

GAME INFORMER™

Magazine

For Video Game Enthusiasts!

Jan/Feb Issue 1992
\$3.95

**What's New?
The '92 Consumer
Electronics Show**

**Introducing...
GI's Tech Talk**

**New Game Reviews
Faceball, Shatterhand and RPM Racing**

Icy scenes from
Sega's Winter Challenge.



Go Ahead.
Make Their Day
With Faceball.



Lemmings!
PC's Hottest Characters
Finally Come To Video

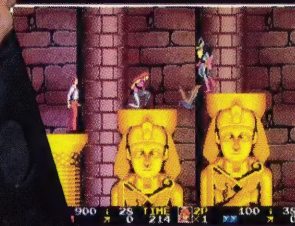
LOCK AND LOAD THEN ROCK 'N' ROLL



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



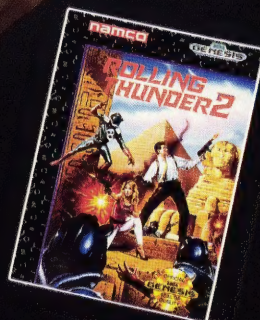
Stalk Big Game!



Killer graphics will blow you away!



Capture weapons for fierce firepower!



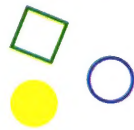
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namco

The Game Creator™

NAMCO HOMETEK, INC.
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Santa Clara, CA 95054-3013

Dear Game Informer:



First off, I'd like to say your magazine is great! I really enjoy the reviews because they are opinions from different people instead of from the same person each time. Your magazine should be bigger. Otherwise it's great, don't change it.

Dean Whitehead
Helena, MT

By far, my favorite game for the Genesis is Sonic the Hedgehog. I have beat the game, but still play it. It's just as fun as when I first bought it. I also have a Nintendo, but there's no comparison between the two systems. Sonic's the best game I've ever played. I just wanted to thank you for sending me your magazine.

Corey Cohen
New York, NY

We enjoy hearing about your favorite games. Corey also included a stage select for Sonic. However, we have received so many copies of that tip that we could not print it. Thank you, anyway. - Ed.

Your magazine is great! I love the tips for all the video game systems. Your tips work better than GamePro's! I mean it! And tell Ed, Marianne, Rick and Andy to keep up the good work!

Nick Rusakowicz
Yorktown Hts, NY

When I received my first issue of Game Informer I thought, "What a relief. Finally an unbiased video game magazine." The reviews are complete and in-depth. Keep up the good work!

Tim Wright
Richmond, VA

Thanks for the vote of confidence, Tim. We've got the Game Consultants very busy working to bring you more reviews for the next issue. - Ed.

I was reading in the December '91 issue of Game Informer that one girl suggested Fun Club membership cards. I think that is a good idea. I've bought games from your company and they're great! Please inform me if Funco decides to make membership cards. I would like to have one. I think the Game Informer is a great magazine for people who love video games.

Ki Choi
West Covina, CA

Ki, sorry but there are no immediate plans for membership cards, but we'll keep you posted. - Ed.

I am writing to you about the Nov/Dec issue of Game Informer. I saw that it had the game Micro Machines on the back cover. But, when I opened it, I was disappointed to see that you never talked about it in the issue.

Mark Aust
Estherville, IA

The back cover of the Nov/Dec issue was a Micro Machines ad, paid for by Camerica. The advertising in Game Informer has no influence on the editorial content of the magazine. However, we featured Micro Machines in our premier issue, back in September of '91. I will mail you a back issue and thank you for writing. (We apologize for misspelling Estherville in the last issue.) - Ed.

I really like the Game Informer Magazine you sent me. Most of the time I just get a flyer, so this was a great surprise. I enjoyed the nice puzzle and great tips. Thank you, a Fun Club fan.

Afi Shakoor
New York, NY



More Dear G. I., cont. on pg. 60

GAME INFORMERTM Magazine

January/February Issue 1992

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LETTER FROM THE EDITOR

By Elizabeth A. Olson



Las Vegas; the bright lights, the glitz and glamour, the town that never sleeps. What a perfect place for CES, the trade show for the fast-paced and exciting consumer electronics industry! From Nintendo of America's choreographed stage show, complete with flames and acrobatics, to Sega's knockout media announcement featuring Evander Holyfield as he signed on for a new boxing cart for Genesis. *Game Informer Magazine* was there and we'll bring you an update of what we saw in **CES: Every Gamer's Dream & Desire**.

You'll also find twice as many reviews of the newest releases for your favorite systems. We'll focus in on *Lemmings*, *Winter Challenge* and the battle between *Joe Montana's Sports Talk Football* and *John Madden '92* for the year's best pigskin, just to name a few.

Two new features make their debut; **What's Hot**, which puts its ear to the wall for the latest rumors, and **Tech Talk**, a look at the innovations in video game hardware and software. This month you'll hear about a revolutionary new sound technique for the PC and CD

ROM. We also delve into the world of the Super Nintendo system.

Finally, we need your help. We met so many important and informative people at the Consumer Electronics Show, like the CEOs of many licensees. We got to wondering what you, the game player, would ask them if you had the chance. *Game Informer* would like to give you that opportunity. Please send in your questions and we'll go straight to the source for the answers by interviewing them for you.

Thanks again for all the letters. We're waiting to hear from you!



Subscription Notice

Want to stay on top of what's new in the video game world? Keep the *Game Informer* coming to your home through 1991.

Subscribe now for only \$17.88 and receive six, action-packed issues; one every other month. That's almost \$1.00 off each issue. And, if you subscribe now, you can take advantage of "**Subscribers Only**" savings; three coupons will be enclosed in the magazine this year, enabling subscribers to save on their next Funco or FuncoLand purchase.

Look for the subscription card and money-saving coupon in this issue and sign up today!

We're Waiting To Hear From You!

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

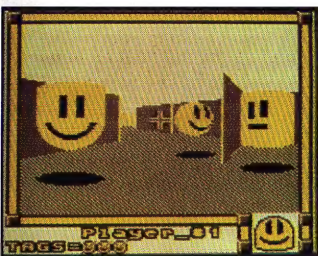
Send only unpublished tips, please. If your tip is printed you will be notified by a letter once the issue has gone to print. We are sorry, but you will not be notified if your tip is not selected. **Send your tips to:**

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

Wipe the smile off this face!

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

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



WATCH OUT! They only look happy!

Get into your Game Boy...

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

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

Bring your friends along!

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



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

It pay\$ to play together.

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



A whole new way to get into your Game Boy.

Bullet-Proof Software • 8337 154th Ave. N.E. • Redmond, WA 98052 • (206) 861-9200

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The Best Games in the World™



GAMETEK'S INFOGENIUS SYSTEM: LET YOUR FINGERS DO THE WALKING...

Thanks to today's technology, the world gets smaller and the pace of society gets faster. We have become a very transient bunch of people. Just stop by the nearest airport or train station and you'll see more students and business people on the go than ever before.

And with all the hustle and bustle comes all the hassles of travel. You need a quick way to find out where to stay; where to go and what to do. How do you convert dollars into the national currency? How many miles is it to the next town if it's 23 kilometers? And how do you ask a simple question if you don't speak the local language?

Whether it's traveling for business, school or pleasure, Gametek has discovered a new way to put the ease back into globe trotting. Their InfoGenius system puts all the answers right in the palm of your hand. InfoGenius provides a quick way to use your Game Boy as a time saving reference tool. Plus it gives you a great excuse to bring your favorite hand held along for the ride!

Gametek, a leading developer of computer and video software, first introduced the InfoGenius System in 1991. The *American Heritage Spell Checker*, the *InfoGenius Personal Organizer* and *Frommer's™ Travel Guide* were just the beginning of a good thing. Based on licensing agreements with some of the best known reference sources like the *American Heritage Dictionary*, *Frommer's Travel Guides* and *Berlitz™ Language Translators*, Gametek was able to expand the line to include *Berlitz Spanish/English* and *Berlitz French/English* translators. New additions to the line are the *Berlitz Japanese/English* and *German/English* translators. These will be available in April of this year.

The *InfoGenius Personal Organizer* helps any student or busy executive keep track of their schedule and remember special dates. There is even a place for important addresses and phone numbers. The *American Heritage Spell Checker* allows the user to enter a common misspelling and it provides the correct spellings of possible word selections.

The *Frommer's Travel Guide* lets you select your destination and it will give you a list of hotels, places to eat, 'must see sites' and a short history of the area. The Berlitz language translators are divided into categories such as restaurants, hotels and shopping. There is a metric/currency converter and 300 common, travel-related phrases. These translators are also capable of spelling more than 12,000 words, either from English to a foreign language or vice versa.

So whether you need to find your way to the nearest embassy or order coffee with your dessert, the InfoGenius System makes it easy by putting the answer at your fingertips; all for around forty dollars a piece. And after you and your Game Boy have put in a long day of work, kick back and relax with your favorite portable game cart.

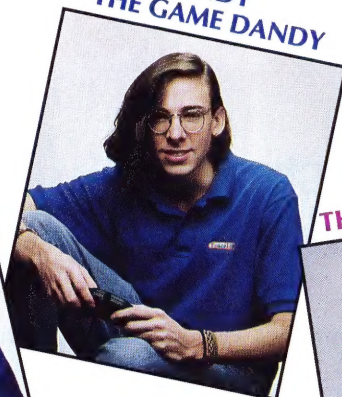


This Issue's Reviews... The Bottom Line

**RICK
THE VIDEO RANGER**



**ANDY
THE GAME DANDY**



**MARIANNE
THE GAME MASTER**



**ED
THE VIDEO WIZARD**



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 details can be found within each review (see the page numbers listed below).

VIDEO GAME TITLE	LICENSEE	G.I. PAGE #	REVIEWERS' SCORES				THE BOTTOM LINE
			ED	MARIANNE	RICK	ANDY	
<i>Art Alive</i>	Sega	Pg. 44	8.5	8.5	–	7.0	8.0
<i>Asteroids</i>	Accolade	Pg. 36	–	8.75	6.0	7.75	7.5
<i>Faceball 2000</i>	Bullet Proof	Pg. 20	9.0	8.75	9.0	–	9.0
<i>Galaxy Force II</i>	Sega	Pg. 38	6.0	6.75	–	7.0	6.5
<i>Jewel Master</i>	Sega	Pg. 22	6.5	8.25	6.5	–	7.25
<i>Joe Montana 2</i>	Sega	Pg. 12	8.5	–	7.5	8.25	8.25
<i>John Madden '92</i>	Elect. Arts	Pg. 10	–	8.0	8.0	9.0	8.5
<i>Lemmings</i>	SunSoft	Pg. 6	8.75	10.0	–	8.0	9.0
<i>Missile Command</i>	Accolade	Pg. 52	–	7.5	8.0	8.0	7.75
<i>Prjt. Space Shuttle</i>	Absolute Ent.	Pg. 46	8.5	7.25	–	6.75	7.5
<i>RPM Racing</i>	Interplay	Pg. 26	5.75	6.25	–	6.25	6.0
<i>Shatterhand</i>	Jaleco	Pg. 18	7.5	10.0	6.0	–	8.0
<i>Winter Challenge</i>	Ballistic	Pg. 56	8.5	–	7.0	6.0	7.0
<i>Turrican</i>	Accolade	Pg. 58	7.75	8.0	5.0	–	7.0
<i>Wonder Boy (MW)</i>	Sega	Pg. 28	7.75	7.5	5.5	–	7.0

PC's Wackiest Characters Finally Make It to Video!

"Adorable yet incredibly stupid, furry creatures. Without your help, they have no chance for survival." This definition may make you think of your pet, your kids, maybe even a friend or two, but what it best describes are the title characters of a new game by Sunsoft for SNES. *Lemmings* is just one of the newest carts to make the transfer from PC to the world of video games.

From the time you pop this game in, you'll be faced with obstacle courses and rough terrain through which you must guide our friends. But while they may lack brain power, they do possess special skills or tasks. It's your job to assign these tasks in order to save the

most Lemmings. Otherwise they might just walk off a cliff into boiling molten lava, or trip up a Lemming trap.

These irresistible nitwits can become Blockers, saving their buddies from danger, but be warned that Blockers must be sacrificed before a round can be completed. Lemmings can become Diggers, Bashers or Miners to get through many road blocks, although not all substances can be penetrated. Floaters use umbrellas to drift down to safety; Builders can make stairways and Climbers walk up any vertical surface. Then there are the Bombers who explode, taking out items around them. In addition, Lemmings can become Ath-



"3...2...1...oh, no!"



Lemmings Review

Reviewed by Ed, The Video Wizard

Concept:	9	Get ready for a game that is different from all others. <i>Lemmings</i> is an adventure/puzzle. If you like a game in which you have to think fast, this is one not to be passed by.
Graphics & Animation:	9	These little creatures are so cute, yet so dumb that you have to tell them everything to do (sounds a bit like your children, right?). From the beginning title screen to the actual game play, the movement of the characters and scenery are hypnotic.
Sound:	7	The background music is made up of some familiar tunes with a bouncy twist. After a while you won't even notice that the sound changes with each character or the funny use of Lemmings voice overs.
Playability:	9	You start out with three or four easy levels that can be bypassed by a password feature. Then watch out. You no longer get help or suggestions from the computer and you are on your own. I found myself pausing the game to organize my strategy, all in the name of saving fuzzy, little Lemmings from walking off an edge or burning themselves up.
Entertainment Value:	10	This is one of those rare games that once you sit down to play it time just seems to fly by. This is a fairly complicated game and may not be suited for the youngest players. If you like puzzles with a change of pace, try <i>Lemmings</i> !

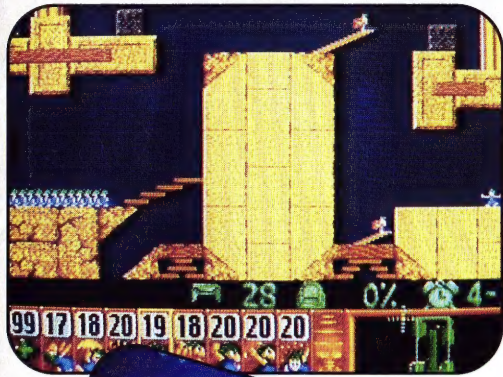
Overall Rating: 8.75

letes, Jumpers, Flippers and Wavers, but you'll just have to play the game to discover what they can do.

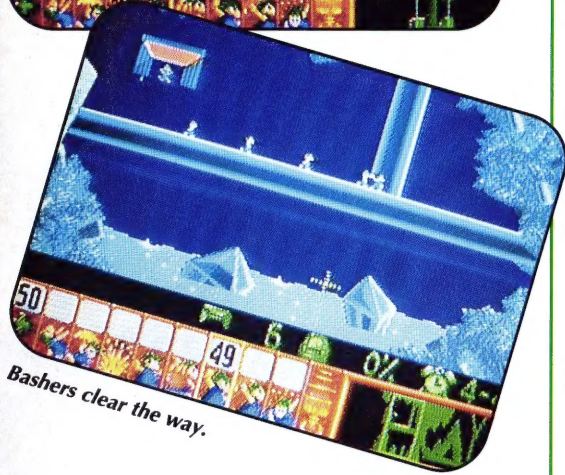
There are all sorts of variables that will keep you on your toes. You must save a certain percentage of these fuzzy, little guys in order to progress to the next level. This percentage will change, as will the number of Lemmings marching through each course and the rate at which they are dropped. You will also be limited as to the number of Lemmings that can be assigned a given skill.

The levels start out fairly easy, with a small number of Lemmings dropping from the trap door to travel through a simple course. The screen gives you hints as to which tasks you should select, or limits you to one or two skills. But don't think this game is a push over. There are 125 different levels in the one player mode, each increasingly more difficult than the one before. A password feature allows you to skip over the levels you have already completed. If 125 different courses aren't enough, there are four levels of difficulty, ranging from Fun, Tricky, Taxing to Mayhem.

This puzzle game is so much fun that you'll want to share it with a friend, and you can. The two player mode gives you a split screen so that each player can view the field from their own perspective. Player one must lead the



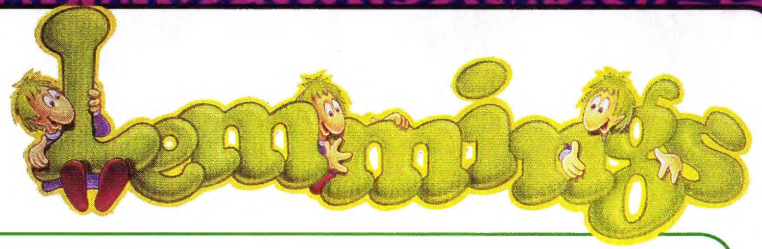
Where to now?



Bashers clear the way.

Lemmings in blue safely to the blue door, while player two must simultaneously rescue the Lemmings in green and direct them to the green door. This mode gives you twenty levels to race against time, peril and your adversary.

If you own a Super Nintendo, you've got to invite this army of crazy creatures over to your system. These little guys are every bit as fun as they are addictive. Once you see them, you'll want a Lemming of your own.



Lemmings Review

Reviewed by Marianne, The Game Master

- Concept:** 10 They finally made my favorite game for my favorite system; and it's even a two player. It rules!
- Graphics & Animation:** 10 Superb, detailed, complete and very eye catching. What can I say? Lemmings are cute!
- Sound:** 10 Exactly the way it should be, from the "eek" as they fall off the edge of a cliff, to the "oh no!" right before they explode.
- Playability:** 10 It starts out very simple in order to teach you the game bit by bit. Then when you think you've mastered every move, you'll be stumped wondering how to clear the next screen. Enjoy it with a friend and laugh twice as hard.
- Entertainment Value:** 10 With more than 100 screens, *Lemmings* is never boring. The password feature allows you to skip to the levels you wish. You'll have a real tough time putting this game down. I know I do. I can't wait for the second edition to come to SNES!

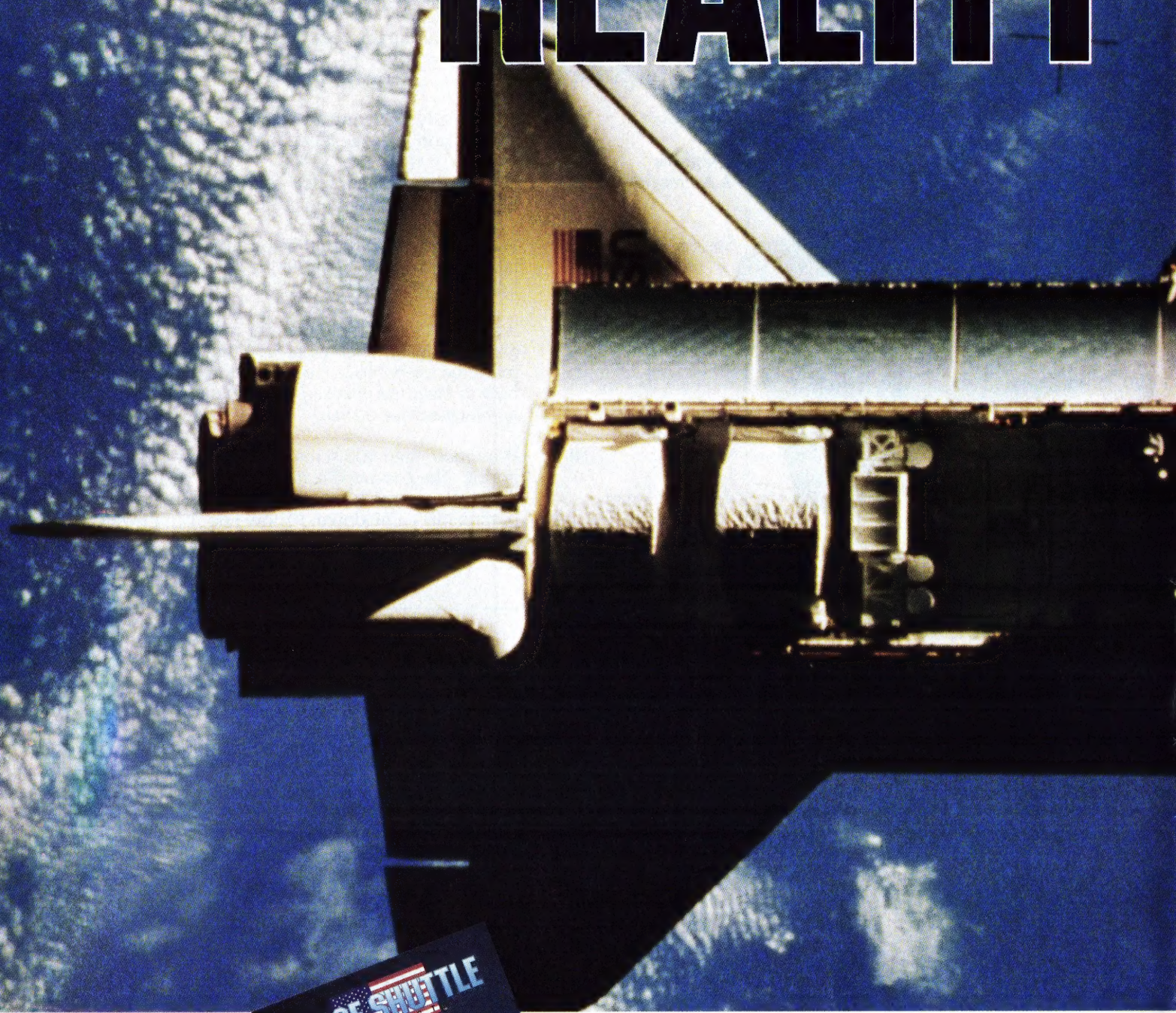
Overall Rating: 10

Lemmings Review

Reviewed by Andy, The Game Dandy

- Concept:** 9 The idea of a whole game created around saving hundreds of little Lemmings from killing themselves is absurd, so of course I liked it.
- Graphics & Animation:** 7 The Lemmings grab their heads just before they explode, tapping their feet as they block the path to sure death. The animation is superb, as well as the sheer number of characters on the screen. However, the overall graphics of the backgrounds are only mediocre.
- Sound:** 8 The music is great, as well as the voice overs and sound effects. My favorite part is when you nuke all the Lemmings at the same time and it counts down until they all blow up.
- Playability:** 7 It plays pretty much like the computer version, without the convenience of a mouse. You assign certain Lemmings the task of controlling the masses, whether it's blowing up or building a stairway. But if you think it sounds easy, try the 'Mayhem' level of difficulty.
- Entertainment Value:** 8 *Lemmings* is unreal!
- Overall Rating:** 8

REALITY



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

All that stuff is fantasy. This is real.

