







If you're into awesome action, these three Arcade Classics are so hot they're cool! Just think of it! All the great elements of the coin-op versions are now yours to enjoy on your Game Boy.®

Missile Command® is non-stop action. The 16 great cities of the earth are under attack. Your job? Blast enemy ICBMs, stealth bombers, satellites and other SCUDly forms of intercontinental evil.

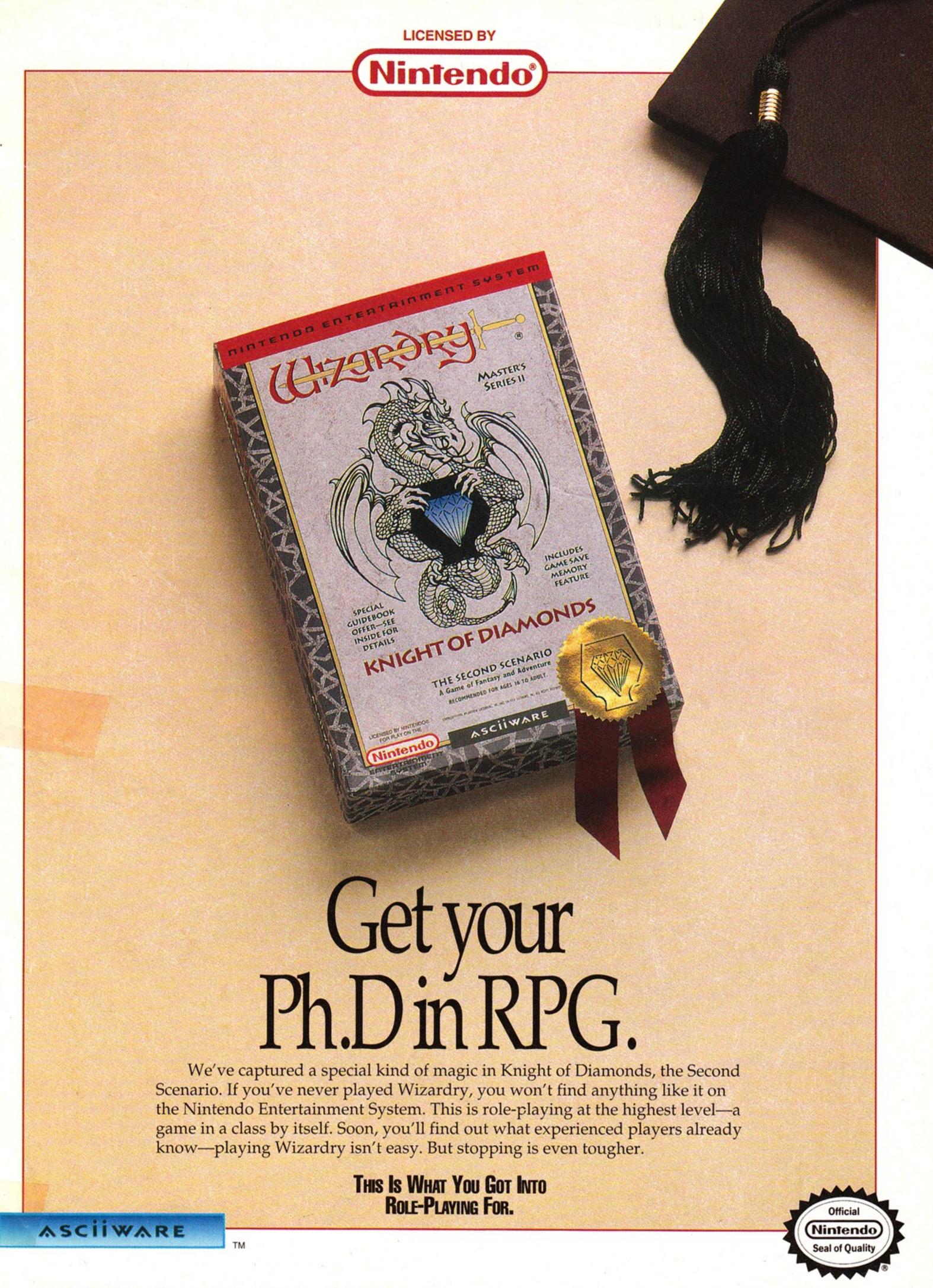
Asteroids® finds you sweating bullets as asteroids hurtle straight at you. Quick! Use your hyperwarp engines to streak out of danger while you blast fierce enemy ships and asteroids with your missiles.

Centipede™ will make your skin crawl as you pull the trigger on waves of centipedes, spiders, fleas and scorpions. All swarming at you past eerie black mushrooms. Coming this summer...

Each of these megahits has multiple skill levels. Choose either single player action, or two player alternating. For Asteroids and Centipede use Game Link™ to connect two Game Boys for two player competitive or two player cooperative.

To order these great games visit your favorite retailer or call 1-800-245-7744.





This summer, and listen to the



*Plus \$3.95 for shipping and handling. Offer good July 1, 1992 - August 31, 1992. See participating store for details.

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ant to look good all summer? Get some color. With Game Gear, the color portable game system from Sega that's got it all. Arcade quality graphics,

fun accessories, and over 75 great games to choose from in '92. And

this summer, Game Gear sounds better

than ever. Because you get a free AM/FM radio with

stereo earphones when you buy Game Gear (one game

included) and any Game Gear cartridge.* Gamer's tip:

Use the earphones to play Game Gear in stereo. In

color. In the car. Incognito. Anywhere you

like. But wherever you go, grab your Gear.

It'll make your summer a blast.















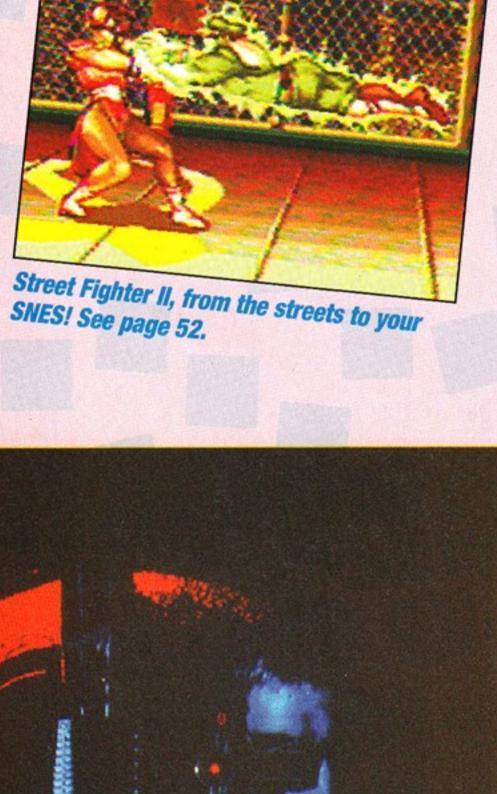






Insert Coins! See page 18.





Universal Soldier

brings 'em back

alive. See page 50.

Letter from the GamePros

The Mail

Cutting Edge

The Interactive Network plans to make your TV the ultimate game machine.

Special Feature: Hot at the Arcades

Press start for Total Camage, Air Rescue, F-1 Exhaust Note, Relief Pitcher; hot coin-op Previews, and a Street Fighter II: Champion Edition Survival Guide.

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Special Feature: Universal Soldier *50*

You've seen the movie! Now see the games! The Universal Soldier is coming to the Game Boy and the SNES.

On Location - Accolade

Bubsy: A Bobcat in the Making, Part 2.

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Shadow of the Beast stalks Japan.

The Sports Page

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88 S.W.A.T.PRO (Secret Weapons and Tactics)

The hottest tips and tactics from GamePros everywhere.

GameBusters: Splatterhouse 2 (Genesis)

Team GamePro

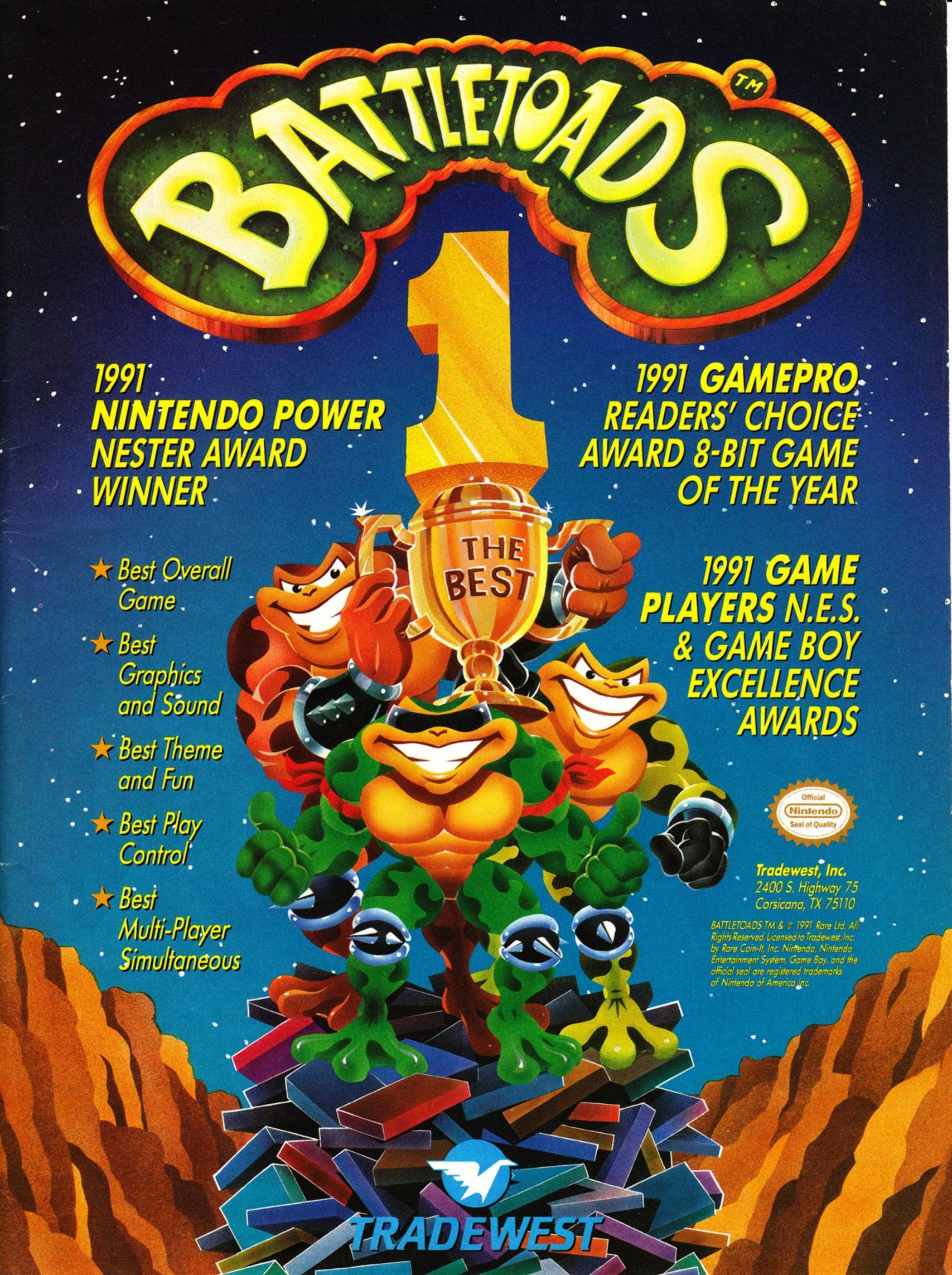
We thank you for your support.

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ACTION

What do you want?

Finger-blistering speed? Eyeball-popping color? Total control? Gameplay so smooth you can cut it with a knife?

Well whatever it is, we've got it. And plenty of it.

Like awesome sports and incredible action/adventure games.

Check 'em out. In Extra Innings, our newest hit for the 16-bit, you call the shots and control all the action: the starting lineup, your batter's slugging power, the spin on the curve ball, even your player's dive for a shot up the middle.

With Soccer Mania, for GameBoy, you take the field against six of the world's toughest teams. Then it's your job to kick, pass and dribble your way to the world cup championship.

On the action/adventure front, for NES and GameBoy, both Hook and Hudson Hawk will



PACKED!

get your blood pumping.

In Hook, you not only do battle as Peter Pan with the pirates and creatures of Neverland, you

also board Hook's ship and square off in a duel for the fight of your life. (It's a good thing you can fly!)

Hudson Hawk puts you in the shoes of the world's most famous catburglar. As The Hawk, you have to outsmart world-class criminals and sneak through traps, tunnels and airshafts to steal the secret device that will save the world from ruin.

And in SmartBall you'll enter the wackiest worlds imaginable, as you change your shape and slip, slide, slither and ooze your way through steamy tropics and urban battlezones.

So check out these actionpacked games from Sony Imagesoft. If it's action you want, we've got it.





By The GamePros

Last May, the Summer Consumer Electronics Show in Chicago opened its doors to the public for the first time ever. It was great to meet all you gamers (especially you card-carrying members of Team GamePro). If you were there, you saw a carload of cool carts and CDs due out soon. If you weren't able to blow into the Windy City, check out ProNews this issue.

If you prefer to save your quarters for a trip to the arcades, have we got a special feature for you! Hot at the Arcades crosses joysticks with Total Carnage by Midway, Air Rescue and F-1 Exhaust Note by Sega, and Relief Pitcher by Atari. If they don't grab ya', we've got the Street Fighter II: Champion Edition Survival Guide. It's definitely worth keeping in your pocket.

If you like to mix your game playing with movie watchin', check out Universal Soldier by Accolade. We reviewed the Game Boy cart and scoped out the SNES version. We even kicked and punched our way through the big screen version!

Accolade's a very busy place these days. So, we went On Location for Part 2 of our romp with Bubsy in "Claws Encounters of the Furred Kind." This month's Bubsy gets graphic.

If you prefer close encounters of the Japanese kind, turn to Overseas ProSpects for an animalistic look at Shadow of the Beast out on the P.C. Engine SuperCD in Japan.

Okay, if you're really stuck on being at home, we've still got something in this issue for you. The totally excellent SNES fare includes Street Fighter II by Capcom, Super Double Dragon by Tradewest, The Legend of Zelda: A Link to the Past by Nintendo, Axelay by Konami, and NCAA Basketball by Nintendo. For the Genesis, you must see Taz-Mania by Sega, Bulls vs. Lakers by Electronic Arts, Krusty's Super Fun House by Flying Edge, and our Splatterhouse 2 GameBusters. If you dream of compact discs, home in on our special feature starring the Sega CD games to come.

The NES continues to hold its own. Check out Adventure Island III by Hudson Soft, Danny Sullivan's Indy Heat by Tradewest, Bee 52 by Camerica, and Panic Restaurant by Taito. If you favor the TurboGrafx-16, you can fly along with Falcon or chase flies with TV Sports Baseball. If you like to hold it in your hands, terminate the Terminator on the Game Gear, lurk with the Shadow of the Beast for the Lynx, and relive arcade memories with the Game Boy's Missile Command and Centipede by Accolade.

There's a big, wide, wonderful, world of video gaming out there, GamePros. Check it out!

GamePro's Game Rating System



Graphics: Judges the overall artistic quality of sprites, animation, and background scenery. Sound: Critiques music and sound effects. Control: Rates how smoothly the control pad commands and the game's interface turn you on to the on-screen action and fun. FunFactor: Are you gonna have a good time? Challenge: This is the average skill level necessary to play the game. When you can pick skill levels, we label Challenge "Adjustable." GamePro's Game Rating System: 5.0=Outstanding! 4.0=Great job! 3.0=Good job! 2.0=O.K. but could be better. 1.0=Wake me up when it's over!

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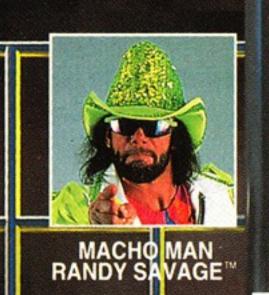
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Volume #4; August 1992 Issue

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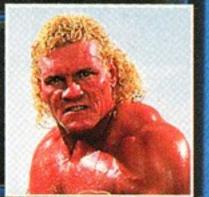




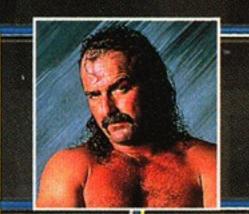
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THE MOUNTIE"



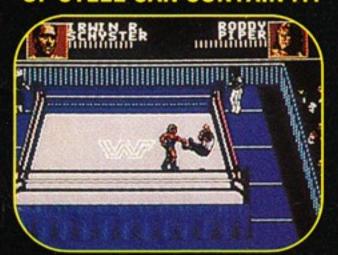
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WWF WRESTLING ACTION SO INTENSE ONLY 15 FEET OF STEEL CAN CONTAIN IT!

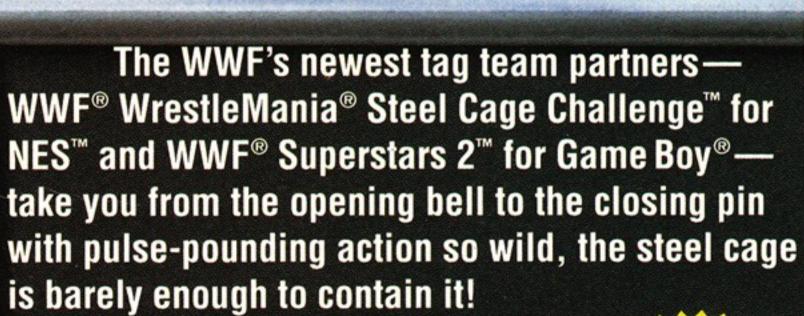


GO FOR THE TAG TEAM TITLE WITH CANVAS-SHREDDING ACTION.



CHOOSE FROM 10 OF YOUR FAVORITE WWF SUPERSTARS.

Screen shots shown are from NES version.





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How About Classic Strategies?

I really enjoyed the extensive strategy guide you published for Capcom's Street Fighter. Even though that particular guide was for a coin-op game, as an occasional gamer, I find this type of coverage extremely helpful. It prevents me from tossing a game out the window from sheer frustration. Have you ever considered doing extensive strategy guides for some older titles, such as Phantasy Star III or Solstice? I've yet to finish either of them, and I could really use some help. *Kevin Johnson, Santa Cruz, CA*

(When we run a special feature, such as the "Street Fighter II Survival Guide" (see the March '92 issue), we choose a current game that's a "hot 'n' popular property" in the gaming world. So, if you're looking for extensive tips on older titles such as Phantasy Star III, check out our bi-monthly S.W.A.T.PRO magazine. S.W.A.T.PRO's designed especially to accommodate readers who are looking for mega tips and strategies on hot new titles, as well as some of the older classics. — Ed.)

Job Wanted: Video Games

I'm a high school sophomore and an avid video game fan. I'm seriously considering a career in the video game industry. Could you tell me what kinds of jobs are available in video gaming? Also, what kind of training/education is necessary to get those kinds of jobs? If you have any information or suggestions as to how I should proceed, I would be really appreciative.

Adam Rooney, Bend, OR

(The foremost factor in preparing for any occupation is a solid educational foundation, including language skills, math, social studies, art, music, etc. You might not think that a broad knowledge base really applies to working in the video game industry. However, it's surprising how many different skills are required to create a video game.

For instance, companies need artists to create graphics. They also need programmers to animate the graphics and convert the story to computer code. Then, they need marketing people to help promote the games. The list goes on.

We're currently running a multi-part series on the creation of a video game at Accolade. Following along with this special feature will help you gain a better understanding of what people at video game companies do. From there, it's up to you. Whether you choose to pursue computer science, art, or business, you can find a place in the industry. Another great way to get experience and meet people in the industry is to take a summer job as a game counselor for one of the licensees. Good luck! – Ed.)

Where Is the Master System?

I'm sure you've been asked this a million times before. However, I'm a recent subscriber to GamePro and I would really like to know why there isn't a scrap of Sega Master System coverage in your magazine? Has Sega completely forgotten about this system or are you treating it unfairly?

Jason Field, Davis, CA

(The official word from Sega is that they have every intention of continuing to support the Master System. Obviously, they are moving ahead with this plan at a rather leisurely pace. We can assure you that we will give maximum coverage to any new games we can get our hands on! – Ed.)

Sega On-Line?

Rumors about the Sega Telegenesis keep surfacing. One month I hear it's a go, the next it's a definite NO! Please, please, please can you help me separate fact from fiction?

Omar Sultan, Kennett Square, PA

(To date, Sega stands firm with their decision not to bring the Telegenesis from Japan to the U.S. However, here's some interesting news which may help to ease your Telegenesisitis.

A company called Interactive Network has recently announced plans to release, in conjunction with Sega of America, an on-line gaming system that enables gamers to compete against each other long distance.

Gaming takes place via FM radio signals and the technology of IN hardware, which is wireless and looks similar to a small laptop with a retractable keyboard and small monochrome screen. Once gamers access the network, they can begin competing immediately. When finished, gamers have the option of send-

ing in their scores for prizes via the built-in modem. For more info, see The Cutting Edge, page 14– Ed.)

Sign Me Up

I've noticed that you've recently started running the "Team GamePro" page, where readers send in their photos, secret gaming tips, and mini-game reviews for publication. I'd love to participate. How can I join Team GamePro?

Peter Steinfeld, Los Altos, CA

(We thought it would be fun to get to know our readers a little better. So, a little over a year ago, we created the Team GamePro project. Readers were asked to send in a profile describing themselves, their favorite games, what systems they owned, etc. From the thousands of applications we received, we pared it down to 250, thus creating Team GamePro. Although it's been a long, slow process, we began sending out a variety of projects (such as a "Top Ten" ballot). You've seen the results on our new monthly Team GamePro page.

At the moment, we aren't looking for any new team members. However, after the first of next year, we will probably put out another call for applications. – Ed.)

Correction

(In the June 1992 issue of GamePro, we incorrectly identified Electro Brain's NES cart, Stanley: The Search for Dr. Livingston as a product by the SOFEL Corp. We would like to apologize to Electro Brain, SOFEL, and our readers for this oversight. – Ed.)

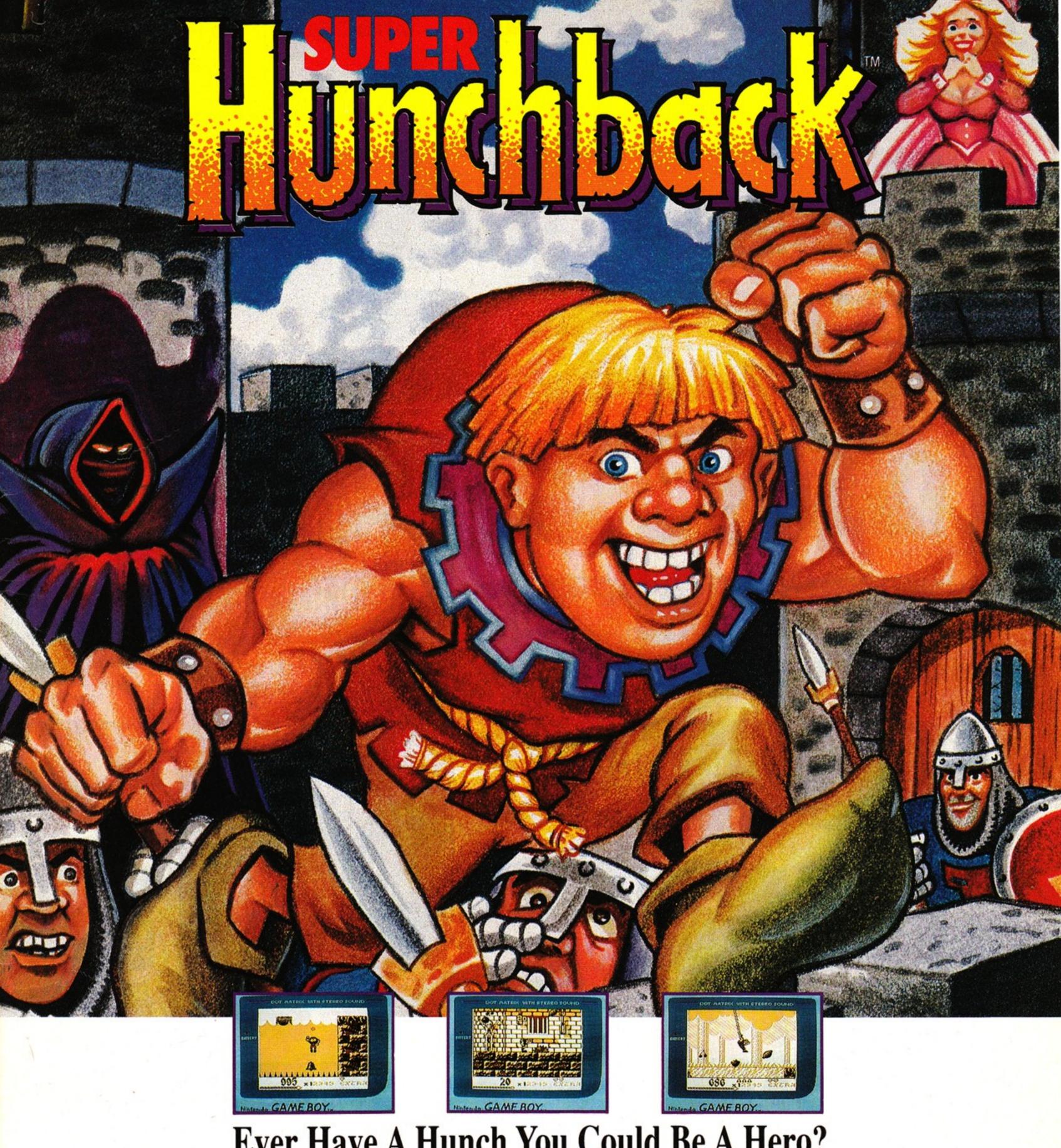
So, Tell Us What You Think.

This is your magazine so tell us what you would like to see in it. Here's your chance to design the kind of magazine you've always wanted. Send your suggestions to:

GAMEPRO Magazine

Dear Editor

P.O. Box 3329
Redwood City, CA 94064
Thanks for your input!



Ever Have A Hunch You Could Be A Hero?

Exquisite Esmeralda has been taken captive by the hideous Halfenpounder. You -- Super Hunchback-- will have to risk his trap-infested castle to rescue her from the highest bell tower!

















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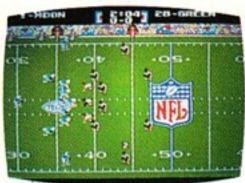




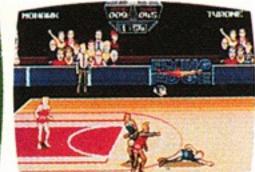




Super Adventure Island



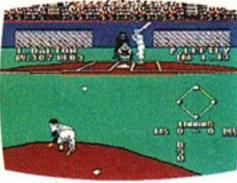
Super Bowl



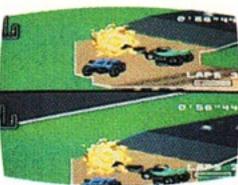
Arch Rivals



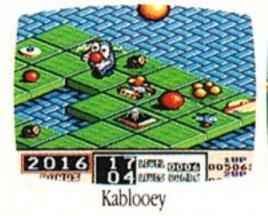
Out Run Europa



Bases Loaded 3



RPM Racing





Bart vs. The Space Mutants





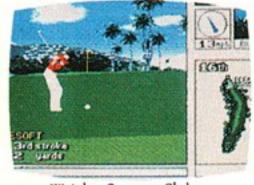
Darkwing Duck



Desert Strike



Castlevania IV



Waialae Country Club

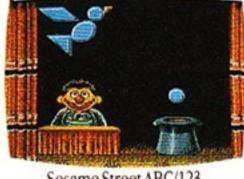


Where's Waldo

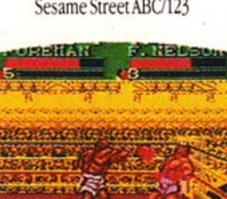
JIM \$1500

MONOPOLY

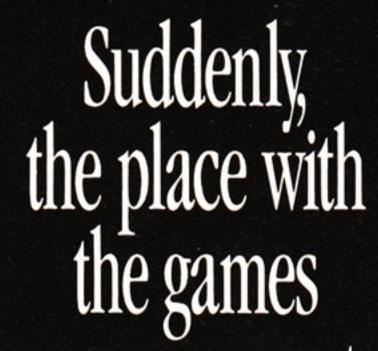
Monopoly



Sesame Street ABC/123



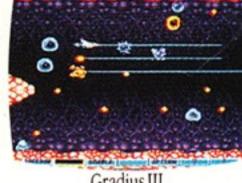
George Foreman Boxing



is Sears. Go figure.



Joe & Mac



Gradius III



Home Alone



King Salmon



Amazing Spiderman

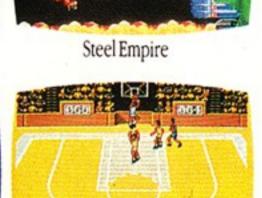
Olympic Gold



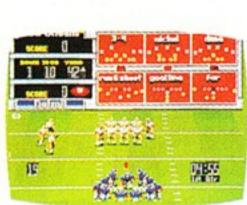
Star Trek

Teenage Mutant Ninja Turtles III

艾克智斯系列



STREET PORCHONNE Roundball



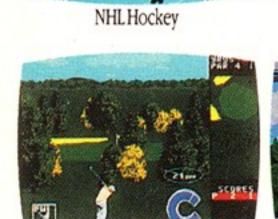
Madden '92



Barbie

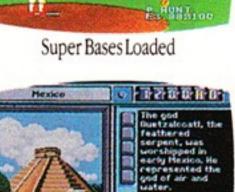


NBA All-Star Challenge 2



WINE STATE

Leaderboard Golf



Where in Time is Carmen SanDiego?



Act Raiser

Out Of This World



Pit Fighter



Rival Turf























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The Empire Strikes Back



Earth Defense Force



Paperboy 2



Paperboy 2 (NES)



Street Fighter II



Jordan vs. Bird



Top Gear



Gold Medal Challenge



Mystical Ninja



Road Rash



Sesame Street Countdown



Tiny Toons



Jack Nicklaus Golf



Gargoyle's Quest



Krusty's Fun House



Ferrari Grand Prix



Overnight, it seems, there's

a place for video games like no other. It's called FunTronics, the new game department at Sears.

FunTronics is designed to have all the games you're looking for in stock. Incredible 16-bit games. By the dozens.

It has both Sega Genesis and Super Nintendo Entertainment Systems. Along with Game Boy, Game Gear and every accessory you could imagine.

Not to mention the game stations where you're invited to get the feel of the hottest games available.

So come to FunTronics. The one place you can figure on having exactly what you're looking for.











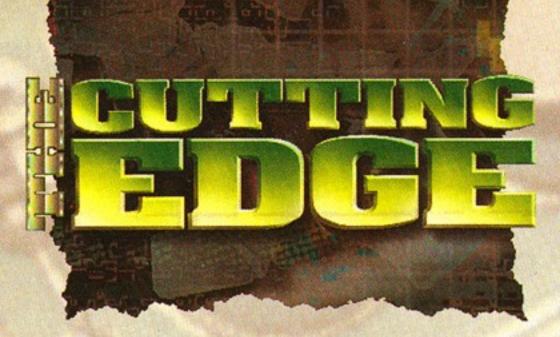












Interactive Network Plays TV

By Slasher Quan

Interactive Network (IN) turns TVwatching into TV-playing. The Mountain View, California-based company tunes in tomorrow's telegaming technology that enables users

to interact in real time with their favorite television shows, televised sporting events, and video games.

IN Control

Similar to a cable service, Interactive Network operates on a subscription basis. The start-up fee is \$200, which buys a sleek, black Control Unit. This handheld console is about half the size of a laptop computer. It's armed and ready to play with a good-size, 320-character, monochrome screen; 12 function keys; an input bar; a retractable keyboard; and a rechargeable battery. The monthly subscription rate is \$15 for solo play or \$35 for full-blown competitive interaction.

Once you join, IN headquarters broadcasts game information over FM radio waves and the Public Broadcasting Service. The two signals team-up to bring IN to your home. FM waves are more versatile, so they help make the Control

Unit portable. The PBS signal is stronger. The Control Unit receives either or both frequencies, then decodes and translates the data into on-screen game play.

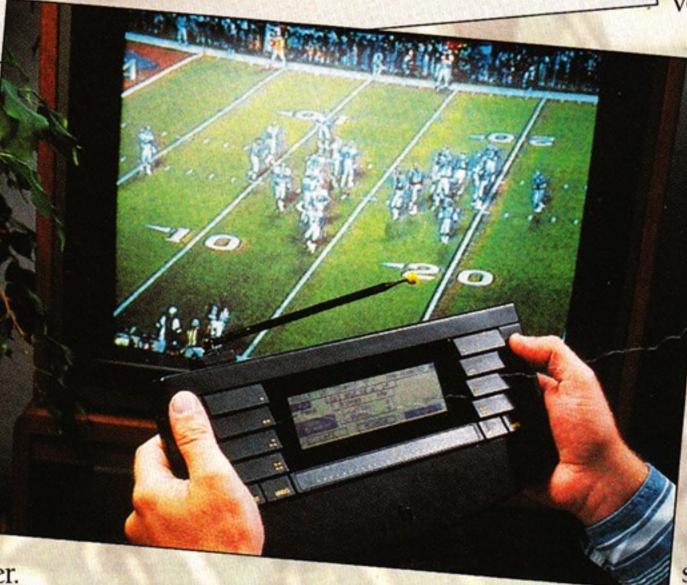
Competition Connections

In the higher-stakes, higher-thrills, competition mode, users connect a phone cord to the Control Unit's modem jack after each contest. A toll-free, eight second call transmits the score to Interactive Network HQ. Results are broadcast

moments later, and winners earn credits to buy prizes from a company catalog. Top players can compete in tournaments for trips to Hawaii, the Super Bowl, and the World Series!

Game TV!

Interactive Network's TV games are on the air now for San Francisco Bay Area residents. Whether you're a game show junkie, a sports standby, or a drama diehard, you can choose from a wide selection of programming. Each show's content determines the complexity and nature of the interaction.



For example, Wheel of Fortune whizzes can guess letters, buy vowels, and solve the puzzle right along with the contestants. Fanatic fans get baseball, basketball, football, and ice hockey games. As manager, users shift lineups and call the outcome of plays. In "Murder She Wrote," sleuths must outguess Jessica Fletcher. At-home L.A. Lawyers predict verdicts before the real legal eagles. News programs, including Don-

ahue, 60 Minutes, and NBC Nightly News, provide forums for IN viewer surveys.

IN also offers standalone games. Square Deal, Maze Runner, IN A Word, Fast Facts, and Word Sleuth are based on classic puzzle genres, such as hangman, trivia, and poker. Fresh contests are broadcast every half-hour to supplement the TV games.

Sega Gets IN

Video gamers will also be into IN. Sega of America and Interactive Network are jointly developing a Genesis-compatible

Control Unit for a '93 release. The unit attaches to the Genesis system and interacts with existing software and the new IN-specific games, as well. The original Sonic The Hedgehog will make connections with the Network, as will an IN-enhanced, special-edition, Sonic cart. Competition details are sketchy for now, but they could include level and boss variables to randomize game play.

