

GAME INFORMER™

Summer Issue 1992
\$3.95

Magazine
For Video Game Enthusiasts!

**Sizzling Section
On The Newest Role Plays**

**What's Hot?
A Glimpse At Summer CES**

**White Hot Race Carts...
Just In Time For Summer!**

**Stanley: The Search
For Dr. Livingston –
A Bit Of History,
A Lot Of Fun!**





RIVAL TURF!™

KICK SOME YOU-KNOW-WHAT!

Take back the streets with Rival Turf!™
The first simultaneous two player action
game for the Super NES®!

The inner city "Brawl Brothers" are tired
of punks takin' over the 'hood. They're out
to clean up. And the result is a fast and furi-
ous fight of incredible two-fisted, "tag-team"
street-fighting action.

Get your licks in with ultra-realistic
street-fighting techniques: body slams, leg
sweeps, jabs, hooks, uppercuts and more.
Kick and punch your way through 6 stages
on dozens of super-realistic backgrounds.

Play simultaneously or go head-to-
head against another player in the spe-
cial "versus" mode. Or take on the street
scum alone in the single-player mode.

This could be the toughest fight
of your life. Better start swinging now!

**The roughest, toughest street-
fighting game ever!**



Jaleco® and Rival Turf™ are registered trademarks and
trademarks respectively of Jaleco USA, Inc. Super NES® is
a registered trademark of Nintendo of America. © 1992 Jaleco USA, Inc.

Dear Game Informer:

I really enjoy reading your magazine. The tips and strategies are very useful. One of the things I like best about **Game Informer** is that it's very colorful. Well, you guys don't have to worry about keeping up the good work; you guys are great!

Sippy Maomanivong
Windsor, CA

I think you have a good thing going here but, on the other hand, you could use a lot more pictures and stuff like that; things to make it look more attractive. Take a look at some of the smaller video game magazines like *Sega Visions*. Kids don't like magazines with only words and hardly any pictures. That's just my opinion.

Jeff Bledsoe
Tiyard, OR

I like your magazine a lot. It has up-to-date news on games I like. I also enjoyed the section on the SNES in your Jan/Feb issue. I learned a lot about the SNES, including things I didn't even know existed like pixels. I just wanted to say keep up the good work.

Danny Ramirez
El Paso, TX

Why don't you have more tips for classics such as *Excitebike*, *Double Dragon*, *Altered Beast*, *Shinobi* and *Skate or Die*? I realize new games have more options and hidden codes, but some of these games were ahead of their time. Dust 'em off, pop 'em in. You might be surprised at what you find. I also think you should have a section on hard-core, adrenaline-pumping, arthritis-encouraging, fighting games. I'm talking *Contra III* and *Renegade*. Games like no other, where persistence and patience are crucial. I love these games!

G-Man
Saginaw, MI

G-Man, you're a man of great wisdom, as well as many adjectives! We agree, sometimes there's nothing better than an 'oldie but a goodie.' The Game Consultants had much the same idea, so they're cooking up a special Classics project on their own. In addition, we've been batting around the

idea of a recurring feature, maybe called **The Classics Attic**. Readers, what do you think?

-Ed.

I am very impressed how your magazine is growing. I am disappointed, though, too. I am very much into Role Playing games like *Dragon Warrior II & III*, *Final Fantasy*, etc... I would appreciate it if you would feature more of these types of games and give more tips on them, too. I also wish you would make your issues larger, with more contests, reviews and other sections of interest. Please take my comments into consideration.

Jeff Babcock
Elkhart, IN

Jeff, the good news is this issue features role-playing games. As for your other comments, they are all very constructive. Unfortunately, everybody has to start out somewhere and expansion takes time and money. However, we are working on it and I hope you will see new features in our future issues. Thanks for writing!

-Ed.

Corrections:

Many of you have written to say the tips we printed in the Spring issue for **Earth Defense Force** and **Snakes Revenge** do not work.

