

# GAME INFORMER™

## Magazine

For Video Game Enthusiasts!

Nov/Dec Issue 1991  
\$3.95

**Hot Pre-Release Reviews –  
Just In Time For  
Christmas!**

**Neo Geo  
Update**

**Introducing...  
The Fun Club Tip Line**

**Sega's ToeJam & Earl –  
Strategy Tips and Review!**



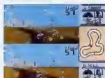
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## Dear Game Informer:

First of all, I wanted to say that your games are at tremendous, cool, rad, crazy, low prices! I love your service, even though the games seem to take a long time to get to my mailbox!

Second, when I received "Motoscross Maniacs", I not only got hours of fun; I received your cool magazine. In your Fall '91 issue of Game Informer, I read that you can get a \$25.00 credit on any Funco purchase when you send these radical tips or hints to your magazine. Is that true?

Mike Westphal  
Houston, TX

*Mike, that's true. When you send in a non-published tip of any NES, SNES, Game Boy, Genesis, Game Gear or NEO Geo game and we print it in our Fun Club Tip Line segment, you will receive a \$25.00 credit towards your next Funco purchase. Thanks for asking! - Ed.*

I got your Game Informer Magazine, and I think it's great! I've looked in it so many times, I've almost memorized it.

It's good to know there's a trustworthy used video game company out there, isn't it? I'm twelve years of age, and before I found Funco I mailed an order to another game company. They were very unreliable. I'm glad I found Funco! Ryan Hibbs  
Penn Valley, CA

I enjoyed the first issue of your magazine; however, I have one suggestion. When it contains information about a contest, or something timely with a deadline date, please have it arrive before that deadline (date has passed).

Marcia Krause  
Champaign, IL

Marcia, we apologize that Game Informer got to you so late. We are still trying to work out the bugs that come up in putting together a new publication, and we will strive to do better in the future. - Ed.

I was really shocked by the new magazine you came out with. The previews and the information on the new Hot Seat and Game Genie were real impressive. The Super Sonic Tips and game reviews were interesting as well. I think you will get good comments on this. I hope you keep up the good work at the Fun Club.

Will Hughes  
Greenville, TX

I love your magazine. It's great! I was thinking that to improve the Fun Club, why not make a membership card? The card could have the member's name, address, and other important information on it. What do you think?

Angie Haas  
Perrysburg, OH

*Angie, we think that a membership card is a terrific idea. We're currently working on other ideas and benefits for our Fun Club members, and we appreciate your suggestion. Thanks for writing. - Ed.*

I was thinking about a subscription rate for you magazine. It should cost \$10.50 plus tax for Fun Club members (including me). There should be contests for the different systems and the prizes should be money.

Nintendo players should have questions on games like "Punisher" or "Castlevania II". There could be a contest for remarkable scores, once they are proved.

Brandon McClain  
A.P.O., NY

*All great suggestions, Brandon! We'll certainly consider them. The Game Informer will be going to subscription and there will be special rates for Fun Club members like yourself. See the subscription notice in this issue for more information. - Ed.*

## GAME INFORMER Magazine

November/December Issue 1991

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For approval of the Game Informer Magazine, please call Gary Gilmer at our Circulation Department 612-533-8111.

## Terrific ToeJam & Earl Tip



*Knock those bothersome Cupids out of the sky by touching them. You'll need Spring Shoes or Icarus Wings to do this.*



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## LETTER FROM THE EDITOR

By Elizabeth A. Olson

Welcome to the Winter issue of Game Informer Magazine. We think you'll notice a few improvements. We have more pages, more game consultants, more pre-release game reviews, and tons more fun! You'll find lots of new features like the Fun Club Tip Line, the Fun Club's 20 Best Sellers List, "Dear Game Informer", and much more.

With Christmas just around the corner, we are entering the hottest season for video games. With a mind-boggling blizzard of new titles out for the holidays, it's hard to keep up. But we've got a look at a few of the best for you.

Of course, the gaming world is a buzz about the latest 16-bit technology. Neo Geo and the Super Nintendo Entertainment Systems are sure to be on the top of everyone's wish list this year, and you'll find a few of the reasons why in this issue. But don't write off the 8-bit Nintendo or Sega Genesis yet! Just wait to see what they have in store for this Christmas.

We'll also take a quick peek at the leader of the sports game cart,

**Electronic Arts**, and you will hear about the video magazine that's making it's way onto your TV screen.

Finally, I'd like to thank all of you for your positive response to Game Informer Magazine. The Game Consultants and I try out all of your hints and we welcome your comments, so keep those tips and letters coming!

*Best*



## Subscription Notice

Want to stay on top on what's new in the video game world? Keep the Game Informer coming to your home through 1992. Game Informer will become a subscription publication in the coming year.

Subscribe now for only \$19.95 and receive six action-packed issues; one every other month. That's more than 60% off the cover price. It's like getting one issue for free!

Interested in even bigger savings? Members of the Fun Club receive an additional \$4.00 discount. That's the big issues for only \$14.95! So be sure to sign up for the Fun Club today, and watch for more subscription information in the upcoming January/February Game Informer issue!

## We're Waiting To Hear From You!

We'd love to hear about your favorite games and any tips or hints you've discovered. If we print your tip, you'll receive a \$25.00 Funco credit towards a purchase. Send your tips to:

The Fun Club Tip Line  
4948 Highway 169 North  
New Hope, MN 55428

## A MATCH MADE IN VIDEO GAME HEAVEN

It could be the perfect match; a popular video game magazine and Saturday morning TV. That's right, the video magazine GAMEPRO has found its way onto your television screen.

Targeted at the more than 60 million estimated home video game enthusiasts in approximately 35 million households nationwide, the show has all the ingredients of certain success. Having debuted around the country on September 28, GAMEPRO is carried on better than 100 of TV's biggest markets. That's better than 75% of the country that views this fast-paced and colorful program.

This weekly half-hour series begins its first season with 26 new episodes.

Each is hosted by J.D. Roth, star of the popular kids' program, "Funhouse". Set against a background of high-tech graphics and the hottest music are the same features found in GAMEPRO's print format. Gamers will enjoy old favorites such as "Hot at the Arcades", "ProReviews", "S.W.A.T. (Secret Weapons and Tactics)", "Ask the Pros", the "ProChallenge Board", and more.

And if you've ever wanted to really get into your favorite game, here's your chance. Highlighted on the program is a segment that blows game screens up to larger than life. This effect, made possible by a special "ultramatte" system, enables Roth to bring the audience right into the game for a closer look.

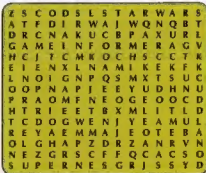
GAMEPRO was developed in a cooperative effort between GamePro Magazine and Pye/Jaffe Productions. It is produced in Sacramento by Kelly Broadcasting and distributed by Samuel Coldwyn Television; the same company that syndicates the hit series "American Gladiators".

The show will be carried on many of the same stations as "Gladiators" and "Funhouse". Funco, the company that publishes GAME INFORMER MAGAZINE, is a sponsor of the program on KITN 29 in the Minneapolis/St. Paul viewing area.

## Puzzled? Test Your Video Game Knowledge

Find your favorite game systems, video carts and characters in the puzzle. The words you must find are listed below. There are 21 in all. Then turn the page and learn more! (Answers will be revealed in the next issue of Game Informer magazine.)

Neo Geo  
Sega Genesis  
Nintendo  
Pac Man  
Toelam  
Eal  
Jeopardy  
Track Meet  
Merz  
North Pole  
Santa  
Fun Club  
Game Boy  
Game Gear  
Star Wars  
Docs  
Electronic Arts  
Game Informer  
Donald Duck  
Quack Shot  
Super NES



Sega's Toelam & Earth character "The Wiseman" — also known as "Carrotman"

# Sega's ToeJam & Earl "Yo! What's Up?"



What's up are two of the funkiest aliens ever to visit the planet Earth: "ToeJam and Earl".

Well, "visit" isn't really accurate. It's more like crashed into, thanks to Earl's driving. You see, our dynamic duo was just jammin' along on a joyride through the astro belt, heating it up in their rap-master spaceship when a meteor jumped in their path (at least that's the way Big Earl tells it). Now their transportation is in 10 different pieces, scattered across the strangest of planets. These hip hoppin' dudes must comb the land in search of these parts so they can get it together and split.

Our friends from Funkotron just start getting into this place, with its fast food ("Yummm!") and a little cash ("Moneeey!"): that is until they meet up with a strange species known as Earthlings. ToeJam and Earl encounter everything from a gaggle of waylaring geese to a mother and child team, shopping until they drop. Along for the adventure are the roband opera singer, the demented dentist, the nerd herd ("Geekus Dorkia") and hamsters in a roly-ball.

Not all members of this maniacal menagerie are bad news. For a spot of cash, the wizard will heal, the wise man identifies mystery presents and the opera chick scares off other humans. Three guesses as to her method! Some characters are just a nuisance, like the hula babe that just makes our boys wanna dance ("hubba hubba"); or stupid cupid's arrows, which can make a love-sick alien go right over the edge. Others, like the boogeyman or the red devils, can be a major bummer and wipe out your life line.