Future Interaction

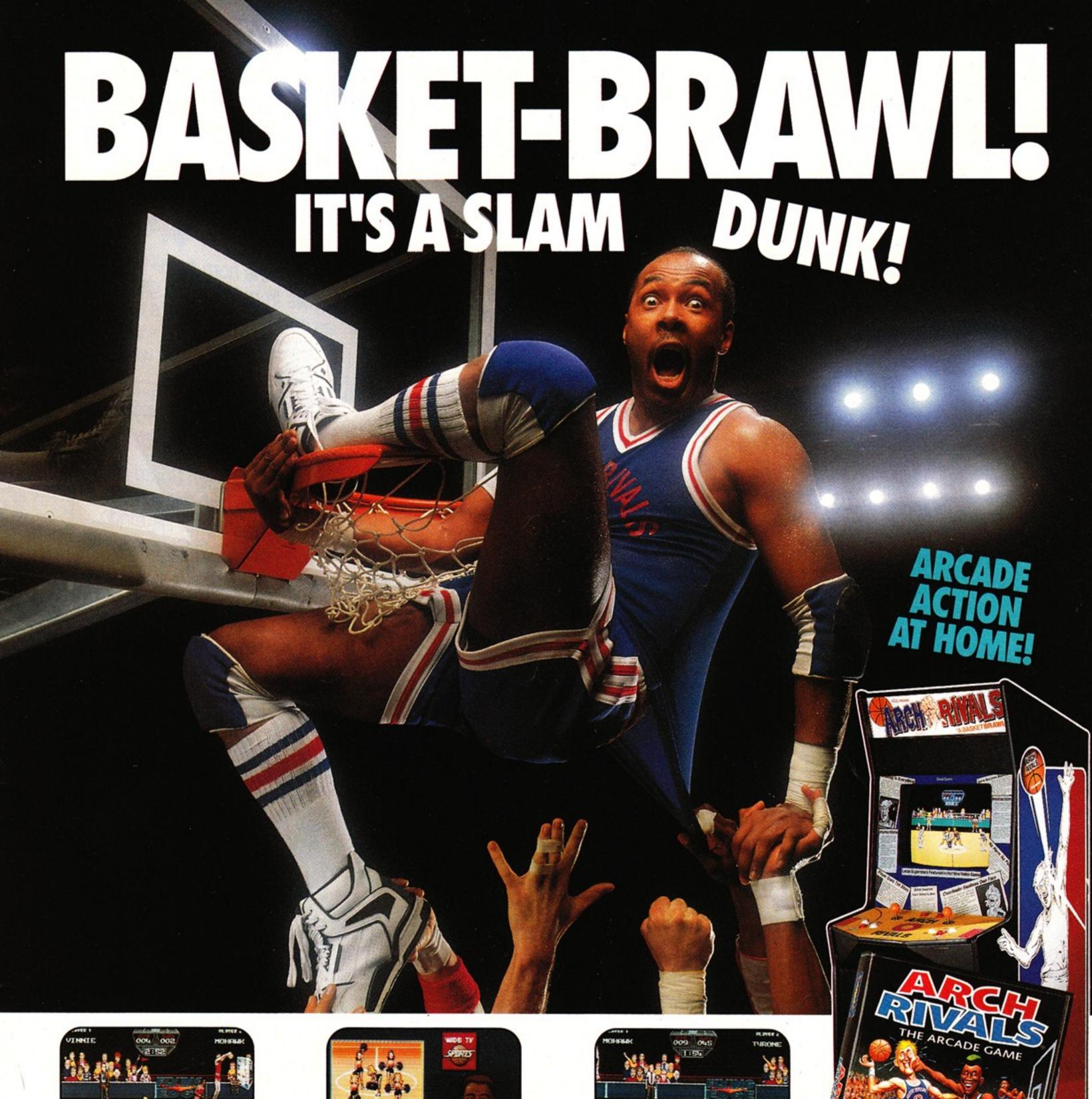
Interactive Network's plan to venture forth into a brave, new,

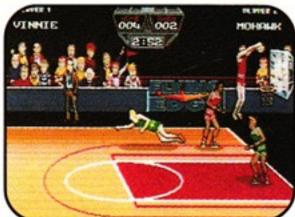
interactive gaming world is amibitious. The company plans to put Control Units into millions of couch potatoes' hands, to the tune of 40% of U.S. families in ten years.

In preparation for next year's nationwide launch, Interactive Network's pointing its signal at even more games and TV shows. IN's also considering cable program introductions, such as the new, 24-hour-a-day game show channels. Other services under development include

home banking, interactive advertising, ticket sales, real-time information, and, of course, competitive video games.

For more information, call IN's Member Services department at (800) 468-8199.





GET READY FOR AN ALL-OUT BASKETBRAWL.



DON'T MISS THIS HALF-TIME SHOW.



NO FOULS! KNOCK YOUR OPPONENT'S BLOCK OFF!

Arch Rivals®: The Arcade Game brings all its hard-hitting, slam-dunking "in your face" arcade action into your home!

This is basketball where breaking the rules is part of the rules! If you can't block a shot - knock your opponents block off! But you still need real B-ball skills like passing, shooting, slam dunks, 3-pointers and more! Arch Rivals isn't just basketball...it's a basketBRAWL!









Reader Game Tips **Bulletin Board**

Now you can leave or pick up gaming tips and tactics from some of the best gamers around — other GamePro readers!

16-Bit Tip of the Week

Genesis, TurboGrafx-16 and the Super NES. Each week we'll take the best 16-bit hint that we find and send it your way!

J.D. Roth's Celebrity **Game Tips**

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We're giving away one Super Nintendo System a week from July 1 thru August 30th in the Hot Tips Hotline Summer SNES Giveaway! And every 100th caller to the Hotline will receive a special edition poster.

You are automatically entered in the contest each time you call the Hot Tips Hotline. Or, print your name, address, age and phone number on a 3 X 5 card and send it to:

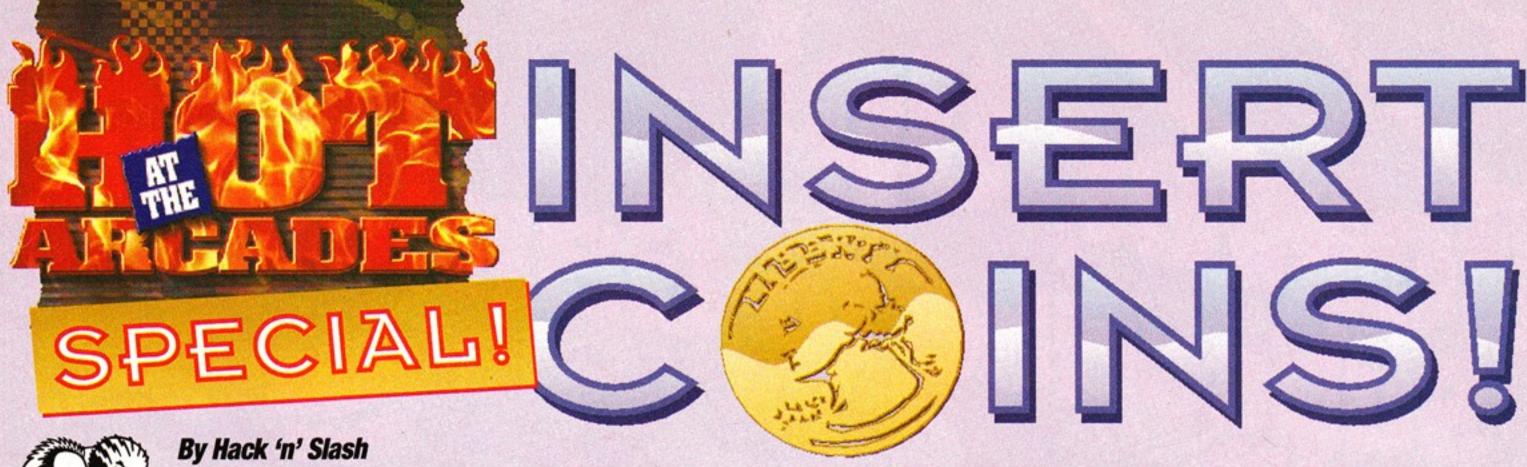
GamePro's Summer SNES Giveaway, P.O. Box 3329, Redwood City, CA 94064.

Winners are selected on a random basis. Winners who enter by phone will be instructed on how to claim their prize by mail. Winning mail-in entries will be notified by GamePro. Chances of winning are determined by total number of valid entries received. Contest ends August 30, 1992. Only valid in the U.S.A. Void where prohibited. GamePro reserves the right to cancel this contest at any time with appropriate notice. Winners names and prize information may be used by GamePro for promotional or advertising purposes without further compensation.

Calls average three minutes in length and cost \$1.29 per minute.

Be sure to get your parents' permission to use the Hotline if you are under 18 years of age. Messages subject to change without notice.







Whooooa! Hot at the Arcades finally gets its own

sizzlin' special feature! It looks like GamePros everywhere have been jamming quarters and tokens into coin-ops like crazy. We thank you for your support with Pro Reviews, an awesome Street Fighter II Champion Edition survival guide, and some sneaky Previews.

Total Carnage (Midway)

The creators of Smash TV have followed up their video megahit with another one- or two-player, all-action slugfest! The War of 1999 against the country of Kookistan has ended. However, vast numbers of reporters and civilians are still missing inside the War Zone.





The President has dispatched Capt. Carnage and Major Mayhem to rescue all the hostages held by the evil General Akhboob, who is reported to be creating disgusting mutant life forms and new weaponry within his secret inner sanctum.



Swirling warp disks, secret codes, a full arsenal of bombs, air-to-surface missiles, detailed maps, and various power-ups help players get through three major battlefields. The multiscrolling, overhead action follows the heroes as they try to avoid land mines, flamethrowers, toxic slime, runaway jeeps, nuclear time bombs, and legions of mindless zombies out for blood! Immense Bosses, that make Smash TV's Mutoid Man look like a Keebler Elf, lurk at the end of each level!

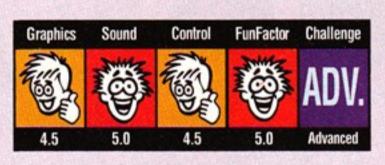
PROTIP: In two-player games, cluster the two players and move as a single unit. Cover each other's backs against oncoming enemies and obstacles.

PROTIP: At the start, soften up the Bosses with several Air-to-Surface Missile Strikes.

Total Carnage's Smash TV lineage is readily apparent. In addition to similar graphics and game play, the game features the same dual, multi-directional, move-and-fire joystick controls that everyone loved about Smash TV. But believe it or not, Total Carnage features even more guts, gore, and action than its predecessor!

PROTIP: You must collect at least 220 keys to enter General Akhboob's Pleasure Dome.

Total Carnage is total mayhem! A sensory overload of nonstop frenetic action, awesome graphics, and pulsepounding music and sound effects. Although this game may seem like senseless chaos, only true gamers with lightning fast reflexes and focused concentration can make it through to the end. Total Carnage is total fun!



Air Rescue

(Sega)

Air Rescue is a hellacious helicopter coin-op where you fly five missions behind enemy lines to rescue prisoners of war (P.O.W.s). Make your guys safe and the enemy sorry.

You cruise from a pilot's eye view into knockout graphics, thanks to Sega's System 32



arcade CPU. The game's hefty 32-bit power plant paints panoramic 3-D scenery across the 26" game monitors and zooms graphics straight into your cockpit. Shaky flying makes terrain fly at your windshield, and happy P.O.W.s run right up to your face. In two-player games, you can see your bud on-screen. A simple, but effective, overhead radar map helps you plan your rescue strategy.



The sounds are standard issue blast-to-the last effects. Rescued P.O.W.s voice a polite, but repetitious, "Thank you," after you land.

PROTIP: Land as close as you can to P.O.W.s, directly on top of them if possible.

The helicopter controls are simple and effective. Whipping the flight stick around swivels your seat with corresponding movement displayed onscreen. A one-handed trigger and thumb-switch array activates machine guns (with unlimited ammo) and missiles.

PROTIP: In two-player games, one pilot should cover the other's tail during pickups.

PROTIP: When you land, you can still spray a 360 degree area with fire power.

The fighting gets hairy, but coin-op air combat vets should be able to outlast the blistering enemy fire. Choppers, armored personnel carriers, and tanks try to blast you out of the sky. Your primary concern should



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The #1 shoot em' up in the arcades for over 13 months! Now available on Super Nintendo Entertainment System. The year is 2089 A.D. The imperialistic forces of the planet Carnass have invaded earth. Their goal, to add earth to their expanding empire. Pilot your Raiden bomber through eight levels of sheer destruction and terror. Collect icons and explosives to boost your firepower and vanquish the Carnassial juggernaut.

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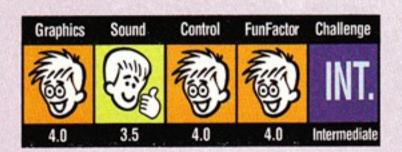
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be to watch your gas gauge and to make sure you pick up all the P.O.W.s.

Air Rescue's easy to fly, and it puts up a good fight. If you're in line for coin-op chopper duty, it's Air Rescue to the rescue.

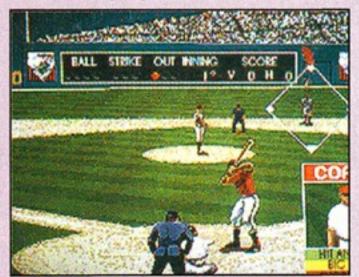


Relief Pitcher

(Atari)

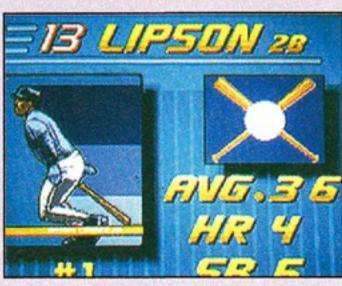
Relief Pitcher is more than just another day at the arcade ballpark. It steps up to the plate with great baseball features and awesome graphics.

You can play ball against the computer or go head-to-head with a friend in either a 7-game series or one 9-inning game. Choose from four different teams and five different ball-parks. Reflecting current capitalistic trends in modern baseball, players start off with a



minimum salary and earn bonus dollars for outstanding plays. The more money your players earn, the better they play! Relief Pitcher features one multi-directional joystick and a unique "cluster" button, subdivided into three sections. Each section controls a different aspect of pitching and batting. The button's designed to give players ultimate control and secrecy in their moves. When pitching, select fastballs, curveballs, sinkers, knuckleballs, screwballs, or rising fastballs.





You can also arbitrarily vary your ball speed by throwing hard, regular, or off-speed pitches. Batters can aim their hits by choosing to either swing, bunt, or "go for it" with a home run stroke! In addition to the usual fielding plays, fielders can hit the cutoff man and rundown overaggressive base runners!

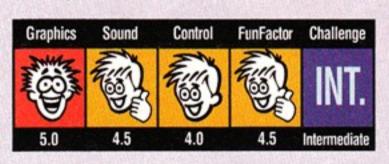
PROTIP: Heed the third base coach's play calling. He knows what he's talking about!

PROTIP: Bunting towards third base is safest.

Relief Pitcher's graphics are beautifully rendered. The fluid animation and fast-scaling action is seen from a third-person perspective, behind home plate. Characters are large and clear, and no shortcuts were taken in creating the back-

grounds and playing fields. The "baseball reality" in this game is definitely believable.

Although it doesn't reinvent Abner Doubleday's favorite creation, Relief Pitcher is a well-crafted arcade baseball game worth taking a swing at. Jack Buck's digitized play calling adds an authentic touch to the proceedings. Your only dilemma will be deciding whether to play it or just watch it!



F1 Exhaust Note

(Sega)

Sega's back on the arcade track.
Unlike Monaco GP, F1 Exhaust
Note doesn't focus on real-deal
tracks and picture postcard
European locales. Instead, it puts
the pedal to the metal for full-out,
white-knuckle, race drivin'!



You try to tame this wild ride by wheeling around the track from a behind-the-car perspective. You can monitor the competition (ideally) with a rear view mirror that spans the top quarter of the 25" monitor. Your only control decisions are between an automatic or a manual transmission.

PROTIP: Swerving off the track doesn't slow you down much, so don't panic when it happens.

Arcade racing afficionados should have a blast running this circuit. The courses are quick, if familiar. You race in a sixteen car field, and the track gets crowded – unless you're stuck at the back of the pack. Of course, ego maniacs will want to finish number one. Most drivers, however, will have their hands full just aiming for extended driving time by moving up through the pack.



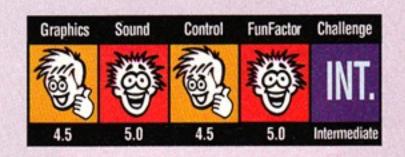
Exhaust Note's hardware really makes the game jump. Sega's System 32 brain paints championship graphics, including cool digitized people and hardware shots. However, you'll be so busy trying to stay on the road that you won't



have time to admire the scenery. A couple of Yamaha Active Servo speakers mounted at ear level in the back of your seat really pump you up with live stereo sounds and music that rocks big time.

PROTIP: Pass your rival by knocking him off the course.

The racing game will totally grab you. Race a buddy for good time kicks. The game maxes your adrenaline level and makes you sweat. F1 Exhaust Note earns the arcade pole position.



CUBERCO

ARE YOU TOUGH ENOUGH TO TAKE ON THE CORPORATION

The Universal Cybernetics Corporation's got a huge PR problem.

Seems some morbid folks are calling the new domestic robot they've designed "THE RIPPER" due to a nasty little defect - this robot-likes to kill.

Or is it an accident that the UCC happened to create a genetically engineered killing machine who also happens to have an insatiable appetite for humans beings?

European hit CORPORATION, you're the CYBERCOP who's been chosen by the government to crack the complex security system of the UCC. Your mission: confiscate the mutant robot they've designed as the ultimate weapon.



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Just remember CYBERCOP you're completely on your own. Of course, you'll arm yourself with a whole arsenal of fire power – everything from hologram projectors

to infra-red image intensifiers.

If all goes well, you'll be a national hero. But if the droid guards, sleeping gas and autolock doors get the best of you – even your own





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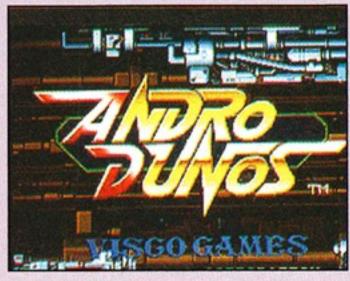
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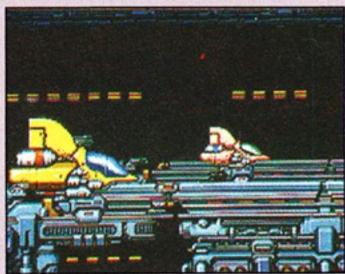


Here's a sneak peek at some hot, token-takin' action itchin' to burn up your local arcades. Stay tuned for full-blown reviews of these and other games in future installments of Hot at the Arcades!

Andro Dunos (SNK)



Okay, Neo Geo space cadets, here's one for you. You pilot your space fighter against an awesome extraterrestrial



megaforce, and some colorful scenery, too. Grab every weapon you find and build up massive fire power in order to blast through this far-out, simultaneous two-player, horizontally scrolling, space shooter. Be prepared to encounter the unencountered through a galaxy of treacherous war zones.

G.I. Joe (Konami)



Yo, Joe! The evil organization, COBRA, is back with devious plans for world domination. The fate of our planet rests on the shoulders of you and up to three of your friends in this first-person perspective shooter. Choose from among G.I. Joe team members Duke, Road Block, Scarlett, or Snake-Eyes as they take on wave after wave of COBRA goons. Do you have what it takes (in addition to two tokens) to be a "real American hero?"

Guardians of the Hood (Atari)



This one- to three-player beatem-up features awesome digitized graphics, just like the classic Pit-Fighter. Street gangs have taken over Center City, and it's up to you and your friends to win it back. Each gang boss you defeat becomes another character you can play. Master over 35 different moves, plus each character's unique "Power Move," as you battle your way to the final confrontation with the mysterious "Mr. Big!"

Knights of the Round (Capcom)

The legend of King Arthur and the Knights of the Round Table come to life in this actionpacked, one- to three-player, side-scrolling, fight extravaganza! Choose among King Arthur, Sir Lancelot, or Percival and



use each character's unique weaponry and fighting abilities. Large sprites, beautifully rendered graphics, and a unique theme makes this game a must-play!



to the final showdown with the Kingpin of Crime! Massive weaponry, huge explosions, and lots of blood 'n' guts are the norm in this intense twoplayer, side-scrolling fighter!

INSERT CONSI

Ninja Commando (SNK)



Get back to hack-'n'-slash basics with ancient Neo Geo Ninjitsu secrets. Use your video martial arts knowledge and numerous weapons to beat your way through this simultaneous two-player fight. Pick up power-ups and deadly Ninja gear to survive this awesome-looking, vertically scrolling, combat adventure. This game may even be too tough for Turtles!

The Punisher (Capcom)

Marvel Comics' most popular vigilante hits the arcades in a full-scale, blowout, action-packed fighter. Play solo or join forces with Nick Fury, another Marvel hero, and punch, kick, and blast your way through treacherous levels on the way

View Point (SNK)



View Point brings a familiar point of view back to outer space shooters. You fly your Neo Geo star fighter via a ¾, diagonally scrolling perspective. Shades of Zaxxon! In this simultaneous two-player, outer space shooter, you rocket against several awesome-looking space fortresses, take on a fleet of motherships, and blast the stars out of weird space creatures. Remember, in the arcades, everyone can hear you scream!

GATES TO ANOTHER WORLD...











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Step boldly through the Gates to Another World!
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- Enjoy the luxury of an advanced Auto-Mapping feature that records every step of your adventure!
- Hours of intense trekking can be saved with Battery Back-up!



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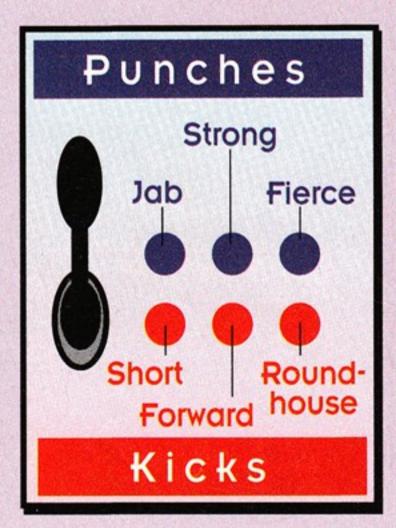
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INSER

Slasher Quan and Dr. Dave

Last year's monster martial arts arcade hit is back. This time around it's meaner, faster, and better than ever — Street Fighter II: Champion Edition! You mastered the Street Fighter II basics with GamePro's March '92 Survival Guide. Now make your move for the top with these never-before-seen, head-banging, Champion Edition techniques.



Key to Commands

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

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

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

M. Bison



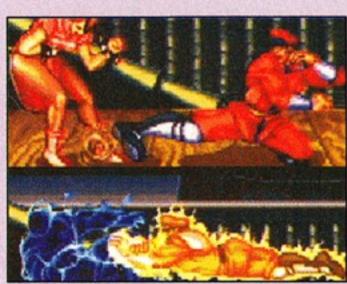
STREET FINALEIL

Champion Edition

Survival Guide

Head Stomp: Charge Down.
Then press Up plus, any kick
button to land feetfirst on the
enemy. Control Bison's direction as he flies through the air.





Four-Hit Combo: Use the Head Stomp, followed by a midair punch to the head. As you fly, Charge your Flaming Torpedo. When you land, throw a quick kick, then finish off the attack with your Torpedo. String these moves together for devastating damage!



Flaming Torpedo: Charge Back. Then press Towards plus any punch button to engulf Bison's body in energy and to knockout airborne opponents.



Scissor Knee: Charge Back for three seconds. Then press Towards plus any kick button.





Wall Climb: Charge Down.
Then press either Up-Diagonal plus any kick to spring off the wall. Now land and strike with a claw or Fierce backbreaker.



Air Slam Combo: Charge your Wall Climb. Smack your opponent with a punch, then climb and Air Slam the enemy.

Tumbling Claw: Charge Back.
Then press Towards plus any
punch button to spring forward
with an extended claw!



Balrog
Turn Punch:
Charge all three
punch buttons or

all three kick buttons for one second. Release the buttons for a turnaround straight punch.



Dashing Punch: Charge Back. Then press Towards plus any punch to run forward with a big fist.

Dashing Uppercut: Charge Back.
Then press Towards plus any kick to dash with an upper hand and nail jumping adversaries.



Multiple Punch: Charge your punch-button Turn Punch and your Dashing Uppercut simultaneously. Use the moves in sequence.

Headbutt Combo: Move close and press Fierce to use Balrog's headbutt while Charging your kick button Turn Punch. Let the Turn Punch fly when you disengage the headbutt.



Three-Hit Combo: While Charging your Dashing Punch, jump at the opponent and strike with any kick. When you land, immediately use a Short followed by the Dashing Punch for a punishing three-hit.

Uppercut: Press Towards, Down, Down-Towards, and any punch button. Hit the enemy at close range, or at long range, to avoid a counter-

strike.



Tiger Fireball: Press Down,
Down-Towards, and Towards
to begin Sagat's fireball move.
Now push any punch for a high
Tiger, or press any kick for a
low Tiger.



Two-in-One: Midway through an uppercut or fireball motion, add an extra punch or kick for a double attack!

Tiger Knee: Press Back, Down-Back, Up-Towards, and any kick to leap forward with a devastating double knee. This move propels you over fireballs.



Knee Combo: Jump at an opponent with a kick. Land and throw a punch followed immediately by a Tiger Knee for four hits!



Instant
Spear/Torpedo:
Jump Up. Then

press Down plus Fierce or Roundhouse to immediately attack using your body as a spear or torpedo!



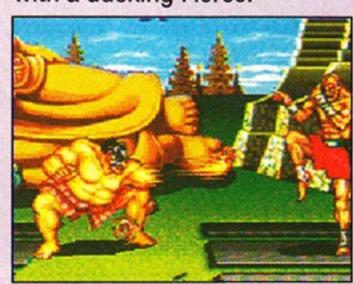
Slide Counter: To avoid most projectiles and flying body attacks, press Down plus Short. Then stand up, turn around, and nail the enemy with a kick!



E. Honda

Triple-Hit Combo:
Jump at an opponent with a Fierce

punch. Land, use a standing Strong, and finish the move with a ducking Fierce.



Improved Rubber Arm: Tap any punch button to Charge the long arm of Honda. Then move forward while in midattack to trap the opponent.

Improved Helicopter: Press Down, Down-Back,

Back, and any kick to fly forward with an extra deadly spinning kick. Now one hit will knockdown the opponent!



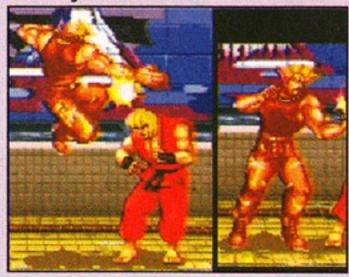
Improved Fireball: Press
Down, Down-Towards,
Towards, and any punch to
throw faster-than-ever fireballs.
Corner opponents on one side
of the screen!

Two-in-One: Throw a Fierce punch during the Helicopter joystick motion for a double hit.



Flying Knee:
Press Towards
and Forward to leap

at an opponent with an outstretched knee. Charge a Sonic Boom during this move for deadly results.





Four Fierce: While Charging a
Sonic Boom in midair, jump at
an opponent and Fierce chop
him to the head. Land, use a
Fierce uppercut, and then
immediately press Towards
plus Fierce to throw the Boom.
Attack once more with a Fierce
backfist for the fourth lethal hit!

Improved Ball Attack: Charge Back. Then press

Towards plus any punch for a rolling body attack. Blanka's Jab Ball now stops midway across the screen!



Easy Electricity: Tap any punch to Charge Blanka's Electricity during a jump or Ball and release it just when you land.

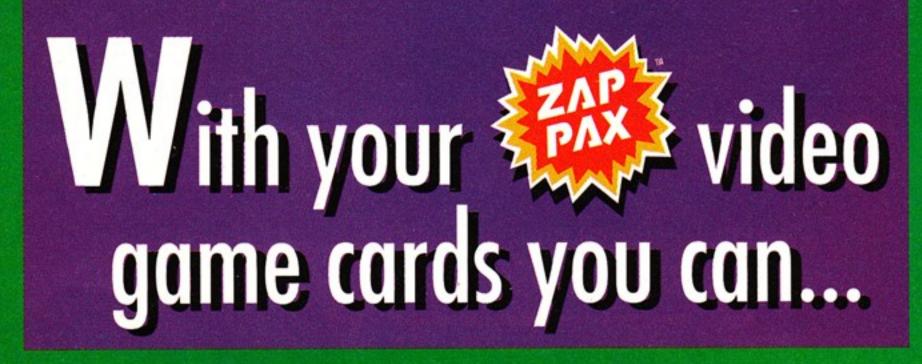




forward to trap the opponent.



Improved Spinning Pile Driver: Rotate the joystick 360 degrees and press any punch button to grab the opponent from a great distance, even during a special move. You'll bounce away to safety.



...Annihilate-the-Aliens, Beat-the-Beasts, Clobber-the-Criminals, Dash-the-Droids, Eliminate-the-Enemy, Flatten-the-Fiends, Gobble-the-Gremlins, Help-the-Hero and still be home for



Look for randomly packed Holograms in this Premiere Edition!

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Improved Down Kick: Jump at an enemy. Then hold Down and rapidly tap Forward just as you land on him. You can score up to five hits!



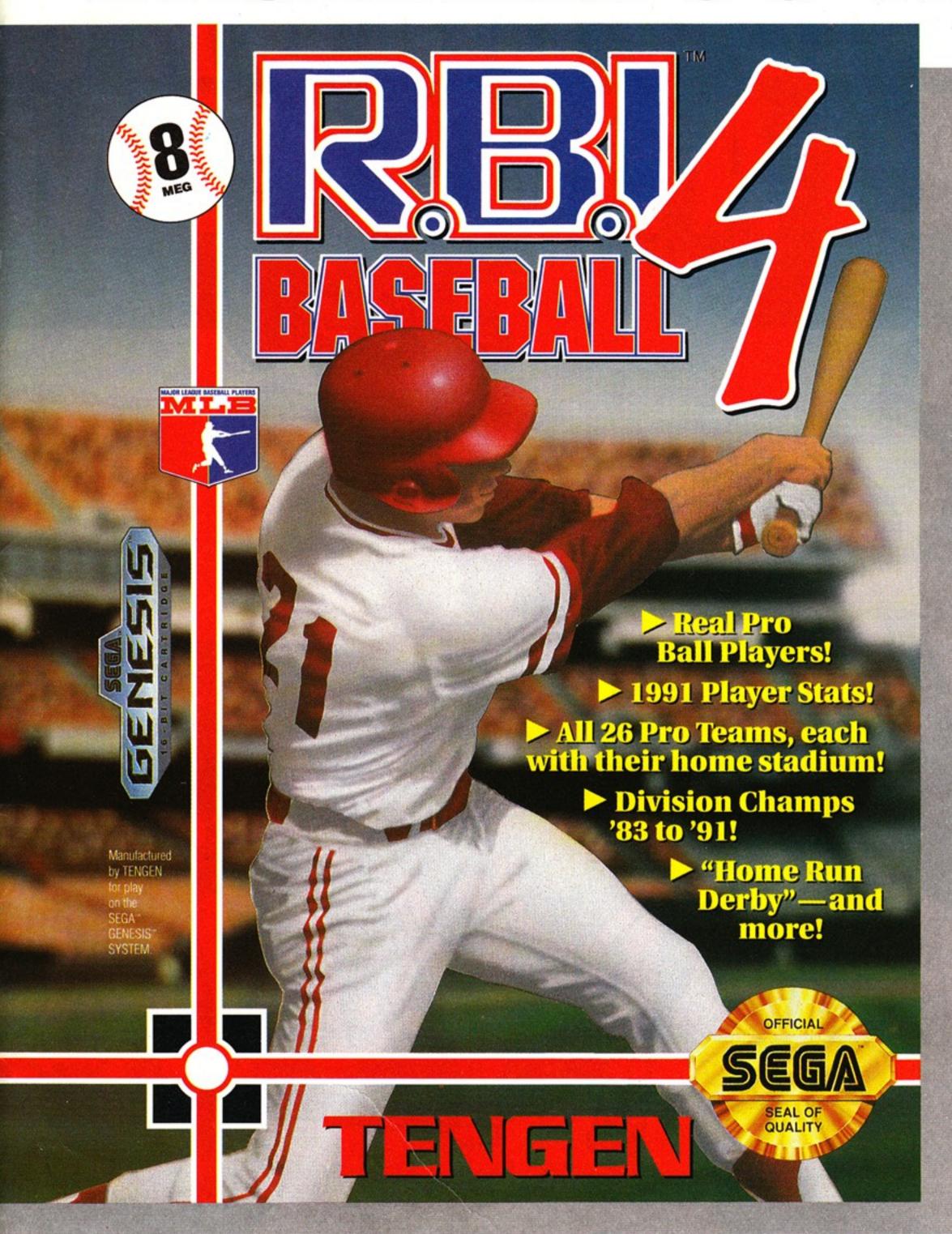
Improved Lightning Leg: Leap at an opponent while Charging Chun Li's Lightning Leg by rapidly tapping any kick button. Land with the Leg and you'll damage the opponent, even if he blocks!

Improved Dragon Punch:
Press Towards, Down,
Down-Towards, and any
punch to throw a quick uppercut that
enables you to avoid fireballs. Use a Fierce
Dragon for long range.



Dragon Combo: Stand close to the opponent and throw a standing punch. Immediately begin the Dragon motion, and in the middle, add another punch. The Dragon will double-hit for a total of four hits!

BASEBALL SO REAL ...



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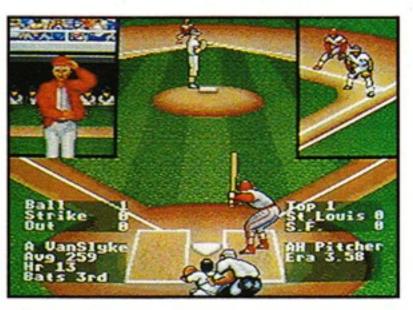
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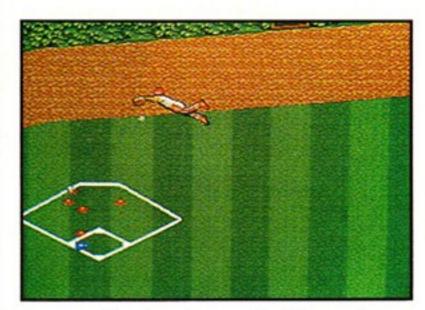


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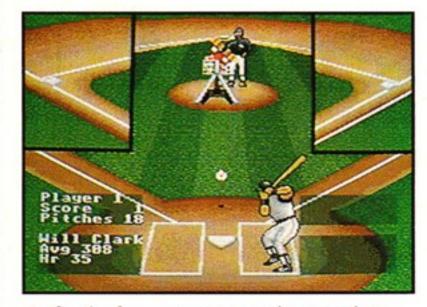
All-new graphics and animation so awesome you'll feel like you're at the ballpark!



Every stadium is unique, with different fence distances, colors and indoor or outdoor fields.