The pre-release copy of EDF had an invincibility code built in that was not in the finished product. When the tip was sent in we tried it on the eprom and it worked. Jaleco has assured us there is no such invincibility feature existing in the finished product.

Concerning **Snake's Revenge**, we are not sure if the confusion stemmed from the original letter or in the type-setting. However, you will find another code that will take you to the Big Boss, to tide you over while we search for the correction. We apologize for the mistake.

Finally, many of you have written regarding the \$6.00 Funco coupons valid to paying subscribers only. To avoid any further confusion, the balance of coupons will be mailed to paying subscribers separately. We thank you in advance for your patience.

-Ed.

Dear G.I. Cont. on Page 44

Summer Issue 1992

Richard A. Cihak
Publisher

Elizabeth A. Olson
Executive Editor
Production Manager

Kimberley Thompson Benike
Editorial Consultant

Kerry Cousineau
Art Director

Ed Martinez
Rick Petzoldt
Andy McNamara
Ross Van Der Schaegen
Video Game Consultants

John Lacy
Illustrator

Walter Baumgartner
Richard S. Cegielski
Midwest/South Sales Representatives
144 Oak Court
Barrington, IL 60010
(708) 381-8770

Bob Rosen
Colin Campbell
East Coast Sales Representatives
Kalish, Quigley & Rosen, Inc.
850 Seventh Avenue
New York, NY 10019
(212) 399-9500

Tony Sureau & Associates
Northwest Coast Sales Representatives
11531 197th Southeast
Snohomish, WA 98290
(800) 367-8669

R C Bublitz & Associates
Southwest Coast Sales Representatives
22247 Burbank Boulevard
Woodland Hills, CA 91367
(818) 992-0366

The **Game Informer Magazine** is published bi-monthly by FUNCO, Inc., 10120 W. 76th Street, Eden Prairie, MN 55344. (612)946-7245 or FAX (612)946-7250. Second Class Postage Pending from this and additional mailing offices.

The Editor welcomes company product information for all video games. Such materials should be addressed to: *Editor, Game Informer Magazine*, 10120 W. 76th Street, Eden Prairie, MN 55344. Editorial phone and FAX numbers are noted above. Unsolicited manuscripts cannot be returned or acknowledged.

Entire contents copyright 1992. *Game Informer Magazine*. All rights reserved; reproduction in whole or in part with permission is prohibited. **Game Informer** is a trademark of FUNCO, Inc.

Products named in these pages are trade names, or trademarks, of their respective companies.

For a copy of *Game Informer Magazine*, please call Gary Gillem at our Circulation Department (612)946-7245.

Game Informer Index

Game Consultants & Review Summations.....4	Stanley: The Search for Dr. Livingston, A Review.....24	Xardion: A Review.....48
Special Role-Play Feature	Game Boy Accessories.....26 <i>The newest in "boy" toys</i>	Rival Turf, A Review50
Might & Magic II, A Review.....8	The Duel: Test Drive II, A Review.....28	Super Battletank: Return to the Gulf, A Review.....52
D&D: Warriors of the Eternal Sun, A Review.....10	Desert Strike, A Review.....32	Spanky's Quest, A Review.....54
AD&D: Pool of Radiance, A Review.....12	Where in Time is Carmen Sandiego?, A Review.....34	Word Zap, A Review.....56
Knight's Quest, A Review.....14	What's Hot?.....37 <i>Scenes From the Summer CES</i>	Fun Club Tip Line.....58 <i>Tips and Strategies from our Readers</i>
Code Masters.....18 <i>The Creativity Behind the Cards</i>	Tech Talk.....43	Popils, A Review.....62
Race America, A Review.....22	F-1 ROC: Race of Champions, A Review46	

LETTER FROM THE EDITOR

By Elizabeth A. Olson

Well, another Summer Consumer Electronics Show is behind us, and as we're soaking our feet, the staff of **Game Informer Magazine** is bursting to tell you about the exciting, new things the video game industry has in store for you. We'll take a brief look at some of the new titles planned for the second half of the year in "What's Hot: at The Summer CES." You'll see the latest in hardware in **Tech Talk**.

