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GAME INFORMER™

Magazine

For Video Game Enthusiasts!

May/June Issue 1993

*The Year of the Dinosaur:
They're Anything But Extinct*

*Speedway Feature:
Rev Up Your Systems for the
Latest in Race Carts*

*Star Fox, X-Men, Shadowrun &
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*More Street Fighter II?
It's Official &
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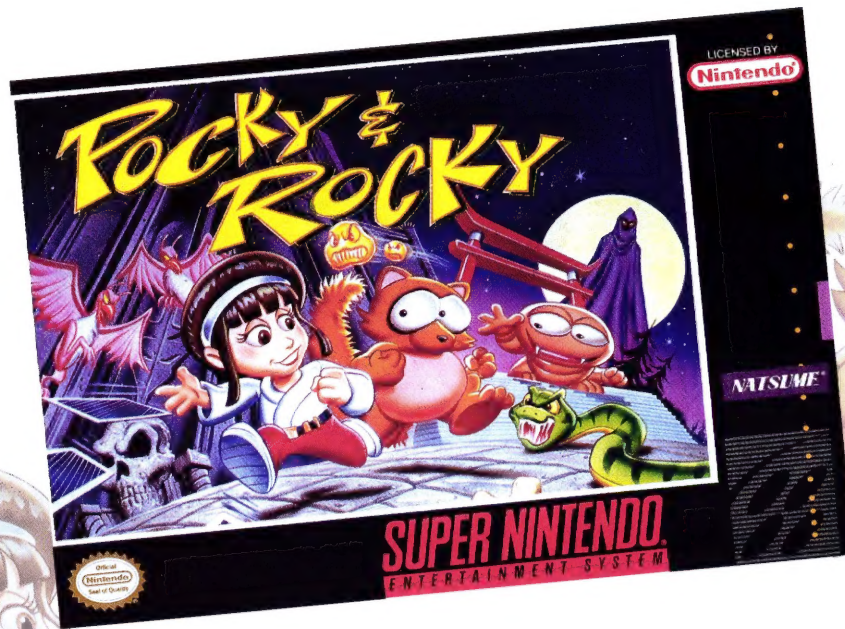
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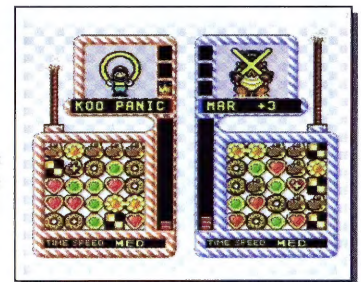


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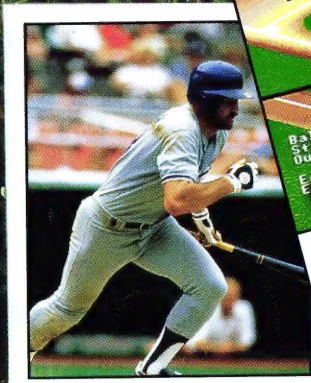
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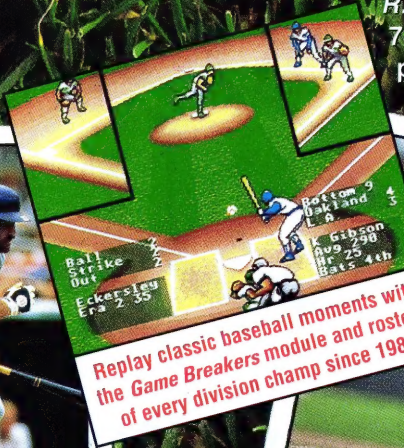
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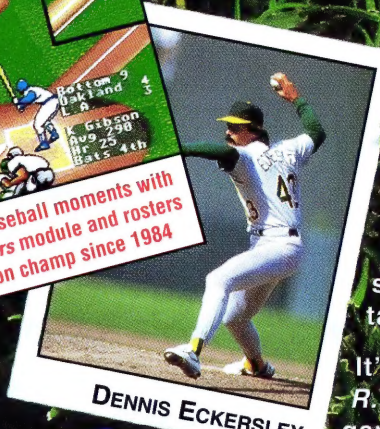
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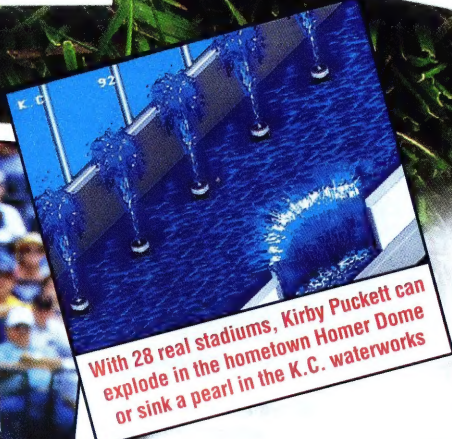
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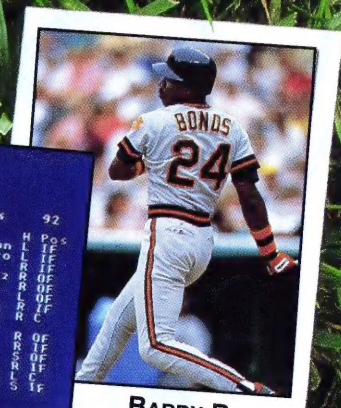
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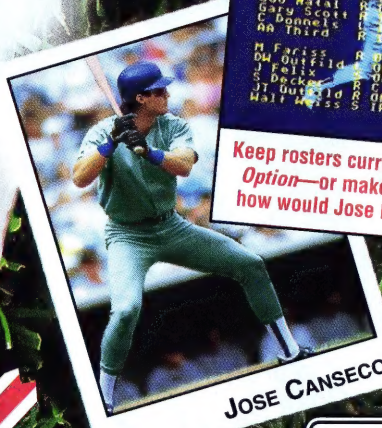


BARRY BONDS

**TEAM CREATION
SELECT YOUR LINEUP**

Florida '92				Texas '92			
Line up	Pos	Line up	Pos	Line up	Pos	Line up	Pos
Chuck Carr	R	Jeff Huson	R	W L	IF		
B Barberie	R	R Palmer	R	L	IF		
J Canine	R	J Palmer	R	L	IF		
J Canseco	R	J Gonzalez	R	R	OF		
2 Bob Wital	R	J Gonzalez	R	R	OF		
Gary Scott	R	K Reimer	R	R	OF		
C Daniels	R	B Rogiano	R	R	OF		
AA Third	R	Rodriguez	R	R	OF		
M Fariss	R						
DM Outfield	R	M Fariss	R	OF			
J Felix	R	D Thon	R	R	OF		
J Deckert	R	Angelos	R	R	OF		
JJ Outfield	R	JJ Foye	R	R	OF		
Holt Weiss	R	A Petrali	R	R	OF		
		A Stearns	R	R	OF		

Keep rosters current with Create Team Option—or make your own trades... how would Jose look in Florida teal?

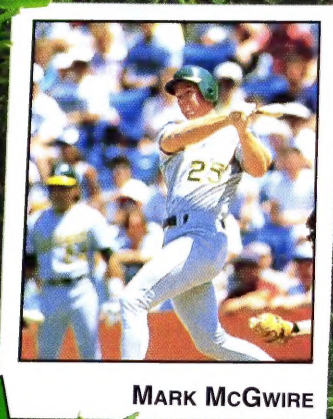


JOSE CANSECO



TENGEN
VIDEO GAMES

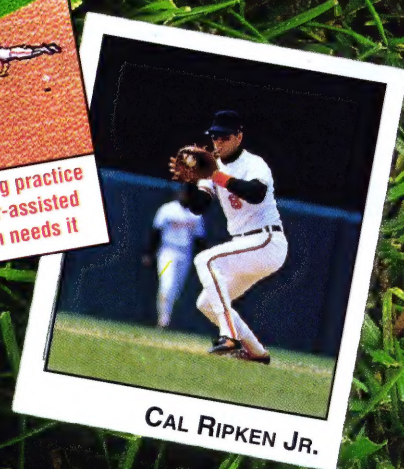
RBI '93 BASEBALL



MARK MCGWIRE



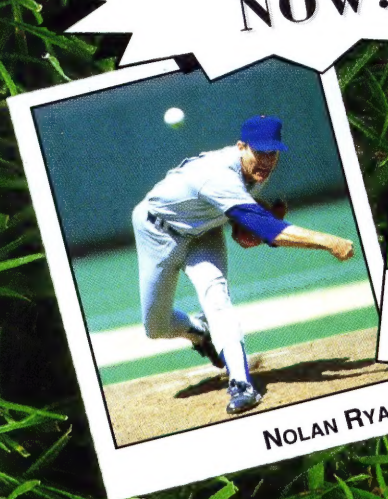
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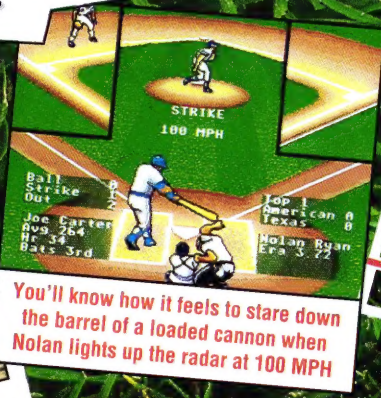
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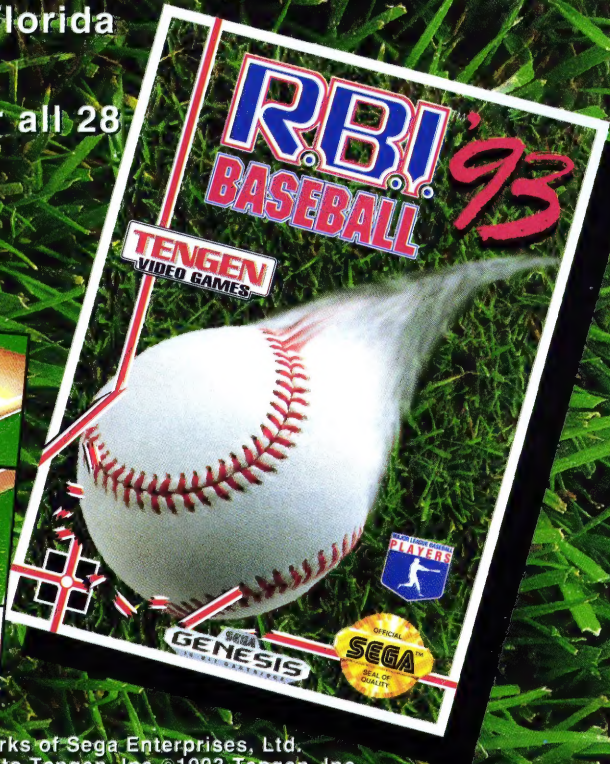
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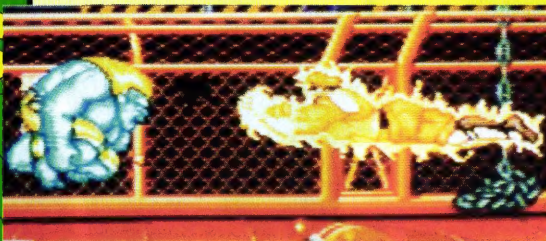
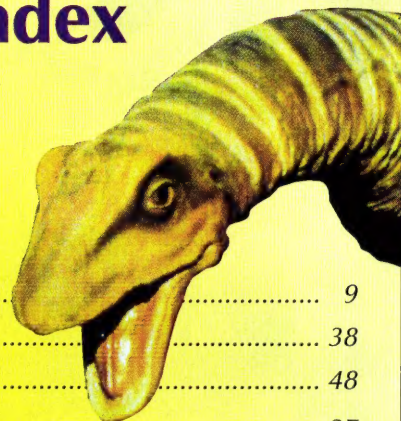
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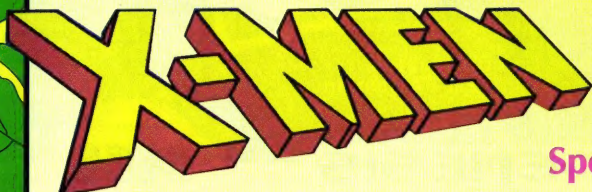


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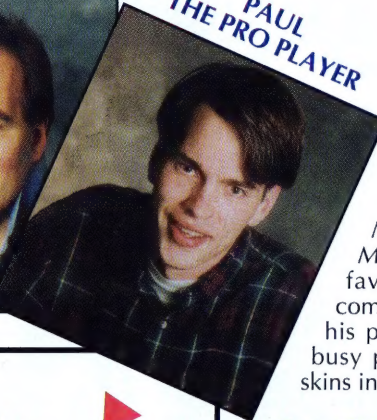
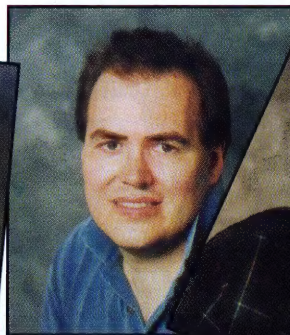
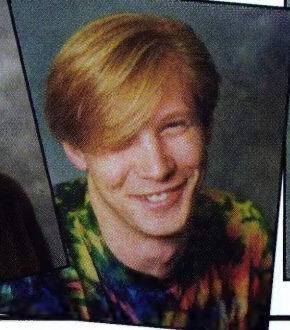
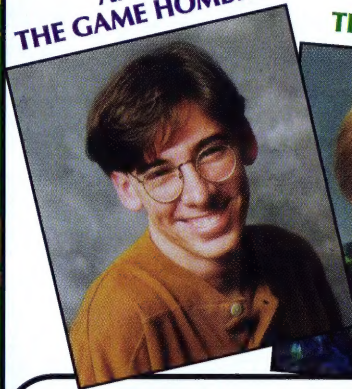
Game Informer Reviewers

ANDY
THE GAME HOMBRE

ROSS
THE REBEL GAMER

RICK
THE VIDEO RANGER

PAUL
THE PRO PLAYER



Andy, the Game Hombre'
Our undisputed hard-core vidiot has been giving his thumbs a workout with *NHLPA*, *Star Fox*, *NCAA*, *Mech Warrior*, *Road Rash II*, *X-Men* and *Tony La Russa*. He favors his Genesis, with SNES coming in a close second; Lynx is his portable of choice. When not busy playing vids, he's hitting the skins in a garage-style band.

LETTER FROM THE EDITOR

By Elizabeth A. Olson

Spring is a time of rejuvenation; nature cleanses itself and begins life anew. It's only natural that *Game Informer* do a little Spring cleaning of its own, in an effort to serve our readers. That explains the changes that you'll see in *Game Informer's* format this month.

Reader Mark Macoun writes in to ask if we think we can cover all the news from the video game world in seventy pages every two months. Well, no. We are well aware of the downside of our size and bi-monthly status. But lets put the cost of each issue into perspective. Each time an issue is printed it requires approximately 33 tons of paper, 2400 pounds of ink, and enough postage to mail to more than 147,000 people across the country. That doesn't include production costs, film costs, and the money that pays for artwork, photography and writing.

So why am I telling you all this? The staff of *Game Informer* is dedicated to producing the best publication possible and, until we are able to expand, that task is an even greater challenge. However, with more text per page and a lower ad-to-editorial ratio, we often pack more information in our 68 pages than some bigger magazines. We have read the reader survey responses and are pleased you enjoy our in-depth reviews. But we are also aware that you would like to see more games covered. In an effort to cover the maximum number of games per issue, we have trimmed several of our reviews back to a single page. We have also added "At a Glance" pages for each platform, in order to mention additional upcoming games.

Once we can afford to expand either in size or frequency, we will return to the two page reviews that have been so popular.

Additionally, we have increased the size of the **Fun Club Tip Line** and have added the **Game Genie Swap Shop** for those readers in search of more codes. We removed the reviewer's summations, known as **The Bottom Line**, but you can still find the average score of each game in the bullets at the top of each review.

We will continue in our attempt to bring you more strategies, more hints and more pictures, just as you've requested. Our thanks to everyone who sent in a reader survey. As always, we love to hear from you, so please write and let us know what you think. By the way, this issue focuses in on the hottest new racing games. So without further delay, "Gentlemen, start your engines!"



Ross, the Rebel Gamer

Ross's roll-out of all-time favorite games includes *Castle of Illusion* and *Road Rash* for Genesis; *PGA*, *SF2* and *Out of This World* for SNES; *Black Bass* and *Little Nemo* for the 8-bit; with *Stun Runner*, *Shinobi* and *Prince of Persia* heading up the hand-helds. He prefers the Genesis, Lynx and Sports titles. When not at the drawing board, his favorite pastime is hockey.

Rick, the Video Ranger

Rick is our family man, which reflects in his game choices. His favorites include *Shadowrun*, *Flash Back* and *NHLPA*, as well as *Castle of Illusion*, the *Phantasy Star* series, *Bubsy* and both *Sonic* titles. He enjoys both participating in and watching sports, although he'd rather play Frisbee with his kids. This self-proclaimed Genesis fan loves RPGs and Action or Adventure games.

Paul, the Pro Player

As our newest reviewer, his list of favorites runs almost parallel to Andy's, with *PGA II* and *Flash Back* substituted for *Road Rash II*. His favorite genres of carts include Sports games and Driving or Simulation games. His other hobbies include softball, music, and more vids.

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Attention:

The release dates listed in these pages are those currently available at the time the **Game Informer** goes into production and are subject to change.

Dear Game Informer:



The purpose of this letter is to inform you of the satisfaction that I have received from your magazines. The qualities of your publication, like outstanding layout and excellent pictures have been certainly met. The information provided in each magazine is up-to-date and well written. Also, the rating system is very clear.

Josh Driver
Riverside, CA

I think your magazine is great. I subscribe to Nintendo Power, EGM, GamePro, and VG&CE, but your mag is one of the best because of its personal game reviews, specifically the explanations behind the numbers. I am writing to you for information on Squaresoft's new *Final Fantasy V*, released in Japan, for the Super NES. I hear it is 16-meg. Do you know when it will be released in the states?

Jason Sparks
Knowville, TN

Squaresoft will release a 16-meg *Final Fantasy Adventure II* in the States around October '93, but this will not be *Final Fantasy V* from Japan. This one was programmed right here in the good old USA. There's a 90 percent chance *Final Fantasy V* could be making its US appearance as *Final Fantasy III* around March '94.

-Ed.

I've been hearing all this cool stuff about *Street Fighter II*. I played the first *Street Fighter* in an arcade and enjoyed it immensely. Therefore, I would be interested in purchasing this cartridge. I do not own an Super NES, but I do own a Sega Genesis. What is the possibility that *Street Fighter II* will be available on the Sega Genesis system? I would also like to inform you that your magazine is very beneficial and extremely worthy of reading. It has been very helpful in making decisions on what games to buy.

Amanda Skerbin
Coon Rapids, MN

In your Jan/Feb issue, a reader asked how to use Vega for *Street Fighter II* on the SNES. You said it was impossible because Vega is a boss. Recently, EGM published a code that enables you to use the bosses. To do this code, you need a SNES Game Genie. It actually works, but it's hard to do moves with the bosses. Can you tell us how to do moves with the bosses?

Tshalla Hernandez
Flushing, NY

Genesis owners will finally get a Street Fighter II of their own. Turn to Pg. 37 for details. It is true that a 'Boss Code' exists when played with the SNES Game Genie. To do this, enter the codes 10A4-0767 and FOAE-6D04. Select the VS. mode and choose Ken and Ryu. Press Start on both controllers. Player 1 must select the area of the boss you wish to play as, and Player 2 will be able to play as the boss of that stage. You can be the boss, but not play a complete game. The characters start out neon and must be hit to become fully visible. This works for one round, then your character's appearance changes back, glitches, and gets progressively worse with each round. Performing the boss moves is difficult in that you must perform Ken or Ryu's move sequence to do a selected boss's moves (ie: Ken's Hurricane Kick results in M. Bison's Flaming Torpedo). Our reviewers' consensus, "Hated it!"

-Ed.

Vid History 101

I was playing Atari the other day and I have a couple of questions. How many bits are in the Atari 2600, 5200, and 7800, and what is the difference between the three? I've noticed that all video game systems seem to be 8-bit multiples. NES and Sega Master are 8-bit; the SNES, TG-16, and Genesis are 16-bit; Neo•Geo is 24-bit and, according to the December issue of Electronic Games, CD systems are supposedly 32-bit. Is this a coincidence or the only way bits come?

Robbie Price
Naples, ME

Robbie, the Atari 2600, 5200 and 7800 are all 8-bit systems. The difference is in the memory capacity and speed of the processors. Your second question gets into the complicated area of binary relationships, so there is no easy answer without getting highly technical. To put it as simplistic as possible, it centers around the Bit-Byte correlation; eight bits make up one byte, thus the multiples of eight. An 8-bit system accesses memory from one chip, a 16-bit chip can pull information from two 8-bit chips simultaneously, and so on.

-Ed.

