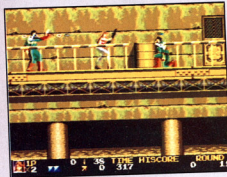
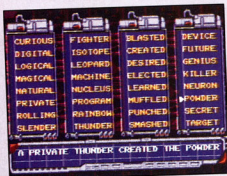
- BGM TEST
- SOUND TEST
- BOSS A
- BOSS B
- BOSS C
- BOSS D
- BOSS E
- BOSS F
- EXIT

Practice makes perfect. So with this code, you can take on Shatterhand's toughest end-stage bosses. At the title screen, punch in A, A, A, A, B, B, B, A, B, A, B, A, B, A, B.

Anthony Hagmeyer, Bordeaux, France

Rolling Thunder 2 (Genesis)

Passwords!



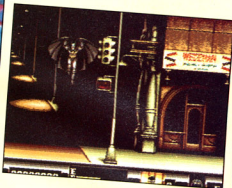
Get moving in Rolling Thunder 2 for the Genesis with this complete collection of passwords:

- Level 2: MTL5
- Level 3: NFGC
- Level 4: RNSN
- Level 5: CPPP
- Level 6: LLBS
- Level 7: PIDT
- Level 8: NREF
- Level 9: MMMK
- Level 10: DNPD
- Level 11: PTCF

R. Robin, Jacksonville, FL

Batman (Genesis)

Unlimited Lives



Here's how to start the Caped Crusader with endless Bat lives. First, insert any cartridge into your Genesis. Wait until the title screen appears. Then take the cart out without switching off the power. Insert Batman and press Reset. Bingo, unlimited lives!

Alexander Jordan, New York, NY

Road Rash (Genesis)

Bike Codes!



With these passwords, start with the free wheeling mobile of your choice.

Furruci: 32673 01R01 01HDO 3577Q
Panda 750: 32674 02EA1 100ET 36RCN
Diablo 1000 (Level 4): 00000 03231 0100J 479KT

Linus Kessler, Brooklyn, NY

Continued on page 82

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Any questions? 415/570-7005.

The Super Controller for the Super NES!™



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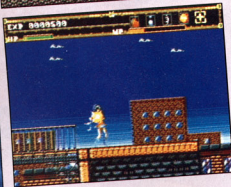
SWATPRO



SECRET WEAPONS AND TACTICS

El Viento (Genesis)

Level Select Plus Power-Up!



If you'd like to select your stage in Renovation's latest action bonanza, *El Viento*, here's what to do. Pause the game. Then to skip a stage, press Up, Left, Right, Down, and B. You must repeat this entire sequence for each level you'd like to skip. If you'd like to charge up your magic abilities, pause the game. Then hit Up, Left, Right, Down, and C for each additional magic ability. You must repeat this power-up code for each new skill you'd like to learn.

Robb Alvey, Cypress, CA

Final Fantasy II (Super NES)

Kokkol's Weapon Stash

Once you've acquired the Excalibur from Kokkol (see the March, 1992 issue of *GamePro*), return to his hut later in the game and you can purchase some rare, deadly weapons! Buy tons of Shurikens, Ninja Stars, and Samurai Arrows. Buy, buy, buy after you defeat the Giant of Bab-il.

Steve Mittler, Orillia, Ontario

Joe Montana II SportsTalk Football (Genesis)

Create Your Own Passwords!



Here's a way to create your own Joe II passwords. Receive any password. Record the first three letters and the last two letters. Then insert the following letters in the middle of your code:

Continued on page 84.

Final Fantasy II (Super NES)

Find the Spoon Dagger

Enter the Sylph cave and talk to the Karate Fighter, then leave. When you acquire the Falcon airship, return to the overworld and head for Fabul. Chat with Yang's wife and she'll fork over the frying pan. Take the pan and bash Yang over the head with it. You'll then learn the Sylph summoning spell. Next, go to Fabul once more and Yang's wife will give you the Spoon Dagger. Despite a wimpy name, the Spoon Dagger is the most powerful Ninja weapon in all of Final Fantasy II! While in combat against Zerumus towards the end of the game, try it as your second throwing dart.