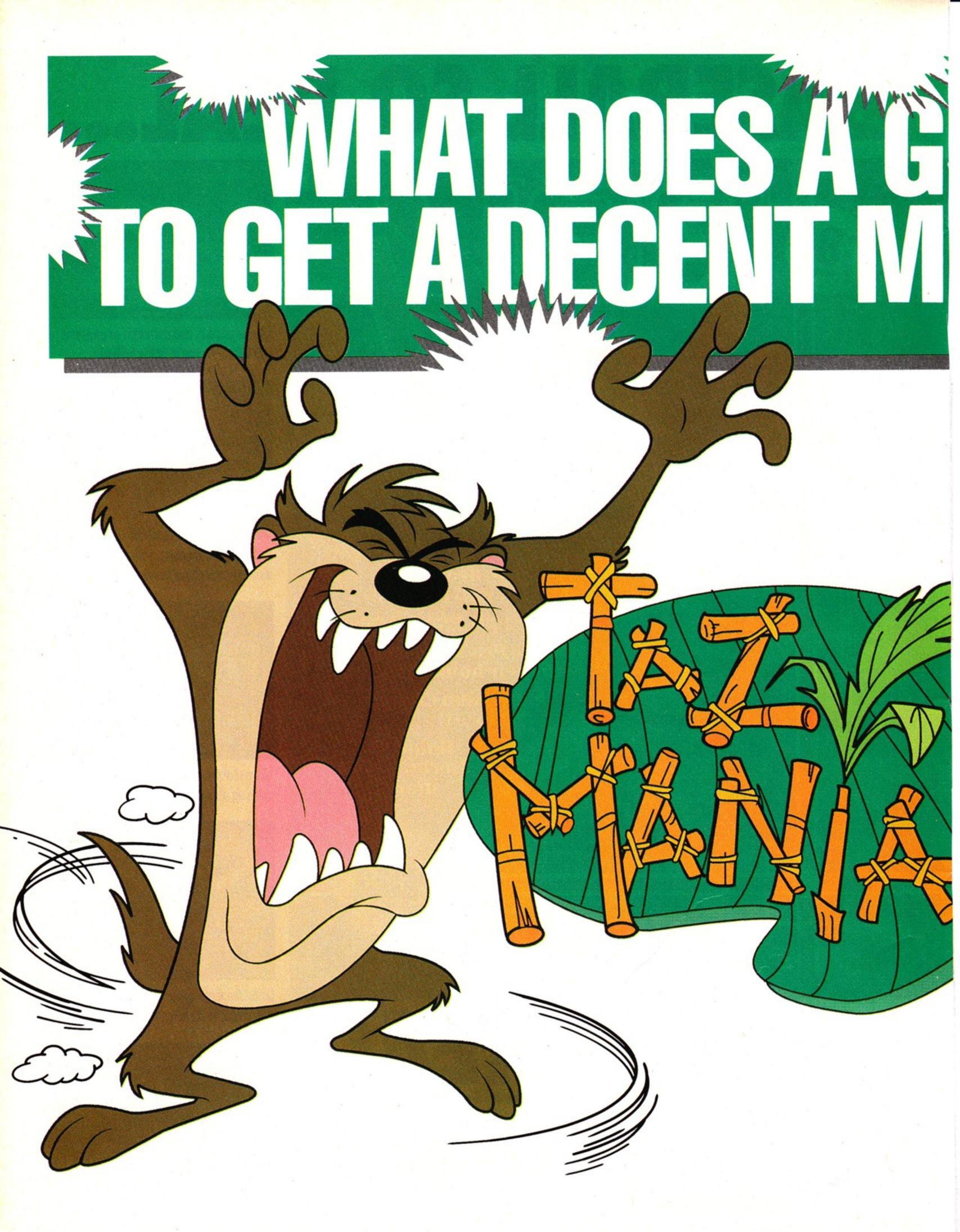
Like a real manager, you select your lineup made up of real stars — and superstars.



Go for the fence against a pitching machine with your favorite hitter in "HOME RUN DERBY."



Put yourself into a game-winning, heartpounding "GAME BREAKERS" situation.



LY HAVE TO DO MEAL AROUND HERE?

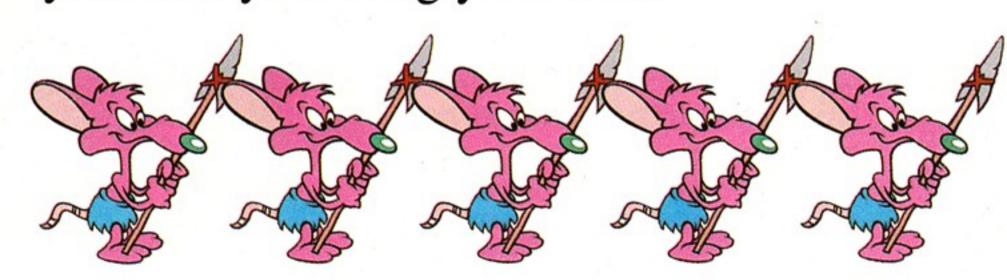
Welcome to Taz-Mania, home of the hit cartoon series. Now, it's the hottest new game on Sega™Genesis. And lots of your favorite characters

are there. Like Taz. Bull Gator. The Bush Rats. Francis X. Bushlad. And Axl.

Our hero, Taz, is always hungry.

But in this game, his dinner's been hidden way across the island. And you have to take him for a spin to find it.

Just be warned. Play Taz-Mania once, and you'll always be hungry for more.

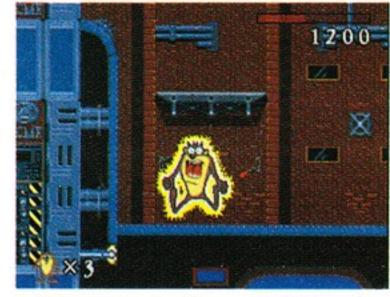




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Munch a hot pepper and Taz can really burn up his enemies.



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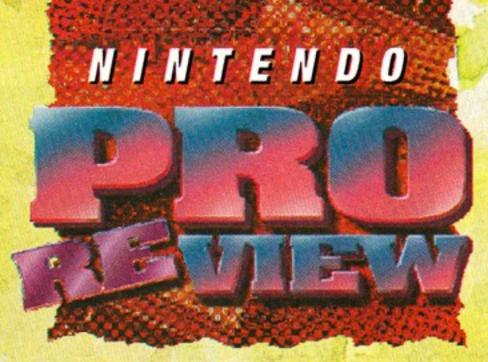
Taz growls and fusses—and whirls into a Taz tornado.



Signs like this mean Taz is in big trouble.



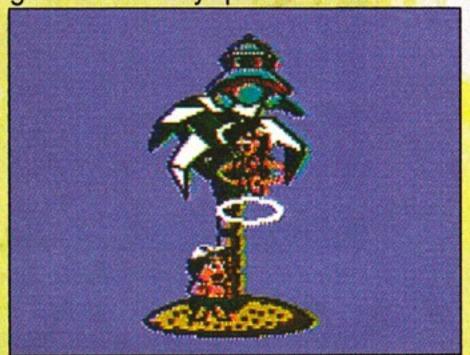
TM



By Monty Haul

Hudson Soft's main master of disaster and island hoppin' homey, Master Higgins, has

stamped his jungle jumpin' time card four times on three Nintendo game systems. Well, Adventure Island III puts the Master's retirement plans on hold once again. Jeannie Jungle is abducted by space mutants!



Jeannie gets "beamed up."

That's right, outer space creeps make off with Higgins' fave babe-a-licious companion. To save face and friend, the Master must plow through eight all-new, but still familiar, NES islands of adventure. Hudson's third Island installment follows the established format and doesn't stray in the slightest from the beaten path.

The Danger Zones

The space goons learn a lesson from the Master's old nemesis, the Witch Doctor, and set up a similar eight island obstacle course to confound Higgins. Our heroic

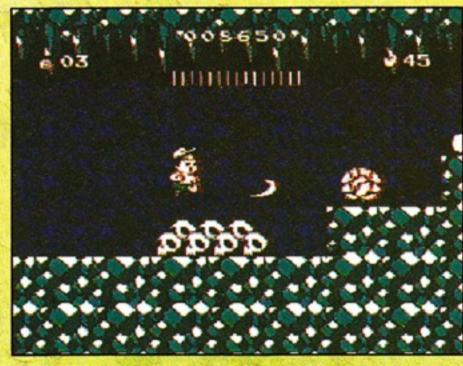


PROTIP: Walk slowly forward in Island 8's volcano areas. Stand in the center of a lava shower to avoid being scorched.

jungle man hops through deserts, forests, waterfalls, volcanoes, caverns, and lakes in search of Jeannie J. The side-view levels are colorful but blocky looking. A few days in this paradise is a big dose of déjà vu. After a while, it all looks the same. Island II vets will also recognize the decent sounding, but recycled, jungle tunes.

Island Axetion

As always, Higgins' control is sweet and simple. His tried-and-true moves include running, jumping, ducking, swimming, and shooting. The Master's attacking arsenal is nearly unchanged from Adventure Island II. His primary weapons are an axe and a boomerang. He can also catch a ride aboard five varieties of friendly dinosaurs: Taylor flicks his tail, Magma breathes fire, Don-Don flies in the sky, Classie swims undersea, and a new steed, Poley, rolls and bowls over enemies. Higgins can also cruise the beaches on his trademark skateboard.



PROTIP: Toss boomerangs to knockout boulders. Don't try this stunt with an axe.

PROTIP: Roll Poley down hills to defeat gangs of island enemies.

A handy feature from the last Island is back in full force. Upon completing an area, Higgins can horde his weapons and dino buds for future use! This is especially helpful in the later, more lethal levels. The Master gets unlimited continues, and he keeps his full stock of items even when the game's over.



Higgins can stash his power tools.



PROTIP: Collect every piece of fruit in the bonus rounds. Clear the level and you'll receive a Crystal, which protects you from one hit.





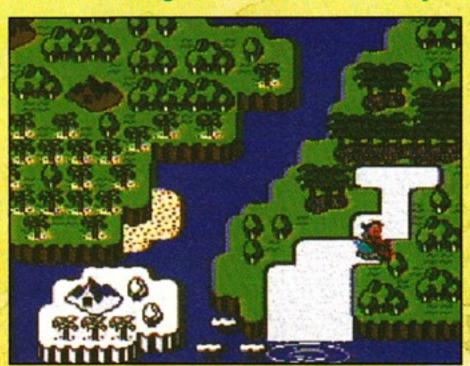
Bland

Egg-cellent Items

The Master's prehistoric pals aren't the only feature back from extinction. The ever popular egg items have also been reincarnated. Higgins must crack open the eggs to win prizes. In addition to weapons and dinosaurs, he'll find the Honey Girl for invincibility, a time stopper, and keys which lead to bonus rounds. More valuable hidden eggs can warp the Master past an entire island!

PROTIP: Hidden eggs absorb your shots. Throw axes or boomerangs everywhere to pinpoint their locations.

PROTIP: Leap directly on top of eggs to avoid knocking them into bottomless pits.

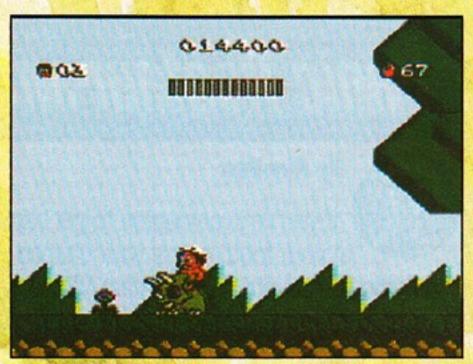


PROTIP: You'll find a pterodactyl warp on Island 2-3, the Ice Cave. Look for another warp on Island 5.

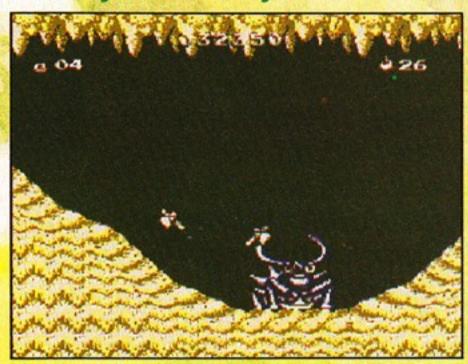
Higgins' lifeline is on automatic countdown, so he's in constant danger of keeling over due to malnutrition. Don't fret, the Master gets the pick of the fruit and vegetable crop. Bananas, berries, pineapples, milk, and even pork chops extend his strength, and 100 such collectable delectables translates into an extra life.

Tropical Terrorists

Like much of Adventure Island III, the jungle nasties are old hat for Higgins. He matches wits with uninspired, but everdangerous, creatures such as flying swordfish, springing octopuses, bats, firebreathing snakes, and pig-headed warriors. The space mutants deposit a big, ugly, boss baddie at the end of each island.



PROTIP: Watch where you walk! This blue flower planted in the background indicates an enemy will ambush you from behind.



PROTIP: Duck on the left hillside and toss axes to sting Island 1's Scorpion boss.

Join the Club

Playing the latest NES Adventure Island game is like watching a new episode of "Gilligan's Island." You've never seen it before, but it still seems like a rerun. Adventure Island III is another massive, ultra-challenging, island-hopping addition to a classic series, but the game's structure and presentation are nearly identical to its forefathers'. The action's solid, but it's repetitive and familiar side-scrolling fare. The graphics and sounds are a grade or two below top-of-the-line NES carts, such as Super Mario Bros. 3.

Despite the predictable failings, Adventure Island III is a good choice for first-time Islanders and those itching to rescue Jeannie J. one more time. Like the earlier 8-bit entries, the third should induce a mild case of Island Fever.



Panic Restaurant

By Kay Oss

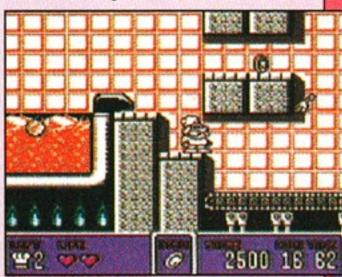
If you've ever wanted to get back at your food, now's your chance.

In Panic Restaurant, Taito's latest NES action cart, you can chase those calories away!

Food Fight

you shovelin' it in.

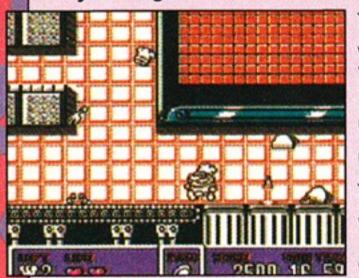
This side-scrolling, action/adventure keeps you hungry for more. The graphics are cute and clean, and the music isn't spoiled. You have to shake 'n' bake your way through a six course meal, that means six tough, food-fighting levels. It will take you awhile to reach dessert in this mega meal. Luckily, the endless continues keep



PROTIP: Forgo the fork and the power-up in Stage 3. You'll need to keep the saucer to fight the Barbeque boss at the end of the level.

Protip: To beat the angry frying pan boss in the first level, stand to the far left of the screen. You'll be able to repeatedly clobber him on the head with your frying pan and he won't be able to harm you.

You play a stout Marioesque chef with standard moves (run, jump, hit, and duck). Your recipe to success is to fight your way through the dreaded Panic Restaurant on your way to fight



PROTIP: Crunch the cups before venturing onto the burner. Be sure to time it just right or you're fried.

the Ohdove boss. Armed with your heavy duty skillet, you must beat back a mob of angry food-on-the-move. Along with other delicacies, the pizzas are peeved, the baked chickens are running wild, the toast is "popping" mad, and the hotdogs are hot on your trail. You can pick up other hack-'em-up kitchen utensils

whack-'em-up kitchen utensils along the way, such as Spoons, Forks, and Saucers. The Saucer's

your best choice for long range food blasting. However, one hit is all it takes to lose any recently acquired weapon. Then it's back to the ol' frying pan.

Bon Appetit

Panic Restaurant gives you that Thanksgiving Day feeling – you keeping wanting more even though you're stuffed. If you're hankerin' for a good meal deal, make a reservation at Panic Restaurant.



PROTIP: In the Fish Stage
(Stage 4) after you've crossed
the rooftop, keep to the far left
of the first chimney. Wait till
the lightning passes, then
leap to the far right of the next
chimney. Again, after the
lightning passes, leap to the
the next chimney and you're
home free.



Danny Sullivan's Indy Heat

By Otter Matic

Start your engines, motorheads! A great arcade racing game is set to scorch into your homes and make a pit stop at

your NES. You'd better invite three of your friends over because it's going to take the whole crew to outrace the wizard of the wheel, Danny Sullivan.

Hot Wheels

Make sure you're using a potholder when you slide Danny Sullivan's Indy Heat by Tradewest into your

Indy Heat by Tradewest into your system. It just might burn your fingers! The overall game play, although simple, is outstanding, especially when played with two or more drivers (so dig out a Four Score or an NES Satellite). You race an entire season on the professional racing circuit, blazing

through nine hot spots like Jersey, Michigan, Illinois, and Colorado. Danny Sullivan always drives the fifth car, and, as the cart's name implies, he's as hot as Indy 500 asphalt! Pit stops are required, so your crew better be quick if you want to stay in the race.

Danny kicks your tailpipe, but cash and point prizes are awarded to the drivers depending on how they place in each race. With the dough,

you can wheel and deal for torrid turbos, treaded tires, quick crews, powerful engines, better brakes, and mo' better mileage.

PROTIP: Try to damage Danny's car right away by crashing into it.

from behind. This forces him to drive a long distance at a reduced speed to his pit.

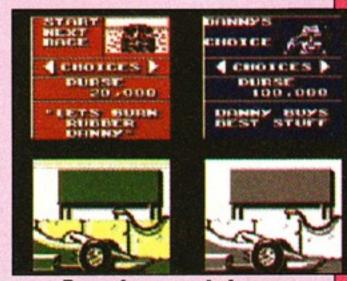
PROTIP: Let Danny buy your goodies and add-ons for you. He knows what's best for your car, and for each race.

Here's a shot of the track with

two nattened pit crews and a

smoking car.

The controls for the game are simple. You can turn right, turn left, accelerate, and, if you own any, get a speed blast by pressing turbo.



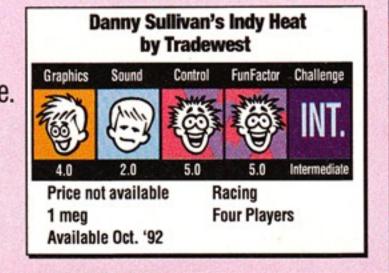
Danny's a smart shopper.

PROTIP: If your pit flag shows up on the approach to your final lap, ignore it and turbo to the finish line.

Indy Heat's only downfall are the less-than-lively sound effects. If you turn down the sound and convince your friends to make their own racing sounds, you're sure to have a good time.

Jonesing for a Race

Although the sound gets tiring, Indy Heat is a killer game. It's fast and flammable fun.



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Noah's Ark

By Kay Oss

In this version of Noah's Ark, you're saving a few animals, dissing a few others, and rewriting this biblical tale.

Noah has to rescue one pair of animals from each of the seven different continents. Each continent has three sections of Mariostyle, side-scrolling, hop 'n' bop game play. Although the graphics are well done, the notso-new action doesn't do much to keep your interest afloat. All Noah has to do is make it from one end of the section to the other and

destroy the giant pollywog boss. On the other hand, the game play is tough. A couple of hits from any critter sends Noah to his just reward.

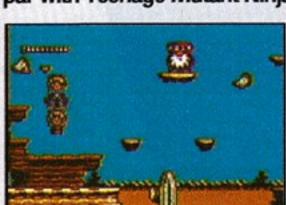


PROTIP: Jump high in the sky to snag hidden power-ups.

PROTIP: Auto-scrolling means Noah's got to keep on his toes. If he gets caught between a rock and a hard place, he's done for.

Fortunately, Noah doesn't face this storm empty-handed. He gathers special weapons and powers as he attacks various undesirable animals, such as bugs and snakes. The Multiway Shots, Arrows, Bouncing Bombs, and Zig-Zags give Noah plenty of ammo to clear a path to the end of any level. Feathers and Bones transform Noah into a flying or swimming creature, and a Stone Head makes him impervious to spikes.

If you're looking for fast-paced action on par with Teenage Mutant Ninja Turtles or Bat-



PROTIP: Spikey cacti in North America make Noah's life tough. To jump over them, he's got to stand above them.

tletoads. Noah's Ark really sinks. Challengewise, however, this one's tough enough to take beginning and intermediate gamers more

than 40 days and nights to finish - and that's the only rainbow at the end of this game!



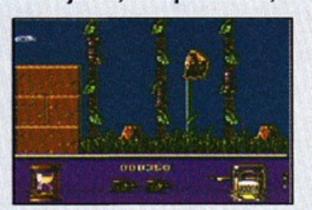
Bee 52

By Jinky the Monkey

Life's looking less than sweet for the Really Nice Honey distributor. All worker bees are injured, except for one,

Bee 52. With just one ablewinged worker left and lots of nectar to collect, it's time to get busy.

You'll have



PROTIP: Take caution when flying at full speed. Spiders drop out of the sky very suddenly.

a blast donning the wings of this unlikely hero. Buzz your way through this fun and unusual sidescrolling shooting adventure by Camerica. It's you (or you and a friend) against the insect world, and you've only got three lives to cover a vast, graphically bright terrain. There are a total of 24 stages, which take Bee 52 through an extensive garden, a swamp, and a house. The task is to collect nectar and return it to the hive.



PROTIP: When caught in a spider web, launch into a sting attack while working your way down the web.

Camerica's done an impressive job recreating insect "beehavior." Bee 52's capable of darting quickly in either direc-

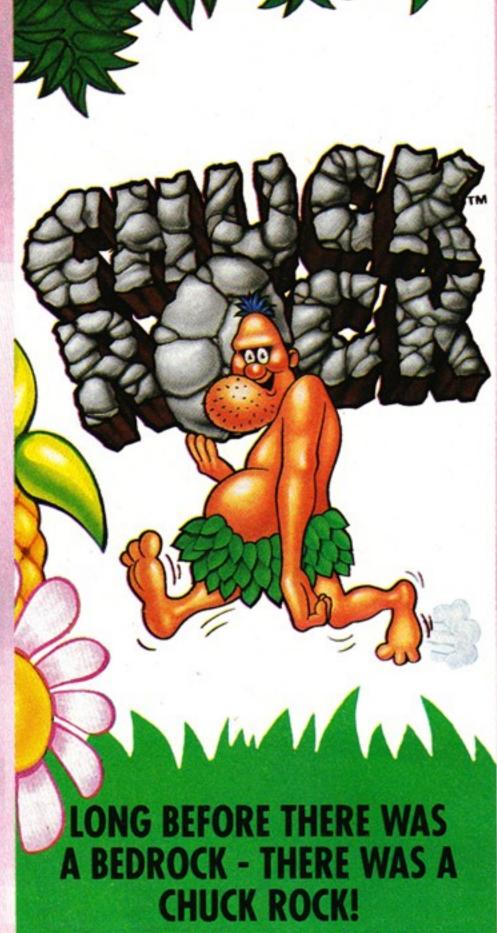
tion, as well as hovering in a staggered slow-motion style.

A nasty stinger and a talent for spitting help Bee 52 defend against ambushes by dozens of garden variety pests, including grasshoppers, spiders, and swamp bugs.

By shooting down Pickup Carriers and collecting strategically placed icons, Bee 52 increases his fire and sting power, gains temporary invincibility, and more.

It may not be fast and frenzied, but this handsome shoot-em-up really delivers when it comes to graphics and game control. Overall, Bee 52 provides a fun, middleof-the-hive challenge, which should give gamers a decent gaming buzz.





Help Chuck in his action-packed quest to rescue the luscious Ophelia from the clutches of the evil Gary Gritter. Kick, throw and belly-butt your way through a multitude of comical zones featuring 500 screens of addictive gameplay.

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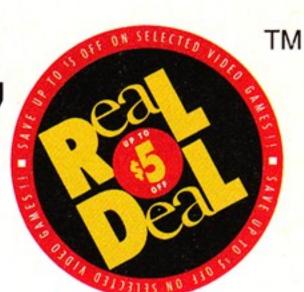






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GENESIS

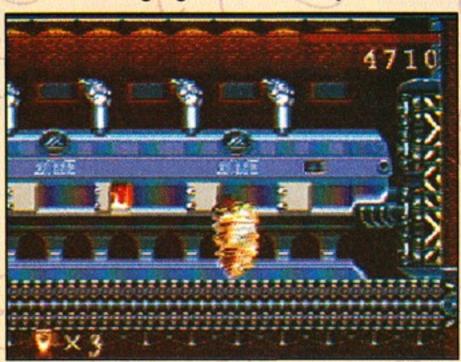
GENESIS

By Abby Normal

He's loud. He has a wicked temper. He slobbers everywhere. He eats anything he

can get his paws on, but you can't help but love him for every last obnoxious vice. Who is he? Hint: he's Bugs Bunny's favorite beast to burden with cruel tricks. The Tasmanian Devil – Taz for short – comes to 16-bit technicolor life thanks to Sega. This awesome looking adventure is entitled appropriately, Taz-Mania.

Each stage has its own set of bizzaro creatures and quirky (though cool) tunes. For example, in the Jungle, Taz comes face-to-face with grass-skirted, spear-chucking pink mice. Weirder still are the Rock Monsters he encounters in the Badlands. These creatures attempt to entrap Taz with their slimy tongues, which make an incredibly annoying guitarish twanging noise as they unfurl.



PROTIP: Spin past the furnaces in the Factory and Taz won't get burned.

gives him dragon's breath that's guaranteed to incinerate any enemy. However, if he chomps on Bombs or No Weed, he gets a rip-roaring tummy ache, that can cost him a life if his life meter is running low!



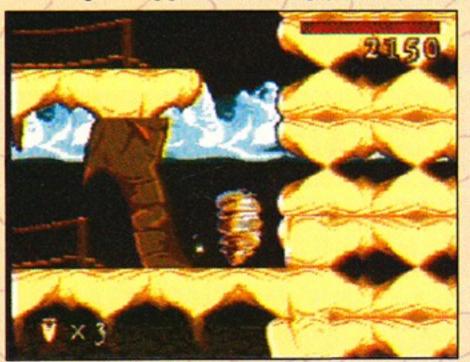
PROTIP: Rock Monsters getting you down? Simply jump on their heads and use them as launching pads.

An Offering to the Gods

Options are a gamer's best friends and Taz has a lion's share to offer. The

AZ-MANIA

Word has it that a single seabird egg will feed a family of TD's for a long time. We all know how grouchy Tasmanian Devils get when they're hungry...which is always! In this crazy, one-player, action-packed game, Taz sets out to find the legendary Tasmanian Seabird's nest in order to snag an egg for his hungry family.



PROTIP: Spin through bombs to keep Taz from eating them.

A Loveable Beast

Taz-Mania has six stages – each with multiple parts. Taz hunts through the Badlands (a nuclear-esque wasteland), the Acme Factory, the Jungle, Iceland, a Mine, and the Taztec Ruins.

Until Taz reaches the eggs, which isn't 'til the bitter end, it's more or less a game of survival. The more enemies Taz tackles and the more power and food items he collects, the better his chances are of staying healthy enough to beat the stage, the bosses and, ultimately, the cart.



PROTIP: Steer clear of these two switches in the Factory. Touching them can be an electrifying experience.

Appetite for Destruction

Taz's appetite makes him his own worst enemy. If it isn't too big or anchored down, Taz will slip it down his gullet. For instance, when Taz chows down on fire power items, such as Chili Peppers, it



PROTIP: When you reach the highest ledge in the third scene of the Badlands, head left and you'll find a tasty 1-up.

Jump, Spin, and Action button commands (which enable Taz to breathe fire and lift items) can be adjusted to correspond to any button sequence. There's also a practice mode that enables you to explore five different stages with minimal enemy pestering. In addition, there are two difficulty settings, Easy and Hard. Lastly, when the local hoodlums sap your life supply (three lives), you can tap into three continues.

So, what good are options if the game control stinks?! Rest easy, Taz-



Taz attack!

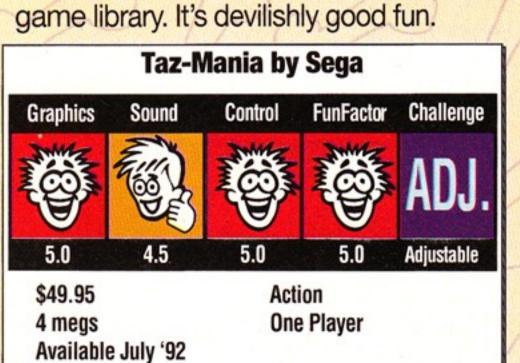
masters, this devil won't let you down. Animated toothy snarls and impatient foot tapping are a part of Taz's graphic repertoire. However, as any Warner-watcher knows, the good-looking Tasmanian spin is Taz's forte, and it's more than just a whirlwind way to make fast tracks. Taz can use it to wipe out everything in his path. However, watch yourself when you launch into a spinning frenzy. At full speed, you scorch the dirt. Unless you know what's ahead, you probably won't be able to put the breaks on fast enough to save yourself from disaster, like flying off an unseen cliff!

PROTIP: Spin with care. Recklessness can cause you to blast important lifegiving items into oblivion.

A Fine Furry Friend

A major thumbs up to Sega (and Warner Brothers) for a job well done. Taz-Mania rates an A+ for the crystal clear graphics and smooth animation alone. Taz truly looks as if he's stepped right out of a WB cartoon. More importantly, Taz-Mania has the fundamental elements that make a game worth its asking price: great game play, worthy challenge, and a good story line. The one thing Taz could use is an extra level or two. Perhaps a sequel could take care of that?!

Overall, Taz-Mania is a solid Genesis title that any Taz fan should seriously consider adding to his or her game library. It's devilishly good fun.





Syd of Valis

By Feline Groovy

The Valis saga marches on! In this fun, thumb-numbing action/adven-

ture by Renovation, you step into the shoes of a smaller, pudgier, cartoonier schoolgirl character named Syd. Syd must battle the devious forces of Rogles to save queen

Valis from the evil Megas.

God Save the Queen

When Syd begins this graphically pleasing journey, she's armed with two bombs, a shooting sword, and great athletic abilities. Her jumping, somersaulting, ducking, and other various moves are a breeze to control. Aside from these assets, she has three backup lives and zero continues, which are needed to tackle the five multi-part stages. During her travels, Syd battles it out with dozens of fantasyland goons, along with midstage and end bosses.



PROTIP: To wreck the Stage One boss, position yourself in the left comer and perform a jump/somersault. This gives you enough height and time to fire two shots at his face. Repeat this procedure 'til he's done for.

PROTIP: Don't jump onto this floating platform in Stage Three. Instead, jump off the ledge and you'll land on an offscreen walkway. From there, head right to find a 1-up.

Each time Syd defeats an end boss, she earns a suit of Armor and a more powerful sword, such as the Wide Beam sword. Syd can earn six different suits and swords. Via a select menu, she can combine different Armors with different swords for

the best attack strategy. Additional enemy victories increase Syd's Hit Points, as well as the intensity of her Armor and weapon power.

Don't Judge a Book by Its Cover

Don't be fooled by Yuko's cute schoolgirl looks. She's a tough cookie and so's this game. The action is constant, but the lack

of continues may halt you in your tracks. Nevertheless, this off-thebeaten-path Valis drama is easy on the eyes, a pleasure to control, and challenging, too. Valis fans and action game hackers alike won't have difficulty finding fun with this one.



PROTIP: To defeat this brute, use the Wide Beam sword in combination with the jump/somersault move.

Arch Rivals

By Scary Larry

In Flying Edge's conversion of the arcade hit, Arch Rivals, no-foul basketball becomes a hard-hitting reality.

Take a Shot

Arch Rivals, the new two-on-two basketbrawl cart from Flying Edge, is a full-force basketball game with a punch (or two, or three...). Smooth shooting and accurate passing are as important as knocking the parquet out of opposing players. If there weren't a ball on the court, you'd swear you



Slam!

were in a boxing ring. Unfortunately, all the hit-and-run sparring leaves the game play a little weak. There are only a few basic moves, such as jumping, punching, lunging, passing, shooting.

There are no super moves, which would have taken this game a level further. Graphics are O.K., but not outstanding. The characters are rendered with a lot of detail, but their animation is less than natural.



PROTIP: Run to the top of the screen and punch out your first opponent, then run down and punch out the ball carrier. If your timing is right, you could score some easy two's.

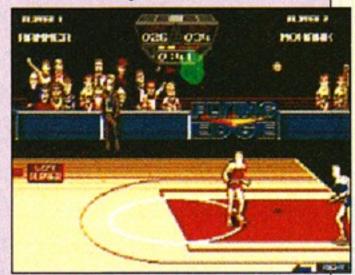
If you like glory shots, this game will sock it to ya. You can make some incredibly difficult three-point baskets with ease. If you pick a top-gunner for your team, you should fry the other guys in no time. The game is fast

and furious, so a small loss can quickly turn into a slaughter. Kiss that home court advantage goodbye, because in this game the crowd throws their hot dogs and sodas at your feet. It's a

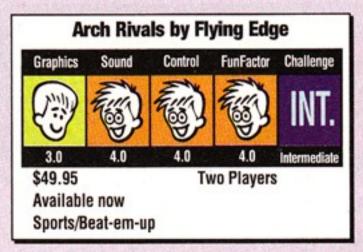
trip or triumph situation. Another obstacle to avoid is the nearsighted referee, who'll break up your fast break.

Oof! Ungh! Ouch!

This game puts basketbrawling in your face (and stomach, and chest) and is more fun to play with two players. The computer teams are too easy to outsmart. There are no seasons, play-offs, or dream teams, and only four teams to choose from. But if you're into full contact basketball, this game is a must!



PROTIP: When a player yells, "I'm open," get him the ball and take your shot immediately. It's a sure score from wherever you are on the court.



Syd of Valis by Renovation

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Ferrari Grand Prix \$42 Search Ultra Force \$54

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'STREET FIGHTER II' brings the #1 arcade smash hit to your SNES. Choose from 8 characters with unique fighting styles to defeat champion street fighters from around the globe. 2 players.

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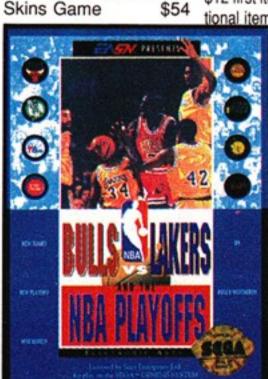
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Lemmings

By Otter Matic

"Forward, March!" is the only command you might expect an

adorable green-haired troop of Lemmings to obey. These ramblin' rodents, who star in

Sunsoft's
Lemmings for
the Genesis,
march aimlessly and
habitually forward without
any regard for
the impending
doom that
awaits them.



PROTIP: Because solving a level often involves quick action at the outset, pause the game and survey the path to freedom. While pausing, you can also place your cross hairs on the Lemming you want to transform.

You must save these fuzzy

fellers from themselves by forging a safe escape route for them. To cope with the synapse-splitting obstacles on each level, you assign special skills to individual lemmings,



PROTIP: When you make a mistake and want to start at the beginning of a level, move your cursor to the nuke icon and press C twice or hold down Start and press C.

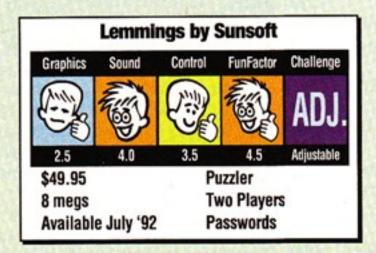
transforming
them from
Walkers (their
natural state)
into Climbers,
Miners, Bashers, Floaters,
Bombers,
Blockers, and
so on. There
are 180 mindboggling lev-

els, each with its own catchy tune. Luckily, you receive passwords.

Lemmings is most fun as a two-player, split-screen match, where you try to save your Lemmings and impede your opponent's at the same time.

As in the SNES version of this game, there's a point-and-click interface. The Genesis version, however, lacks the option of warping around the map. The shading of the background illustrations is excellent, although there isn't much detail on the Lemmings themselves.

Nonetheless, Lemmings is a highly addicting game that calls for both wits and quick reactions. Try Lemmings and become the leader of the pack.



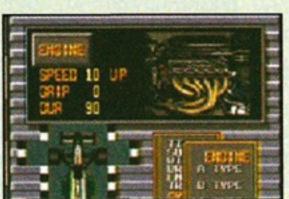
Ferrari Grand Prix Challenge

By Colorful Commentator

Formula One freaks who've blazed through Sega's all-time classic

speedster, Super Monaco GP, crave another asphalt-scorching racing contest. Flying Edge's Ferrari Grand Prix Challenge won't satisfy that need, but it helps pass the time while you wait.

Ferrari's
strength is a
wealth of prerace customization
options. You
can refit your
car to pieces,
and choose var-



PROTIP: A high-revving engine is too fast for beginners. Work your way up the parts ladder.

ious Tires, Suspensions, Wings, Brakes, and Engines. Transmission types include four- and seven-speed, automatic and manual.

One-or two-players hit the world-wide tracks in a Time Trial or Practice Race. One player can also go for the gusto in the tough 20-course Championship circuit. Good luck – the CPU drivers don't cut you any slack. You must cruise to victory in the Qualifying run to earn the pole position. Weather conditions impact the action, and you can chill in the pits between laps. Each win tallies points on the World Championship leader board and garners a password.

Despite some nice trappings, Ferrari trips on game play. The two-player, split-screen view is a great idea that fails in execution. The tiny squat car pressed against the warped, for-



PROTIP: In a one-on-one situation, take the lead, then slam on your brakes to knock the other player out of contention.