ToeJam and Earl have various modes of getting around. Special gifts such as Spring Shoes, Rocket Skates, Icarus Wings and Bonus High-tops help the

boys boogie out of bad situations. They may tip-toe past sleeping foe, but if our heroes stand in place too long, they'll be catching some zzz's themselves and it takes some frantic banging on the buttons to wake 'em up.

There are 25 different levels of planet that must be explored. The spaceship pieces are located at random on a select ten; this changes each time you play. ToeJam and/or Earl begin at the lowly rank of 'Weiner' and their goal is to progress onto higher levels of coolness, such as 'Dufus', 'Homey', and 'Rapmaster'. Points are earned whenever tiles of the map are turned, or by opening up presents. Each player begins with three extra lives which can be replenished by the proper munchies. Additional lives are awarded when you reach the levels of 'Pounder', 'Bro', and the supreme level of 'Funkload'. "Yo, Alright!"

This outta-this-world adventure can be played as either a one or two player game. As a single, you can be ToeJam or Earl. Together you can enjoy some nasty split screen action and cover ground much faster. Besides, someone has to be there to keep big Earl out of trouble! (He has a little trouble keeping his pants up.)

Don't be surprised if the boogeyin' bro's take a break to bust a move or two. And don't be surprised if you find yourself joining them!

## ToeJam & Earl Review

Reviewed by Ed, The Video Wizard

- |                                  |   |  |
|----------------------------------|---|--|
| <b>Concept:</b>                  | 8 | Now this is new and original. It's easy to get into; watching two funky space cadets strut their way around the stages, jammin' to digital funk and rap music.                   |
| <b>Graphics &amp; Animation:</b> | 7 | The backgrounds can give you a headache at times, but for the most part it's pretty hip. Watching ToeJam & Earl move almost make you want to rush out and buy an M.C. Hammer CD. |
| <b>Sound:</b>                    | 8 | Great sound effects! It's good to see use of the 16-bit sound capability, but the real fun is in playing percussion with the game in the sound effect mode.                      |
| <b>Playability:</b>              | 7 | It's not the most difficult game to master, but it's definitely a game for an enjoyable evening of entertainment with a couple 'a funky dudes.                                   |
| <b>Entertainment Value:</b>      | 8 | I enjoyed this game, especially the wild elevator rides to the funky sounds of ToeJam & Earl. I think it's a great game for players of all ages.                                 |

Overall Rating: 7.5



## "ToeJammin'!"



The not-so-bloody postal service



Move up in the world with Earls wings



Review of the posty present-reading level

### ToeJam & Earl Review

Reviewed by Andy, The Game Dandy

- Concept:** 9 It's a gnarly game! Starts up a little slow, but don't let that fool you. This original cart sports incredible moves and catch phrases, and two wacky, lovable aliens. My personal favorite is the Honolulu-type chick and the newest pick-up line... "Aloha."
- Graphics & Animation:** 9 You'll find hilarious dance moves Dick Clark could be proud of. This colorful adventure is already great, but I'd like to try different Earth settings. Can you imagine ToeJam in a shopping mall?
- Sound:** 9 They sneeze, burp, hiccup...well, you get the idea. The tunes are groovin'; featuring house music, rap and innovative lingo.
- Playability:** 9 Now this is a game that's not too tough to get into, and there's enough variety as either ToeJam, Earl, or the twosome. Its split screen two-player action is twice the fun.
- Entertainment Value:** 10 What can I say! It's a blast! This game will keep you in stitches all night. I'm anxious to see a ToeJam 2!
- Overall Rating:** 9.5

### ToeJam & Earl Review

Reviewed by Marianne, The Game Master

- Concept:** 10 This is a totally hip-hop, happenin' kinda game that's not just the same old thing. It rules!
- Graphics & Animation:** 9.5 The excellent character and color choices are original. It makes Sonic look like a box of 8 Crayolas as opposed to the big package of 64.
- Sound:** 10 Totally awesome sound with excellent jam sessions. I'll be watching for it to come out on CD. ToeJam describes it best, "Yes-Alright!"
- Playability:** 9 It's an original plot that's easy to grasp, but never boring. And the only game I know of with a jam session.
- Entertainment Value:** 10 Superb! You have the variety of Sonic...like when you wait too long they get impatient. These guys either start dancing or completely crash out on you, and you have to hammer on the buttons to wake them up. I love it!

**Overall Rating:** 9.7

**Terrific  
ToeJam  
& Earl  
Tip**



*In a two-player game, separate in the lower levels to explore more ground and save time finding things. But stick together in the higher levels to help each other out.*

# EASN: The Electronic Arts Sports Network

by Elizabeth Olson



Most true sports enthusiasts are familiar with the letters ESPN; they are the call letters of the most successful all-sports network in television's history. Recently Electronic Arts, licensee of many popular Nintendo, Game Boy, Genesis and Super NES games, has announced the arrival of EASN. Is EASN a new sports channel setting out to win you over? Not quite, but close.

Electronic Arts introduces the Electronic Arts Sports Network; a line of 'network' of sports games that give you the feel of live television coverage. How will this win your armchair sports enthusiasm? By providing all things you watch live coverage for, like instant replays, special camera angles, pro commentary and game highlights.

These games feature actual teams with your favorite players. Base your playing strategy on players' individual talents and weaknesses. Use plays right out of John Madden's playbook. Test your skill on some of the country's toughest pro golf courses. Shoot hoops with the biggest names in basketball. Match up last year's Stanley Cup teams over and over. And you won't have to wait for the weekend!

Many of the Electronic Arts titles have already secured themselves among the top-selling sports cartridges. EA entered the sports arena with *Jordan Vs. Bird*, a one-on-one basketball game for Game Boy. This one or two-player game creates the ultimate show down of the NBA's best, Michael Jordan and Larry Bird. Signature moves and detailed statistics bring realism to this fast-action challenge. If you've always wondered what it would be like to be "Air" Jordan or the "Bird" man, try your luck at Jordan's slam dunk contest or Bird's three-point shootout.

Electronic Arts quickly became champions of the sports cartridge when they matched their games up to the Genesis system's 16-bit technology. This gave them true-to-life graphics and sound, as well as outstanding gameplay.

*John Madden's Football* is perfect for the Sunday afternoon quarterback. This game not only gives you 17



pro-caliber teams, complete with stats and more than 100 real plays; you even have to contend with real weather like rain and snow.

When Electronic Arts say, "Get real" they mean it. *Lakers vs. Celtics* hosts the eight 1990 play-off contending teams, as well as the East and West All-Star line-ups. It's the only way to shoot buckets with real stats, a half-time show, Leah, Ewing, Jordan, and more.

You'll be keeping company with 60 of the best golfers in history when you hook up with *PGA Tour Golf*. And if you think the competition is legendary, wait until you see the TV coverage! You'll find maps of real courses, aerial flybys, close-ups, instant replays and live commentary. The only thing missing is the commercials.

If the sound of blades against the ice gets your blood pumping, there's *NHL Hockey*. *NHL* gives you real players on twenty-two real teams, and two All-Star teams. Enjoy all the moves, all the penalties, the instant replays and even the knock-down-drag-out fights of the real thing.

Now Electronic Arts comes on the Super NES scene with the same skill and grace they brought to the Sega Genesis system. And if bigger is better, hold on to your seats. *John Madden Football* for SNES adds 12 more teams to the roster for even more body-slaming action. *Lakers vs. Celtics* and the *NBA Playoffs* comes at you with twice the teams and twice the moves. Be a real pro with SNES' *PGA Tour Golf*, highlighting unique 3-D greens and 360 degree rotation for the perfect putt.

And waiting on the plate is *Earl Weaver Baseball for Genesis*. Electronic Arts brings its magic to America's favorite past-time. Considering its forerunners, it's sure to be a hit.

So, why sit through commercials? Tune into Electronic Arts Sports Network, showing on a video system near you.



# Mercs: Arcade Smash Comes To Genesis

## Mercs Review

Reviewed by Andy, The Game Dandy

- Concept:** 9 Sega hasn't come up with a good combat game like this before. Shooters can be a lot of fun when you're in that destroy everything mood.
- Graphics & Animation:** 8.5 It's about as close as you can get to the arcade look at home. As a whole, Genesis games seem to be too dark, but not this one. But some areas could have taken advantage of multi-scrolling. For example, the water beneath the bridge should be moving.
- Sound:** 8 There's some pretty burly sounds in this cart. It could use a few more explosions, but the music and screams are groovy. What this baby really needs is some talking.
- Playability:** It's tough. Genesis makes too many of their games too hard or too easy. This one is just about right.
- Entertainment Value:** 9 It ain't perfect, but it's pretty darn good. Capcom comes through again.
- Overall Rating:** 9

Finally the smash-hit arcade game has found its way to your Genesis system. This seek and destroy mission game lets even the meekest gamer try on some Rambo-type togs and blow up everything in sight!

As a government trained fighting machine, your assignment is to secure the area for the troops and rescue the President of the United States. The non-specific location and enemy give you the leeway to make it any battle against whichever enemy you can imagine. Shoot your way through the beaches and jungles, around the trenches and onto the enemy's carrier ships.

Sega has remained faithful to the coin-operated version in game play and plot. What's missing, and very noticeably so, is the three player action that has made the arcade version so popular. However, the hot blow'em up style of this game is perfect for any armchair vigilante.