Steve Mittler, Orillia, Ontario

First Round: RSS5B
League Championship: S555D
Sega Bowl: T555H

For example, try these codes out:

San Francisco (Championship):

ZABS555DII

San Francisco (Sega Bowl):

ZABT555SHII

Los Angeles (A) (Championship):

MABS555DIA

Los Angeles (A) (Sega Bowl):

MABT555SHIA

Philadelphia (Championship):

UX3S555DIA

Philadelphia (Sega Bowl):

UX3T555SHIA

Los Angeles (N) (Championship):

NAAS555DKA

Los Angeles (N) (Sega Bowl):

NAAT555HKA

Detroit (Championship):

HPOS555DIE

Detroit (Sega Bowl):

HPOT555SHIE

Washington (Championship):

120S555DIA

Washington (Sega Bowl):

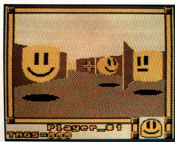
120T555SHIA

Steve Shelton, Bronx, NY

Wipe the smile off this face!

(And maybe a few of your friends, too!)

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



WATCH OUT! They only look happy!

Get into your Game Boy...

And we mean *into*! FaceBall 2000 is a new virtual reality game. You don't just *see* your character, you *are* your

character. Feel like you're actually inside your Game Boy as you move through CyberScape's more than 70 treacherous mazes — or the Arena, in fast-paced rounds of high-tech combat.

Bring your friends along!

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



More than four times the fun with the Four Player Adapter!



It pay\$ to play together.

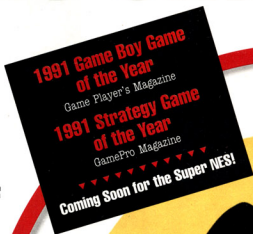
Don't miss your chance to get up to \$5 back with our multiplayer rebate! You'll find all the info inside your FaceBall 2000 package when you open it up for the game of your life! But hurry. Some of your friends might be buying FaceBall 2000 right now. If they get in too much practice without you, the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



A whole new way to get into your Game Boy.

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The Best Games in the World™

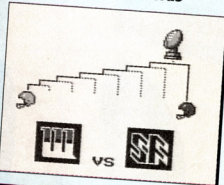


SWATPRO



Play Action Football (Game Boy)

Championship Passwords



Hit the Game Boy gridiron and go for the championship with these passwords:

Los Angeles: 8HNHGFC98
San Francisco: 8BLK8MG87
Miami: FVCDVNJDC
Chicago: DDNCFJB9
Denver: DHNRLG898
Washington: CKPBM6776
New York: 85FD34932
Houston: GBLK89F87

Brain Loz, Loudonville, NY

Super Castlevania IV (Super NES)

Last Level Passwords!



Use these passwords to whip your way into the ending areas of Super Castlevania IV. Check out the grid to see how the format works:

	A	B	C	D
1				
2				
3				
4				

P = Potion

A = Axe

H = Heart

For example: C2/A = An Axe in the C-2 position.

Level 9: A1/H, A2/A, A4/H, B2/P, B3/A, D1/P, D2/H, D3/P

Level A: A1/H, A2/A, A4/A, B2/H, B3/P, B4/A, D2/H, D3/H

Level B: A1/H, A2/A, A4/H, B3/H, B4/A, D1/A, D2/H, D3/H

Guardian 1: A1/H, A2/A, A4/H, B2/H, B3/P, B4/A, D1/P, D2/H, D3/H

Guardian 2: A1/H, A2/A, B3/H, B4/A, C4/A, D1/P, D2/H

Guardian 3: A1/H, A2/A, B2/A, B4/A, C4/A, D1/H, D2/H

Dracul: A1/H, A2/A, B2/P, B3/A, B4/A, C4/A, D1/H, D2/H

Enter your name as "Quan."

Slasher Quan

Wanderers from Ys (Super NES)

Raise Adol's Levels



Position Adol in the mine area shown in this photo. Face left, then hold down the Attack button. You'll bash orcs over and over until you raise your strength level. If you'd like, rubberband the button in place, leave, and come back after a few hours. You'll then be at your maximum strength!