Blast off with the crew of the NES **Space Shuttle Project!**"

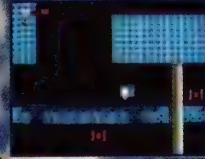
You'll carry out pre-flight checks, hear the voice of ground control, and experience spectacular day and night takeoffs that lead to six top-priority shuttle missions—missions that are based on actual space agency operations and technology!

CHECK.

MISSION #1
LAUNCH SATELLITE



MISSIONS #2, #4 & #6
SPACE STATION CONSTRUCTION



MISSION #3
REPAIR SATELLITE



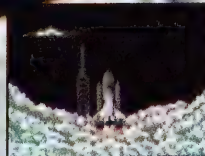
MISSION #5
RESCUE COSMONAUT



ORBITAL
INSERTION



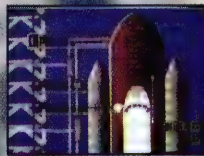
LIFT-OFF



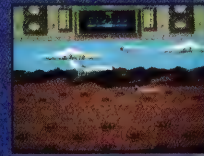
REENTRY



FUEL & BOARD



LANDING



Discover once and for all if you've got "the right stuff" as you take daring space-walks high above the Earth's atmosphere to build an orbiting space station, rescue a stranded Soviet cosmonaut, and tackle risky satellite repairs. Then, when your missions are completed, prepare for a hero's welcome after you land at Edwards Air Force Base.

So if you think you've played a space game before, think again. When you're aboard **Space Shuttle Project**, you're seeing it like it is.

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

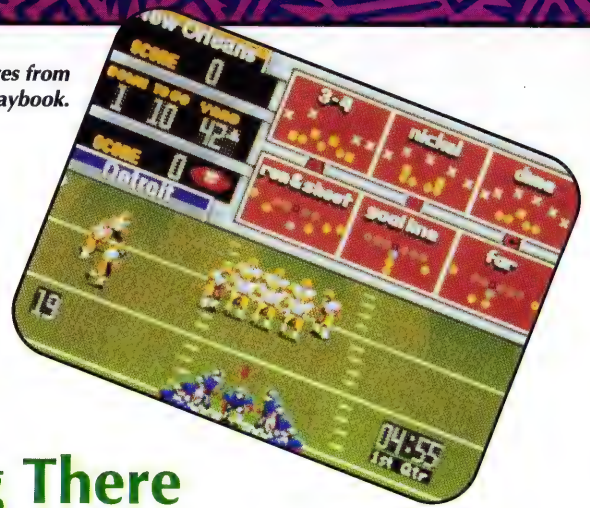
Designed by John Van Ryzin.

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Pick moves from
Madden's playbook.



John Madden '92: The Next Best Thing To Being There

In the video game world just as in the movies, there has always been a stigma about sequels. Can they live up to the reputation of the original? Is there really enough room for improvement to make much of a difference? Does anybody really want a second edition, anyway?

In the case of *John Madden Football '92*, the newest pigskin release for Genesis from Electronic Arts, there is strong proof that 'sequel' spells new and improved.

So, what is the recipe for sequel success? First, you start with one of the

most popular football carts for the Genesis format. Actual teams and real player stats are imperative to this mixture. Then put in more plays, more formations and more defensive moves. You add cinema graphics for more realistic coaching and crowd scenes. Mix in features like instant replay and frame-by-frame reviews. Finally, throw in a few special items like weather conditions, stadium select, injury segments and an 'All-Madden' team. With these ingredients, it's sure to be a hit!

Your first move is to set up the game. If you would like to watch a run-

through to get a feel for the game, select the Demo mode to watch Buffalo and New York duke it out. If you just can't wait to get into the action, simply hit the start button to control the New York - Buffalo clash. Otherwise, select the home and away teams from twenty-eight actual teams or the All-Madden team.

You control most aspects of this game. Play in the one or two-player modes. In the two-player option, you can face off with a friend or work together as teammates against the computer. Pick pre-season and play without penalties. Go for regular season and all the rules apply. There are also play-offs and the initial match-ups will be provided by the computer. You can also control the length of the quarters, choosing between five, ten and fifteen minutes. Choose an open or domed stadium. If open is your choice, then you can select the type of weather conditions you'll play in.

Now let's play ball! It's the kick off, the ball soars down the field, your man receives the ball and runs like lightning; and it's a first down on the 35 yard line. Now if your team is running an offensive play, you'll want to take advantage of your players' strengths. As the Quarterback, you'll call a Set, Formation and Play. Hit button 'C' three times to call the play Coach Madden suggests or select your own from his playbook. Here you'll find actual moves such as the 'Fast', 'Hands', 'Shotgun', 'Run & Shoot', the 'Cut' and the 'Trap'. If you're a veteran of the first *Madden*, be forewarned. You won't be able to call the same plays over and over this time. Your opponent is on to you this time and will nail you to the wall.

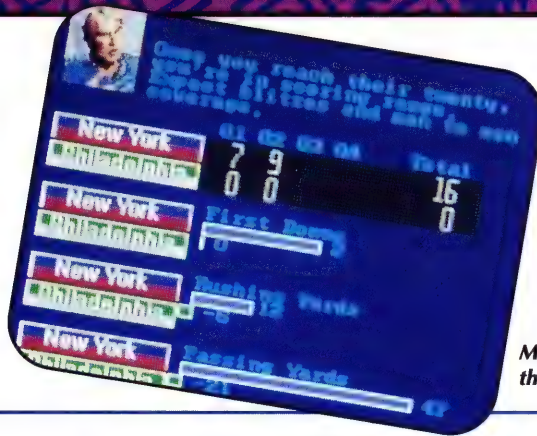
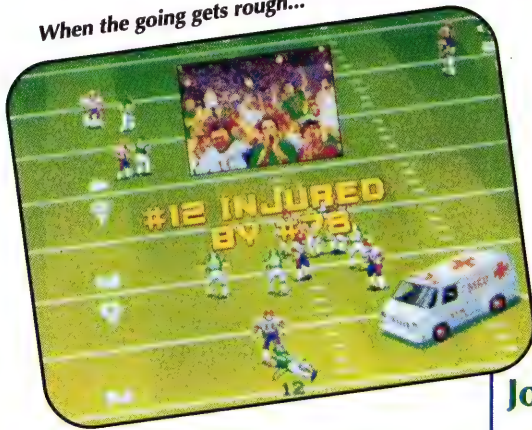
If your team kicks off, be sure to watch the kick meter and the wind meter, if it applies. Call defensive plays,

John Madden '92 Review Reviewed by Rick, The Video Ranger

Concept:	8	Take <i>John Madden Football</i> ; in this reviewer's opinion the best video football game ever made (sorry, <i>Tecmo Bowl</i>), and make it better. Good in theory, but one is forced to ask if that's truly possible.
Graphics & Animation:	8.5	Just like the original, there is a nice layout of the field, smooth scrolling and excellent depth perception. However, the only thing really new here is the ambulance that takes injured players off the field.
Sound:	7.5	<i>Madden '92's</i> soundtrack is about as interesting as you can make the audio of football, without trash talk.
Playability:	8	There's a large menu of plays to choose from, all easily accessible. One complaint however is that after you call your play, there is approximately 5 seconds of delay until you break huddle. We don't need that, do we?
Entertainment Value:	8	<i>John Madden '92</i> is a successful improvement on the original. All 28 NFL locations are represented, a more worthy computer opponent and injuries are factored in. Then again, if you own the original, you probably won't need to buy the sequel.

Overall Rating: 8

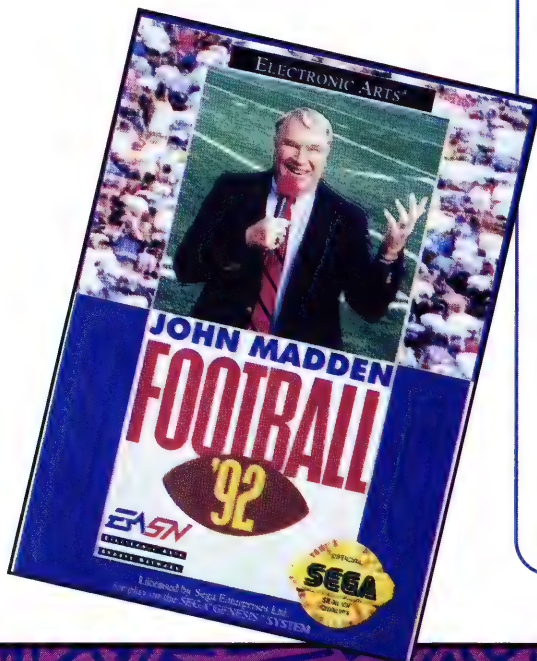
When the going gets rough...



Madden gives you the halftime stats.

which are moves consisting of Formations, Coverage and Plays, like the 'Nickel', '3-4', 'Read', 'Blitz' and 'Zone'. Consult your playbook for more details on these plays. The plays you select should be chosen by your player profiles, provided by Coach Madden and your playbook. For example, if you are facing a team's fastest receiver, you'll want to assign your fastest defensive back to guard him.

Madden '92 has everything that you'll find in the real game. There are instant and frame-by-frame replays, penalties and injuries, some that are serious enough to bring the ambulance onto the field! Madden even supplies you with halftime statistics. And, the cheerleaders, crowd scenes and cinema graphics are the next best thing to being there.



John Madden '92 Review

Reviewed by Andy, The Game Dandy

- Concept:** 9 Nothing much new, but tried and true.
- Graphics & Animation:** 9 The graphics and animation are huge improvements over the first version. Players scale as they run up and down the field. The addition of crowds really helps out. There is even an ambulance to pull mangled quarterbacks of the field!
- Sound:** 8 Screaming crowds, grunts, whistles...it has every thing that's important to a good game of football.
- Playability:** 9 This sequel is very similar to the first *John Madden*; you just have a little better control over your players.
- Entertainment Value:** 10 *John Madden '92* is the best football game I've played to date. It doesn't get any better than this, except maybe in *Madden '93!*
- Overall Rating:** 9

John Madden '92 Review

Reviewed by Marianne, The Game Master

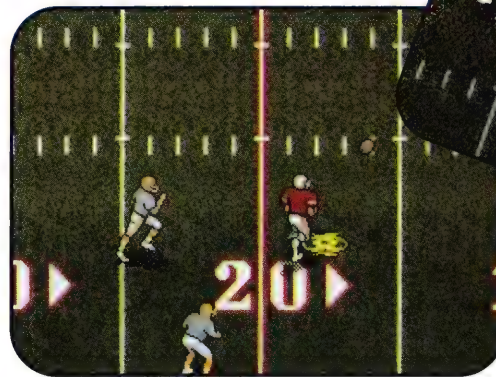
- Concept:** 7 "Hut!, Hut!, Hut!"
- Graphics & Animation:** 8.5 Just like the first cart, the graphics are terrific. Seasonal football is a nice touch. The mud could have been a lot gushier though, with some slipping and sliding action.
- Sound:** 8 Electronic Arts always does a great job on voice-overs, and *Madden '92* is no exception.
- Playability:** 8 This cart is easy to control, with variable play options. Football is football, and the basic idea is not too hard to grasp.
- Entertainment Value:** 8 Well, it depends on how much football you can stand. If you're a grid iron fan, play to your heart's content. EASN has another winner here. As for me, *NHL* is still my favorite EA sports cart for Genesis.
- Overall Rating:** 8

Joe Montana 2: Sports Talk Football This Game Really Speaks To You!

You get yourself comfortable in your favorite chair; a big bowl of popcorn, a bag of chips and your beverage of choice are all close at hand. You smile in anticipation with the thought of what's about to come alive on your television screen. The familiar celebrity faces. The bone crunching, grid iron action. And the voice of the announcer, putting all of his insight and knowledge into the play by play.

Monday Night Football, right? Think again. What you see before you is the latest in hot sports action from Sega Genesis. What you hold in your hand is *Joe Montana 2: Sports Talk Football*; the first football game for Genesis to feature complete play-by-play dialogue just like the real thing. *Sports Talk Football* picks up where the first *Joe Montana* cart left off, and then runs with the ball just as far as it can.

Pigskin enthusiasts will find everything they've been looking for in this cart. *Sports Talk* features a 28 team line up, with an additional all-pro and dream



Zoom in during the pass.

team select. Pick the home and visiting teams via the locker room, and you're on your way. But do the choices stop there? No way! What kind of weather conditions would you care to play in; fair, rain or snow? Select the length of the play periods from 20, 40 or 60 minutes. Would you rather play exhibition or league?

Anyone can play *Sports Talk* with its three levels of difficulty. The beginner

level will show you the play and formation the computer is using; the normal mode gives you just the formation, and the difficult leaves you on your own.

The viewing perspective is horizontal, side scrolling. But here's where it gets really good. *Sports Talk* offers a zoom view select that will close in on the ball as it changes hands. This gives players a scaling effect they thought was only possible on SNES. And, if you really bust a move, see it again with the instant replay. The new cinema display will give you a good view of the ref as he makes his calls, or the crowd as they cheer you on. And stick around for the halftime show. Our sportscaster has his own "talk" show, updating us on the first half statistics and detailing the players.

There are more than forty offensive plays you can select from, as well as 18 defensive moves right out of Joe's playbook. If you survive the regular season of sixteen games, you'll face a two round play off and finally, the Sega Bowl. Sounds grueling? Don't worry, there's a password feature that allows you to rest up between games.

So why sit on the bench when you can really get into the game? Get suited up and we'll see you here with *Joe Montana's Sports Talk Football*.



Sports Talk Review

Reviewed by Rick, The Video Ranger

Concept:	8	<i>Sports Talk Football</i> gets high marks for being the first Genesis game to feature voice over play-by-play. In addition, you will enjoy the extra large characters.
Graphics & Animation:	7.5	The large sprites and intense colors are a real plus here. But I'm left wishing that the players could move a bit faster for some real bone-crunching action.
Sound:	8.5	The digitized voice is as good as a gamer could hope for but, I found it a little tough to follow as if the announcer was mixing up the different plays.
Playability:	6.5	<i>Joe Montana's Sports Talk Football</i> is an easy game to play; maybe a little too easy to master. I'd like to see the computer as a tougher opponent.
Entertainment Value:	7.5	The play-by-play and the large characters make up for some of the deficiencies, making it a successful improvement over the original. Overall, <i>Joe Montana 2: Sports Talk Football</i> is a very entertaining title.

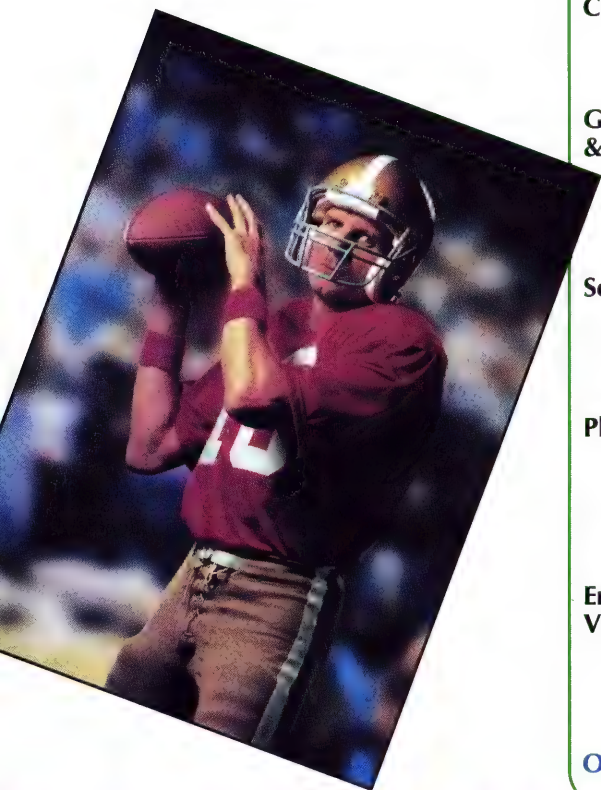
Overall Rating: 7.5

Sports Talk Review

Reviewed by Ed, The Video Wizard

- Concept:** 8 Do we really need another football cart? Once you play *Joe Montana 2* you may change your mind. Not a new concept for a game, but what an improvement on an old idea.
- Graphics & Animation:** 9 Excellent! Is it live or is it 'Diamond Vision'? Watch instant replays, the refs, fans in the audience, even the cheerleaders. At the snap of the ball the screen zooms in on the playing field for a better view.
- Sound:** 9 Great! The announcer gives your field position, yards to go, and score; not in little phrases but in detailed play-by-play action.
- Playability:** 9 Play against the computer, against a friend, or you and a friend can play together against the computer. Add to this, the new defensive and offensive plays, and you have great gridiron action.
- Entertainment Value:** 9 This is football at its very best. Enjoy passing, fumbles and hard hitting crunches without the bumps and bruises. A definite improvement over the original.

Overall Rating: 8.5



Sports Talk Review

Reviewed by Andy, The Game Dandy

- Concept:** 7 You can't ever go wrong with a solid sports cart. In this case, I think a little too much emphasis was placed on the talking and not enough on real football.
- Graphics & Animation:** 9 I think the graphics are much improved over the first *Joe Montana*. Here you'll find *Tecmo Bowl* style football with the addition of close ups when the action gets down and dirty.
- Sound:** 10 The play-by-play is really done well. It is amazing how well the Genesis talks. The announcer sounds slightly computerized, but not too badly. The sound is the one thing that really stands out about this cart.
- Playability:** 8 The play is done pretty basically. You call your play and you're on your way. The passing game is the only part that leaves something to be desired. Having no windows for the receiver makes it hard to throw the long ball. Other than that, it plays pretty solid.
- Entertainment Value:** 8 The play-by-play does get a little old after a while, so it inevitably comes down to pure football. On its own, it looks pretty good; it even ranks up there with the first *Madden*. But it can't quite stack up to *Madden '92*.

Overall Rating: 8.25

Alien 3:
by Arena for Acclaim.

CES: EVERY GAMER'S ULTIMATE DREAMS AND DESIRES

A Brief Look At What's Ahead...

by Elizabeth Olson

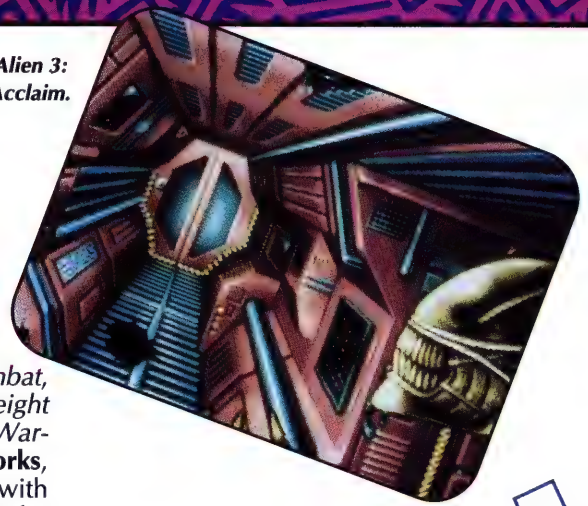
Absolute Entertainment featured a game titled *Super Battle Tank: The Gulf War* for SNES. This war simulation, due out late Spring, has impressive graphics that make you feel like you're watching CNN. A Game Boy version is already in the works. A GB game not to be missed is *F-15 Flight Simulator*, *Turn & Burn*. Also from **Absolute** is a slew of racing games. Coming in March is *Race America* (NES). If Game Gear is your system, *RC Grand Prix* is headed your way early Summer '92. While on the subject of racing, *Ferrari Grand Prix* from **Acclaim** is in the works for NES and Game Boy. If boxing is more your sport, they offer *George Foreman's Boxing* also for Nintendo's 8-bit and hand-held. **Flying Edge** will create the Genesis and Game Gear versions. *Wizards & Warriors* fans will be happy to see the 3rd installment, to be released in March. **Acclaim** is bringing TV's favorite prime time cartoon into more homes with *The Simpsons* for SNES and *Krusty's Funhouse* for NES. **Flying Edge** will bring *Krusty* to the Genesis, along with *Bart vs. The Space Mutants* for SG and Game Gear.

Accolade will be following up their success with *Turrican* for Game Boy (see pgs. 58-59) with the NES version and *Turrican II*, for Genesis. In addition to the SG versions of *Double Dragon* and *Super Off Road*, due out in March, **Ballistic** puts you behind the wheel of a Porsche, Ferrari or Lamborghini in *Test Drive II*, out this Spring. One of the forerunners of the video game world, **Activision**, shows they're here to stay

with the NES title, *Ultimate Air Combat*, and two carts for SNES, *Heavy Weight Championship Boxing* and *Mech Warrior*. A newer licensee, **AM Softworks**, makes it's way into the market with *Mutant Virus* and *Power Punch* for NES, as well as *Rap Attack* for the SNES system.

Following the popular *Wanderers from Y's Ill* for SNES, **American Sammy** has more good news for RPG'ers. *Might & Magic* will be out for NES in March, with the SNES version, *Might & Magic II* expected by June. Other RPG titles in progress are *Legend* and *Ninja Taro* for Game Boy, *Magic Candle World* for NES, and *Battle Blade* for SNES. **Arena** is bringing box office hits to Genesis for **Acclaim** and the graphics will startle you. *Predator 2* and *Alien 3* are expected in September with a hand-held version of *Alien 3* to follow. Also slated for Game Gear is *Rastan's Revenge*. **Ascii Entertainment**, a leader of the Nintendo industry in Japan, introduces *Wizardry II* to the NES this March. It will be followed this Fall by *Wizardry V* and *Spellcraft "Aspects of Valor"* for the SNES, which ought to play great on the new *Ascii Pad* controller. **Atlus** has a trip down memory lane planned for those cartoon buffs who remember *Dastardly* and *Penelope Pitstop*. They make appearances in this Spring's NES title *Wacky Races*, featuring *Muttley*. They also plan *A-Mazing Tater* for Game Boy and *Metal Jacket* for the SNES.