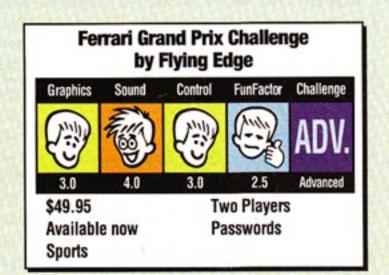
your eyes. The music's good listening, and the control is average. However, the graphically flat racing action doesn't come

ward-looking

view strains

close to busting the adrenaline scale.

Ferrari Grand Prix is a long trip with a few rewards. Overall, this cart gets the job done, but it could stand some retooling.



Krusty's Fun House

By Andromeda

Aye carumba! Krusty the Clown's Fun House has been invaded by a

pack of vile vermin. In this one-player,

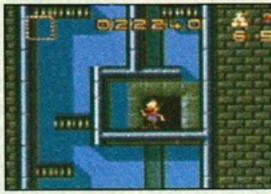
puzzle/action cart from Flying Edge, Krusty, Bart, Homer, Sideshow Mel, and Corporal Punishment team up as the



Homer's having a field day zapping these rats.

craziest extermination team on record.

As Krusty, your job is to trap the rats in the five sections of the Fun House. A section has up to 14 different rat-infested rooms, and



PROTIP: Watch for bonus areas packed with goodies, such as this one in the middle bottom room of Section 2.

you can't
advance to the
next section
until you've
cleared each
room of rats
and other
obstacles. The
early sections
are easy, but

the later sections will challenge intermediate gamers.

PROTIP: You get a password at the end of each section. The password for Section 2 is WHOAMAMA.

Bart, or one of the other Simpson's characters, waits near a trap ready to squash or zap the offensive pests. But first, Krusty has to lure them to the trap. He does this by using different blocks, pipes, and other special items he finds to build a trail from the rats to the trap.

All of this work makes Krusty mighty hungry and tired – especially when snakes and other baddies whack him and wear him down. Fortunately, the Clownmeister can grab 1-ups, pick up Burgers and other fast food for extra life, and find assorted weapons (like Pies) to toss at his enemies.

Decent graphics give Krusty that Simpson's appeal, but you're gonna have to turn the tunes off! Although this cart's good for a few laughs, it isn't much of a challenge for advanced puzzle gamers. If you're in the mood for a little clowning around, Krusty's Fun House is for you.





SEGACD SOFTWARE



The game's backgrounds feature Solar System views, but pay attention to your fighting.

By Boogie Man

In Heavy Nova for the Genesis (see GamePro, March '92) space conquerers from

the Akirov Star System invaded Earth.
Hopefully, you've kicked their extraterrestrial behinds in that mech-style beat-emup by now. However, the Akirovians have the major hots for our world, so they're back. They're meaner and more metallic than ever! Here's a preview of Bignet's Sega CD sequel, Black Hole Assault.

Metal Mania

The story begins a few years after Heavy Nova. The Heavy DOLLS (Defensive Offensive Lethal Liberators) are now called CAMs (Cybernetic Anthropomorphic Machines). They're set up in defensive positions everywhere on Earth. Yet, even they can't stand up to the Akirovians' murderous attack. However, as Earth's defenses begin to crumble, the location of the Akirovians base is discovered, and you're off to make a heavy metal mess of it.

As in Heavy Nova, Black Hole Assault features two regular game modes. This time, however, you get 10 stages of rabid robot-fu for one- or twoplayers. Once you fight Akirovian adversaries through two spaceships and the moonbase in Easy Mode, you blastoff for Normal Mode fighting action across four planets (Venus, Mars, Jupiter, and Saturn), three moons, and an asteroid. Bignet plans to speed-up the robot movements and add aerial fights to this sequel. You'll also have to keep a hardwired eye out for field traps, such as magnetic storms on Mars, acid rain on Venus, and crushing gravity on Jupiter.

You face an Akirovian army that consists of 8 different types of CAMs. In two-player mode, you'll be able to select the type of robot you want to be.

BLACK HOLE ASSAULT

Master the CPU's mech mayhem and you can take on your buds in the game's Tournament Mode. Set up matches for two to eight players, and save all your scores with the battery backup.

In the Hole

Black Hole Assault promises hardnosed, hardware-bustin' action. What's it like to bump heads with a bunch of metal-skinned space nasties via CD? We can't wait to find out!

Black Hole Assault by Bignet Sega CD Beat-Em-Up, Available Nov. '92



Use fists, feet, and missiles.



It's cold out there!

GAMEPRO · August 1992



A surprise, if you can find it!



Heavy Nova vets will find new moves in Black Hole Assault.



You'll face some weird-looking competition...and you'll look weird, too! continued on p. 46



But aim carefully. Or you'll never see the light of day. You and your Wizard, Knight, and Ninja allies must find the magic swords and slash through 50 floors infested with giant gryphons, three

headed hydras and fire breathing dragons. Prove that nothing is mightier than your sword. Or, Drockmar Keep will be in eternal darkness. The sword fight of your life awaits at your store today.



When the serpent rises out of the slimey ooze, you've gotta slash him before he gets you.



Aim your sword toward the sky, or the Gryphon will get the jump on you.



Get your stabs in fast, 'cause the Green Dragon is faster than a bolt of lightning.

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SEGACD SOFTWARE

According to Sega of America, when the Sega CD and the JVC Wondermega launch this Fall, 20 CD games published by Sega, its third party licensees, and other companies will blastoff with it. Another 20 games will ship in Spring '93. Here are the games we know about so far and their current release dates (or year) where known.

SEGAGD SOFTWARE FAST FORWARD:

Sega of America

Some of Sega's new CDs will be enhanced cart games with multimedia refinements, such as dramatic visual effects, digitized voice, CD-quality music, and greater depth of play. These include Sonic The Hedgehog, Streets of Rage, and Chakan: The Forever Man.

Batman Returns (Fall '92)

Dark Wizard (Fall '92)

Joe Montana's NFL Football (Fall '92)

Night Trap (Fall '92)

Sherlock Holmes Consulting Detective (Fall '92, bundled with the CD System)

Switch (Fall '92)

Channel X ('93)

Cool World ('93)

Rise of the Dragon ('93)

Hammer ('93)

Looney Tunes ('93)

Sonic The Hedgehog 2 ('93)

Star Trek: The Next Generation ('93)

High School Hell ('93)

Wing Commander ('93)



The Sega CD...all it needs are the games!

JVC

Wonder Dog (Sept. '92)

Dungeon Master: Skull Deep

(Dec. '92)

Young Indiana Jones (Jan. '93)

Super Star Wars (Feb. '93)

The Secret of Monkey Island (Feb. '93)

Dungeon Master: True Identity

(Mar. '93)

Shadow of the Beast (Mar. '93)

Sierra On-Line

The Adventures of Willy Beamish (Sept. '92)

Mixed-Up Mother Goose (Sept. '92)

King's Quest V (Nov. '92)

Stellar 7 (Dec. '92)

Space Quest 4 (Dec. '92)

Police Quest 3 (Mar. '93)

Leisure Suit Larry ('93)

Sony/Imagesoft

Sewer Shark (Dec.'92)

Chuck Rock ('93)

Hook ('93)

Make Your Own Music Video ('93)

Tengen

Pit Fighter 2 (March '93)

RBI 4 (March '93)

Virgin

Terminator (Dec. '92)
Out of This World (Dec. '92)



The Wondermega combines cart and
CD playing in
one sleek
unit. See the
July '92 issue
of GamePro
for details.

Bignet

Black Hole Assault (Nov. '92) Third World War ('93)

Flying Edge

Terminator 2 ('93) WWF Wrestling ('93)



GO FOR T



PRESENTS

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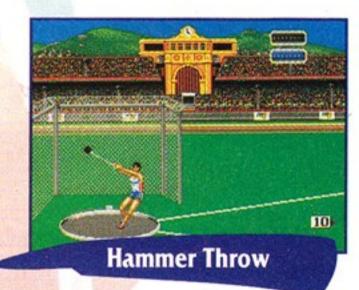




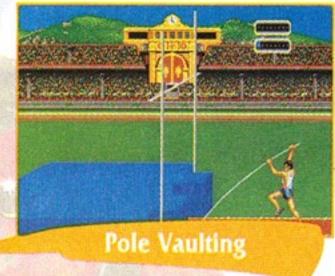
HE GOLD ...

7 Olympic Games Events

Barcelona, 1992. It's the Olympic Summer Games, and your once in a lifetime chance to prove yourself in a world arena. You'll hear the crowd, feel the heat and experience the total rush of the ultimate competition. Break a world record. Smash an Olympic Games record. Or beat a friend. Here's the rundown:



Trajectory, speed, angle of descent, you get the idea. Don't you wish you paid attention in physics?



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



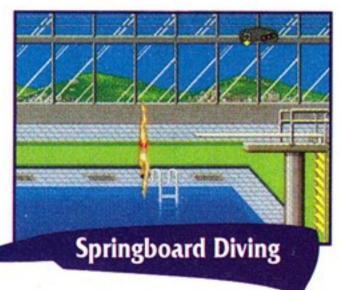
You'll need a fast start and warp speed to have a shot at the gold.



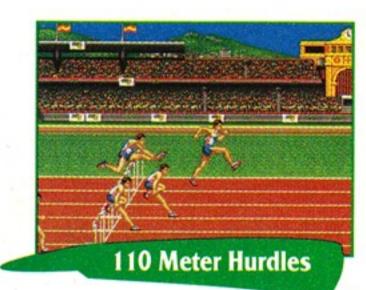
The farther you pull the bow, the harder to hold your aim steady.



Bang those turns but conserve your strength to sprint for the gold.



Four required dives and one you improvise. Scores based on difficulty, execution and entry into water.

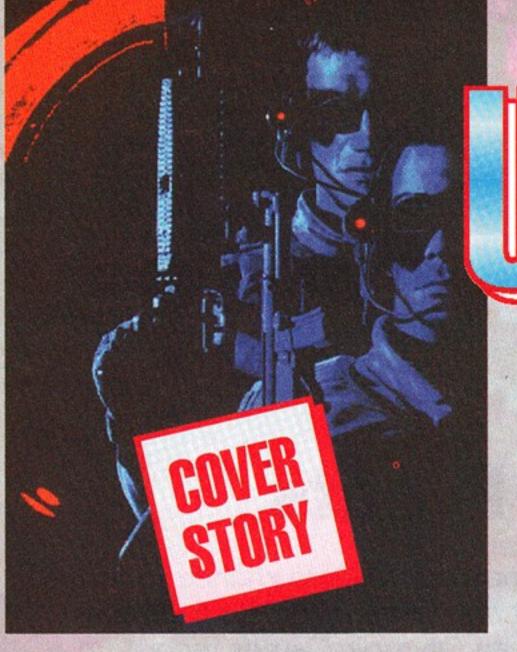


Timing your jumps is everything in this event.

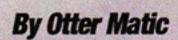


Light the torch and let the Games begin . . . Fireworks will bring them to a close.





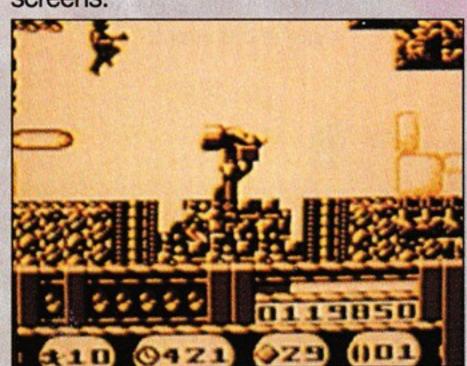
GAME BOY PRO REVIEW



Universal Soldier puts you in a deadman's shoes. In the latest duel from Acco-

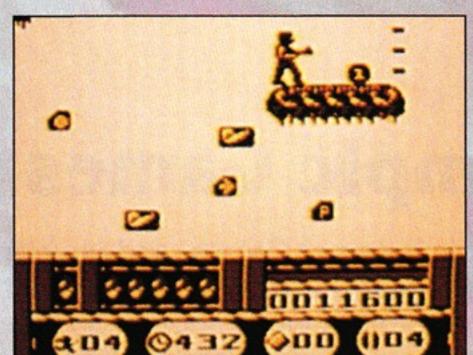
lade's armory, you play the part of Luc Deveraux, who was killed in Vietnam and brought back to life with superhuman powers. You guessed it! He's a Universal Soldier! Luc's mission is to stop the terrorists of the Nineties while fending off his nemesis – another Universal Soldier named Sergeant Scott, who has a taste for Luc's blood

This side-scrolling action game is packed with 10 levels of play across four worlds, allowing for an incredibly expansive and sometimes confusing set of screens.



Keep on the lookout for the EyePiece Boss.

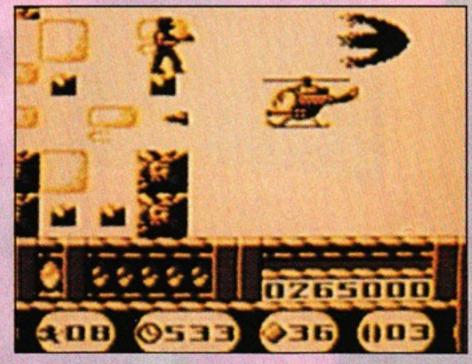
As you are chased by Scott and his band of renegade Universal Soldiers, you travel through the Vietnam jungle, Hoover Dam, a desert, and inside your enemy's underground headquarters.



Experienced explorers will find a wealth of power-ups and 1-ups.

Universal Weapons

To scour your way through these worlds, you are armed with laser guns, laser whips, power lines (two energy beams that destroy all enemies on the screen), mines, and super weapons (a combination of all available weapons firing at once). In addition to these weapons, Luc can turn into a high-speed, destructive blade called a Shirakin. While in Shirakin mode, you can press your fire button to release mines that explode after a few seconds.



PROTIP: Strengthen your weapons before confronting the helicopters.

PROTIP: Some passageways are too narrow to fit through and you must turn into a Shirakin to make it.

Big Worlds, Big Sound

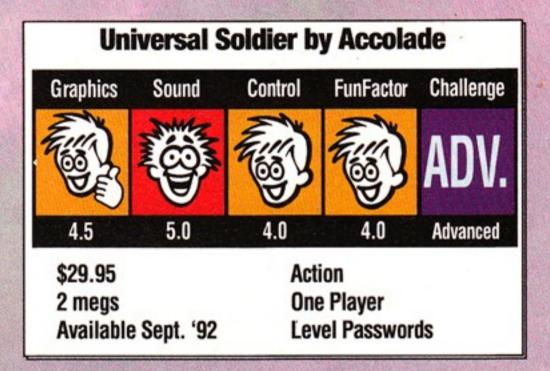
The worlds in this game are so big that you could, if given the time, spend a good hour cruising through all of the nooks and crannies of any particular level. This makes the game more adventuresome, but it also makes finding the exits confusing. The seasoned game player shouldn't have much trouble finding the way out. The quality of the soundtrack blows other

Game Boy carts away with loads of suspenseful tunes to add to the action.

The graphics are pretty cool, using several background levels for detail. Most impressive are the hulking bosses that would intimidate anyone but Luc Deveraux. There are three skill levels, and the game graciously offers level passwords. The controls are intuitive. The Status Indicator Display gives you a wealth of information at a glance: your current number of continues, lives, diamonds, and your score, energy, and remaining time.

Are You Tough Enough?

This cart really challenges the player, even at the lowest skill level. If you're ready to be all that you can be, check this cart out.



SNES PREVIEW

Don't worry your little bandoliers, 16-bit gamers, because those Damme exciting Universal Soldiers will soon be coming to your home in an Accolade cart for the SNES. This game follows the story line of the summer movie, and it's guaranteed to make you sweat bullets.

Big Boy

This game is similar to its Game Boy cousin. But as you would expect, its 11 levels and 2,000 screens offer beautiful full color action and much more detail. Each baddy has its own animated dying sequence. When you shoot a bee, it spins uncontrollably to the ground.



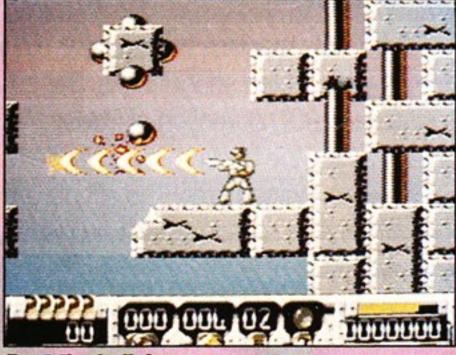
Crack your laser whip to destroy baddies.



Storm a swarm of killer bees.

Shots Heard 'Round the 'Hood

Let's talk sound. Forty pieces of music coupled with digitized voices and the sounds of weapons and explosions promise to make your neighbors call the police. The folks at Accolade really tapped into a seemingly limitless sound potential for the SNES with this one.



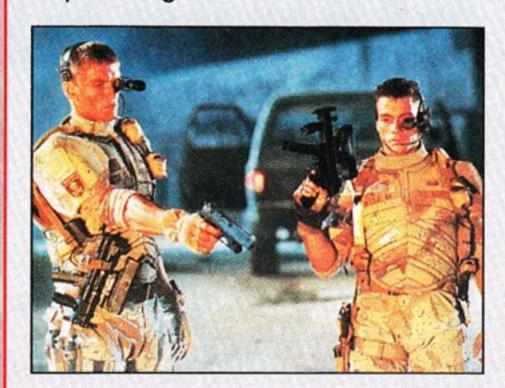
Bust the balls!

Keep a watchful eye out for this cart, because it's sure to explode out of the stores the minute it lands.

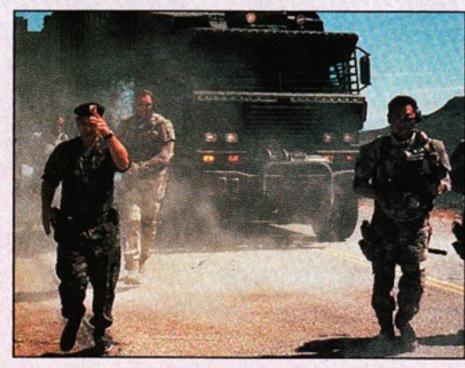
> Universal Soldier by Accolade Available Summer '92

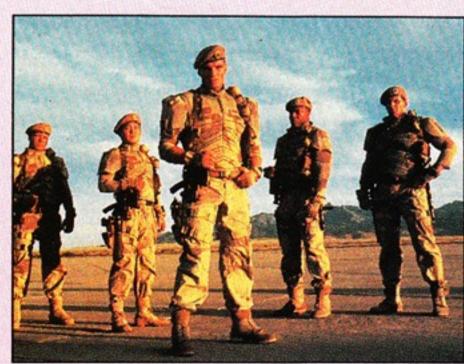
Movie Preview Approved for all audiences

This summer, two of the movie industry's biggest action stars burn up the big screen in a futuristic Frankenstein meets Terminator film, Universal Soldier. Jean-Claude Van Damme and Dolph Lundgren star in this sci-fi action

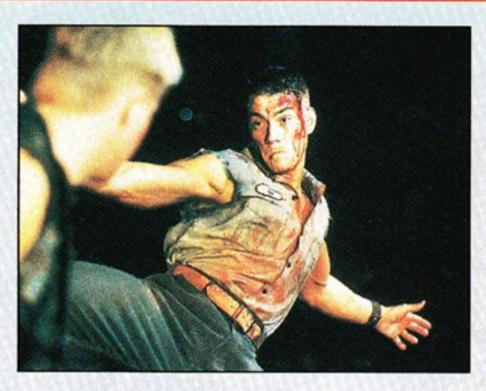


film as two dead Vietnam soldiers who are brought back to life using a new cell regeneration technology. After being given new life, these two are relieved of their past life memories, given a new identity and the mission as Universal Soldiers (Unisols). Unisols





were created to use their superhuman strength and barrage of weapons to protect the United States from terrorist attacks. But, as in the classic Frankenstein story, the Unisols don't necessarily follow the intentions of their creators.



Van Damme plays Luc Deveraux, a Unisol whose memories of his family and other aspects of his previous life are too strong to squelch. Sergeant Scott, played by Lundgren, is also a Unisol who regains his memory. Unfortunately for Luc, part of Sergeant Scott's memory includes a personal vendetta against Deveraux.





Scott, along with a number of other Unisols, chase Deveraux across the southwestern United States. To complicate matters further, reporter Veronica Roberts, played by Ally Walker, takes it upon herself to follow Deveraux. She intends to write the story of her life – an interview with a living, breathing, high-tech, weapon-toting Unisol. Luc must protect Veronica and himself from the other Unisols, which involves some of the most exciting action sequences and breathtaking stunts that have ever been filmed.

The double dose of action actors promises to make this film a summer scorcher!







By Slasher Quan and Dr. Dave

Street Fighting fanatics, Slasher

Quan and Dr. Dave, teamed up to tackle their favorite home-from-the-arcades game. Of course, they couldn't resist a little head-to-head competition as well. – Ed.

Ryu tightens his black belt. Guile laces his boots. Chun Li sashays into the arena. Blanka emits a blood-curdling growl. Twelve martial arts menaces prepare for the greatest world warrior brawl yet. At long last, it's the main event – Street Fighter II for the Super NES!

Show Time!

Somehow, Capcom's shrunk the blockbusting, 58 megabit arcade game into a 16 meg Super NES cartridge with minimal sacrificing of graphics, sound, and game play. The SNES translation is nearly everything the coin-op was, and more! Believe it.

Built for Battle

For starters, you and a bud, or you and the computer, fight for the right to advance in the 12 entrant international tournament. Players choose from an identical assortment of eight fighting masters straight-out of the coin-op. The final four boss bruisers only appear in single-player mode.

Each character retains a massive arsenal of basic and advanced techniques. Utilizing three punch buttons and three kick buttons, you bust some fancy flying attacks, fire flaming missiles, and pull body-bashing throws. The most complicated maneuvers require multiple pad and button presses in sequence. Only a handful of minor moves are missing from this Super NES version.

PROTIP: SNES Street Fighter II's so close to the original, all your favorite tips and tactics from GamePro's March '92 arcade survival guide work without a hitch!



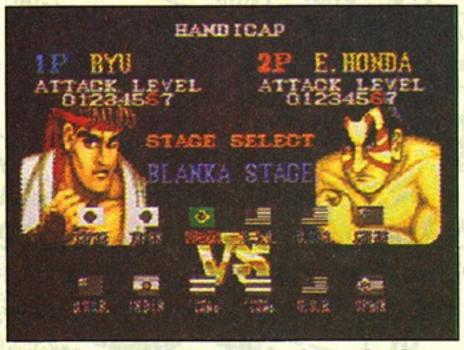
Fight It Your Way

For freedom of fighting, Street Fighter II dishes out tons of great options for customizing the game. You can designate which buttons access the various attacks, listen to a sound test, and adjust the computer's skill level. Bonus stages include car-trashing and brick-smashing sequences (the flaming drums and the rolling barrels from the arcade are gone).



Up against the wall.

By far the most unique option is the all-new Versus mode. You and a friend pick your fighters and the battleground scenery in a closed off arena built for two-player comfort. You can handicap the severity of each other's blows to even up the match. It even tallies your wins and losses to prove who's best.



Play with one fist tied behind your back.

PROTIP: Use combination attacks to dizzy your opponent twice in a row.

The Sights and Sounds of Combat

Living up to the coin-op, Street Fighter II's graphics sizzle! Minor visual changes include a few missing background characters, partially toned-down blood, the removal of risque Chun Li moves, and a slight drop in screen resolution. Otherwise, all the smooth action animations, the great multi-scrolling landscapes, and the beautiful color shading must be seen to be believed. Of course, no unnecessary slowdown!



An eye for an eye.

SF II music maniacs will get a jolt out of the new, re-scored soundtracks. Based on a Japanese CD collection of Street Fighter II tunes, the background selections have great sounding beats. The effects are at times less than arcade quality and some voices are missing, but they're still superb by home system standards.

Player's Choice

Street Fighter II is undisputably awesome, but read on for our personal ratings and tips!

Street Fighter II by Capcom U.S.A.

Price unavailable 16 megs Available July '92

Beat-em-up Two Player Unlimited continues

By Slasher Quan

Street Fighter II strikes again!
Almost everything's perfect in
the Super NES version, and I'll
be first in line this July.

The handicap option is a great idea that balanced my battle with Doctor Dave. The good Doctor owns an SF II coin-op and I'm just learning. So, I pumped up my



PROTIP: Leap at an opponent with Blanka's midair Fierce. Follow that with a standing Strong and a ducking Forward for a combo knockdown.



PROTIP: As Guile, jump towards the opponent with a Short knee while charging Down for a Flash Kick. Land, throw a ducking Jab, and then Flash.

power level. Still, his snatch-'em Zangief Spinning Pile Driver and Chun Li Down Kick drove me nuts! Not to worry, I got my licks in with Blanka's Bite and Ken's Short Kick combination move.

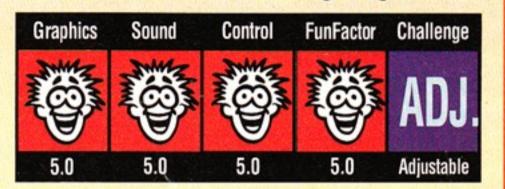
PROTIP: While using a Sumo Crush, charge Back for E. Honda's Sumo Missile.

Implement the Missile just when you release the Crush.

PROTIP: When all else fails, cheat. Use the option menu to rearrange your opponent's button controls.

Gamers addicted to the new arcadeonly Street Fighter II: Champion Edition's upgrade features will miss them in the SNES cart. In the home version, you can't play as the extra four boss characters, nor can you play a character against himself or herself. Too bad.

Despite the missing Champion elements, you must check out Street Fighter II for the SNES. It's a nearly flawless conversion of the arcade original that's made even more enjoyable by new options and the convenience of home fighting.



HEADTSHEA

By Doctor Dave

Street Fighter II for the SNES is Capcom's best arcade conversion yet! It's got

almost everything the coin-op has, from Guile's Re-Dizzy Combo to Ken and Ryu's triple Fierce. At first, I wasn't too happy about the handicapping feature (Perfoming massive Street Fighter surgery on SF II interns like Slasher Quan is excellent!, but it turns out to be a great option.) Now players of all caliber are crawling out of the woodwork to play me, since my hits do less damage even though my favorite fighter Guile's Re-Dizzy is still fully operational. I like the challenge!

PROTIP: Chun Li has several standard three-hit combos, but she has only one Re-Dizzy. Jump into your dizzy opponent with the Down kick so that you're hitting them in the midsection. Now rapidly press the Forward Kick while pressing Down and score up to four hits to Re-Dizzy your opponent!

PROTIP: You can play Dhalsim as cheap as in the arcades. Use the Fireball and Kick pattern to keep out most players.

Street Fighter II arcade players will enjoy this version as much as they do the coin-op. They may enjoy it even more, since the cart

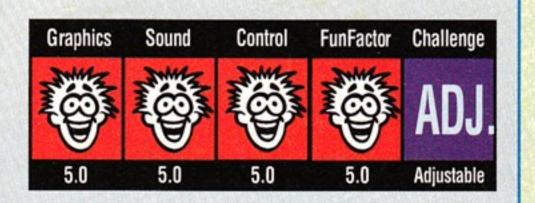
doesn't have any tricks or bugs like the handcuffs and the air throw. Consequently, Guile players will be forced to fight with their best behavior. By all means, bring this street fight into your home!



PROTIP: For a nice snatch combo with Zangief, come in with a Flying Fierce Punch. Then unleash a Forward Kick, and end with a Spinning Pile Driver.



PROTIP: As Ryu, Jump in with a Fierce Punch. Hit Fierce again right after landing, and end with a Fierce Fireball. This is known as the triple Fierce combo for Ken & Ryu.



SUPER NES PROBEW

By Boogie Man

The heat's on the SNES streets, and word is that the Black Shadow Warriors are

on boys better be super - and they are!

In Super Double Dragon by
Tradewest, longtime video victim Marian's taken steps to protect herself. She's a policewoman, a student of kung fu, and a part-time instructor at the Lee
Brothers' Double Dragon dojo. However, she hasn't lost her knack for getting into trouble. That's bad news for Marian, but good news for Double Dragon fans everywhere. During an undercover narcotics operation, she's nabbed by the infamous Black Shadow Warriors, who are now into drugs. Billy and Jimmy Lee do more than just say no to that!



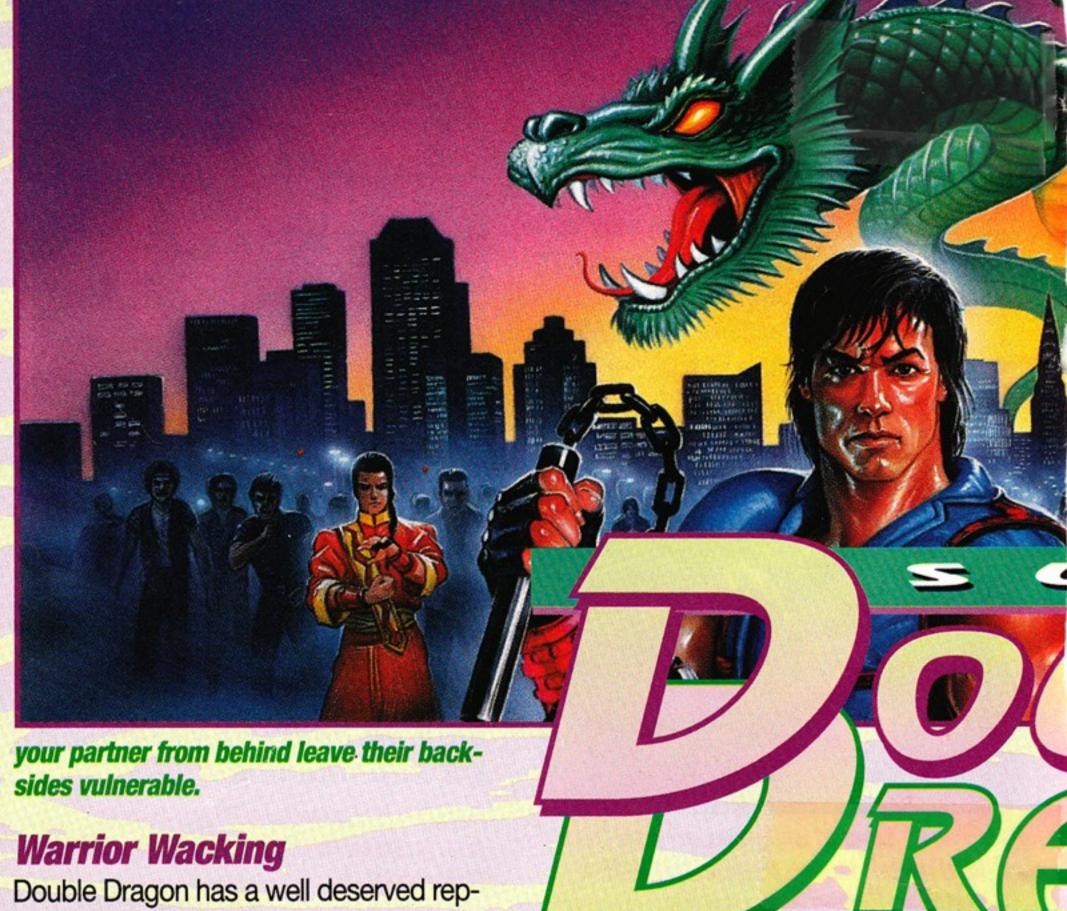
Billy and Jimmy are mad as heck!

Bad to the Bone

Super Double Dragon is one of the best beat-em-up adventure carts to stomp through the SNES yet. You toss fists and feet of fury across seven bruising missions in sharp, side-view, horizontally-scrolling, street fighting action. As in the NES versions, one or two players can be one or two Lees. Player Two can buy-in at any time.



PROTIP: In two-player games, protect your buddy's back. Also, Warriors who attack



Double Dragon has a well deserved reputation for vicious video back alley fisticuffs, and this installment doesn't disappoint. The Lee's standard arsenal is serious stuff: two punches, seven kicks, and a knee drop once a bad guy is down. Of course, you get their famous Double Dragon grab-hair combos, too. This time, there are five, which feature knee kicks and elbow punches in all the vulnerable spots.

PROTIP: When a Warrior tries a jump kick, hit him while he's in the air.

PROTIP: You can attack Warriors offscreen.

PROTIP: When a hit staggers you, sometimes you can move again after you take a second blow.



PROTIP: When you're sandwiched between Warriors, try to use an arm lock. The Warrior at your back politely holds his attack until you finish pounding his pal.

Super Double Dragon's standout move is a unique and totally cool defensive technique, that enables you to grab a bad guy's arm with a single button

press. From this arm lock position, you can bust five nasty moves á la Bruce Lee, including a machine gun kick attack and a rapid fire back punch. To add insult to injury, you can also toss your adversary at his crew.

If you feel really cocky, you can build up a Power Gauge, that enables you to unleash four Special Techniques: the Roundhouse Kick, the Round Back Fist, the Jumping Round Kick, and the Jumping Back Round Kick. Building up power (by holding down L or R) during heavy fighting takes time, so be prepared to take mucho hits before you master the technique.



Whomp the speed bag for tricky fighting.

The crisp controls deftly place all this awesome muscle power at your finger tips. Billy and Jimmy can kick Shadow Warrior butt as fast as your fingers can fly across the control pad.



Bef Gangsters

As always, the Black Shadow Warriors are the willing targets of the Lee Brother vendetta. Billy or Jimmy can easily wipe up the streets with any one Shadow Warrior, but the creeps always gang up on you and their combined blows will take their toll. You face fierce guys called Steve, Williams, Jeff, McGuire, and Chin Ron Foo. When video game goons have weak names like that, you know they've got to be bad!

Beware. Some Shadow creeps carry weapons. However, if you make them drop their gear, you can grab it and use it yourself.



PROTIP: Steve (the Schwarzeneggar clone) is tough. You must stay on the offensive and constantly vary your attack. Using just one technique is a disaster.

PROTIP: When Shadow Warriors toss weapons, they can hurt their fellow gangsters. Time your dodges.



PROTIP: McGuire's a tough clown (literally). In missions, take the high ground, then hit him as he tries to jump up to you. Be prepared to dodge his unstoppable flying spin attack.



PROTIP: The Nunchakus are the most devastating Warrior beaters.

Familiar Sights & Sounds

The seven Missions bust up some familiar-looking territory, including Las Vegas, San Francisco's Chinatown, and the Golden Gate Bridge. You wind up at head bad dude Duke's pad.

PROTIP: In Mission 4, don't fall off the trailer. In Mission 6, don't fall off the cliff. Try to stay away from the bottom of the screen.



PROTIP: In Mission 3, the Chins' defense against kicks is murder. Move up and down as you punch. When one of your blows passes through their defense, stop and attack. If Mr. Chin picks up his D, move and punch again.

The graphics are solid, but they won't knock you out. The background scenery could be anywhere. The Lees and the Shadow Warriors look SNES sharp. The smooth animation, however, floats like a butterfly and stings like a bee! There are no fancy Mode 7 moves, but watching the Lee boys stick and kick will pump you up big time!



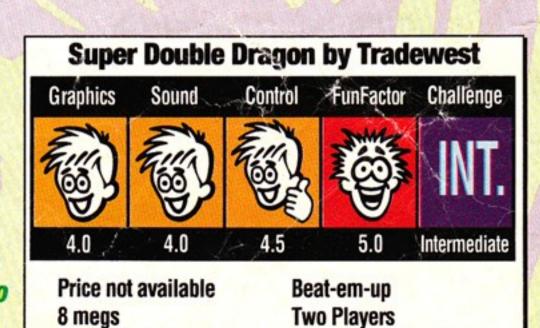
Stick it to the bad guys!

The cart's sounds don't get in the way, which is good. The music's fun, but you won't buy the CD. The effects are spare, but they enhance the fighting.

Double Fun

Available October '92

Super Double Dragon is one tough customer. If you like to talk beat-em-up stuff, you've got nothing to say until you beat this cart! Super Double Dragon kicks.