Jonathon Connor, Macon, GA

Impossamole (TurboGrafx-16)

Passwords



Okay molesters, here are passwords for NEC's Impossamole:

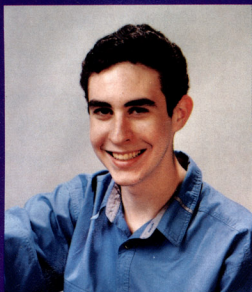
Amazon: 5ZWXYG5G2DVN

Iceland: NEJVY95B2SDP

Bermuda: 1R82Y15GGINGQ

Alien Planet: 9F5YI5BGL1M

Boia Nguyen, Culpeper, VA



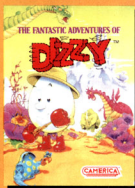
NINTENDO WORLD CHAMPION

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Thor Aackerlund

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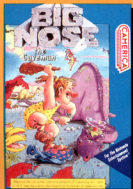


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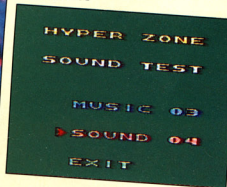


SWATPRO



HyperZone (Super NES)

Sound Test

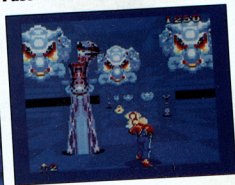


At the title screen hold L and R, and then push Start. A Sound Test will appear on your screen. Use Left and Right on the pad to change the selection. A to activate the sound, and X to fade it.

Jason Hart, Corvallis, OR

Space Harrier (Game Gear)

Passwords!



Type in these passwords to warp ahead in that mind-blowing Game Gear title, Space Harrier

- Stage 2: EAGF
- Stage 3: CHFA
- Stage 5: DGBC
- Stage 6: HBGA
- Stage 7: FBHE
- Stage 9: BFCH
- Stage 10: HGDA
- Stage 11: AGEK

Horace Johnson, Salt Lake City, UT

Laser Invasion (Nintendo)

Nine Soldier Stockpile!

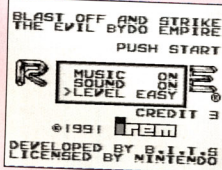


Enter the following button-pressing code to arm yourself with nine Laser Invaders instead of just three. Enter the options screen and move the cursor to the "Play-ers" input. Next, press the A button 51 times. You're set!

Peter Taylor, Duck, NC

R-Type (Game Boy)

Option Screen

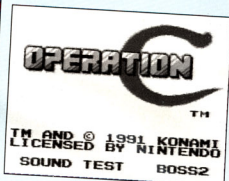


At the title screen of Game Boy R-Type, press Down and Select simultaneously to bring up an Options screen. You can take in some hot tunes and change the difficulty of the game. When you're finished, press Select to exit.

Chris Balmoja, Honolulu, HI

Operation C (Game Boy)

Sound Test



At the title screen, quickly tap in Up, Down, Left, Right, B, A, and Start. "BGM 1" will appear. Press Up and Down to select a sound. A to activate the music, and B to stop it.

Craig Eisenberg, Hughson, CA

TV Sports Hockey (TurboGrafx-16)

Championship Password



Skate into the finals with this Canadian password: GDMDCI

Bob Eldrich, Redmond, WA

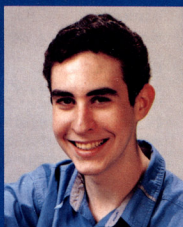
Do You Have a Secret Weapon?

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great deal!”

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Nintendo

G.I. Joe

Dear ASK THE PROS,
How can I beat the Cobra Commander in G.I. Joe?

M. H. Lamb, Marietta, GA

Dear M. H.,
Choose Gridiron, or Rock and Roll, as your character. Leap over the pits in the floor and shoot Cobra in his face. When your Real American Hero begins to weaken, switch to General Hawk, hover to the top of the screen, and blast Cobra Commander to oblivion!

Mega Man (CLASSIC)

Dear ASK THE PROS,
How can I defeat the Rock Monster boss in Dr. Wily's fortress?