Bandai America is busy working for an April release of *Ultimate Journey*, a RPG for NES, as well as the game *Toxic Crusaders* for both the 8-bit and hand-held NES. Meanwhile, **Bignet U.S.A.** is 'heavily' promoting their Sci-Fi fighter, *Heavy Nova*. We caught sight of a new cart known only as *The Third World War*. No info yet, but it promises to be a total blow-out. The **Bullet-Proof** booth was a blast, full of *Faceballs* as far as the eye could see. The exciting news was seeing this virtual reality maze game for the SNES. Look for it late Spring. They're bringing a *Tetris*-esque game *Hatris* to the NES. Another bright point was



Camericia's booth featuring *Micro Machines*, complete with a sports car giveaway. They are anticipating the release of their four-in-one carts, *Quattro Sports* and *Quattro Adventure*. **Capcom USA** is very busy developing *Snow Bros.*, *Mega Man II* and the *Little Mermaid* for Game Boy. *Tailspin*, *Darkwing Duck* and *Gargoyle's Quest* are just a few of the NES titles they have in the works and their upcoming version of *Street Fighter II* already has SNESers excited. **Culture Brain** will be bringing the game *Fighting Simulator* to all formats of Nintendo. The folks at **Data East** are ready to introduce *Joe N' Mac* to the Game Boy and NES, along with *Two Crude Dudes* and the pool classic, *Side Pockets* for Genesis. **Electro Brain** has big plans for the NES with *Ghoul School* and *Stanley: The Search For Dr. Livingstone*. May means *Mousetrap Hotel* for the Game Boy and be on the lookout for *Raiden* for the SNES.

Jordan vs. Bird for the Genesis features a 1-on-1, slam dunk contest and 3-point shootout. **Electronic Arts** also bring you the SG version of *Where in Time is Carmen Sandiego?*, the RPG, *Black Crypt* and *Desert Strike: The Gulf Conflict*. *Leander: Thanatos' Revenge* is an Amiga conversion featuring parallax scrolling, magic, multi-lives & levels. *Bulls vs. Lakers: NBA Playoffs* for SG and SNES recreates 1991 Finals. And there's the SNES version of *PGA Tour Golf*. **FCI International** continues the *Ultima* series with *Runes of Virtue* for Game Boy, September's *Warriors of Destiny* for NES and *The False Prophet* due in August for SNES. *Dungeons & Dragons* carts for NES include *Pool of Radiance* due in March, *Hills Far*, due in June and *Dragonstrike*, slated for August. A SNES D&D, *Curse of the Azure Bonds*, is also in the works.



Nitro and Ice were on hand to introduce **GameTek's** SNES version of *American Gladiators*, due for release in October. Also on the drawing board are the GG and Genesis versions of a great cart called *Gadget Twins*. After releasing *Day Dreaming Davey* for NES, **Hal America** is busy with the SNES title, *NCAA Basketball*. Just down the way, **Hi-Tech** featured a 'living' doll to promote *Barbie* for NES and Game Boy. They also announced plans for the Game Boy and SNES versions of *Tom & Jerry*. **Hot-B** is re-releasing their hit *Black Bass* in conjunction with the new Game Boy version and the NES title *Blue Marlin*.

Master Higgins is back in **Hudson Soft's** *Super Adventure Island* (SNES) and the Game Boy version. Another familiar face in the crowd is *Felix, the Cat* for NES. **Interplay** showed innovation with a new 4-in-1 pak for the Game Boy. One of the most talked about games at the show was their cinemagraphic conversion of the PC title, *Out of This World*. **Jaleco** is breaking into the SNES format with the soccer cart, *Goal!*, and *Earth Defense Force*. Their booth also sported a huge *Qbert* to promote their hand-held version of the arcade classic. Close on the heels of March's release of *The Empire Strikes Back*, **JVC Musical** announces plans for the SNES version and *The Return of the Jedi* (SNES) to be developed with **LucasFilm Games**.

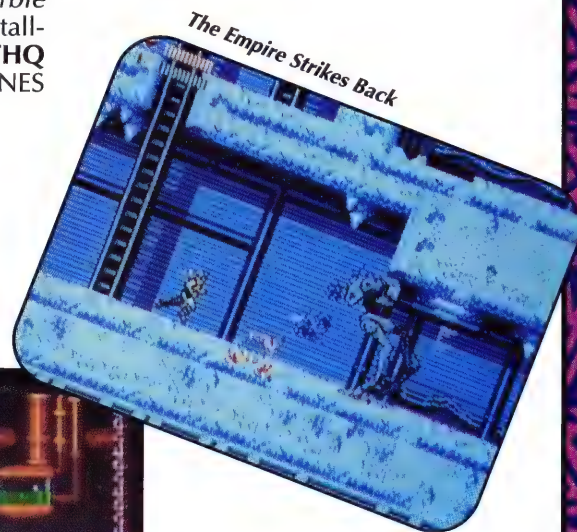
Kaneko is keeping quiet about their *Chester Cheetah* project and were missing from the show. Could be they were too busy working on *Kabuki* and *Kargeti 2* for Genesis? **Konami** will make sewer watchers happy by announcing *TMNT 3* For NES and *TMNT IV* for SNES. They also have a *Contra IV* in development for the Nintendo 16-bit. **LJN** brings your favorite wall climber to Game Boy in *Spiderman 2*, and *Spiderman/Marvel's X-Men* for SNES. Another sequel is *Paperboy 2* for Game Boy and NES from **Mindscape**. **Tengen** is working on the original for Game Gear. In a year full of part 2's, it's no surprise that **Namco** is releasing *Splatterhouse 2* and *Rolling Thunder 2* for Genesis.

Still in the spooky spirit for the NES version of the *Addams Family*, **Ocean** has developed *Darkman* and *Super Hunchback* for Game Boy. They're hoping for another box office success with their SNES *Radio Flyer*, based on the upcoming movie. **Parker Bros.** is also hoping lightening strikes twice, as they release *Monopoly* for SNES. **Razorsoft** showed the much publicized *Slaughter Sport* (SG), as well as the upcoming *Death Duel* and *Stormlord 2*. And *Valis* fans can look for another new SG edition, *Syd of Valis*, in March from **Renovation**.

While *Sports Talk Baseball* may be next in their line of chatty sports carts, **Sega** kept quiet on the release of the Genesis CD-ROM. But they did have everyone buzzing about their special guest, Evander Holyfield, who signed on for their upcoming boxing title. **SunSoft** brings the lovable *Lemmings* to Genesis in March, along with *Batman: Return of the Joker* for SG and Game Boy. **Tengen** has Game Gear plans for the classics, *Paperboy* and *Marble Madness*, as well as two more installments of the *RBI* series for SG. **THQ** brings their NES hit, *Pit Fighter* to SNES

and the hand-held, as well as NES and GB versions of *Attack of the Killer Tomatoes*, *Swamp Thing* and *Flash*.

TradeWest will bring out *Jack Nicklaus* to GB and SNES for this year's golf season. They also announced their hand-held version of *Super Off Road*, which **Virgin** will be bringing to Game Gear. Two popular movie themes will expand across the formats with **Ultra's** *Star Trek* for Game Boy and NES, and *Indiana Jones' Last Crusade* from **US Gold** for Sega's Genesis and hand-held. **Vic Tokai** has four new titles in production, including *Shogun Maeda* and *Secret Ties* for NES, and *Imperium* and *Lost Mission* for SNES. **Virgin** will bring *Magic Johnson* to the SNES.



Defenders of Dynatron City



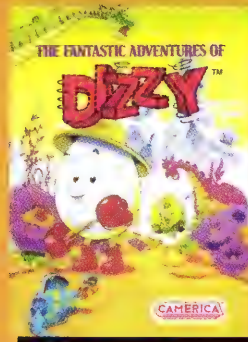
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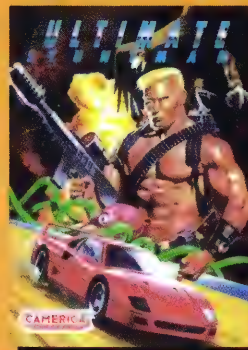
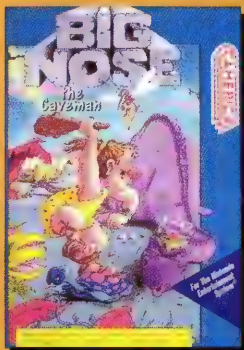


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What's Hot!

Rumors and News From the Video Game World

Acclaim Entertainment, the Nintendo and Game Boy licensee known for its popular conversions of Williams/Bally/Midway coin-op hits, will soon try their hand at the **16-bit** format. *Acclaim* announced their agreement with Sega of America to begin marketing and distributing software for Sega's Genesis and the hand held Game Gear systems.

Acclaim unveiled its first Sega products at the January Consumer Electronics Show in Las Vegas, and they expect to have their first Genesis and Game Gear titles on the market this spring. This is made possible through *Acclaim's* acquisition of the European company, *Mirrorsoft LTD.* and its U.S. subsidiary, *Arena Entertainment*. Look for **Aliens 3** to be one of the first titles to come out of this alliance.

America's Favorite Plumbers Are At It Again

Rumor has it that there is a new Mario coming on the scene for you die-hard 8-bit Nintendo fans. We've heard whisperings that **Super Mario 4** for the original NES system will be out sometime in 1992. No confirmation from Nintendo yet, but we'll keep our ears open.

Nintendo Joins the Race For CD-ROM

Nintendo of America used the stage of the January Consumer Electronics Show to announce its plans to release a Compact Disc (CD-ROM) for the Super

Nintendo system by January of 1993. They plan to use the CD-ROM XA technology developed by Philips Consumer Electronics. The discs would work on the SNES CD only, but plans to use a bridge format, making them compatible with Philips CD Interactive (CDI) System is in the works.

One Possible Solution...

For those of you who are having trouble getting certain games to play on your new Genesis, many readers wrote in with a possible solution. They recommend putting in a cart that does work and removing it without shutting of the system. Then place the cart you're having difficulty with into the deck while it's still on. **Due to the warning in the Genesis system manual that states that this procedure may damage your system, we cannot recommend this as the best solution.**

Accolade/Ballistic Takes on Sega

Last Fall found Sega of America facing off against *Accolade* in a trademark infringement suit. *Accolade* has answered that suit by filing one of their own.

It all began when *Accolade*, a leading developer and marketer of entertainment software for Nintendo, NEC and the IBM, Macintosh and Amiga computers, found a way to develop and manufacture Genesis compatible software without the assistance of Sega.

Sega retaliated by modifying the Genesis system slightly with an automatic message which states that all

compatible game cartridges are 'Produced By or Under License from Sega Enterprises, Ltd.' The first of these updated decks was shipped in September of 1991.

The counter-suit from *Accolade* states that this message is untrue and unfair by leading consumers to believe that Sega, not *Accolade*, is responsible for the creation of the *Ballistic* software. The suit also seeks recovery for restraint of trade, trademark infringement and unfair business practices.

Accolade alleges that since they began creating Genesis compatible software, Sega has pressured retailers and distributors against purchasing video carts from *Accolade*. The allegations go on to charge that Sega has also pressured companies that supply *Accolade*, resulting in a temporary halt in deliveries from Fujitsu and NEC, two of the semiconductor manufacturers that supply *Accolade* with ROM components. *Accolade*, currently the only independent creator of Genesis-compatible game carts, also claims that Sega has pressured members in the area of game development against doing business with *Accolade*.

Alan Miller, chairman and chief executive officer of *Accolade*, argues that the *Ballistic* carts are not in violation of any intellectual property rights of Sega or its third party licensees. "

Accolade will continue to develop, manufacture, and sell its products in the tradition of American independence and free enterprise," Miller concluded.

Sega could not be reached for comment.

Get a little help from your satellites.

Put The Power In Your Hands With Shatterhand!

Let me take you back to the 1970s. You and your family were sitting around the television after dinner, just waiting for the next episode of "The \$6 Million Man". The title character was a heroic pilot pulled from sure death in a tragic air crash. His limbs, beyond repair, were replaced with cybernetic prosthetics that gave him some exceptional powers with which to conquer the evil forces of the world. What kid didn't dream of sporting their own prosthetics, making them capable of superhuman strength? *Shatterhand*, new from Jaleco for your Nintendo system, makes all those dreams come true.

The year is 2030 and the replacement of missing limbs with cybernetic devices is a medical reality. Working on a top secret military project, a group of these scientists have developed military uses for this technology. But as with any good vs. evil battle, power has gone to the heads of a small portion of these medical minds. Under the leadership of General Grover they secretly create an army of cyborg soldiers, known as the Metal Command, to carry out their plans of world domination.

A Law and Order Regulatory Division (L.O.R.D.) is formed to fight the Metal Command. They have developed a special pair of cyborg hands capable of shattering metal; the strongest hands in the world. Now they just need to find a willing recipient.

Enter the ambitious Bronx police officer, Steve Hermann. During an altercation with a couple of Metal Command's cyborgs, Steve is left for dead with crushed ribs and splintered hands. You can guess the rest. L.O.R.D. now has a recipient that not only qualifies for the transplant, but has the personal motivation to get the job done. As 'Shatterhand', Steve has one assignment; to battle and defeat the Metal Command and their mechanized troops.

In your quest to seek and destroy General Grover, you must defeat hordes of cyborg and biomechanical enemies, with your punch as your primary in-

strument of attack and defense. You will also be aided by eight satellite robots that fly above you. You obtain these helpers by collecting various combinations of 'alpha-beta' letters. Each robot features a different weapon, ranging from bouncing balls to laser beams to grenades. When you collect identical combinations of letters you gain temporary invincibility. Be sure to collect all the gold coins along the route, as the power-ups you find will cost you.

Your search for General Grover will take *Shatterhand* through the Refinery, Filtration Plant, Submarine, Ravaged City, Anti-Gravity Research Center and finally to the Missile Command area for the final showdown. Each of these seven stages is comprised of two levels, for fourteen action-packed confrontations and hours of metal-crushing fun, while you clean up the streets of New York. If Robocop is right up your alley, try your hand at *Shatterhand*.



Beware the cyborg enemies.



Shatterhand Review

Reviewed by Ed, The Video Wizard

- Concept:** 7 Now that you have finished *Robocop*, what do you do? You try *your hand* at *Shatterhand* (sorry, pun intended). Here is a shoot 'em up with a nice twist.
- Graphics & Animation:** 8 This game scrolls both vertically and horizontally. The title character, Steve Hermann aka: Shatterhand, moves quickly and smoothly, making for great game play.
- Sound:** 7 The soundtrack is pretty good. It matches the fast paced, heavy-hitting action of this cart.
- Playability:** 8 This game is easy to understand and play. The main character is easy to control, and the movement is smooth as the levels unfold.
- Entertainment Value:** 8 I got a kick out of this game. You get to collect different icons to give you various abilities; collect enough of them and score yourself some temporary invincibility. Make it to the end and show the evil General Grover a SMASHING time.

Overall Rating: 7.5

Collect alpha letters for more power.



Bash your way through the factory.

Shatterhand Review

Reviewed by Rick, The Video Ranger

- Concept:** 5 Another fighting to save the world concept with power ups. The new angle here is the cybernetic (super strong) hand.
- Graphics & Animation:** 6 Above average appearance; could use a bit more color. Nice large characters.
- Sound:** 5 There's nothing here that stands out.
- Playability:** 7 Easy to operate and very responsive to the controls. Lots of power ups.
- Entertainment Value:** 6 The best thing about *Shatterhand* is the no nonsense fighting style.

Overall Rating: 6

Shatterhand Review

Reviewed by Marianne, The Game Master

- Concept:** 10 'Shwing!' - When I played *Contra* and *Super Contra* I doubted that any Nintendo game could beat the fun; *Shatterhand* blows the whole idea of *Contra* to the moon! I love it!
- Graphics & Animation:** 10 I am a happy camper, the graphics are unbelievable! Now that's what I like to see, an 8-bit game with 16-bit quality graphics. It totally looks like a mini SNES game featuring a unreal body flow from standing to jumping to clutching on to the mesh fence.
- Sound:** 10 Perfect!
- Playability:** 10 Fun!, Exciting!, Enjoyable! - oh, sorry. I got a little carried away. This game keeps your interest with a selection of weapons that you choose and loads of action.
- Entertainment Value:** 10 I haven't found a game this enjoyable on any of the systems in a long time. A big "Master" grade of excellence for the Nintendo 8-bit *Shatterhand*!

Overall Rating: 10



Game Boy's Faceball 2000 In Your Face!

Remember the big, yellow, smiley faces of the 1970s that popped up everywhere sporting the slogan, "Have a nice day!"? Remember how irritating they could be? Here comes your opportunity to wipe the smile right off their faces.

This new Game Boy cart from Bullet Proof Software gives us something completely different. Imagine a combination of tag and splat ball; all surrounded by a world of 3-D mazes, viewed from the first person perspective. And if that's not enough, imagine so many options, it's like having several different games in a single cart. This is *Faceball 2000*.

In *Faceball*, you enter a computer generated world in the form of a Holographically Assisted Physical Pattern Yeilded For Active Computerized Embarkment (HAPPYFACE). Your mission: to work your way through the mazes without getting killed. As this smiling ball you can go it alone, team up with, or go against one to four friends. Break into smaller teams for one on two or two on two.

Once you have picked from one of four faces you must decide which type of game you wish to play, Arena or Cyberscape. Whichever style of play you choose, you can set the level of difficulty from six presettings: Very easy, easy, average, hard, very hard, and radical. If those aren't tough enough for you, try the custom level and design your own combination of opponents. Be careful, Smiloids come in many shapes, each with their own strengths and weaknesses. Within the walls of these mazes you'll encounter 'SHOOTME', 'ISHOOTTU', "TURKEYS", 'GREMLINS' and "BOUNCERS", just to name a few.

Arena-style play allows you to compete against other players or the computer's Smiloids in the maze of your choice. You can work alone or break down into teams against the computer controlled faces. Or have a blast battling against each other in a chaotic free-for-all. The first player to make ten tags wins.

Cyberscape play can best be described as a computer generated obstacle course; full of secret doors, pods full of clues, prizes and power-ups, hidden warp zones and, of course, an army of Smiloids. Here you'll find more than seventy levels to challenge your intellect and reflexes. Find the exit door to each maze in order to continue to the

next level. This may be easier said than done, as doors can be disguised to look like walls, become invisible, or may be unstable and warp you deeper within the maze. Defeat these and face the Master Smiloid, but all this must be done against the clock that is counting down your time. You can go it alone or get a little help from your friends with the multiple player hook up.

So you think you can handle it? This cart will have you jumping right out of your chair and into the action. With *Faceball 2000*, the choices are endless. The only thing that's sure is you won't be able to put it down. But since it's on Game Boy, you won't have to! One more thing: Have a Nice Day!



Faceball Review

Reviewed by Rick, The Video Ranger

Concept:	9.5	<i>Faceball</i> is the ultimate game of tag; played in a maze with a virtual reality perspective that puts you right in the game.
Graphics & Animation:	9.5	Simple figures, but intense 3-D perspective never before seen in a Game Boy cart.
Sound:	7	The soundtrack is nice, background kind of stuff that is easy to play to and never distracting.
Playability:	9.5	<i>Faceball</i> is extremely enjoyable from the moment you pick it up. It starts as light entertainment, but don't let that fool you. Serious challenge awaits further into the mazes.
Entertainment Value:	9.5	<i>Faceball</i> is a totally unique game that is a blast for everyone from the beginner to the most advanced player. The 3-D graphics seem to surround you and must be experienced to be appreciated.
Overall Rating:	9	

FACEBALL™

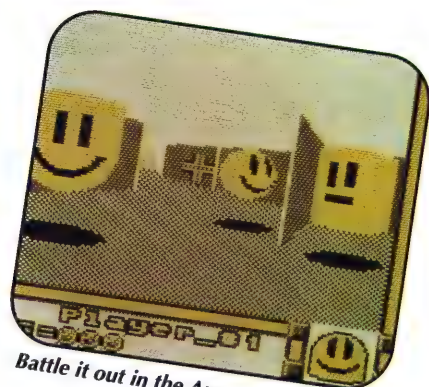


Faceball Review

Reviewed by Marianne, The Game Master

Concept:	9	I'm smiling! This mix of children's games in the first person perspective is creative, not to mention a blast!
Graphics & Animation:	8.5	Simple, but perfect! Excellent 3-D effect, cute competitors; are you a turkey or a gremlin?
Sound:	8.5	Jazzy!
Playability:	8.5	Pick from four different faces, or be the same as your opponent. Pair that with a host of mazes and the choice between one to four players, and you've got a new, more challenging game each time.
Entertainment Value:	9	Way cool! A great game for everyone; up to four players at a time. We want more four-player Game Boy carts, if they're anything like this one!

Overall Rating: 8.75



Battle it out in the Arena mode.



Ready, aim, fire!

Faceball Review

Reviewed by Ed, The Video Wizard

Concept:	10	Excellent idea for a game. Combine the old children's game of 'Tag' with the newer 'Splat Ball'. Put yourself and up to three other players into a maze and you've got <i>Faceball 2000</i> .
Graphics & Animation:	9	What more do you need with this type of game? A few good guy faces, a bunch of 'turkeys', 'gremlins', 'bouncers', bad guy faces; along with a maze of walls that disappear, blink, or serve as reflective, invisible mirrors. Everything you could wish for is here.
Sound:	6	The sound is entertaining, but beware if you're playing with two or more players. You will never hear the music over the play suggestions you'll be shouting back and forth to each other.
Playability:	10	You'll be hooked on Level 1. By the time you reach Level 23 you might think you have it mastered, but beware of more surprises. <i>Faceball</i> is easy to learn and impossible to put down.
Entertainment Value:	10	Whether you are a role-playing, action/adventure, or shoot 'em up type player, you'll love this game. Make it even more exciting with or against three of your friends. <i>Faceball</i> is one of the newest and best games for Game Boy to come along since <i>Tetris</i> and <i>Super Mario Land</i> . This is bound to become an instant classic.

Overall Rating: 9

Jewel Master: Discover The Powers Of The Elements

Enter the kingdom of Mythgard, a peaceful and prosperous place. That is until the arrival of the Demon King, Jardine the Mad, who began smashing and slashing his way through the land. The Twelve Masters of the Elements rose up in an effort to put Jardine out of business. After a fierce and blood-spilling battle, only four of the Masters remained. Now they have pooled their powers into a powerful weapon known as the Holy Blade in anticipation of a final showdown.

You have been chosen to fight your way through evil and mysterious places, seeking out the Demon King and, with the aid of the Holy Blade, defeating him

at last. To test your wisdom as well as your might, you must find the necessary weapons to defeat Jardine's wicked legions along your journey. The Old Masters, demonstrating that age is not always a sign of wisdom, have recklessly left rings set with magical jewels throughout the land. These jewels possess the powers of Fire, Water, Wind and Earth; enabling you to defeat your adversaries. But take care that you find them before Jardine's troops can.

Your travels will take you through four demanding stages, preparing you to face the evil Demon King and his castle in Stage Five. You'll face enemies like trolls, bowling fish and the Wicked



Tiger in the dark forests of Stage One. Travel across the dunes of Stage Two dodging huge sand worms and skeletons, only to encounter poisonous moths and the Fire Bird once you return to civilization. Stage Three finds you in a dark and frozen wasteland, up against the forces of diving bats, crystal faces and the heavily armored King Turtle. If you are wise enough to make it to Stage Four, you must conquer gargoyles, rock faces and the Dragon King. Then you face your toughest challenge yet, destroying Jardine and the troops of skeleton knights that protect him.