There are so many new role-playing titles coming on to the market, we thought we should bring you a special RPG feature, highlighting a few of the upcoming carts for your various game systems. We look at **Might & Magic II** for the SNES, **AD&D: Pool of Radiance** for the 8-bit, Sega's **Warriors of the Eternal Sun** and **Knight's Quest** for the Game Boy.

And speaking of the sun, summer is the time of year to take down the top and hit the road, so you'll find reviews of the latest racing carts, like **Race America**, **The Duel: Test Drive II** and **F-1 ROC**. If you find

your taste for action is the only thing that's hot, we have one of the newest fist-flying titles for you; **Rival Turf** for the Super NES.


CES provided a great opportunity to meet with the designers behind such hits as **Dizzy** and **Micro Machines**. We had a chance to talk with the UK's **CodeMasters** and ask them just what's behind their success.

Finally, as many of you know, the recent CES was open to the public for the first time ever, and **G.I. Magazine** was there. We'd like to thank all of you who stopped by our booth. It was great to have the opportunity to meet and talk with some of you. We enjoyed hearing your comments. Please keep them coming, because we love hearing what you

think. Happy reading!



Beth and Chester Cheetah at CES.

Beth 

Subscription Notice

Want to stay on top what's new in the video game world? Keep the *Game Informer* coming to your home through 1992.

Subscribe now for only \$17.88 and receive six action-packed issues; one every other month. That's almost a dollar off each issue.

Look for the subscription card 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 \$20.00**. Send only unpublished tips, please. 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
10120 W. 76th Street
Eden Prairie, MN 55344

The field reports are in: Super Battletank™ scores a decisive victory!



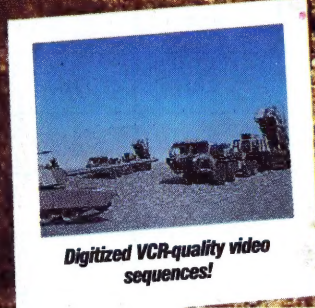
Command the state-of-the-art weaponry and guidance systems of the fearsome M1A1!



Re-create actual Desert Storm maneuvers!



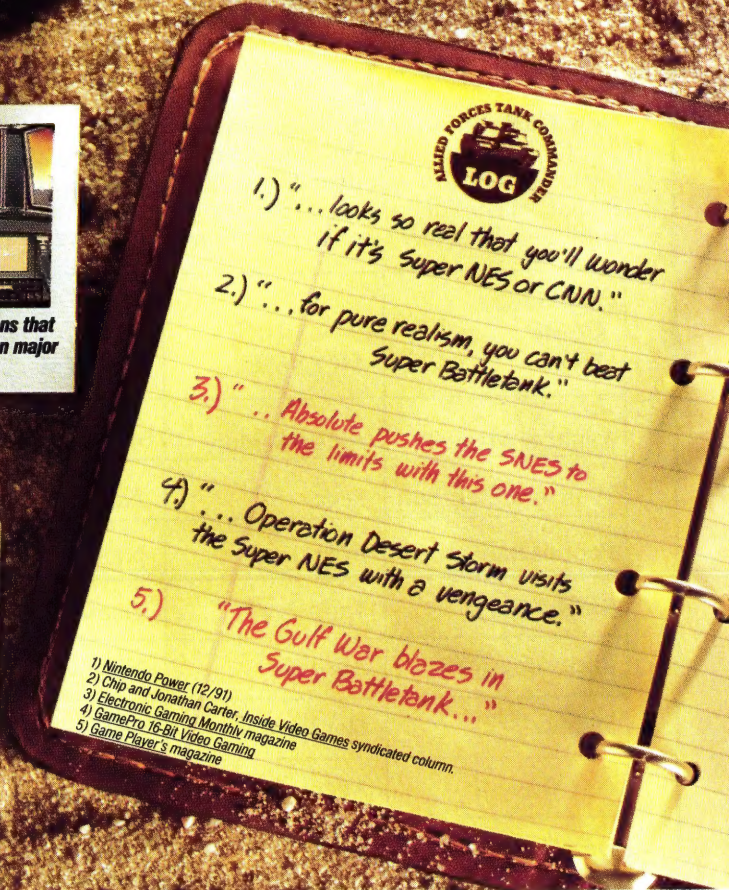
Ten action-packed missions that culminate with assaults on major enemy targets!