Jonathan Evans, Salt Lake City, UT

Dear Jonathan,
You'll need the Elecman beam. Shoot at the Rockman's eye and press Select rapidly. You'll then score massive damage! This big bag of rocks will be pebbles in no time.

General

Streets of Rage



Dear ASK THE PROS,
I am having trouble completing Streets of Rage for the Genesis. Do you have any hints for the final boss and his two guardians?

Shaun Beaurain, Monroe, WA

Dear Shaun,
Sure do. Take Blaze as your character. Her kick has the longest range. To wipe out the guardian karate women, stand on one side of the screen and use backkicks. To take out the machine-gunning Syndicate Leader, block his bullets with jumpkicks and pound his face with a rapid punch. Use your body-slam for the K.O.

Streets of Rage

Dear ASK THE PROS,
I've heard rumors that there is a "bad" ending for Streets of Rage. What does this mean?

Andrew Hoo, Scarborough, Canada

Dear Andrew,
Your sources are correct! Here's how to see the "bad" ending. During a two-player game, the Syndicate Leader will try to entice you to join his gang. If one of the players answers "yes," and the other replies "no," you and your bud will have to slug it out amongst yourselves. If the betrayer wins, the Streets of Rage will stay in the hands of the crime bosses.

Super NES

Darius Twin

Dear ASK THE PROS,
In Darius Twin I've reached the planet Darius Final Zone L, but I can't beat the big boss, Super Alloylarnem. Please help me complete this rad 4-meg shooter!

David Liu, Milpitas, CA

Dear David,
Try to avoid Super A's attacks and sit tight 'til its bottom side is exposed. Then use your peripheral weapons to trash its hatch. When it stops flashing, move in and feed its face with lasers for a final Darius victory.

General

J.D. Goes Portable



Dear ASK THE PROS,
I absolutely love the new GamePro TV show. It's incredibly informative and has helped my playing skills tremendously. One thing puzzles me though. Each time I watch, J.D. Roth, the host of the show, is always holding a portable at the start of the show. What in the world is that system?

Dear Taylor,
J.D. Roth's portable of choice is the Atari Lynx! He's a huge Lynx fan. Since he logs so much travel time touring the country, he powers up with Atari as often as possible. J.D. also considers himself a master Tetris player on the Game Boy, and he's really into Columns on the Game Gear as well.

Ask the Pros Q&A

Direct your letter to ONE of our three "Ask the Pros" departments: Current, for recent releases; Classics, for oldie-but-goodie stumpers; and General, for pro-to-pro advice, trivia, and technical queries. We'll try to print a mix in each issue. If your letter is published, you'll get a free GAMEPRO Super Shirt.

GAMEPRO MAGAZINE

**Ask the Pros: Current,
Classics, or General**

P.O. Box 3329

Redwood City, CA 94064

It's a combination of Disney World, Epcot Center, the World's Fair, Hollywood, Woodstock, Broadway, the Smithsonian and the Land of Oz.

In short, there's something for everybody. Because everybody's invited this year. There's something special for Audio people. Video people. Computer people. All electronic people. Like a car stereo Sound-Off that features the hottest IASCA champions. A continuous running Laser Show that will throw a whole new light on electronics. A Music Fest that will create new sensations for your ears. A Family Sweepstakes where you can win up to \$10,000 in electronic prizes.



You'll meet celebrities. There will be authorities in the industry. Free seminars to answer all your "how to" questions. As well as every electronic innovation from the farthest stretches of our imaginations. Just call us at 1-800-388-6901 to qualify for free tickets. And we'll send you our special Chicago Summer Travel Kit complete with tickets, maps, even tips on where to get the best Chicago-style pizza. So be there. Just follow the yellow brick road.

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Nintendo Tries to Buy the Seattle Mariners

Hiroshi Yamauchi, president of **Nintendo Company Limited** (Kyoto, Japan), and a group of Seattle businessmen have offered \$100 million to Jeff Smulyan for the **Seattle Mariners** baseball team. The team, long rumored to be moving from the Washington state area, was put up for sale in early December.