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Takara's Cool Ball: A Bouncy Brain-Teaser for Game Boy

- **Game Boy**
- **99 levels of mind-bending challenge**
- **Password feature, plus continues**
- **Created by Infogrames for Takara, available now**
- **The Bottom Line: 7.5**

What's a little round guy to do? You're bopping through the cosmos with your girlfriend Suzette. Next thing you know, the Big Bang comes along and she's sent flying off through the chaos. Major bummer! Being the gentleman that you are, you're out to prove that chivalry is not dead. You'll fight through brick walls, fire, hungry piranhas, killer rats and a bottomless abyss to find her! What a guy!

In all seriousness, it will take all your coordination and concentration to make it through the ninety-nine increasingly difficult levels of *Cool Ball*. Bounce your shade-wearing little sphere from platform to platform,

collecting all the power-ups while avoiding those deadly enemies and traps. You retrieve all the items on a screen before the exit appears, allowing you to progress to the next level. Each time you successfully complete a puzzle you'll be rewarded with a password for future play.

Each screen is full of items like water drops, helpful for putting out fires, hammers, extra Lives, and keys for opening up locked walls. Aside from the regular platforms, these puzzles are made up of sticky platforms, shrinking platforms, spiked platforms and impassable brick walls. You'll also run into raging fires, indestructible poles and crazy creatures like pesky Pterodactyls and bothersome swooping birds.

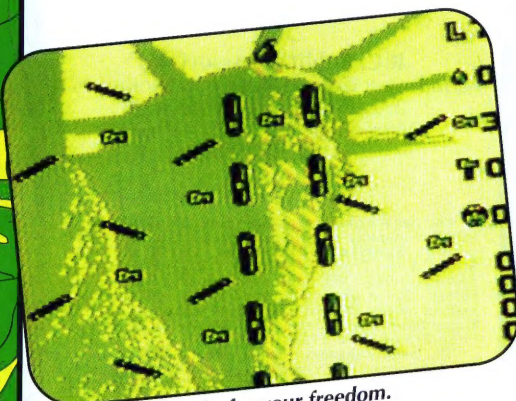
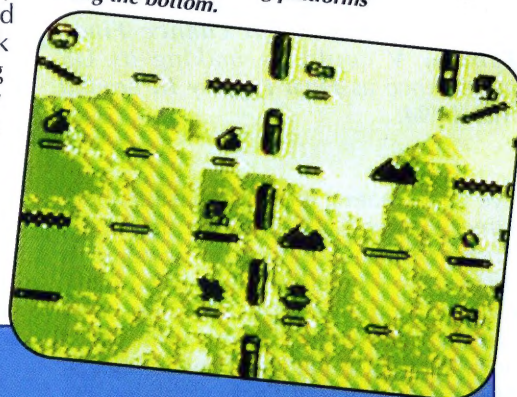
It's important to plan ahead to find the best route. In other words, look before you leap or you may walk right into a trap. You'll have to get to the exit, no matter where

it appears, so be sure to leave yourself a path. Most importantly, keep a lookout for disappearing platforms at the bottom of the screen, or it's bye-bye, *Cool Ball*.

Cool Ball is a strategy cart that's easy to pick up, but difficult to master. Even the best gamers will be put to the test.



Beware of disappearing platforms along the bottom.



Fight for your freedom.

Cool Ball Review

Reviewed by Andy, The Game Hombé

Concept:	8	Playability:	8
Graphics & Animation:	6	Entertainment Value:	7
Sound:	5	Overall Rating:	6.75

Reviewed by Rick, The Video Ranger

Concept:	8.5	Playability:	7
Graphics & Animation:	6.5	Entertainment Value:	8
Sound:	8	Overall Rating:	7.5

Reviewed by Ross, The Rebel Gamer

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

Nintendo's Star Fox Visits Game Informer Magazine

By Elizabeth Olson

Late last Summer we stopped the presses in order to insert a piece of news into our September/October issue regarding Nintendo's new Super FX chip. It stated that Nintendo had ceased development of their 16-bit driven CD ROM unit and had replaced it with a new chip that would be installed in selected software. This chip would utilize RISC technology, a type of simplified instruction coding that would remove some of the burden from the system's central processing unit, and calculate at speeds fast enough to produce real-time, three-dimensional graphics. The first cartridge to possess such technology would be *Star Fox*.



GI's Game Consultants with Nintendo's Mark Coates.

The whole industry awaited the arrival of *Star Fox*, to see if this little SFX chip could really deliver everything it promised. It was no surprise when Nintendo kept the project shrouded in secrecy, eeking out tidbits of information here and there. The staff of Game Informer was disheartened to learn that we could not receive a preview ROM of the game for coverage prior to the release of

the game. Being off the industry's beaten path a bit, we were surprised to receive a phone call that same day from Nintendo notifying us that their *Star Fox* media tour included the Twin Cities. Oh, Joy!

The *Star Fox* van made the rounds in a six week, twelve city tour in order to bring the *Star Fox* experience to the media. The 'van' is actually an 8' x 14' truck converted into a comfortable, yet portable gaming facility. It features wall-to-wall carpet, a cozy seating or eating area and stereo sound throughout. It includes two play stations, both currently hooked up to *Star Fox*, a VCR, receiver, and a host of monitors to preview additional Nintendo releases.

We were greeted by Nintendo Game Counselor Mark Coates and Palmer Moody of Nintendo's public relations firm. Minneapolis was the eighth city on the tour and they had already been to see several radio and television stations, as well as newspapers in the area. Nevertheless, they gave our reviewers ample time for hands-on experience with the game.

What an experience it is. We found ourselves leaning into every turn, as the sound effects rumbled around us. The reviewers agree that *Star Fox* is well worth the wait. Nintendo has taken the technology of the 16-bit system one step further with the new SFX chip. By the time you read this, *Star Fox* should be on the shelves at a store near you.



To highlight the release of the game, Nintendo sponsored a *Star Fox* competition the last weekend in April. Players were able to stop by one of thousands of stores across the country to enter the contest worth \$5,000,000 in prizes. Top scores from each location were entered into a grand prize drawing for a trip for four to either Australia, Japan, England or France. Be sure to stop by and check out this winning title for yourself.



STARFOX and the Super FX Chip Go Where No 16-Bit Has Gone Before



- Super Nintendo
- 1 player action/flight simulator
- SFX chip RISC technology for real-time, 3-D polygon graphics
- Special training mode
- 3 separate routes
- 20 stages, plus 2 'expert' bonus stages
- By Nintendo of America, available now
- The Bottom Line: 9.25

When Nintendo announced their plans to introduce games integrating their new Super FX chip, we could only imagine the effect it would have on our Super Nintendo System. When they explained that the SFX chip was a math co-processor utilizing RISC (Reduced Instruction Set Computer) technology, which was capable of calculations fast enough to produce real-time 3-D

polygon graphics and special effects, we were curious. When Nintendo pulled up in their game van and let us play their new game, *Star Fox*, we had to admit we were impressed.

Star Fox, the first Super Nintendo game to debut the SFX chip, is a action-flight simulator like none ever seen before on a video game format. The polygon graphics feature texture mapping, the process of wrapping an image around a polygon or sphere, and light source shading. The appearance is every bit as beautiful as any flight sim we've seen on computer. And, thanks to the speed of the SFX chip, the animation and control are superior.

The storyline is sort of a *Star Wars* meets *Dr. Doolittle*. It takes place in an all-animal universe in the Lylat planetary system. You are Fox McCloud, commander of a mercenary squadron of fighter pilots known as

Team Star Fox.

Your teammates include Falco Lombardi, a bird being from a superior avian race; Peppy Hare, a brainy rabbit that proves to be a wealth of information; and Slippy Toad, an optimist who's backside you better get used to saving. The four of you will fly through each mission in formation, with your crew communicating their problems or input via radio. The digitized voices are in "animal-speak" but don't worry, subtitles are provided.

The tale begins when a scientific ape named Andross starts conducting some questionable experiments. He is banished to the far-away planet Venom. Now "Emperor" Andross has returned, complete with a skilled space fleet, with his sights set on



3 skill levels are marked by three separate routes.

Star Fox Review

Reviewed by Ross, The Rebel Gamer

- Concept:** 10 *Star Fox* has one of the newest concepts around. Can you say real-time 3-D? Lead three other pilots on some incredible missions.
- Graphics & Animation:** 10 These are some of the best polygon graphics I've ever seen; I repeat, real-time 3-D. There are so many sprites going by so fast, that I can hardly say anything negative.
- Sound:** 10 Great sound effects that completely coincide with the action.
- Playability:** 9 Knowing where to go was mapped out plainly enough and the player controls are sweet; totally responsive. But no break in the action made it impossible to fully enjoy.
- Entertainment Value:** 10 Action, action, and more action. So much so that you may have to play the levels at least ten times to see it all. Two thumbs up for *Star Fox*.

Overall Rating: 9.75

I'm headin' in.



Incredible backgrounds and awesome 3-D graphics.

Star Fox Review

Reviewed by Rick, The Video Ranger

- Concept:** 9 *Star Fox* is more than a video game; it's an effort to provide gamers with the best technology available. I credit Nintendo for their attempt. This is the first quality polygon graphics game for home systems.
- Graphics & Animation:** 9 *Star Fox* isn't quite ready to challenge *Virtua Racing*, but it's a big step forward for home systems. The graphics are very three-dimensional and seem to jump off the screen.
- Sound:** 7 Good background music. It didn't get on my nerves.
- Playability:** 8 *Star Fox* is a SNES shooter that uses all the buttons. Better players will love it; beginners will be lost for awhile. I love the ability to tip and roll your ship by using the Left and Right buttons.
- Entertainment Value:** 9 As far as immediate fun, *Star Fox* is equal to *Axelay*. In the long run, *Star Fox* is better because of all the options and the high level of challenge.

Overall Rating: 8.5

revenge. It is up to Team Star Fox to undertake the dangerous missions on one of the three routes that leads to Venom and a showdown with Andross.

Star Fox is a game that must be taken for a test flight to be truly appreciated. Nintendo must be

applauded for pushing open the envelope of 16-bit gaming. With all this potential, we'll be waiting anxiously at our controls.



Star Fox Review

Reviewed by Andy, The Game Hombré

- Concept:** 9.5 *Star Fox* is the perfect mix of *Wing Commander* and arcade shooters. Something about being on a squadron mission lets you get into the game so much more.
- Graphics & Animation:** 9 The Super FX chip can really put on a show. But this is nothing compared to what they can do down the road. For now, I'm gonna play a lot of *Star Fox*.
- Sound:** 8.75 It features sound effects and tunes that are nothing less than expected for this showcase cartridge.
- Playability:** 9.25 The control is smooth, making great use of all six buttons. The ability to fly over and under your opponents adds to the realism. It's kind of a futuristic *Pilot Wings* with guns.
- Entertainment Value:** 9.25 Dispelling all rumors regarding the \$100 price tag, this baby's coming in at \$60, and well worth it.

Overall Rating: 9.25



Come "face-to-face" with Emperor Andross.





Shadowrun: An Intricate Web of Role-Play and Adventure

- Super Nintendo
- Role-play, action/adventure
- Based on the FASA Shadowrun series
- Battery back-up saves 2 games
- Created by Data East, available June
- The Bottom Line: 9

Man, you've got this massive headache to beat heck. And, to top it off, you've awakened in the city morgue with no earthly idea of how you got there or the events leading up to your untimely demise. This much you're sure of; you are Jake Armatage, and this is Seattle, a city that has seen a lot of changes over the last fifty years.

Life is pretty routine if you live in one of the arcologies. These artificial environments house the Megacorps and their employees. But if you want to experience the action, the only place for you is on the streets below, where real life lurks in the shadows. Here you can buy yourself a Shadowrunner; adventurers-for-hire. Just meet their price.

Shadowrunners have become a way of life on the streets since the time of the "awakening". The awakening was a time when magical creatures, once thought to be just the stuff of legends, rose up after several

Shadowrun Review

Reviewed by Andy, The Game Hombre

Concept:	9	The fact is, good RPGs just don't come along every day. <i>Shadowrun</i> found an empty market and filled the hole.
Graphics & Animation:	8	The three-quarter view is cool, and the 3-D effects are great. The only real problem is the lack of real clarity and definition.
Sound:	7	To this day, I've never played an RPG for longer than ten minutes before realizing that I need to pop in a CD. Sound just isn't important to me on RPG's.
Playability:	9	<i>Shadowrun</i> has excellent controls, but it's a little tough to get used to at first. The huge variety of items and options make this game a certain winner.
Entertainment Value:	9	If you like RPG'S, you should love this game. If they aren't your style or you haven't gotten into the RPG experience, this game may not be the one to start out on but it's definitely one to keep in mind.

Overall Rating: 8.5

centuries of dormancy. The return of elves and orcs resulted in a never-ending power struggle between magic and technology. Maintaining that balance is just one duty of a Shadowrunner.

This latest offering from Data East is based on the *Shadowrun* text adventure series from FASA, the creators behind several leading RPG books, board games, and the *BattleTech/Mech Warrior* adventures. The result is an intricate adventure that melds the worlds of Role-play and action, as well as the mystical past and the cybernetic future.

Did we mention this game is complex? The manual is a whopping 45 pages in length, so we can hardly begin to tell you about it in these few paragraphs. The essence of this game is that you take on the role of Jake Armatage, a runner who has been

hit. Fortunately, a mysterious character was on the scene and cast a healing spell. Now you've awakened with amnesia and must put together all the pieces behind your assassination before they strike again, or worse.

Who said good Role-playing games have to take place in the



Remember to seek the Dog Spirit.



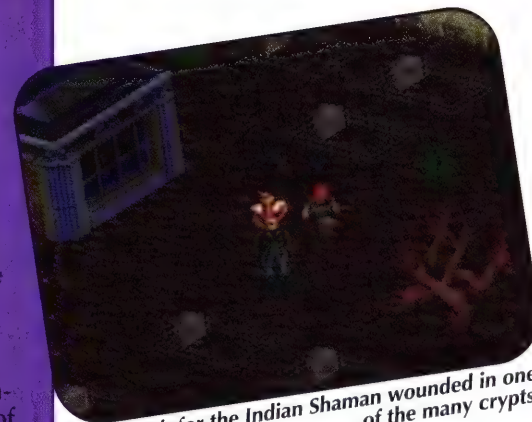
Search corporate buildings for terminals to interface.

Shadowrun Review

Reviewed by Rick, The Video Ranger

- Concept:** 9.5 *Shadowrun* is a true, complex RPG. It's also an action/adventure. The future world mixed with magic from the past. Great, but not for the faint of heart.
- Graphics & Animation:** 9.5 The incredibly smooth animation is similar to *Flashback*; dark and dreary colors of a dismal future. It incorporates a unique use of angles on the screens.
- Sound:** 9 Good mood-setting music. The sound effects are excellent from the crack of your guns to the blood-curdling screams.
- Playability:** 9 There's a lengthy manual to cover all of the complexities of game control. This game takes a lot of practice to catch onto. I loved the options, but be prepared to invest some time.
- Entertainment Value:** 9 *Shadowrun* is a great game. I recommend it for all RPG fans. Action/adventure fans may love this one too, but watch out for the complicated riddles it places in your way. Use your save feature carefully; you may want to retrace your steps.

Overall Rating: 9.25



Search for the Indian Shaman wounded in one of the many crypts.



medieval era? This is an elaborate adventure you can really sink your time into. To play *Shadowrun* is to love it. What more can we say?



Shadowrun Review

Reviewed by Ross, The Rebel Gamer

- Concept:** 9 *Shadowrun* is a combination of RPG, action/adventure, and shooter all in one. It's one of the most thought-out games of all time.
- Graphics & Animation:** 9 A great deal of work must have gone in to *Shadowrun*. The backgrounds are realistic, the character movements are clean and well-defined, and the close-up shots were right out of my nightmares.
- Sound:** 8 The music changes to let you know when a gun fight is about to start. The sound effects were perfect. Voice-overs would have put the finishing touches on a great game.
- Playability:** 9 *Shadowrun* has found the perfect combination of ease and difficulty; easy enough to play and hard enough to get you hooked.
- Entertainment Value:** 10 I was hooked from the get-go. I literally couldn't put the controller down. *Shadowrun* could be Super Nintendo's best game yet.

Overall Rating: 9



Use the Caryards to collect money and increase your Karma.

MECHWARRIOR

Brings BattleTech To Your Local Super NES System



- Super Nintendo
- 1 Player Action/Strategy based on the *BattleTech* board games & virtual reality centers
- Practice mode and Save feature
- 8 Megs
- Created by Activision, available now
- The Bottom Line: 7.75

The year is 3027. A renegade mercenary group known as *The Dark Wing Lance* has re-emerged after ten years of hiding. Little do they know you are lying in wait, plotting your revenge. Your father, Colonel Joseph T. Ragen, was once the best Mech Warrior in the House of Davion's army. Until the night he was struck down in cold blood, along with your mother and sister. You have been tracking their assassins, and now they are back to complete the evil plan your father infiltrated a decade ago.

you *Mech Warrior* enthusiasts that don't live near Chicago, Yokohama or Tokyo? Thanks to Activision, you won't have to wait until *BattleTech* reaches your local mall. It's now available on your own Super Nintendo system!

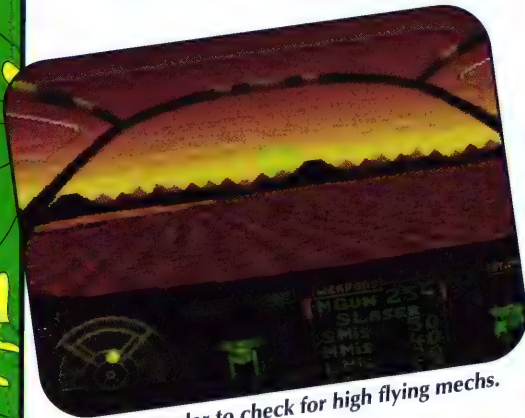
You play Herras Ragen, a freelance Mech Warrior in search of those responsible for your father's death. You must take on a variety of contracts to earn enough money to upgrade your Battle Mech, a highly-sophisticated war machine. As you earn battle experience, you'll also gain information that will help you track down the Dark Wing Lance.

Operating your 'mech is the easy part, as it equipped with a weapon select, jets, target control, radar scope, status display and OWACS (Orbital Warning And Control System). The tough part is figuring out which 'mech or custom feature is the most effective on a given mission. This complex game requires both strategy and a quick trigger finger.

Each time you successfully complete a contract you may return to the "chop shop" for repairs and upgrades, or purchase a new machine. Then it's on to scrounge out more information or another contract that will bring you on step closer to your true target and your just revenge.



Return to the city to make repairs.



Watch the radar to check for high flying mechs.

Sound a bit familiar? You must be a fan of the RPG *BattleTech* board game or the *BattleTech* Entertainment Centers. *Mech Warrior* was the first game designed for use in Virtual World's futuristic Virtual Reality Entertainment Centers. (see story in Jan/Feb '93 issue). What about all

Mech Warrior Review

Reviewed by Ross, The Rebel Gamer

Concept:	8	Playability:	8
Graphics & Animation:	8	Entertainment Value:	9
Sound:	7	Overall Rating:	8

Reviewed by Andy, The Game Hombré

Concept:	8	Playability:	8
Graphics & Animation:	7	Entertainment Value:	8.5
Sound:	7	Overall Rating:	7.75

Reviewed by Paul, The Pro Player

Concept:	8	Playability:	7
Graphics & Animation:	8	Entertainment Value:	9
Sound:	5	Overall Rating:	7.5

Just Don't Smile When They Say You're Grounded...



Act like it's a punishment. Keep your cool as you make it to your room. Then grab the latest in hand-held video game excitement from Hudson Soft! Explore a demon-filled fortress in Milon's Secret Castle. Fight off dinosaur invaders in Bonk's Adventure or explore a world of magic and imagination in Felix the Cat! Any one of our titles are guaranteed to transport you to realms of wonder and adventure! So don't worry about it, we won't tell if you won't.



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Nintendo

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FATAL FURY

Takara Brings Neo•Geo's Coin-op to the 16-Bit

- Sega Genesis & Super Nintendo
- 1 or 2-player marital arts action
- Champion Battle or Street Fight mode
- Adjustable difficulty & continues
- Fight as any of the 9 characters
- Created by Takara, available now
- The Bottom Line: 7.5/7.5

There is one neighborhood you never wander into in broad daylight, much less after nightfall; South Town. This area is controlled by the evil Geese Howard. Geese believes in violence, money and power. He'll stop at nothing when it comes to any one of the three.

But Geese represents more to Terry and Andy Bogard. He's responsible for their father's death. They have followed in his footsteps and become martial arts experts, and it's time to seek their revenge. Geese himself has provided the perfect opportunity. A man of great ego, he is sponsoring the King of Fighters Tournament, gathering competitors from all over the world. Geese will be there and so will the Bogard brothers.

Stay low to avoid Meyer's kicks.