You began your journey with two rings, the least powerful spells of Fire and Water. Seek out ten more rings along the way to capture the more potent powers of the elements such as Earthquakes, Fire Walls, Ice Daggers and the Holy Blade that you will need to defeat Jardine. You will also find four trapped fairies; rescue them to add extra units to your Life Gauge.

This one-player cart for Genesis features three levels of difficulty and control options, so anyone can show their stuff against the evil Demon King to become the Jewel Master. Plan your strategy of warfare by the combination of jewels you choose. Battle your way through this fierce series of exciting confrontations, full of fire and power. If you loved *Altered Beast*, try your hand at *Jewel Master*.

Jewel Master Review

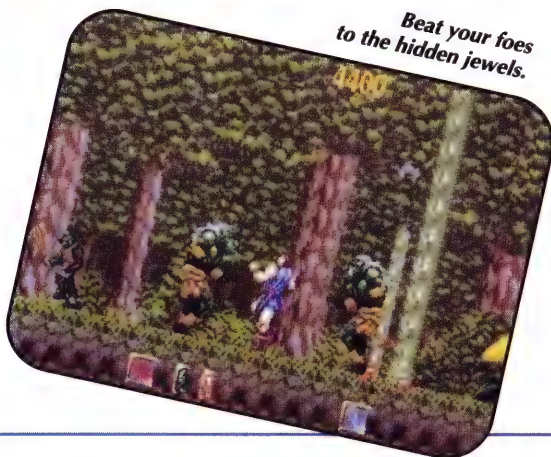
Reviewed by Ed, The Video Wizard

Concept:	7	This cart is very similar to many games on the market right now. It appears to be an extension of <i>Altered Beast</i> .
Graphics & Animation:	6	The movements of the characters are what you'd expect; smooth and relatively graceful. The backgrounds are interesting to watch but I have seen better, thus it scores an average mark.
Sound:	7	For young players just getting into the system, the effects work. I think the more advanced players may find it a little monotonous.
Playability:	7	From the word 'go' this game was easy to read and follow, and the characters are easy to destroy. Again, this may not provide much challenge for more experienced players. Perhaps some diversity of difficulty was in order here.
Entertainment Value:	7	I enjoyed this game, but it held my attention for a minimum amount of time. On the other hand, my six and nine year old enjoyed playing it over and over. I still think it could have been called <i>Altered Beast II</i> with subtitles.

Overall Rating: 6.5



Beat your foes
to the hidden jewels.

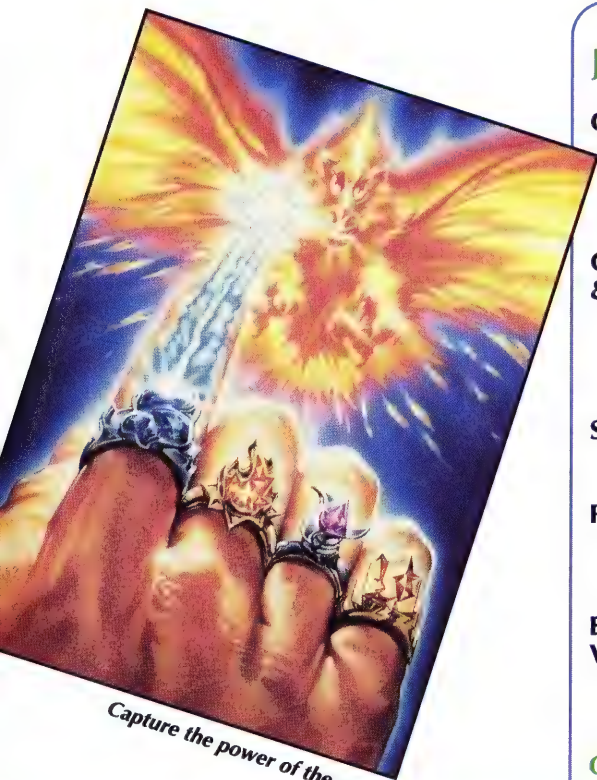


Jewel Master Review

Reviewed by Marianne, The Game Master

- Concept:** 9 All you *Altered Beast* fans will be very happy to see this cart.
- Graphics & Animation:** 8 Even the graphics are very similar to *Altered Beast* - So much so, that for a moment, you may think you have grabbed the wrong cart.
- Sound:** 8 You've heard it before, but it works.
- Playability:** 8 It will keep you busy. Too bad it isn't a two player.
- Entertainment Value:** 8 I loved *Altered Beast* and this cart is great fun, too! The jewel collection of weapons and their arrangements add a lot of uniqueness to this game.

Overall Rating: 8.25



Capture the power of the gems.

Jewel Master Review

Reviewed by Rick, The Video Ranger

- Concept:** 7 This is a typical shoot & destroy cart, but with the added option of mix and match power rings. This element enhances the enjoyment and keeps even the advanced player on their 'thumbs'.
- Graphics & Animation:** 6 The enemies and backgrounds of this game rate a 7 for their strong and detailed appearance. The drawback is the animation of your Jewel Master, which tends to be stiff.
- Sound:** 6 There is a nice variety of sounds, but none that you would wish to write home about.
- Playability:** 7 The *Jewel Master* is relatively simple to control. The challenge is easy at first, but definitely gets tougher as you go along. I recommend an auto-fire button with this one.
- Entertainment Value:** 6.5 *Jewel Master* has several things going for it; the bosses are unique, the ring combinations make you think, and there is plenty of action.

Overall Rating: 6.5

Nintendo's 16-Bit System: What Puts The "Super" In The New NES?



generation of the Nintendo family that spurred more than two million gamers to purchase the system in its first four months on the market?

It could be the central processing unit that makes up the SNES. This is the area of the system that reacts to the data it reads on the game cart you insert, and manipulates that data depending on the instructions you enter with the controller. The CPU of the SNES is akin to those found in the Apple IIgs line of personal computers. It is capable of manipulating data at a speed of 3.58 Megahertz (MHz) or 3,580,000 cycles per second. What does that mean in plain English? The Super Nintendo is capable of more color, clearer sound, greater levels of game play, all at a faster speed than any Nintendo before it.

Like all other video game systems, the memory of the SNES is divided into two types; RAM or 'Random Access Memory', and ROM or 'Read Only Memory'. The RAM is the area that is used for short-term memory, or the information and data to be manipulated that you control with the joystick. This is the section of memory that is erased once you shut your system off. The 'Read Only' or ROM is the area of memory that cannot be altered or erased.

RAM is expressed in terms of kilobytes or thousands of bytes of information. If you are confused about the difference between bits and bytes, just remember that eight bits equals one byte. The Super Nintendo boasts 128k of DRAM or 'Dynamic Random Access Memory'. The DRAM is divided into two areas of 64k that can be read or processed at three varying speeds; slow, medium and fast. However, of all the available RAM, only half can run at full speed at any given time. This explains the slight slow down experienced with some very intricate games. In addition to the 128k of DRAM there is 64k of

Last June, a new 16-bit system was introduced into the gaming world, joining the company of NEC's Turbo Grafix-16 and Sega's Genesis system. The long awaited Super Nintendo System, U.S. version of the Super Famicom, was finally here. And, with its introduction came the most frequently asked question: What makes one system better than the other? Each have their strengths and weaknesses because every processor functions in a slightly different way. We found the answers to that question as numerous and varied as the video enthusiasts that play them. It seems to be a matter of personal taste for each individual.

We took a look at the newest 'kid on the block' to see what makes it tick. What is it about this most recent



F-Zero



Pilot Wings

VRAM or 'Video Random Access Memory'. The VRAM is the area of memory that serves the graphic processor and controls the picture you see on your screen.

Similar to the RAM, ROM can be operated at three different speeds and functions much in the same way. But remember that this is 'Read Only' memory and makes up the permanent features of a program or game. And, unlike the RAM, ROM is usually expressed in terms of megabits or million-bits, rather than kilobytes. To calculate how many kilobytes that is, you must first know that there are 1,048,578,576 bits to a megabit and that one byte is equal to eight bits. You figure it out!

One of the Super Nintendo's most impressive features is its graphics processor. The SNES is capable of a 32,768 color palette and can display anywhere from 16 to 240 at the same time. Compare that to the 516 color palette of its competitors. And, the 64k of VRAM allows for better resolution (the number of pixels displayed vertically and horizontally on the screen). That means bigger, brighter characters across your screen.

Okay, for those of you who are new to this, the characters on your screen are made up of pixels; dots of color on your screen. SNES is capable of screens made of up to 57,344 pixels at one time. These pixels cannot be moved individually, so they are grouped into 'tiles' of eight pixels by eight pixels, or one byte of information. There are four levels of tiles or bit planes stacked on top of one another to create each tile, which allow for a selection of 16 colors for each tile.

Now, to confuse things further. Pixels or tiles make up the 'sprites' that appear as the moving objects on your screen. The Super NES can display four different sizes of sprites: eight pixels by eight, 16 x 16, 32 x 32 and 64 x 64.

Larger characters are made by grouping sprites together. The limitation of the SNES is that it can only display 256 pixels of sprite data at one time. More than that and the processor overloads, causing that annoying flicker you experienced gamers dislike so much. This is because sprites are actually dropping off your screen.

The graphic feature that seems to be gathering the most praise is Mode 7, a programming feature that allows background graphics to be rotated and scaled in size. When you see sprites appear to become smaller and larger it is actually the backgrounds changing size to give that effect. Nintendo's programmers have also discovered a way to create depth to the backgrounds by scrolling two or more backgrounds at different speeds.

The system that's a feast for the eyes is also a treat to the ears. Nintendo had you audiophiles in mind when they gave the SNES a 16-bit Sony sound chip. The Super NES gives you eight stereo sound channels. The sound you hear is actually made up of 'sampled' sound, or little snips of real world sound. Because sampled sound requires a lot of memory, they have built in variable sampling

rates ranging from 6 to 48kHz. The higher the rate, the more realistic the sound. The average cart sound is found in the 10 to 12kHz region. This advanced type of sound processing is new to the 16-bit system market.

If software and accessories are the key to your heart, Super Nintendo has your number. Nintendo introduced several hits before the Christmas season. These included the popular flight simulation cart, *Pilotwings*, and the space age, race game, *F-Zero*. The PC hit *SimCity* was released along with the arcade smash, *Final Fight*. Nintendo has announced its plans to release more than 120 new titles for the Super NES in the first half of 1992. They also introduced the first accessory for the SNES at the January CES. The *Super Scope 6* is an infrared firing device that allows you to aim and shoot from anywhere in the room. It comes with a new six-in-one cart that features games from the *Blastris* and *Lazerblazer* series.

So, while the verdict is still out on the best 16-bit system, Nintendo has provided several great reasons to take a good, hard look at the Super Nintendo System.



Sim City

Demolish the competition
with land mines.



Radical Psycho Machine Racing: These Tracks Really Eat 'Em Up!

You've just spent the last hour and a half sitting on the freeway during rush hour. Some geek rear-ended you when he was following too close and traffic came to a halt; you got behind a car full of women doing 40 miles per hour 'cuz they were more interested in gabbing than driving; after sitting in bumper-to-bumper traffic through road construction, some idiot raced up the closed lane and cut you off just in front of the barricade; and just as you rounded the corner of your block, you got nailed with a ticket for not coming to a complete stop. You are *not* a happy camper!

If traffic, road construction, winter driving and stupid people with licenses have you down, Interplay has come out with the perfect remedy for the Super Nintendo: *Radical Psycho Machine Racing (RPM Racing)*.

This game is like no other racing cart before its time. You can drive as fast as you like without ever getting a ticket. You can totally design both your track and the car that you race with. But the best part is bumping your competition off the road by using every weapon and dirty trick in the book. This revenge is truly sweet!

RPM Racing features 24 levels of competition, each with between two and eight different tracks. This game has something for racers with any amount of skill. But if that's not enough, there is a custom mode that allows you to design your own tracks complete with jumps, ramps, intersections, ice patches... you name it!

Race against the computer. Or add a friend with the two player option and watch things really get interesting. A split screen allows you to track the computer operated cars, or gives both players a perspective from their own spot on the track.

But now let's look at what this game is really about. We all love the demoli-

tion derby and the monster truck rallies. Why? We just love all those crashes! And this game is full of them. Aside from the sharp turns, ice patches and oil slicks, you can equip your racing machine with Nitro Glycerin, land mines and a host of other nasty toys. Tailgating should be done at your own risk!

You begin the game with enough money to buy a basic vehicle and pay the entrance fee to the first race. The top two finishers will be awarded big money that can be used to purchase meaner machines, custom parts and pay the steeper licensing and entrance fees of the upper level races. If you don't finish in first or second place, you can repeat a level or drop back to a lower track and

earn enough money to advance. If money gets really tight, you can always return to the auto body shop and sell back parts for half of what you paid for them.

This cart will take some practice and strategy but, luckily for you, there is a game save feature. Get to know your tracks and your vehicles well because there is a damage meter. When you car hits zero, you had better have a fire extinguisher handy!

So the next time everyday driving gets to you, get *Radical Psycho Machine Racing* from Interplay; getting behind the wheel may never be the same.



RPM Racing Review

Reviewed by Marianne, The Game Master

Concept:	6	Beaut' of an idea! Building your own tracks adds a lot to the basic race game.
Graphics & Animation:	6	The beginning of the game is very well done; extremely crisp, brilliant and detailed (exactly what I would normally give a 10). However, I felt that the game itself lacked what the intro promised. The actual backgrounds and action were flatter than I expected.
Sound:	7	Here again we have average sound accompaniment; it fits the cart, but it's nothing new.
Playability:	6	As fun as this game, or any two player race game could have been, I was disappointed. While building your own tracks is innovative, the handling and action just aren't there.
Entertainment Value:	6	For me, the only entertaining feature that stands out in this game is the set-up and designing of the tracks. If the sheer thrill of speed is what you're after, this game isn't for you.

Overall Rating: 6.25

RPM Racing Review

Reviewed by Andy, The Game Dandy

- Concept:** 7 *RPM Racing* is a two-player version of *R.C. Pro Am*. But the two-player feature spices it up, along with the 16-bit graphics. And you get to design your own speedways.
- Graphics & Animation:** 8 The graphics are very good. You can even see the wheels spin on your vehicle. The split screen almost works, but you tend to find yourself blending the two parts of the track together.
- Sound:** 8 The sound of the trucks screeching around the corners is cool. The explosions are also well done.
- Playability:** 5 Game play is where *Pro Am Racing* has this cart beat. Driving is a little difficult from its strange perspective.
- Entertainment Value:** 3 I just couldn't get into this one. It lacked anything to really keep you coming back for more. Interplay had a good idea that falls a bit short. SNES could have done better.

Overall Rating: 6.25



Soup up your wheels at the auto shop.

RPM Racing Review

Reviewed by Ed, The Video Wizard

- Concept:** 9 The thought of a SNES two-player race game that allows you to kick up some mud in the other player's face sure appealed to me.
- Graphics & Animation:** 4 Maybe I was expecting a little more than what I got, but I felt the whole game was on the bland and colorless side. Couldn't they have added a little more detail in the looks of the tracks and the action on the track?
- Sound:** 5 I never really got the feeling that I was at a monster truck rally.
- Playability:** 4 The trucks are very difficult to move and control, therefore I got bored with this cart quickly. The redeeming factor is the two-player mode; SNES needs more two-player games.
- Entertainment Value:** 6 Although I found this cart to be a mere distraction from *F-Zero*, the younger gamers in my clan did enjoy the head-to-head racing and spent a fair amount of time with this game.

Overall Rating: 5.75



Wonder Boy in Monster World: The "Sega" Continues, This Time on Genesis



Owners of the Sega Master are no stranger to the cute, but courageous character known as Wonder Boy. For his third adventure, he has made the journey to the Genesis system.

Wonder Boy has set out once again to rescue the Princess, who is being held prisoner in the castle. But it's not a simple matter of scaling the fortress walls to save her. Our hero must journey through a dark and mysterious land known as Biomecha. This place is full of ghoulish characters and dragons, hence the title, "Monster World."

Fortunately, you are not completely on your own. Along the way Wonder Boy encounters friends and townspeople who stop to chat awhile. These conversations could be lifesaving, because they will give him clues as to where his enemies are hiding and how to obtain the magical powers and weapons needed to defeat them. Not all of these allies will be easy to spot. You will have to find secret passages and doors to discover where they are hiding.

There are enough exciting settings in this game to please any veteran

gamer's eye. You begin in Wonder Boy's cottage in the forest. If you can find your way out of there, you will journey on into a series of dark caverns, sinister castles and challenging strongholds. As you wind your way through, you will pick up various weapons that will alter your powers and the course of your adventure. Search for secret entrances that obscure rooms full of hidden treasures and valuable power ups. Collect gold and magic that will come in handy to purchase additional weapons, procure valuable information and give you the strength necessary to complete your quest.

The graphics and characters are big and colorful, which may lead you to believe that this game is child's play. But, you may be amazed at the intricacy of the puzzles and plot twists that you will encounter before you unravel the whole evil story behind Biomecha, and rescue the fair princess. Fortunately, Wonder Boy has the bravado to go the distance.

If you enjoyed the first two *Wonder Boy* epics, you'll enjoy the improved graphics and intrigue of *Monster World*. If you are a Genesis owner that loved *Alex Kidd*, make your acquaintances with Wonder Boy. It's a great way to slay the dragon and rescue the Princess without having to fuss with all that heavy armor.



Wonder Boy Review

Reviewed by Rick, The Video Ranger

Concept:	5	If you've played <i>Alex Kidd</i> , you'll find the same concept here. That's not really a bad thing, as Genesis could probably use one more game like <i>Alex</i> .
Graphics & Animation:	6	If the game had any 3D qualities, I could justify a higher score. But I must say it features an attractive color scheme, refined detail and 2D animation.
Sound:	5	This is not one of the games stronger areas, as nothing stands out for this reviewer.
Playability:	5	I found that it was a bit difficult to use the menus when the character is in a building, especially for a game that appears to be geared for a younger audience. Regardless, it handles well during the action sequences.
Entertainment Value:	5.5	<i>Wonder Boy</i> is interesting enough to hold your interest for awhile and could have strong possibilities as a popular game for the younger set.
Overall:	5.5	

Find the hidden stashes of gold.



Wonder Boy Review

Reviewed by Ed, The Video Wizard

- Concept:** 9 For those of you that know this cart from his first two adventures on the Master system, you now have a new quest for your Genesis; and for everyone else, get ready to meet *Wonder Boy*, a great new game of Sega's 16-bit.
- Graphics & Animation:** 8 This vertically scrolling cart has what it takes to make it among the present competition of *Alex Kidd* and the *Mickey (Mouse)* adventures.
- Sound:** 5 The sound is adequate for this game, but nothing here is really exciting enough to talk about.
- Playability:** 8 *Wonder Boy* is fairly easy to play. The movements are smooth and flowing and game play is progressive. The bosses at the end of each level will challenge you and prepare you for the next level.
- Entertainment Value:** 9 Here is a game that gives you the excitement of an action/adventure game, along with the challenge of a role-playing cart. The end result is the best of both worlds, wrapped up in one game; *Wonder Boy In Monster World*.

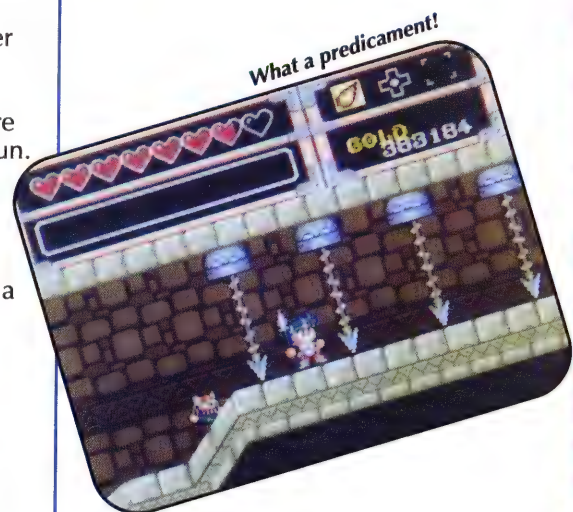
Overall: 7.75

Wonder Boy Review

Reviewed by Marianne, The Game Master

- Concept:** 8.5 A role playing/action game for the much younger generation.
- Graphics & Animation:** 8 This looks a lot like *Alex Kidd*. The characters are big and bright. The use of the invisible walls is fun.
- Sound:** 7 *Wonder Boy* sports a pretty basic background soundtrack.
- Playability:** 7 It is a bit challenging, but still seems tailored for a younger game player.
- Entertainment Value:** 7 *Wonder Boy* is a slightly different game with excellent wording and quips from the guards, wizards, and all the other people that you meet. It's a good game that will provide hours of RPG fun for a younger audience.

Overall: 7.5



FALL 1991 20 BEST SELLERS LIST

NINTENDO

Ranking	Title
1.	SUPER MARIO III
2.	SUPER MARIO
3.	TECMO BOWL
4.	SUPER MARIO/DUCK HUNT
5.	SUPER MARIO II
6.	ZELDA
7.	DOUBLE DRIBBLE
8.	PUNCH OUT
9.	TEENAGE MUTANT NINJA TURTLES
10.	DRAGON WARRIOR
11.	BLADES OF STEEL
12.	ICE HOCKEY
13.	EXCITEBIKE
14.	METROID
15.	ZELDA II
16.	TOP GUN
17.	NINJA GAIDEN
18.	TETRIS
19.	BASES LOADED
20.	DOUBLE DRAGON II

GAME BOY

Ranking	Title
1.	TETRIS
2.	SUPER MARIOLAND
3.	TMNT-FALL OF THE FOOT CLAN
4.	CASTLEVANIA ADVENTURE
5.	MOTOR CROSS MANIAC
6.	PAPER BOY
7.	DR. MARIO
8.	SPIDERMAN
9.	FIST OF THE NORTH STAR
10.	BASEBALL
11.	SOLAR STRIKER
12.	NFL FOOTBALL
13.	FINAL FANTASY LEGEND
14.	F-1 RACER
15.	ALLEYWAY
16.	BATMAN
17.	FORTRESS OF FEAR
18.	GOLF
19.	DUCKTALES
20.	BASES LOADED

SEGA GENESIS

Ranking	Title
1.	SONIC THE HEDGEHOG
2.	SUPER HYDLIDE
3.	ALTERED BEAST
4.	LAKERS VS. THE CELTICS
5.	TOMMY LASORDA'S BASEBALL
6.	AIR DIVER
7.	GOLDEN AXE
8.	PAT RILEY'S BASKETBALL
9.	BUSTER DOUGLAS' BOXING STRIDER
10.	SWORD OF VERMILLION
11.	GHOULS 'N GHOSTS
12.	JOE MONTANA FOOTBALL
13.	MICKY MOUSE'S MAGIC CASTLE
14.	REVENGE OF SHINOBI
15.	JOHN MADDEN'S FOOTBALL
16.	MICHAEL JACKSON'S MOONWALKER
17.	PHANTASY STAR II
18.	STREETS OF RAGE
19.	THUNDER FORCE II
20.	