Customizable buttons

SUPER IIES

By Menty Haul

Power, if misused, can crumble empires, shatter true love, and in general,

make a mess of things. In The Legend of Zelda: A Link to the Past, Ganondorf Dragmire, Prince of Darkness, gets his greedy claws on the omnipotent Triforce. He uses the 'force to cast the Golden Land into shadow, and the kingdom of Hyrule's princess Zelda is next on the chopping block.

Now translated for the SNES, A Link to the Past is Nintendo's third installment in the legendary Zelda saga. (See GamePro, February '92 for an Overseas ProSpect report.) This 16-bit offering strides strongly forward with more impressive graphics, music, and challenge than ever.

Our hero of Hyrule, the well-animated and likable Link, is ancestor to the Zelda I and II Link characters. However, this Link's nimbler on his feet, deadlier with his sword, and more skilled in the spell-casting arts. He battles across two worlds through swamps, forests, deserts, mountains, numerous caves, and 12 maddening mazes en route to overthrowing Ganon.

Applause to Nintendo for balancing character interaction, dialogue, great overhead fighting, and mind-bending puzzles. The warped labyrinths are ingenious, with multiple layers of passageways on each screen.

The Legend of Zelda: A Link to the Past is a well-executed fantasy thriller with a good 30-hour quest, rich color shading, excellent sounds, and a fine plot. The only real disappointment comes at the end – if you completed Zelda I, you know how to polish off Ganon here. Despite a somewhat lack-luster ending, Zelda III's journey is its own reward. Use the ProTips below, and may the Triforce be with you.

The Legend of Zeida: A Link to the Past by Mintendo



\$49.95 8 megs Available now Action/Role-playing One Player Battery backup



TIP #1: After claiming all three Pendants of Strength, Courage, and Wisdom, journey to the Lost Woods' northwest corner to earn the powerful Master Sword. Use it to slash open the force field that blocks the entrance to Agahnim's tower in Hyrule Castle. Don't attack the treacherous Agahnim hand-to-hand. Wait, and when Agahnim summons fireballs, deflect them back at him with your Master Sword. Win, and Agahnim will be impressed, but not defeated. He'll simply transport you to the Dark World for the second phase of your quest.

TIP #2: Now the true adventure begins.

One at a time, you must rescue the seven maidens of Hyrule before Ganon opens a portal to the Light World. Begin with the first Crystal Palace, and pay Kiki the monkey 300 Rupees to enter. Once inside, you'll need to snoot a statue with your bow and arrow to reveal a secret passage to the boss. Look for the Hammer along the way.

R Link to

the Past



TIP #3: Unmask Helmasur with bombs. Then take him out with spinning sword blows to win a heart piece and a Crystal. Return to the Light World and purchase Flippers from Zoma in the northeast corner waterfall. While you're at it, head to the Pond of Happiness and toss in tons of Rupees to increase your capacity to carry bombs and arrows.

TIP #4: To power-up your Boomerang, drop it into the Light World's Waterfall of

Continued on page 58.



THE Past

Wishing: Do the same with your Shield. Now zip back to the Dark World, walk south of the first palace, and knock down the pegs with your Hammer. To flood Palace 2, return to the Light World and un-dam the river. Look for the Hook Shot in Palace 2's huge, open sewer room. Against the squid boss, use your Hook to grab its pods and slash them with your sword. Then attack the squid's eye to send it to a watery grave.



TIP #5: Next, walk to the Light World's Lost Woods and open a southwest secret path with your hammer. Remove the stone to transport to the Dark World's Lost Woods and Palace 3. Hop between each dungeon's entrance and be sure to grab the Fire Rod. Use it to burn open this creature's mouth and enter the final section. Destroy the bat boss with Fire, followed by sword blows.



TIP #6: Borrow a man's shovel in Dark World's Haunted Grove. Dig up the Flute in Light World's Haunted Grove, then return it to its owner. Finally, play the

Flute in front of Kakariko Village's weathercock. You can now use the Flute to fly anywhere in the Light World!



TIP #7: Pull the gargoyle's pitchfork to enter Palace 4. Use your Hammer to reach Titan's Mitt in the southwest room. Bomb open a hole in the top floor. Then take the princess to the skull room and she'll transform into Blind. To beat Blind, strike its body and ignore the flying heads.

TIP #8: In-between dungeons, claim the Ether Medallion at the top of Light World's Death Mountain. To find the Quake Medallion, throw a skull into the circle of stones near Dark World's Waterfall of Wishing. Also, return the frog to the Blacksmith's Shop and he'll repay you by upgrading your Sword to Level 3. Now head to Light World's Pond of Happiness and use your Titan's Mitt to lift the warp rock to Palace 5. To drop to the Blue Mail (a great suit of armor), bomb B4's easternmost room. Then use your Fire Rod, followed by Sword slashes, to wipe out the crystalline boss.



TIP #9: Play your Flute and select the southwest landing point. Lift the warp rock and you'll enter the Swamp of Despair. Use Ether to bust open Palace 6's gateway. Inside, you must jog across a crumbling bridge to claim the invaluable Staff of Somaria. Then attack the Octopus' big eye with your Sword.

TIP #10: In Light World's graveyard, take a running start and bash the odd-looking tombstone to reveal a path to the Magic

Cape. Warp from the Death Mountain portal to Dark World. Fall into the cave, and cross the spikes with the Magic



Cape to receive the protective Staff of Byrna. Grab the chest in what's left of the Dark World's Blacksmith Shop. Then take it to the middle-aged chap in Light World's desert. He'll unlock the chest and give you a Bottle. A camper sleeping under Light World's Lake Hylia bridge will fork over another Bottle. Fill your newfound Bottles with Blue Potions from the low-priced Light World Magic Shop.



TIP #11: Hammer Death Mountain's northeastern posts counter-clockwise. Then cast Quake on the turtle's shell to enter Palace 7. You'll need the Hook Shot to earn the Mirror Shield on B1. Use the Cane of Somaria to complete the dungeon. Stun the giant turtle boss with Ice Rod shots against its red head and Fire Rod shots against its blue head. While either head is immobilized, quickly slash with your sword. Terminate the turtle to rescue Zelda. You only have one dungeon to go!

TIP #12: Zelda releases the black magic barrier, which blocks passage into Ganon's tower. Hit a star tile in the western quadrant of 1F to find the Map, and fall from 1F to B1 to earn the Big Key. Unlock the chest upstairs, and you'll don the Red Mail. Now you're prepared for the final showdown with Agahnim! We'll reveal Zelda's ending in an upcoming Game Busters, so don't touch that dial.



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SUPER NES PROREVIEW

By Dr. Dave

Limber up your thumbs, galactic hot shots! Konami's sending their latest

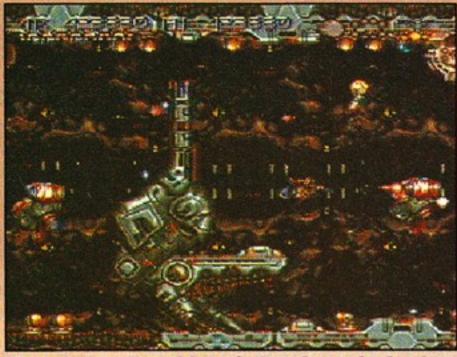
space shooter for the SNES, Axelay, into orbit. This six stage shooter, which tore up the Super Famicom in Japan, features forward and side-scrolling action with spectacular graphics and sound.

Your D117B Axelay fighter's arsenal includes standard issue air-to-air and airto-ground missiles, as well as a few unusual new weapons like the Needle Cracker. In many standard shooters, you snag weaponry by blasting enemies and grabbing power-ups. In a nice Axelay twist, you begin armed with three different fully powered weapons. During successive stages, you recapture five other weapons for a total of four air-to-air and four air-to-ground devices at your disposal. Use your own space shooter skills to decide which weapons to use in which stages. Other features include customizable control settings, five different trigger speeds, and three levels of difficulty. In combination, all of these features give Axelay a good range of challenge from beginner to advanced.

From the clouds in Cumuluses to the crystaline life structures in the Cavern, each level has eye-popping graphics. Check it out while you kick back and enjoy the cool tunes. During your quest to stop the Armada of Annihilation, you'll find that slowdown is very minimal in comparision to Gradius III. Interesting weaponry, gorgeous scenery, and lots of fun, what more could a dedicated video game space warrior want?



Wayler, an awesome creature composed of lava and metal, is one of the most spectacular bosses you'll ever see. Fire straight at his heart to destroy him.



There's hardly a hint of slowdown in Axelay, even in Stage 6's Armada of Annihilation Fortress, which contains masses of on-screen enemies.

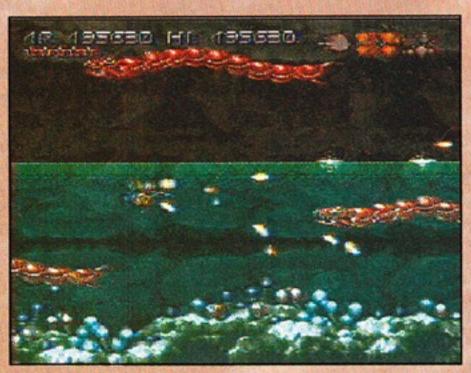


The scenery is breathtaking as you cruise over this cliff's edge and view an Urbanite city below. Here you're armed with the Needle Cracker.





Arachnatron, the mechanical spider boss of Stage 1, tries to catch you in his laser web.



To fight for your life in the weird crystaline environment of Stage 4's Cavern, battle underwater and in the air.



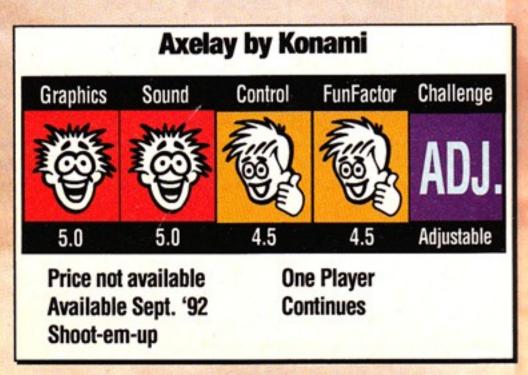
T-36 Towbar is the mech-style boss of Stage 2's Tralieb Colony.



As you battle in the skies above the Lava Planet, blistering heat threatens from below.



As you battle Veinion, a strange and deadly life force, destruction threatens from in front and from behind your ship.





The word from the video-game theater of operations is clear: **Super Battletank: War in the Gulf** performs brilliantly on the Super NESTM!

One of the most realistic, authentic military games ever created, **Super Battletank** puts you, an Allied Forces tank commander, in charge of the devastatingly powerful M1A1 battletank, armored warfare champion of Operation Desert Storm.

You'll take on enemy tanks, helicopters, and SCUD launchers, and experience searing sound effects and spectacular digitized graphics that will make you feel you're right at the core of the Persian Gulf War!

And coming soon: **Super Battletank** on the SegaTM GenesisTM!

Designed by Garry Kitchen and Alex DeMeo.







Published by Absolute Entertainment, Inc., 251 Rock Road, P.O. Box 116, Glen Rock, NJ 07452. Tel: (201) 652-1227

Monopoly



By Board Gamer

Uncle Pennybags was so successful with his NES version of

Monopoly that he's decided to make a 16-bit investment -Super Nintendo and Genesis style! Here's a look at the Parker Brother's version.

Go To Jail

Up to seven other human or computer opponents can join you on a stroll down Park Place or a ride on the Reading Railroad. Each of the eight computer opponents has a unique style of play. Unless you're a hermit, you know that the goal of Monopoly is to make the big bucks and drive your opponents into bankruptcy. To do this, you advance around the game board buying, sell-

the game or the rules. For example, you can't make landing on Free Parking net you all the money in the kitty found in the board's middle.

ing, trading, and developing different properties.



SUPER

いいといいま NATE

> PROTIP: Take advantage of Auctions. You can often purchase property cheaply if other players are short of cash. Even if your funds are low, bid the limit to push the price of auctioned properties as high as possible. After all, you don't want your opponents picking up Boardwalk for \$50.

The game is played by the traditional rules of Monopoly (see the manual) with a few tournament rules thrown in to make the game more challenging.

PROTIP: You can cheat by using either controller to make a move for the human opponents. For example, make a high bid in the auction on behalf of your opponent and they may get stuck paying a premium for a property they don't even want.

Take A Chance

Advanced entrepreneurs can wheel and deal their way through one of twelve different two- to four-player

scenarios. For example, in Money Isn't Everything, each player begins the game with only \$300! Use the Game Editor to return

to an unfinished game, or design your own game scenario. You can even set time limits on a game and dole out properties in advance. And of course, the computer's motto is, "Leave the banking to us!"

Parker Brothers has added some charming graphic touches, such as a beautifully detailed



The board is beautiful.

board, animated playing pieces, and great-looking Community

Monopoly by Parker Brothers Eight Players \$49.99

Game Editor

Available Fall '92

Board Game

Chest, Chance, and Property cards. Authentic game play ensures that any Monopoly fan will get a kick out of taking a walk on this video Boardwalk.

Clue

Mr. Green was in the Bining Room.

By Board Games

It was over 40 years ago that the unfortunate Mr. Boddy (get it?) was



first murdered in the board game, Clue. Sharpen your pencils, murder-mystery fans, 'cause Parker Brothers is ready to puzzle a new generation of fans with 16bit versions of Clue. We've cracked the case on the Super Nintendo version, but a Genesis cart is also in the works.

It's No Mystery

NES

Up to six players (human or computer) compete in Clue to discover the identity, location, and weapon used in the murder of the infamous

information you need. It also misleads your opponents!

PROTIP: If you use your own

cards when you make a

suggestion, you often force

the computer to reveal

Boddy. Each player assumes the persona of one of the famous cast of suspects, ranging from the ever correct Colonel Mustard to the supercilious Miss Scarlet.



Examine your cards to get a clue!

At the beginning of the game, each player is dealt a set of cards. With each roll of the dice (nicely simulated with a digitized hand), players advance around the board to different rooms in the mansion, where they can guess who did it with what and where. After a player makes a suggestion, the computer reveals a

clue. The game includes special Detective Notepads that each player can use to record their clues. One player will eventually be able to figure out the likely culprit, the weapon used, and the room in which the crime was committed.

PROTIP: If your opponent is heading for a specific room, sidetrack them by naming them as a suspect in another room. They'll be sent there.

Who, What, When, Where, and Why

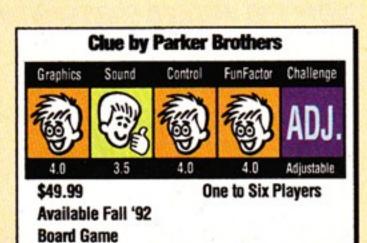
Although the name of this game is the same, the video game version features some nice new touches. There are five ranks of play, ranging from Amateur to Detective. The

PROTIP: You can put your marker in front of any room's door and prevent other players from entering that room!

Clue

higher the rank, the vaguer the clues and the more difficult the sleuthing. The game board is faithfully reproduced and animat-

ed character scenes and murder reenactments help the game to come alive. Board game and murder mystery fans alike will enjoy trying to get a Clue.



GAMEPRO August 1992

Life In The Fast Lane.





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



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



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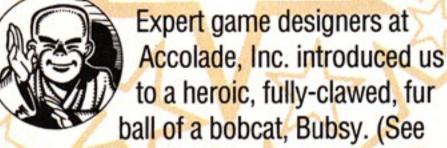
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By Slasher Quan



GamePro, July '92). This month, GamePro goes On Location to witness another major step in the development of "Bubsy in Claws Encounters of the Furred Kind." Six of Team Bubsy's 11 members work together to build Bubsy's personality, create characters for him to meet, and construct a Super NES world for him to explore.

Under Construction

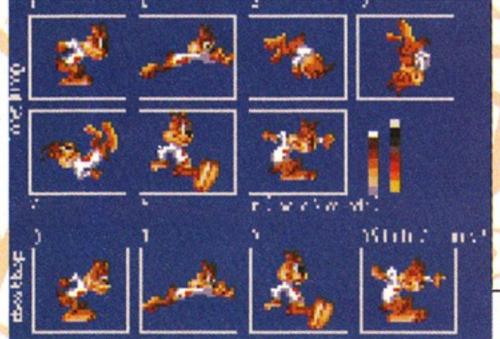
Bubsy and his crafty enemies, those darn yarn-snatching Woolies, need a playground for their antics. Designer Mike Berlyn's mission is to dream up a theme for each of the 15 game chapters, and map out important play features, such as enemy entrances, warp caves, bonus rounds, and power-ups. Then Art Designer Beckett Gladney sketches each area onto the massive grid scroll.

Five artists examine the rough drafts of the levels, then use a personal computer program, D-Paint, to draw the visual components. The artists draw the illustrations against a grid background, which separates the artwork into eight-pixel-by-eight-pixel tiles. The illustrators must maintain a consistent, free-form, cartoon-quality style while at the same time fitting their drawings into an area composed of the appropriate

number of tiles. After the drawings are converted from D-Paint into Super NES code, Associate Producer, Cyndi Kirkpatrick, fits the tiles into a gigantic chapter map, often stretching 30 game screens long and 10 screens high!

Bubsy's So Fine

Artist Ken Macklin brings to life the game's lead character, Bubsy. He must make Bubsy's looks, actions, and reactions fit his playful personality. First, he sketches Bubsy's array of nearly 40 character emotions, then he D-Paints each frame of an animation sequence. Many expert strokes of Macklin's light pen are required to make Bubsy move, run, jump, cat fight, or pop like a balloon and flutter off in the breeze.



Bubsy takes flight with a little help from Macklin's light pen.

Wild and Wooly

Several artists collaborate to craft the devious, obnoxious, three-toed

BUBSY A BOBCAT IN THE MAKING PART 2

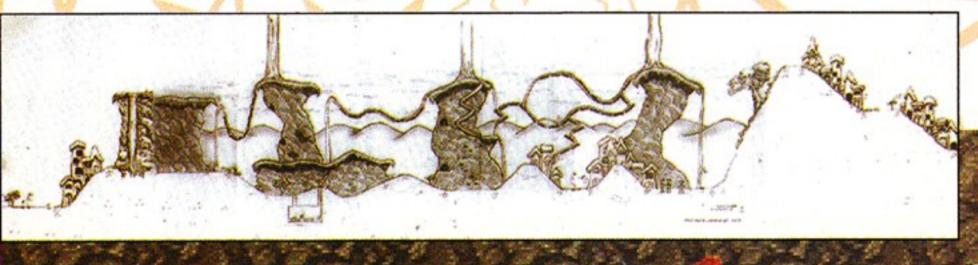
Woolies, who'll do anything and everything to get under Bubsy's fur. They toss rocks with their feet and kick Cheese Wheels. When they throw temper tantrums, they stretch out of proportion, get blue in the face, and blastoff using their antennae as propellers. Other wacky creatures include overly eager beavers in the river chapter and steer skulls and tumbleweeds in the train chapter. Similar to Bubsy, the non-player inhabitants must be sketched, illustrated, and animated on a computer screen one frame at a time.

All the "live" characters, which are called sprites, are translated into Super NES code. Then they're sent to the SNES programming group, Solid Software, to be animated and incorporated into the game's on-screen action. There, programming techniques embellish the visuals with graphic effects, such as screen rotations or multi-scrolling backgrounds and foregrounds.

Getting Bubsy's Act Together

Bubsy's lookin' good. But without music, sound effects, voice, and actual, programmed game play, his cart's just a pretty picture. Team Bubsy's still jamming for





an early '93 SNES release. We'll go On Location for another in-depth development report. Stay tooned!



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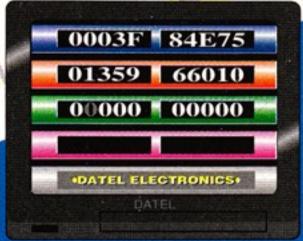
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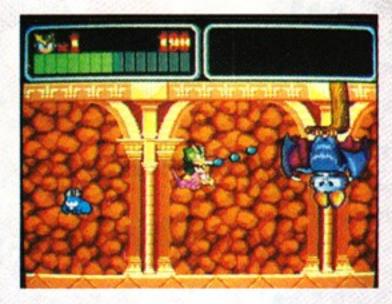


Y's I and II Only you can unlock a 700 year old mystery. But beware, the Demon Boss awaits you!

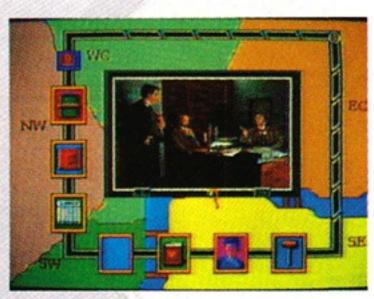
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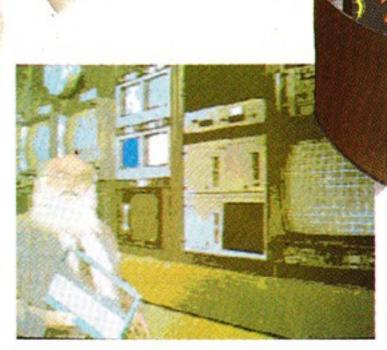
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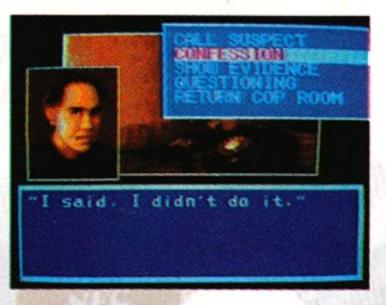
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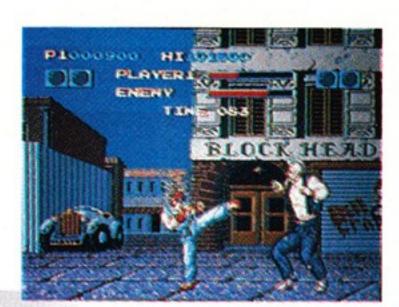


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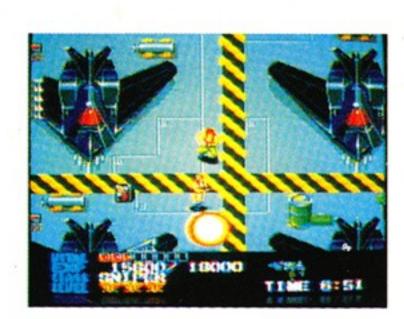
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Last Alert Guy Gazama is a man with super human abilities, fighting against an international arms syndicate.



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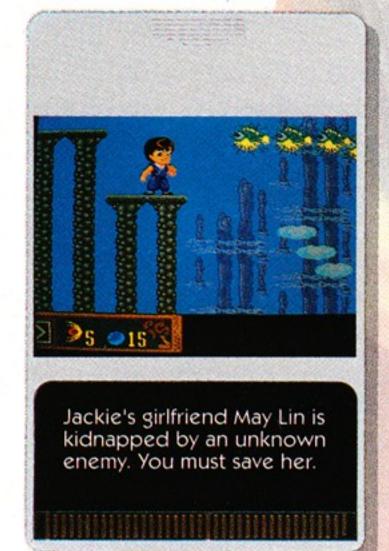


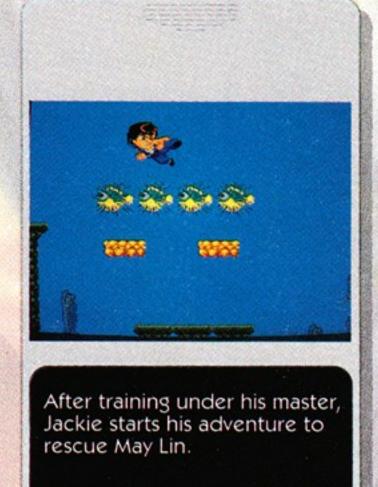
Despite what people say, you can take it with you. That's because **Turbo Express** gives you 16-bit graphics with the

same brilliant color, the same six-channel sound, the same intense game play, and best of all, you can use the same

TurboChip games you use on the
TurboGrafx-16 home system. Now you
can have the take-it-anywhere
convenience of the **Turbo Express**with all its cool features for \$199.99
and your choice of four great games
FREE, a \$99.99 value. Choose any four
of the following six games: Packland,
Victory Run, Alien Crush, Fantasy Zone,
Vigilante, Power Golf. So no
matter where you may
have to "go", make sure you

have Turbo Express.



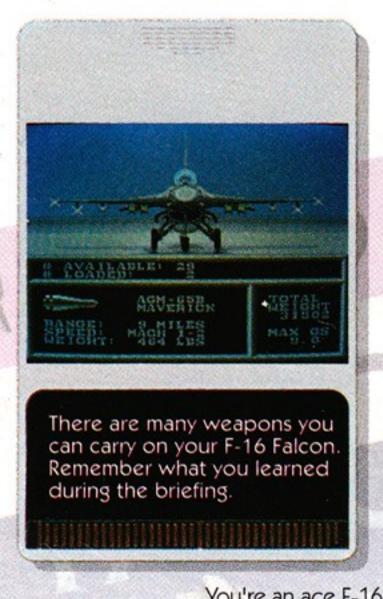


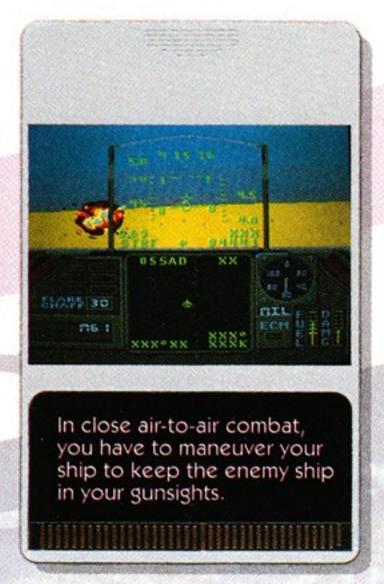


You're Jackie Chan, world famous
Kung-Fu star. And your damsel, May Lin,
is in some serious distress. After training
under your master, fight your way past
your enemies with spinning kicks and
powerful energy pulses. But if you fail,
your enemy will have May Lin, and you'll
look like a real Fu.

ACTONKUNG!







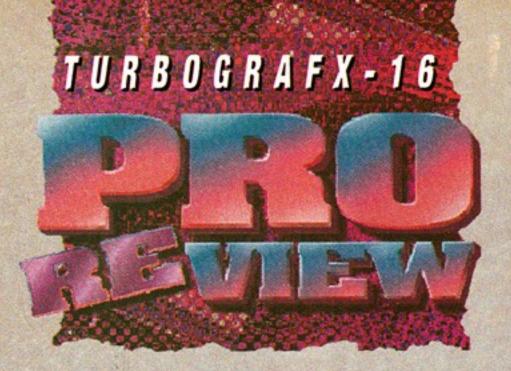


You're an ace F-16 Falcon fighter pilot.

At your briefing, you'll be given your secret mission. Intercepting enemy aircraft or destroying strategic ground targets will become your everyday duties. Engage your targets from the realistic, first-person perspective of your cockpit. If you complete your missions, you'll be on cloud nine. If you fail, you'll be scattered all over cloud nine, eight, thirty-seven, twenty-six, seventeen...







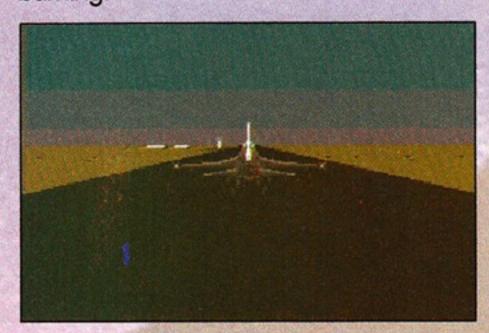
By Frequent Flyer

Falcon has blazed a trail across personal computer virtual skies for years. Spec-

trum Holobyte programmed all the versions, including this one for the TurboGrafx-16. These guys even create flight sims for the military! That translates into realistic flying, and in this version it's either a plus or a minus, depending on how you look at it.

Flight Makes Right

This challenging game begins as some third rate power is about to tilt the world's geopolitical scale towards chaos by building atomic weapons. You have seven days to fight through their murderous air defenses and destroy their A-bomb factory. Falcon's battle plan calls for 16 missions at a rate of three per day. If the numbers don't seem to add up, it's because the extra days are insurance against your frequent crashing and burning.



You can fly the F-16!

No Train, No Gain

Learning to fly your F-16 is a chore. You control your jet from a pilot's first-person, inside-the-cockpit view. Falcon's control panel and its Heads Up Display are based on the real thing. They flash a dizzying array of on-screen information at you, at least 21 different displays. The game controls are less daunting, but there are 13 different button presses or combos you need to know. Studying the manual and practicing deciphering dis-

plays takes patience, but either you do that or face fiery death often.





Maverick TV-guided missiles, and MK-82 Low Drag General Purpose Bombs are all set to do your dirty work. The Fuel tanks and the Electronic Counter Measures Pod are non-lethal, but vital.

There's no doubt where the bad guys do their arms shopping. Your competition flies Soviet-made Su-25S bombers, MiG-21S fighters, and MiG-29S interceptors. On the ground, they set up a gauntlet of surface-to-air missiles (SAMs) and mobile antiaircraft guns.

Fail a mission, and Falcon plays
Taps. It also displays a screen with your
buddies flying the famous "Missing Man"
formation (guess who's missing?). Mas-

Bombing, Intercepts,
Dogfight, Anti-Flak, and Anti-SAM. TurboExpress owners
can get the best practice of all by linking with a friend for head-to-head dogfights.

PROTIP: Bombing runs are tricky. Practice, or you'll never



PROTIP: When there's a bogie on your tail, speed up then quickly slow down. He'll fly past you and into your sights!

Once you figure out how to use them, your weapons are formidable, effective, and realistic. You arm your ship before every mission with a cool-looking weapon selection screen. Sidewinders, AMRAAM radar-guided missiles, Shrikes,



Choose your weapons carefully.

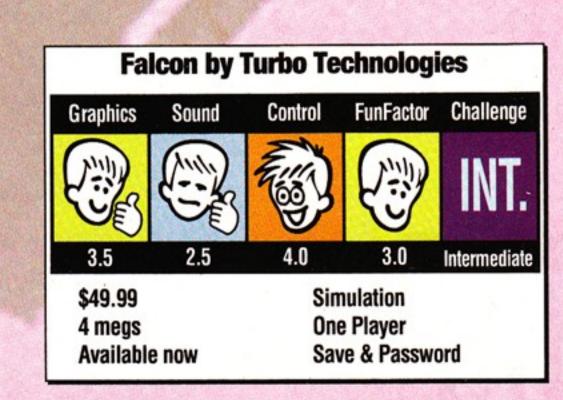
Graphics Grounded

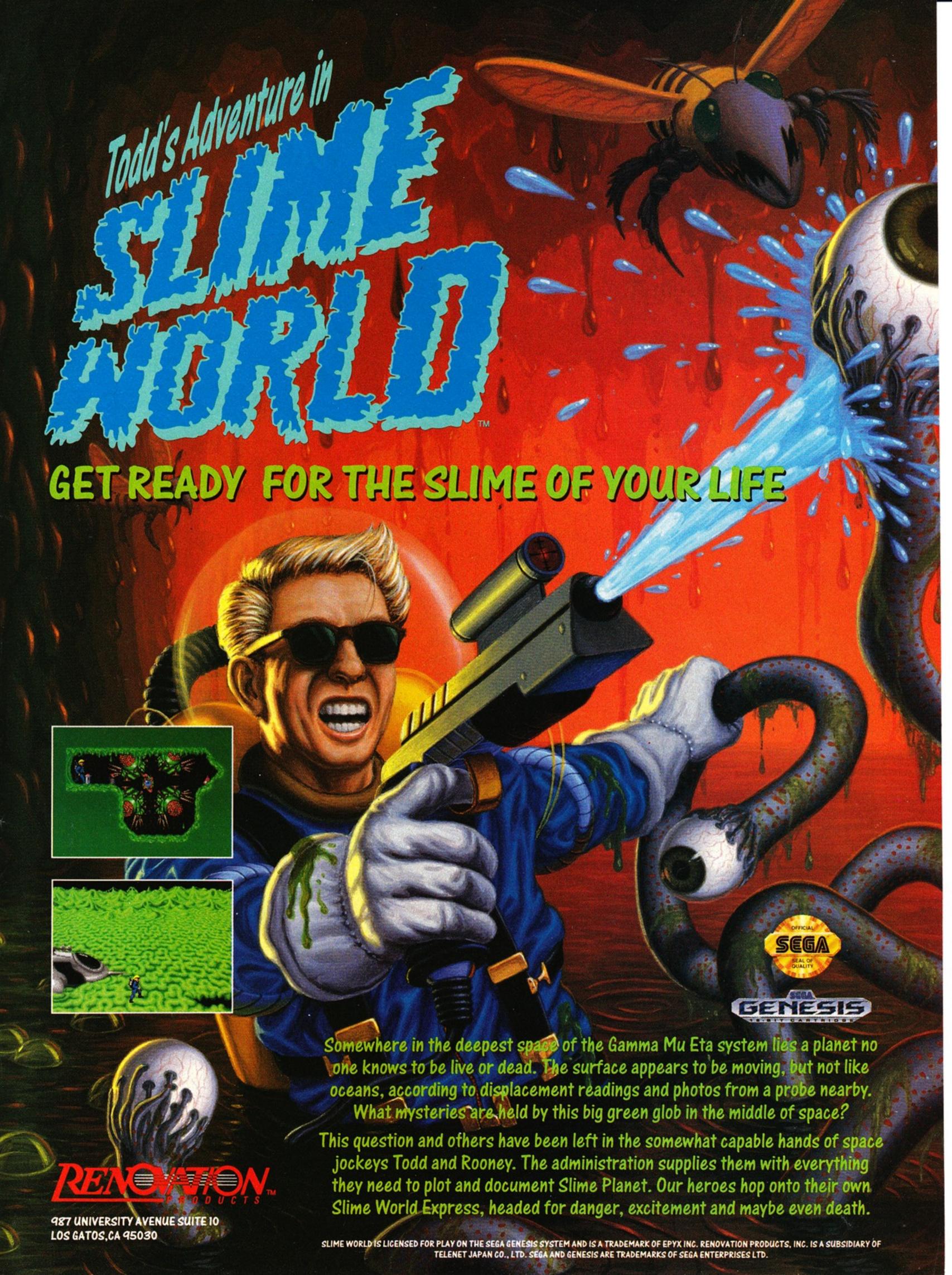
Falcon's graphics are a mixed bag with distinct contrasts. Ground-based graphics, such as the Mission Briefing screens, are sharp and eye-catching. The airborne graphics, which are reminiscent of most polygon-based flight sims, are blocky and somewhat indistinct. For a game based on a supersonic aircraft, the sound effects are practically subsonic.

beat the game.

Not for the Birds

Falcon means business, and so should you if you try it. If you're a TG-16 top gun who takes his flying seriously, by all means fly Falcon. However, don't expect to go ballistic over the graphics. If you're just looking for a vicarious, supersonic joyride, try flying friendlier skies.







By Doctor Dave

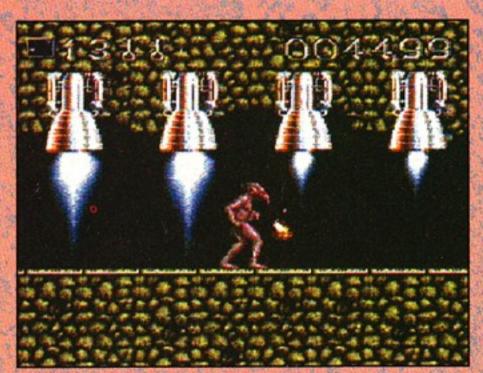
They say man is an animal.
That's definitely the case in
Shadow of the Beast! The

Japanese P.C. Engine Duo Super CD-ROM system is the newest home for the outrageous video animal by Psygnosis.

This personal computer hit never looked better. The awesome graphics are a true port from the Amiga version with beautiful multi-scrolling backgrounds. All Beast fans must see the new powerful animated intro sequence!



Make sure that you turn off switches!