Fatal Fury Review

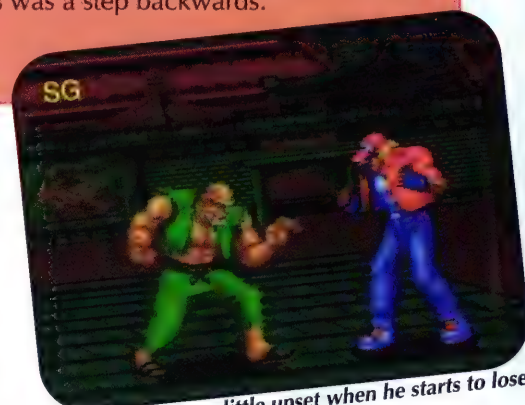
Reviewed by Rick, The Video Ranger

Genesis/SNES

- Concept:** 4/4 The tournament-style beat 'em up is getting beat to death. *Fatal Fury* is an excellent game for the Neo•Geo, though it's outdated by *World of Heroes* and *Art of Fighting*. Put this game on a smaller system and it's disappointing.
- Graphics & Animation:** 6/7 I can't rate this game without comparing it to *Street Fighter II*. The graphics and animation are good (better on the SNES), but are blown away in clarity and color by *SF2*.
- Sound:** 8/8 Good sound and voice-overs.
- Playability:** 6.5/6.5 *Fatal Fury* has decent control, although it's a little slow. It's definitely challenging, but adjustable from beginner to expert.
- Entertainment Value:** 6.5/6.5 I enjoyed both versions. It's a good beat'em up with plenty of moves and opponents. However, after playing *SF2*, *World Heroes*, and *Art of Fighting*, this was a step backwards.

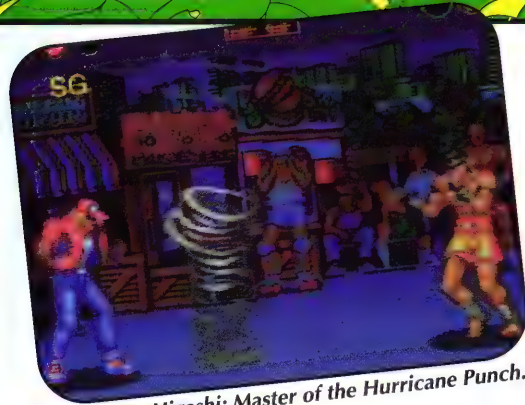
Overall Rating: 6.25/6.5

The Bogards have teamed up with their friend and Kick Boxing champ, Joe Higashi. Terry is the older of the two brothers and a martial arts expert known for his powerful Burning Knuckle and Slam Attack. Andy is lighter weight than his brother. He has undergone special Karate training and turned his body into a lethal weapon. His favorite attacks are the Flying Punch and the debilitating Body Spin. Joe is along to help out and take down Geese with his destructive Slash Kick. Enter the six stages of Champion Battle and face strong competition in the best two out of three rounds.



Tung Fu Ru gets a little upset when he starts to lose.

In addition to competing in the Champion Battle, choose to be any of the fighters, including Geese himself, in the Versus or Street Fight Mode. Play against a friend or a computer fighter. Select opponents from a list including Michael Max, a former



Joe Higashi: Master of the Hurricane Punch.

boxing champ who dislikes rules; Richard Myer, an expert at the multiple kick technique of Kapo-Era. Opponents also include Duck King, practitioner of the quick 'street-dance' style; Raiden, the pro-wrestler with a hot temper; and Tung Fu Rue, the aged Sensei that trained both Geese and the Bogard's father. He may be older, but he has a few secret techniques up his sleeve.

Takara has successfully bought this Neo•Geo classic to the 16-bit. Watch for other Neo•Geo coin-op titles to follow from the company behind the successful *Transformers* toy line.

Fatal Fury Review

Reviewed by Paul, The Pro Player

Genesis/SNES

- Concept:** 7/7 Given the popularity of *Street Fighter II*, it's easy to see why the original SNK title is being translated for the SNES and Genesis.
- Graphics & Animation:** 8.5/9 The SNES has the edge, with better character definition and crisper backgrounds. There's not much difference in animation, although the Genesis has more animated backgrounds.
- Sound:** 7/7 You can't really distinguish between the grunts and groans.
- Playability:** 9/8 Both versions play similar, but the Genesis has a character select on the 2-player mode and depth on each level which allows you to jump towards the back of the screen to avoid opponents.
- Entertainment Value:** 8/7.5 *Fatal Fury* is a great head-to-head fighter. *SF2* fans, like myself, will love this cart. It was great on the Neo•Geo and a good pick on either 16-bit system.

Overall Rating: 8/7.75



Terry's powerful Burning Knuckles.

Fatal Fury Review

Reviewed by Andy, The Game Hombré

Genesis/SNES

- Concept:** 8/8 *Fatal Fury* was a hit for the Neo, and now everybody can play it on their 16-bit system without shelling out big bucks. The only real loss in translation is the lack of inter-dimensional jumping on the SNES and the Two Player vs. the Computer option on both.
- Graphics & Animation:** 8/9 The SNES won this department, with its cleaner graphics and brighter colors, which is not to the say that the Sega wasn't good.
- Sound:** 8/8 Neither could touch the Neo•Geo, but both came through with flying colors.
- Playability:** 9/8 Both versions have the identical controls and great moves of the original. Genesis edged ahead due to better depth control.
- Entertainment Value:** 9/8.75 While SNES owners have been playing *SF2*, this is the first real chance for Genesis owners to get some good fighting experience. *Fatal Fury* makes the perfect change of pace for both systems, while we wait for *SF2: Champion Edition*.

Overall Rating: 8.5/8.25



Super Nintendo – At a Glance...

The 16-bit war continues as licensees keep cranking out solid carts like those listed below.

Run Sabor by Atlus

Available: Now

By 2998 AD., Earth had become too polluted to be habitable. A power-hungry scientist tricked everyone into evacuating, evolved into mutant super-human, and created mutant offspring. The great scientists have developed a corps of Super Cyborgs to fight back; Codename: *Run Sabor*.



Ultima: The False Prophet by F.C.I.

Available: August

It's another installment of the *Ultima* RPG saga, this time for the SNES. Britannia's invaded by an army of Gargoyles, caused by the removal of the Codex from the Underworld. A must for *Ultima* fans; hopefully the first of many 16 bit epics.



Inindo: Way of the Ninja by KOEI

Available: Now

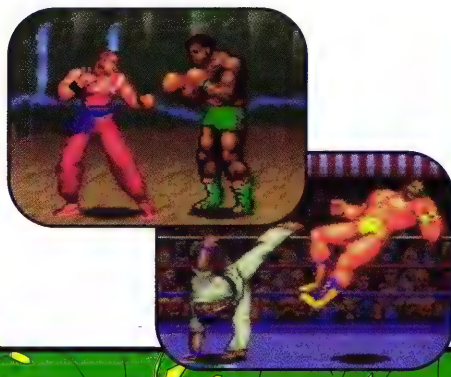
This RPG casts you as a young ninja, hungry for revenge against the ruthless Nobunaga, who has destroyed your village. It's similar to *Dragon Warrior*, with the complexities of 16-bit and the authenticity of a KOEI game.



Ultimate Fighter by Culture Brain

Available: Now

Ultimate Fighter has four playing modes: Story, Animation, Versus Tournament, and Battle Mode. With 150 techniques and 12 megs of action, they seem to have all bases covered. The moves are easy to execute, and it has tons of options and multi-player tourneys.



Mario is Missing by Mindscape

Available: May

This cart really shows up the PC version. With a scrolling playfield and improved play control, it's the perfect introduction to Edutainment games. Mario's been abducted by Bowser, so Luigi must search the world to find him. You'll learn different things about the people and places you visit.



Batman Returns by Konami

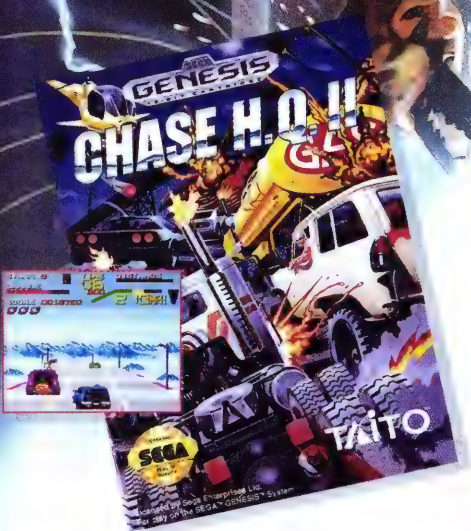
Available: May

Relive the blockbuster movie on your SNES. Eight levels of play take you through Gotham City, Schreck's Department Store, and the Penguin's Arctic Lair. Have no fear, Batman's brought along some of his favorite toys, like the Batmobile and Batskiboat.



ELECTRIFYING

SUPERCHARGED GAMES



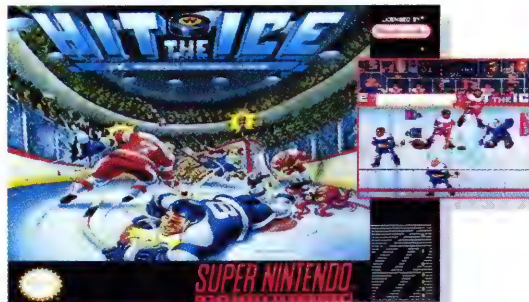
The smash arcade hit has been given a few new dents. Lead-footed criminals will grind your gears, not only on the highway, but the jungles and snow choked mountains as well.



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



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



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

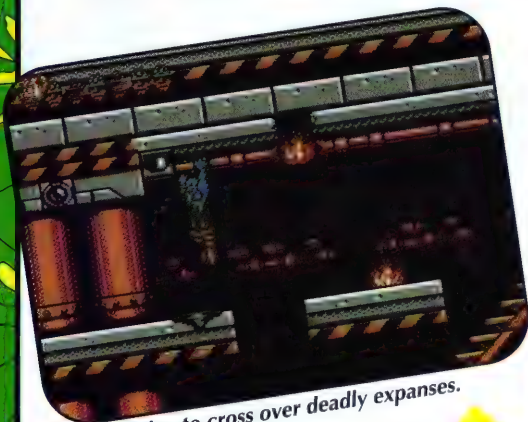
TAITOTM
THE ONLY GAME IN TOWN.

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Clean Up Lord Contaminous With Zen: Intergalactic Ninja

- Nintendo, also available for Game Boy
- 1 player ninja action game
- Based on the comic book
- 12 environmentally hazardous levels
- Created by Konami, available now
- **The Bottom Line:** 7.75

What do you get when you cross an alien superhero with an environmentally safe story line?... *Zen: Intergalactic Ninja*. Zen and his cohorts, known as the Recycled Heroes, are famous for their battles with Lord Contaminous and his army of living contaminants in their quest to "Defend the Earth". These guys give new meaning to the term fighting dirty.



Use the pipe to cross over deadly expanses.

Konami has brought the adventures of *Zen* to your Nintendo system with their new game based on the comic book series. This one player adventure slips you into Zen's powerful airboots to battle through twelve action-packed levels.

Zen was first brought to Earth as a soldier of fortune, fulfilling an intergalactic contract to retrieve a buried geocrystal. However, Zen wasn't the only one after the precious box. It seems Lord Contaminous, a vile villain created from generations of sludge and

pollution, had his sites set on destroying the geocrystal and the hope of a cleaner planet. That's where Zen first encounters Jeremy Baker, the predestined "starchild" of Earth who must fulfill his destiny of defend the planet and defeat Contaminous and his cruddy cronies.

Test Zen's fighting abilities and the power of his Photon-stick in four ecological disaster zones. Save the flowers from acid rain and challenge the venomous Sulfura. Battle runaway flames and rescue trapped workers in an oil rig invaded by the crude Oil Slick. Speed through an ominous Plutonium mine, taking out the gigantic Garbage-man's gaseous goons, and seek out Smogger in a toxic industrial plant. Recycle in the bonus round, then progress through a rescue stage and six additional sub-games that will pit you face-to-face with the menacing Lord Contaminous.

Konami has incorporated an impressive three-dimensional, three-quarter view, as well as multi-directional scrolling. Adjust the skill



level to one of three settings. The number of lives can also be increased and there are three continues, allowing players of all abilities to dispose of Lord Contaminous.

Jump before the mechanical arm lowers to avoid its deadly grip.



Zen: Intergalactic Ninja Review

Reviewed by Rick, The Video Ranger

Concept:	7	Playability:	7.5
Graphics & Animation:	8	Entertainment Value:	7
Sound:	6	Overall Rating:	7

Reviewed by Paul, The Pro Player

Concept:	8	Playability:	9
Graphics & Animation:	8	Entertainment Value:	9
Sound:	5	Overall Rating:	7.75

Reviewed by Andy, The Game Hombré

Concept:	7	Playability:	9
Graphics & Animation:	9	Entertainment Value:	9
Sound:	6	Overall Rating:	8

Nintendo - At a Glance...

'Tis the time for sequels. If you've already studied the CES report and have a plan as to what buy in '93, you're a lucky individual. For the rest of us, it's time to do some investigating. Here's a look at some sure fire games coming this season.

Duck Tales II from Capcom

Available: May

Scrooge McDuck has returned for his second treasure hunt. The game sticks to the original game plan, with the addition of newer and more challenging levels. If you were a fan of the first, make sure you don't miss this one.



Jimmy Connors Tennis by Ubi Soft

Available: Now

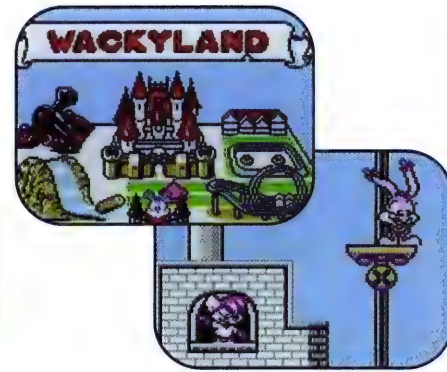
Ubi Soft brings another tennis game to the NES. *Jimmy Connors Tennis* features a tournament mode as well as three different skill levels to challenge even the most experienced video jockey.



Tiny Toons II by Konami

Available: Now

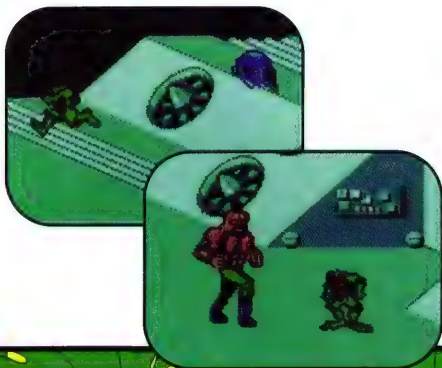
Your favorite Tiny Toons are heading out on yet another adventure. This time they are headed down to their favorite amusement park, WackyLand. Ride on the runaway roller-coaster, the high-speed log ride, and more to reach your final destination, the Funhouse. Be careful, because there's *Trouble in WackyLand*.



Battletoads & Double Dragon by Tradewest

Available: Now

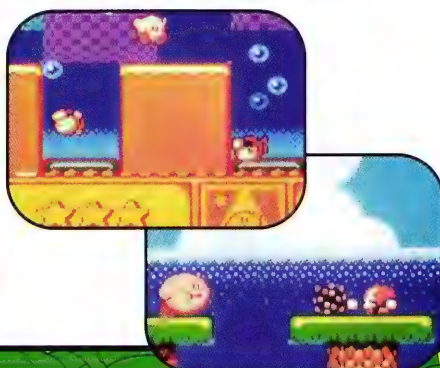
The Battletoads are back and, this time, they're not alone. The evil Dark Queen has teamed up with the Shadow Boss and they've come with a new plan for intergalactic domination. The Toads have a different idea and enlist the help of the infamous brothers, Billy and Jimmy Lee. Together, they form the Ultimate Team.



Kirby's Adventure by Nintendo

Available: May

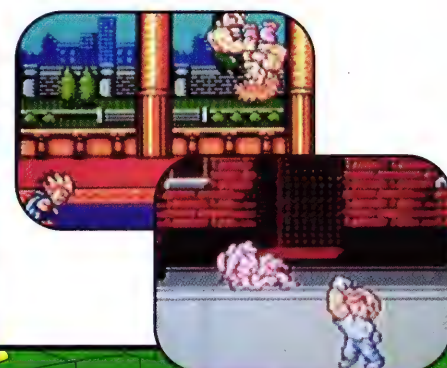
Kirby's gone 8-bit! He must restore the Fountain of Dreams on his eternal fight of good versus evil. With new levels and new abilities, *Kirby* will surely be another shining star on the Nintendo horizon. The 'Big N' has been hush-hush on this one; look for more info in the next GI.



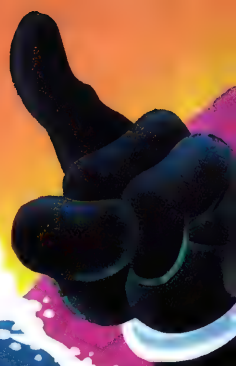
Mighty Final Fight by Capcom

Available: June

By popular demand, Capcom has shrunk this coin-op into a mighty 8-bit cart. Fight through five intense levels of gritty streets, subways, warehouses, and wrestling rings. Although it's only one player, you can choose from all the original characters; Haggar, Cody, or Guy. If you love the arcade and haven't jumped to 16-bit, give this cart some thought.



TOADAL WAVE!





LOOK FOR THESE GREAT GAMES AT A RETAILER NEAR YOU!



TRADEWEST

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The Race to the Flag...

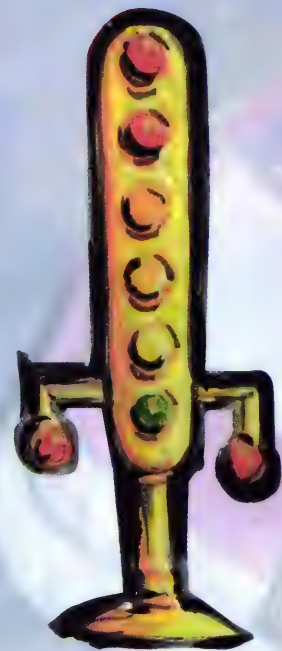
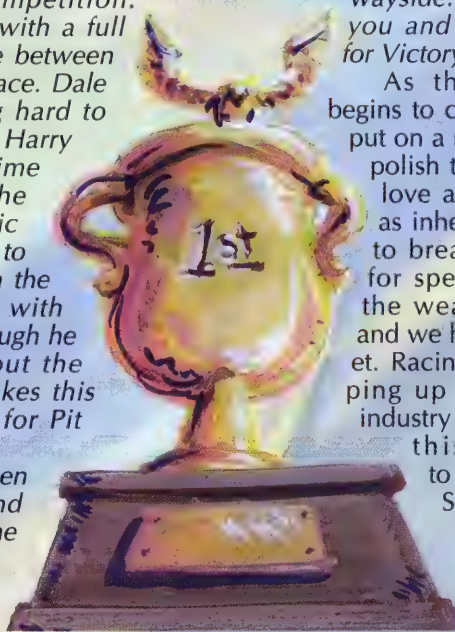
Spending time behind the wall with a blown plug cost you a valuable lead, but with 34 laps left, there may still be some hope of closing this race up. That is, if you don't run out of track. Indianapolis is Nascar racing at its best, pitting you against the country's stiffest competition. Rusty Wallace leads with a full 1.7 second advantage between his car and second place. Dale Earnhardt is working hard to reel him in. In third, Harry Gant is picking up time by swinging up to the top to avoid lap traffic and then diving down to the bottom to gain on the leaders. He's flirting with the wall and, sure enough he kisses it, bringing out the caution. Earnhardt takes this opportunity to head for Pit road for new rubber.

It's back to the green as you throttle up and try to get back into the groove. It looks like Gant has put his car in the garage,

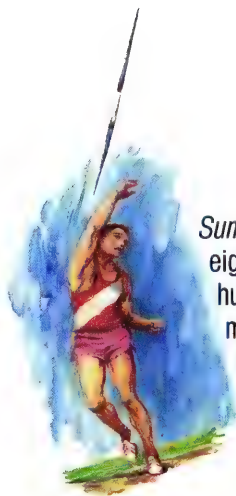
leaving you and Earnhardt in a duel for second. So far, you've been able to work the traffic, as long as you run under green. Earnhardt is getting loose as he drops down, sending him off-pace. There's a spin-out on the back stretch and Earnhardt is by the wayside. It looks like it's you and Rusty in a race for Victory Lane.

As the temperature begins to climb, it's time to put on a new wax job and polish that chrome. Our love affair with cars is as inherent as our need to breathe. Your need for speed increases as the weather improves, and we have just the ticket. Racing titles are cropping up throughout the industry and we've taken this opportunity to test-drive a few.

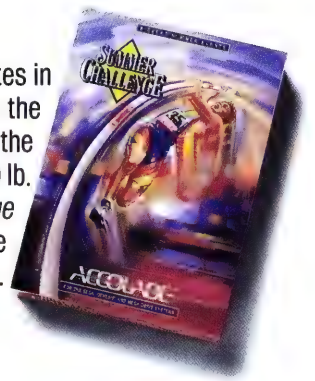
So slide behind the wheel of these next few pages...



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High Speed Coin-Op

By Andrew McNamara

If you haven't visited your local arcade lately, you might have missed one or two games that any self-respecting video racer should play; Namco's *Suzuka 8 Hours*, and Sega's *Virtua Racing Deluxe*. These machines are expensive but nothing, short of the real thing, gives you the eerie thrill of high-speed, seat-of-your-pants driving, like these coin-ops.