Work your way through several impossible missions, either in the arcade or normal gameplay mode. The format

## Terrific ToeJam & Earl Tip



*When playing a 2-player game, both ToeJam & Earl must be in the elevator before moving on to another level. However, this will enable one player to use the elevator as a brief refuge if he finds himself surrounded by troublesome Earthlings.*

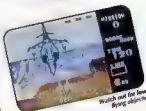
## Mercs Review

Reviewed by Marianne, The Game Master

- Concept:** 9.5 I love shooter games where you can blow everything up, and this game has it all. My only complaint is that the choppers and tanks should really blow up and it would be much better as a 2-player.
- Graphics & Animation:** 9 There's plenty of attention to detail here. It reminds me of Neo Geo's Nam '75. But it could use some multi-scrolling in the background.
- Sound:** 9 No wimpy sounds in this game. It's got full-range, arcade-type sound.
- Playability:** 9.5 This game is totally challenging from beginning to end. It never slows down.
- Entertainment Value:** 9.5 It's got everything from the coolest motorcycle dudes to wicked artillery that you can toast. For me, it would be a perfect 10 if it were simultaneous multi-player like the arcade version.
- Overall Rating:** 9.5

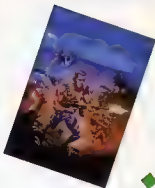


Heat things up with the flame thrower



Watch out for low flying objects

Destroy everything in sight. Rescue the President and save the country, all before lunchtime



of these two modes is different, which adds nice variety to the standard shooter genre. Normal play shows your position on the island, and starts you out on the beach. The arcade version follows the coin-operated plot to the letter, starting you out in the thick of battle.

A player starts out with several 'Mercs' or lives that decrease with each bullet taken. These lifebars can be increased by claiming food stored in crates along the way, or the occasional first-aid kit. Additional lives are achieved as you score points and blow up the big bosses at the end of each mission. These 'bosses' include a monster-size tank and a wicked looking hovering helicopter.

You can really make backs by stealing yourself a jeep or securing yourself a wavel gun. The spray of these high-speed death machines wipes out everything within firing range. Or grab yourself a grenade to demolish a section at a time.

So, if you've ever sat through a Stallone movie thinking "He's not so tough," here's your chance to find out. This cart is perfect to work out the frustrations of a terrible day, or to lighten that "you against the world" mood. Not much is left standing by the time you're through. And when you're finished, you can hit the reset and start all over again.



## Mercs Review

Reviewed by Ed, The Video Wizard

<b>Concept:</b>	8	If you want to feel like Rambo, it's a great game. It's along the lines of <i>Commando</i> or <i>Crackdown</i> , with much better graphics. But it would have been better as a 2 or 3-player game.
<b>Graphics &amp; Animation:</b>	9	Now this game is dimensional. The background and fast-action movement are more real (and thus much better) by comparison.
<b>Sound:</b>	4	There's nothing spectacular about the sound. The war noises are accurate, but Genesis provides a wide capability for variety, and it doesn't take advantage of that.
<b>Playability:</b>	9	It's a fairly easy game to grasp, but it's the action that makes it fun. They are generous with help like food and first-aid. It's just the right amount of challenge: you don't have to work too hard the second time through, but you always have to pay attention!
<b>Entertainment Value:</b>	9	I could play this type of game quite awhile without getting bored. It's addictive if you're into shooter games. If you come home from a rough day feeling like you want to do someone in, play <i>Mercs</i> .
<b>Overall Rating:</b>	8	

# Super Bases Loaded: The Baseball Game That Puts You To The Test, Makes It To SNES

The last of the popcorn and peanuts is just being swept up, and the roar of the crowds has finally died out. Another exciting World Series has come to a close. But it's never too soon to start warming up for Spring training. Jaleco introduces *Ryne Sandberg Plays Super Bases Loaded*, a Super NES edition of the popular *Bases Loaded* series.

Ryne Sandberg, second baseman for the Chicago Cubs, is an eight-time Gold Glove winner, 1990 National League homerun leader and the league record holder for errorless games.

Like the man it borrows its name from, *Super Bases Loaded* strives for perfection. From its outstanding graphics and sound, to the five levels of difficulty, this game has everything a true baseball fan could wish for.

This "field of dreams" begins with the unique feature of thirteen computer-rated performance categories in which the computer rates the game player. Test your skill in areas like stolen bases and strikeouts. You'll receive a rating from one to 100 and the computer

will match you against an opponent of the same skill rating. As you improve, your competition gets tougher. The ultimate goal is to defeat a level 3 team and achieve the perfect score of 100.

If you wish to turn the tables a bit and gain a little more control, there's a special "Ed" feature that allows the player to adjust the team statistics to their liking. Try your hand at playing manager and putting together the supreme team.

Like its forerunners in the *Bases Loaded* series, *Super Bases Loaded* shows from the pitcher's perspective. If you think you can hang out in the outfield and catch a few rays, think again! This card has a "Radar" screen that shows you the fielder closest to the ball in play and helps in tracking the opposing team's men on base. And if that isn't enough, the "centerfield camera" angle makes your job easier so you'll catch all the fly balls and wild pitches as just like in the big leagues.

With new 16-bit technology, it's just like being at the ball park. Thrill to the applause from the fans. The crack



of the bat and the sound of the ball hitting the glove put you as close as the dug-out. Be sure to keep your catcher's mitt close by because when the ball goes hurtling into space, it appears that it could fly right out of the screen.

So don't hang your batting cap up just yet. Go face to face with Ryne Sandberg *Plays Super Bases Loaded* for Super NES and next season you might just be good enough for the Twins or the Braves.



## Super Bases Loaded

Reviewed by Ed, The Video Wizard

<b>Concept:</b>	10	I think it was a good move to introduce the <i>Bases Loaded</i> series to the Super NES. This game is sure to hold sports fans until the next SNES sports carts come out.
<b>Graphics &amp; Animation:</b>	7	I have seen better graphics on other systems, they could have done better. However, the player action is what you would expect from the SNES, from diving stops to leaping grabs, definitely above average.
<b>Sound:</b>	6	Maybe I expected a little more in the sound department. Hopefully this will improve with time and development.
<b>Playability:</b>	8	The players are easy to move, which is great for beginners or sports card novices just learning pitching and batting techniques.
<b>Entertainment Value:</b>	9	If you are a beginner at this kind of game, you will enjoy the baseball action, creating your own team, and working with the stats. For an old pro, the challenge is to beat the computer by playing the perfect game.
<b>Overall Rating:</b>	8	

## Super Bases Loaded

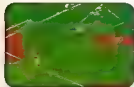
Reviewed by Rick, The Video Ranger

- Concept:** 6.5 *Super Bases Loaded* looks at baseball from a unique point of view. The screen shows the outfield looking up towards home plate—it's baseball from the pitcher's point of view.
- Graphics & Animation:** 8 There are excellent homerun and between inning screens. The characters feature great detail, but their movement wasn't quite as smooth as I'd hoped.
- Sound:** 7 It's your typical baseball soundtrack, with the swish of the bat when you strike out and the crack of the ball when you get a hit. It has music and fan applause, all of which are good, but there are no innovative sound effects to speak of.
- Playability:** 8.5 The fielding in this game works very smoothly; the on-screen display is very helpful for tracking fly balls. The real challenge is the hitting, made tougher by the player perspective.
- Entertainment Value:** 7.5 As a not very serious sports gamer, I found this game easy to get into and fun to play. The difficulty factor also seems to be there for the hard-core players. *Super Bases Loaded* is a homerun if you're looking for your first baseball game, and a stand-up triple if you're looking to expand your collection.
- Overall Rating:** 7.5



**Terrific  
ToeJam  
& Earl  
Tip**

*Stay on the road  
whenever you can. You can  
move more quickly there.*



Die for those impossible grounders

## Super Bases Loaded

Reviewed by Marlanna, The Game Master

- Concept:** 6 Since baseball is America's favorite past-time, there isn't too much new about the idea. The SNES version is pretty similar to the earlier Nintendo series, but there aren't many sports games for the 16-bit Nintendo yet.
- Graphics & Animation:** 7 I like the box that tracks the ball, because it makes it much easier to play the field. And it's cool that you can see the stitching on the ball. But I guess I was hoping for a more dramatic change in the SNES graphics.
- Sound:** 5 There really isn't much new here that isn't already in the *Bases Loaded II* edition. It doesn't take advantage of all the SNES capabilities.
- Playability:** 6 The playability of the outfield is much better, but I think it's difficult to hit when the game is shown from the pitcher's perspective.
- Entertainment Value:** 6 If you have a Super NES and you're really into baseball or the *Bases Loaded* series, this game is a must have. But I didn't find it so greatly advanced over second and third versions of the 8-bit cart.
- Overall Rating:** 6

# REALITY



Forget about alien invasions. There aren't any photon torpedoes here. And don't even think about shifting to warp speed.