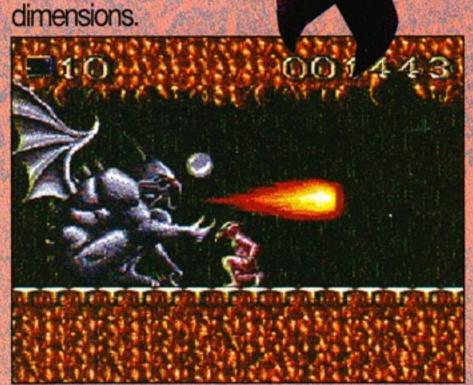
Taking shortcuts is sometimes more danger than you bargained for.



Pump up your continues in the option menu!

Beastie Boy

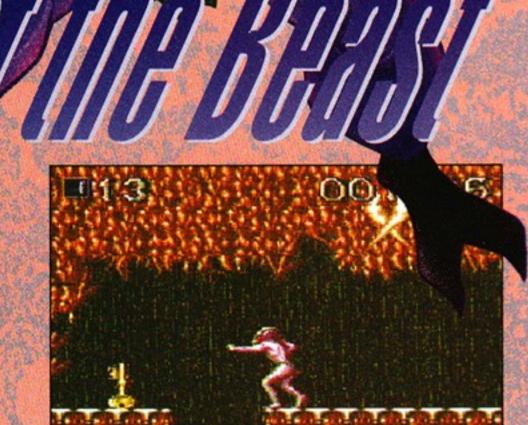
In this hot, side-scrolling adventure, you are transformed mysteriously into a beast. You don't have time to mourn your newly acquired ugliness because you must stop the evil beast from taking over your land! You use your fists...er, hooves and a variety of weapons to beat a path through the army of weird monsters that overun this psychedelic landscape. In this massive game, you'll fight your way underground, through castles, across vast prairies, and even through other



This gargoyle carries the Super Punch which you need to defeat the first boss of the underworld.



Turn off the force field before picking up the blaster!



Grab keys to open doors.

Super Soundtrack

Shadow of the Beast's sounds are outstanding. The game's audio effects have never sounded better. The stylish music's been recomposed with all of the original awesome tunes. It's so well done that buying this game is like buying a sound-track alone!

Born to Be Wild

Shadow of the Beast is on Turbo Technologies' schedule for Super CD releases for the new American Turbo Duo next year. Creep, gallop, or slither to wherever you have to go to find it.



The fast pace, grueling action, and tough competition has made soccer the most popular game in the world today. Pretty passing, flying headers, bicycle kicks, slide tackles, yellow cards and red cards are all a part of the game. Watch out for your players becoming fatigued too.

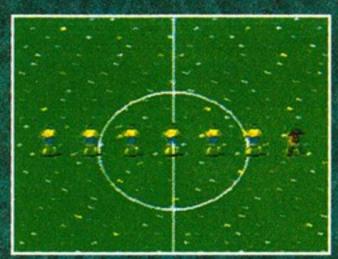
Sometimes

fresh legs are better than your superstar.

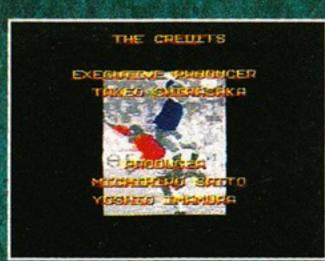
If your passing game comes along you might be able to hit a bicycle kick or break a window. There's nothin' like playin' ball in the house. So, let the games begin.



Confetti Sequence



Confetti Sequence



Closing Credits

CONTEST RULES

This contest is sponsored by Taito and GamePro magazine. Only one entry per person. No purchase necessary to enter. Winners will be notified by mail. Chances of winning are determined by total number of valid entries received. Contest ends September 30, 1992. Only valid in the U.S.A. Void where prohibited. Employees of GamePro, Taito and their families are ineligible to enter. GamePro and Taito reserve the right to cancel this promotion at any time with appropriate notice. Winners' names and prize information may be used by GamePro and Taito for promotional or advertising purposes without further compensation.

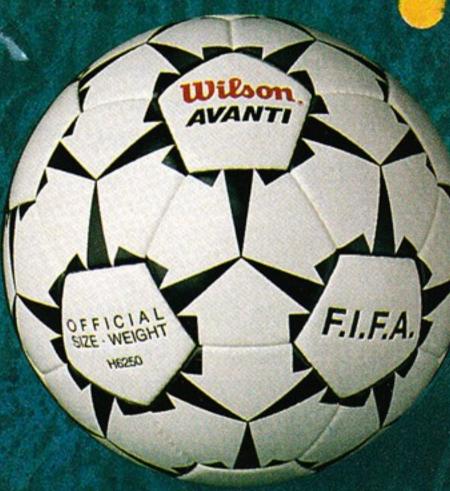
Enter The SUPER SOCCER CHAMP Soccer Ball Contest And

HOW TO ENTER

To qualify for the contest, participants must win the tournament in Super Soccer Champ. When a player has won the tournament, the screen will display the words, "You Are Hero," followed by confetti falling onto the field and closing credits listing the creative designers behind Super Soccer Champ. A photo of any one of these screens will be accepted as proof of winning.

To enter, fill in the coupon or print your name, address,

phone number, age and the words "Taito Super Soccer Champ Contest," on a $3'' \times 5''$ card. Then mail your entry form, along with a photo of your winning TV screen to: GamePro Super Soccer Champ Contest, P.O. Box 3329, Redwood City, CA 94064. Prizes will be awarded to the first 500 qualifying entries received.



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Name ____ Address Phone City State Did You Remember Your T.V. Screen





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The Sports Page



EA Monster Dunks Another NBA Hit!

Bulls vs. Lakers and the NBA Genesis Play-Offs

By Weekend Warrior

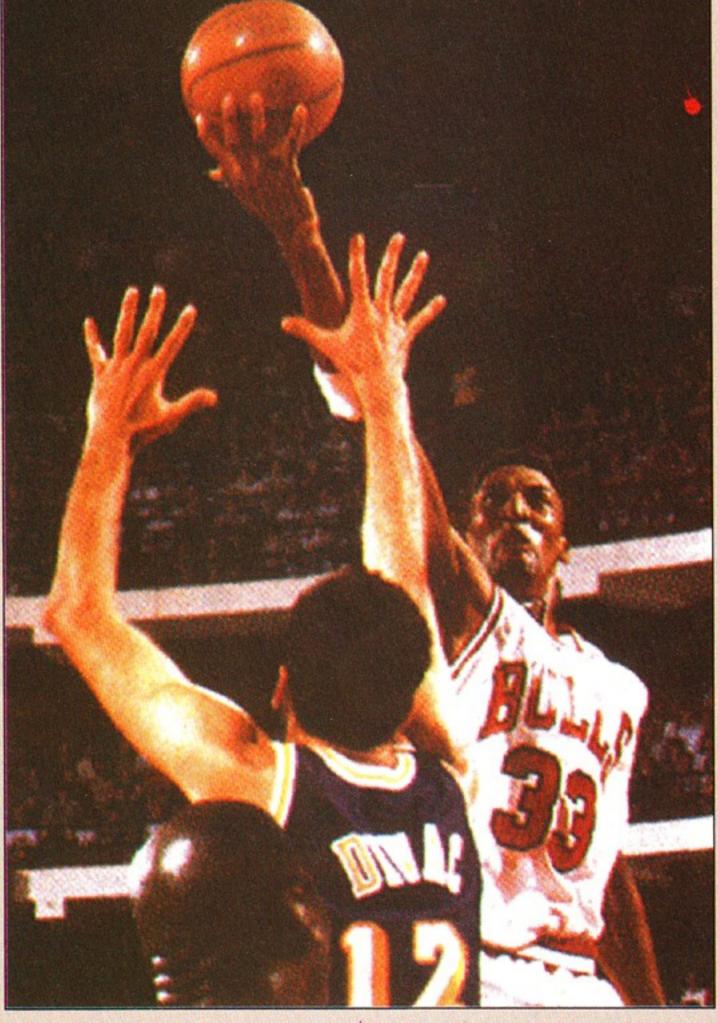
Heads up, sports fans! EA has done the incredible by enhancing their b-ball blockbuster, Lakers vs. Celtics and the NBA Play-Offs, to create Bulls vs. Lakers and the NBA Play-Offs! Does this game look and play like Lakers vs. Celtics? Yes! Is this game BET-TER than Lakers vs. Celtics? Yes!

Mo' Teams! Mo' Players! Mo' Features!

Lakers vs. Celtics wowed us by featuring eight of the best NBA teams — the Lakers, the Trailblazers, the Spurs, the Suns, the Celtics, the Pistons, the Bulls, and the 76ers — plus the East and the West All-Star teams. Bulls vs. Lakers ups the team count to 18 by including the aformentioned teams and the Jazz, the Rockets, the Supersonics, the Warriors, the Bucks, the Hawks, the Knicks, and the Pacers! Updated to reflect the 1991 NBA season, Bulls vs. Lakers features all the players of these 16 pro teams, including their on-court abilities and trademark moves and grooves.

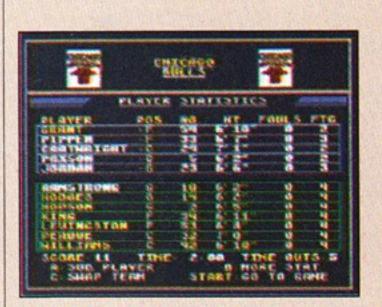


Sir Charles does his thing!



Challenge a friend or the Genesis to a single game, or take on the Genesis in a three-round, best-of-seven, 16-team tournament for the NBA Championship! The new Two-Player Co-Op feature enables you and a buddy to team up against the Genesis to determine whether man or machine will rule the courts. As always, you choose 12-, 8-, 5-, or 2-minute periods and pick the level of difficulty ranging from Pre-Season to Show Time! Unlike the real-life Simulation mode, you can also select Arcade mode, where players don't fatigue or foul out. Similar to its predecessor, Bulls vs. Lakers features a

password system that enables you to continue tournament seasons with your favorite teams. Also carried over is the ability to monitor your players' fouls, fatigue, performance stats, and the ability to substitute at will.



PROTIP: Substitute key players in danger of fouling out. Save them for the final period!

PROTIP: All players' fatigue levels return to maximum after halftime.

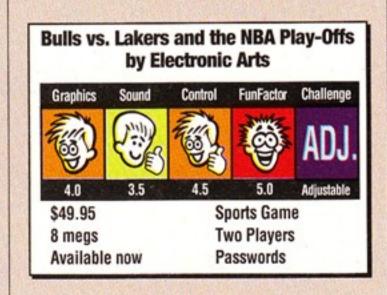
The game play and the controls are basically the same as Lakers vs. Celtics. However, several enhancements make this game even more enjoyable: bright, big stars beneath the players you control instead of those hard-tosee black sneakers, instant replay, an always-visible 24-second shot clock at the bottom of the screen, the coach's voice screaming "Shoot the ball!" when the shot clock nears zero, sharper graphics with bigger crowds and courts with home team logos, and better control over free throws.

PROTIP: Fast breaks are extremely difficult. Allow your teammates to get into position by waiting behind the half-court line.

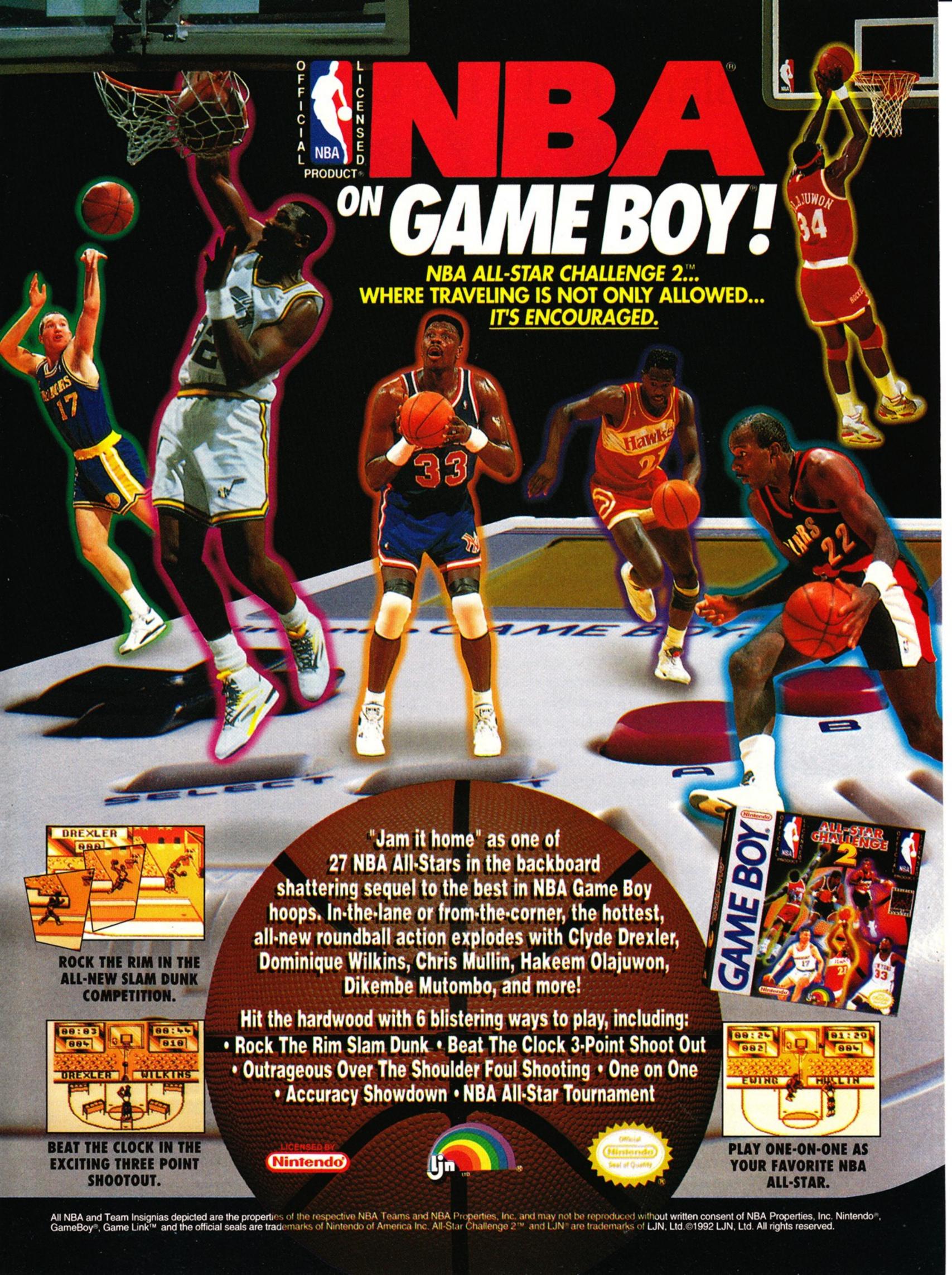
PROTIP: Tap A once to fake a jump shot and spin around ultratight defenders.

Swish!!

Bulls vs. Lakers stands on its own (size 18) feet as a premium sports game for the Genesis. The smooth game play, the excellent graphics, the enhanced level of authenticity, and the plethora of options and features are sure to satisfy sports gamers of all levels and abilities. Bulls vs. Lakers is the class of the Genesis basketball league.



Continued on page 76.



NCAA Slam Dunks the Competition

NCAA Basketball

SNES

By Colorful Commentator

Nintendo's NCAA Basketball breaks the b-ball mold. It starts fresh with a new look, style of play, and approach to video basketball. The results are stunning.

Educated Basketball

NCAA packs five top National Collegiate Athletic Association conferences: the Atlantic Coast Conference, the Big East, the Big Eight, the Southeastern Conference, and the Southwestern Conference, and the Southwestern Conference. Obviously, several high-profile conferences and independents are missing, but the 44-team selection is good. The squads are represented by authentic logos and jersey colors.

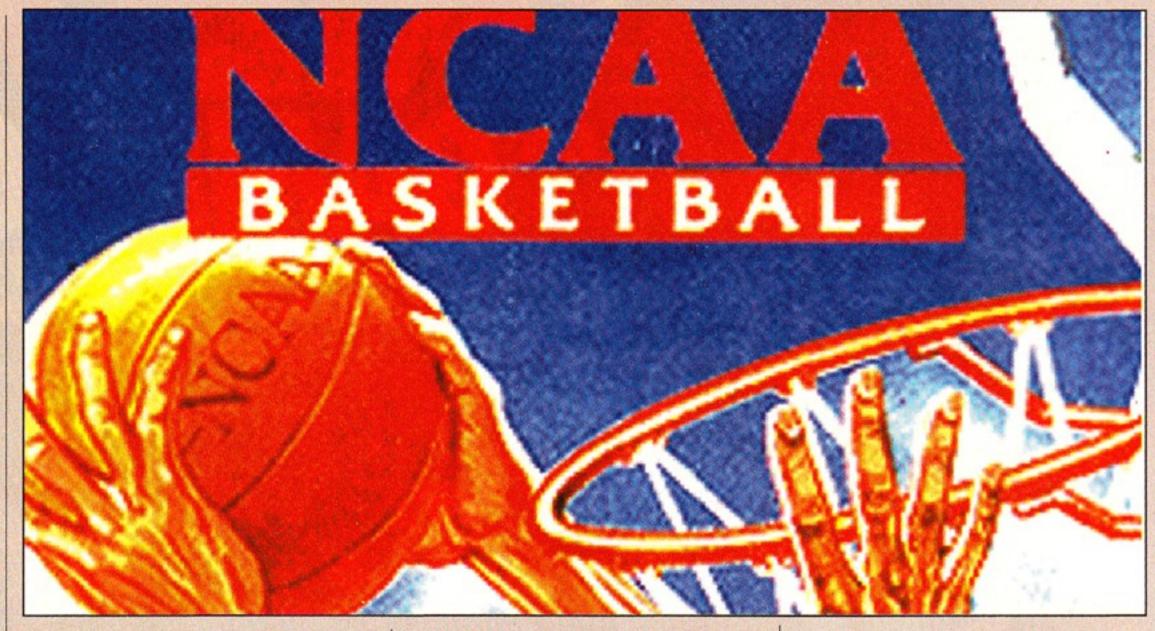


Tipoff with conference play.

Collegiate sports regulations require fake player names. However, the real '90-'91 season statistics combine with your skills to determine a play's outcome! For example, a poor foul shooter in real life must contend with a faster moving and more difficult free throw interface in the video game. Your performance is tallied over the course of each contest, but you can't save your new stats, or customize teams.

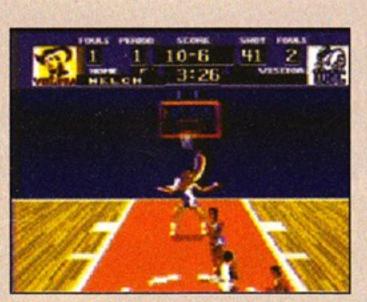
In Your Face!

Abandoning the run-of-the-mill, side-view, hoops cart formula, NCAA's camera looks over the ball handler's shoulder as he dribbles up the court. If you turn, the screen turns! The view rotates and zooms



to follow the ball's flight during a pass. The breathtaking visual perspective sports sharp character details; crisp, non-choppy animation; and expertly shaded court features. Perfection would include a crowd rendition and an instant replay. Still, you'll gobble up the graphics, and ask for seconds!

NCAA's excellent, arcadequality action gives you a thorough workout. Precise controls enable you to toggle between players, shoot, pass, jump, block, and steal. A useful passing icon indicates a target player's position and the proximity of opposing defenders. In the paint, you get five showboatin' dunks. A ref's voice calls 'em as he sees 'em, but he doesn't always see 'em, just like in the real thing. The b-ball sound effects and theme songs are good, but better crowd noise and more music is needed.



PROTIP: When you're all alone under an opponent's basket, stop and pop just as he starts

to foul. You'll score the bucket and shoot a bonus free throw!

NCAA does a good job of capturing on court strategy. This cart's seven-formation, on-the-fly play calling is a first for 16-bit basketball games. The singlebutton interface hampers instant selection, but it's still an innovative, game improving idea. At the top-notch coach's screen, you can pull fatigued players and go to your bench, crash the boards, call for a fast break, examine the stats, and call time-outs. Missing, however, is a full court press. Also, you can't command your team to foul in the waning moments of the game. You must do it manually.



PROTIP: Pause the game, then call your play.

PROTIP: Spin and drive the lane while an immobilized opponent attempts to steal.

March Madness

You can play NCAA against the computer or a friend. The one-player, 18-game Season mode culminates with passwords in the

invitation only NCAA tournament. HAL America Inc., the actual developers of NCAA, consulted each team's coach to gather realistic computer strategies. Although entering the Big Dance is a thrill, definitely fire up NCAA in two-player mode and take advantage of the difficulty, the time limit, and the team selection options.

PROTIP: Dunk through the back of the backboard.



Oh, how sweet it is. Duke advances to the Final Four!

HAL went back to the drawing boards to create NCAA Basketball, and the cart's a fine example of graphics, sports realism, and game play working together to form a great game.

NCAA Basketball makes almost all the right moves.



Continued on page 78.

Just when you thought it was safe to play violeo games again.

SECOND CUS





Swinging good time!



Bone crushing action!





Zealous zombie zonking!



error comes to the Sega Genesis in Namco's stomach turning sequel to the smash hit Splatterhouse. That's right, lock your doors. Splatterhouse 2 is raging. Rick's buffed, bad, and back. Ready to trash anything to save his girlfriend Jennifer. Love is never pretty.

Horrific hurls!

Eight levels of horror. Eight megabits worth of gross graphics and chilling sounds.

Gnarly new weapons and bosses

Warning: This game may not be appropriate for younger players.

The Game Creator™

NAMCO HOMTEK, INC. 3255-1 Scott Blvd. Suite 102 Santa Clara, CA 95054-3013

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TV Sports Baseball Scores Big!

TV Sports 16-16 Baseball

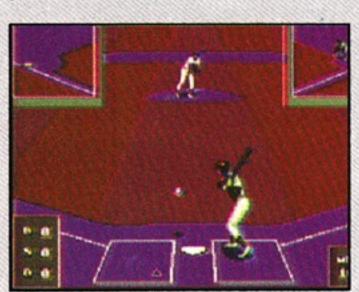
By Weekend Warrior

At long last, Turbo Technologies has inserted TV Sports Baseball into its lineup of excellent TV Sports games, and this cart was worth the wait! Hot graphics, excellent game play, and plenty of features make TV Sports Baseball a realistic, well-balanced, baseball game for the TurboGrafx-16.

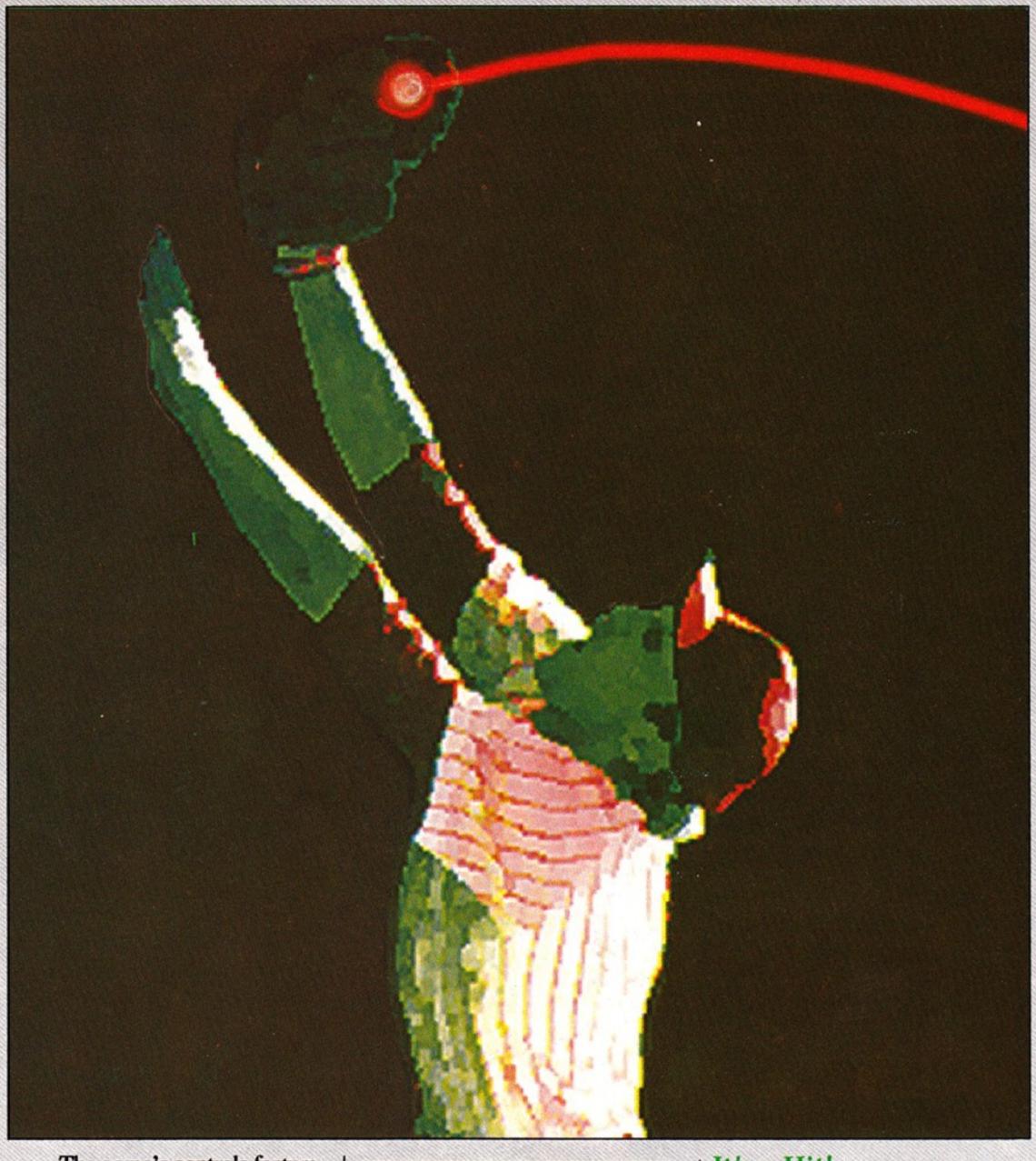
Welcome to the "Show!"

TV Sports Baseball is a great four-player baseball game, which features two-player teams. In addition to the standard elements of baseball, the game has spontaneous player substitution, base stealing, and diving or jumping to make truly awesome catches.

Choose among eight ball clubs in a two division league, or use the division's All-Stars as your team. Analyze the key stats of each player, then take a sneak peek at the opposition. Then select from three different ballparks. Play either an exhibition game or a 20-game schedule that leads into the play-offs and ultimately the league championship! A handy password feature enables you to save your current season with all your hard earned stats intact.

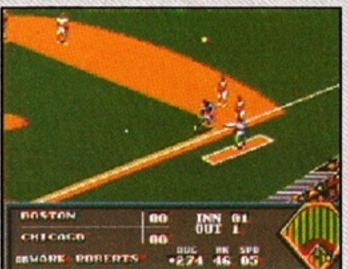


PROTIP: Pitch the first ball wide to pull the batter closer to the plate. Then pitch change ups that break into the batter. This will net consecutive fouls for strikes until the computer wises up.



The game's controls feature a standard Pitcher/Batter screen with windows displaying the status of runners on all three bases. The game switches to the Field screen as soon as the ball is hit, and you're automatically in control of the player in the best position to field the ball. Pay special attention to the tiny Field Window radar screen, which displays the movements of the selected fielder and any base runners.

All graphic elements are well-rendered and take full advantage of the TurboGrafx-16's generous color palette. Ball players move smoothly and realistically, as does the baseball in play.



PROTIP: Catch pop flies by placing your fielder atop the shadow of the arcing ball.

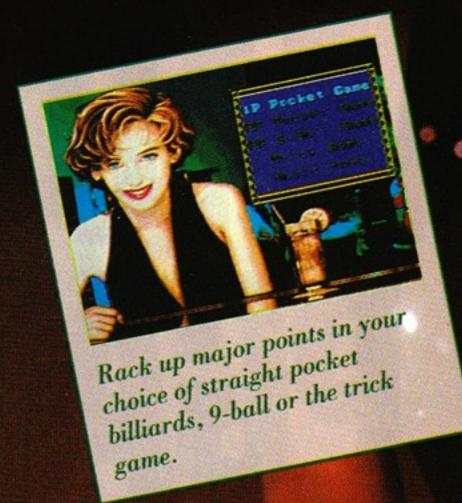
Heads up! Foul balls spin right out of the TV at you!

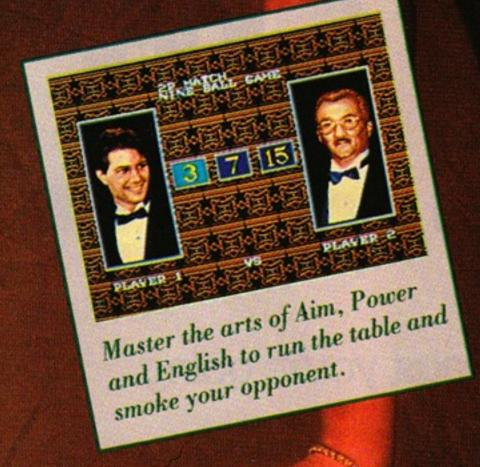
The soundtrack is a repetitive, grating, electronic melody that can be mercifully switched off. However, crowd noises, sound effects, and the umpire's calls are all clear and sound authentic.

It's a Hit!

TV Sports Baseball is an extremely challenging one-player game and an excellent multi-player game. Its sharp graphics, loads of features, and smooth game play guarantee TurboGrafx-16 ball players hours of first-rate entertainment! Batter up!







Nice

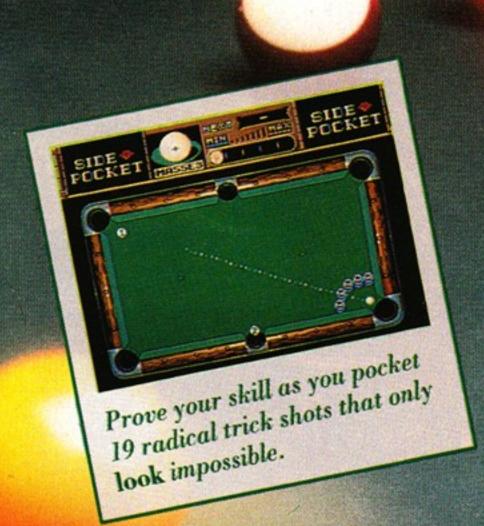
C'mon, sink one more.

Your title's at stake.

So stroke a mean cue.

And don't get caught

behind the eight-ball.

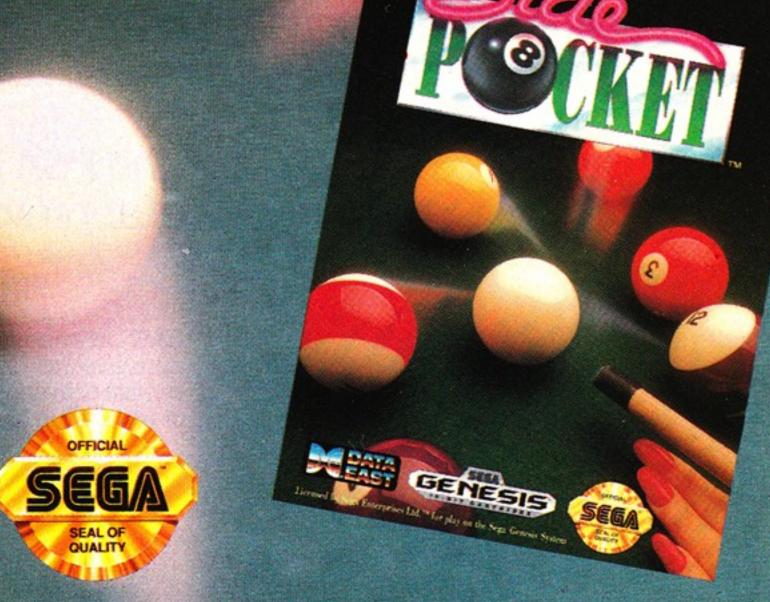












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But make it your golf bags.
Because it's PGA TOUR® Golf. The only game that lets you make

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



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

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networkis there to capture every swing. With the exclusive Ball-Cam™ for a ball's-eye view of your shot in flight. Mode 7 scaling for the slickest panorama of

every hole. Instant replay. Plus an EASN team of sportscasters with tournament highlights and a tournament award ceremony. But no stupid hair-loss commercials.

If you run afoul of the fairways,

you'll finish out of the money, and back on the driving range and practice greens. A battery backup saves everything-games, accumulated earnings, even PGA TOUR stats.

ELECTRONIC ARTS SPORTS NETWORK

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

Call 800-245-4525 anytime to order. Or visit your retailer.

With a 360° rotating putting grid you see every angle of the green. But if you don't read it correctly, watch out for the bogey man.



Trade shots with 60 top pros like Paul Azinger, Mark McCumber, Mark O'Meara, Fred Couples, Fuzzy Zoeller, and Craig Stadler. Ignore their advice and you could have a stroke.



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Rolan's Curse II

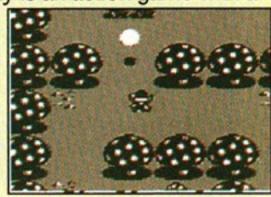
By Monty Haul Wicked Lord Par

Wicked Lord Barius has sworn revenge on the world in Rolan's

Curse II. This one-player adventure from American Sammy is an action game with a

dash of roleplaying.

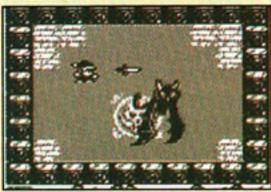
Similar to the all-timeclassic NES cart, Legend of Zelda, RC II offers solid,



PROTIP: Blast open pathways with bombs.

overhead-view hack 'n' slashing. Starting solo, you scour the countryside in search of rookie adventurers to help you reverse the curse. Meanspirited beasties abound. With good control, you can move and attack straight ahead in four different directions.

Eight team draftees are waiting for you to enlist their services. You can recruit up to three at once. Each character is assigned a



PROTIP: Wipe out the Mushroom Forest's bat boss with Pit's long-range throwing swords. quest, and defeating the appropriate boss villain increases their powers. For example, Kyle the Zombie earns a thunder rod, and Lora

the fairy takes flight when her wings are healed. You can also collect batches of magical treasures, including Potions, Fairy Tears, Magic Balls, and level-up icons.

PROTIP: Use yourself, Zold, Kyle, and Lee to complete the game.

You journey through decent looking locales, such as forests, a castle, a tower, and a graveyard. The great auto-mapping system charts your progress, and you can save the game anytime. The screens scroll fluidly. The characters are well-drawn, but round and squat. The music won't make you too weary.

This Curse is blessed with a moderately difficult, multi-character monster romp and no-frills role-playing. Throw down your Game Boy gauntlet for Rolan's Curse II.



Centipede

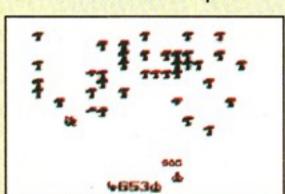
By Earth Angel Take a popular a

Take a popular arcade and an Atari classic, remove the color

graphics, shrink it to Game Boy size, and what have you got? A headache! Your best bet with Centipede is to take two aspirin and call an exterminator in the morning.

Long time gamers and arcade groupies will remember Centipede as a coin-op staple. You use a magic wand to fire at Centipedes

and other
bugs who
wind their way
down the
screen. If you
zap the bugs,
they vanish and
you score
points. If they
zap you, you



PROTIP: The closer you are to a Spider when you shoot it, the more points you score.

vanish and lose your wand. The object of the game is simple: the higher you score, the better you feel.

With each level you complete, the pesky pests increase their speed. It takes lightning quick reflexes to react quickly enough to nail the bugs and use mushrooms to create avenues of escape and attack.

Although the coin-op game play is basically intact, the Game Boy version of Centipede doesn't have the colorful arcade

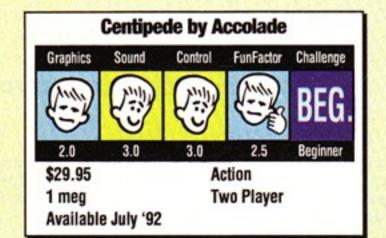


PROTIP: Destroy Mushrooms and create an avenue for the Centipedes to slither down. Stand at the bottom and blow them away easily. graphics.
Instead, tiny
black and
white bugs are
hard on the
eyes and drive
you buggy.