Digitized VCR-quality video sequences!



Day and night combat scenarios!



- 1.) "...looks so real that you'll wonder if it's Super NES or CNN."
- 2.) "...for pure realism, you can't beat Super Battletank."
- 3.) "... Absolute pushes the SNES to the limits with this one."
- 4.) "... Operation Desert Storm visits the Super NES with a vengeance."
- 5.) "The Gulf War blows in Super Battletank..."

- 1) Nintendo Power (12/91)
- 2) Chip and Jonathan Carter, Inside Video Games syndicated column.
- 3) Electronic Gaming Monthly magazine
- 4) GamePro 16-Bit Video Gaming
- 5) Game Player's magazine

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

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

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

And coming soon: **Super Battletank** on the Sega™ Genesis™!

Designed by Garry Kitchen and Alex DeMeo.



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

Super Battletank: War in the Gulf is a trademark of Absolute Entertainment, Inc. All rights reserved. Absolute Entertainment is a registered trademark of Absolute Entertainment, Inc. All rights reserved. Nintendo, Super Nintendo Entertainment System, Super NES, Nintendo Power and Nintendo Seal of Quality are trademarks of Nintendo of America Inc. ©1992 Nintendo of America Inc. Licensed by Sega Enterprises Ltd. for play on the Sega™ Genesis™ System. Sega, Genesis and Sega Seal of Quality are trademarks of Sega Enterprises Ltd. ©1992 Absolute Entertainment, Inc. All rights reserved.

This Issue's Reviews... The Bottom Line

**ED
THE VIDEO WIZARD**



**RICK
THE VIDEO RANGER**



**ANDY
THE GAME DANDY**



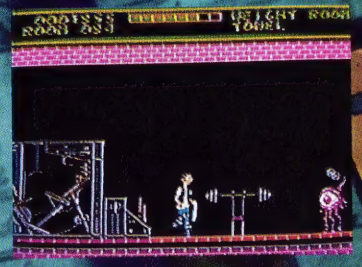
**ROSS
THE REBEL GAMER**



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	SYSTEM	G.I. PAGE #	REVIEWERS' SCORES				BOTTOM LINE
				ED	RICK	ANDY	ROSS	
Might & Magic II	Amer. Sammy	SNES	Pg. 8	8.75	6.75	6	-	7
Warriors/Eter. Sun	Sega	Genesis	Pg. 10	-	6.25	7.75	8.75	7.5
Pool of Radiance	FCI	NES	Pg. 12	8.25	3.75	-	6.25	6
Knight Quest	Taito	Game Boy	Pg. 14	8	6.75	8.5	-	8.25
Race America	Absolute	NES	Pg. 22	7.75	6.75	-	6.5	7
Stanley	ElectroBrain	NES	Pg. 24	7.25	-	8	7.25	7.5
Test Drive II	Accolade	Genesis	Pg. 28	8.5	6	7.5	-	7.25
Desert Strike	Sega	Genesis	Pg. 32	-	7.75	9	9	8.5
Carmen Sandiego	Electronic Arts	Genesis	Pg. 34	7.75	8	-	7.5	7.75
F-1 ROC	Seta USA	SNES	Pg. 46	8	-	9	7	8
Xardion	Asmik	SNES	Pg. 48	6.75	6.5	7	-	6.75
Rival Turf	Jaleco	SNES	Pg. 50	-	8	8	9.25	8.25
Super Battletank	Absolute	SNES	Pg. 52	8.75	5.5	9.25	-	7.75
Spanky's Quest	Natsume	SNES	Pg. 54	7.25	6.25	-	7.25	6.75
Word Zap	Jaleco	Game Boy	Pg. 56	7.75	-	7	6.75	7
Popils	Tengen	G. Gear	Pg. 62	7.5	6.25	-	5.75	6.5