Suzuka 8 Hour

Namco, the designer of the racing classic *Pole Position*, has come up with another instant winner. *Suzuka 8 Hours* is a dawn-to-dusk racing simulation of the actual Suzuka circuit, where up to eight can compete in a multi-lap endurance race. The Suzuka track has every thing a racer needs, from hairpin turns to a twisting chicane. However, the biggest plus for this machine is the individual motorcycle units. It gives each player a chase perspective of the race, his own bike, and lots of room, which you'll need. The bike

has a brake and a push button throttle, but the steering is relayed through your body motion; by leaning the bike in and out of the corners. This specially-designed mechanical system is what brings the whole simulator together; every thing relates to how hard you throw the bike into the corner, or whether or not you counter steer. You can't just hop on and take a leisurely trip through the country. This game demands that you become an integral part of the race; that's what makes it great.

Virtua Racing Deluxe- Sega

Experience high-speed racing on three beautifully-orchestrated circuits in the sit-down racing machine affectionately known as *Virtua Racing Deluxe*. From the second you sit down, you realize this is no run-of-the-mill arcade game. At first glance, you'll notice the cockpit has four "virtua perspective" buttons, a start button, brake, an accelerator, and butterfly shifters on the wheel. Just to your right you'll find the chair adjustment. Get comfy 'cuz you're in for the ride of your life.

By now you should be in the pits getting ready to roll. Race from one of the four different views: first-person; chase view; a close, three-quarter overhead view; and a staggered, three-quarter overhead perspective. Punch it and you're off. You'll start to see and feel how awesome this game really is. The bay of the cockpit is filled with a huge 36 inch Wide-Vision Monitor. Your seat is lined with an air-drive system to create the sensation of G-forces that push and pull you around the vehicle.

As you begin to circumvent the track, the use of polygon graphics really shines. *Virtua Racing* is driven by a 32-bit RISC CPU. As the heart of this amazing machine, it features the ability to produce a large number of sprites and create multiple texture-mapped polygons. Using this technology, Sega created a smooth, realistic and challenging racing simulation. Up to eight machines can be linked and raced against each other for what has to be the most amazing auto-racing experience available.



SWEEP THROUGH THE SHADOWS... And Go Wild In The Aisles!

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You could find yourself in the year 2050, running for your life in a race against time, technology and termination . . . or you could enter Data East's Shadowrun Sweepstakes and find yourself going wild in the aisles of Electronics Boutique. That's right, cruise the store and load up on all the stuff you gotta have. And when you get to the check-out stand, tell the cashier:

"Put away that scanner, Pal . . . IT'S ALL FREE!"

On top of the shopping spree, Data East will fork over more than 2,000 prizes—from Shadowrun T-shirts and satin jackets to limited-edition Shadowrun prints by the original Shadowrun artists—in a random drawing of sweepstakes entrants. And don't forget to play Shadowrun—the hottest strategy-adventure cart of 1993—and shatter the megaplexes before your friends do.

For info on getting an official sweepstakes entry form just check out any package of Shadowrun for the Super NES

... and get ready to go wild!



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NO PURCHASE NECESSARY TO ENTER OR CLAIM A PRIZE
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1. **HOW TO ENTER:** (1) Be sure to answer the questions about SHADOWRUN. The answers to the questions can be found by playing the SHADOWRUN game, or by sending a self-addressed, stamped envelope to: SHADOWRUN Game Answers, P.O. Box 656, Sayreville, NJ 08871-0656. Requests must be received by September 15, 1993.

(2) Completely fill out the official entry blank (print only) and mail it to: "SHADOWRUN" Sweepstakes, P.O. Box #196 Grand Rapids, MN 55745-8196. All entries must be received by Nov. 1, 1993. Mechanically reproduced entries not eligible. Not responsible for printing errors, or for mutilated, late, lost, postage due or misdirected mail. Only one entry per person. All entries become the property of Data East and will not be returned.

ALTERNATE MEANS OF ENTRY: To obtain an official entry blank, rules, questions and answers, without purchasing the game, send a self-addressed, stamped envelope to SHADOWRUN ENTRY, P.O. Box 656, Sayreville, NJ 08871-0656. All requests must be received by October 1, 1993. Residents of VT & WA need not include return postage.

2. **JUDGING:** Winners will be selected on or about November 15, 1993 in a random drawing from all entries received with the correct answers by Marden-Kane, Inc., an independent judging organization who reserves the exclusive right to interpret all conditions in regard to this promotion without claim for damage or recourse of any kind. By participating in the sweepstakes, entrants agree to be bound by the rules and the decision of the judges which shall be final. All prizes will be awarded. Odds of winning depend upon the number of correct entries received. Only one prize per person, family, organization or household.

3. **NOTIFICATION:** Winners will be notified by mail by November 16, 1993 and Grand Prize winner will be required to sign an Affidavit of Eligibility and Publicity/Release which must be returned within 14 days from date of notification. If the affidavit is not returned within this time period properly executed, or is returned from the post office as undeliverable, an alternate winner(s) will be selected. Winner's grant permission to the use of their name, photograph/likeness for advertising and promotion for this and similar promotions without additional compensation.

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Data East USA, Inc.
1850 Little Orchard Street
San Jose, CA. 95125
Tel: 408/286-7074



Battle Grand Prix: The Racing Game That Puts You Behind the Controls



- **Super Nintendo**
- **1 or 2 player head-to-head racing**
- **3 levels of difficulty, 4 play styles**
- **Pick your driver, team, circuit, and car components**
- **Created by Hudson Soft, available now**
- **The Bottom Line: 6**

Tired of all those racing games that merely stuff you behind the wheel to see how fast you can go, without giving you any choices? Well, has Hudson Soft got a game for you. The name of this game is options, options, options. Actually it's *Battle Grand Prix*, but you get the picture. Battling it out on some of the roughest raceways in the

and courses. You decide whether you want to go it alone, race against the computer, or go head-to-head with a friend.

There are four modes of play. In the Survival mode you compete in a series of races and must achieve a certain placement before progressing on. Your title in the Competition mode depends on your overall rating in a set number of races. The Versus mode is a heated battle between you and a friend, and the Slot mode does the steering while you learn the ins and outs of a course.

There is a wide range of drivers to choose from, each with their own strengths and weaknesses, as well as twenty-four potential pit crews, so make your selections carefully. There are twenty-four international race circuits to try, and you get to determine the length of the race. The best part is modifying your sleek racing machine. Hudson has

given you several selections in eight different categories ranging from tires to transmission to suspension.

Experiment to find your dream machine. Once you've found the right combination that works best for you, get ready to slip behind the controls and experience the sheer power of the world's fastest racing rails!



Modify your car into a dream machine.

world at break-neck speed is only half the fun of this title. You have your work cut out for you before you ever slip into the driver's seat.

The object of *Battle Grand Prix* is to put together the ultimate racing team of driver, pit crew, and top performance Formula One. The designers have given you plenty of options to choose from. Just how many options are we talking? For starters, pick from the skill levels; Beginner, Professional or Expert, each with a selection of cars



Heads-up icons help point the way.

Battle Grand Prix Review

Reviewed by Andy, The Game Hombré

Concept:	6	Playability:	6
Graphics & Animation:	4	Entertainment Value:	5
Sound:	5	Overall Rating:	5.25

Reviewed by Paul, The Pro Player

Concept:	5	Playability:	8
Graphics & Animation:	5	Entertainment Value:	6
Sound:	6	Overall Rating:	6

Reviewed by Ross, The Rebel Gamer

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

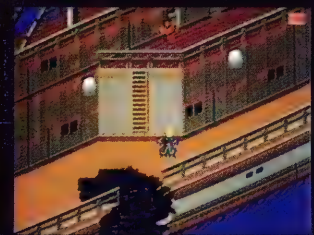


As Seen in GamePro

Graphics	Sound	Control	FunFactor	Challenge
ADV.				
Systems: Data East B range		Role-play One player Game save		

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Watch your back... shoot straight...
and never, ever, cut a deal with a dragon.



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Pilot the Circuit's Fastest Street-Legal Machine to Victory

in JAGUAR XJ220



- **Sega CD**
- **1 or 2-player competition**
- **Grand Prix, World Circuit, Practice and Track Edit modes**
- **Created by JVC, available now**
- **The Bottom Line: 7**

Race alone or against a friend on any of the thirty-two tracks in Practice Mode. The coolest feature is the Track Edit option, where you create your own tracks from any elements found in the existing courses. Throw in a tunnel here and a hairpin turn there. The sky's the limit.



Okay, so you got a Jag'. Have you got the guts to let it lose? JVC's gonna test your mettle with their latest disc for the Sega CD.

Jaguar XJ220 takes the features of top-selling racing carts and rolls them into one. First, you're behind the wheel of a Jag, which is a cool thing. Next, select an automatic or manual transmission. It's one or two player in four modes of play and they let you save your game.

The Grand Prix mode tests your skill on sixteen Grand Prix courses. The object is to complete the circuit before you run out of money. You select the number of laps and there's even a practice run. Don't forget to make a pit stop during races of five laps or more.

The World Tour takes you on a sixteen country circuit from Egypt to Italy. You control which track you'll take on next and a financial advisor will help keep you on track. After a race, you'll want to check the status of your car. You may need to make repairs, provided you have the money. Save up to four games and pick up where you left off.



Jaguar XJ220 Review

Reviewed by Andy, The Game Hombre

Concept:	6	Playability:	8.5
Graphics & Animation:	8	Entertainment Value:	7
Sound:	7	Overall Rating:	7.25

Reviewed by Paul, The Pro Player

Concept:	8	Playability:	9
Graphics & Animation:	6	Entertainment Value:	7
Sound:	5	Overall Rating:	7

Reviewed by Rick, The Video Ranger

Concept:	7	Playability:	7
Graphics & Animation:	8	Entertainment Value:	7.5
Sound:	7	Overall Rating:	7.25

Outrun 2019 An Arcade Classic Makes Its Way Into the Future

- **Sega Genesis**
- **Sequel to Outrun; coin-op classic**
- **4 stages, 25 race routes**
- **Three skill levels and unlimited continues**
- **From Sega of America, available now**
- **The Bottom Line: 7.5**

Ever wished that you could take some of the older, classic arcade games and bring them up to date? Sega has the answer to your prayers. Last year Sega brought you a successful translation of the stand-up hit, *Outrun*. This year they've brought you the sequel, complete with a high-tech set of wheels and futuristic settings. I guess our love affair with the automobile is here to stay.

Don't worry, the intense circuit racing that you know and love from the original is still intact. In fact, it's been sped up a few hundred miles per hour. Hey, whadda expect? This is the twenty-first century! Just as in the original, it's a cross-country race consisting of several legs. You must reach each check-point before time runs out or you're out of the race.

Unlike the original, *Outrun 2019* is no drive along the beach. There are four stages, each consisting of several paths, for a total of more than twenty-five different race routes. Cruise through futuristic cities, suburban settlements, ancient ruins, icy expanses and snow-capped mountains, but don't count on stopping to check out the view. Traveling at speeds well over 500 MPH, everything turns into a bit of a blur and it will take all your concentration to pull through the sharp turns and suspended roadways.

There are a few new additions to this updated game that will keep you on the edge of your seat. You'll encounter speed ramps and jumps that will send you airborne. Hit them just right and you'll pick up time on the competition. There are miles of twisting and turning tunnels just dying to do a number on your paint job. Worst of all are the suspended roadways and bridges. One false move and you'll plunge to the ground below. These new obstacles are enhanced with full 360 degree spin-outs and end-over-end flips.



Meet your maker at 682 MPH.

There are three difficulty levels, making *Outrun 2019* a challenge for gamers of any experience. If you really want to make things interesting, switch to a manual transmission. This baby's even got turbo power to really get your tires churning.



Transparent suspension bridges are the height of peril.

Outrun 2019 Review

Reviewed by Paul, The Pro Player

Concept:	7	Playability:	9
Graphics & Animation:	9	Entertainment Value:	9
Sound:	7	Overall Rating:	8.25

Reviewed by Rick, The Video Ranger

Concept:	8	Playability:	7
Graphics & Animation:	8	Entertainment Value:	6.5
Sound:	7	Overall Rating:	7.25

Reviewed by Ross, The Rebel Gamer

Concept:	7	Playability:	8
Graphics & Animation:	7	Entertainment Value:	7
Sound:	5	Overall Rating:	6.75

More Bone-Crunching Action in Road Rash II

- **Sega Genesis**
- **1 or 2 player cycle rashing action**
- **Five difficulty levels & password feature**
- **By Electronic Arts, available now**
- **The Bottom Line: 8**

So you say ordinary racing games leave you asleep at the wheel? Electronic Arts has the wake up call you've been waiting for in the form of *Road Rash II*. This sequel has more spills and thrills than the original. It's meaner, nastier, and that's just the race courses.

If you've never "rashed" before, you're in for a real treat. This

to qualify for the next round. The higher you place, the bigger the prize money, which comes in handy for buying one of the fifteen bikes available. They fall into three categories; Ultra lights, Nitro and Super bikes, and it's up to you to find the best bike for a given run.

This updated version of hack 'n' slash, cross-country cycle racing has several new features to please you speed freaks with a taste for blood. There are four playing modes. The Solo mode pits you against the pack or lets you and a friend take turns, just like its predecessor. The most major addition is the new Split-screen mode, that allows you and a friend to follow their own movement while simultaneously racing against the other rashers. Finally, there's the Mano a Mano mode, or one-on-one, where you race head-to-head in an all-out battle with no other crazies to hinder the competition.

The detailed settings and digitized graphics add plenty of realism. The action is so fierce, you may



Launch...and get some serious air.

even begin to feel each bone-crunching crash. Suffering from "white line fever"? *Road Rash II* may just be the jolt to knock you out.



is cycle racing at its bloodiest. You'll face fourteen of the meanest rashers around. Sportsmanship doesn't exist in their vocabulary; winning is the only objective, no matter what the cost. A good rasher not only keeps a keen eye on the road, but stays on the defensive and is ready to take out the opponent with a well-placed back-hand. Your fellow racers are armed with clubs and chains, and will stop at nothing to take the lead.

The sequel has you racing on five new courses, ranging from the Smokey Mountains of Tennessee to the hot asphalt ribbons of Hawaii. There are five levels of difficulty, each with increasingly long runs, more obstacles and stiffer competition. Place in one of the top three slots on each course

Road Rash II Review

Reviewed by Andy, The Game Hombré

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

Reviewed by Rick, The Video Ranger

Concept:	8	Playability:	6
Graphics & Animation:	8	Entertainment Value:	7
Sound:	8	Overall Rating:	7.5

Reviewed by Ross, The Rebel Gamer

Concept:	9	Playability:	9
Graphics & Animation:	8	Entertainment Value:	9
Sound:	6	Overall Rating:	8.25



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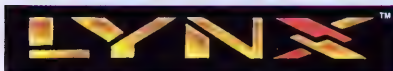
#PA2023; Zarlur Mercenary™ #PA2030; or

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THERE'S



**T
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Here's a hint you can really sink your teeth into: When you're in the cavernous catacombs beneath the castle, you'll come to a rock covered with blood. Immediately turn down your lantern and proceed forward. Soon you'll find Dracula's coffin. Pick up the crowbar - you'll need it to break into the sewing room upstairs. By the way, if you don't turn down your lantern, the light will wake up Dracula. And we guarantee you - he'll be thirsty!

A LOT AT STAKE

You've spotted Dracula in the dining room.
Did you remember to bring the cross from the bedroom?
You'll need it to survive.

This really sucks – blood, that is! You're trapped in Dracula's castle and there isn't a clove of garlic anywhere in sight. Make your way through the dark, mysterious corridors and rooms. It's home to the Prince of Darkness and there are surprises around every corner. Pick up the cross, the lantern and other items you'll need to defeat your foe. And never take anything for granted (definitely check out what's waiting outside the upstairs bedroom window). And you know those babelicious Vampire Brides? Careful – their bite is definitely worse than their bark. Your only hope of survival is a series of clues offered from Bram Stoker himself. Good luck, Lunch Meat . . . you'll need it. Comprised of rich, sepia tones, stunning graphics and digital stereo sound, this isn't like any video game you've played before. As you progress through the castle on this role-playing adventure, you'll discover it's a trip worth taking. For ages 14 and up.

#PA2087 Dracula™ \$39.99

New



These Brides of the Damned are a pain in the neck.



Make your way through the eerie castle – it's a real scream.





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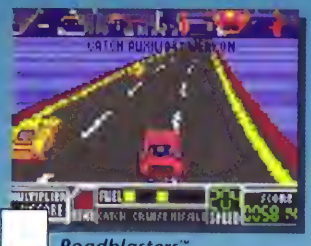
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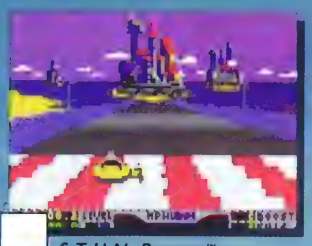
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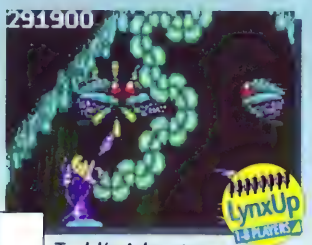
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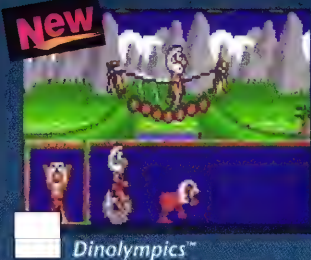
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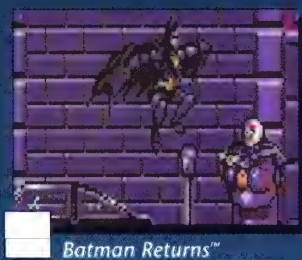
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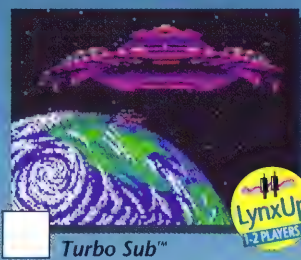
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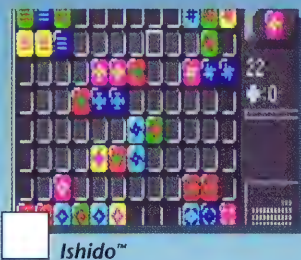
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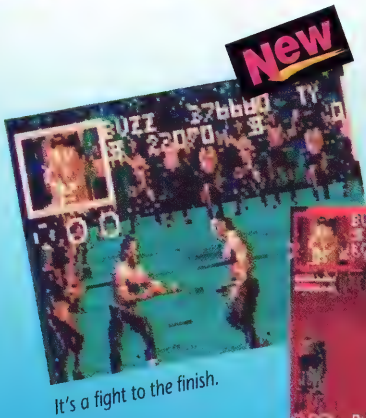
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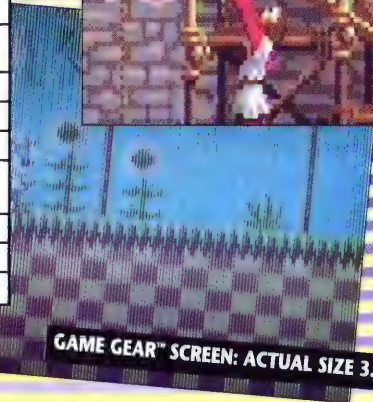
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HARDWARE SCALING	YES	Not	Not
RIGHT OR LEFT HAND PLAY	YES	Not	Not
BACKLIGHT ON/OFF	YES	Not	Not
RECESSED SCREEN	YES	Not	Not
RUBBER HAND GRIPS	YES	Not	Not
MULTI-PLAYER	Up to 8 Players	Up to 2 Players	Up to 2 Players
SCREEN SIZE	3.5"	3.2"	2.6"
COLOR DISPLAY	YES	Yes	Not
PRICE	\$79.99	\$99.99	\$59.99



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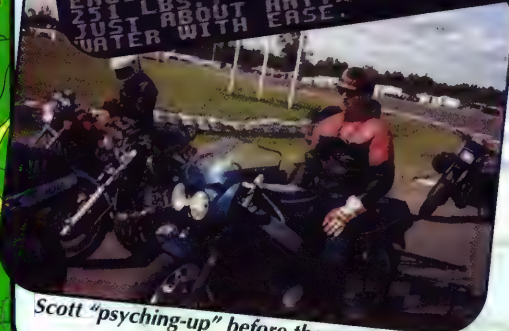
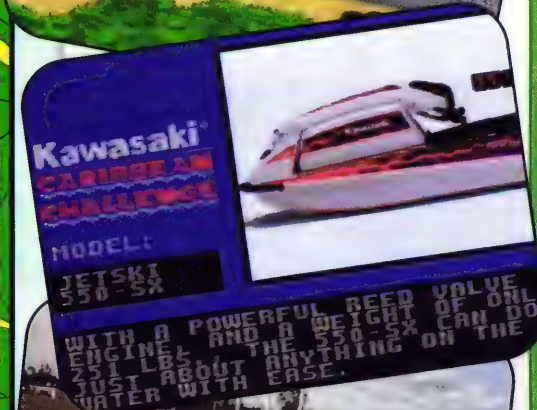
Game Informer Guest Review: Racing Enthusiast, Scott Robinson Takes Kawasaki Challenge For a Spin

- Super Nintendo
- Pilot a high-speed Motorcycle or Jet Ski
- Realistic, digitized island settings
- By Park Place Productions for Gametek, available now
- The Bottom Line: 8.5

This high-velocity SNES title provides players with the hottest Kawasaki Ninja racing bikes or Jet Ski Watercrafts for stirring things up in the land of coconuts and limes. Gametek went on location to capture the beauty of the Caribbean and consulted Kawasaki for mechanical

accuracy, so we wanted a real racing expert to put it to the test.