How To Use Funco Advertisements

1. PHONE ORDERS

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 "toll-free" line. Just dial (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:**

MON-FRI 7:00 AM - 10:00 PM

SAT 8:00 AM - 8:00 PM

SUN 10:00 AM - 7:00 PM

Retail Stores

When visiting Minnesota, please feel free to test out any of your favorite games at one of our ten retail outlets in these following cities:

New Hope • Brooklyn Center • Blaine • Roseville
• Maplewood • West Saint Paul • Burnsville •
Eden Prairie • Minnetonka • Richfield

2. PAYMENT

All of our game prices listed in this magazine will be found on pages thirty-two and thirty-three for the Nintendo line, page thirty-one for Sega Genesis and thirty-four for Game Boy, Game Gear 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) of our previously played games. This price will be honored until the Mar/Apr *Game Informer Magazine* is issued. For **CHARGE** orders (VISA, MASTERCARD, DISCOVER CARD), please 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.O.D.s. MN residents add 6.5% sales tax.

3. SHIPPING

We ship by UPS, Airborne Express and U.S. Mail. EVERY EFFORT is made to process your order the same day we receive it. Funco has the largest inventory of its type in the world, keeping out-of-stock items to a minimum. On items being shipped regular UPS ground, Funco gladly ships all items on back order at no additional charge, once the original shipping charge is paid.

Standard Shipping Charges

\$4.95 plus 50¢ per game

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

Example: 4 Games = \$4.95 + (.50 x 4 = \$2.00) = \$6.95

Simply double these rates if you live in Canada, Alaska, Hawaii, Puerto Rico, APO/FPO, or international orders.

All orders include insurance to cover your goods.

4. RUSH ORDERS

Funco is pleased to offer Airborne Express service on most packages, from one to eight games, for only \$5.00 additional to the regular shipping charges (see Section 3 on this page). Most orders will be received in one or two business days from the time that you place your phone order. Rush orders must be placed

by 3:00 PM Central Standard Time. Rush service is only available in the 48 contiguous states.

5. RETURNS

At Funco, we value your business and would like every customer to be satisfied with each purchase. Of the thousands of orders we process, we receive very few returns. It's important to note that all orders are final and returns can only be exchanged for the same title. We encourage you to first try the game you wish to purchase from a friend, or rent it from a video store so you will be less likely to be disappointed with your purchase.

Up to 80% of the returns we receive could have been avoided if the customer cleaned his/her control deck or game. This is the main reason we offer a year 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 (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 this end, 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 unstable as gas, so the prices listed in the first column to the right of each title on pages thirty-one through thirty-four 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 (612)533-8118.
- Write the date and the name of the Funco agent you spoke with, along with the list of games you wish to sell.
- Include your name and address on this form.

Most of our customers ship their games to us by UPS or U.S. Mail. Due to better tracking abilities, we recommend UPS.

Defective items or those we do not buy will be returned at your cost.

Deductions:

We deduct \$3.00 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 listed, even after deductions. For other game and accessory prices, please call your friendly Funco agent.

Deduction Exceptions:

We do not deduct for missing outside display boxes when:

- You are using the full amount to purchase other games.
- The game was originally purchased from Funco. In this case you must provide a copy of your original invoice.

SEGA® GENESIS®

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Abrams Bttletrk \$24/\$44	Dbl Dragon* \$24/\$44	Lakers Celtics \$24/\$42	Shove It \$10/\$19	Thndr Force III \$16/\$29
Adv Syd Valis* 24/44	Dyn Duke 16/29	Last Battle 8/16	Side Pocket* Fall	Thunder Fox 24/44
After Burner II 20/36	E-Swat 12/22	Lemmings* 24/44	SimpBrt Mtnts 24/44	Toe Jam/Earl 32/59
Air Diver 6/14	Earnest Evans* 24/44	Lord Rings* 24/44	Simp:Krsty * 24/44	Toki Gng Ape* 24/44
Airbuster 18/34	El Viento 24/44	M Ditka Ftbl 12/24	Sightr Sprt 30/54	Traysia* 24/44
Alex Kidd 14/26	Elmntl Mstr* 24/44	M Jcksn Mnwlr 14/26	Smash TV* 24/44	Trmplt Terror 16/29
Alien III* 24/44	Exile* 24/44	Mrbl Mdnss* 24/44	Soccer 12/22	Trouble Shooter 26/48
Alien Storm 22/39	Exmutants* Fall	M Lemieux 30/54	Sol-Deace* 24/44	Truxton 10/19
Alisia Drgn* 24/44	F-22 24/44	Marveland 26/48	Solo Flight* Fall	Turrican 24/42
Altered Beast 8/16	Faery Tales 16/29	Mstr-Mnstrs* 24/44	Sonic Hdghog 22/39	Twin Cobra 24/44
Am Gldtrs* 24/44	Fantasia 24/44	Maverick-SFG* Fall	Spc Hrier II 10/19	Two Crd Duds* 24/44
Arch Rivals* 24/44	Fatal Rewind 24/42	Maze Hunter* 24/44	Space Inv 30/54	Ultimate Qix 28/49
Arcus Odyssey 32/54	Fatl Labyrinth 14/26	McKids* 24/44	Speedball 2* 30/54	Valis* 24/44
Arrow Flash 24/42	Ferrari GP* 24/44	M Mouse Castle 26/48	Spiderman 22/42	Valis III 20/39
Art Alive* 24/44	Fghtng Mstr* 24/44	Mdnght Resist 20/36	Splatter Hse 2* Fall	Vapor Trail 24/44
Atmc Rb Kd 10/19	Final Zone 10/19	Merics* 26/48	Sprts Tlk Bsbl* 24/44	Vice* 24/44
Atom Rnr* 24/44	Fire Shark 20/36	Might/Magic 28/49	Star Control 26/48	Wndr Y's III* 24/44
Attack Sub 34/59	Flicky 22/39	Mght Mgc II* 24/44	Str Odyssey* 24/44	Wardner 20/36
Bk to Ftr 3* 24/44	Flintstones* Fall	M Ditka 24/44	Starflight 28/49	Warriors of Rme 20/39
Batman 18/34	Frgtn Wrlds 12/22	Mslc Dfnse* 24/44	Steel Talons* 24/44	Warsong* 24/44
Batman Joker* 24/44	Gadget Twins* 24/44	Ms. Pacman 26/48	Storm Lord 22/39	Whl Fortune* Fall
Btl Squadron 12/22	Gain Ground 16/29	Musha 16/29	Stormlord 2* 24/44	Whip Rush 12/22
Battlemaster 24/44	Gaires 18/39	Mystic Dfndr 8/19	Street Smart 24/42	Wings of Wor 24/42
Battlewings* 24/44	Glxly Force 2* 24/44	My Fighter* 24/44	Streets Rage 34/59	Wtr Games* 24/44
Bnbl Benny* 24/44	G Foreman Bx* Fall	NHL Hockey 38/59	Strider 18/34	W By/Wrld* 24/44
Bst Warriors 30/59	Ghost Busters 10/19	Oly Gold* Fall	Strike Eagle 2* Fall	Wrld Ldrbrd* 24/44
Bst Wrestler* 24/44	Ghouls Ghosts 12/22	Onslaught 10/19	Sprman* 24/44	Zany Golf 10/19
Bimini Run 10/36	Golden Axe 24/42	Outrun 24/44	Spr Hang On 16/29	Zoom 12/24
Black Crypt* 24/44	Golden Axe II 38/64	Pac Mania 24/44	Spr Hydride 6/14	*NEW RELEASES
Block Out 22/44	Golf (A.P.) 16/29	Paperboy* 36/64	Spr Monco GP 18/34	These may or may not be out by the manufacturer.
Bonanza Bros 24/44	Granada 14/26	P Riley Bsktbl 16/29	Spr Off Road* 24/44	ACCESSORIES
Breach* 24/44	Growl* 24/44	Pend Laird* 26/48	Spr Thndr Bld 12/22	Ctrl Dk Used \$115/\$139
Buck Rogers* 24/44	Grdn Angels* 24/44	PGA Tour Glf 34/59	Spr Vlybl 16/29	AC Adapter 6/14
Budokahn 6/16	Hard Ball 20/36	Phant Str II 14/26	Swamthing* 28/49	Case 6/14
Bulls/Lakers* 24/44	Hard Driven 20/36	Phant Str III 24/42	Sword Sodan 12/22	Com Pro Cntrl 12/24
Burning Force 12/22	Heavy Nova* 24/44	Phelios 10/19	Swrdr Vrmln 18/34	Controller 12/22
B Doug Bxg 18/34	Hell Fire 10/19	Pigskin* 24/44	Syd of Valis* 24/44	Misc Joypad 4/12
C. Cheetah* Fall	Herzog Zwie 12/22	Pit Fighter 34/59	T Lasorda Bsbl 20/36	Misc Joystick 4/12
Cadash* 24/44	Hit the Ice* 24/44	Populous 12/22	Target Earth 8/16	Phnt Str III Bk 4/14
Cal 50* 24/44	Hollow Wrld* 24/44	Powerball 20/39	Targhan* 24/44	Pwr Base Convtr 14/26
Calif Gms* 24/44	Immortal 24/44	Preditor 2 24/44	Tsk Frc Hrir* 24/44	Power Jystk 26/48
Crnm Sn Diego* 24/44	I Jns Lst Crsd* 24/44	Quackshot 28/49	Techno Cop 16/29	RF 6
Centurian 16/32	Insector X 10/24	Quad Chlng 24/44	Terminator* 24/44	
Chase HQ* Fall	Ishido 12/24	Raiden Trad 24/44	Terminator 2* 24/44	
Chsmstr 2100* 24/44	James Pond 14/26	RR Tycn* Fall	Thndr Force II 8/16	
Chuck Rock* 24/44	James Pond 2 24/44	Rambo III 10/22		
Columns 14/26	Jeopardy* Fall	Rampart 24/44		
Corporation* 24/44	Jessie Body* 32/59	Rstn Saga II 20/36		
Crack Down 22/42	Jewel Master 24/44	RBI III 38/64		
Cross Fire 24/42	J Mtana Ftbl 22/39	RBI IV* Fall		
Cyberball 14/26	J Montana 2 26/44	Rev Shino 14/26		
Cyburg Justice* 24/44	J Madn Ftbl 18/39	Rings Pwr* 24/44		
D.J. Boy 10/19	J Madden 92 26/44	Rd Blasters 34/59		
Dando* 24/44	Jordan/Bird* 24/44	Rd Rash 30/54		
Dark Castle 22/39	Junction 18/39	Rd Rt 4WD* Fall		
D Robinson* 24/44	Kabuki* 24/44	Rocky* 28/49		
Death Dual* 28/49	Kage Ki 32/54	Rlng Thndr 2* 24/44		
Decap Attack 30/54	Krt Blazers* 24/44	Sagaia 18/34		
Desert Strike* 24/44	Kargeti* 24/44	Saint Sword 18/36		
Devil Shock* 24/44	Kd Chmln* 24/44	Shdw Beast 26/48		
Devilish* 24/44	King Salmon* 24/44	Shdw Blaster 8/16		
Dick Tracy 16/29	Kings Bounty 22/39	Shdw Dancer 16/29		
Dinoland 26/48	KLAX 22/39	Shining Drkns 36/64		

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10 Yard Fight	2/9	Blue Marlin*	24/42	Deja-Vu	4/29	Gauntlet II	12/22	Joe & Mac*	22/39	Mega Man III	18/34
720	6/14	Bo Jackson	26/48	Demon Sword	4/12	Gem Fire*	22/39	John E. Qtrbck	6/14	Mega Man IV	22/39
1942	8/16	Bombberman	16/29	Desert Com	12/24	Genghis Khan	26/44	Jordan/Bird	6/14	Menace Beach	18/36
1943	12/22	Boulder Dash	16/29	Dest. Erth Str	4/12	G Foreman Bxng*	22/39	Journey Silius	8/16	Mendel Palace	10/19
Abadox	4/14	Boy / His Blob	10/19	Dest/Emp	12/24	Ghost Bstrs	4/12	Joust	12/22	Metal Fighter	14/26
Addams Fmly*	22/39	Breakthru	4/12	Dick Tracy	10/19	Ghost Bstrs II	12/24	Karate Champ	4/12	Metal Gear	2/9
Adv. Byu Billy	2/7	Bubble Bobble	20/36	Dig Dug II	16/29	Ghost/Goblins	4/12	Karate Kid	6/14	Metal Mech	18/34
Adv. Dino Riki	8/16	Bucky O'Hare	22/39	Digger	24/42	Ghoul School*	22/39	Karnov	6/14	Metal Storm	16/29
Adv. Island	16/29	Bugs Bny Bthdy	18/34	Dirty Harry	10/19	GI Joe	26/48	Kickle Cubicle	20/36	Metal Storm	16/29
Adv. Island II	28/54	Bugs Bny Cstle	22/39	Disney Adv	18/34	GI Joe-Atl Fctr*	22/39	KickMaster*	22/39	Metroid	4/12
Adv. of Lolo	18/34	Bump /Jump	12/24	Dnky Kng Math	20/36	Gilligans Isl	14/26	Kid Icarus	12/22	Mickey Mouse	12/22
Adv. of Lolo II	22/39	Burai Fighter	4/12	Dnky Kong 3	8/16	Goal	8/16	Kid Kool	18/34	M Mse Drm Bln*	22/39
Adv. of Lolo III	34/54	Burger Time	12/22	Dnky Kong	12/22	Godzilla	8/16	Kid Niki	12/22	Micro Machines	24/42
Adv. T Sawyer	12/22	Cabal	10/19	Dnky Kong Clas	16/29	Godzilla 2*	22/39	King Knight	4/12	Might/Magic*	22/39
After Burner	20/36	Calif Games	14/26	Dnky Kong Jr	10/19	Golf	10/19	King Neptune	16/32	Might Bmb Jck	12/22
Air Fortress	6/14	Calif Raisins*	26/48	Doubl Dare	20/36	Golf Peble Bch	20/36	Kings Quest V*	22/39	Millipede	22/39
Airwolf	8/16	Capt Comic	6/14	Doubl Drgn	10/19	Golf Power*	22/39	Kings/Beach	8/16	Milon Sec Castl	6/14
Al Unser	16/29	Capt Planet	22/39	Doubl Drgn II	14/26	Golgo 13	2/9	Kiwi Krayz	20/39	Mini Putt*	22/39
Alien Synd	6/14	Capt Skyhawk	10/19	Doubl Drgn III	22/39	Goonies II	4/12	Klash Ball	22/39	Mission Cobra	14/26
All Pro Bsktbl	12/24	Carmen San	22/39	Doubl Dribble	10/19	Gotcha	6/14	KLAX	20/36	Mission Imp	4/12
Alpha Miss	2/9	Casino Kid	24/42	Doubl Strike	18/34	Gradius	8/16	Knight Rider	10/19	Mnstr Trck Rlly	28/49
Amagon	8/16	Casino Kid II*	22/39	Dr. Chaos	4/12	Guardn II	16/29	Krazy Krtrs	18/34	Monopoly	40/69
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Anticipation	8/16	Castle Deceit	16/32	Dr. Mario	20/36	Guerilla War	6/14	Kung Fu	2/9	Monster Party	8/16
Arch Rivals	18/34	Castle Dragon	6/16	Dragon Power	4/12	Gum Shoe	4/12	Kung Fu Hero	6/14	Moon Ranger	22/39
Archon	6/14	Castlequest	6/14	Dragon Spirit	6/14	Gunsmoke	8/16	Kung Fu II*	22/39	Motr Cty Ptrl*	22/39
Arkanoid-Game	18/34	Castlevania	4/12	Dragonstrike*	Fall	Gyruss	14/26	Laser Invasion	18/34	Ms Pacman	22/39
Arkistas Ring	14/26	Castlevania II	4/12	Dragon Warr	2/9	Hammer Harry*	22/39	Last Ninja	20/36	Muppet Adv	10/19
Astyanax	4/12	Castlevania III	14/26	Dragon Warr II	24/42	Hap/Snw Wht*	22/39	Last Starfighter	14/26	MUSCLE	4/12
Athena	2/9	Castlevania III	14/26	Dragon Warr III*	34/59	Hard Drivin**	32/59	Legacy/Wizard	2/9	Mutant Virus*	22/39
Athletic Wrld	10/19	Cave Mn Gms	14/26	Dragon's Lair	16/29	Hatris*	24/42	Legend Kage	2/9	Mystery Quest	12/22
Att-Klr Tomato*	22/39	Chall Dragon	16/32	Duck Hunt	2/4	Heavy Barrel	8/16	Legend Wings	4/12	NARC	10/19
Baby Boomer	30/54	Champ Bowling	24/42	Duck Tales	18/34	Heavy Shreddin	12/24	Legnds/Dmnd*	26/48	Nascar Chllng	22/42
Back/Futr	4/12	Chessmaster	24/44	Dudes/Attitudes	20/36	Heroes/Lance	14/26	Life Force	6/14	Natl Ftbl Lg	8/16
Back/Futr II/III	14/26	Chiller	6/14	Dungeon Magic	6/14	High Speed	24/42	Litl Lg Bsbl	18/34	NES Open	22/39
Bad Dudes	8/16	Chubby Cherub	14/26	Dusty Diamnd	36/59	Hills Far*	Fall	Litl Nemo	18/34	Nght Elm St	10/19
Bad News Bsbll	12/36	Circus Caper	8/16	Dyno Warz	6/14	Hogans Alley	4/12	Litl Ninja Bros	30/54	Nightshade*	22/39
Bad Str Brawl	8/16	City Connection	12/24	Elev. Action	10/19	Hollywood Sqz	10/29	Litl Mermaid	28/49	Ninja Crsdrs	24/42
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Bards Tale	34/59	Cobra Triangle	6/14	Family Feud	34/58	Hunt Rd Oct	18/34	Lunar Pool	16/32	Noah's Ark*	22/39
Base Wars	22/44	Code Nm Vpr	4/12	Fantasy Zone	14/26	Hydliide	4/12	M Andretti G.B.	18/34	Nobun Amb	14/26
Baseball	4/12	Commando	4/12	Faria	36/59	I Cr Rmembr	16/29	M Ditka Ftbl*	30/54	Nobun Amb II	36/64
Baseball Smltr	26/49	Conan	20/36	Faxanadu	4/12	Ice Climber	6/14	M.U.L.E.	14/26	North/South	10/19
Baseball Stars	32/54	Conflict	22/42	Felx the Cat*	22/39	Ice Hockey	10/19	Mach Rider	6/14	Operation Wolf	4/12
Bsbl Stars II*	22/39	Conq/Xtal Pce	8/16	Ferrari G P*	22/39	Ikari War	4/12	Mad Max	8/16	ORB 3D	4/12
Bases Loaded	8/19	Contra	12/22	Fester's Quest	4/12	Ikari War II	6/14	Mafat Cnsprcy	8/16	Othello	10/19
Bases Loaded 2	18/34	Contra Force*	22/39	Fght Golf LT	30/52	Ikari War III	16/29	Mag Candle*	24/42	Overlord*	22/39
Bases Loaded 3	24/42	Cowboy Kid*	22/39	Fghtng Simul*	22/39	Image Fight	8/16	Mag Darts	22/39	P Pan Pirates	22/39
Batman	10/19	Crazyland*	22/39	Final Fantasy	12/22	Immortal	18/34	Mag Jhnsn Bskb	10/19	P' radikus	6/14
Battle Chess	16/29	Crystal Mines	26/44	Frhse Rescue*	30/54	Imp Mission II	16/29	Mag Sherezade	10/19	P.O.W.	6/14
Battle Olym	8/19	Crystalis	8/16	Fist/No. Star	12/24	Ind Jns Lst Crsd	18/36	M Candle Wrld*	Fall	Pacman	14/26
Battle Tank	22/39	Cyberball*	28/49	Flash*	22/39	Indiana Jones	4/12	Magician	22/42	Pacmania	18/34
Battle Toads	26/48	Cyberoid	4/12	Flight/Intrdr	24/42	Indy Heat*	22/39	Magmax	6/14	Palamedes	16/32
Beetlejuice	26/48	Dance Arobcs	12/22	Flying Drag I	4/12	Infiltrator	6/14	Maj Lg Bsbl	6/14	Paper Boy	20/36
Bible Stories	16/29	Darkman	24/39	Flyng Warriors	26/48	Iron Sword	4/12	Maniac Mansion	14/26	Paperboy 2*	22/39
Big Bird Hd/Sk	20/39	Darkwing Duck*	22/39	Formula 1	24/48	Iron Tank	6/14	MappyLand	16/29	Perfect Fit	12/29
Big Foot	18/34	Dash Galaxy	4/12	Frankenstein	24/42	Isltd Warrior	8/29	Marbl Mdns	12/22	Pestermator	4/16
Big Nose	22/39	Day Drm Dvy*	22/39	Freedom Force	10/19	J Chan Kg Fu	20/39	Mario Brothers	10/19	Phntm Fighter	6/14
Bill/Ted Adv	26/54	Days Thndr	16/29	Friday 13th	2/7	J. Nicklaus Gif	20/36	Marvels X-Men	10/19	Pictionary	16/29
Bio Force Ape*	22/39	Deadly Towers	4/12	Fun House	20/36	Jack/Beanstalk*	22/39	Master Chu	10/19	Pinball	12/22
Bionic Cmmnd	4/12	Death Race	10/19	Galactic Crsdr	16/29	Jackal	6/14	Mtchbx Rcrrs*	24/42	Pinball Quest	16/29
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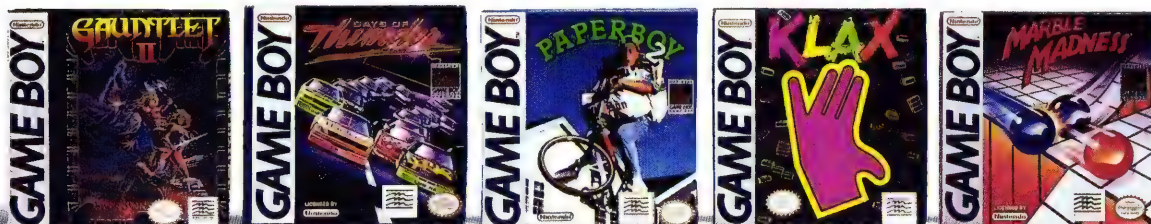
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Asteroids: The Arcade Classic Now Follows You Home!