Nintendo
ENTERTAINMENT
SYSTEM

GHOUL SCHOOL



ELECTRO BRAIN CORP.™

Welcome To The World Of Role-Play...



Imagine that you could fall through the pages of your favorite fantasy books. You know which ones I mean; the oversized, hand-tooled leather bound kind with the gold gilt writing on the cover. The back snaps gently as you open it to reveal thick pages, slightly musty and yellow with age. The first paragraph always begins with an ornately etched letter, followed by words that weave tales of noble quests, fierce beasts and sorcerers possessing mystical powers. Each adventure is set in a strange land, worlds away, in a time long before or after that of our own. The faded color of each illustration reflects back images of mysterious creatures and places just beckoning you to join them...

This genre of game takes you on a journey through enchanted places, and unusual civilizations. Seek your fortune, rescue a princess or save your homeland from sure destruc-

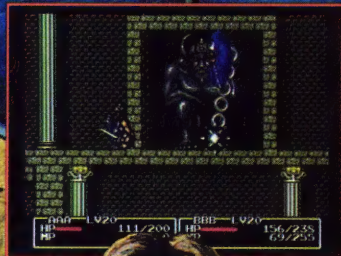
tion. RPG games are not for the meek. Each cart provides hundreds of hours of game-play, creating your characters and mapping out your exploits. Escape into a world of profits, kings, spell-casters and goblins; you'll be amazed how quickly you become lost in your own imagination.

In the pages that follow you will find the newest RPG titles, no matter which system you have. We've also taken a brief look back at a few titles that have earned the status of classics. Whether you're new to the world of role-play or experienced in these adventures, you're sure to find one to your taste. But enough of this...let your journey begin!

Role-Play continued on page 16...



CADASH



- 1 or 2 Player Game
- Action Role-Playing Adventure
- Barbaric Battles

CADASH — THE ARCADE HIT!

A plea has been issued asking for worthy fighters to help rescue the princess Salassa. The King has made it clear that the traveler is entitled to all the treasure he can gather. He also encourages that you travel with a partner for this quest is dangerous.

Crazed creatures will lurk along your path, preparing for a feeding frenzy, throughout

your long adventure. Collecting a variety of magical items will be essential to your survival. You will be able to choose between two unique fighters that each have different powers and fighting styles. So choose your hero and start kicking tail!



Paul Davis



Might & Magic II: Gates To Another World



Let me introduce myself. I am Gwyndon, the Young. I'd like to take you on an adventure through time and space, and into worlds unknown. We'll encounter monsters at every turn, quests for great riches and powers; all in search for Corak, the Mysterious. He is a great sorcerer and the only one who can stop total destruction of CRON. All you need to join me is a thirst for adventure, a **Super Nintendo** system and *Might & Magic II: Gates to Another World* from American Sammy.

Let me start my story at the beginning. CRON is a land that was created after centuries of war between the Lords of Water, Air, Fire and Earth. These wars raged on until the humanoid inhabitants began experimenting with magical powers in order to defend themselves from these Lords. The most-powerful spell-casters from the Isle of the Ancients worked until they created a mysterious Orb of Power. This was held in a vessel created of four talons, one for each of the four elements. The talon alone was enough to subdue the elements. Many tried to use the Orb's magic, resulting in gross mutilations and horrible death. Finally, one such being, Kalohn, tested the Orb and survived.