Scott has been racing cycles for more than three years and has placed Third for the Season in points at Brainerd International Speedway two years running. When he isn't racing, this family man enjoys jet skiing on Minnesota lakes or snow-mobiling in its ample snow. Scott races a 1989 Yamaha FZR 600 cc, capable of speeds up to 140 MPH. We caught up with him in the shop, fine-tuning his mean machine for the '93 season, and asked him what he thought of *Kawasaki Challenge*.



Scott "psyching-up" before the race.

Kawasaki Challenge Review By Racing Extraordinaire, Scott Robinson

- Concept:** 8 This game will keep you on your toes. When taking the Caribbean Challenge you must earn enough points to go to the next island; failure to do so will cause the game to start over.
- Graphics & Animation:** 7.5 The graphics are great, with two island backgrounds to choose from. The movements of the bikes and the wet jets take some getting used to, as the controls are a little touchy. I found that a joypad is the best way to maneuver both.
- Sound:** 8 The music during the intro and point screens is great. When racing, the hum of your engine sounds like a real motorcycle or a wet jet.
- Playability:** 10 You have an overhead view on the game. It took me a while to master the various islands because you need to memorize the tracks. Once you learn the tracks, you won't be able to put the controller down. I felt like I was really in the race.
- Entertainment Value:** 9.5 *Kawasaki Challenge* is just that, a lot of challenging play with four different bikes or wet jets. I would like to see this game with a forward view instead of the overhead view. Still, the playability was so good I could feel myself leaning into the corners. The high speed made me feel like I was at the race track. Good luck to all you racers.

Overall Rating: 8.5

Lotus Turbo Challenge:

Precision Speed at a Fraction of the Cost

- **Sega Genesis**
- **1 or 2-player competition**
- **8 courses and password feature**
- **By Electronic Arts, Available now**
- **The Bottom Line: 5.5**

Feel the thrill of sprinting from zero to sixty in 6.7 seconds behind the wheel of your Lotus Elan SE. Better yet, hit a clean 100 MPH in a mere twelve seconds flat in your precision Lotus Esprit Turbo SE. It's in the shop?! No problem. EA has you covered with their title, *Lotus Turbo Challenge*.



Two players enjoy a split-screen view.

Hug the curves of a mountain pass at 160 miles per hour. Your Elan stays tight as you fly through wayward creeks, showering your competition with off-spray. You'll have to hold your line to make it to each checkpoint before the clock runs out.

There are eight twisting courses in all, each with their own obstacles and hazardous road conditions. Test your night sight on the roads of San Francisco, where each turn could be your last. Try high-speed maneuvering through fog as thick as pea soup. This is not a ride for the squeamish. It will take a sharp instinct and feather-light steering to survive the snow and ice of the Northland. Your reward comes in the shape of the Esprit Turbo SE.

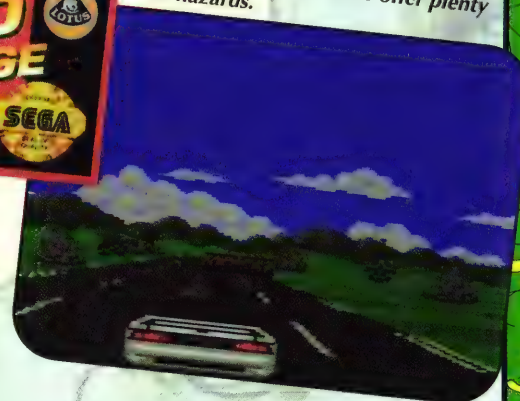
Think you've got that traction problem licked? Try racing through

the barren desert. What could be so tough about touring along the interstate, America's fastest roadways? Traffic, that's what. Take care when you cross the white line for some open road, or you'll meet your demise head-on. Wind along the narrow ribbon of asphalt through the marsh, then test your Turbo bursts on the hairpin turns of the rain-soaked streets.

Lotus Turbo Challenge lets you adjust your controls and choose between a manual or automatic transmission. The handy password feature lets you pick up where you left off. Fulfill your need for speed solo or compete with a friend. One word of warning. Go easy celebrating your victories with the "Yeeee-Haa!" button, or you'll end up wearing your opponent's controller.



These backwoods roads offer plenty of hazards.



Want to converse with the road in a language only a dream machine like the Lotus can understand? With the Elan priced at \$40,000 and the Esprit starting at \$79,500, might we suggest the video game as a substitute.



Lotus Turbo Review

Reviewed by Paul, The Pro Player

Concept:	5	Playability:	7
Graphics & Animation:	6	Entertainment Value:	5
Sound:	4	Overall Rating:	5.55

Reviewed by Rick, The Video Ranger

Concept:	7	Playability:	6.5
Graphics & Animation:	8	Entertainment Value:	7
Sound:	6.5	Overall Rating:	7

Reviewed by Ross, The Rebel Gamer

Concept:	5	Playability:	4
Graphics & Animation:	6	Entertainment Value:	5
Sound:	3	Overall Rating:	4.5

Top Game Honors From
**OMNI
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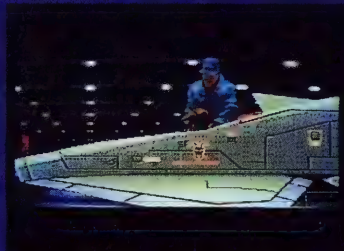


Kick Some Kilrathi Butt!

Unretouched Super Nintendo Wing Commander Screens



More than 40 separate missions that get more complex as you progress



It's like you're the star in a deep space action-adventure movie



Wingmates like "Spirit" cover your rear as you fight the tiger-like Kilrathi



Trounce the Kilrathi and be a hero-tail as you fight the tiger-like Kilrathi Lose and attend your own funeral

Nothing else will have prepared you for the look and feel of Wing Commander on your Super NES.

Here's why!

Wing Commander has incredible 3-D action, full-screen explosions, 33 super stereo soundtracks and CD game quality. But it plays on your Super Nintendo.

Wing Commander is the most extremely cool, 3-D Space Combat Simulator with more than 40 separate deep space missions that progress to near suicide dogfighting with the tiger-like Kilrathi. It's like an action-adventure movie - *and you're the star!*

Are you up for the challenge? This award-winning megahit is now available for the Super NES. Kick some Kilrathi butt with Wing Commander.



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WING COMMANDER

The 3-D Space Combat Simulator

Battle Wheels: Hand-held Driving With an Attitude

- Atari Lynx
- 1 to 6 Player Race-Combat with Comlynx cable
- Team or combat play; Custom mode
- 6 levels of difficulty
- Created by Beyond Gaming, available now
- **The Bottom Line:** 8.5



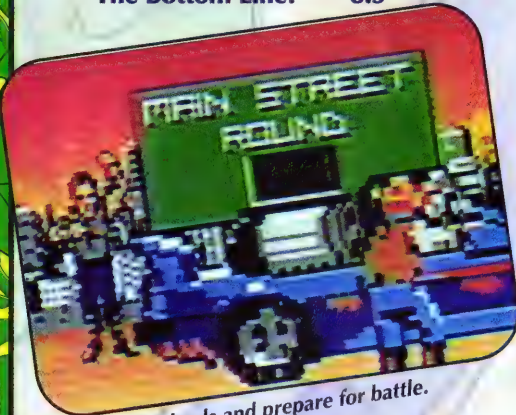
Custom mode will also let you determine the style and placement of your weapons. Go for the cash prizes in this mode, because your custom car will need to be repaired.

In the Action mode, players can adjust the level of difficulty by determining the experience level of the Cyberbrains, as well as the class of your own vehicle. Rookies may wish to start with a heavily armored car, while more experienced players may opt for the light or middle weight class. This handicap allows players of any level to compete against each other. You can always make life a bit more interesting in either mode by shutting off your radar.

Select your battle field from sixteen arenas, ranging from a wasteland to Main Street to Las Vegas. Each field contains bonus money and it's up to you to find it, presuming you live that long. Once the game is setup, you're

ready to rock. Just be sure to check your radar and your

rearview mirror to guard against sneak attacks. Watch your damage meter and be sure to eject before your car explodes. On your mark...get set...and come off the line shooting!



Pick your wheels and prepare for battle.

The object of this turn and burn title is survival. It's not whether you win or lose; it's how badly you cream your competition. The year is 2019. Society's ever-growing hunger for more dangerous entertainment has given birth to a new breed of spectator sports. The most popular of these is *Battle Wheels*, an arena combat using heavily armored cars. Compete against Cyberbrains or up to five of your friends in this duel to the death.

What makes *Battle Wheels* so different is the abundance of options that allow players to customize each game. You select the style of play field, the number of "kills" required to win a game, and the warrior you wish to play. Choose either the Action mode, which allows you to select one of five pre-built cars, or the Custom mode, which allows you to build your own vehicle. The

Try to take out the drivers on foot.



Battle Wheels Review

Reviewed by Andy, The Game Hombré

Concept:	9	Playability:	8.5
Graphics & Animation:	9	Entertainment Value:	9
Sound:	8.5	Overall Rating:	8.5

Reviewed by Paul, The Pro Player

Concept:	9	Playability:	9
Graphics & Animation:	9	Entertainment Value:	9
Sound:	7	Overall Rating:	8.5

Reviewed by Rick, The Video Ranger

Concept:	9	Playability:	9
Graphics & Animation:	9	Entertainment Value:	8.5
Sound:	7	Overall Rating:	8.5

The News You've All Been Waiting For...

STREET FIGHTER II[™] CHAMPION EDITION

for Genesis

Bonus screens not seen on the SNES.

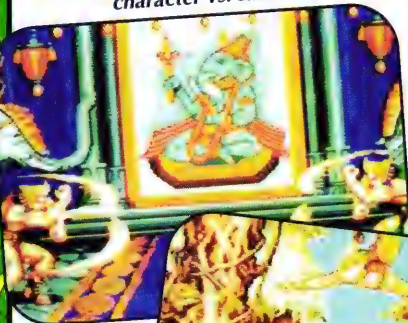


Battle M. Bison vs. M. Bison!



Boss vs. Boss, just like the arcade.

Test your skill playing character vs. same character.



Okay...so we knew, but we wanted to hear it from the lips of Capcom and Sega of America. It's official. Both companies held a press conference on March 10th to announce their new 'strategic alliance'. In plain terms that means Capcom has signed on as a third-party licensee for Sega formats. To seal this agreement, Capcom will release *Street Fighter II: Champion Edition* for the Genesis this August.

Since it's release in the arcades, *Street Fighter II: Champion Edition* has sold more than 50,000 units in the US. And the Super Nintendo game literally flew off store shelves. The Genesis game is like the third coin-op release. There's a built-in feature allowing players to battle as the four bosses; Balrog, Vega, Sagat, and the big guy himself, M. Bison. No passwords! Not only can you battle as the same character, you can be boss versus the same boss, which creates 42 additional match-ups. It's three-button compatible, but Sega is releasing a six button controller in conjunction with the game's release; the same time Capcom will release their Genesis Power Fighter Joystick. *SF2:CE* is just around the corner. Here's what it looks like. 'Nuff said.

News Flash: It's good news for SNES owners, too. *Street Fighter II: Turbo* is headed your way this fall. Stay tuned for more info.



A Historical Look Back At Video Games:

Where We've Been & Where We're Headed

By Elizabeth Olson
& Andy McNamara

(Part Three of Three)

The video game industry has come a long way in the last twenty years. Technology-wise, we've seen game systems evolve from simple 8-bit processor-based units to 16 and 32-bit units, incorporating near infinite colors, rotation and scrolling, stereo sound and 3-D graphics. As we stand on the threshold of yet a new generation of CD ROM and interactive, multimedia laser technology, it's important to take a look back at where we've been.



Cartridges Become Hot Commodities

As new developments come and go in the realm of video games, the past begins to take on an air of nostalgia. A game can gain the status of a classic for one of several reasons. Nintendo and their licensees released several carts in 1989 that would later become big hits and, eventually, collector's items. *Mega Man* was not an instant success, but the release of its sequel sent gamers in search of the original. Tecmo's gridiron title, *Tecmo Bowl* and *Hot B's Black Bass* experienced the same kind of delayed popularity. Once gamers turned on to these titles, the manufacturers had ceased publishing them and cartridges were in short supply. Demand eventually persuaded companies to re-issue certain titles. When SNK moved away from manufacturing Nintendo titles to pursue coin-op and their own 32-bit system, prices soared on remaining copies of their *Baseball Stars*.

The biggest and most memorable case of a collector game centers around Alexey Pajitnov's *Tetris*. Tengen believed they had purchased the Nintendo version rights to this computer classic from the British company, MirrorSoft. MirrorSoft purchased the rights from a company

called Andromeda, which claimed to have purchased them directly from the Russian developers. At the same time, Nintendo had pursued other channels in obtaining the rights. Court proceedings forced Tengen to halt production on their version. Unfortunately for gamers, the U.S. District Court ruled in Nintendo's favor and Tengen's superior version of the game was pulled off the shelves.

Hand-Helds and 16-Bit Hit the U.S.

The biggest news of 1989 was the onslaught of new systems hitting the market. After capturing a huge percentage of the Japanese market with their PC Engine system, NEC Home Electronics introduced the U.S. version, the TurboGrafx-16, along with the optional TurboGrafx-CD drive and the TurboBooster, an audio/video enhancer. NEC followed the TG-16 with the release of the TurboGrafx-CD, the first CD ROM drive for a video game unit. Sega beat Nintendo to the 16-bit market with their Sega Genesis System and Nintendo introduced the first hand-held, interchangeable cartridge unit, the Game Boy. Late that same year, Atari began to test market their 16-bit color hand-held system, the Atari Lynx.

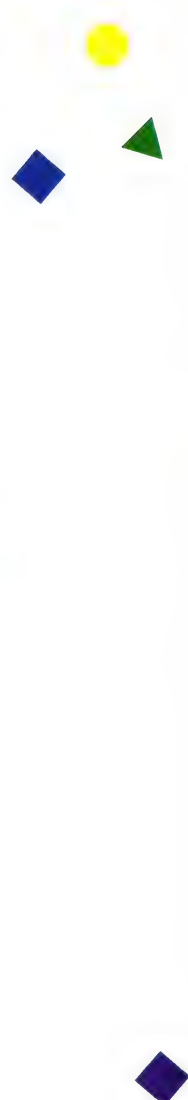


Marketing strategies played a big part in capturing the hearts of game enthusiasts. In addition to packaging the TG-16 with *Keith Courage*, NEC introduced a unique five-player adapter and several multi-player sports cartridges to support it. Unfortunately, additional strong titles were few and far between. Similarly, The TG-CD was introduced with *Monster Lair* and the popular arcade title, *Fighting Street* (the original *Street Fighter*). It was trailed by the role-play adventures *Y's Books I & II*, but it was nearly a year before programmers displayed CD's full-motion video capabilities in *Sherlock Holmes* and *It Came From the Desert*. The lag in title development and poor marketing strategy were strong factors in positioning Turbo products behind both Nintendo and Sega here in the States. In a wise move, Sega positioned their new machine as the premier 16-bit system, capable of improved graphics and sound, as well as more complex game play. They also introduced the Power Base Converter, a peripheral that upgraded the Sega Master cartridges for play on the Genesis

and *Zelda*, devised the MMC3 chip. The MMC3 allowed the screen to be split in two and move independently. Next came the MMC5, which allowed for 8 megabytes of storage, thirty-two times more than original carts. Nintendo introduced their first 3-megabit game, *Super Mario Bros 3*, but there was more to come. Nintendo introduced the MMC6 chip, pushing the 8-bit system to its full capacity. An example of these capabilities put to use is *Teenage Mutant Ninja Turtles II*.

Video game systems were now installed in more than thirty percent of all homes in America. Sales showed a growing percent of the market included adult players and players on the go. NEC joined the hand-held craze with their TurboExpress, which played the same HuCards as the TurboGrafx-16. Games continued to expand with the introduction of *Strider*, an 8 meg game, and *Star Control*, the first 12 meg game. Realizing that game enthusiasts were pushing for bigger and better, beyond the limits of the 8-bit system, Nintendo introduced their 16-bit Super Famicom in Japan. Also in Japan, SNK debuted the home version of their 24-bit arcade system, the Neo•Geo, which consists of a 16-bit 68000 processor and an 8-bit Z80A processor working side by side for 'parallel processing'.

With sales sky-rocketing to an all-time high, the video game industry re-cemented itself as a major part of American



system. Both moves placed Sega as the clear leader in the 16-bit market.

1990 marked the beginning of the RAM race. Developers had been in search of a way to push the original Nintendo system past its limits. With 16-bit machines taking a sizable chunk of the market, this was now crucial. The Research and Design team that developed the UNROM chip for the Nintendo and later, the MMC (Memory Map Controllers) chip found in games like *Metroid*



The first 8, 12, and 16 Meg games for Genesis.



culture. Whether life was imitating art or vice versa, movies and books featuring video game characters developed almost as quickly as games based on movies and TV shows. Original PC and video game characters such as Tradewest's *Battletoads*, LucasFilm and JVC's Defenders of *Dynatron City*, *Carmen Sandiego* and the *Toxic Crusaders* all found their way to either comic books, television, or the big screen.



1991 proved to be a banner year for both Sega and Nintendo. Sega introduced their 8-bit, color hand-held system, the Game Gear, which could be adapted as a portable television receiver. Essentially, it was the Master System for those on the go. Perhaps more importantly, they introduced the world to a new trademark character, *Sonic the Hedgehog*. Comparable to Nintendo's *Mario* or NEC's *Bonk*, he was faster and more colorful than anything we'd ever seen before. This little, blue speed-demon captured the hearts of game players around the world, resulting in more than one million Genesis and Game Gear cartridges sold in under one year. His popularity landed numerous merchandising contracts worldwide, including his own soft drink in Japan. When Sega packaged the blue wonder with the Genesis, *Sonic* more than doubled the installed base of the Genesis single-handedly.

Sonic pushed 16-bit sales up just in time, as Nintendo was about to challenge them to a real clash of the titans with their new U.S. 16-bit Super Nintendo System.

The new system had stronger sound, along with scrolling and Mode 7 capabilities. Sega had



the advantage of an installed base and a reasonable selection of titles, but Nintendo set out on an aggressive development path. The ever-expanding list of third party NES licensees concentrated on releases for

the new platform and introduced new titles at a head-spinning rate, which helped push Super Nintendo unit sales well beyond initial expectations. A full-fledged marketshare battle ensued, which meant creative packaging, aggressive marketing and price-slashing for the consumer. Not to be outdone, Sega was already introducing a CD peripheral, the Mega CD in Japan.

The Present Day and Beyond

The technological advances and the hunger for more realistic game play have brought us to yet another new generation of gaming. 1992 saw the introduction of Sega's U.S. CD peripheral the Sega CD, as well NEC's latest upgrade to the 4-meg Super CD Chip and their combined system CD unit, the Duo from Turbo Technologies. Developers are already hard at work using the new SFX RISC chip to enhance the capabilities of the Super NES and several companies are concentrating on 32-bit development. From what we've seen, the future promises further technological advancements made possible by competition in the CD ROM arena, as well as new interactive, multi-media platforms such as 3DO and Virtual Reality. It's hard to imagine where we might be twenty years from today. Playing experiences that were once only the wishes of gamers are within our grasp. Welcome to the next generation.

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



TECH TALK

The Latest in Video Game Hardware & Software

It's the Only Way to Fly

If flight simulators are your bag, you'll love this new product from CH Products. **The Virtual Pilot** is the latest in their line of flight simulation tools. Virtual Pilot is an actual airplane yoke, or steering wheel, that mounts on a desk and plugs into an IBM-compatible computer through the joystick

port. All the controls are within reach of the player's thumb and include X and Y axis

control, throttle, flap and gear control, tactical fire buttons and a coolly switch with eight-way viewing. Virtual Pilot is available on two versions: **Virtual Pilot Pro™**, which has a suggested retail price of \$149.99; and **Virtual Pilot**, which does not feature the coolly switch or the flap and gear controls, and sells for \$109.99. Virtual Pilot is designed by master airplane builder, Charles Hayes. "I designed Virtual Pilot to be the real thing. It makes flying a computer much more rewarding."

Our staff has been taking a few test flights of our own with the Virtual Pilot and LucasFilm's X-Wing. This is a flying experience you don't want to miss.

-Ed.