On the plus side, Accolade's added enough differ-

ent play alternatives to make two-player games a lot of fun. You can compete against a fellow pesterminator in alternating or head-to-head play, or team up for competetive extermination.

Overall, fanatic Centipede fans should check out this version. The uninitiated, however, should head for Centipede in the arcades and seek pest free Game Boy pastures.



Missile Command

By At

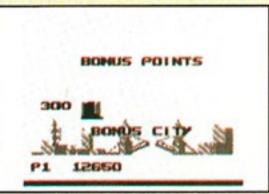
By Earth Angel

A barrage of missiles rains down upon the world's cities. It's up to

you to intercept them and save the world's cities from a

holocaust.
Sound
familiar? It
should, at
least if you've
ever had your
hands on an

Atari or



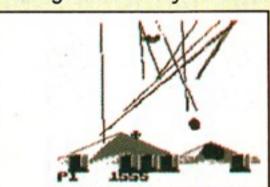
PROTIP: You earn a new District with every 10,000 points you score.

dropped a quarter into an arcade machine.

Missile Command is yet another classic title
that Accolade's converted into Game Boy
fare. The good news: this is the best of the
trio (the others are Asteroids and Centipede).

Your goal in Missile Command is to survive and score as many points as possible.

To accomplish this, you must defend 16 cities against enemy fire that's descending



PROTIP: Don't waste your time trying to destroy Missiles that aren't going to hit your Districts or Silos. on you from
the top of the
screen. Each
city has six
different Districts and two
Anti-Missile
Silos. Use your
Missiles to

blowup incom-

ing enemy Missiles, Smart Bombs, and Aircraft before they destroy your city's Districts and Silos. You score points by destroying enemy weapons, and bonus points for the number of Missiles and Districts you have left at the end of a round. There are two rounds per city, 32 rounds in all. You'll keep playing 'til all of your City's Districts are destroyed.

Sure this game is simple, but that's what made it so appealing in its former reincarnation. Fortunately, black and white graphics don't effect the quality of the game play in this translation. The graphics are large enough to avoid undue eyestrain! An alternating two-player option makes for explosive head-to-head high score competition. It's reassuring to find out that you can teach an old game new tricks after all!





THE WINNER AND STILL CHAMPION

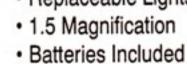
Why fool around with pretenders when you can have the champ?
Since 1990, Light Boy has punched the lights out of any would-be contender. No wonder.

Light Boy is the only product licensed

by Nintendo that brings light and magnification to the Game Boy, and comes with batteries and replaceable lights. Don't pull your punches when it comes to doing what's best for your Game Boy; there's only one champion, Light Boy.







GAME GEAR

By Gideon

Based on the first hit movie that made "Ahnold" a megastar, the Terminator

for the Game Gear is perhaps even tougher and more frustrating to defeat than its silver screen counterpart! Be forewarned, the Terminator is one tough test of your reflexes, wits, and gaming skills. Just like the movie, this one-player game is a battle of human against machine. Lose to this game, and it may be an omen of things to come!

"I'll Be Back"

The Terminator adheres faithfully to the movie's story line. You are Kyle Reese, a soldier from Earth's war-torn future.

Machines have taken over and seek to eradicate all humans. Reese has been sent back in time to protect Sarah Conner, the mother-to-be of the leader of the future's resistance forces. He must battle a fear-some cyborg assassin who is trying to wipe Sarah out! Five multi-directional, side-scrolling levels with a third-person perspective represent key scenes from the movie. You must run, jump, lob grenades, and shoot all opposition to survive!



PROTIP: To minimize damage, jump up as soon as Hunter-Killers appear on-screen.

PROTIP: Hunter-Killers always alternate the direction from which they appear.



PROTIP: Lob grenades at enemies near the edge of the screen, and roll them into enemies closer to you.

PROTIP: You're instantly terminated if a Terminator touches you!

You begin at Level One's devastated streets of Los Angeles, 2025 A.D. Dodge swooping Hunter-Killers and battle your way into the enemy's underground lab complex. There you fend off waves of Terminators as you search for a machine gun and a time bomb. Set the bomb's timer and jump into the time machine before the whole place blows!

Level Two drops you onto the streets of LA in the year 1984. Sarah's hiding in the Club Technoir dance club. Search for her as you destroy oncoming maniacal punks and fight the police who have an A.P.B. out on you! Level Three takes place within Club Technoir. Locate Sarah before the Terminator does and escape from the club before he gets you!

PROTIP: Every three hits with your machine

gun bumps the Terminator back a step.

PROTIP: Shoot the Terminator 30 times to put him down.

In Level Four, you and Sarah are locked within the local police station. Find Sarah and escape while avoiding more punks, cops, and the Terminator! Level Five ends at a factory warehouse with a final showdown against the Terminator stripped of his synthetic flesh. Lure

him into the hydraulic press to permanently stamp him out!

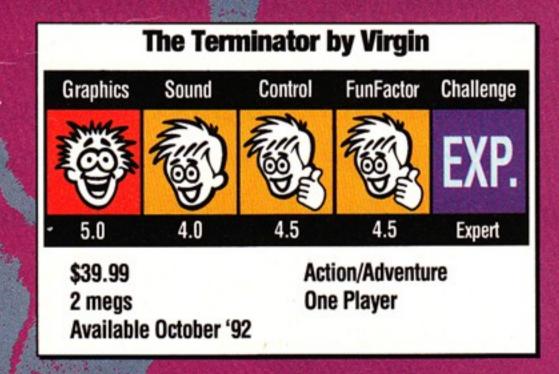
"Hasta la Vista, Baby!"

As previously mentioned, this game is a challenge! You've only got one weapon (you lose the grenades when you find the machine gun) and a health meter of 100 units that's depleted by 5-10% each time you're hit. There are no power-ups, extra health units, additional weapons, OR continues! Fortunately, ammo is unlimited, there's no time limit, and health units restore to 100% when you complete each scene. You'll die A LOT before you master this game!



Hot, digitized graphics for a cool game!

The graphics are extremely well rendered with plenty of sharp, digitized, movie scenes between each level. Plus, the animation is very smooth and the characters are easily discernible from the detailed backgrounds. Lively music and crisp sound effects enhance the tension of the game appropriately. Game play is very smooth, partly due to the limited moves and weapons. Nonstop action, hot graphics, and an intense challenge mean terminate the Terminator before he terminates you!



TERMINATOR



Shadow of the Beast

By Captain Meat Cleaver

Genesis and Amiga players felt the unbridled fury of the Beast in ages past. Now Shadow of the Beast stalks the Lynx, but this creature's still tough to tame.

A Beast in the Hand

The Beast Lord abducts an unsuspecting child, then transforms the young victim into a half-human, half-wolf, all-action mutant creation. The newborn were-warrior rebels, and you guide him through a side-view, kick-and-punch extravaganza.



Beast's graphics are a scream.

Shadow of the Beast bursts onto Atari Lynx screens in all its beastly beauty. The graphics are a feast for the eyes, with smooth, near-16-bit quality, scrolling backgrounds and foregrounds. Each

visual layer moves at its own speed, producing a slick, warped look. You'll dig the echoing sound effects and music scores.

While Shadow of the Beast is

PROTIP: Duck under the demon statue's flaming breath, then shatter the crystal globe with fast fists. You'll earn a punch power-up essential for the Level 1 boss battle.

a great game to look at and listen to, it's only moderately fun to play. The Beast's control can be a burden. His moves are limited, with only two standard attacks and an imprecise run-and-jump. This combined with a full load of outrageous obstacles pushes the challenge needle off the scale.

Beast's action is insanely difficult. You schlep through five outdoor and indoor segments inhabited by a pack of uglies you'd never want in your family photo album. Giant, fire-breathing gargoyles scorch you, spear-chucking lizards skewer you, and beds of spikes

impale you, often. Too often, 'cause you only get three continues.

To unlock the maze's secrets, you hunt down key items and weapons. A rocket pack, a laser gun, and a wave beam complement your clawed fist, if you can find them.

PROTIP: Punch the cannon to reverse its aim. You'll dispatch the operator and earn a laser gun.



PROTIP: Approach the ceiling icicles cautiously. Step forward, then back again to trigger their release without taking damage.

The Way of the Beast

Shadow of the Beast requires unshakable patience, precise controller input, and an exact

Shadow of the Beast by Atari

Graphics Sound Control FunFactor Challenge

MU

Wa

4.5 4.5 3.0 3.5 Expert

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ME

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2 megs One Player
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memory of level layouts to clear even the first stage, much less the entire cart.
Walk these Shadows only if you think you can get the Beast under control.

Kung Food

By Captain Meat Cleaver

Atari's offbeat, food-fightin' frenzy for the Lynx puts you through a unique beat-em-up obstacle course with

run-of-the-mill controls. You must squelch yesterday's living leftovers before they turn you into tonight's midnight snack.

Feeeeeed Me!

LYNX

Video game developer, Odnet, Inc., has created a highly unstable compound, Rynoleum. You snare the toxic substance and store it in your freezer for eventual disposal. However, the compound



PROTIP: Duck and hold down Button A to rapid kick hordes of avocados.

overheats and transforms you into a three-inch tall, green beastie. To make matters worse, your frozen food comes to life! The mutant munchies plan world domination, starting with your kitchen. Guess it's time for some Kung Food fightin'!

To restore your human body and put the food in its place, you slop through five nice-looking, sick-o levels of juicy action. You beat beets, chill out ice demons, karate chop carrots, retire radishes, and defeat other delicacies.

karate chop carrots, retire radishes, and defeat other delicacies.

Kung Food slaps it on thick and nasty, but the cart's still a fairly basic beating. Your jab, punch, kick, and jump kick moves don't



rapid-fire fist.

break any new ground. The control's also a bit weak. It's hard to aracter precisely. The challenge gets extra

turn and move your character precisely. The challenge gets extra hot and hairy, and there's a time limit with no continues. You'll

need a kick-and-splat black belt to beat Kung Food to a juicy pulp. PROTIP: Listen for icicles to form

PROTIP: Listen for icicles to form in the Freezer level, then leap away.

The action's predictable, but the graphics are great. You'll like Kung Food's big and bold landscaping. The side-view screen scrolls horizontally and vertically,

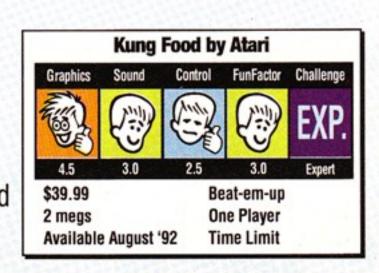


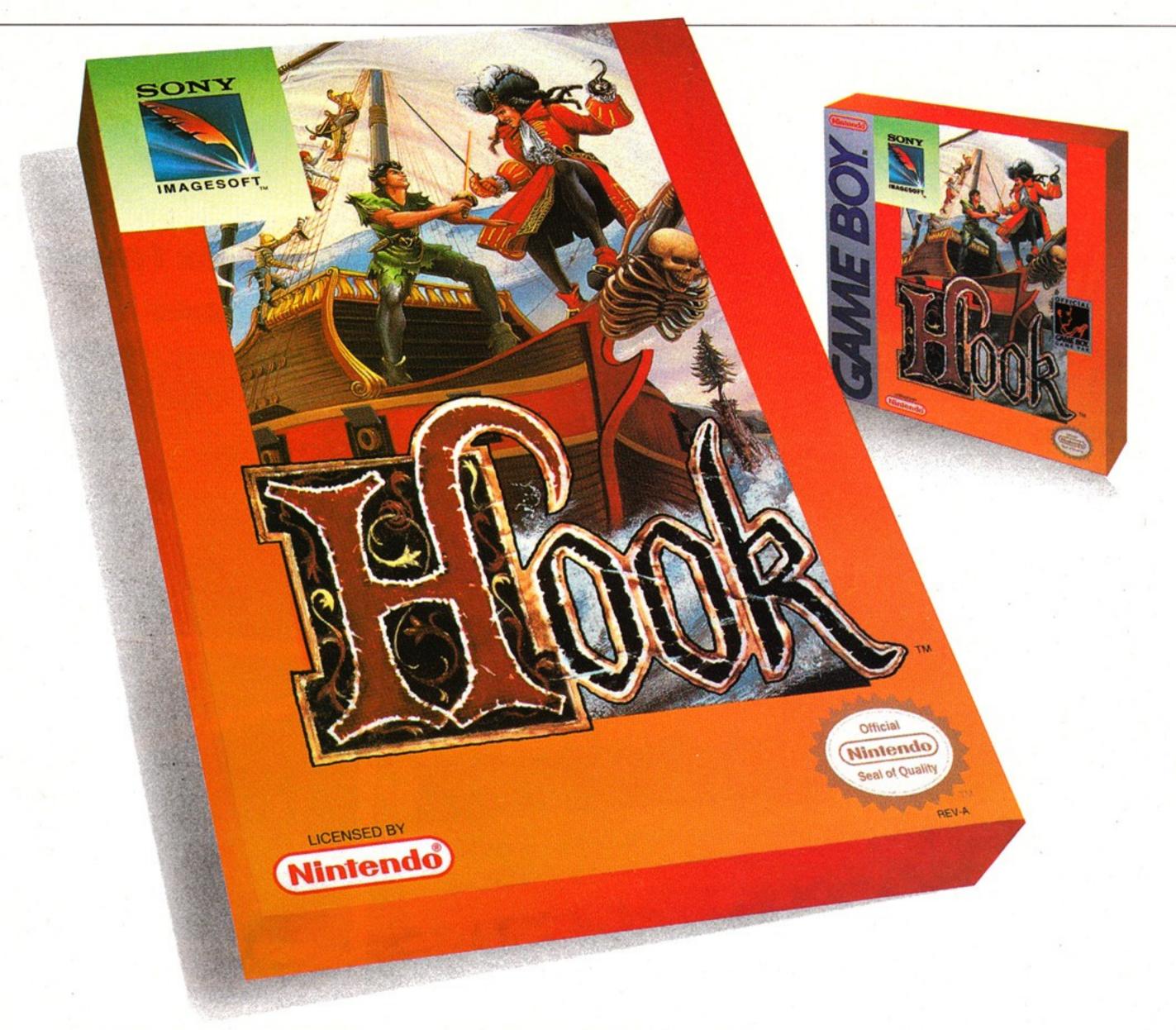
PROTIP: Walk behind canned foods to find bonus goodies.

so you can pulverize the evil edibles in any direction. Mutilate a morsel and it explodes nicely. The sprites are glorified to big screen-filling sizes. The music and sounds, however, are slightly stale.

Eat This

Kung Food delivers a decent dose of smack-'n'-splatter action with all the major food groups. Beat-em-up bullies with time on their hands should chow down on Kung Food.

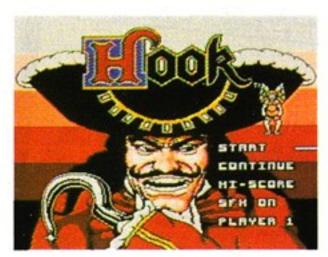




GET HOCKED!

You've just boarded Hook's ship. Your blood is pumping and a chill races down your spine. You're about to do battle with the most infamous pirate of them all, Captain Hook, the fiend who's kidnapped your children and sworn never to let them go. Suddenly Hook spots you

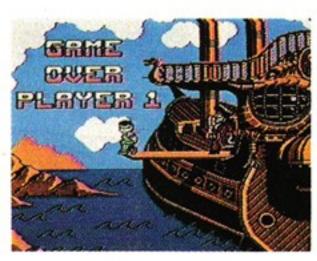
and in one leap is at your throat. But with a quick spin you take flight over the sail and with a single thrust almost pin him to



The most infamous pirate of them all

the mast. As Peter Pan, this is the fight of your life. Everything that came before — your duel with Rufio, your dive to the ship wreck, even your battles against the pirates and creatures of Neverland — are nothing compared to this moment. Hook, the video game. Multiple

levels of incredible excitement. Fantastic graphics. Available now for NES and GameBoy. Get Hook. Before Hook gets you!



Walking the plank





Rolling Thunder 2 (Genesis) Second Quest Codes!

Bucky O'Hare (Nintendo) Level Passwords!



Get hoppin' with these Bucky O'Hare

codes.

67KIJ Deadeye Duck: M7Lak Willy: M7KZ3 Blinky: MPW2L Final Stage: MPL65 Final Stage II:

Brad Cooper, Wichita, KS

Beast Wrestler (Genesis) **Sound Test Mode**

Use this code with the NES Game Genie.

Unlimited Turbo Attacks: AAESYXAA

Game Genie Code!

Turtles III (Nintendo)

Teenage Mutant Ninja

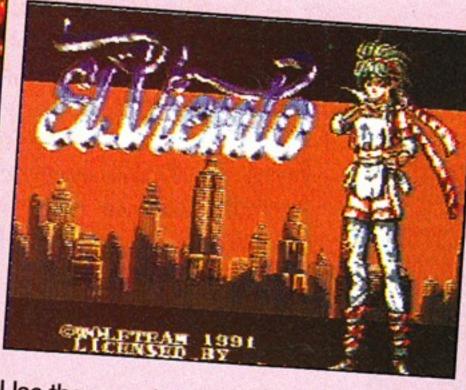


To try a Beast Wrestler sound test, first bring up the title screen. Next, simultaneously press and hold down Buttons A, B, and C, and press Start. The word "Test" will appear in the screen's lowerleft comer. Press Up or Down to change the sounds and press A to select them. Press B to exit the screen.

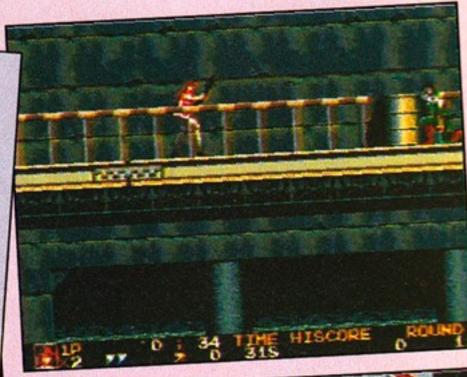
Vince Paparelli, Howell, MI

Action Replay Codes!

El Viento (Genesis)



Use these codes with the standard Action Replay cartridge or the Pro Version. Near Invincibility: 00C47 64A79 Full Strength Flame Weapon: 00940 24A79





Here are all the passwords for Rolling Thunder 2's second quest. Beat this mission and you'll see a special ending!

RPSG Level 1:

CRLF Level 2:

MIBD Level 3: PLPN Level 4:

SFEG Level 5:

DRMS Level 6: LTSP

Level 7: **RMDF** Level 8:

SNBT Level 9:

CICK Level 10: **NPDN** Level 11:

Patrick Reinhardt, Stone Mountain, GA

TRACTIONS -

Prepare yourself for a pinball game that's beyond your wildest fantasies!

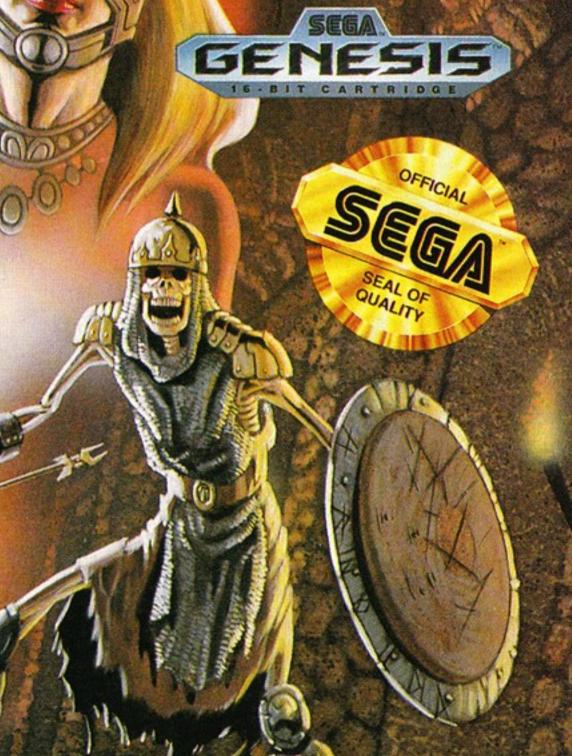
Incredible graphics paint an awesome playing field of sorcerors, skeletal undeads and other fantastic creatures.

Score hundreds of millions of points!

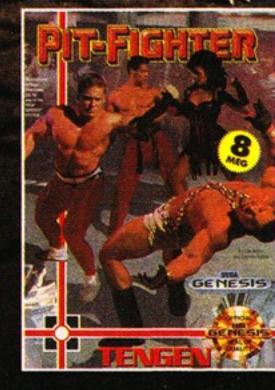
Six bonus levels filled with dragons, bats, live skulls and other evil monsters.







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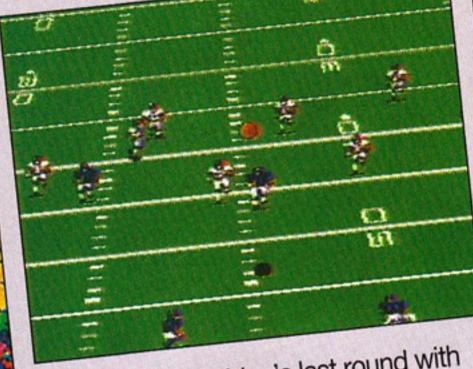
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HEMEEN

An ATARI GAMES Company 675 Sycamore Drive, Milpitas, CA 95035

John Madden Football (Super NES)

Final Game!



Skip to John Madden's last round with

this code: BBBB5nZ5C

Luis Marrero, Carolina, Puerto

Thunder Spirits (Super NES) Option Screen!

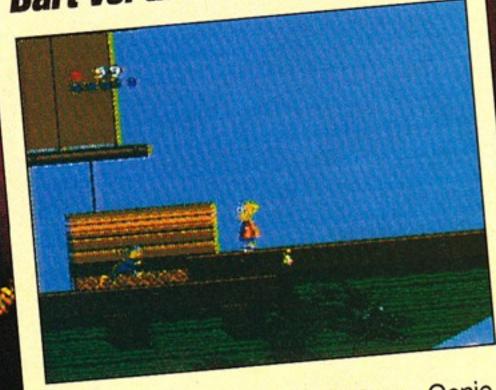


When the title screen appears, hold down Select and press Start. Now you can use the Configuration Mode to select the game's difficulty and more!

Harold Littlefield, Madison, WI

Game Genie Code!

Bart vs. the World (Nintendo)



Use this code with the NES Game Genie. Invincibility: ZOXVGLIE

Stefan Hodgden, Kansas City, MO

Beast Wrestler (Genesis)

Passwords!





Type in these Beastly passwords to play in any match-up.

Beginner Rank Match #2: MONSTER-RQYQYQMQQQFAQQK

Match #3: MONSTER-RQYQYQMQQQVAQSA Match #4: MONSTER-RAAQYQMWQIGAQSU Match #5: MONSTER-RAAQYQMWQIGAQCU Match #6: MONSTER-RAAAWQMWQPBAQEF

World Rank

Match #1: MONSTERAAAWQMWQ-

PYAQKA

Match #2: MONSTERRAAAWADRDI-

HZQEF

Match #3: MONSTER-RAAAWADRDINZQTN

Match #4: MONSTERRZXAWADRDI-

UZQRM

Match #5: MONSTERRZXAJADRDI-**JXQHI**

Match #6: MONSTERRZXZXADRFD-**MXQBK**

Match #8: MONSTERRZXZXA-

JRTWKXQVX Match #9: MONSTERRZXZXAJRT-

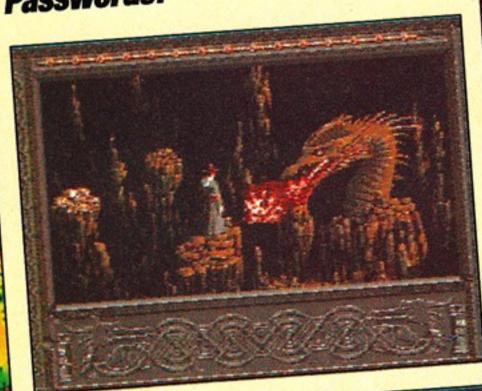
WOXQIH

Allen Maxwell, Colorado Springs, CO



TIPS IF CITY IN THE FELL OF THE PARTY OF THE

The Immortal (Genesis) Passwords!





Here's a batch of Immortal passwords.

Try them all!

Level 2: AA9E510006F70
Level 3: F47EF21000E10
Level 4: B5FFF31001EB0
Level 5: B57F943000EB0

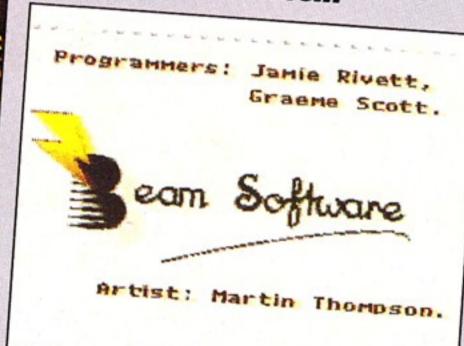
Level 5: B57F943000EB0 Level 6: C65FF53010B41

Level 7: C250F63010AC1 Level 8: E011F730178C1

Andrew Nolan, Albany, NY

Super Smash T.V. (Super NES)

Programmers' Screen!

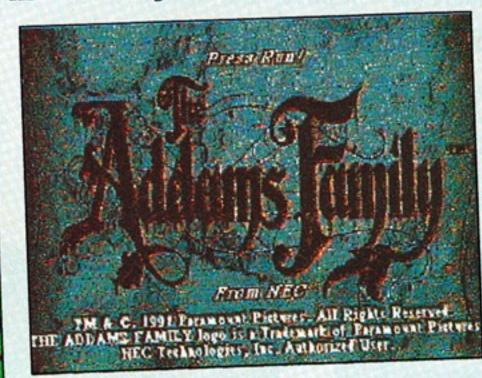


To catch a glimpse of the folks who programmed this great game, use the following code. Bring up the Acclaim logo and hold down Buttons L and R. When the quill appears, also hold down Button B.

Lou Lowe, Timber Cove, CA

The Addams Family (TurboGrafx-CD)

Invincibility!



Use this trick to become invincible in The Addams Family. First, enter the Train Room with one heart remaining and wait for the train to move from left to right. Now jump into the smoke.

Joe & Mac (Super NES) Easy Exit and Unlimited Lives!



To leave a level you've already completed, simply pause the game and press Select. That's it! You're outta there!



Use this trick to grab unlimited 1-ups! For example, fall into the pit in the next-to-last area on the first map. In mid-flight, snag the extra life, then pause and exit. Return to the pit, grab the 1-up again, and repeat the process 'til you max out your lives! You can also use this trick to easily refill your energy.

Eric Stephen Rich, McMinnville, TX



You'll lose a life, but become invincible! If by accident you become trapped in the floor, reset your game and try again until the trick works. Don't grab any hearts once you become invincible or you'll lose invincibility.

Joseph Brewer, Springfield, IL



Reader Game Tips **Bulletin Board**

Now you can leave or pick up gaming tips and tactics from some of the best gamers around — other GamePro readers!

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Genesis, TurboGrafx-16 and the Super NES. Each week we'll take the best 16-bit hint that we find and send it your way!

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We're giving away one Super Nintendo System a week from July 1 thru August 30th in the Hot Tips Hotline Summer SNES Giveaway! And every 100th caller to the Hotline will receive a special edition poster.

You are automatically entered in the contest each time you call the Hot Tips Hotline. Or, print your name, address, age and phone number on a 3 X 5 card and send it to:

GamePro's Summer SNES Giveaway, P.O. Box 3329, Redwood City, CA 94064.

Winners are selected on a random basis. Winners who enter by phone will be instructed on how to claim their prize by mail. Winning mail-in entries will be notified by GamePro. Chances of winning are determined by total number of valid entries received. Contest ends August 30, 1992. Only valid in the U.S.A. Void where prohibited. GamePro reserves the right to cancel this contest at any time with appropriate notice. Winners names and prize information may be used by GamePro for promotional or advertising purposes without further compensation.

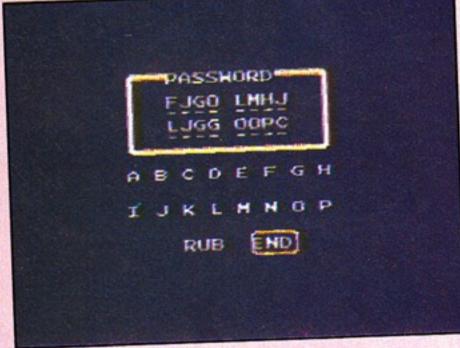
Calls average three minutes in length and cost \$1.29 per minute.

Be sure to get your parents' permission to use the Hotline if you are under 18 years of age. Messages subject to change without notice.

Vice: Project Doom (Nintendo) Stage Select!

Ax Battler (Game Gear) **Password Collection!**





Use these passwords to jump to any level in Ax Battler.

Turtle Village:

BNLK-LPAG-HMGH-

NOGO

Sand Marrow:

AOEC-DLCD-PNFP-

FBPF

Sand Marrow II: PKIL-MPGO-AHDH-KHCJ

Brookhill:

CPGG-CIAK-AEFF-

OPKO

North Valley:

MBBM-KFDK-HJBK-

KKJE

Ice Cliffs:

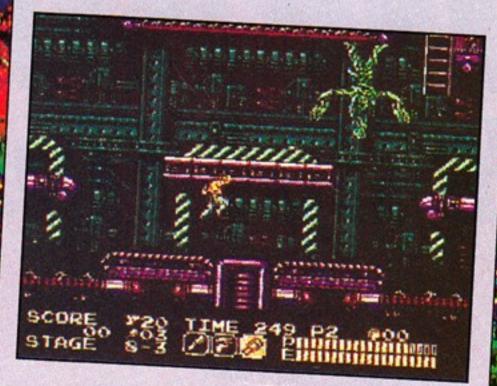
FJGO-LMHJ-LJGG-

OOPC

Russell Chen, Atlanta, GA



When the American Sammy logo appears, hold down A on Controller One and press Reset. While still holding down A on Controller One, press A on Controller Two when the American Sammy logo reappears.



Now press Up and Down on Controller One to pick a stage. Push A to begin your game!

Brandon Kaufman, Portland, OR

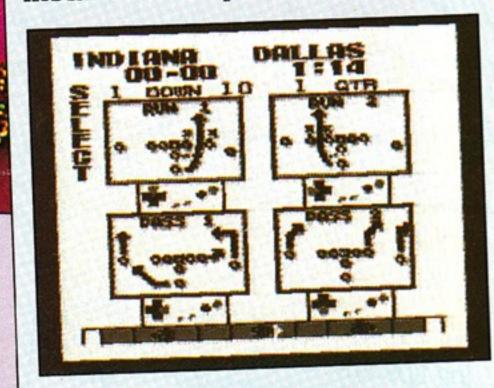
Contra III: The Alien Wars (Super NES)

Code Correction

Last issue we listed an incorrect 30 lives plus stage select trick for Contra III. We tested the code on a prototype copy of the game, but the trick was disabled in the final boxed version. We apologize for this oversight. As soon as a new working code arrives in our offices (hint, hint), we'll publish the updated information!

(GamePro, July '92, p. 98)

Tecmo Bowl (Game Boy) Instant Interception!



If you're fortunate enough to play as Chicago against Dallas, here's a defensive tip you'll love. Choose Run 1 as your defensive strategy. Then select player Todd Bell and apply tight coverage. If Dallas passes, you're almost guaranteed to intercept the ball!

Branden Dashiell, Winnetka, IL

Tecmo Bowl (Game Boy)

Final Password



Play in the Tecmo Bowl with this code. Los Angeles vs. Miami: 94BFFDAI

Branden Dashiell, Winnetka, IL

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

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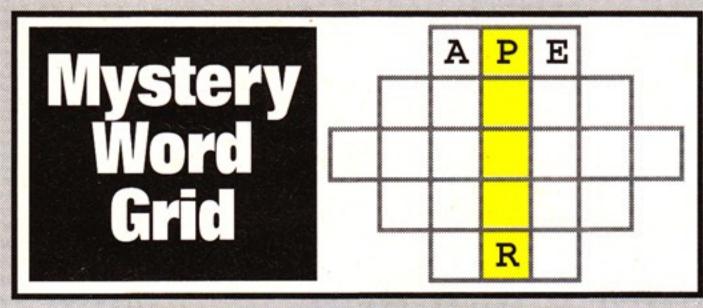
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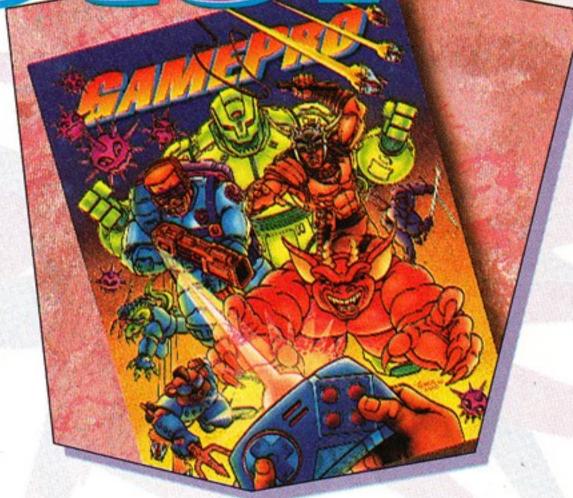
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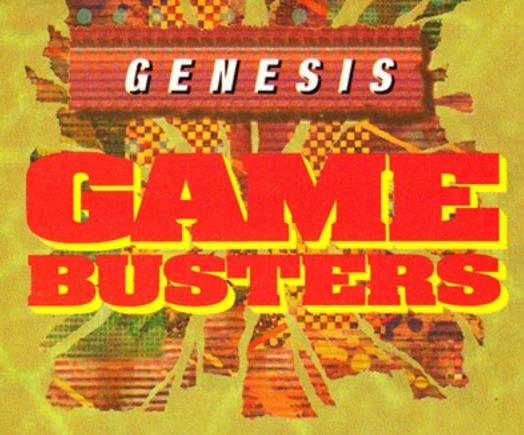
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By Abby Normal

Rick's back in the Splatterhouse saddle again. Luckily, he's just a few dozen

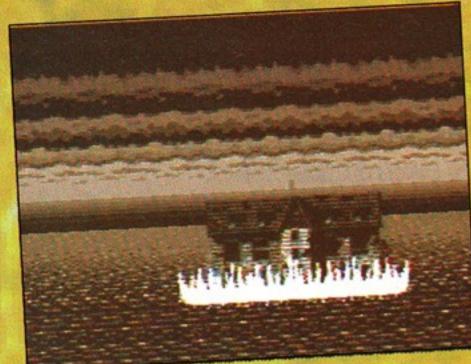
blood gushing punches away from freeing his beloved Jennifer from the clutches of evil. Victory won't come easy, though! The last stage's big blob of a brute moves fast and his temper's short. If you can keep your foot work fancy and your fists flying furiously, you'll be on the road to victory in no time.