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LAUNCH SATELLITE



MISSIONS #2 #3 & #6  
SPACE STATION CONSTRUCTION



MISSION #5  
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"...an 8-bit achievement. Spectacular."—Bill Kunkel, megagaming

Designed by John van Ryzin

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# NEO•GEO®



## NEO•GEO: THE SHAPE OF THINGS TO COME?

by Elizabeth Olson

With the recent onslaught of new video systems hitting the market, gaming enthusiasts now have more choices than they ever thought possible. There are systems that mix two units together for simultaneous play, colored handheld units, systems that give you graphics, sound and memory like never before. What could be next?

That question has been answered by SNK, the manufacturers of the Neo Geo system. This arcade-quality system is eight years ahead in home entertainment. The 24-bit hardware is designed to crank out an amazing 330 megas of power. That means eye-popping four dimensional graphics, sound that will blow you away, lightning speed action and more memory than any other system can offer.

What's the driving force behind this serious system? Unlike the current 8 and 16-bit systems, which use a single processor to do the work, Neo Geo takes advantage of 'parallel processing'. This technology uses two separate processors side by side, a 16-bit 68000 (the same processor found in an Apple Macintosh) and an 8-bit Z80A. There are seven different 'specialist' processors that divide the work load. What it means to the player is that more things can be happening with the audio, visual and game play, all at the same time.

In addition to faster processing, three custom-built 160-pin SNK Pro Chips enhance the graphics. Neo Geo features a palette of 65,536 colors of which 4,096 can be displayed on the screen at one time. That's leagues ahead of the 256 simultaneous colors of the runner up. 380 sprites add more life and realism to the characters, as com-

add features like multi-layer palettes, one-directional scrolling and rotation, enlarging and shrinking, fade and scaling and the result is incredible visual impact!



Other systems can scroll and rotate, so what's the big deal? Those other systems merely achieve the 'look' of scrolling and rotation by redrawing the sprite smaller and then larger to create the effect of scrolling. Neo Geo's individually programmed layering allows the sprite to actually move back and forth between the backgrounds and foregrounds. Objects can rotate and scale simultaneously, without hesitation or picture inconsistency.

And, if the look of Neo Geo isn't enough to knock your socks off, wait until you hear it! There's no room for squeaky computerized speech here. Neo Geo contains fifteen tracks of stereo sound, seven of which are dedicated to actual voice audio. Match that against the ten channel sound of other popular decks, and there's just no comparison. Adapt it to your home sound system or throw on the headphones, and you'll feel like you're right at the heart of the action.

Even the controllers for Neo Geo are revolutionary. They feature a 360 degree orbital, eight-way joy stick and four simultaneous firing button controls for fast-paced play. Neo Geo also offers instantaneous memory access. The unique memory card allows players to

save a game at any level. This portable memory means you can pick up the game on any Neo Geo or at your favorite arcade.

Neo Geo is the ultimate system for the serious game player, but it's also much more. It has been designed to work as a state-of-the-art communications system. The capability to network with other computer and information systems has been built in. SNK is currently working on a modem cartridge that will allow Neo Geo to be used for personal finance, record-keeping, and more.

With out-of-this-world graphics, head-to-believe-it sound and game play that rivals the arcade, this video system is eight years ahead of its time. We have seen the future and its name is Neo Geo.



Burning Fight



## SureFire Stocking Stuffers

With the holidays just around the corner, we've taken a quick peek into Santa's bag for a glimpse at some of this season's new releases. So, if you're looking for the perfect gift for your favorite game enthusiast, or a cart to share with a friend, give one of these a try.

### Buffer Lip

This baseball cart for Game Gear comes to you from Namco, makers of the popular game R.B.I. for NES. Slug your way through a variety of options ranging from 14 teams, two stadiums, relief pitchers and pinch hitters. Complete in a championship series or hook up with a friend for your own playoffs.

### Onslaught

If *Dungeons & Dragons* is your type of action, then this new Sega game by Ballistic is right up your alley. A solitary warrior must clean up Gargons, a and savaged by years of war and chaos. Hack and slash through 16 different kingdoms, each defended by their own unique army and style of warfare.

### Micro Machines

Cameras has captured the popular mini-vehicles and brought them to your Nintendo system. Race through unusual courses such as pool tables and bathtubs, in transportation ranging from turbo-racers to choppers. Challenge the computer or go head to head with 2 player action. (See the last issue of *Game Informer* for a detailed review.)

### Star Wars

Big screen adventure comes to life on NES thanks to Lucasfilm Games and JVC. Control your favorite characters through the Tatooine Desert, Mos Eisley Spaceport and the interior of the Death Star. Your mission is to rescue Princess Leia and destroy the Dark Side Severa; possible endings. 3-D graphics and a title help from the Force add to the action. Coming soon: *The Empire Strikes Back*.

### Pac-Man

You've enjoyed him in the arcades, brought him home to your Nintendo system, and carried him around with your Game Boy. Now Namco lets you share him with a friend

through your Game Gear. It's your favorite maze man, her and ghost gobbler now available for the Sega hand-held.

### Turrican

Ballistic, the Sega division of Accolade, brings to life the game that took Europe by storm. Alterra is a world over-run by MORGAL, a man-made life world gone bad, and only one robotman can reclaim it. This bio-engineered hero is no tin man. Battle through a five word, multi-level cart featuring horizontal, vertical and diagonal scrolling. Available soon for Game Boy and TurboGrafx.

### Chopster II

This arcade hit is made available for the Game Boy system by JVC. To avoid global destruction, you must pilot the AH 90 'Comanche' on desperate and dangerous rescue missions. Maneuver through 5 five stages of treach, extraterrestrial, battling bullets, tanks, and mines and ground-launched missiles to save the day in this one or two-player cart.

### Defenders of Dynatron City

"Imagine a place where mutation is a way of life and atomic power has gone amuck." Dr. Mayhem and his atomic Proto-Cola soft drink spawn our super heroes; Toolbox, Ms. Megawatt, Money Kid, Jet Headstrong, Buzzsaw Girl, Radium Dog, and their evil counterparts, Gatomorphs, Long-Hawks, Rabid Robots and Atom Ed, the Floating Head. This comic book-style adventure is the creation of Lucasfilm Games and JVC.

### Star Control

Ballistic's game of galactic conquest is the first 12-megabit cart for the Genesis system. This space combat is between the seven alien races of the Ur-Quan Hierarchy and seven races that comprise the Alliance of the Free Stars. Represent the good or evil forces and build up your fleet of spacecrafts, each with their own fighting power, to undergo 15 separate battle scenarios of strategy and might.

### Info-Census Systems

GameTek has found a way to put the Game Boy to work. Adapting to the system's large adult audience

Feetam & Ear's "Ho Ho Holetam" - commonly known as "Santa"



Copyright 1988  
Feetam & Ear  
Santa & Sack

they've created carts that allow you to use the system as a dictionary, thesaurus, personal organizer, travel guide and foreign-language translator. It's the perfect companion to the traveler or professional on the go. Spanish and French carts are currently available, with Japanese, German, Italian and an encyclopedia in development.

### MiniPutt

If castles and windmills adorn your favorite golf course, then JVC's new game for the Nintendo system is for you. Select four different nine-hole courses, Traditional, Deluxe, Challenge, and Classic. You choose the weather conditions, putting controls and characters in this one or four-player game. An entertaining challenge for all levels of skill.

### Mike Ditka Power Football

"Iron" Mike Ditka is one of the best known names in football today. Ballistic's new football cart bearing his name brings the same fine balance of strategy and action to Genesis football that Ditka brings to coaching. Lead 28 actual teams through a single bone-crushing game or in a 16-game playoff controlling everything from injuries to penalties.

### Doc's Fix-A-System Cleaner

The inexpensive way to clean your deck and games and extend the life of your system for more hours of fun.

## SUMMER 1991 20 BEST SELLERS LIST

### NINTENDO

Ranking	Title
1	SUPER MARIO III
2	SUPER MARIO DUCK HUNT
3	SUPER MARIO II
4	TEENAGE MUTANT NINJA TURTLES
5	ZELDA
6	CONTRA
7	TEENAGE MUTANT NINJA TURTLES II
8	ZELDA II
9	PLUNK-H OUT
10	TETRIS
11	KUNG FU
12	SUPER MARIO
13	PRO AM RACING
14	EXCITEBIKE
15	BASE LEADED
16	METROID
17	TECHNIK BOWL
18	NINJA GAIDEN
19	DOUBLE DRAGON
20	FINAL FANTASY

### GAME BOY

Ranking	Title
1	SUPER MARIO LAND
2	TETRIS
3	TWINTAIL OF THE EGOT CLAN
4	CASTLEVANIA ADVENTURE
5	FINAL FANTASY LEGEND
6	MOTOR CROSS MANIAC
7	DOUBLE DRAGON
8	YOUNG
9	BASEBALL
10	NFL FOOTBALL
11	PAPER BOY
12	MEMESIS
13	ALLEYWAY
14	BATMAN
15	GOLF
16	SPIDERMAN
17	GARGOYLES QUEST
18	PLAY ACTION FOOTBALL
19	DR. MARIO
20	BOGOMER'S ADVENTURE