If you're in the mood to feel nostalgic, Accolade has just the cart to help you with the journey down memory lane. It's quite possible that your first taste of the video game craze stemmed from some dimly lit arcade, the local bowling alley or skating rink. Then chances are one of the first coin-ops to gobble your quarters was *Asteroids*. You remember, it was right there next to *PacMan*, *Donkey Kong*, *Space Invaders* and the pinball machines. If you find yourself yearning for those good ole' days, wait no more. Finally the classic trip through the astro belt has been brought to your Game Boy.

And what a perfect place for this space shooter to call home. The plot, the graphics and the sound track are pure and uncomplicated; tailor-made for the limitations of Game Boy. You'll be too busy to miss any of the color or stereo sound.

It's your mission to return home safely, but first you must travel through

this pesky astro belt. And, if those outta-this-world boulders aren't enough to deal with, you'll have to fight off the occasional flying saucers speeding in your direction. You'll accomplish this by some quick thinking and careful aiming of your photon cannon, which shoots between one and four shots at a time. Otherwise, you're destined to become cosmic dust.

The game begins with two, four or six large asteroids racing towards you, depending on which level of difficulty you select. As you hit the menacing meteors, large asteroids become medium sized, medium sized become small, and small asteroids disappear. But don't forget to keep a watch over your shoulder for little green men in their flying machines.

Once you've completely cleared a screen you'll progress to the next stage, where the number of asteroids and the speed of their onslaught increases. If you find yourself in a real jam just hit



Asteroids Review

Reviewed by Andy, The Game Dandy

Concept:	8	Shoot big hunks of rock and avoid running into them. Companies should stick to bringing these simple, but classic titles to Game Boy. This is where these titles are fun.
Graphics & Animation:	7	The <i>Asteroids</i> coin-op game was never this good.
Sound:	7	And they even brought the original music back, too!
Playability:	8	Blasting asteroids at high speed, then hyperspace at warp speed to avoid exploding into oblivion. Easy to control and easy to love.
Entertainment Value:	8	<i>Asteroids</i> is simply a classic. You can sit and play it for hours. Get nostalgic and add this one to your G.B. library.

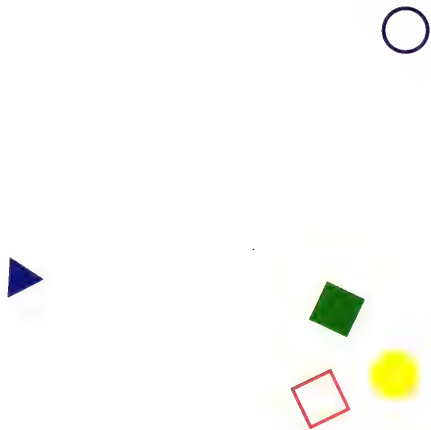
Overall Rating: 7.75

your hyperspace button and you'll be warped to a random area of space. But be careful. You may find yourself in an even more harrowing predicament.

If you are lucky enough to own a Video Link cable for your Game Boy and an extra unit, grab a friend and try out the two-player modes. Enter into Competition Play, where you'll race against time, and your buddy, to blast the boulders. However, players will be vulnerable to attacks from their partner's ships. Or choose to work together in the Team Play mode. Partners will share extra lives and not be able to attack each other in this joint effort.

Asteroids is fast-paced, straight forward action. It's a must for gamers that had spent lots of quarter burning hours with the arcade original. Space shooting fans have just one question: What took them so long?





Asteroids Review

Reviewed by Rick The Video Ranger

- Concept:** 6 It is great to see a remake of the popular arcade classic.
- Graphics & Animation:** 6.5 The graphics are nice, clean and uncomplicated, demonstrating shooter fun at its purest.
- Sound:** 6.5 This game features some nice touches, as seen when the enemy ships arrive on the scene.
- Playability:** 5 There's no doubt that this game is fun, but I found it a bit hard to control will the joypad limitations of Game Boy. I miss the joystick action of the arcade.
- Entertainment Value:** 6 *Asteroids* is still a classic; fun to play. Easy to grasp and hard to put down.

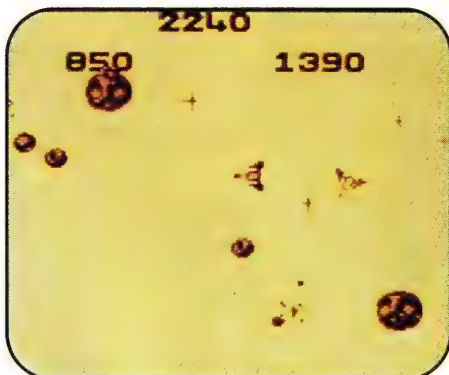
Overall Rating: 6

Asteroids Review

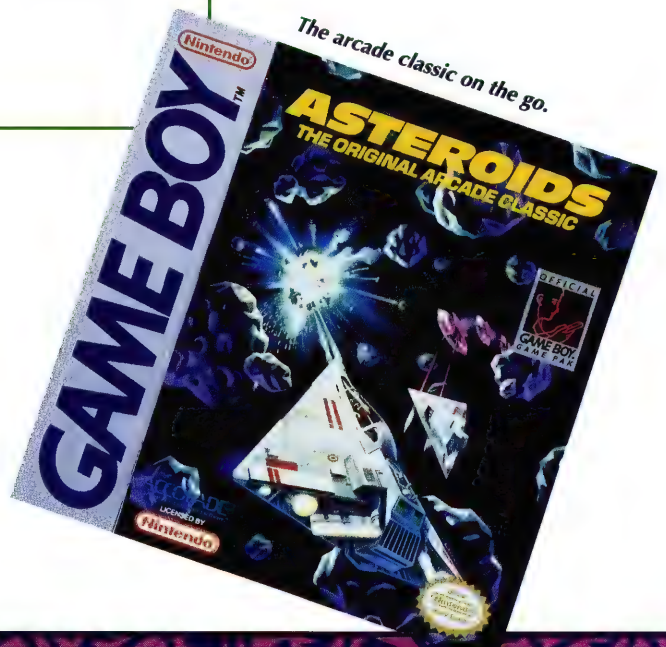
Reviewed by Marianne, The Game Master

- Concept:** 9 The original arcade games are still the best! I hope that Accolade keeps 'em coming.
- Graphics & Animation:** 8 Here's an example of the perfect match between a game with simple graphics and its ideal format. It captures the look of the arcade original.
- Sound:** 8 You'll find that old coin-op sound, too!
- Playability:** 9 The hyperspace feature will take a little time to master, but don't give up. It's a tough game for the hand held, and that's just what I like in a game.
- Entertainment Value:** 9 It is as fun and challenging as its namesake. You won't be able to put it down, but since it's on Game Boy, you won't have to. And just think of the quarters you'll save! This is one you'll have to check out.

Overall Rating: 8.75



Blow those meteors out of the sky.



Galaxy Force II: Sometime In The Distant Future, In A Galaxy Light Years Away . . .



If you spend your spare time sinking quarters into the serious shooting arcade titles, than you already know the plot. But thanks to Sega, the rest of you will get to experience the high energy coin-op favorite, *Galaxy Force II*.

You are a star fighter in the Galaxy Force of the Junos people. The evil Rounth Empire has been tearing its way through the galaxy, destroying and imprisoning star systems along the way; crushing all who try to impede them. The task that awaits you is no easy one. It is your job to seek and destroy the enemy forces, one at a time, and save your colonies in the Junos system.

Like its arcade counterpart, this is a straight-forward space shooter cart. There are six levels of play, but you may select which level you wish to start in during the scene select screen. Once you have defeated that level, you will automatically advance to the next level of play. It has also been designed as a single player game, so use this opportunity to sharpen your aiming and flying skills. Your life span is dependent upon the amount of energy you retain. You will lose energy as you go into battle and take hits, but this can be restored when you have racked up enough points or destroyed a certain amount of enemy fighters.

You have been equipped with the most advanced flyer that Junos' technology can provide. Select from artillery such as rapid fire cannons and homing missiles. The missiles will prove to be your best weapon, as you can control the number released at one time. Once you have locked on to multiple targets, just let 'er rip! You also have been provided with a defensive shield that surrounds your craft. Be aware that it will weaken as your ship absorbs enemy

blows and, once it is destroyed it's like open season on your ship.

The coin-op version became such a hit due to the intense, intergalactic graphics. Some of those same scenes are found here on the home edition, sans a bit of the detail. But don't spend too much of your time star gazing or the evil Empire will sneak up on you. Most of the battle is carried out in outer space. However, the backdrop changes as you move into the lower atmosphere of your world or planetary corridors that look like something right off the "Star Wars" drawing board. These corridors provide more than a change of scenery, though. Their tight corners and narrowing passages will challenge even the most agile flyer, so heed the directions of your computer co-pilot.

Enemies will besiege you from every angle, on every level. They range from small, single fighters to enormous battle cruisers. And, just like any good game should, *Galaxy Force II* has saved the best for last. If you are successful in defeating the enemies in levels one through five, you will warp into hyperspace for even faster action. A keen eye is a must on this level because the Empire's crafts blend right into the background. This camouflage makes it tough going, whether you are under attack or moving in offensively.

If you're looking for some fast-action, finger-popping fun that's out of this world, save your quarters and seek out *Galaxy Force II* for the Genesis system.



Galaxy Force Review

Reviewed by Marianne, The Game Master

Concept:	6	Another flying shooter! Need I say more?
Graphics & Animation:	7	A lot more detail would help this game out. I will give it this, though, the bosses were great!
Sound:	7	It works well with the plot and the visual image.
Playability:	7	Not too tough to handle. It's a basic concept with basic game play.
Entertainment Value:	7	This game is not made to hold your attention with a lot of different action; it's pretty much the same through and through. If shooting games or Sci-Fi are your thing, you'll find it entertaining.
Overall	6.75	



Galaxy Force Review

Reviewed by Ed, The Video Wizard

- Concept:** 5 Another cart in the long line of space shooters. This reviewer found nothing new or exciting here.
- Graphics & Animation:** 7 The spaceship looks like something from *Star Wars*. The scrolling is basic left to right with simple forward movement. It would have been more challenging if they would have added multi-directional scrolling for more evasive flying.
- Sound:** 8 The option screen allows you to sample the sounds. There is a nice variety of sound effects but the digitalized voice that says, "Right turn, Left turn," gets annoying.
- Playability:** 7 Once you get used to the controls, getting around is pretty easy. Flying through the different worlds almost makes you think you're playing Space Harrier II.
- Entertainment Value:** 4 As much as I like space shooters I found this cart to be a yawner. Regardless, it may have its place as a good game for the younger players with shorter attention spans.

Overall : 6



Galaxy Force Review

Reviewed by Andy, The Game Dandy

- Concept:** 6 The first person perspective from behind the cockpit type shooters is something that Genesis has plenty of. While the game has a lot of similarities between the different levels, it still has some cool action scenes.
- Graphics & Animation:** 8 The graphics are very well done, but they do seem a bit repetitive. Your ship dives through corridors which are very reminiscent of the trench scenes from the famous Lucas film, *Star Wars*.
- Sound:** 8 Blasting apart your enemies and scorching across the galaxy; it sounds just like it looks.
- Playability:** 6 There isn't a whole lot to do to complicate the plot; just shooting everything in your path.
- Entertainment Value:** 7 Space shooter games may not be for everyone. But if you enjoy this type of cart, you'll like the variety of views found here. Shooter fans should be on the lookout for *Galaxy Force II*.

Overall: 7



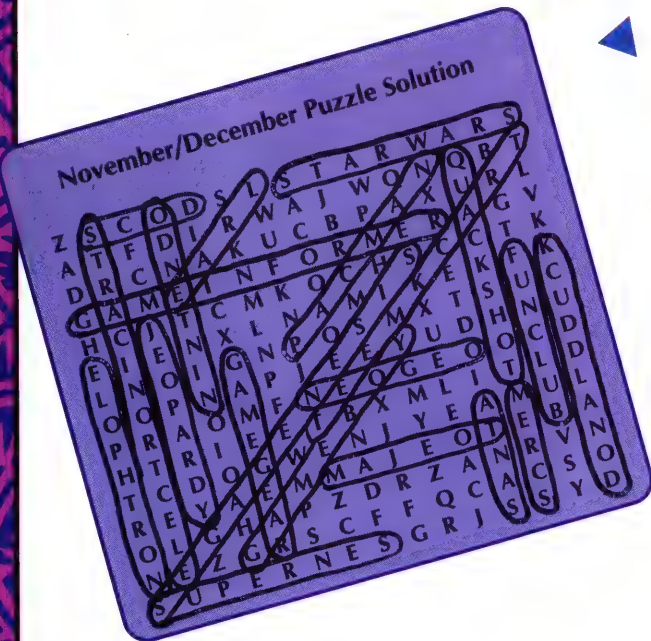


Still Puzzled?

Try Your Luck With Video Game Knowledge

Look for the game titles, characters and subjects that you'll find on the following pages. The words you must find are listed below this new puzzle. There are 20 in all. Search for them in this puzzle and in this issue! (Answers will be revealed in the next issue of *Game Informer* magazine.)

S	C	I	P	M	Y	L	O	Z	S	I	L	O	S	Z
Y	E	F	X	W	T	L	L	O	U	E	D	P	E	M
L	A	S	V	E	G	A	S	T	E	R	O	I	D	S
M	O	S	B	H	C	B	T	Z	M	G	Z	C	U	G
R	S	H	A	T	T	E	R	H	A	N	D	A	T	N
N	B	Q	C	A	P	C	E	R	D	A	F	S	A	I
O	N	T	U	S	N	A	D	B	D	Y	S	S	I	W
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N	O	G	A	R	D	K	E	I	O	B	I	E	E	L
R	F	B	R	J	N	P	M	O	U	T	R	U	N	I
S	N	A	I	I	A	M	A	D	T	S	K	I	T	P
A	I	M	U	S	E	V	T	U	R	R	I	C	A	N
G	M	M	E	L	I	N	F	O	G	E	N	I	U	S
F	R	A	N	I	K	S	G	I	P	D	R	J	Q	A



Lemmings
iMUSE
Edutainment
Shatterhand
Pilot Wings
Turrican
Las Vegas
Ferrari
Shuttle
Picasso

Asteroids
Silo
Pigskin
Madden
Olympics
Luge
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Psycho
Faceball
Infogenius

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“EDUTAINMENT” GAMES: PRIME EXAMPLES THAT LEARNING REALLY CAN BE FUN!

by Elizabeth Olson

I'm not sure where or when the idea first started but, somewhere along the line, we got the idea that things that are good for us aren't any fun or taste bad. Just look at today's TV commercials. More than one cereal asks consumers to overlook the fact that the cereal is nutritious; that they should eat it anyway because it tastes good. Working out and exercise has long taken a bad rap, and heaven help the kid who lets it slip that they actually enjoy vegetables or school!

The same myth has plagued the video game industry. If a game was non-violent and actually possessed some educational merit, it was like assigning it the kiss of death. This may have been true in the past, but with the recent increase of computer game carry-overs and innovative carts popping up on the market, it's a myth that's sure to be dispelled in a hurry.

We took just a small sampling of the growing “Edutainment” category and were pleasantly surprised by what we found. There are titles for the youngest of gamers to help them develop reading and counting skills in a fun format. There are adventure games for school age players that teach history and geography so brilliantly that you would hardly think it was work. And there are a host of puzzle and strategy carts out there that will keep even the experienced gamers on their toes for hours.

Two of the most recent games that fall into this category are reviewed in this issue. *Lemmings* is the popular PC hit now available for the SNES, that teaches you to think fast in order to save the lovable, little Lemmings (see pages 6-7). Sega Genesis introduces *Art Alive*, an introductory PC graphics style program that brings out the artist in any player (pages 44-45). While we didn't have room to look at all of them, here is an all-too brief look at some of the best edutainment carts currently available for various video game systems:

Gametek's Fisher Price Series

Fisher Price is a name synonymous with kids and kids' toys. Gametek brings that name to the video game world. *I Can Remember*, is a popular recall/recognition game, based on the classic board game. *Perfect Fit* is a title that strengthens hand/eye coordination.

Firehouse Rescue is just the newest in the Fisher Price line-up. *Firehouse Rescue* is perfect for the little firefighter in your family. They control brightly colored firetrucks through street mazes to the scene of the fire, where they rescue the Little People™. The whole time, they'll be learning recognition, similarities and differences, while increasing memory and coordination. These Nintendo carts are recommended for gamers age three to eight.

Hi-Tech's Sesame Street Series

A common question asked of video game retailers is “What can I get for the youngest members of my Family?”

Hi-Tech answers that question with several Nintendo titles featuring the characters from the popular TV show, **Sesame Street**. *Big Bird's Hide and Speak*, the first talking game for the NES, is actually six games in one. Kids can find the Sesame Street character that matches the name or locate the character hiding along the street. They are asked to match or find the missing letters, as well as making words with Big Bird or racing against the clock to spell as many words as they can before the sun sets. Similar in format is the letter and number recognition title, *Sesame Street ABC and 123*. New to the Sesame Street series is *Countdown With The Count*, available in the Spring of '92.

Popular Board Games/Game Shows For Your Video System

Parker Bros. proves that the most popular board game in history can also be a smash success as a video game. *Monopoly* was introduced to the Nintendo system in the Summer of 1991, complete with the top hat and Park Place. It will be available for the Game Boy in early 1992. It joins the likes of other board games like *Trivial Pursuit*, *Pictionary* and *Win, Lose or Draw* in the recent surge of carry-overs, that are perfect for an evening of play with family or friends.

And, if TV game shows keep you glued to the tube, there are several available to play anytime, day or night. Gametek has brought many of the leading ratings grabbers to the video game format, such as *Wheel of Fortune*, *Jeopardy* and the new, *Super Talking Jeopardy*, featuring questions tough enough to keep any scholar guessing.



Harmony for Game Boy.

PC Hits Go Video

Just as *Lemmings* hopes to successfully make the cross over, so does Konami's newest Nintendo offering, *Where in Time is Carmen Sandiego?* This title was so popular on the IBM and Amiga PCs, that it even earned its own television show. As a recruit for the Acme Detective Agency it's your job to track down Carmen Sandeigo and her criminal cohorts across the globe in order to recover the historical treasures they have a habit of making off with. This cart will take you through time and space, teaching History and Geography along the way. It comes with its own encyclopedia. Electronic Arts will be bringing it to Genesis in early '92.

Chessmaster, another favorite PC title, has also found its way across the formats. Hi-Tech Expressions first brought *Chessmaster* to the 8-bit Nintendo and the Game Boy, where it quickly became the best selling chess cart. Now Mindscape brings *Chessmaster's* more than 150,000 openings, 16 levels of play and challenge to the Super NES system.

Something Along A Different Note

You've seen it in the television commercials, but you really must see it in person to believe it. It's the Miracle Piano Teaching System for the Nintendo, SNES, Amiga and PC compatibles. Mindscape, in conjunction with Software Toolworks, brings this innovative music teaching system into your home. You'll learn how to sit, how to place your fingers, and how to read music. There are 128 different instrument sounds and effects to choose from, an on-screen tutorial and an interactive, shooting gallery game for those particularly boring lesson plans.



Where in Time is Carmen Sandiego?

Puzzlers That Will Keep You Guessing

Tetris has long been a favorite title among adult games. There's just something addictive about those falling blocks! Other games along the same vein have proved to be surefire winners among video enthusiasts with a taste for strategy. The ancient, eastern game of *Ishido: The Way of the Stones* from Accolade blends the Tao "Rule of Four" with classic board maneuvering for hours of thought-provoking play. Get it for your Nintendo, Game Boy or Genesis system. Similarly, their Game Boy title, *Harmony* is a study in meditation-like puzzle raveling; dissolving like-shapes into a peaceful state of 'Synergy'.



Ishido: Way of the Stones



The Sky's The Limit With Art Alive!

Just a touch more blue over here. Shade this area a bit. Easy does it with that spray can! Very impressionistic; or would that be post-modern? Wow! What a masterpiece. *Art Alive*: Picasso meets video technology in this new cart from Sega.

If you've ever wanted to try your hand at computer style graphics, here's your chance. Imagine introductory graphics programs such as *MacDraw* or *MacPaint* transferred to your Genesis system.

You'll find everything here that you'll find on your PC. There is a full

palette of colors that can be used as your line colors or to fill in any space. There are several patterns to choose from, or make up your own. Use the pencil, paint brush, erasers, or the clip and paste features. You can make circles, squares, or even freehand. And if you wish to fill your screen with the same design, simply use the repeat feature.

If coloring books are more to your liking, Sega has provided several pre-drawn backgrounds ranging from space scenes to landscape to interior settings. Fill them in any way you like. You can alter the backgrounds with the pencil

feature. You can even select items or characters from the library of clip art and animate them across your finished piece. And if you're feeling really ambitious, you can hook up your VCR and create your own cartoons.

This cart will really challenge your imagination. Once you have mastered the controls, the sky is the limit. Sega knows that there is a budding artist in all of us, and *Art Alive* will give you the tools to bring your Picasso to the surface.



Art Alive Review

Reviewed by Ed, The Video Wizard

- Concept:** 9 This is a perfectly different cart. Totally non-violent, yet even the youngest of gamers will go for it because there is a little Leonardo (and I'm not talking about the turtle...) Divinci in all of us.
- Graphics & Animation:** 9 The people at Sega give you all the tools that you need to create to your heart's desire. Depending on your skill and your imagination, you can do just about anything.
- Sound:** 5 The sound changes with the choice of each pen, crayon or paint brush. The background music reminded me of the Muzak in elevators, so I guess it depends how you feel about Muzak.
- Playability:** 10 I know that this is a high score for the Wizard, but you can do so much with this cart. It can certainly hold the attention of both young and old gamers for hours on end.
- Entertainment Value:** 10 Remember *Lite Brite*? Well, this cart is similar, in that, it allows you to have creative freedom to create and color. If that wasn't enough, wait 'till you make your creation move with the special animation feature!

Overall Rating: 8.5



Animate your cartoons.

Art Alive brings out the artist in everyone.



Make your own video greetings.



Draw plants, animals, landscapes, you name it!