Silence is Golden

Tired of being yelled at to turn the TV down whenever you're in the heat of

play? Lightwave Technologies has the solution. Their new product, **Silent Zone**, is a cord-

less remote stereo headphone system designed with video gamers in mind. Unlike other cordless headphones, which use infra-red transmissions, Silent Zone uses FM radio transmissions which can pass through objects in any direction up to twenty feet away. Silent Zone connects to your system with the adapters packaged with the headphones or the game unit. When not hooked up to your system, it can be used with CD players, VCRs, as well as picking up FM radio

calculations. These highly-specialized calculations are then read by the system as digital signals. What results is the ability to create real-time, three-dimensional effects.

The SFX chip allows for smoother, more continuous graphics than are possible just by rotating polygons or objects. By being able to calculate much faster, these objects can be rotated on any of their three axes. While you may only see one side of the object, all sides of the object actually exist within the image. This allows various angles or movements of an object to be calculated rather than being individually drawn and stored in the memory. The means more realistic graphics and enhanced gameplay speed.

Another special effect that enhances SFX graphics is **Texture Mapping**. This process creates objects out of polygons and then applies a photo or image

onto that polygon. The result is a polygon that looks more like the actual object. Additionally, the SFX chip can continually calculate and re-draw the image in perspective from all different angles, so that it appears to be the real object. To add to this effect, the Super FX chip can render **Light Source Shading**. While the SNES color palette is already capable of generating hues of the same color for light and shadow effects, the chip enables objects to move and display shadows at the same time.



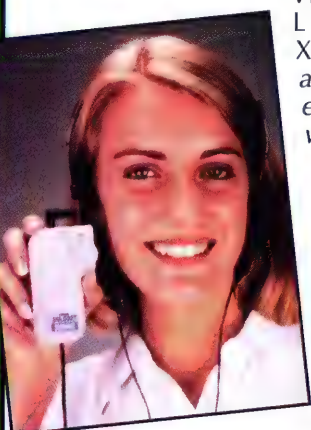
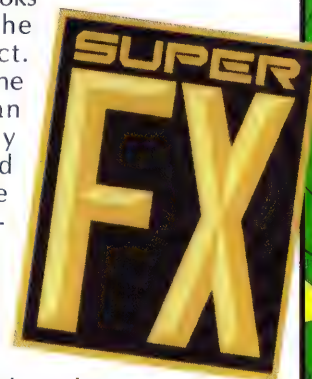
stations. It has a suggested retail price of \$34.99.

Bring Stereo to Your Mono TV

Many gamers are missing out on 16-bit stereo sound because they have their systems hooked up to a mono television or monitor. Never fear, Lightwave Technologies has created **Microsound**. These four-inch, digitally balanced speakers bring out big, amplified, bass-boosted stereo sound right from your system's sound chip. You may never have to listen to canned cart sound again.

Super FX: The Magic Behind Star Fox

So what is the SFX chip and how does it work? It is a proprietary chip that utilizes **RISC** (Reduced Instruction Set Computer) technology. What that means is that this chip can read certain instructions in a very simplified form, which speeds up cal-



GAME GENIE

Game Genie Swap Shop

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

All Points Bulletin

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

Genesis: X-Men
NES: Blaster Master
Roger Rabbit
Darkman

Send your Game Genie codes and requests for help to:

The Swap Shop
Game Informer Magazine
10120 West 76th Street
Eden Prairie, MN 55344

Rad Racer - NES

PEEGPIAE: Super
Acceleration
KLXIUUVIX: Lots of time

Darrell Fint
Aurora, WV

Street Fighter II - SNES

EO6E - D4OD: Super Speed game, but you must turn the Game Genie off until the computer says "Fight" and then turn it on. Then, when the round is over, turn it off.

Lach Tang
Santa Ana, CA

Street Fighter II - SNES

6229-A7A7 : Hit your opponent from anywhere on the screen.

Jeff Batt
St. Paul, MN

Super Ghouls & Ghosts - SNES

A2C1 - AD01: Play with infinite lives.

A286 - 0F01: Stops clock.

The Tip Library

Super Mario World - SNES

C222 - D4DD: Infinite lives.
DD32 - 6DAD: Invincibility through most of the game.

Stephen Barnhart
Deerfield, IL

Answers to Last Issues All Points Bulletin

Spiderman and the X-Men - SNES

1768-646D Start with 100 lives.

Timar Long
Fort Worth, TX

Spiderman and the X-Men - SNES

EE68-646D: Infinite lives for Spiderman, Gambit, Storm, and Wolverine.

Calvin Holland
Baltimore, MD

Fester's Quest - NES

AYIPOG Invincibility
David "Nespro" Anderson
Richmond, VA

Super Mario Land - Game Boy

008-60A-E6E: Turns off the clock. However you must turn the Game Genie off to end the level.

Charles Volcher
Chino, CA

SWAP SHOP



Dynowarz - NES

Here are the codes for Stages Two through Seven.

- Stage 2: 5431
- Stage 3: 9892
- Stage 4: 6315
- Stage 5: 7452
- Stage 6: 1697
- Stage 7: 6425

The Tip Library

Q-Bert - Game Boy

To see all of the movie segment, just enter in this code at the Title screen: Right, Up, B, A, Down, Up, B, Down, Up, and B. Immediately after you finish, the film should start rolling.

The Tip Library

Boxxle - Game Boy

These are the passwords to each part of the game.

- | | |
|---------|----------|
| 1. BDBD | 7. LBBL |
| 2. DBBD | 8. MBBM |
| 3. GBBG | 9. NBBN |
| 4. HBBH | 10. PBBP |
| 5. JBBJ | 11. QBBQ |
| 6. KBBK | |

The Tip Library

Ninja Spirit - Duo

To get a Stage Select for this great game, turn on your Duo and enter this code at the title screen: Button II, Button I, Button II, Button II, Button I, Button II. Hold down Select while pressing Run and you're off and running.

The Tip Library

G.I. Joe - NES

- 1st Quest
- Mission 2: BRJJOVD8H
 - Mission 3: 3ZDX9N5X5
 - Mission 4: ORBJHVD83
 - Mission 5: NZD39G5X5
 - Mission 6: 5ZD3NN5X5

- 2nd Quest
- Mission 2: ZND39N5XF
 - Mission 3: BV9J0VD87
 - Mission 4: 5X03H8GZ8
 - Mission 5: NNV2R5X9
 - Mission 6: X58H8O266

- Final Quest
- Mission 2: 3R69N5XGG
 - Mission 3: DG239N5X1
 - Mission 4: NR8VN5GG6
 - Mission 5: VH959V38C
 - Mission 6: DHJ59VD87

The Tip Library

Baseball Stars - NES

To start off with a powerful team in this classic cart, follow these simple steps. Select "Make Team", then push Down, Right, Left, Down, Down, Right, and Up. You should now be on "Balanced Team." Press the A Button and go to the "Enter Your Team Name" screen. Change the words "WHEN ISN'T IT?" to "WHEN IT IS" and your team will be quite powerful.

The Tip Library

Vice: Project Doom - NES

When the American Sammy logo appears, hold down Button A and press Reset. While still holding down the A Button, wait for the logo to reappear and then push the A Button on Controller 2. Push the controller Up or Down to select your level.

The Tip Library

Operation C - Game Boy

To get a Stage Select, wait for the entire title screen to appear, then enter the classic Konami code: Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A, and Start. Then, choose your level by pressing Up and Down on the directional pad.

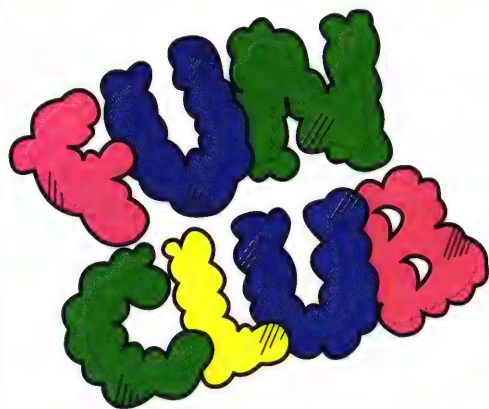
The Tip Library

Zelda - NES

To go straight to the Second Quest, enter your name as "Zelda"

The Tip Library





Road Rash II - Genesis

Set the player mode to Mano-e-Mano in the Option screen. Select your weapon and level, then exit to the main screen. Select "Bike Shop", pick any bike and return to the main screen. Go back to the Option screen and this time set the player mode for Take Turns, then exit to the main screen. Return to Option screen one more time and set the player mode for Solo. Your password is now your current level and bike. You'll need to learn how to ride fast, because you won't have enough money for a single crash.

R.D. Jennings
Snoqualmie, WA

Black Hole Assault - Sega CD

To play *Black Ball Assault*, a game very similar to *Pong*, just register your name as "AZY", and go on to Operation BHA. Then, if your having trouble winning the actual game, enter your name as "Bignet" and whenever you press Start on controller Two, you will always win.

Henry Paul Behnen
Sauk Centre, MN

Sonic 2 - Genesis

Stage Select: Go to the Options screen and play these songs in this order: 19, 65, 9 and 17. After the last song, you should hear a ring. Now press Start to go to the title screen. Press and hold the A Button and press Start.

Debug Mode: After entering the first code, return to the Stage Select screen and play these songs in this order: 1, 9, 9, 2, 1, 1, 2 and 4. Now choose a stage, press and hold the A Button and press Start. It's important that you don't release it until the game begins. Now you can use the B Button to change Sonic into an object. Use the A Button to change objects, and the C Button to place them.

Super Sonic: Also on the Stage Select screen, you can play these songs in this order and become Super Sonic when you collect Fifty Rings: 4, 1, 2 and 6. After entering any of these codes you can press the B Button and Start for Slow Motion, or the A Button and Start to exit.

Katie Hilal
Cherry Hill, NJ

Lotus Turbo Challenge - Genesis

Here are the passwords for the last seven levels:

- Level 2 -SLEEPERS
- Level 3 -HERBERT
- Level 4 -BUSINESS
- Level 5 -SNOW
- Level 6 -STANDISH
- Level 7 -MALLOW
- Level 8 -TEACUP

Chris Bueckers
Osceola, WI

Starfox - SNES

Want to get into the Black Hole? On Level 1: Stage 2 "The Asteroid Belt" you will encounter three spinning rows of grey asteroid with a single brown asteroid in the middle. Fly in as close as possible and destroy the center asteroid. Do this correctly on all three rows, and a grey asteroid with a smiley face will appear. Destroy it and you will be sucked into the Awesome Black Hole. Once inside the Black Hole you can skip straight to Sector Y, Sector Z or Venom. To do this you must avoid the Supply Ring following the small port-hole with a Twin Blaster or a Nova Bomb icon. For instance, the first time you enter the Supply Ring you will warp to Sector Y. The second time, Sector Z. The third time, Venom. Catch on to the trend? Remember that while you're here, you can charge up your blaster and collect a ton of Nova Bombs. Good Luck!

Rick Lyons
Mt. Prospect, IL

Ecco the Dolphin - Genesis

To turn off the background music, pause the game and press the A, B, and C Buttons simultaneously. Repeat the procedure to turn it back on.

Brandon O'Brien
Orange, CA

Road Rash II - Genesis

To get the Wild Thing 2000 enter this code:

OODA 1VON

Gene R. Smith
Hazel Crest, IL

Prince of Persia - SNES

Here are all the codes for each level:

- Level 1: BRNGBB9
- Level 2: MRG5L2X
- Level 3: B6+TWNN
- Level 4: 923NRDX
- Level 5: LQHWTVR
- Level 6: CGKDBZ2
- Level 7: THQ++B
- Level 8: VXPBY1
- Level 9: QLL!WHR
- Level 10: HWB93WX
- Level 11: 7F39R1B
- Level 12: H9T2D8N
- Level 13: 7TXF+9V
- Level 14: H+KX3L7
- Level 15: G29MRZJ
- Level 16: 84CPBC6
- Level 17: QQNL2PV
- Level 18: 4Q7TMHJ
- Level 19: QHJG!Q7
- Level 20: H8J12+Y

Randy Law
North Highlands, CA

Spiderman & the X-Men - SNES

To get as many men as you desire on this great cart for SNES do the following. Go to Gambit's first world, then when you reach the first "B" go to where the green ball is and jump onto the first block and destroy the second. Do not however get the Stars. Jump halfway over the Stars and turn back in mid air. You should receive a lot of Stars. You will continue to receive Stars here unless you get one of the visible stars. Then you will have to die and repeat the process.

Matt Hickey
Beavercreek, OH

Starfox - SNES

Want to get out of this dimension? On Level 3: Stage 2 ("The Asteroid Belt") towards the beginning of the stage you will see a large grey planetoid on the left. When you see this head towards the right side of the screen. By now a second grey planetoid should appear in your path. Destroy it. You should hear a familiar bird sound and see the him flying off in the distance. Wait for him to head back towards your ship (trust me, he will). As the bird approaches your ship, dive down and then up into the belly of the bird. Waaaaaaarp!

Erik Christensen
Granby, CT

Streets of Rage 2 - Genesis

At the beginning of Level 1, there is a hidden 1-Up in the bottom left corner.

Jason Fann
Old Tappan, NJ

Out of this World - Super NES

Here are the passwords to this award-winning game.

- Section 1 - LDKD
- Section 8 - KLFB
- Section 2 - HTDC
- Section 9 - HRTB
- Section 3 - CLLD
- Section 10 - BRTB
- Section 4 - LBKJ
- Section 11 - TFBB
- Section 5 - XDDJ
- Section 12 - TXHF
- Section 6 - FKLC
- Section 13 - CKJL
- Section 7 - KRFK
- Section 14 - LFCK

Mark Woody
Whiteville, NC

Streets of Rage - Game Gear

Chose the stage you want to play and have the option of taking damage or not. All you have to do is go to the Options screen. Go to Sound Test #11 and press the 1 & 2 Buttons at the same time.

Chris Reinhart
Marshfield, WI

Power Moves - Super NES

Here are the passwords. Now you can have any person defeated or go straight to the last boss.

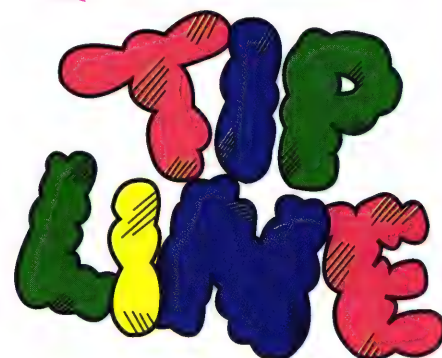
- | | | |
|---------|------|-----|
| 1) ++1 | N4FS | &=M |
| 2) 2C\$ | N4M6 | C=H |
| 3) K38 | N4M7 | GN2 |
| 4) K31 | P92P | XK2 |
| 5) K31 | 39F3 | ?K# |
| 6) L:6 | T9FT | Q47 |
| 7) V\$1 | 99F9 | #+7 |

Scott Slauson
Fayetteville, AR

Streets of Rage 2 - Genesis

To add a Level Select and the Hidden Mania Level game, go to the Player, Duel, and Option screen. Move the cursor to Options, then press and hold both the A & B Buttons on Controller 2. Now go to the Options screen and choose Away.

Milan Gohil
Edinburg, TX



Classics Attic

Welcome again to Classics Attic, where Game Informer takes a look back at favorite games of the past. This time we've selected a new version of an old arcade winner, Tengen's *Ms. Pac-Man* for the Genesis.

Ms. Pac-Man: The Little Lady With The Big Appetite

Prior to the Street Fighter phenomenon, *Pac-Man* was the single most successful coin-op title in arcade history. How do you follow a performance like that? With a sequel, which arrived in the form of *Ms. Pac-Man* and was later followed by *Pac-Man Jr.*, *Super Pac-Man*, and *Pacmania*. *Ms. Pac-Man* resembled her counterpart, with the addition of a pink bow, lip stick, eyes and dimples; a girl's got to look her best, you know.

Booster for extra speed if you get into a jam. *Ms. Pac-Man* has four difficulty settings, so the whole family can join in. "Waukka-waukka-wauk."

...five screens from the original arcade.



Andy, The Game Hombré

Concept:	7	Playability:	9
Graphics & Animation:	7	Entertainment Value:	8
Sound:	6	Overall Rating:	7.5

"This is a game you would have had to experience the first time to love. It's unbelievable how many hours you can lose wrapped up in a single game. The 2-player option is weak, but the 1-player is nothing short of the stand-up."

Rick, The Video Ranger

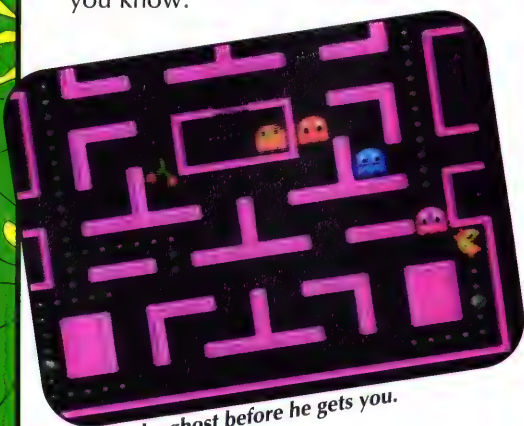
Concept:	7	Playability:	6.5
Graphics & Animation:	8	Entertainment Value:	6
Sound:	8	Overall Rating:	7

"The improvements include larger characters, better color and faster animation. Tengen added 2-player Cooperative and Versus modes, which are great except that one player drops off when they are at opposite ends of the maze. I found it enjoyable for a while, but the thrill wore off quickly."

Paul, The Pro Player

Concept:	10	Playability:	9.5
Graphics & Animation:	6	Entertainment Value:	9
Sound:	8	Overall Rating:	8.5

"The simple control and pattern-forming levels make the game challenging and intense. There's a bit of the *Pac Man* family in most popular video game. After all, they had a cartoon show long before *Mario*."



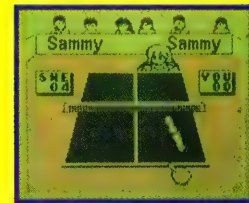
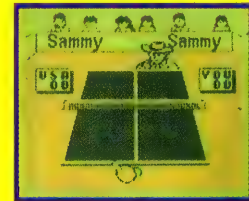
Gobble the ghost before he gets you.

Tengen brought this little, yellow lady to the 8-bit Nintendo some years back. This year they have resurrected her for the 16-bit Genesis system. The new version has improved graphics and a new two-player feature that allows two people to alternate, play as partners or as opponents. The object of the game is to work your way through thirty-six different mazes, including four from the original arcade. Gobble up dots and fruit power-ups before the pesky ghosts do you in; there's a Pac

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SUPER NINTENDO ENTERTAINMENT SYSTEM

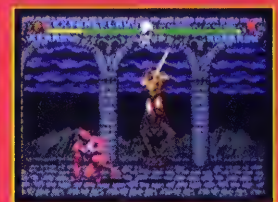
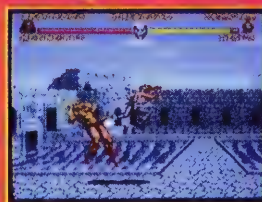
AT LAST... USER FRIENDLY FOOTBALL!

"2 Player Competitive Action!"

Battle with the Best!



This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Super Nintendo system.



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The Sega Multimedia Studio: A Playground for the Imagination

By Elizabeth A. Olson

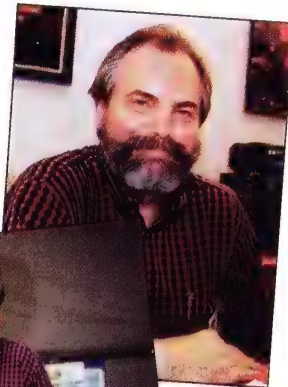
There is a small building adjacent to Sega of America's headquarters. There is no big sign announcing its presence. In fact, one could easily miss it. But amazing things happen within these walls; things limited only by the imagination. The building is Sega's new Multimedia Studio, affectionately referred to as "Segawood".

Sega's release of their CD peripheral presented them with a new challenge; to develop a library of titles that would take full advantage of CD ROM's capabilities. The platform incorporates new areas of technology, such as full-motion video, three-dimensional graphics, CD high-fidelity sound, and computer-generated animation. The sophisticated development of a CD differ greatly to those necessary for cartridge-based games. CD software production requires expertise much like that in the movie industry; employing cameramen, actors, producers, musicians and set construction. A full production can take up to thirteen months, demanding facilities much like those found in Hollywood. Thus, the Sega Multimedia Studio was born.

The multimedia facility is home to three major workshops; the art group, the video and sound production TV workshop, and the Sega CD recording workshop. Each area plays an important part in the creation of

interactive, multimedia software. Additional staff members are responsible for managing production and fine-tuning each product.

The art department accounts for one-third of the Studio staff. Here



some of the industry's top graphic artists generate the storyboards and settings of each game. They use a mixture of freehand and computer art, to create animation for cinematic style effects. They pull from both reality and the imagination to bring fictional places to life. The attention to detail is so great they turned to fossil reconstruction when creating a cast of dinosaurs.

The audio visual team utilizes state-of-the-art equipment, rivaling television and motion-picture production houses. Here Sega can create the original movies or scenes that will be incorporated into their CD games. The studio is equipped with an isolation booth for recording voice-overs and a "Blue Screen" for filming action shots, which are then digitized. This area is also used by the model construction crew for photographing and scanning special effects like miniature-scale sets or the Silicon Graphics-generated dinosaurs featured in their upcoming *Jurassic Park*.