### SEGA GENESIS

Ranking	Title
1	ALTERED BEAST
2	JOE MONTANA FOOTBALL
3	GOLDEN A
4	TOMMY LASORDA BASEBALL
5	SONIC THE HEDGEHOG
6	BUSTER BLOODS BOXING
7	MICKY MOUSE CASTLE
8	STRIDER
9	GHOUL'S N' GHOSTS
10	SHADOW DANCER
11	REVENGE OF SHINOBU
12	E-SWAT
13	LAST BATTLE
14	SWORD OF VERMILION
15	JOHN MADDEN FOOTBALL
16	LAKERS VS. CELTICS
17	SIK RIK THUNDER BLADE
18	PAT RILEY BASKETBALL
19	BUDGAHIN
20	AIR DRIVER

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The fastest and simplest way to order is by telephone. We are sorry, but in order to keep our prices to you as low as possible, we do not offer a "hot-line" line. Just dial 1-612-533-8118, and one of our friendly Funco agents will be happy to receive your call. Our non-holiday hours are based on **CENTRAL STANDARD TIME**:

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## 2. PAYMENT

All of our game prices listed in this magazine will be found on pages eighteen and nineteen for the Nintendo Game Boy, and page seventeen for titles for both Sega Genesis and Neo Geo. There are two sets of dollar amounts to the right of each title. The second set of numbers is the **CASH** price (the price when paid by personal check, money order or cashier's check) or our previously played games. This price will be honored until the Jan/Feb Game Informer Magazine is issued. For **CHARGE** orders (VISA, MASTERCARD, DISCOVER CARD), we add \$1.00 per game to our sell price. Be sure to include both your card number and expiration date when ordering by credit card. For your protection against fraud, we only ship to the billing address of the card holder. Please allow 21 days for personal checks to clear. Sorry, no C.D.U.s. MN residents add 6.5% sales tax.

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Example: One Game = \$4.95 + 50 = \$5.45

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Up to 80% of the returns we receive could have been avoided if the customer received neither control disc or game. This is the main reason we offer a warranty on all of our products purchased with a cleaner. When ordering, please ask your friendly Funco agent for details.

However, if you do have a problem, we want to solve it. Our customer service hours are 9:00 AM to 4:00 PM weekdays, and they will be more than happy to help. Please call them at 1-612-533-8118.

## 6. SELLING US YOUR GAMES

Funco's success, in part, has been its ability to help you stretch your gaming dollar by purchasing games you no longer play. To do this, we try to be as fair as possible. Prices are merely a function of supply and demand, much like gasoline pricing. Unfortunately, video game pricing is almost as erratic as gas, so the prices listed in the first column to the right of each title on pages seventeen, eighteen, and nineteen are merely the **Suggested Value** of what we would pay you at the time this magazine went to press. Prices will change some go up, but most will go down over time.

### Steps in Selling Games to Us

- Before you call, alphabetize the games you wish to sell.
- Call us at 1-612-533-8118.
- Write the date and the name of the Funco agent you speak with, along with the list of games you wish to sell.
- Be sure to include your name and address on the box.

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### Deductions:

We deduct \$1.00 for any missing outside display box and \$1.00 for missing instructions on Nintendo Games. For Sega Genesis games, we deduct \$7.00 for a missing box and \$3.00 for a missing manual.

We always pay at least \$1.00 for any game sold, even after deductions. For other game and accessory prices, please call your friendly Funco agent. Deduction: Exception:

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# SEGA GENESIS

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Air Diver	4/16	*El Viento	26/44	Mcky M. Coste	22/36	*Ski/Crosshne	26/41	*Vapor Trail	26/44
Air/boater	20/34	Fazy Tales	26/42	Mdghn Reser	22/36	*Slaughter Sport	26/44	*Vice	26/44
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A Tered Beast	4/9	Final Zone	6/36	*Musle Defeat	26/44	Space Harrier II	16/26	Whp Rush	18/29
*Arcus Odyssey	26/44	Fire Shark	8/29	*Ms. Pocman	26/44	Space Invaders	28/48	Wings of War	32/49
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Atmc Robo Kid	14/22	Forgotten Wrld	6/26	Mystic Defender	6/26	Spafeman	36/59	Zoom	14/22
Attack Sub	38/68	Gan Ground	6/26	NHL Hockey	38/64	Star Control	32/54		
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Burning Force	14/22	Hell Fire	6/26	Phelios	12/19	Supr Vlybl	20/34		
Buter Doug Bxg	22/36	Herzog Zwa	6/26	*Pitfighter	26/44	*Swampthing	26/44		
Centurion	24/39	Insector X	20/34	Populous	20/36	Sword Sudan	18/29		
Colom	20/34	Ishdo	20/34	Powerball	26/44	Swdl Vermillion	22/36		
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These may or may not be out by the manufacturer

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Game	Price	Manufacturer	Year	Game	Price	Manufacturer	Year
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Robo Demos	14.94	Syr Spk Vlyrl	2034	World Cls 1: Mh	8/14	Atari	1981
Raino Warriors	6/16	Syr Spr	14/22	World Cup Soccer	20/24	Atari	1982
Rock N Ball	12/19	Syr Tr Genac	13/19	World Games	12/29	Atari	1989
Rock'n Ranger	8/14	**Bepacore PGM	25/44	World Renner	8/14	Atari	1980
Rockweller	26/48	Atari	26/42	Witch Blk Mana	8/14	Atari	1984
Roger Rabbit	14/22	Syr/Spr/Spr	10/16	Wrecking Crew	3/14	Atari	1987
Roller Ball	24/29	T M N T	6/12	Wrestlemania	6/12	Atari	1985
Roller Games	12/19	T M N T II	22/26	Wrestlemania 2	24/29	Atari	1986
Rolling Thunder	10/16	Taboo Sh Sense	10/16	WWF Challenge	20/24	Atari	1991
Romance Kings	24/29	Tag Team War	8/14	Xenogears	6/12	Atari	1998
Roth N Attack	6/12	Tago Drease	22/26	Xevion	10/19	Atari	1989
Ryder	8/14	**Telopex	24/29	Yul' Seed	22/26	Atari	1988
S C T A	24/29	**Talky Tr Perd	24/29	Zank	16/26	Atari	1988
**Suzuka Castle	24/29	Tago Revivale	8/14	Zelda	6/12	Atari	1984
**Search Ring	24/29	**Turban	24/29	Zelda II	6/14	Atari	1987
Secton Z	4/9	Tacno Baseball	10/29	Zone C	10/29	Atari	1988
Sekura	4/22	Tacno Bow	12/29	Zone C: The Return	10/29	Atari	1989
Sekura 2: 123	30/34	**Tacno Bow II	26/44	Zone C: The Return	10/29	Atari	1989
Sekura 2: A/B	24/29	Tacno World War	12/19	Zone C: The Return	10/29	Atari	1989
Shadow Ninja	20/24	Tecmo	16/26	Zone C: The Return	10/29	Atari	1989
Shadowrun	10/16	Tecno Coors	8/14	Zone C: The Return	10/29	Atari	1989
Shogun Warrior	20/24	Tecno Natside	20/24	Zone C: The Return	10/29	Atari	1989
Shogun Warriors	16/26	Three Saucers	10/16	Zone C: The Return	10/29	Atari	1989
Shock Wave	18/22	Thunderbirds	6/26	Zone C: The Return	10/29	Atari	1989
Shooting Range	10/16	Thunderbolt	10/16	Zone C: The Return	10/29	Atari	1989
Shon Doron	16/26	Thunder Lighting	2/24	Zone C: The Return	10/29	Atari	1989
Ski Ducter	6/24	Thunder Arch	6/12	Zone C: The Return	10/29	Atari	1989
Ski Jump	8/14	Tide Of Fate	15/22	Zone C: The Return	10/29	Atari	1989
Ski Slalom	8/14	Tanc Lant	10/16	Zone C: The Return	10/29	Atari	1989
Ski Slalom II	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom III	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom IV	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom V	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom VI	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom VII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom VIII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom IX	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom X	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XI	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XIII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XIV	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XV	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XVI	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XVII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XVIII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XIX	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XX	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XXI	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XXII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XXIII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XXIV	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XXV	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XXVI	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XXVII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XXVIII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XXIX	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XXX	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XXXI	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XXXII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XXXIII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XXXIV	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XXXV	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XXXVI	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XXXVII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XXXVIII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XXXIX	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XL	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XLI	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XLII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XLIII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XLIV	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XLV	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XLVI	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XLVII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XLVIII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom XLIX	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom L	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LI	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LIII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LIV	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LV	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LVI	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LVII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LVIII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LIX	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LX	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXI	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXIII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXIV	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXV	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXVI	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXVII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXVIII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXIX	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXX	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXI	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXIII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXIV	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXV	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXVI	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXVII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXVIII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXIX	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXX	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXI	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXIII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXIV	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXV	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXVI	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXVII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXVIII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXIX	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXX	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXI	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXIII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXIV	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXV	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXVI	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXVII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXVIII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXIX	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXX	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXXI	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXXII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXXIII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXXIV	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXXV	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXXVI	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXXVII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXXVIII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXXIX	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXXX	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXXXI	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXXXII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXXXIII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXXXIV	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXXXV	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXXXVI	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXXXVII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXXXVIII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXXXIX	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXXXX	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXXXXI	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXXXXII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXXXXIII	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXXXXIV	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXXXXV	18/22	**Tanc Lant	28/44	Zone C: The Return	10/29	Atari	1989
Ski Slalom LXXXXXXXVI	18/22	**Tanc Lant					

# Quad Challenge: Make Tracks ATV Style!

Your palms sweat a little in your leather gloves. You wait on the edge of your seat for the flash of the flag. "Three... Two... One." And you're off! Hear the thundering of the quads as they rip through hairpin turns and fly over the rough terrain. The dust in your eyes hinders your vision, as you scream past the beaches of Hawaii... or the city of Las Vegas rising up from the dunes.