The investor group, established as "The Baseball Club of Seattle," would be controlled by Yamauchi, who will own approximately 60%. The other 40% would be owned by local businessmen. Minoru Arakawa, president of **Nintendo of America, Inc.** will manage the family's investment. According to Arakawa, "The family's only motivation, along with other interested local parties, is to help this community save major league baseball. With more than 1,400 employees, Nintendo has deep roots in this community and state. This commitment is our family's way of saying 'thank you' to the citizens of Washington state."

If the sale goes through, will the Mariners change their name to the "Marios"? Will the team mascot become a green little dinosaur named "Yoshi"? Sounds scary!

A New Street Fighter II Coin-op!

Whether you're a casual quarter-slinger or a true arcade ring-

rat, you know **Capcom's Street Fighter II's** the hottest coin-op to come down the pipe in a long, long time. The new breed of Street Fighter II machines is here at last. This top-secret project, entitled **Street Fighter II: The World Warrior Championship Edition**, is an upgrade of the original kick-and-punch coin-op, with some new features and enhancements.

For example, in the old version of SF II, you can play eight characters: Guile, Chun Li, Ryu, Ken, E. Honda, Zangief, Dhalism, and Blanka. The final four fighters (Balrog,

down. Both new features total 78 possible match-ups (compared to the 28 possible with the original).



Street Fighter II

Vega, Sagat, and M. Bison) are reserved for the computer use only. The Championship Edition enables players to choose from these four characters, as well. Another new feature is the option for two players to fight as the same character! That makes possible, for example, a Guile-versus-Guile show-

to create **CD-ROM** products featuring the Mario Bros. characters.

Nintendo Announces SNES CD-ROM; Key Licensees Granted Development Rights

Nintendo of America has

announced that their **SNES CD-ROM** will be available January, 1993 for \$200. Yet, according to sources at the Winter Consumer Electronic Show, Nintendo also stated that consideration for CD-ROM development licenses would not begin for several months. We've heard otherwise! Several third party developers have already been granted permission to start game development for the upcoming SNES CD-ROM system, including **Capcom, Konami, Square-soft, and Jaleco**. Stay tuned to GamePro for more news on the upcoming SNES CD-ROM and the first set of games available.

Software Toolworks and Nintendo Make "Mario" Partnership

Software Toolworks announced that it has reached an agreement with **Nintendo of America** to begin developing software for the personal computer market using the famous **Mario Bros.** The agreement covers the development of "edutainment" (educational products that entertain) software for computers, the NES, and the SNES. In addition to the aforementioned formats, Software Toolworks also has plans

SNES and Game Boy Prices Reduced

In response to **Sega's** current domination in the 16-bit market, **Nintendo of America** has announced a \$20 price reduction of the suggested retail price on the **Super Nintendo** – bringing their 16-bit system down to \$179.95. They will also package **Super Mario Brothers 3** with their topselling **Nintendo Entertainment System**. Additionally, Nintendo also stated it will reduce the price of the **Game Boy** to \$79.95.

Continued on page 92.

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- Very simple to use - just enter the parameter code for the game that you are playing and that's it. Now you can play games to levels you didn't even know existed.
- Action Replay is a powerful cartridge featuring its own on-board LSI chip specially designed to allow the user to effectively "re-program" their games cartridges so they can play their favourite games to destruction!



"The Action Replay is the essential companion for EVERY Megadrive owner.....how can you afford not to have it"SEGA PRO magazine

- Full instruction manual gives you the parameters for most of the latest games plus many of the older favourites. We give you simple, easy to use inputs to get more or infinite lives, more fuel, more energy, cheats, etc. etc. with your favourite GENESIS games.
- With its advanced ASIC hardware design, the Action Replay cartridge can react to new games as they appear. More parameters are available every month - free of charge to Action Replay owners!
- No user knowledge is required at all - if you can play the game you already know how to use Action Replay. All input is via the joystick/pad - it couldn't be simpler.
- Also works as an adaptor for Japanese type cartridges. (worth up to \$30)



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Electronic Arts Sports Network Players Association