Another exciting area of the facility is the recording studio. Sega

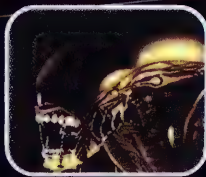
employs numerous musicians and sound-effect specialists who create the audible magic that pulls a player into a game. These audio experts create original compositions and collaborate with popular recording artists to give each game a beat.

Sega experiments with new types of equipment to develop the unique sounds required in each situation. One such technique found them wading around the Okefeenokee Swamp, recording actual sounds. These sounds were later altered and re-mixed to create the audio backgrounds for *Jurassic Park*. Currently, this department is testing various methods of recording cycle sound; sound that moves around the player. They record live sounds digitally and then re-mix them using Q Sound, a mixing environment which "grows" the sound and throws it around the listener.

Due to the experimental nature of their work, all this state-of-the-art equipment is kept behind closed doors, which is a bit intimidating. However, you only have to follow the dinosaur prints on the floor to sense the creative energy. Sega is committed to pioneering new forms of entertainment. The Multimedia Studio is a center for research and development, where they can gain first-hand knowledge of cutting edge audio, video, and graphic technologies. With each generation of software, the Multimedia Staff breaks new ground. We can hardly wait to see what's next.



BAD TO THE BONE!



FEEL THE TERROR!



EXPLOSIVE FIREPOWER



DESTROY CYBER-DYNE RESEARCH

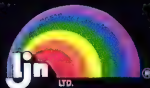


HASTA LA VISTA, BABY!

THE FUTURE IS IN YOUR HANDS AS A LONE WARRIOR IN THE ULTIMATE METAL-WRENCHING BATTLE AGAINST THE MIMETIC POLYALLOY T-1000 TERMINATOR.

EXPERIENCE 3 TIMES THE TERROR BLASTING DEADLY FACE-HUGGERS, ACID-SPITTING ALIENS AND THE EGG-LAYING QUEEN WITH YOUR FLAME THROWER. GET READY FOR HEART POUNDING ACTION, EXPLOSIVE FIREPOWER AND AWESOME GRAPHICS AND GAME PLAY!

THEY'RE BIG, THEY'RE BAD AND THEY'RE BACK ON SUPER NES™!





Cool SPOT: Virgin and Sega Team Up For Some Fizzy Fun

- Sega Genesis
- 1-player, effervescent adventure
- 11 levels, 6 bonus rounds
- Adjustable difficulty
- 8 megs of cool tunes and humorous animation
- Created by Virgin for Sega, available now
- **The Bottom Line:** 8.5

He makes us laugh by playing football on a pool-table. We chuckle at his practical jokes and semi-truck antics. His commercials have won awards and entertained television audiences like few other cartoon creatures, and he's the latest product spokesperson (spokes-SPOT?) to make the jump to video games.

The 7-Up Cool SPOT shows that an object as simple as a red dot can pack a ton of character. What is it about this little guy that is so appealing? Maybe it's his high-tops and his cool shades. Or maybe it's his "bubbly" personality. At any rate, here's your chance to guide him through eleven wacky levels as he rescues his fellow SPOTs. You see, they've been captured by the no-good-nick, Wild Wicked Wily Will, and locked up in cages.



Cool Spot Review

Reviewed by Paul, The Pro Player

Concept:	5	<i>Cool SPOT</i> is like <i>Global Gladiators</i> , but wackier.
Graphics & Animation:	9	<i>SPOT</i> is another in a flood of games with excellent animation, like hermit crabs sporting boxer shorts.
Sound:	9.5	The music was average, but the giggles and remarks from SPOT will make you crack a smile.
Playability:	8.5	The first time I played this, I was dead within minutes. It takes time to adapt to how the game moves.
Entertainment Value:	8	<i>Cool SPOT</i> is a hilarious game to watch and control. Big levels and crazy animation make it a sure boost for 7-Up.

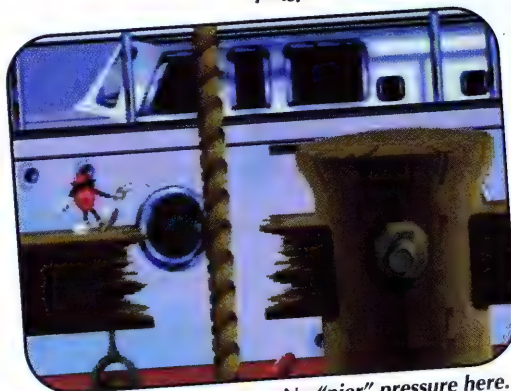
Overall Rating: 8

Virgin has incorporated impressive graphics, superior sound effects, uncomplicated game play and their sense of humor in this game designed for and distributed by Sega of America. SPOT "hangs ten" on a wayward 7-Up bottle to the tune of *Wipeout*. He diligently double-checks his map, cleans his sunglasses, plays with a yo-yo and eventually breaks into a yawn if you let him sit too long.

This laid-back little hero fires effervescent "cool shots" at his enemies. His adventures range from the crab-infested beaches of "Shell Shock" to battling the night-shirt clad mice of "Off the Wall". Get into the western spirit on a runaway playroom train in "Loco Motive" or take a stomach-



Release your fellow spokes-spots.



No "pier" pressure here.



Spell "UNCOLA" for bonus points.

churning rollercoaster ride in the level called "Wild Rails." But there's more to this game than colorful graphics and great music. If SPOT collects seventy-five red spots on any level of his quest, you'll be rewarded with one of six bubble-filled bonus rounds. Collect 7-Ups, one-ups, or spell "UNCOLA" for additional points.

Cool SPOT is eight megs of high-energy fun that requires a quick

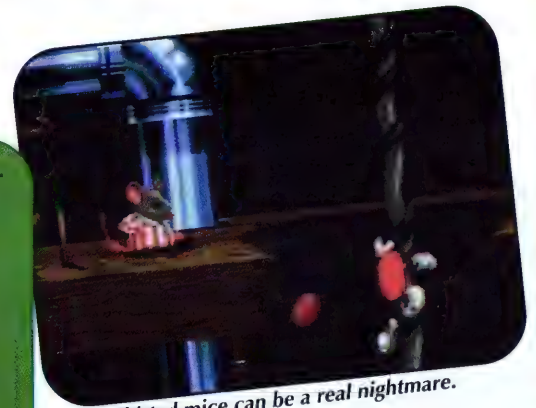
Cool Spot Review

Reviewed by Rick, The Video Ranger

- Concept:** 8 *Cool SPOT* is the latest TV commercial to go video. How does it hold up as a game? Quite nicely, thanks to state-of-the-art graphics and unique game play.
- Graphics & Animation:** 10 Right from the intro, where you see SPOT surfing on a life-like 7-up bottle, it's obvious this is not a run-of-the-mill cartridge.
- Sound:** 7 It has lot of good music...maybe too much. It got on my nerves after a while.
- Playability:** 7.5 This is a very smooth and responsive game. Some of the jumps take a bit of practice; the challenge is moderate.
- Entertainment Value:** 7.5 *Cool SPOT* is technically brilliant and definitely a lot of fun. However, the game play is repetitive and experienced players might lose interest rather quickly.

Overall Rating: 8

reaction time and a sense of humor. Everything about this game has been designed with your funny bone in mind. *Cool SPOT's* antics are sure to bring a smile to your face.



Night-shirted mice can be a real nightmare.



The Toy Store is anything but child's play.

Cool Spot Review

Reviewed by Ross, The Rebel Gamer

- Concept:** 9 They've borrowed a great idea and done it justice. The object is to collect all of your little buddies from restrictive cages, and pick up coolness points.
- Graphics & Animation:** 10 I can't believe the 16-bit Sega can produce such graphics. The animation on SPOT defies the fact he is only pixels.
- Sound:** 10 The soundtrack has riffs so plentiful, a juke box could barely hold them all. If it's versatility you want, look no further; it's in there.
- Playability:** 8 SPOT is easy enough to control, but guessing where to move next eluded me. Sure, there are helpful pointers scattered about, but too few for my taste.
- Entertainment Value:** 10 This is great game for everyone, with tons of things to do, and lots of enemies to stop you. Who doesn't love that little guy in the "SPOT" light?!

Overall Rating: 9.5

THE UNCANNY X-MEN

Strut Their Stuff on the Sega Genesis

- Sega Genesis
- Action/Adventure
- 1 or 2-player cooperative play
- 6 challenging combat zones
- 3 difficulty settings
- Created by Sega, available now
- The Bottom Line: 8.75

That contemptuous Magneto has returned and he's cooked up a scheme to put a stop to our mutant Super heroes. He has devised a deadly computer virus and he's



Gambit works through the jungle simulation.

beaming it right toward Earth. Final destination: Professor Xavier's simulation computer that controls the Danger Room in the X-mansion. Talk about hitting someone where they live! If his plan succeeds, his computer-generated goons will polish off the X-Men right in their own home.

In order to survive the Danger Room simulations gone astray, it will take all the mutant powers the X-Men can muster. Gambit, Nightcrawler, Wolverine and

Cyclops head up your assault team. Pick one of these four to work your way through the simulations or team up with a friend. If you run into trouble, switch to one of the other characters or call in reinforcements. Backup is available in the form of Rogue, Archangel, Iceman, Storm or Jean Grey. Their special talents come in handy in your hour of need.

Just as in the comics, each X-Man has their own special talents and attacks. It's up to you to discover what works best in each simulation. Gambit is lethal with a slash of his staff or his energy-charged playing cards. Nightcrawler's an acrobatic wonder that can transport through



obstacles. Cyclops can toast any enemy with his optic beam and Wolverine has a nasty set of claws, as well as being the only X-Man with the power to heal himself.

You'll be transported to six bloodthirsty combat zones. The Savage Land is riddled with spear-throwing leopard-men trying to slow your progress as you meet up with Juggernaut. Battle hordes of Shi'ar Empire guards as you fight to hijack a space shuttle and fly to Deathbird's Palace. Next, walk the edge of insanity in a castle haunted by visions of your fellow X-Men in Excalibur's Lighthouse. Ahab's Future World is

X-Men Review

Reviewed by Andy, The Game Hombré

Concept: 8.5	Most comic book characters that transfer to vids tend to lose some of their feel and charisma; not this cart.
Graphics & Animation: 9.5	The graphics are awesome; full, rich backgrounds and large, well-defined characters. The only problem is that they look a little goofy when they walk.
Sound: 8.5	The soundtrack is a little unexciting, but the sound effects are great.
Playability: 9.5	The mixture of play in this game is superb. It's a fast-paced, high action, hack 'n' slash adventure.
Entertainment Value: 9.5	If you own a Sega you should have this game. If not, buy one and get this game. The mixture of play, graphics and challenge make this a must for any true vidiot's collection.

Overall Rating: 9

X-Men Review

Reviewed by Paul, The Pro Player

- Concept:** 8 The *X-Men* have appeared on the NES and SNES, which were fairly weak carts, but they're here in full force for Genesis owners.
- Graphics & Animation:** 9.5 *X-Men* sports cartoon-like visuals. Some of the stages are graphically similar to *Flashback*, with real detailed, life-like backgrounds.
- Sound:** 7 *X-Men* lacks a powerful soundtrack. I would have liked to see some voice-overs, but the sound effects are cool.
- Playability:** 8 The ability to change characters, or choosing two-player simultaneous makes *X-Men's* game play phenomenal. It has maze-like levels, like Sega's *Spiderman*, so each stage involves challenge and patience.
- Entertainment Value:** 9 Don't expect to pick up *X-Men* and zip through it. It offers variety and an excellent challenge; a sure hit for Sega.

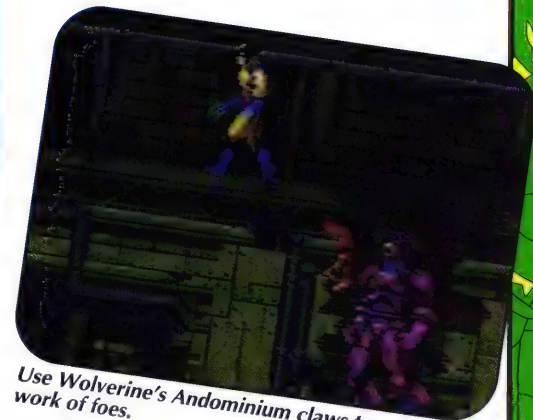
Overall Rating: 8.25

out to make sure you don't live that long, with its toxic ooze and mutant life forms. Survive the searing flames and other hazards of Mojo's Crunch and it's on to face Magneto on Asteroid M.

If you're looking for non-stop challenge with Marvel's greatest Super heroes, Sega's *X-Men* is a must.



Make fast tracks to avoid the falling rocks.



Use Wolverine's Andominium claws to make quick work of foes.

Always keep on the move to avoid being hit.



Use Nightcrawler to transport through the asteroids.

X-Men Review

Reviewed by Ross, The Rebel Gamer

- Concept:** 9 A marvelous idea; take my favorite comic heroes and put them on my TV.
- Graphics & Animation:** 8 Great effects and awesome detail, all the way down to Wolverine's claws. The animation is still not quite what I expect to see in a game of this caliber, yet it's very nice.
- Sound:** 8 Good background music and crisp sound effects add to the excitement of the game. There's nothing like a good "Ugh" when you tear into someone's flesh.
- Playability:** 10 Incredible! This has got to be the most challenging game out there. This is definitely not for beginners.
- Entertainment Value:** 9 If you're not a comics fan, you might not grasp the characters right away. But if you like fast action and challenging games, buy it!

Overall Rating: 9

Marvel Celebrates the 30th Anniversary of the X-Men

By Elizabeth A. Olson



Wolverine, Gambit, Cyclops, Phoenix...these are Marvel's super-heroes known as the X-Men. Originally, they were a half-dozen in number; today it's a challenge to name all the members of Professor Xavier's tutelage. Over the past thirty years, this mixed-up menage of misfits has undergone numerous facelifts, but one thing remains the same. Since 1963, the X-Men have become the number one selling comic book series of all time, ranking ahead of *Spiderman*, *Superman*, the *Fantastic Four* and the *Avengers*.

The X-Men phenomenon began in the September of 1963, when writer Stan Lee and artist Jack Kirby



introduced the vigilant mutants. The first issue sold for a mere twelve cents. It pitted the X-Men against the evil mutant Magneto, who would go on to become their biggest nemesis. The series opened with Professor Xavier, whose parents had worked on the first A-bomb. His power to project his thoughts and read the minds of others told him that normal humans feared him. He was also aware that other mutants existed; those who, as a superior race, wished to enslave homo sapiens and rule the Earth. Thus, he created the Danger Room and the School for Gifted Youngsters, where mutants could train in secret and learn to use their skills for the good of mankind.

His first students included Hank McCoy, a gifted honor student with great strength and prehensile toes, who was nicknamed the Beast. Bobby Drake, then an energetic 16 year-old, could encase himself in frost, hence the name Iceman. Warren Worthington III, who was born with wings and the ability to fly, became the Angel, (he was later transformed into the Death Angel). Scott 'Slim' Summers, the unspoken leader of the group, was called Cyclops due to the power beam he emits from his eyes. Jean Grey, a telekinetic known as Marvel Girl, was the first female to join the team. Her character was killed and she was resurrected as Phoenix, an evil mutant who was defeated in March of 1979.

Since the X-Men's introduction, many new characters have emerged and claimed their own spotlight. Wolverine, perhaps the most popular X-Man, first appeared in the *Incredible Hulk* series, issues 180-182. The last story featuring the original X-Men, printed in 1970, had the team battling Hulk. When a new team was introduced in August of 1975, Wolverine was among their ranks. Other such additions have included Rogue in 1983; Storm, the

misunderstood Night Crawler, and Scott Summer's brother, Havoc, who joined in 1987.

A new team of X-Men was introduced in May of 1990, which included characters like Gambit and Jubilee. They joined another team, introduced in September of 1992, which can currently be seen on the FOX television show, as well as both the X-Men and X-Men Adventures comic book series.

Over the years the X-Men have faced innumerable foe, including evil mutants, fearful humans and even each other. From the early days of



Magneto, the Blob, the Vanisher and the Brotherhood of Evil Mutants to current villains like Sabretooth, Bishop and the Ghost Rider, the X-Men have never let their audiences down. We hope Marvel and their mercenary mutants enjoy another thirty years in the battle of good versus evil.



EA Sports Hits One Out of the Park With Tony La Russa Baseball



- **Sega Genesis**
- **1 or 2-player baseball**
- **Arcade or Simulation style of play**
- **Real teams, players and statistics**
- **Created by Electronic Arts, available now**
- **The Bottom Line: 8.5**

Managing a baseball team takes more than standing in the dug-out and spitting. Tony La Russa, a man known for his play strategies, has signed on to help Electronic Arts make what has to be the most realistic baseball game to date. The name of this game is strategy and planning.

It takes a full 16 megs to incorporate all the aspects of 'American's favorite pastime'. It includes all twenty-six teams and player statistics from the 1992 season, and two All-Star teams that can be edited to include players of your choice. There are two modes of play, Arcade and

Simulation. The Arcade mode enhances play, making things more interesting with hitting and fielding you would usually find in a video game. The Simulation mode is baseball that rivals the real thing. Seasons can consist of 162 or 81 games. Or, play head-to-head, exhibition, or a seven game play-off series.

Fielding and pitching are translated to video through the use of simple on-screen prompts, and EA has managing to squeeze it

all into this game. Pitch-outs, intentional walks, it's in here. Pitchers have an extensive arsenal including a Fast-ball, Curve-ball, Change-up, and a special pitch. Depending on the pitcher, that special pitch could be a Slider, Knuckler, Sinker, Fork-ball, or the split-finger Fast-ball.

Once your team is at bat, try for a normal, power, or a contact hit. If that isn't enough, you can send in a sign for a steal, double steal, a bunt, or the hit-and-run play. Aside from all these play options, you must also manage your team during play. Position players for the best defense, or call pitch hitters or runners. You can even call up pitchers for warm-up in the bullpen.

EA Sports has left nothing out, short of the ball park hot dogs and

Pick from the four basic pitches, then alter its course with the control pad.



"Can 'O Corn!" (easy pop fly)

Tony La Russa Review

Reviewed by Paul, The Pro Player

Concept:	6	Playability:	9
Graphics & Animation:	9	Entertainment Value:	9
Sound:	8	Overall Rating:	8.25

Reviewed by Ross, The Rebel Gamer

Concept:	9	Playability:	9
Graphics & Animation:	8	Entertainment Value:	9
Sound:	8	Overall Rating:	8.75

Reviewed by Andy, The Game Hombre

Concept:	9.5	Playability:	9.5
Graphics & Animation:	8	Entertainment Value:	9
Sound:	7.75	Overall Rating:	6.5



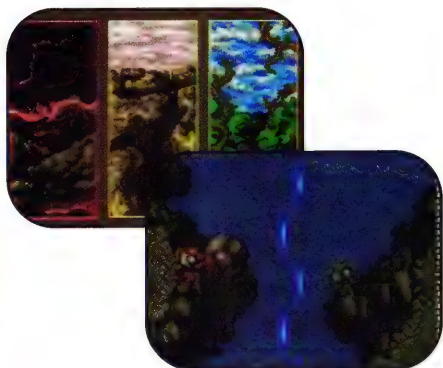
Sega Genesis – At a Glance...

Sega will have expanded their third party licensees to an estimated 51 by the end of 1993. Here's a few of the latest titles, with Electronic Arts leading the way.

Elemental Master by Renovation

Available: Now

Find Junos' control of the elements in order to defeat the evil sorcerer, Gyra, who has taken over the kingdom of Lorelei. This game incorporates the aspects of Role Play with a hard-core overhead shooter. It has multiple levels, power-ups, and multi-directional shooting.



Jeopardy by Gametek

Available: Now

Alex Trebek comes into your living room, with over 700 categories and 3,500 questions. Play with up to three human contestants, or test your wits up against the computer. It's the classic game-show format, with digitized graphics.



Bill Walsh College Football by Electronic Arts

Available: July/August

College Football features the top 24 teams from the '92 season, as well as All-Time greats from the past. Play college regulations, including the two-point conversion, and set audibles. Larger players and a lower view make a great-looking cart.



Rolling Thunder III by Namco

Available: Now

The saga of the World Police Criminal Organization continues. Agents Albatross and Leila head out to stop Gimdo, leader of the Geldra terrorists, leaving you to stop his right-hand man. Work through ten levels of play, including battles on a motorcycle and a jet ski.



Jungle Strike by Electronic Arts

Available: July/August

The sequel to *Desert Strike* is back with a 16-meg vengeance. Better graphics and increased difficulty are just two improvements. The madman's son has hooked up with a drug lord. Find and destroy enemy hideouts using your high-powered chopper, hover-craft or motorcycle.



Mutant League Football by Electronic Arts

Available: July

Mutant League takes football to a new dimension. When was the last time you played football on a minefield, or bribed the ref to call drooling? Destroy the other team's players, or fall into a fire pit. Rumor has it, *Mutant League Hockey* is in the works for Christmas.