Today is your day. It's in the air and you can feel it as you tear past your opponent, drowning him in a spray of dirt. Careful now—watch that road sign just past the turn! The finish is within sight and if you can just push it a little further... you did it! The 16-race USA Championship is yours!

If a 1-terrain-vehicle (ATV) is your thing, then here's a game for you. This high-powered racing game for Genesis comes to you from Namco, the Japanese company that developed the first arcade racing game—way back when.

Choose between four ATVs, each with their own strengths and weaknesses. The "Green Monster" is a

fly over dips and hills



manual transmission with a belly full of horsepower that's great on the straightaways, but a killer on the curves. The "Red Devil" isn't the speediest, but its manual tranny will whip you around the wickedest turns. "Blue Thunder" promises just that; an automatic that can handle any track. And finally, but never last, is the "Yellow Typhoon," for sweet handling on the tight tracks.



Race on nine different white-knuckle tracks in the practice round, challenge the computerized opponent, go head-to-head in the radical, two-player scenario. Or if you really wish to test your skill, use the password to enter the one-player 16-race USA Championship round.

The screen provides a great view of your controls, including the tachometer, gear for the manual and current speed. Simultaneously, the screen gives you the present lap and number of laps remaining, as well as the position of players on the track. Options give the racer a chance to select the number of laps in each race and customize the controller to their personal taste.

This rough terrain, high-flying, spin-out quad action adds a nice twist to the popular racing cart format. So make some tracks to get your copy of Quad Challenge and invite a friend over to real your duel.

## Quad Challenge Review

Reviewed by Rick, The Video Ranger

Concept:	5	This game has some fun looks going for it, but if Namco was going to introduce another racing game it could have been a little more innovative.
Graphics & Animation:	4	The quads are well done. However, the backgrounds don't have a lot to offer and are repetitive.
Sound:	4	"Vroom-vroom-VEEEEE." The sound is not one of the game's high points.
Playability:	3	Quad Challenge is fairly easy to play, as there are only two gears. Once you get the hang of it, there really isn't that much to master, thus little challenge.
Entertainment Value:	4.5	If you're a die-hard motorhead and racing is your thing, you might enjoy this game. All others might consider passing it by.
Overall Rating:	4.5	





Enter the 16-race championship



Pick the ATV for the best handling and speed

**Terrific  
ToeJam  
& Earl  
Tip**



Walk along the edges of the land (on the outer space side), especially on the higher levels. You may find a higher abundance of food and presents and this is how you'll discover 'corridors' of earth.

**Quad Challenge Review**

Reviewed by Andy, The Game Dandy

<b>Concept:</b>	7	If you're a fan of racing games, you'll like this one. The idea is pretty basic, but it is a 2-player game, which Genesis needs more of.
<b>Graphics &amp; Animation:</b>	5.5	There's no multi-scrolling or real backgrounds to this game. Obviously, they put all their energy into the game-play. It's a little bit of a let down after playing the arcade version.
<b>Sound:</b>	6	The music gets a little redundant at times, but the machine noises are pretty cool.
<b>Playability:</b>	8	The game does pretty well in this area. The first time through I recommend the auto transmission quads, because they are easier to handle. But the manuals really gave you the higher speeds. I like the cool counter-steering feature.
<b>Entertainment Value:</b>	7	Alone as a 1-player, this game can be fun but it gets kind of old. What makes it is the 2-player action; that's where it really gets good.
<b>Overall Rating:</b>	7	

**Quad Challenge Review**

Reviewed by Marianna, The Game Master

<b>Concept:</b>	6.5	I think it's kind of unique for a racing game. It's pretty decent as the first ATV game for Genesis and the 2-player feature is smooth.
<b>Graphics &amp; Animation:</b>	5	There's no real detail here. It doesn't look like a 16-bit game, it's not using its full capabilities.
<b>Sound:</b>	7	It's cool that you can select between different soundtracks, unlike other race games that play the same song over and over.
<b>Playability:</b>	8.5	For the first quad racer, they did everything right here. You can select the level of difficulty which leaves the field wide open. They even remembered the side kick action when you're sailing through the air.
<b>Entertainment Value:</b>	7	It scores well for being the first quad racer for Genesis and for its 2-player feature. But, race car games can get boring. They could have improved it by adding more vehicles to race and throwing in more hazards. The tracks seem pretty much the same - they could have done a great deal more with them.
<b>Overall Rating:</b>	6.5	

# TV Game Show That Really Makes Noise... Talking Super Jeopardy!

The answer is... A popular game show that has been keeping television audiences guessing for years. The question, as most of you have guessed by now: "What is Jeopardy?"

This game show has proved its popularity on the Nintendo screen as well. Now hoping to repeat the success of *Jeopardy!* and *Jr. Jeopardy!* comes GameTek's *Talking Super Jeopardy!*



Here's your chance to become the undisputed *Jeopardy!* champion. This version is based on the brain-teasing tournament that brought the show's best of the best contestants together for a final show-down. They have even pulled together the tournament's actual categories and 2000 of the toughest questions used to stump these intellectual aficionados.

So you think "TV Trivia" is your cup of tea? "In the long-running children's program *"Kuklúa, Fan & Ollie*, he was the dragon..."

Do mathematics send your blood racing? "A mathematical function that a dentist might remove..."

And you haven't seen anything yet! Categories vary from World War II History to Twins to Popular Music to Economics... the list goes on and on.

*Super Jeopardy!* stays true to its television screen counterpart. Work your

way up through the increasingly difficult rounds while you play for high stakes. If you succeed, you'll find yourself in the *Final Jeopardy!* round. Only those with money to lose have a shot at the title. You can play it safe or risk it all.

Select your character from a wide range of cartoon contestants, you're bound to find one that resembles you. Pick the level of difficulty and the categories. Now you're ready to do battle against the computer's hysterical, funny, but deceptively tough competition.

Even better, you may find yourself in a room full of wanna-be *Jeopardy!* juries. This new and improved version allows up to four players to compete at the same time, each with a persona all

their own. If you like to laugh at the contestants on TV, wait until you see the reactions on these characters.

If tougher questions, graphics that make you giggle, and a four-player option aren't enough realism for you, how about a sound track that features digitized speech? It's enough to make you feel the heat of the spotlights. All the beeps, buzzers and bells are here, along with the familiar air theme song. The only thing missing is Alex Trebek!

It's a new game show cart from GameTek, sure to strain your brain, tickle your funny bone and keep you entertained for hours... "If you answered What is *Super Jeopardy!*?, you're sure to be a winner!"



## Super Jeopardy Review

Reviewed by Andy, The Game Dandy

<b>Concept:</b>	7	The game show format is nothing new, but this game is still a lot of fun. It is tied together well and the action keeps moving, at least until you have to enter your answers. With four-player option, more people can play and the more fun it becomes.
<b>Graphics &amp; Animation:</b>	8	The graphics and animation add a lot to a non-graphic oriented game. I enjoyed the goofy looks of the contestants and the "all-smiles" game show host.
<b>Sound:</b>	9	The sounds in this game are great, from the people's clapping to the announcer's voice. It's all here - from the buzzer to the host saying, "And the answer is..."
<b>Playability:</b>	7	You may stumble a bit at first when trying to enter your answer, but the clock allows plenty of time to type even the longest question. The action slows down when playing against the computer, so try to play against other people when possible.
<b>Entertainment Value:</b>	8	It's a great party game, but due to the difficulty of the questions and speed of play, it may be more suited to adults. While any game show game has a limited number of questions, I only ran into a few duplicates in a night's worth of play.
<b>Overall Rating:</b>	8	



"What is..."

"Who was..."

"Where is..."



### Super Jeopardy Review

Reviewed by Rick, The Video Ranger

- Concept:** 8 Game show fans, this cart is very true to the show itself, both in categories and in play. If you like the TV or earlier video versions, this game is a must.
- Graphics & Animation:** 7 Both the host and the wild characters demonstrate the above average quality of the graphics.
- Sound:** 8 The digitized voice sounds almost real, it makes you feel like you're really playing.
- Playability:** 8 Once again, true to the television version: it's easy to play, but it's not for intellectual wimps. Be forewarned, pay attention to the way you word your 'questions', the computer judge is as particular as the real thing.
- Entertainment Value:** 8 Different skill levels make this game fun, yet challenging for players of all ages. If you are looking for a family cart that's more than fun and games, this one's a winner.
- Overall Rating:** 8

### Super Jeopardy Review

Reviewed by Ed, The Video Wizard

- Concept:** 9 Answer: A hot TV game and NES cart, remade with better graphics, sounds and categories. Question: What is Nintendo's new Super Jeopardy?
- Graphics & Animation:** 8 This game is great for a cart of this nature. The contestants have a fresh, new look and the stage set-up is bright and colorful.
- Sound:** 9 Super Jeopardy! has a great use of digitalized voicing, it makes the game much more enjoyable and interesting to play.
- Playability:** 7 It may be a little easier than it should be; you are able to buzz in a second time after you have missed once. However, this feature may be a plus to some players.
- Entertainment Value:** 8 Despite the fact that you get the same questions if you play the same round twice, the play is great - if you keep moving. Personally, I felt it could use more sports categories.
- Overall Rating:** 8.5

**Terrific Toejam & Earl Tip**



**Super High Tops can come in handy to speed away from a baddie, but they will also help you explore large sandy areas or very small bodies of water without sinking.**

# FUN CLUB



## SUPER MARIO BROTHERS 3

On level 1-3, be Raccoon Mario or Luigi and become invisible. Duck at the white square over the plants for five seconds and you will fall through. Run as fast as possible, holding the 'B' button, so you can fly when you reach Toad's house. When you get there, push 'A' rapidly while he is talking. When he stops talking, continue to push 'A' so that you can fly to the top of the screen. Fly back and forth until you run out. When you open the box, your entire storage should be filled with P-Wings!