Kalohn climbed the tallest mountain in CRON and challenged the Elements to a battle. What resulted was the imprisonment of the Elements

Might & Magic II Review

Reviewed by Rick, The Video Ranger

Concept:	8	<i>Might & Magic</i> is set in a world of magic and secrets. A mystical superhero is locked in battle with unknown forces, with the fate of our world in the balance. One day he simply vanishes, leaving the world's fate in the hands of his apprentice...you!
Graphics & Animation:	6	The graphics are, in a word, large; large rooms, large characters. The characters are sometimes cartoonish, reminiscent of the movie "Pete, the Reluctant Dragon."
Sound:	7	<i>Might & Magic</i> has a dark edge to it, and the music reflects this very well.
Playability:	6	The battles are slow and repetitive to a fault. On the positive side, this is the most challenging, time-consuming RPG for the SNES to date.
Entertainment Value:	6.5	I really like the storyline of <i>Might & Magic II: Gates to Another World</i> . The graphics are above average, but not to the standards set by <i>Final Fantasy II</i> and <i>Actraiser</i> . It can be tedious to play, but challenging and thought-provoking.
Overall Rating:	6.75	

on each of the four corners of the land, held back by each claw of the talon. King Kalohn, the Conqueror, kept the orb and set about bringing civilization to CRON.

Acwalander, Lord of Water, resented their defeat by the hands of a human so he began creating the first dragon in order to defeat Kalohn. A great battle ensued that destroyed the King and drowned the dragon. It is said that the Orb of Power still rests at the bottom of the Quagmire of Doom. Now the land of CRON struggles in chaos and fights off barbarians.

I learned this history after Corak, my master, disappeared. Shortly before he vanished, I found him ranti-

ng and raving about CRON falling out of alignment with other worlds. He spoke of a destructive alien named Sheltem that had escaped onto our beloved CRON and an anointed champion that must realign our world before a wave of fiery destruction fell upon it. He tried desperately to stop this fate with his powers, but to no avail. In his final moments, he pulled forth the great talon and chanted some ancient spell. A strange glow surrounded him and he was gone. Now I, Gwyndon, must attempt to locate my master.

Might & Magic II is a first-person role-play cartridge that provides hundreds of hours of gameplay. Select your party from knights, clerics, sor-



Might & Magic II Review

Reviewed by Andy, The Game Dandy

Concept:	4	<i>Might & Magic II</i> is a first-person RPG. It's a great concept for people who enjoy that style of role play. I, however, am not a big fan of this perspective in an RPG.
Graphics & Animation:	9	The graphics are excellent! The characters are well-defined with lots of color.
Sound:	8	The music is quite catchy. When I first popped in the game, I heard someone walk by and start humming. No "tinny" Nintendo tunes here.
Playability:	4	I don't like this sort of game and the main reason for it is the control and view. From this perspective, I can't really see what I want to see. In my opinion, the control should be more like that of <i>Faceball 2000</i> .
Entertainment Value:	4	This is a long game, which is great for major RPG fans, but not for me. However, if you are into first-person role-play, you'd better hurry out to get this one.
Overall Rating:	6	

Skeletons who block your path prove to be no match!



cerers, robbers and more. Then pick their race, sex, class and character alignment (good or evil). After carefully putting together this group based on the various character statistics, set out on a journey that will take you through towns, underground caverns, castles and a land that is divided into the five areas of Earth, Water, Fire, Air and the Central World. Battle more than 250 types of monsters to gain experience points. Set out on numerous quests to earn gold and gain magical powers.

If magic, mystery and adventure are what you are searching for, *Might & Magic II* may well be the answer. While this is not a fast-paced game, the hours of complex twists and turns will pull you in. Be sure to leave a trail of bread crumbs as you search for Corak the Mysterious; you may lose yourself in the Gates to Another World.