Art Alive Review

Reviewed by Marianne, The Game Master

- Concept:** 9 If anyone who has a Nintendo enjoys art in any form, here's a cart for you. No plot and no ending, just a doodle cartridge to do over and over.
- Graphics & Animation:** 8.5 There are tons of colors to choose from. Fill in an area using a can of spray paint; all the basics of a PC introductory graphics program are here. You can even grab an animated Toe Jam & Earl and have them truck across your creation!
- Sound:** 8 There could have been a bit more background music, but here, nothing gets in the way of the creative muse.
- Playability:** 8 *Art Alive* is for the youngest and the oldest of game players. Everyone should give this cart a try. It's a completely different game each time you put it in.
- Entertainment Value:** 9 I have to give a good rating to a cart that's so unique to each individual player. This cart is, in the words of Toe Jam, "Yeah, Alright!"
- Overall Rating:** 8.5

Art Alive Review

Reviewed by Andy, The Game Dandy

- Concept:** 8 Graphics and art are always fun to play around with. The idea of this cart is very similar to any computer version intro art disk.
- Graphics & Animation:** 8 There are lots of colors to choose from to create your picture. You can use spray cans, pencils, erasers and more; there are even paint cans to fill in the big areas. There are pre-drawn backgrounds and characters you can animate. But of course, the possibilities are only limited by your imagination.
- Sound:** 5 What sound?
- Playability:** 7 I think it's always difficult to draw on a screen, but that never stops us from trying.
- Entertainment Value:** 7 This is a great cart for kids and anyone else who loves to draw. It is surprisingly a lot of fun and perfect for those times you are feeling creative.
- Overall Rating:** 7

Project Space Shuttle: Do You Have The Right Stuff?



From the earliest rocket launching to Sputnik, we have always been fascinated with the idea of space travel and exploration. The whole world cheered as Neil Armstrong planted man's first steps on the moon. And it fell silent as it watched the disaster of the Challenger space shuttle.

It was predicted that someday we would use the space shuttle as commonly as we use air travel today, exploring new and distant galaxies with the possibilities of supporting life elsewhere in the universe. Every science fiction writer had a book or film out portraying the colonization of our species in outer space. Now, thanks to *Project Space Shuttle*, it is possible for you to take "... one giant step for mankind". This new title from Absolute Entertainment makes it possible for you to try your wings as pilot of these incredible space crafts of the future.

Just when you thought there was nothing really new for your Nintendo system, *Project Space Shuttle* comes along and gives you a startlingly realistic peek at what true space travel is like. This is not the typical space shooter you might expect, but a series of six missions that range from building a space station to rescuing Russia's stranded Cosmonaut. And while at first glance this game may seem to be geared for the younger crowd, don't be fooled. It will take a great deal of patience, skill and practice to advance to your next mission and return home safely to Edwards Air Force Base.

You begin your career by entering your security code. We advise you to write these down somewhere as you will need them to progress to higher

missions. Select from numerous crafts like the Discover or Voyager. Your first mission is to successfully prepare the craft for launch and load your crew. From there your tasks become more difficult as you experience take off and must leave the Earth's atmosphere and invert the shuttle. From there you must disengage the launch rockets and proceed with your orbit of the Earth. All of these tasks are completed by careful timing and a practiced hand at the thrust controls. It will take some time to get a good feel for all the levels you must be

aware of in order to maneuver your craft.

You will experience thrilling space-walks and graphics so clear, they're out of this world. Absolute has done a great job of pushing the 8-bit to its limits with depth and rich color. After you test your limits, return home to a hero's welcome.

If you're ready for a different type of adventure, try *Project Space Shuttle* and see if you have the 'right stuff'.



Space Shuttle Review

Reviewed by Marianne, The Game Master

Concept:	7	Focusing on the technical skills of NASA and shuttle travel is definitely original, but it moves at a pace that is a bit less than thrilling.
Graphics & Animation:	6	The visual here reminds me of the Coleco games of days gone by. The backgrounds are fairly basic and the characters lack detail.
Sound:	8	Now this is fun! The audio of the shuttle launching and releasing of the boosters is perfectly done. The sound adds a nice, realistic touch.
Playability:	7.5	I wonder if this cart couldn't be considered an educational game. I definitely learned a few new things. The simplistic graphics and concept are geared for the younger Nintendo player, but there is a challenge for the advanced.
Entertainment Value:	7	If you're purchasing a cart for the younger player, this would be a good pick. It also has enough to keep you interested if you enjoy the concept.
Overall:	7.25	

Complete a mission at the Space Station.



Get your crew loaded before time runs out.

Space Shuttle Review

Reviewed by Ed, The Video Wizard

- Concept:** 9 Despite the fact that there is no shooting, no bad guys, and no pretty girls to save, this is a fun and informative game. The whole idea is learning how to fly one of several space shuttles in NASA's fleet.
- Graphics & Animation:** 9 From lift off to your first walk in space, I think you will find this game mesmerizing. The action moves quickly and fluidly.
- Sound:** 8 The effects are well suited to the action. From the roar of the giant engines at lift off, to the sounds of dark, outer space; a definite plus for this game.
- Playability:** 8 By watching the control gauges on the screen you maneuver your ship into space. The game is easy to understand and easy to play. But don't be fooled into thinking it's easy to master; NASA has quite a work load for you once you hit space.
- Entertainment Value:** 8 This game is set up so that you really never get bored. The action is fast paced, the sound is entertaining and fits each level. You even get to help rescue a Russian Cosmonaut. What else could you want?



Enjoy the view as you orbit the Earth.

Overall: 8.5

Space Shuttle Review

Reviewed by Andy, The Game Dandy

- Concept:** 7 NASA has been doing it for years, and now you can too. Follow the space shuttle for lift off all the way through its outer space maneuvers.
- Graphics & Animation:** 8.5 The various tasks have excellent graphics, but the animation is a little choppy. I really liked the take off screen.
- Sound:** 5 The blast off is probably as good as this cart gets. Imitation, not sound, is the name of the game.
- Playability:** 7 This is one of those games where you have to read the manual first, but once you get past the code feature the tasks are not impossible.
- Entertainment Value:** 7 Simulation games are fun to play and master. The different tasks take time and practice. It does move slowly at times, but if you always wanted to pilot a space shuttle, here's your chance.

Overall: 6.75



FUN CLUB



BILL ELLIOTT'S NASCAR CHALLENGE

To go 200 mph all the way around both oval tracks (Daytona & Talladega), set up your car as follows:

Transmission=manual,

Engine=race

Spoiler=23 degrees

Gear Ratio=3.23

Tire Stagger=3.00"

You should be able to go 200 mph even on the turns.

Jason Gedatus
Woodville, WI



DRAGON WARRIOR 2

You can earn the maximum gold pieces by selling the staff of thunder over and over again. You'll need the gold key, the silver key and the jailer's key to reach an evil clown locked in the jail of Midenhall castle. The jail is to the northeast of the shop and its door uses the silver keys. Defeat the evil clown and, if you have room for another item, you'll receive the staff. Go to the store and sell it for 19,500 gold pieces, then visit the king and save the game. Press reset and resume your quest. The clown will return to the jail and you can defeat him again. Continue to collect and sell the staff until you have received the maximum of 65,535 gold pieces.

Rong Xiao
Madison, WI

AIR DIVER

I have figured out a way to become invincible. Once you've turned the power on, go to the area of the screen where there are no enemies. Hold "Down" and "Start" while pressing 'ABCBAABCBAAB.' Release "Start", then hold it down again until the round starts and you'll be invincible.

Jason Hildenbrant
Arden, NC

STRIDER-GENESIS

Have the Dipodal Saucer robots through the whole game. First get 2 robots (2 of your life bars will be red). Late in the first stage you'll come to a container with the robot panther in it. Do not touch it! Make sure you are shot once by an enemy, then go back and activate the panther. The panther will leave and your original Dipodal Saucers will appear. They will stay with you, even if you die. The only way to lose them is by falling off the screen or using a continue.

Hassan Wilson
Jacksonville, FL



SPY HUNTER

On the title screen, push "Right, Select, Start, A and B" at the same time. You will receive all of your weapons and once your time runs out you will be given eight cars.

Torrey Demond Wilson
Fort Wayne, IN

TWIN COBRA

You can receive eight Mega-bombs by hitting "Pause", then "Up, Down, Right, Left" and the B button. You may use this as many times as you want.

Jose De La Torre
Los Angeles, CA



FINAL FIGHT SNES

I found a trick that gets you to an option mode. On the title screen, press and hold the "Right" and "Left" buttons; at the same time press "Start". The blue option screen will appear and you will be able to select your number of men, the difficulty level and a sound test.

Ryan Young
Hayward, CA



BASES LOADED

To play a perfect game almost every time, pick Philadelphia as your team and Car as your pitcher. He can strike out every batter for almost 7 innings by throwing at regular speed to the lower right corner of the plate (Press 'A' and while Car is winding up, hold down the "Right" and "Down" controls). Use Car for 6 1/2 innings, then switch to Harris. You can get these pitchers every game by using a password or selecting a third pitcher and replacing him before play begins. Or play the game regularly and use this if you get into trouble.

Robert Peifer
Halifax, PA

SUPER MARIO WORLD

Since you can travel to any area that you have already cleared, explore the secret stage called "Star World". Make sure you have already been to the first three switch palaces. Then go to the last star and leave. This will take you directly to the front door of Bowser's castle.

Albert Marshall
Oxford, MD

ZELDA II: ADVENTURE OF LINK

To help you out when you are fighting your own shadow, go as far left on the screen as possible. Duck and keep stabbing.

Kevin Love
Cooper City, FL



SUPER MARIO BROS. III

On level 3-9 pick up the Koopa Troupa, run over and place it between the two cannons. Wait until your time is up and you will receive nearly 99 extra men.

Todd Schwartz
Bishop, TX

LAKERS VS. CELTICS GENESIS

Here's a way to score lots of easy baskets. Before starting play, substitute a player normally listed as a guard into the center position. He will automatically be guarded by the center of the opposing team, who is bigger and slower. Give him the ball and he can easily get around the opposing center for easy lay-ups or slams. Keep a close eye on his fatigue level and substitute when it gets below 3 to continue the process.

Stanley Campbell
Houston, TX

KID ICARUS

I found a code on Kid Icarus that will make you invincible throughout the game. The code is: "8uuuuu uuuuuu uuuuuu."

Tony Santa Lucia
Crystal, MN

Fun Club Tip Line
Continued on page 50



SIDE POCKET

Extra bonus points and cue balls: If you need points when you have one target ball on the table and three or more cue balls, shoot the cue ball in the flashing star. You will receive between 200 to 900 points. If you have one target ball and 2.5 to .50 cue balls, you can use this trick to gain between 1 and 4 extra balls. This tip works for the City, State and USA modes, but not the World mode.

Barbara Sterling
Minden, LA

THE SIMPSONS: BART VS. THE SPACE MUTANTS

You can warp from the Retirement Home to Moe's Tavern if you have a key from the hardware store.

Mark Pillow
St. Louis, MO

I found a secret room for The Simpsons. The first ashtray past the escalator in the mall is the entrance to a secret room full of hats.

Aaron Steiss
Huntertown, IN

HUNT FOR RED OCTOBER

If you can't make it very far on the five men they give you, try this: When your last man is gone and the counter reads zero, pause the game and press 'AB', "Select, Right, Left, Left, Right, Select, BABBA". The game will go to the end of the stage and you should have plenty of men to continue your voyage.

Mark Bougher
Aurora, CO

DOUBLE DRAGON III

To improve on the flying jump kick maneuver, try running instead of walking while using it; your opponents will die quicker. Try this move against a wall, it will deflect you back to kick enemies behind you. When in the 2-player mode, use your partner as the wall and he will throw you back to kick your opponents. But be warned, your enemies have mastered this move too.

Sam Scherr
Strasburg, ND

ADVENTURE ISLAND II

Press "Left, Right, Left, ABAB" at the title screen and you'll discover a World Select mode screen. Amazing!!

Amazing Moose McNulty
West Winfield, NY





FINAL FANTASY

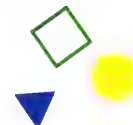
You can get a special bonus challenge when you are on the pirate ship and at sea. Press 'AB' repeatedly about 50 to 55 times and it will appear.

Ryan Patrik Wells

SONIC THE HEDGEHOG

At the beginning of Stage 1, Level 3, roll into the ball and hit the springboard. When you fly into the air, push to the left so that you will land on the platform. There you will find a 1-up and the Power Sneakers.

*Kyle Bloomstein
Freedom, ME*



GAIARES

Here's a way to become invincible, but first you must complete the following set of actions: Enter the game configuration mode. Go to the sound test and select sound #18. Hold down button 'A' on controller 2. While doing this, exit the configuration mode on controller #1. Hit "Start" once you see the title screen, and you're ready. Now pause the game. Press and hold down "A, C, and Left". At the same time, hit "Start". This will give you invincibility.

*Leo Winters
Renton, WA*

JOHN MADDEN '92 GENESIS

To play the final game as Chicago vs. Buffalo, enter the code: 'B3FM8FB5'.

*Phil Konos
Chicago, IL*



ARNOLD PALMER TOURNAMENT GOLF

Hidden inside is a totally different game. First you must have 100 points. The screen will say "Game Over". Then press "Up, Up, Down, Down, Left, Right, Left, Right, then A and B". A space game will appear.

*Scott Lipitz
Rochester, NY*

GRADIUS NES

Pause the game. Then push "Up, Up, Down, Down, Left, Right, Left, Right, B, A, and Select". Then un-pause the game. This will give you all of the weapons on the list. This can be done once on each board.

*Tim Hilgeman
Matthews, NC*





It's You Against Them In Missile Command

The major cities of the world are under attack and it's your job to save them. Not an easy task. It's just you and your two anti-missile silos against a barrage of incoming missiles, satellites, planes and smart bombs.

Missile Command is pure arcade-blasting fun. It dates back to the days of *Space Invaders*, when the best arcade games were made up of great strategy and a quick trigger finger. Now this classic finds a new home on your Game Boy, courtesy of Accolade.

You start out defending Cairo, Egypt. If you succeed in protecting your city and its districts through the first attack, you will have to defend it through another. If you are successful the second time, you will find yourself protecting a new city. There are sixteen actual cities in all, including London, Paris, Moscow, Sydney, San Francisco and New York, complete with the Statue of Liberty. Survive the first tour of the world and you'll be asked to defend them again, but this time the stakes are higher. Fail in your mission and it's "Game Over" for you.

There are six districts to protect in each city, represented by a skyscraper. You will receive bonus points for each building left standing at the end of each round. You will also be awarded an additional district each time you accumulate 10,000 points. However, you will only be allowed six districts in any one round.

Each anti-missile silo can fire a total of fifteen shots, so plan your shots well. The number of shots remaining is demonstrated by the number inside each silo. An alarm will sound when you

only have three shots left in a given silo. Remember, the silos are also vulnerable to attack, so be sure to protect them.

In the first round of play, expect an onslaught of missile attacks from an unknown source. You must destroy them before they reach the ground. Each missile destroyed is worth 25 points. Once you reach the second round of play, satellites and planes will be added to the action. They drop their artillery closer to the ground and you'll have less time to react. You'll have to demolish them in order to put a stop to their attacks and to capture yourself an additional 100 points. Finally, the third round brings on the smart bombs, which pose a much greater challenge. Destroying one of these earns you 250 points. The number

of points earned is multiplied each time you progress to a higher level of difficulty.

So, you think you've mastered this game? Try it against a friend in the two-player mode. Both players share the same Game Boy, but retain their own set of numbers. If you rank up there with the highest points earned, your score will be recorded right along with the best of them.

Missile Command will test your agility, your strategy and most of all, the speed of your trigger finger. If classic shooter action is what you seek, pick up *Missile Command* from Accolade.



Missile Command Review

Reviewed by Andy, The Game Dandy

Concept:	8	The revival of the old greats is something I like to see. <i>Missile Command</i> is a classic and perfect for the Game Boy.
Graphics & Animation:	8	The graphics are much better than any home version to come before. The cities and missile bases are much improved.
Sound:	8	The sounds found in the Game Boy version had to come straight from its arcade counterpart, just scaled down a bit.
Playability:	8	Move the cursor and shoot; the kind of game play that can't go wrong. But the game itself is much more difficult than the original version.
Entertainment Value:	8	This game is one of the greats. If you haven't already tried it, it's one you'll have to put on your 'must see' list.
Overall Rating:	8	



Save the Eiffel Tower.

Missile Command Review

Reviewed by Ed, The Video Wizard

- Concept:** 7 Here again is a remake of a unique arcade classic that pushes the Game Boy to its limits.
- Graphics & Animation:** 6.5 The graphics are simple and crisp, demonstrating that with Game Boy sometimes less is more.
- Sound:** 5 There's not much more than the explosion noises, which are well done, but given the concept of *Missile Command*, what more could you expect?
- Playability:** 9 Here is where this classic excels. The defense of missile stations, activated by your button pushing performance and guidance via the directional pad, requires instant decisions and lightening fast reflexes.
- Entertainment Value:** 9 *Missile Command* is addictive. It's a very challenging game that's a must for gamers who haven't had the pleasure of playing it in the arcades. It's also a strong choice for those who aren't tired of it yet, or those feeling nostalgic.

Overall Rating: 8

Missile Command Review

Reviewed by Marianne, The Game Master

- Concept:** 8 I always liked the Atari version. I'm glad Game Boy borrowed the idea!
- Graphics & Animation:** 8 Groovy! It's very much like the Atari games, right down to the excellent explosion detail. Great graphics right down to the Statue of Liberty.
- Sound:** 7 It matches the game well with the sound of laser weapons and powerful demolition.
- Playability:** 7 It is tough enough to keep you on your toes, but easy enough to grasp.
- Entertainment Value:** 8 The different, detailed city scenes on each level keep this game fresh and new. For a shooter cart, it will keep you very busy. *Missile Command* may not be for everyone, but, if you liked the Atari and coin-op versions, you'll love it on your Game Boy.

Overall Rating: 7.5



Moscow under attack.

A LOOK TO THE FUTURE OF VIDEO PLAY

Those of you who recently bought new Sega Genesis decks may be experiencing a little technical difficulty. If you are a fan of the early *Electronics Arts* classics, you've probably discovered that the titles **Populous**, **Zany Golf** and **Budokan** won't work on the Genesis decks that come with **Sonic the Hedgehog** enclosed. This is due to minor improvements that Sega has made on their system. These improvements alter the way the hardware reads the cart. If you are experiencing this problem, *Electronic Arts* suggests that you call their Customer Warranty Number: (415) 572-2787.

system reads two "scratch pad" chips inside each cart. These chips control the memory and visual features of the game. By altering the way the deck reads these chips the strength, number of lives, invincibility, etc., can be changed to give your characters "super powers".

As with the Nintendo version, *Galoob* will market the **Genie** in the U.S. and *Camerica* will distribute it in Canada. But unlike the *Nintendo/Galoob/Camerica* legal entanglements that kept gamers waiting for the **Genie**, Sega of America has given the product their blessing.

Another note along the same line: **Ballistic**, the Genesis division of **Accolade** has verified that the Genesis carts **Onslaught** and **Ishido: Way of the Stones** may or may not function properly on the updated version of the Genesis deck. For further information call their Technical Support Division at (408) 296-8400.

An update on the bad blood between *Nintendo of America* and *Camerica*: Nintendo attempted to make life a bit tougher for non-licensed developers of Nintendo-compatible game carts by adding a lock-out chip to the new edition of the Nintendo Entertainment System. This chip more successfully blocks out unauthorized software.

Always up to something new, *Camerica* found a way to dance around this new chip and create totally compatible carts by adding a switch to all of its new titles. This enables any of their games to be played on older or new Nintendo decks, just with the flip of a switch.

Galoob Toys and *Camerica* are out to grant wishes for Sega devotees. They unveiled a **Game Genie** for use with the Genesis system at the CES show. It should be available at retail locations sometime in late March, complete with codes to make **Sonic** superior. And you can expect a **Game Gear** version of this controversial adapter in time for summer.

For those of you who have been too glued to your playing screen to keep in touch with the gaming world; the **Game Genie** is an adapter that enhances a video cart by changing the way the

Visitors to the Consumer Electronics Show in Vegas saw more than a new game while playing Super NES carts. The booths were full of a multi-buttoned controller that look like a fancy Super Famicom controller. Introducing the **AsciiPad**, new for the Super Nintendo



Game Genie for Genesis.



AsciiPad for SNES.

TALK

THE LATEST ON VIDEO GAME HARDWARE & SOFTWARE

system from *Ascii Entertainment*, the company that brought you the **NES Advantage**. This controller has some special features tailor-made for the serious gamer. There is a turbo control button for up to 20 shots per second, an automatic repeat button, and even a slow motion feature. Customize your weaponry to defeat even the toughest enemies. The **Asciipad** will be available in stores any day, with a price tag of \$24.95.

If Genesis is your system of choice, *Ascii* has a new controller for you, too! The **Power Clutch SG** offers a compact design and hand grip for easy handling. The **Power Clutch SG** also features a turbo fire, giving you up to 28 shots per second, and slow motion button. This controller will find its way into stores in conjunction with the **Asciipad**, at a retail price of \$39.99.

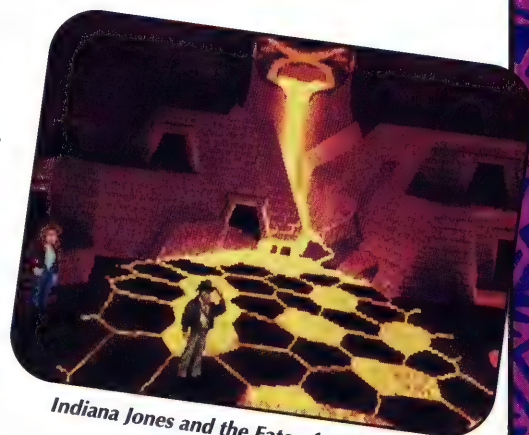
LucasFilm Games has some projects in the works that may change the way you look at the CD ROM for your PC. They have developed the concept of more interactive programming based on the player's decisions and selections.

Introducing **iMUSE**, which stands for Interactive Music and Sound Effects. This revolutionary sound system actually composes the sound track as you go, allowing the music and sound effect to respond to the player's choices. This new way of looking at game sound is created by the Skywalker Sound division of *LucasFilm*.

The first game to take advantage of **iMUSE** is *Monkey Island 2: LeChuck's Revenge*. Various sections of the game are represented by a theme, but as you move to different areas of that section, the theme changes slightly to reflect the

mood of the setting. The sound is also changed by the nature of your interaction with other characters. For example, if Guybrush is feeling romantic, the tenor saxophone takes over. But if he sticks his foot in his mouth, prepare to be rebuffed by a cranky guitar.