*Phillip Lander  
Sherman Oaks, CA*



## CRYSTALIS

The leather boots allow you to walk on poison grass without losing life power. You can also use them to walk on the spikes in the caves without losing power.

*Dalton Ozment  
Forest Lake, MN*

## TARGET EARTH

Here is an easy way to defeat the Chron Cyborg Creation System in stage 6, without letting it get activated. Walk slowly into the room so that the system is not completely showing on the screen, and shoot it with an angled shot before it can start up.

*John Knavss  
Farquay-Varina, NC*

## MIKE TYSON'S PUNCHOUT

Round 1- When fighting Mike Tyson, dodge every six seconds when he upper-cuts. He will gradually slow down and you can take control. Also, when he blinks his eyes three times, punch him in the face. You will get a star that you can use right away.

*Albert Lewis  
Lakeland, FL*

## TETRIS: NINTENDO

When you turn the game on, wait for the demo. When the computer gets a "Tetris", push "Start" while the screen is still flashing. Select the game type and level as normal. When the game starts, the screen should be flashing. Put the piece down and...instant Tetris!

*Adam Engelhart  
Eden Prairie, MN*

## LOW G-MAN

I have discovered a way to easily defeat the super-sub in level 2-3. When you begin falling at the beginning, immediately push right in order to land on the sub. While on top, run to the right as far as you can and then double back. When you enter the sub, most of the enemies will have disappeared. When you get to the alien room, don't go in. Instead, stand on the small platform right under the entrance and continuously shoot the spear upwards. Eventually, the alien will be destroyed. I really enjoyed your magazine and thought it was nicely put together. Keep up the good work!

*David Patchell  
Washington, NC*



## SHADOW DANCER

I found that in the bonus round of *Shadow Dancer* it is difficult to shoot all the ninjas while your man is leaping. By moving your man to the far left of the screen you can successfully hit every ninja

*Kehwadis Faronii  
Mantichello, NY*

## SUPER MARIO WORLD, SNES

At the beginning of "Forest of Illusion 4", a cloud hangs overhead that contains free men. Grab it, complete the level, and then go back. This time get the free men, press "Start" and then "Select" to end up on the map screen. Repeat this as many times as you wish to get free men

*Geoff Goldman  
Poughkeepsie, NY*

## G.I. JOE

In stage 2 2, when you are fighting the saw blades, shoot the roof. A saw blade will come down for the player

*Ryan Hibbs  
Penn Valley, CA*

## ULTIMA: EXODUS PLAYERS

I've got a great tip for *Ultima Exodus* players. First create the party you are going to use. Then make four other characters, preferably rangers. Use these four characters until they can achieve level 5 experience. Once they have all reached that level, conquer a pirate ship. Select one character to give all of your group's gold, armor, items and weapons to. Save the game and put that character into your other party. Save the game once more in order to delete the "Ranger party". The "real" party should have the pirate ship so they can sail without being attacked by sea monsters and the like. Get you characters gold filled and then ride the whirlpool to the land of Ambrosia. There you can fill up your attributes. Don't try to increase your levels until each character has at least 2500 experience points and do your stealing on level 1 (they seem to go easy on the guards).

*Jonathan Tucker  
Lancaster, KY*

## ALTERED BEAST

In *Altered Beast* for Genesis, you will be able to select any animal on any stage by holding down buttons 'A', 'B', and 'C', while holding down the lower-left side of the 'D' button and pushing "Start" simultaneously

*Nghia Nguyen  
Gulfport, MS*

## SNAKE, RATTLE AND ROLL

To warp from level 1 to level 8, zoom down to the end. Jump to avoid obstacles, but don't zig or zag. If you make it at 96 seconds or more, jump on the rocket that appears.

*Philip McCreary  
Brooklyn Center, MN*



**TIP  
LINE**

# Quack Shot: Plungers And Popcorn Make For A Real Fowl Adventure



The Disney name has always brought to mind images of laughter and fun. Quack Shot, a new game for Genesis starring Donald Duck and Company is no exception. This game, in the tradition of Duck Tales for NES and Mickey Mouse for Genesis is all it's "quacked" up to be.

Donald, our hero, stumbles across a dusty book in Uncle Scrooge's library. It tells the story of King Garuzza, one time leader of the duck kingdom, and his hidden treasure. Enclosed in the book is a map with clues as to the treasure's whereabouts. In all his excitement, Donald fails to notice Pete, habitual crook and all-around nasty guy, peering through the study window.

Rounding together his nephews, Huey, Dewey, and Louie, to assist him in his quest, Donald boards the plane bound for parts unknown. Close behind, Pete and the Beagle Boys gang follow in hot pursuit.

The quest for King Garuzza's most prized possession takes Donald through a wide variety of settings. The adventure starts out in Duckburg. From there he must travel to Mexico, Transylvania, Maharaja, Egypt, Tropical Islands, and more, to find the items necessary to continue the journey. Each of these locations has different stages, like the desert and ruins of Mexico, or the haunted mansion of Transylvania. A feature that sets this game apart from its predecessors is that you must go forward to find the items needed to complete an earlier level before moving on.

Our "Indiana" Duck has more than his quest to contend with. Along the way, Pete and the Beagle Boys try to make things more difficult for Donald. He fights back with a never-ending supply of plungers (yes, the kind you use in the bathroom) and popcorn. This out-of-the-ordinary artillery is good for a laugh and is a refreshing change to the typical fists and guns. When extra speed comes in handy, just keep your eyes open for a few red hot chili peppers to munch. Donald becomes a blur of feathers and frenzy.

## Quack Shot Review

Reviewed by Andy, The Game Dandy

<b>Concept:</b>	8.5	I think this is much better than Fantasia. It's more complex and you have to backtrack in order to move forward. This complexity makes it more entertaining and capable of holding the interest of more adults.
<b>Graphics &amp; Animation:</b>	9	What can I say? The graphics are excellent. The idea of the plungers is pretty wild. Donald looks like he got totally whizzed by a blow-dryer when he gets hit.
<b>Sound:</b>	9	The soundtrack is pretty rockin'. The best part is that every land has different music. No one section is that long, so you don't have a chance to really hate the music. You don't need to put on your stereo while you're playing this one.
<b>Playability:</b>	7	The moves are a little strange at first and it takes a while to get used to them. There is an option to customize the controller though, and once you get into it, they're no problem.
<b>Entertainment Value:</b>	8.5	It's fun. It's a wild and crazy adventure. It's like Ducktales and Mickey Mouse in a 16-bit version.
<b>Overall Rating:</b>	8.5	

In addition to Beagle buddies, you do battle against a variety of villains. Keep your plungers poised for buzzards armed with bees, fire-throwing incas and ghoulish ghosts, just to name a few. Donald has to stay alert at all times, or he's sure to end up a "dood duck." Other Disney favorites, like Goofy, put in guest appearances and add to the fun of this "quacked up" adventure.

Quack Shot is no "ugly duckling." It features a color scheme not unlike the films that it imitates. There are also selected sections, like the Ruins of Mexico, that provide outstanding examples of the Genesis multi-scrolling capabilities. Backgrounds with up to five different levels of movement are highlighted in these detail-oriented graphics. The soundtrack is nothing you could shake a feather at, either. You'll

find a large selection of tunes well matched to the various destinations and moods.

But enough of these "wisequacks." Quack Shot is a challenging game that's fun for kids and adults alike. The younger set will be delighted by the familiar Disney cast, (okay, so will many of the grown-ups), and the veterans will find this game no push-over. We think you'll find this fowl game is just ducky.





## Quack Shot Review

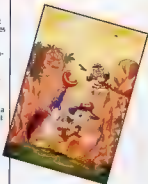
Reviewed by Rick, The Video Wizard

- Concept:** 7 This game incorporates a lot of the elements of *Ducktales* and *Mickey Mouse* into a take-off on *Indiana Jones*. The plot of trying to get rich while the bad guys are chasing you isn't a new one, but this cart does it a little better than some of the ones before it.
- Graphics & Animation:** 8 The animation is very good. There is a lot of attention to detail.
- Sound:** 7 The sound seems to fit whatever Donald is doing, and there is a large selection of music.
- Playability:** This game is a little slow-moving and hard to get started. You can only get so far until you run into a roadblock. When you defeat these, there is a great sense of accomplishment, but the barriers may come a bit early in the game.
- Entertainment Value:** 7 This game is just frustrating enough to keep you coming back to it. And who doesn't like a good Disney adventure.