Electronic Arts announced that its **Electronic Arts Sports Network (EASN) Players Association** memberships will be available to the public. EASN Players Association Members will receive a kit



containing great sports stuff, including an EASN baseball cap, EASN Sunglasses and SnugZ, EASN bumper sticker, EASN Players Association stickers, a John Madden Football ruler, an EASN embroidered patch, a

membership card, and a pack of Skybox Series II NBA Trading Cards. In addition, members will receive advance notice on all new Electronic Arts sports games, including release dates and strategy hints. Memberships cost \$10 (plus \$4.50 shipping and handling) and can be ordered with Visa/MasterCard/

Discover or by sending a check or money order to: EASN Players Association, P.O. Box 7530, San Mateo, CA 94403-7530.

Sega's American CD-ROM Games

Rather than releasing reshapes of the **Sega Mega-CD** drive's Japanese titles, **Sega of America** will produce some major CD-ROM blockbusters for the

U.S. market, which will be ready in time for the release of their **Genesis CD-ROM** drive this Fall. Games based on **Batman**, **Home Alone**, **Young Indiana Jones**, and **Star Trek: The Next Generation** will be among the first set of American releases in the 4th Quarter of 1992. We'll get the goods for you...promise!

Do Not Call 1-800-GAMEPRO!

Think before you dial, GamePro! 1-800-GAMEPRO does not connect with **GamePro** magazine (Never did!), and the patient folks who do own this number do not want to discuss video games. Do not, repeat NOT, call this number. No! Nada! Nevermore!

BLOCKBUSTER VIDEO

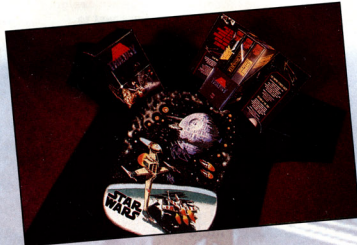
Top 10 NES Video Game Rentals April 1992

1. Tecmo Super Bowl
2. Teenage Mutant Ninja Turtles III - The Manhattan Project
3. Terminator 2: Judgment Day
4. The Simpsons: Bart vs. the World

5. G.I. Joe - The Atlantis Factor
6. Super Spy Hunter
7. Tiny Toon Adventures
8. M.C. Kids
9. Hook
10. Dragon Warrior III

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

JVC/Lucasfilm Games™ and GamePro challenge you to Strike Back at the Empire!



Becoming a Jedi Knight like Luke Skywalker in The Empire Strikes Back® takes unswerving instinct and fast thinking. Use the Force to answer the questions below:

Entries must be mailed by May 15, 1992 to qualify. Answer all the questions correctly, and we'll enter you in a drawing to win these awesome prizes:

Send your answers to:

GamePro's Empire Strikes Back Contest
P.O. Box 3329
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First Prize (3)

A JVC color television

Second Prize (10)

The Star Wars movie trilogy including Star Wars,® The Em-

pire Strikes Back® and Return of the Jedi.®

Third Prize (25)

A 100% cotton, original design Star Wars T-shirt.

Fourth Prize (100)

An original The Empire Strikes Back poster.

Questions

1. What machine of destruction must Luke battle in his snowspeeder?
 - a. Imperial walker
 - b. Death Droid
 - c. TIE fighter
2. Where does Luke run into vicious Wampas?
 - a. The swamp on Dagobah
 - b. The ice caves on Hoth
 - c. The Tatooine Desert
3. What creature does Luke ride to get around on the ice planet, Hoth?
 - a. A Wamp rat
 - b. A Mynock
 - c. A Tauntaun

4. Who does Luke Skywalker go to meet on Dagobah?

- a. Darth Vader
- b. Yoda

5. What craft does Luke pilot to the Cloud City?

- a. an X-wing fighter
- b. a landspeeder
- c. the Millennium Falcon

6. On what planet is the Cloud City located?

- a. Alderaan
- b. Tibanna
- c. Bespin

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- No purchase necessary to enter.
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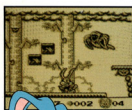
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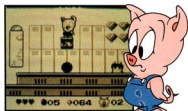
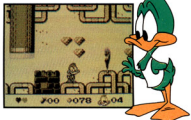
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