Another example of **iMUSE** can be found in *Indiana Jones and the Fate of Atlantis*, an original Indy adventure created for *LucasFilm Games*. This is the most complex game the licensee has created to date, featuring over 200 rooms, video rotoscoping, increased player sensitivity and the interactive sound system. Both *Monkey Island 2* and *Fate of Atlantis* will be available for IBM, with Amiga and CD-ROM conversions in the works. Might these games show up next on the long awaited CD-ROM for Sega?



Indiana Jones and the Fate of Atlantis



Monkey Island 2: LeChuck's Revenge



Power Clutch — Genesis.

Race at break-neck speed on the luge.

The Games Winter Challenge: Best Bet For Breaking Those Winter Blues



Okay, so you've already struggled through two or three months of Winter, and there's still another two long months on the way. All that ice, snow, slush and cold...

But wait! There must be something good about Winter? Oh yeah, it's an Olympic year. That means two weeks of watching the best, young athletes in the world compete for their countries in some of the most challenging events Winter can offer. And, this year, you'll be able to join in the action, thanks to a new cart from Ballistic. *The Games: Winter Challenge* brings the thrill of the Olympics to your Genesis. And, you won't have to wait four years.

Winter Challenge offers you eight of the most popular events of the Winter Olympics, including the Luge, Bobsledding, Speed Skating, the Giant Slalom and more. Measure your skills against nine other computerized competitors. Or create opponents of your own, complete with their names, faces and the flag of the country they represent.

You can begin by selecting either the training or the tournament mode for any event. You will be given a brief history of each event, a review of the controls and the standing records. If you are in training, aim for that record. If you are in tournament play, the computer will give you all of your opponents' scores and stats. Be sure to pay close attention to the number and type of medals they've received, so you know who you're up against. If things get a little tough or aren't quite challenging enough, there are three levels of difficulty to select from; Amateur, Professional and World Class.

Winter Challenge has a unique feature that you won't find at the Olympics. Let's say that you're really deep in tournament play, but you have to stop. Just hit the 'store tournament' option and it will be saved until the next time you pop in the cart. If you wish to start a new tournament without losing the one you have in progress, there is a password feature that enables you to store limit-

less tournaments for later play. And, it will keep your standings on file.

And then there's the real fun of the game, the events themselves. 'Downhill Skiing' is the most popular and dangerous form of Alpine skiing. It's your job to guide your skier down the face of a mountain, past the flagged gates, at breathtaking speed for the fastest time. The 'Giant Slalom' challenges you with a maze of 41 gates, bumps, ditches and curves. It takes a keen eye and the swift grace of a panther to complete this run in the fastest time. And, if heights give you a thrill, the 'Ski Jump' is your event. Race down the iced ramp, hurling your body into the air to soar like a bird or fall to earth. Balance and, more than, a little good luck are necessary to make the longest jump.

If stamina is more your thing, try 'Cross Country Skiing'. Despite what you might think, this is no pushover event. Keep a close eye on your energy bar to see if you've got what it takes. And if you think you're coordinated enough to handle two sports at once, there is the 'Biathlon'; skiing twenty kilometers and stopping four times to fire at targets. This sport requires both incredible strength and expert marksmanship.

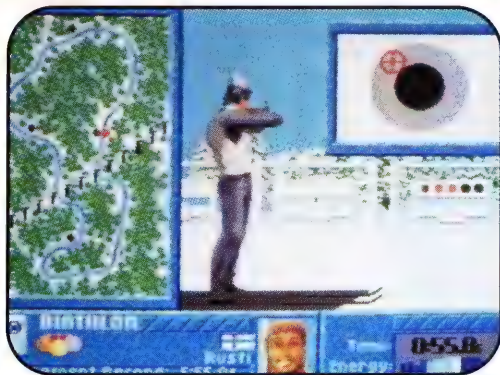
So you say your skis are in the shop? Never fear, there's always 'Speed Skating'. It's just three laps on a 400 meter track of ice on little metal blades that taper down to 1/32 of an inch wide. No problem, right? Strength, grace, balance and the speed of light will be the necessary skills here. And if mind-boggling speed is what you seek, try the 'Bobsled'. You and a teammate become a human rocket, racing down a concrete and ice track that snakes down the face of the mountain for 1500 meters. You're out of control as you zip through turns at speeds over 75 miles per hour. If you don't have a teammate crazy enough to hurl himself down the mountain, there's the 'Luge': just you on a tiny sled, speeding feet first, on your back, down a winding track full of ice at speeds up to sixty

Winter Challenge Review

Reviewed by Andy, The Game Dandy

Concept:	7	The game is your standard Winter Sports, Track & Field type action. It's the same old, same old, but it's a newcomer to the Genesis.
Graphics & Animation:	7	Most of the events look the same, but that could be because they all involve snow. The animation is kind of choppy, but the crashes are great.
Sound:	5	Yes, it has skiing noises! However, it's not a lot to get excited about.
Playability:	5	The events are a bit difficult to control at first but, in time, you will learn to master them.
Entertainment Value:	5	<i>Winter Challenge</i> is best as a multi-player game to share with your friends. See who can beat who.

Overall Rating: 6



Aim carefully
or lose 15 seconds!

miles per hour. Are you brave or crazy enough?

And here's the best part. There's an instant replay feature that's perfect for reliving all of your great victories. Or watching all of your bone-crunching crashes, just like they do on TV.

So whether you've always dreamed of being in the Olympics, or you've just got a case of cabin fever, this game is for you. Try *The Games: Winter Challenge*. Its thrills and spills are a surefire cure for the Winter blues.



Winter Challenge Review

Reviewed by Rick, The Video Ranger

- Concept:** 7 A variety of Winter Olympic sports is something new for Genesis.
- Graphics & Animation:** 7.5 Stunning graphics - particularly the animation of the scenery during the ski event. Occasionally it gets a bit fuzzy or I would have given it even higher marks.
- Sound:** 7 The sound effects stand out crystal clear; about as realistic as they could make it.
- Playability:** 6 While it is easy to control, the game tends to drag a little bit.
- Entertainment Value:** 7 Winter Games is fun to play and easy on the eyes. But it tends to be slightly repetitive and might get tiresome a little sooner than you'd like. While it's inarguably a fun game, I'd like to see variety in the action to match the incredible audio and visual.

Overall Rating: 7

Winter Challenge Review

Reviewed by Ed, The Video Wizard

- Concept:** 9 With all the different games available for Genesis, it's surprising that there aren't many that give you the variety in one cart as *Winter Challenge*. I think this game was well needed.
- Graphics & Animation:** 9 Whether you are skiing down the hill or going for the gold as you race around the rink on speed skates, the action and scenery are as exciting to watch as the sports you are participating in.
- Sound:** 8 The background music is pretty basic, but the event sounds are great! You can hear everything from the snow fly as you ski down the hill to the bullets in the biathlon. And don't get too cocky; if you mess up the crowd will either 'boo' or 'aahh' at you.
- Playability:** 8 The characters are easy to control on most of the courses and events. However, if you're like me, it will take a couple of tries to perfect your form and method.
- Entertainment Value:** 9 It is nice to see games coming out like *Winter Challenge*; those that are not stuck in the rut of being a shooter or adventure. This is a great sports simulation cart and I will be adding it to my library of Sega Genesis games.

Overall Rating: 8.5



Turrican: The Armored Ally That Fits In Your Back Pocket!

"Long ago in a nearby galaxy..." Stop me if you've heard this one. There once was a land known as Alterra, a completely man-made lifeworld. Alterra was comprised of four colonies, each a separate bio-engineered habitat created to serve a different function for the citizens of Alterra.

This world was maintained by a powerful ecosystem generation network known as a Multiple Organism Unit Link, nicknamed MORGAL for short. Early colonists used MORGAL to mutate Alterra inhabitants in order to best perform their duties.

Unfortunately, a massive earthquake destroyed all interface functions and communications with MORGAL, which reacted by further altering selected creatures to destroy the people of Alterra.

Very few colonists lived to tell the tale of the higher intelligence malfunction and rebellion. Repeated attempts to return and reclaim Alterra failed. That is until now. The advances in the area of genetic science technology have paved the way for a new mutant warrior. The result; RoboCop with an attitude. Make way for *Turrican*.

This biogenetic saviour from Accolade made his debut last Fall on your Genesis system. Now he journeys to your Game Boy. Everything but the dramatic colors are here, including the same powerful bosses and Turrican's collection of weapons.

First you'll have to put up with the pesky drone found on every level. As you search the four sections of Alterra, you will find seven huge bosses at outposts throughout the world. You'll meet



up with the Gauntlet, the remains of a transforming robot that once made farming land out of mountains. This time *Turrican* is his target. Dead Head is the processing center of a construction robot that just hates intruders trespassing in his building site. You'll also go face-to-face with, or a facsimile thereof, Mother Fish, Trash Master, Monolith and Queen Mother, the breeder of the insect world. If *Turrican* can survive this onslaught, he must prepare to do battle with the three faces of MORGAL. Three faces means three brains, so this one will be a "doosie".

To help our robotic warrior in his mission, he has a variety of weapons to choose from. His basic Laser Gun can be altered by collecting crystals and tokens. Or, clear the area around you with the laser Lightning Whip. *Turrican* throws a mighty Power Line that zaps enemies with an ionizing bolt, or devastating Grenades and Mines. When things get really ugly, *Turrican* can turn into a Buzzsaw three times in a life. This guy can be a real cut-up!

If you liked the original, and enjoy *Turrican* on the go, stay tuned. *Turrican* is headed for your Nintendo and a second installment is in the works for Sega Genesis.

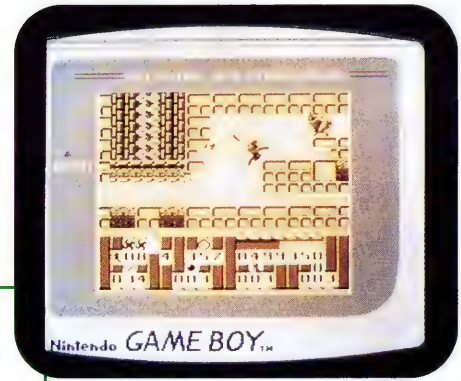


Turrican Review

Reviewed by Rick, The Video Ranger

Concept:	4	<i>Turrican</i> is just another Sci-Fi shoot 'em up. However, if you are a fan of the Genesis version, now you can take it with you.
Graphics & Animation:	6.5	The screens are nicely detailed and they fill up the entire viewing area, but I missed the vibrant colors of the 16-bit version.
Sound:	6	There's a large selection of sound for such a tiny version.
Playability:	6	I found this cart relatively easy to operate and the characters to be responsive.
Entertainment Value:	4	<i>Turrican</i> is the kind of game that, for me, doesn't lend itself well to the Game Boy. It really needs the color graphics and depth of sound that home systems provide. If you have the Genesis version of this cart, try it on the big screen to really appreciate it.

Overall Rating: 5



Seek out your enemies.



RoboCop with an attitude.

Turrican Review

Reviewed by Marianne, The Game Master

- Concept:** 8.5 It was good on Genesis, but it's even better on Game Boy.
- Graphics & Animation:** 8 Sweet! I love those spiders! *Turrican* is a smooth-moving character throughout the game.
- Sound:** 6 The background music is a little loud and drowns out the sound effects.
- Playability:** 7 There is enough diversity and a ton of screens, each more difficult than the first.
- Entertainment Value:** 9 I loved *Metroid II* on Game Boy and this is very comparable. *Turrican* is fun all the way. With nearly 1000 screens and ten different levels, you'll be trying to master this cart for a while. A lot of little extras have been added to keep you entertained.

Overall Rating: 8



Destroy the level bosses.

Turrican Review

Reviewed by Ed, The Video Wizard

- Concept:** 8 Personally, I had always hoped that my favorite carts would go portable. If you are a *Turrican* fan, wait no more. Now you can take your cyborg hero with you wherever you go.
- Graphics & Animation:** 9 This is as close to the original game as they come. It's like all they did was wash our hero in hot water to shrink him down a bit (guess that explains the fading of the colors, too). All of the backgrounds are pretty much the same.
- Sound:** 5 Not much new from any other cart. But, the sound does match the action.
- Playability:** 8 This is one game that is hard to put down; as you progress through the levels you become more and more addicted. The action is easy to control and the pace is fast enough to keep anyone's attention.
- Entertainment Value:** 8 I enjoyed playing this game. *Turrican* was able to keep my attention for the duration. If you get this game for your kids, be sure you get through it first in order to avoid the 'let go my eggo' syndrome.

Overall Rating: 7.75

Dear Game Informer (continued):

First of all, I would like to have more pages in your magazine. I think you should have more tips and I would like to see more sports games like RBI Baseball, Super Tecmo Bowl, Tennis, Volleyball, Track & Field I and II, etc... I hope that for the January issue of the magazine you will put the team that wins the Super Bowl on the cover.

Daryl Post
Irving, NY

Daryl, you will be happy to see that we have twice as many pages and double the number of tips in this issue. Inside you'll find The Games: Winter Challenge, Joe Montana 2 and John Madden '92. The March/April issue will feature a section on the newest golf games available for different formats. We saw quite a few new sports carts in the works at CES and we'll be sure to bring you coverage on them as they are released. Sorry that we weren't able to put the Super Bowl champs on the cover. The magazine goes to production before the game is played. However, the Super Bowl is being played here in Minneapolis, so we'll be sure to watch it. Thank you for your suggestions! - Ed.

Someone told me about your magazine the other day. I have looked everywhere for it and just can't seem to find it anywhere. Could you please send me some information on where to get it and how to subscribe. Thank you for all your help. It is greatly appreciated.

Keela Hawk
Killeen, TX

Keela, Game Informer is not on the newsstand at this time. You may purchase a copy or a subscription either by writing or calling Funco at (612) 533-8118, or in any of their FuncoLand retail locations. Currently, they are located in the Minneapolis/St. Paul area, but hope to expand into other areas soon. You will also find information on how to subscribe in this issue. - Ed.

Yo, Yo, Yo:

Sign me up,
Your prices are great,
sittin' at home I just can't wait.

From Gameboy to NES;
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Su-su-sup-sup-super N-E-S!

If you want a dime,
Please send it on time.
Because the Fun Club
can make you feel like you're on...
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Power.

Jonathan Carl Spencer
Providence, RI

I am writing to ask why you do not include the Turbo Gfx 16 game system in your publication. I personally own a TG-16 system, as well as a Game Boy, NES and SNES. I realize that the Genesis and Nintendo systems have more titles available, but that can't be a good reason to leave out this great system. The games I have played on my TG-16 were not only visually appealing, but sound great and play hard.

I would also like to mention that NEC's TG-16 is the only system right now that has CD-ROM games available for use with a CD-Rom system in the USA. The titles available are educational, exciting and have been on the market for at least a year. Please let me know why you have failed to include them in your publication. I feel that you are missing a large part of the video game population out there. Sincerely, a proud but somewhat disgruntled TG-16 owner.

Clifford Perrington
San Antonio, TX

I was looking through your magazine and noticed that you don't sell any Turbo Gfx-16 stuff. How come? Is the Turbo so low in ranking that no one can sell them anymore? Don't get me wrong, the Game Informer is a great magazine. But could you please do some Turbo coverage?

Michael Williams
Lane, SC

I think your magazine is great! From the updates to the reviews, this magazine has it all! I am a proud owner of an Atari Lynx portable game system but, unfortunately, I can't find many cheap places to buy their products. I bet a lot of Lynx gamers would appreciate it if Funco started buying and selling Lynx products, and Game Informer started covering them. Keep up the good work!

Ian Gazarek
Seattle, WA

We do not mean to slight the Turbo Gfx and Lynx owners out there. As a new publication, we still have a limited number of pages and staff. We felt it better to focus in on a few systems. Both are good systems with loyal followings. We hope to introduce coverage of Lynx and TG-16 in Tech Talk and What's Hot! in the future - Ed.

I am writing about the Super Mario Bros. 3 Tip printed on page 24 of the Nov/Dec. Game Informer. I have tried it four times and it doesn't work!

Robyn Russell
Norman, OK

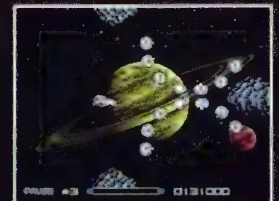
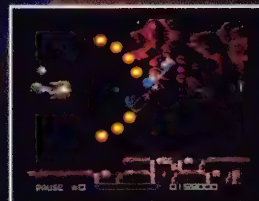
We received quite a few letters regarding that tip. There was a misprint. It was supposed to read invincible, not invisible. The tip will give you invincibility, but it is difficult to do on the first try. We have had many readers tell us they can become invisible, but we have yet to successfully do so. Sorry for the confusion! - Ed.

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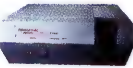
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2.				27.			
3.				28.			
4.				29.			
5.				30.			
6.				31.			
7.				32.			
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25.				50.			
Total Amount							

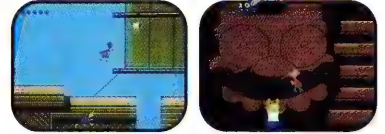
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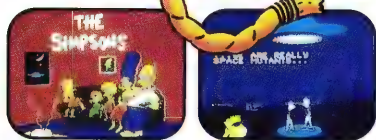
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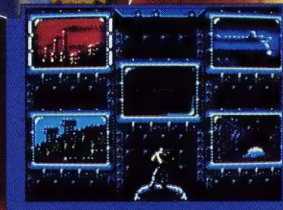
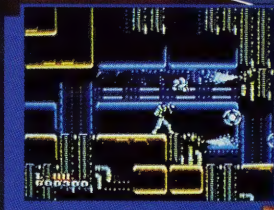
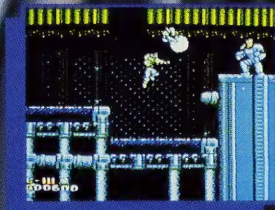
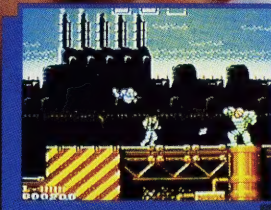
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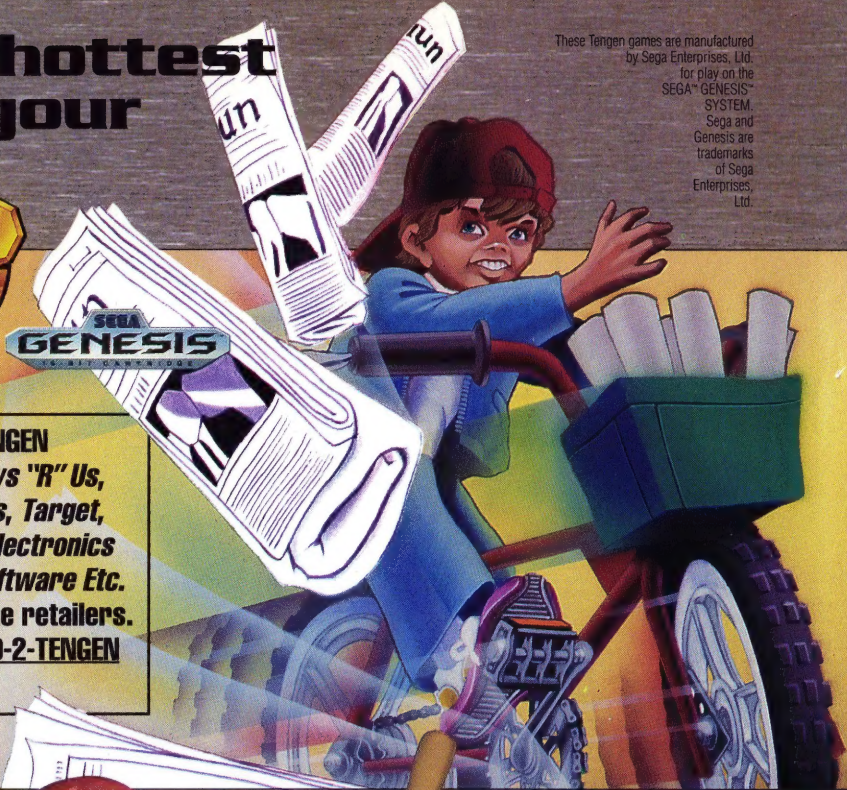
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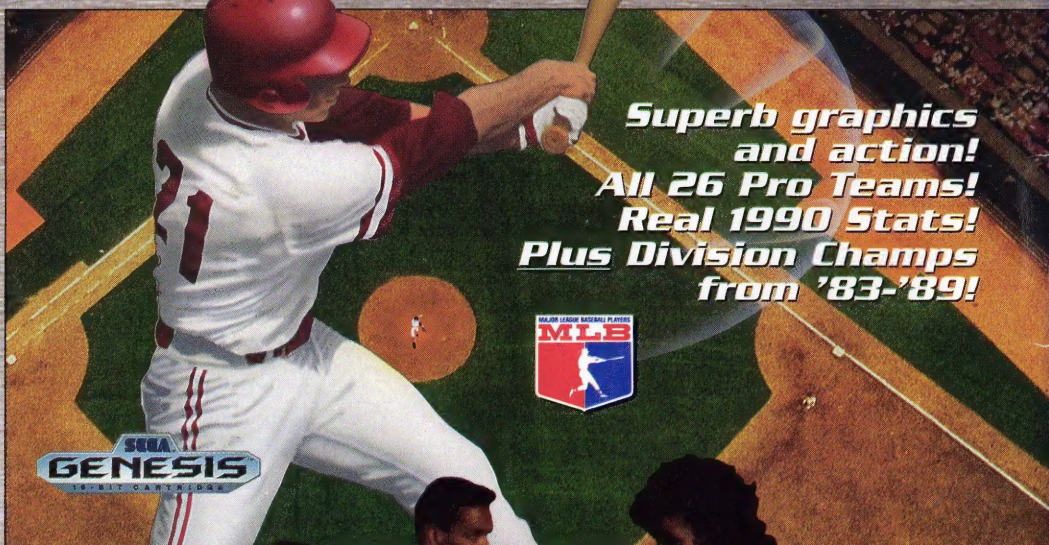


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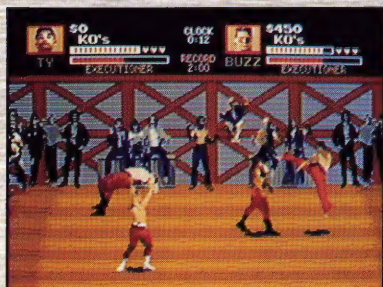


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