LICENSED BY

Nintendo

IMAGINE A WORLD WITHOUT MARIO

MARIO'S NEWEST ADVENTURE IS COMING SOON ON SUPER NES®

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WHAT'S HOT!

News & Rumors From the Video Game Industry

Two Powers Become an Alliance



Capcom USA and Sega of America held a press conference in March, to announce their new licensing agreement. Capcom will become a third-party licensee

and develop games for the Sega Genesis, Game Gear and Sega CD platforms. Sega and Capcom produced the number one and two best selling video games last year, *Sonic the Hedgehog 2* and *Street Fighter II*. To kick off this new alliance, Capcom will release **Street Fighter II: Champion Edition** for the Genesis this August. Other Sega cartridges are in the works, although no titles were released. Could the Genesis system soon be home to another blue hero?

Get Into the Action With Street Fighter

Now kids can do the moves of Capcom's **Street Fighter™**

characters in more ways than one. As part of Capcom's aggressive merchandising program, Hasbro, Inc. has obtained the master toy license to manufacture a line of exclusive action

figures, vehicles and playsets.

Hasbro is one of more than twenty-four companies signed on to produce Street Fighter products, including Halloween costumes, comic books, skateboards and roller blades.

I Want My Sega TV

Sega of America has announced plans to form a joint venture with **Time Warner Company, L.P.**, and **Telecommunications, Inc.** in order to develop and market "**The Sega Channel**" for cable television.

The Sega Channel will offer a wide selection of popular Sega games, previews, gameplay tips and news to Sega Genesis owners. Subscribers will access The Sega Channel via cable television, with the help of a special tuner/decoder that will plug into their Sega Genesis cartridge slot and into the TV. A menu will appear on the screen so the user can easily select a game, preview, or other program material.

"The consumer will get a great value; a well-stocked and constantly updated library of games for a low monthly fee.", Tom Kalinske, Sega president and CEO, stated.

The Sega Channel will be priced in the range of most pay-cable services and will be test-marketed in select areas this Fall. It could be available to all U.S. cable system operators by early 1994.

Sega's partners in the project are the two largest cable system operators. Time Warner was among the first to market a premium cable service. TCI serves over 10.2 million subscribers as the world's largest cable company.

Kaneko Presents Fido Dido, The World's Latest Cartoon Hero

Since 1985, his wide-eyed, savvy but innocent face has been popping up around the world on everything from T-shirts to books to popular soft drink commercials.

Fido Dido (pronounced FI-DO DEEDOUGH) has stolen hearts with his eight strands of hair and his laid back, but insightful look on life. His T-shirts proclaim his philosophies like, "Normal is Boring". Late this year he'll

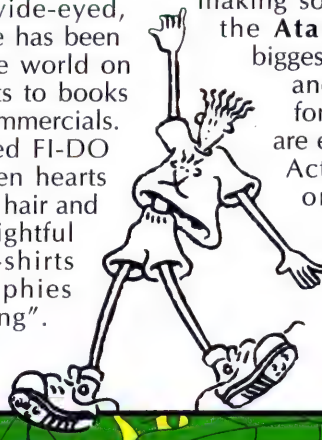
make the jump from cartoon star to video game hero, thanks to **Kaneko**. The Chicago-based company has announced plans to develop Fido games for both the **Sega Genesis** and the **Super NES** systems. Each will have a separate storyline in order to compliment each unit's capabilities. The Genesis game is due out in time for Christmas and the SNES game is expected in early '94. Kaneko is also hard at work on a game featuring the nation's "First Feline", **Socks the Cat**, and a sequel to their popular **Chester Cheetah** game.

Attention Arcade Fighter Fans!

Thanks to a close relationship with SNK, **Takara** will follow up their Super NES and Genesis conversions of arcade hit *Fatal Fury* with more Neo•Geo coin-op titles. They have planned a late Fall release for 16-bit versions of *Art of Fighting*. Additionally, *King of the Monsters* is in the works for Spring of '94 and *Fatal Fury II* is slated for Fall of next year. Originally known for the **Transformers**, which they produced in conjunction with Hasbro, Takara is also working on a video game based on the new **Transformers Generation II** line, which will be designed by Argonaut and feature the Super FX chip.

Atari Cross-overs for Super Nintendo

Activision gained their fame by making some incredible games for the **Atari 2600**. Three of their biggest hits, *River Raid*, *Kaboom* and *Pitfall* are in the works for the **Super Nintendo** and are expected to debut this Fall. Activision is concentrating on taking advantage of technical capabilities, while retaining the same exciting game play as the originals.



WIN! The Ultimate Gaming Rig!

PANDEMONIUM
INCORPORATED

\$18,000⁰⁰ IN PRIZES!



You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Video Gaming Rig Contest. Win the ultimate home theatre/video game rig. You'll win all the audio/video components shown plus the Sega Genesis, Gaming Gear (w/TV tuner), Power Clutches, Intruder and Joystick. Bonus Options include: CD-ROM drive, VCR, \$1,000.00 in games, cash, accessories and more!

Computer Gaming Contest. Win a 50 Mhz '486 with 17" SVGA monitor, 8 meg RAM, 340 meg hard drive monster machine (upgrade to '586 or

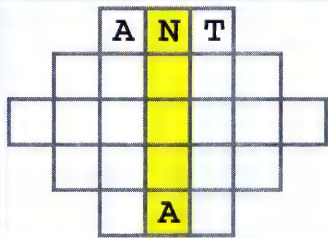
66 Mhz at your option). Bonus options include: CD-ROM, Thrustmaster joystick and weapons controller, Sound Blaster Pro, modem, cash, games and more!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the middle. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.50 for each prize package which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 47% will have the highest score possible score to Phase I, 30% to Phase II, 25% to Phase III, and 20% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the prizes.

Mystery Word Grid



WORD LIST

- | | | | | |
|---------|---------|---------|---------|---------|
| RANGE | ARC | QUEST | APE | TURBO |
| ASK | MAJOR | ANT | WINGS | ACE |
| MUTANTS | INDIANA | INVADER | RUNNING | CRAWLER |
| CHASE | EAT | TOWER | SIT | FLINT |
| PET | MICRO | SET | DREAM | FIT |

MYSTERY WORD CLUE: One who practices the ancient Japanese martial art of assassination and terrorism.

Yes!

ENTER ME TODAY, HERE'S MY ENTREE FEE:

- (\$3.00) Video Gaming Rig Contest
- (\$3.00) Computer Gaming Contest
- (\$5.00) SPECIAL! Enter Both (SAVE \$1.00)

Name _____

Address _____

City _____

State _____

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SEND CASH, M.O., OR CHECK TO:

**PANDEMONIUM, P.O. BOX 26247
MINNEAPOLIS, MN 55426-0247**

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CLIP AND MAIL

**They're Back and More
Popular Than Ever:**

RETURN *of the* **DINOSAURS** in America

By Elizabeth A. Olson

Dinosaurs have been extinct for more than sixty-five million years, but in the last few years there have been more dinosaurs sighted than during the entire Mesozoic era. They've been spotted on kid's apparel, books, posters and greeting cards, sheets and towels, jewelry, tennis shoes...you name it. There's a crowd of inflatables, miniatures, bendables and plush replicas. It's estimated that the dinosaur genre is responsible for more than \$50 million a year in the toy industry alone.

Over the last decade, dinosaurs have gained

unprecedented popularity; a popularity that may reach its peak this year. 1993 has been dubbed "The Year of the Dinosaur" by merchandisers, as well as the entertainment and toy industries. That may be attributed to characters like Barney, Sheryl Leach's friendly purple and green dinosaur targeted at young kids. Barney's videotapes, books, stuffed animals and related merchandise has been one of the hottest sellers of the year. In addition, MCA/Universal will be unveiling Steven Spielberg's much anticipated movie, *Jurassic Park*, this June. Based on the best-selling book by Michael Crichton, *Jurassic Park* already has an impressive list of more than one hundred licensees.

There will soon be more than a thousand different *Jurassic Park*

products on store shelves, ranging from action figures and books to computer games, clothing, school supplies, and more. Sega of America is planning to release a Genesis game based on the movie this June, followed by Game Gear and Sega CD versions in July. Ocean of America will release both their Nintendo and Game Boy cartridges concurrently with the movie release, followed by a Super NES game in the Fall. Sega is also planning an arcade stand-up and Data East Pinball will create the pinball version.

According to Sid Kaufman, president of MCA/Universal Merchandising, *Jurassic Park* may be the biggest license of 1993.

"Through the development of quality product and strategic marketing we are confident that *Jurassic Park* will make all other dinosaur products extinct," Kaufman stated.

Since the first dinosaur bones were unearthed by Mary Ann Mantell near London in 1822, the world had been captivated by these giant creatures. Dinosaurs, named for the Greek words for "terrible lizard", have repeatedly resurfaced as a

topic of scientific fascination and a popular icon of our society. Cartoon characters Alley Oop and Fred Flintstone both sported dinosaurs as a faithful family pet. Don Bluth featured the creatures in his 1986 animated movie, *The Land Before Time*. More recently, the TV shows *Dino Riders* and ABC's *Dinosaurs* have brought dinosaurs into our homes. What is it about these mysterious monsters that has stolen the hearts of young and old alike?

There are several theories behind the dinosaur's appeal. Psychologists such as Dr. Joyce Brothers theorize that dinosaurs are symbols of power and strength that children can relate to, as well as providing the perfect blend of fantasy and reality.

"Dinosaurs are better than unicorns because they are real. Adults are attracted to dinosaurs partly out of nostalgia for their own childhood," Brothers added.

Other psychologists believe that kids like dinosaurs because they're big, scary, real and inconveniently dead so they pose no threat. Some claim that in a time where the destruction of the Earth and our own extinction has become a real threat, adults relate well to dinosaurs. Others feel that dinosaurs are "guilt-free" because they have no habitat for us to destroy and we were not responsible for their extinction.

Paleontologists such as Robert Bakker and Edwin Colbert follow yet another school of thought. Most advances in the science of Dinosaurs have taken place in the last twenty years. In fact, while there are only thirty or so full-time paleontologists excavating throughout the world at

this time, it's estimated that a new species of dinosaur is discovered every seven weeks. Currently, there are approximately 300 different species identified. New research has shown us that dinosaurs may have been warm-blooded, intelligent, agile and very nurturing of their young. All these traits help humans identify with the mysterious beasts.

So if you think dinosaurs are dead and gone, just ask Barney or Steven Spielberg. Whatever the reason for their popularity, it looks like dinosaurs are here to stay and this is the year to be part of the growing 'dino-mania'. Perhaps Don Lessem, writer and founder of the non-profit Dinosaur Society, has the best explanation for this phenomenon, "I prefer the simple explanation. Dinosaurs are neat."

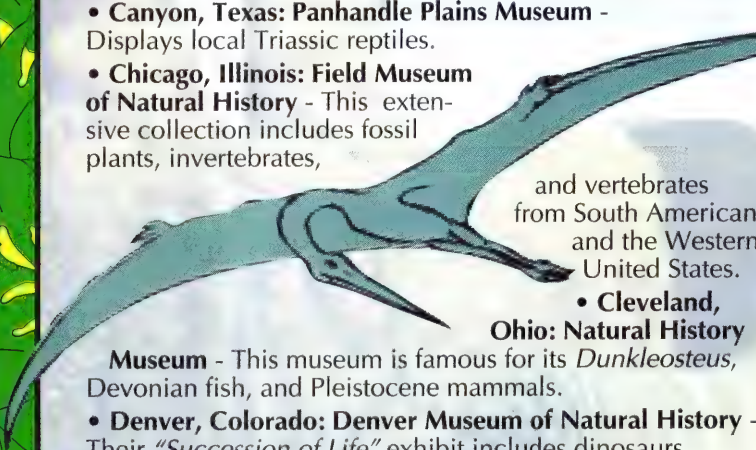


Great Places For Dinosaur Sightings...

In the United States:

- **Amherst, Massachusetts: Amherst College** - Displays include a major collection of dinosaur footprints.
- **Austin, Texas: Texas Memorial Museum** - On exhibit are Late Paleozoic and Mesozoic reptiles, and Pleistocene mammals.
- **Berkeley, California: University of California Museum of Paleontology** - Collection includes Triassic and Jurassic reptiles.
- **Boulder, Colorado: University Natural History Museum** - Exhibit covers Jurassic dinosaur fossils.
- **Buffalo, New York: Buffalo Museum of Science** - Fossils include dinosaur bones, footprints, eggs and skin impressions.
- **Cambridge, Massachusetts: Museum of Comparative Zoology, Harvard University** - Noted for its major collection of fossil vertebrates and fossil fish. The best North American collection of South America's Early Mesozoic amphibians and reptiles, as well as North American Dinosaurs.
- **Canyon, Texas: Panhandle Plains Museum** - Displays local Triassic reptiles.
- **Chicago, Illinois: Field Museum of Natural History** - This extensive collection includes fossil plants, invertebrates, and vertebrates from South American and the Western United States.
- **Cleveland, Ohio: Natural History Museum** - This museum is famous for its *Dunkleosteus*, Devonian fish, and Pleistocene mammals.
- **Denver, Colorado: Denver Museum of Natural History** - Their "Succession of Life" exhibit includes dinosaurs, marine reptiles and 50 million years of mammal evolution.
- **Durham, North Carolina: North Carolina Museum** - The fossil collection includes dinosaur bones.
- **East Lansing, Michigan: The Museum, Michigan State University** - The exhibit includes fossils and wall paintings through geological eras.
- **Flagstaff, Arizona: Museum of Northern Arizona** - Display includes fossils of a early ornithomimid dinosaur.
- **Fort Worth, Texas: Fort Worth Museum of Science and History** - Exhibit includes mounted dinosaurs.
- **Hays, Kansas: Sternberg Memorial Museum** - Local Cretaceous fossils include toothed birds.
- **Houston, Texas: Houston Museum of Natural Science** - Large exhibits include a near-complete *Diplodocus*.
- **Jensen, Utah: Dinosaur National Monument** - Comprised of more than 200,000 acres of fossil-rich canyons known as the Morrison Formation. It includes the Carnegie Quarry, which is now a covered visitor's center where you can watch technicians free dinosaur bones from the rock.
- **Laramie, Wyoming: W.H. Reed Museum** - Exhibits include a partial fossil sauropod, *Apatosaurus*.

- **Lawrence, Kansas: University of Nebraska Museum of Natural History** - Displays include Mesozoic Fossils.
- **Lincoln, Nebraska: University of Nebraska State Museum** - Collection includes a range of fossil mammals.
- **Los Angeles, California: Los Angeles County Museum of Natural History** - Exhibits include a big collection of Cretaceous fossil vertebrates and the world's largest collection of Pleistocene fossil vertebrates. Watch technicians excavate prehistoric bones from its La Brea Center.
- **Newark, Delaware: University of Delaware** - Collection includes fossils of sauropod dinosaurs.
- **New Haven Connecticut: Peabody Museum of Natural History, Yale University** - The major collection of fossil vertebrates features American dinosaurs and early mammals.
- **New York City, New York: American Museum of Natural History** - The extensive collection includes mounted skeletons of fish, amphibians, reptiles and mammals, and boasts more dinosaurs than any other museum.
- **Norman, Oklahoma: Stovall Museum, University of Oklahoma** - Display includes a local carnivorous dinosaur.
- **Philadelphia, Pennsylvania: Academy of Natural Sciences** - Collection includes some of the first dinosaur fossils found in North America.
- **Pittsburgh, Pennsylvania: Carnegie Museum of Natural History** - The major fossil displays include some of the world's best-preserved, mounted late Jurassic dinosaurs, as well as mosasaurs.
- **Princeton, New Jersey: Museum of Natural History, Princeton University** - Fossils include Late Cretaceous dinosaurs and one of the first-known bats.
- **Saint Paul, Minnesota: The Science Museum of Minnesota** - Collection contains local Cretaceous Fossils including champsosaurs.
- **Salt Lake City, Utah: Utah Museum of Natural History** - Collection includes fossils from the Cleveland-Lloyd Quarry and pterosaur tracks.
- **San Francisco, California: California Academy of Science** - Fossil collection includes single dinosaur bones.
- **Scranton, Pennsylvania: Everart Museum** - Fossils include some dinosaur bones.
- **Vernal, Utah: Utah Natural history State Museum** - Displays include a *Diplodocus* skeleton.
- **Washington, D.C.: National Museum of Natural History, Smithsonian Institution** - This major museum has fossils representing most phases of prehistoric life. The Department of Paleobiology has one of the world's largest collections of type specimens.



LORDS OF THUNDER

TTI's Treat For The Eyes and Ears

- Duo & TurboGrafx Super CD
- 1 player shooter with a hard rockin' soundtrack
- 7 levels, limited continues and 3 difficulties
- By Hudson Soft for TTI, available now
- The Bottom Line: 7.75



Dyu has left you four suits of armor to aid you: Fire armor, Water armor, Earth armor and Wind armor. Battles take place on each of the six provinces; Dezant, Aqual, Lavadara, Wildon, Freezel, and Ciodant. Each suit has varied capabilities and it's up to you to discover which works best in each battle field. If you defeat the evil ruler of each land, Pharina will join you to defeat Zaggart in the heart of Mistral.

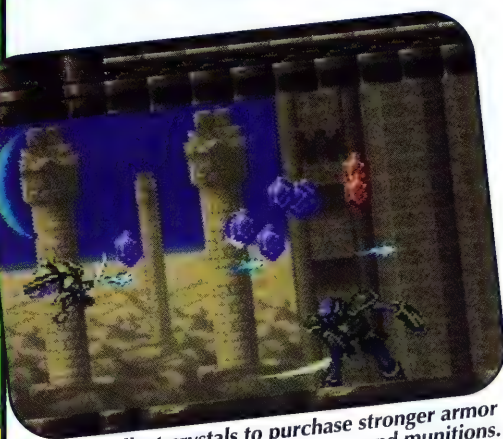
You begin with limited life bars and three continues. Collect crystals and power-up icons as you defeat your enemies. Your rewards can be used in the shops at the end of each level to purchase extra life, stronger armor and ammunition.

Lords of Thunder has beautifully detailed backgrounds and characters, complemented by huge bosses. If your thumbs get tired, just turn on

the option screen and jam to one of the twenty selections on this hot soundtrack. If you're a shooter fan, *Lords of Thunder* is a must have; if not, it might just convert you.



Large, well animated bosses will greet you at the end of each level.



Collect crystals to purchase stronger armor and munitions.

Attention all shooter fans! Turbo Technologies presents a title that's as much a gift to your eyes and ears as it is to your trigger-happy thumbs. *Lords of Thunder*, the sequel to *Gate of Thunder*, brings the sights and sounds of the arcades to your Duo system.

During the birth of the world, the Holy God, Pharina enlisted of a hero named Dyu to overthrow Zaggart, The Dark One. They imprisoned him deep within the Lands of Mistral. As time passed, their rulers foolishly allowed each province to fall into the hands of evil beings of the Shadow Realm. Their mission is to restore The Dark One. As Landis, the sole descendant of Dyu, you must reclaim the Lands of Mistral and stop the resurrection of Zaggart.



Lords of Thunder Review

Reviewed by Ross, The Rebel Gamer

Concept:	6	Playability:	6
Graphics & Animation:	8	Entertainment Value:	7
Sound:	10	Overall Rating:	7.5

Reviewed by Paul, The Pro Player

Concept:	7	Playability:	7
Graphics & Animation:	8.5	Entertainment Value:	8
Sound:	9	Overall Rating:	8

Reviewed by Rick, The Video Ranger

Concept:	8	Playability:	7.5
Graphics & Animation:	8.5	Entertainment Value:	7.5
Sound:	9.5	Overall Rating:	8

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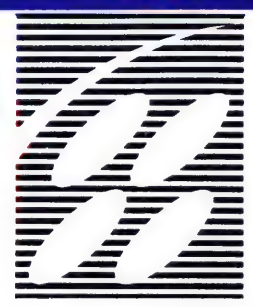


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4. AND LAST BUT NOT LEAST, VS TOURNAMENT MODE WHERE EIGHT PLAYERS CAN PARTICIPATE.



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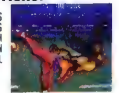
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FIGHTING MODE

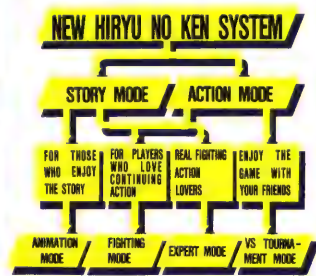
YOU CAN ENJOY EXCITING FIGHTS WITH SIMPLE OPERATIONS.

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



STORY MODE HAS A POWERFUL ENEMIES TOO!

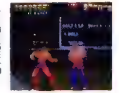
A MYSTERIOUS ENEMY THAT HAS SUPERHUMAN SKILLS AND TECHNIQUES MOVES SUPER QUICK AND ATTACKS WITH A BIG HAMMER, GIVING FLYING WARRIORS A LOT OF TROUBLE WHEN YOU FIND THE TUSK SOLDIERS AND THE MOONLIGHT WARRIORS AMONG THE FIGHTERS, TRANSFORM INTO THE FLYING WARRIOR AT ONCE AND FIGHT AGAINST THEM IN THE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



ANIMATION MODE

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