Might & Magic II Review

Reviewed by Ed, The Video Wizard

Concept:	9	In many ways, <i>M & M II</i> is better on the SNES than its PC counterpart. As before, it's your job to travel through the land of CRON to find the Orb and four talons. Are you up to the journey?
Graphics & Animation:	9	Like its PC partner, there are hundreds of characters. The only noticeable difference is in the detail and color. The color of the goblins, man-eating plants and more come across bright and brilliant.
Sound:	8	The music is a compliment. From the opening of your adventure, you will listen to medieval-type sounds of the flute, harps and more. But just wait 'til you hear the great sounds of the battles!
Playability:	9	Because this is an RPG, the direction and degree of difficulty is up to you. Start out with a party of adventurers whose occupation you choose. Now the hard part: go out and increase their experience without getting anyone killed. I would pack a lunch, if I were you.
Entertainment Value:	9	For those of you who like puzzles, this is a 5,000 piecer...of midnight sky, no less. It's not totally impossible, but it will take you on a wild ride searching and hunting for just the right piece. It will literally take you hundreds of hours, but it's worth every second.
Overall Rating:	8.75	

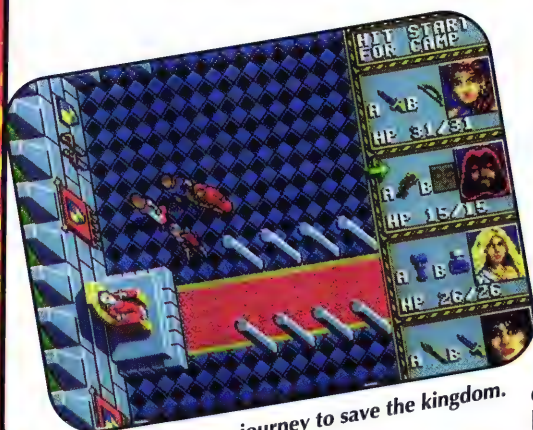


D&D™ Comes to Genesis With Warriors of the Eternal Sun

Your kinsman are starving, the crops are dying, disease and pestilence run rampant, your armies are fatigued from the war they've been fighting against the Goblins for the last year. Powers from above have opened up the earth and swallowed your civilization whole. Now you find yourself in Hollow World, a hot, desolate and mysterious place. Such is the plight of Duke Hector Barrik and his kingdom.

Warriors of the Eternal Sun is the first licensed Dungeons & Dragons™ Role-Play cartridge for the Sega Genesis system. This long awaited title centers around your party's exploration through their new surroundings and the battles with cultures they encounter along the way. Your quest is to locate allies and become a stronghold before your kingdom is destroyed by enemies.

Due to the fact this is a Dungeons & Dragons title, your characters are based on those found in any classic D&D game. Select apart of four from a human cleric, magic-user, fighter, and thief, as well as an elf, dwarf or halfling. Choose your party carefully because each individual has different strengths and six characteristics wher-er you create their score.



Begin your journey to save the kingdom.

Warriors Review

Reviewed by Ed, The Video Wizard

Concept:	8	The Goblins are about to be victorious in their 13-month war with the Humans. Suddenly, the sky opens up and sucks up humans and goblins alike, giving your kingdom a second chance. But there are new enemies to face as you explore and gather allies in the name of your King.
Graphics & Animation:	8	This cart has beautiful detail; from the stones that make up the castle to the shadows of trees and cliffs. Character animation moves smoothly, and the colors are bright and bold.
Sound:	7	The sound effects are decent; you get the clangs and clangs of the battle scenes, the small explosions of enemies as they disintegrate from your spells. I enjoyed the medieval music as you explore the new world.
Playability:	8	Gather as much information as you can from the village folk and be on your way. The format screen is simple to use, as are picking your characters and choosing weapons. The fighting sequences are just as easy to control.
Entertainment Value:	8	As with RPGs, you don't plan on completing them in one evening. With a new world to explore, there are a lot of weird-looking monsters and people to confront, befriend or destroy. This is a great game for players just getting into RPGs, as well as those who know and love adventure/quests.