Overall Rating: 7.5



Donald gets his feathers ruffled



**Terrific  
ToeJam  
& Earl  
Tip**

*Here's a trick for handling tornadoes: stay on the grass as much as possible, for speed. Then, when they get very close, double back on them and dodge around. If you are near the water, jump in right before they get you and they will eventually go away.*

## Quack Shot Review

Reviewed by Ed, The Video Wizard

- Concept:** 8 Although we have several games along this line, it is refreshing to see the use of new characters like Donald and his family.
- Graphics & Animation:** 7 This game demonstrates nice use of the Genesis capabilities, the characters move smoothly against background scenes that are fun to watch.
- Sound:** 6 Nothing much new here; a carbon copy of games already available.
- Playability:** 8 This is truly an enjoyable game to play. It lets you learn the first few stages and gradually gets more challenging.
- Entertainment Value:** 8 I think this game can be enjoyable for new and experienced gamers alike. And I'm glad to see they did something with Donald, Mickey was starting to get on my nerves.

Overall Rating: 7.5

# Track Meet: Track and Field Equipment You Can Fit In Your Pocket

With 1992 just around the corner, sports enthusiasts in mid turn to thoughts of the Olympics. The original events, dating back to ancient Greece, are those known as track and field. But now, thanks to Interplay, you won't have to visit the Coliseum or wait until next summer to enjoy them. Game Boy owners can try their hand at *Track Meet*, the first track and field cart for Nintendo's hand-held format.

You may select the practice mode, which allows you to improve on the seven events, one at a time. Choose

between the 100 Meter Dash, Hurdles, Javelin Throw, Pole Vault, Long Jump, Discus Throw, and Weightlifting. Or you may pick a full track meet, which puts you head to head with each of the five opponents, one at a time. Write down the score at the end of each round you win to save and continue the game.

It sounds pretty simple, but it's a combination of good timing and finger agility that will make you a leader at this game. Repeated pressure on the 'A' button will get up your speed or strength, while the 'B' button will allow you to jump, angle, position and throw through the various events. Each event also provides its own level of difficulty. Select the height of the vault bar and the amount of weight to be lifted by using the directional control.

Along the way, you'll meet up with some pretty tough opponents, and a few that are not so formidable. The first challenger up is Ricky the Barbarian, who's a few evolutionary steps behind you. But be sure you don't un-

derestimate his strength. Next up is Swamin Pastaram, the guru of illusion, who counts on a bit of magic to help him along. Other opponents include Kenichi Katana Ninja, Irwin B. Cheatin (keep your eye on this one), and the most endorsed man in the world, Jack Stop. Each one of the competition has their own strengths and weaknesses, not to mention their own sneaky tricks.

If you have a friend with a Game Boy and a copy of *Track Meet*, link the two together for some serious two-player competition. Nothing is more fun than a little head-to-head action with a fellow Olympian. Why wait for a trip to Barcelona?



## Track Meet Review

Reviewed by Andy, The Game Dandy

- |                                  |     |   |
|----------------------------------|-----|---|
| <b>Concept:</b>                  | 8   | Track and field games are fun. There's a lot of finger-pumping action like the old arcade games. <i>Track Meet</i> provides a great selection of events.                            |
| <b>Graphics &amp; Animation:</b> | 9   | There are a host of zany characters to go up against. I love the background ads along the stadium wall—the crowd even does the wave! This is as good as it gets in black and white. |
| <b>Sound:</b>                    | 6   | This game doesn't have much variety in the way of music, but it fulfills all your basic track and field needs.  |
| <b>Playability:</b>              | 8.5 | Firstly, there is a practice mode to help you build up finger speed and strength. You also face five different opponents, which provide five different levels of challenge.         |
| <b>Entertainment Value:</b>      | 8.5 | The game, as a whole, holds your interest. It's the type of cart you can play over and over again; not to mention the 2 player link up, which adds a whole new dimension.           |
| <b>Overall Rating:</b>           | 8.5 |   |





### Track Meet Review

Reviewed by Rick, The Video Ranger

- Concept:** 6 This game features your basic track events, but your opponents are ermm... ring. It's a good cart for those who have a need to compete.
- Graphics & Animation:** 7 *Track Meet* has good, clear characters that move well, and there are some great crowd shots.
- Sound:** 5 There is little variety in the soundtrack; a little music and applause noise from the audience.
- Playability:** 7.5 This is an easy game to catch on to, but quite difficult to master. You really have to use the practice round to get up to speed. Your first opponent, Rick the Barbarian, is fairly easy game, but it only gets tougher from here.
- Entertainment Value:** 6.5 The game-play is easily above average, but unfortunately it's the only area it has going for it. However, it does present a challenge and a track and field experience for Game Boy owners.
- Overall Rating:** 6.5

### Track Meet Review

Reviewed by Marianne, The Game Master

- Concept:** 8 As the first track game for Game Boy, it gets off on the right foot. There is a nice variety of track and field events.
- Graphics & Animation:** 9 This is pretty detailed for a Game Boy cartridge. The picture is so clear that you can see the crowd munching on stadium fare and peering through their binoculars. The opponents themselves are pretty radica.
- Sound:** 6 Nothing spectacular here; it could use more people noises like grunts and stuff.
- Playability:** 9 You don't have to be a genius to play this game, but it isn't too easy, either. It's the type of game all ages and skill levels can enjoy.
- Entertainment Value:** 8 *Track Meet* is something you can play over and over again. There is a 2-player option, seven events and five challengers. My personal favorite is the Neanderthal, Ricky the Barbarian.
- Overall Rating:** 8



**Terrific  
ToeJam & Earl  
Tip**

*Walking in the sand will slow you down because you'll start to sink. But ToeJam & Earl can pop back up if they touch each other, so it's usually a good idea to explore sandy areas together.*

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## ED, THE VIDEO WIZARD:

Ed works in the telemarketing and international sales department at Funco's headquarters. He has four children and is a self-professed family man. He's been enjoying video games since their appearance in the arcades. Now, with both Nintendo and Sega decks at home, he shares that hobby with his family. Ed favors the action/adventure types of games and lists Nintendo's *Side Pocket* and Sega's *Brimar Run* as his all-time favorites.

## MARIANNE, THE GAME MASTER:

Marianne is involved in the management of a FuncoLand retail store in the Minneapolis/St. Paul area. She began her love affair with video games at a very early age. After getting hooked on *Centipede* in the arcades and Alan's *Space Invaders*, she moved on to the Nintendo, Genesis and Super NES systems. *Blaster Master* for NES and Sega's *Block Out* are among her favorite carts, but she enjoys most adventure and quest games.

## RICK, THE VIDEO RANGER:

Rick has been with Funco since its early telemarketing days, and has worked his way into the international sales department. When he isn't busy trying out new games or supporting the local sports teams, he is spending his time with his wife and three children. He lists the Nintendo classic, *Arkanoïd*, and Genesis' *Mickey Mouse* as his favorites, but he tends to prefer adventure/role-playing games.

## ANDY, THE GAME DANDY:

Andy is also in the management of the FuncoLand retail stores. As an owner of Nintendo, Genesis, Gameboy, Neo Geo and Super NES systems, he enjoys trying out new games for all the formats. Andy spends much of his free time with other video enthusiasts, checking out what's hot and what's not. Andy gets into almost any sports or adventure game, but PGA Tour Golf for Genesis and Nintendo's *Melroid* are tops on his chart.



## How Game Informer Reviews Work...

Our game consultants rate each game on a scale from one to ten, ten being the best. Games are rated in the following areas: Concept,

Graphics/Animation, Sound, Playability and Overall Entertainment Value. Specific data can be found with each review (see the page numbers listed below).

## This Issue's Reviews... The Bottom Line

VIDEO GAME TITLE	LICENSEE	G.I. PAGE #	REVIEWERS' SCORES			THE BOTTOM LINE
			MARIANNE	RICK	ANDY	
<i>ToeJam &amp; Earl</i>	Sega	Pg. 4	7.5	9.75 <i>(Low Fishing)</i>	8.5	9.0
<i>Mercs</i>	Sega	Pg. 8	8.0	9.5	8.0 <i>(Out To Lunch)</i>	8.5
<i>Super Bases Loaded</i>	Jaleco	Pg. 10	8.0	8.0	7.5 <i>(Walking The Dog)</i>	8.0
<i>Quad Challenge</i>	Namco	Pg. 20	8.0 <i>("Lizzer" Taking A Nap)</i>	8.0	4.5	8.0
<i>Super Jeopardy</i>	GameTek	Pg. 22	8.5	8.0 <i>(On The Phone)</i>	8.0	8.0
<i>Quack Shot</i>	Sega	Pg. 26	7.5	7.5 <i>(Taking A Bath)</i>	8.5	8.0
<i>Track Meet</i>	Interplay	Pg. 28	8.0 <i>(On Vacation)</i>	8.0	6.5	8.5



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