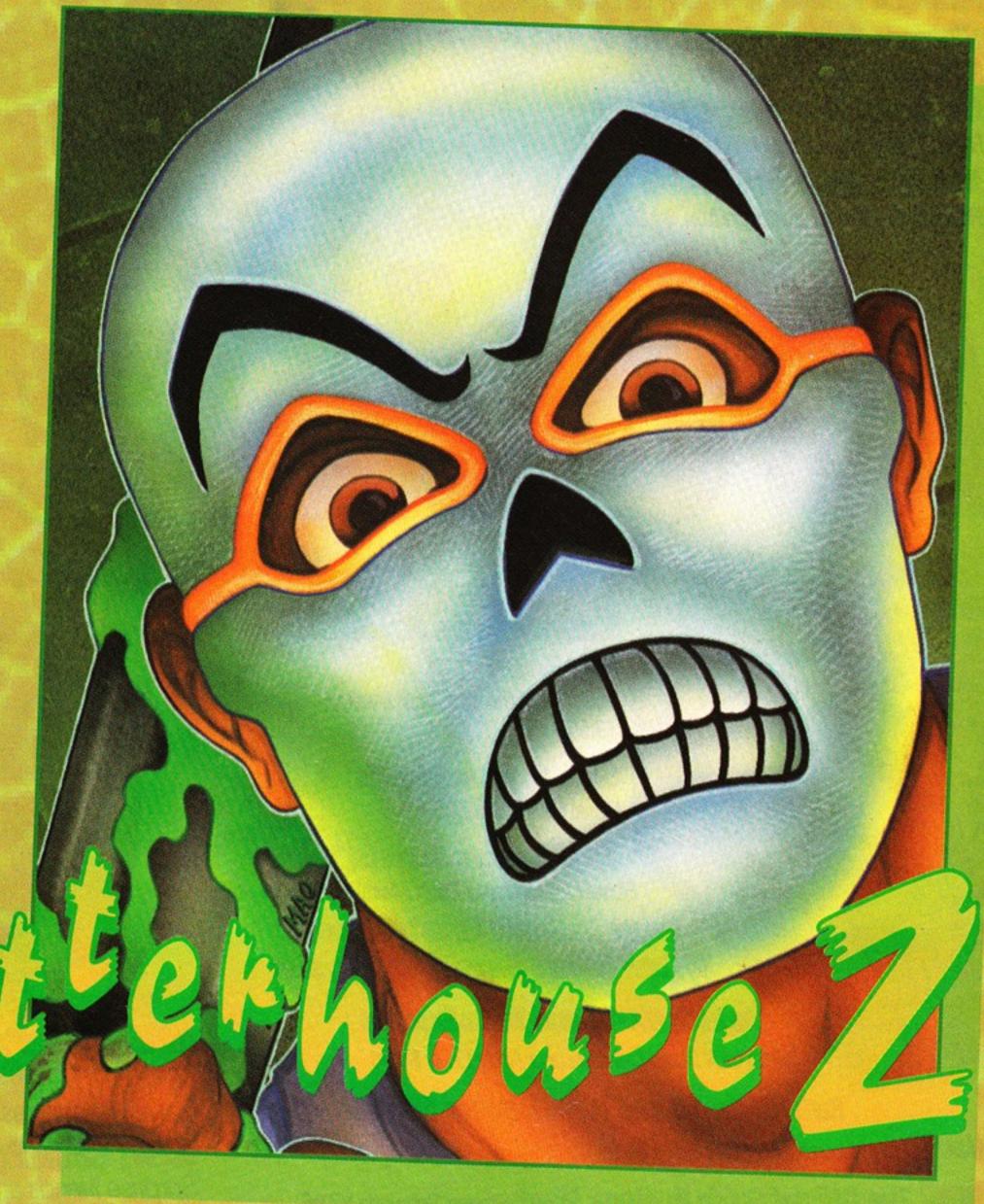
1) PROTIP: Your best hope to avoid this barrage of red hot doggies is to position yourself as close to his face as possible and rapid punch like there's no tomorrow!



3) When he transforms into this bat creature, you're just a few punches away from victory.



4) Burnin' down the house.





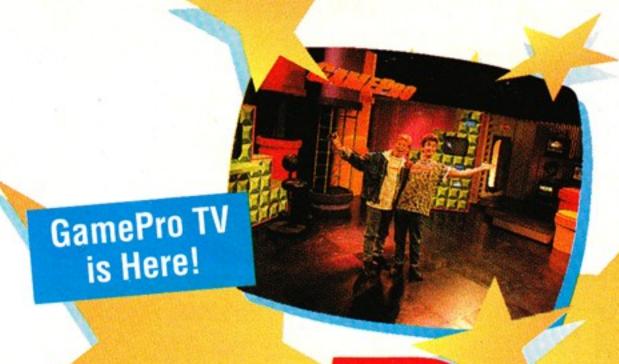
2) Protip: Avoid a major headache. When this bloody beauty exits, move away from the center of the screen. He always drops down there.



5) Rick and Jennifer together again...or so we think!



6) Old demons die hard.



Game Production



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Columbia, SC	WACH-57	Harrisburg, PA	WPMT-43	Monroe, LA	KARD-14	San Antonio, TX	KENS-5		
Columbus, GA	WXTX-54	Hartford, CT	WFSB-3	Nashville, TN	WXMT-30	San Diego, CA	KUSI-51	*Cable Channel	

TEAM PAINEPIND PAGE



Clark Smith of San Jose, CA, gives us a summer issue mini-review on a cool wintery game – Winter Challenge from Accolade for the Genesis.

Chill Out!

Accolade's Winter Challenge for the Sega Genesis is one of the most unusual games to hit the shelves. For example, the excitement of skiing downhill is almost as good as the real thing! Choppy visuals are very effec-



tive in creating a sense of movement. In fact, you'll probably find yourself bobbing left and right as you try to avoid crashing into ski course flags.

One aspect of Winter Challenge did, however, leave me a bit cold. You never get to see the competition perform. Half the fun of a competitive event is watching, waiting, and hoping that your opponents will make that one tiny, time- costing mistake.

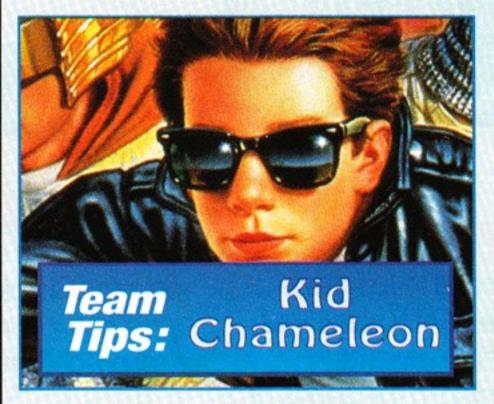
Regardless of this neglected detail, Winter Challenge is a fine addition to the Genesis library. It remains an enjoyable challenge long after the Olympic torch dies down.

Clark Smith, San Jose, CA

Team GamePro's Current Top Ten Hottest Game Choices Are...

- 1 Genesis: Sonic The Hedgehog
- 2 Tie Genesis: John Madden Football and NHL Hockey, SNES: Super Mario World
- 3 SNES: Final Fantasy II
- 4 SNES: Smash T.V.
- 5 SNES: Pilotwings

- 6 Tie NES: Battletoads, Genesis: Phantasy Star III
- 7 Tie SNES: F-Zero and ActRaiser
- 8 SNES: Super Castlevania
- 9 Tie SNES: Super Ghouls 'n Ghosts, NES: Final Fantasy
- 10 Tie Genesis: Gaiares and Shining in the Dark, SNES: Joe and Mac, NES: Mega Man IV



Team member Jay Graham of Pennsacken, NJ, shares some excellent advice on Kid Chameleon from Sega for the Genesis.

Under Skull Mountain I

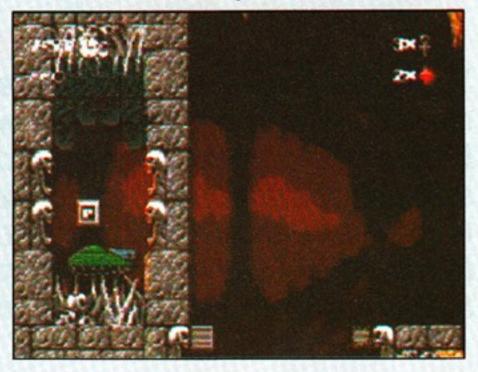
Look for a secret passage in the wall just past the third slope.



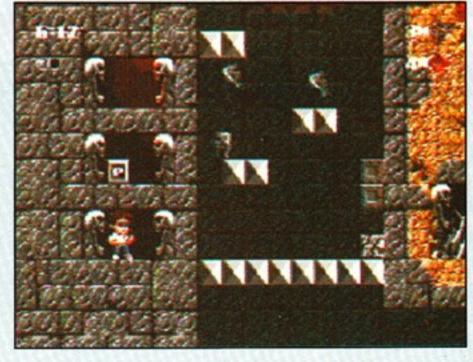


Under Skull Mountain II

When you reach the fourth set of platforms, don't keep descending into the chamber. Instead, jump through the wall on the left and you'll enter a secret



room. Inside, jump to reveal three power-up blocks. Change to the Kid and fall to another secret room below.



Here you can turn into the Micromax and soar through the level.

Dragonspike

When you encounter a large section of disappearing/reappearing blocks, make a long jump towards the right. If you do this correctly, you'll land on a platform with a 1-up on it

Jay Graham, Pennsacken, NJ



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Price Wars Rage On

The battle for 16-bit and handheld supremacy overheated at the Summer CES. Nintendo, Sega, and Turbo Technologies all announced new price cuts for their systems, which is good news for hardware shoppers this holiday season. Here's the rundown:

Nintendo of America lowered the SNES to \$149.95 (includes a system, Super Mario World, two controllers, and a stereo cable). For \$99.95, you can get just the Control Set (includes the system and one controller).

You can also snag a Genesis system and one controller for \$99.99 and the Game Gear unit for the same price.

Turbo Technologies announced a price of \$69.99 for the TurboGrafx-16 sans software, and \$99.99 for the TG-16 with Bonk's Revenge and Keith Courage packed-in.

A Menacing Development

What has three modular components, seven different configurations, and six games? The Menacer, of course. Sega's answer to Nintendo's Super Scope makes you a gunfor-hire, complete with a laser targeting device, an Accu-Sight cursor, and a nifty Binocular Module. Via infared, take aim at the six-games-in-one cartridge packaged with the Menacer unit. Games include Ready, Aim, Tomatoes, which stars Sega's wacky space goons ToeJam and Earl. Other software is in development for play with the Menacer, including the **Terminator**. The Menacer is available this fall for \$59.99. We'll have a complete review of the unit and the software in an upcoming issue.



Eeek, It's a Mouse!

Get ready to point and click. Nintendo of America is introducing a mouse for the Super Nintendo system. Designed to function like a regular computer mouse, the device is intended for use with several new Super Nintendo cartridges, including Mario Paint by Nintendo of America and Might and Magic III by American Sammy. No doubt we can expect even more SNES innovation to go with the \$59.95 Nintendo Mouse that hits the shelves in October, and comes bundled with Mario Paint and a super cool mouse pad.

Camerica Works

The much anticipated Aladdin is Camerica's answer to high-priced, 8-bit software. For \$49.95, players purchase the Aladdin base unit, which contains an enhanced graphics SuperChip and a battery back-up game saver.



Sega's Menacer,

Aladdin game carts will not contain a graphics chip, a battery, or backup RAM, so gamers will be able to buy these "miniaturized"

games for \$19.50. The Aladdin and eight compatible Camerica

Camerica's Aladdin.

carts will arrive in select retail outlets this December. Camerica also confirmed that they are negotiating with major software publishers to make a wider selection of games available for the Aladdin.

Following hot on the heels of its NES and Gen- The Game Boy Game Genie. esis big brothers, the Game Boy Game Genie will launch in January for approximately \$45. To be marketed in the U.S. by Galoob, the compact unit sports a code on/off switch, an LCD indicator light, a 100-game code book, and a three-wish code screen. Camerica also plans to unveil a new-andimproved NES Game Genie later this year.

Compact Discs: The Circle Game

Due in October or November is the Sega CD (officially dubbed the "Sega CD Multimedia Entertainment System"). The unit's suggested retail price is \$299, and it will come bundled with

\$400 worth of video game and music CDs. Sega unveiled a list of software companies planning to support the CD including: Bignet, Flying Edge, JVC, Renovation, Sierra On-Line, Sony Imagesoft, Spectrum Holobyte, Tengen, and Virgin. For a list of Sega CD games, see this issue's Sega CD Software Special Feature on page 44.

Due in October AND November is the **TurboDuo** by

> **Turbo Technologies** Inc. (TTI). This all-in-one unit features TTI's Super CD (see "Putting the Spin on CD Game Systems," GamePro, July '92). Gamers in the Los Angeles metro area will have first crack at the system in October. The Turbo-Duo will then go on sale



around the rest of the U.S. in November. The price will be \$299, which pays for the CD player, two CDs that hold six games and \$250 worth of game coupons.

Nintendo's Super NES

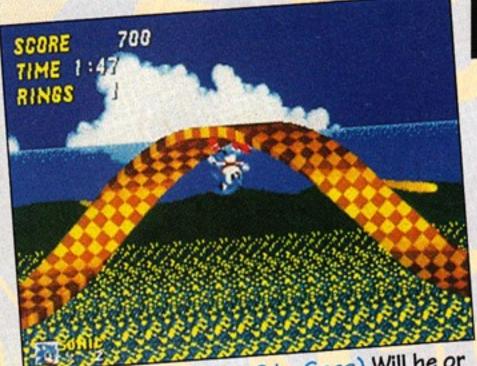
CD continues to lurk in the shadows. However, Nintendo is standing by its January '93 release date. According to Nintendo, it has CD games in development. However, it appears that third party licensees haven't received CD development systems, yet. According to Virgin Games, Nintendo will publish The 7th Guest. It's a haunted house mystery CD for the SNES compact disc system. (See The Cutting Edge, GamePro, July 92).



Dear GamePros:

We saw more at the summer Consumer Electronics Show than we can possibly tell you about on these pages. Here's a peek at some of the best of the 16-bit software that caught our eye. Look for more on these and other new titles in upcoming GamePro issues.

Genesis



(Sonic The Hedgehog 2 by Sega) Will he or won't he? Only Sega knows for sure if Sonic's gonna' have a foxy buddy. But he's on his way, speedier than ever.



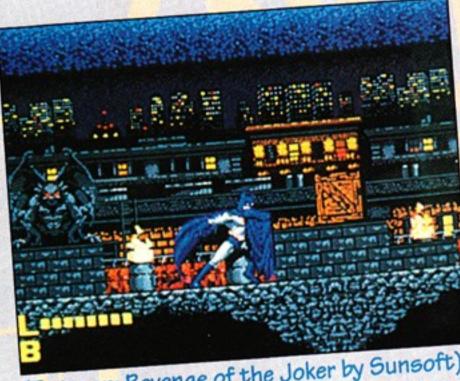
(Chester Cheetah by Kaneko) Chester Cheetah's a cool dude in a loose mood now that he's making the Genesis scene.



(Captain America and the Avengers by Data East) Gather 'round superhero wannabees!
Captain America and his fellow Avengers are taking the Genesis by storm.



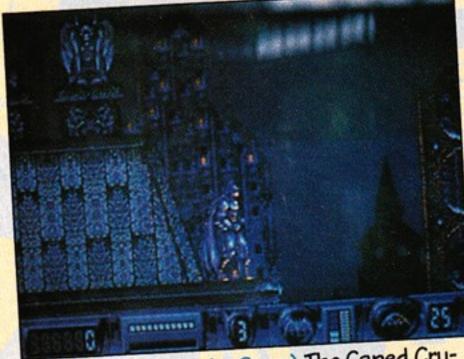
(Streets of Rage 2 by Sega) Blaze and her guys are back with bigger muscles and sprites in an all-new Genesis sequel.



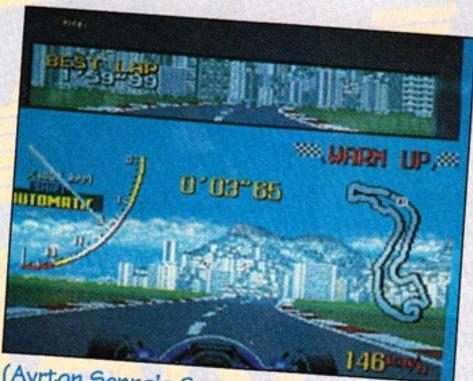
(Batman: Revenge of the Joker by Sunsoft)
Batman's back and that's no joke. This time
in a Genesis title based on the comic book
version of the Dark Knight's story.



(Superman by Sunsoft) The man of steel's soaring to Genesis and Super Nintendo systems everywhere.



(Batman Returns by Sega) The Caped Crusader's back for every system known to video-game-kind. Here's a peek at the Genesis game based on this summer's movie.



(Ayrton Senna's Super Monaco GP II by Sega) Take the wheel in this asphalt-scorching racing sequel.



(Young Indiana Jones by Sega) Crack the whip and get Young Indy moving in this Genesis action/adventure game based on the T.V. series of the same name.

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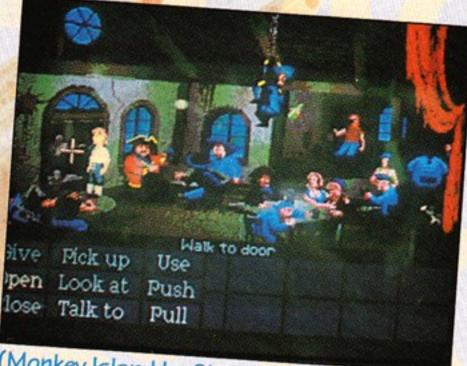
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(Loom by Turbo Tachual

(Loom by Turbo Technologies) There's not a lot of dodging, but there's quite a bit of weaving in this Turbo-CD.

Sega CD



(Monkey Island by Sierra) The PC classic is set for a spin on the Sega CD. This is one primate you'll want on your back.

15078 LE ha Turbo Technologies) The

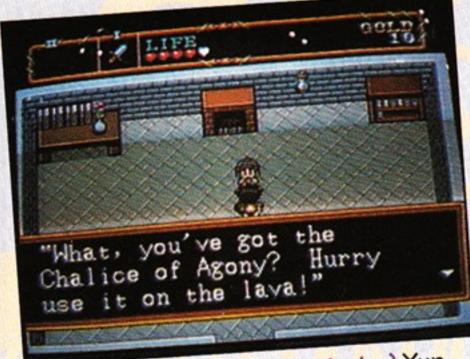
(Bonk 3 by Turbo Technologies) The Bonkmeister's back to bust some...er...well, to butt heads with King Drool one more time.

Super Nintendo

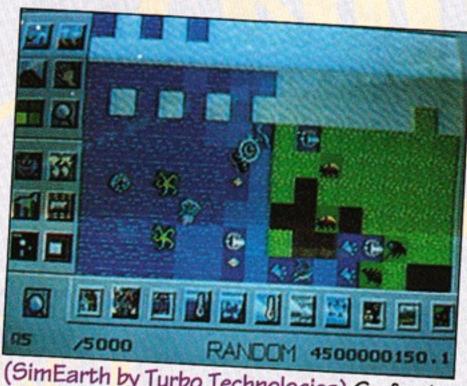


(Robocop 3 by Ocean) Old ironsides returns to action in a game based on this summer's flick.

TurboGrafx-16



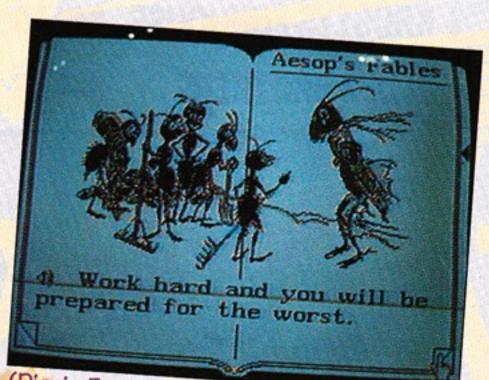
(Neutopia 2 by Turbo Technologies) Yup, Neutopia's back. What more can we say?



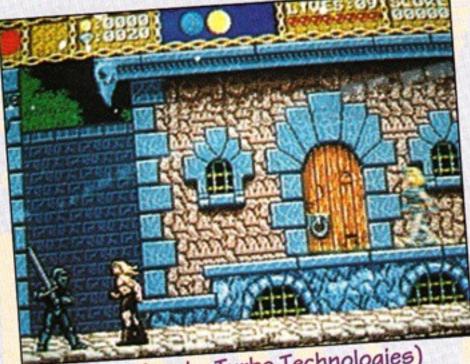
(SimEarth by Turbo Technologies) Go forth and multiply. You play the supreme being and attempt to create the perfect planet.



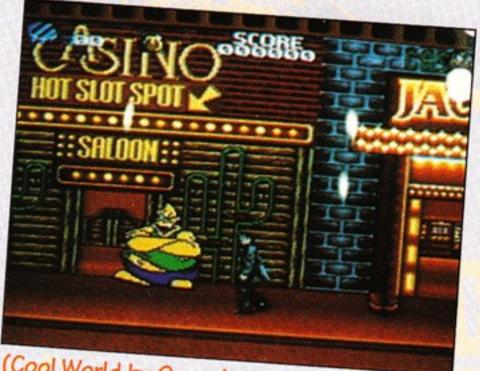
(Shadowrun by Data East) Stalk Shadowrun to learn the ways of futuristic cyber-punks in a post-nuclear, role-play adventure.



(Discis Books by Turbo Technologies) The moral of this game is to turn Aesop's Fables into a Turbo-CD.



(Shape Shifter by Turbo Technologies)
Change forms faster than you can say
TurboGrafx-CD in this action/adventure
with a beastly twist.



(Cool World by Ocean) Holly would if she could on the movie screen and now the Super NES.

WHATISYOUR

What is your Video Game
I.Q.? Tackle the following
100 mind-wrenching video
game trivia questions and
see how you measure up
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Video Game I.Q. Evaluator!

- 1. In A BOY AND HIS BLOB, what color jellybean do you need to feed the Blob if you want to change him into a trampoline?
- 2. What is **SIMON BELMONT's** favorite type of weapon?
- 3. Who keeps SHADOW DANCER company?
- 4. What is the name of MARIO's brother?
- 5. What is the name of the woman warrior in **GOLDEN AXE?**
- 6. What are the names of the three BATTLETOADS?
- 7. What is the name of Bonk's archvillain in BONK'S ADVENTURE?
- 8. What is the name of the hero in GHOULS 'N GHOSTS?
- 9. What are the names of the four TEENAGE MUTANT NINJA TURTLES?
- 10. What is the name of the Indian brave in WHOMP 'EM?
- 11. What color are **BART SIMPSON's** shorts?
- 12. How many shadow-warriors can you obtain in NEC's MINJA SPIRIT?
- 13. Who is **MEGA MAN's** arch enemy?
- 14. What is the name of the witch in MICKEY MOUSE: CASTLE OF ILLUSION?
- 15. What is MARIO's favorite food that he throws in the dirt?
- 16. What kind of hat does **DICK TRACY** wear?
- 17. Who are the **RESCUE RANGERS**?
- 18. What country does **STRIDER's** mission take place in?
- 19. Who is the **TEENAGE MUTANT NINJA TURTLE's** archvillain?
- 20. In **DRAGON WARRIOR I,** you are the heir of whom?
- 21. Who is the former bow-tied Nintendo Game Master that now works at Lucasfilm?
- 22. Who are the eight robot super villains in MEGA MAN 2?
- 23. What's the name of the son of Dr. Fred and Nurse Edna in MANIAC MANSION?
- 24. In **ROBOCOP**, who is your final showdown with?
- 25. Approximately how many rooms are there in **SOLSTICE**?
- 26. What is the name of your character in **STRIDER** for the NES?
- 27. What does M.U.S.H.A. stand for?
- 28. What are the names of the heroes of **CONTRA**?
- 29. Who is the main villain of DRAGON SPIRIT?
- 30. On what continent does **CODENAME: VIPER** take place?
- 31. Who are the two **DOUBLE DRAGONS**?
- 32. Who is the boss of the first level of **ALTERED BEAST** and what does he throw at you?

- 33. How many pieces does it take to assemble a **HEAVY BARREL** unit?
- 34. What is the name of the artificial brain that you must destroy in **SILKWORM**?
- 35. SNAKE's REVENGE is the sequel to what game?
- 36. How many different levels are there in TurboGrafx-16's PAC-LAND?
- 37. What is GOLGO 13's real name?
- 38. How do you turn Michael Jackson into a robot in MOONWALKER?
- 39. Who does Godzilla and Mothra battle in GODZILLA?
- 40. Up to how many people can play simutaneously through the NES Satellite?
- 41. What is the name of the hero of ADVENTURE ISLAND?
- 42. What type of spaceship do you fly in R-TYPE?
- 43. What is **SHINOBI's** real name?
- 44. What is the Japanese equivalent of the Genesis system?
- 45. What company makes **JOHN MADDEN FOOTBALL**?
- 46. How many AA batteries does the TurboExpress take?
- 47. Who is the bald-headed villain in **SPIDERMAN**?
- 48. On what game system are you able to play **ALIEN STORM?**
- 49. What is the name of the bear in TALESPIN?
- 50. What is Chip's last name in CHIP'S CHALLENGE?
- 51. How many rings does **SOMC** need in order to take a hit without harm?
- 52. How many players can Comlynx together on TODD'S ADVEN-TURES ON SLIME WORLD?
- 53. What is the name of the female ghost in MS. PACMAN?
- 54. What is the main villain in CONTRA and SUPER C?
- 55. How many levels are there in RAMBO III?
- 56. In what setting does the game SHOVE IT take place?
- 57. What popular pasttime is **ARCH RIVALS** a variation of?
- 58. What is the name of the main boss at the end of ARKANOID?
- 59. What kind of animal is the main character in MAPPY LAND?
- 60. What is the full name of the hockey masked villain in **FRIDAY**THE 13th?
- 61. What are the four main characters in **GAUNTLET**?
- 62. What is the maximum number of tiles that your controller can hold in **KLAX**?
- 63. What kind of animal is the main character in **KICKLE CUBICLE?**



(Super Mario Kart by Nintendo) Mario, Luigi, and the whole gang rev it up in twoplayer, split-screen, racing action with cool Mode 7 graphics.



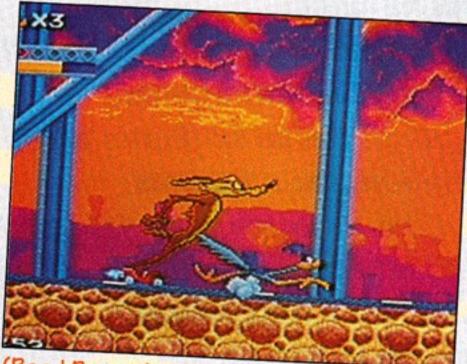
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(Aliens vs. Predator by Activision) It's goo vs. gore as this dynamic duo squares off on the Super NES.



(George Foreman's KO Boxing by Acclaim)
When he's not chowing down Doritos, Big
George likes to step into the SNES ring to
floor his opponents.



(Road Runner's Death Valley Rally by Sunsoft) Beep, beep! Road Runner has to evade the clutches of Wile E. Coyote in this action cart starring the speedy duo.



(The Mystical Quest Starring Mickey
Mouse by Capcom) Oh boy! Mickey's ready
for his first SNES foray in a gorgeous
action/adventure quest.

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(Mario Paint by Nintendo) Mario makes like Van Gogh, and so can you with a little help from the new Nintendo Mouse.

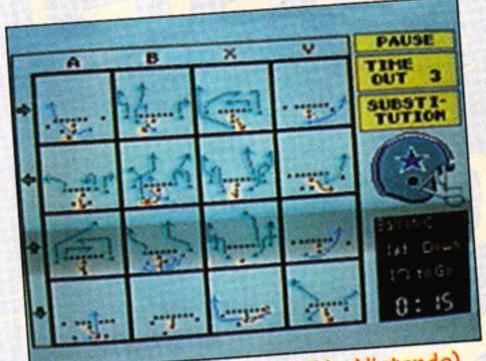


(Wing Commander by Mindscape) Make space a safe place for the Super NES.

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(Battleclash by Nintendo) Take aim in this one-on-one cyberbattle for use with the Super Scope.



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- 7. Hatris
- 8. Ferrari Grand Prix Challenge
- 9. Gold Medal
- Challenge '92

6. Super Battletank-

War in the Gulf

10. Paperboy 2

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- 1. Legend of Zelda-
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- 2. Contra III -
- The Alien Wars
- 3. Super Adventure Island 9. Space Football 4. John Madden Football
- 7. Super WWF Wrestling 8. Thunder Spirits
 - - 10. Super Off Road
- 5. Krusty's Super Fun House

Sega Genesis

- 1. Bulls vs. Lakers & The NBA Play-Offs
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- Supreme Court 4. Sports Talk Baseball
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Continued from Page 107.

- 64. What kind of vehicle do you control in JACKAL?
- 65. What is the maximum points you can score by hitting the spider in **MILLIPEDE**?
- 66. What does Olive Oyl throw to **POPEYE** that he must pick up?
- 67. What is the name of your fighter in **PUNCH-OUT**?
- 68. What percentage of the board must you complete before you can advance in **QIX**?
- 69. What is the name of the deadly chemical in ROBOCOP 2?
- 70. What kind of sports car do our heroes drive in NARC?
- 71. What is the **SILVER SURFER's** real name?
- 72. In what kind of setting does the game **SPELUNKER** take place?
- 73. What company makes STAR VOYAGER?
- 74. What company makes **SUPER SPRINT**?
- 75. What is the name of the clan of evil purple ninjas in **TEENAGE MUTANT NINJA TURTLES: THE ARCADE GAME?**
- 76. How many horizontal rows make up a **TETRIS**?
- 77. Why must **THE THREE STOOGES** make money in their game?
- 78. What is your main weapon in **TOOBIN**'?
- 79. What is unique about the baseball players in BASE WARS?
- 80. What is the name of the **X-MEN** superhero who shoot lasers from his eyes?
- 81. What color is **ELECTROCOP's** uniform?
- 82. What is the name of the wizard you are trying to find in THE IMMORTAL?
- 83. What is the Blob's full name in A BOY AND HIS BLOB?
- 84. What other animals can **PSYCHO FOX** turn into?
- 85. What are the four martial arts you learn in BUDOKAN?
- 86. What is the name of the main villain in GOLDEN AXE?
- 87. What is the name of the goddess that Apollo must rescue in **PHELIOS**?

- 88. What is the name of Bonk's true love in BONK's ADVENTURE?
- 89. What is the name of the gargoyle hero in GARGOYLE'S QUEST?
- 90. What company makes LASER INVASION?
- 91. Up to how many players can simultaneously play **BOMBERMAN** for the TurboGrafx-16?
- 92. How many buttons are there on the Super Nintendo's controller?
- 93. What are the five parts of Dracula that you must collect in **CASTLEVANIA** II?
- 94. What is the name of the hero in DRAGON'S LAIR?
- 95. What is the name of the evil gang lord in RIVER CITY RANSOM?
- 96. What happens to your character if the evil magician hits you with his spell in **GHOULS 'N GHOSTS**?
- 97. What is Freddy's last name in NIGHTMARE ON ELM STREET?
- 98. Who does Michael Jackson take on at the end of MOONWALKER?
- 99. Who is the ancestor of Simon Belmont in CASTLEVANIA III?
- 100. What company makes the NEO GEO game system?

GamePro Video Game I.Q. Evaluator

Number of correct answers	Rank
90-100	Vidiot Emeritus
75-89	Semi-Vidiot
50-74	Pseusdo Vidiot
30-50	Vidiot in training
Under 30	Stop reading this and start playing some video games!

Save this trivia quiz and test your friends! See how they score againist you!

Trivia Answers

		A STATE OF THE PARTY OF THE PAR
The second	1)	Tangerine
	2)	A whip
	3)	His dog
	4)	Luigi
	5)	Tyrus-Flare
	6)	Zitz, Rash, Pimple
	7)	King Drool
	8)	Sir Arthur
	9)	Leonardo, Raphael, Donatello, Michaelangelo
	10)	Soaring Eagle
	11)	Blue
	12)	Three
	13)	Dr. Wiley
	14)	Mizrabel
	15)	Mushrooms
	16)	Fedora
	17)	Chip and Dale
1	The second secon	

18) Russia

19) Shredder

20) Erdrick

21) Howard Phillips Bubble Man, Air Man, Quick Man, Wood Man, Crash Man, Flash Man, Metal Man, Heat Man 23) Weird Ed 24) ED 209 25) Just over 205 Hiryu 27) Metallic Uniframe Super Hybrid Armor Mad Dog and Scorpion Zowel 29) South America 31) Billy and Jimmy 32) Aggar throws clones of his head Six 33) MHC2 35) Metal Gear

32

37) Duke Togo

38) Catch and comet

36)

- 39) Invaders from Planet X 40) Four 41) Master Higgins A Nectarian battle cruiser Joe Musashi The Mega Drive Electronic Arts Six 46) The Kingpin Genesis 48) Baloo 49) McCallahan 51) One Eight 53) Sue 54) Red Falcon 55) Five 56) A Warehouse 57) Basketball 58) Doh 59) A mouse 60) Jason Voorhees
- 61) Barbarian, Valkyrie, Elf, Wizard 62) Five 63) A penguin 64) A jeep 65) 900 points 66) Hearts Little Mac 68) 75% Nuke 70) A red Porsche 911 71) Norin Radd Caves Acclaim 74) Tengen 75) The Foot Clan 76) Four 77) To save an orphanage 78) Soda cans

79) They are all robots

80) Cyclops

81) Blue

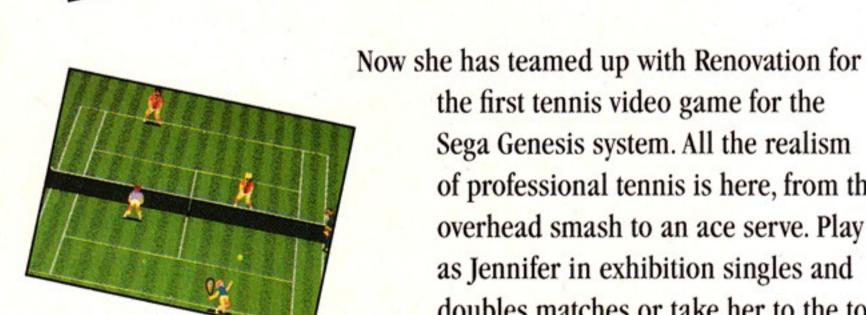
82) Mordamir 83) Blobert 84) A Hippo, Tiger, and Monkey 85) Karate, Kendo, Bo and Nunchaku 86) Black Adder Artemis Princess Za Firebrand Konami 91) Five Six 92) 93) Eyeball, Nail, Heart, Ring, Rib 94) Dirk the Daring 95) Slick You turn into a duck Krueger Mr. Big 99) Trevor Belmont 100) SNK

Jennifer Capriati Tennis Aand Genesis. Great Match.

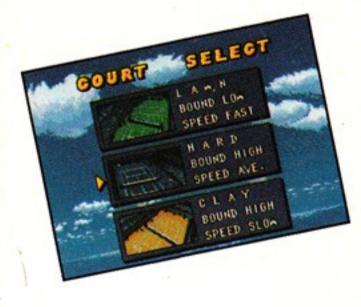
Jennifer Capriati is one of the brightest prospects in professional prospects in professional tennis today. Her combination of power, stamina and intelligence the past two years has taken her a long way in many top world tournaments. This year holds even more

opportunities for Jennifer, and she's

only 16!

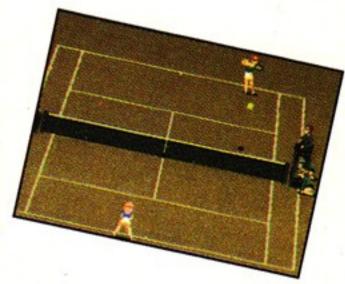


the first tennis video game for the Sega Genesis system. All the realism of professional tennis is here, from the overhead smash to an ace serve. Play as Jennifer in exhibition singles and doubles matches or take her to the top in the circuit tournaments. You can even risk trying to beat Jennifer with a choice of up to 24 different players, or 8 you



What a great match: Jennifer Capriati, Sega Genesis and Renovation Products. See you at Courtside!

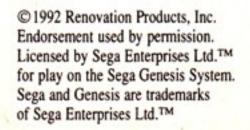
can create yourself.





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SHIFT SHIFT HAPPENS.



Warning: Once you start head-to-head, day-and-night high speed

2-player simultaneous racing with Kemco's brake-squealing, nitro-blasting Top Gear for your Super NES," it's almost impossible to stop.

Coming Soon: Look for GHOST LION, Kemco's new RPG for beginners. SPY vs SPY: Operation Booby Trap, the mad mad world for Game Boy. And KA-BLOOEY, the mind-blowing puzzle game.