Overall Rating: 7.75

Each character increases their power with experience points.

Before starting your journey, you may wish to purchase necessary supplies, weapons and spells to aid you along the way. Be sure to consult Marmellian, the Court Wizard. He will give you instructions and valuable information. You may also speak with townspeople, but remember, as the game progresses, their information becomes less reliable. It seems that the whole town is slowly going mad!

All of the above ground and travel scenes are from an angled, overhead perspective. Battle scenes are

set up as a turn-by-turn basis, so you may select your party member and method of attack. You'll go face-to-... well, whatever with beasts such as hill giants, wild bores and more. Journey back to the castle for free first-aid and more powerful armor and weapons. You must increase your experience levels before braving the underground world.

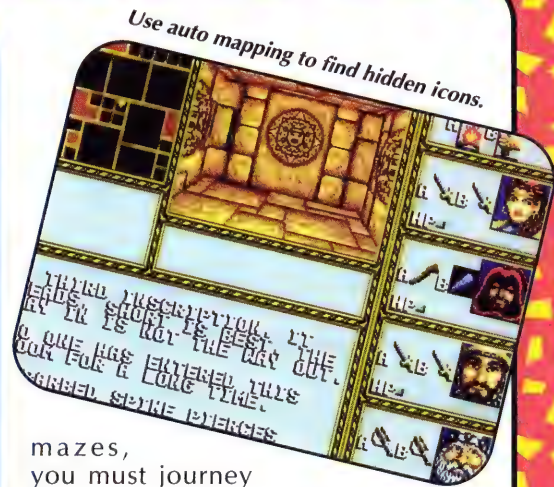
When traveling to one of the outlying civilizations, you must first journey through the mazes of the underground dungeons. Don't groan! There is an automatic mapping feature to save map making time. Once you leave a maze, its map is removed

Warriors Review

Reviewed By Ross, The Rebel Gamer

- Concept:** 9 This is one of the most advanced role-plays around for all-out fantasy or D&D players. Begin your quest for the Duke with four characters of your choice. Hill Giants, Beastmen and a whole slew of other critters will try to prevent your success.
- Graphics & Animation:** 8 The topographical aspects of this cart are outstanding, but the battle sequences in the mazes fall a little short. You never really can tell how many enemies are standing in front of you.
- Sound:** 8 I wasn't expecting to be blown away by the music or sound effects, but once I heard the roar and thunder of battle, I was in awe.
- Playability:** 9 They don't make many RPGs that first time adventurers can easily understand, but this cart is a great choice to start off all RPG newcomers.
- Entertainment Value:** 10 Being an RPGer for the better part of my life, I fell in love with the true test of wits and strategy provided in *Warriors*. In fact, many hours of non-stop play went into *Warriors* for me. It's a true red-eye, just-can't-quit type of game.

Overall Rating: 8.75



mazes, you must journey to other civilizations, gathering allies and searching out their secret powers. If missions of your own get in the way of gameplay, don't worry. There is a battery back-up to save your game and continue another time.

All Genesis players who share an enthusiasm for D&D, this game is for you. *Warriors of the Eternal Sun* is a good first attempt at a D&D transfer that might even make a few fans of its own.



from the computer memory. All the underground scenes are in a realistic, three-dimensional, first-person perspective. But, like any deep, dark dungeon, these are not very fun places to hang out. Your band will be attacked by all sorts of monsters like giant ants, huge spiders, skeletons, and dragons. These creatures are hard to keep track of, as they move freely about the maze as long as you do. It seems you just get past one group of ghouls and you're attacked by another band of beasts! If you are diligent and careful, there are many weapons, hidden doors and spells tucked away in the corners of these tunnels.

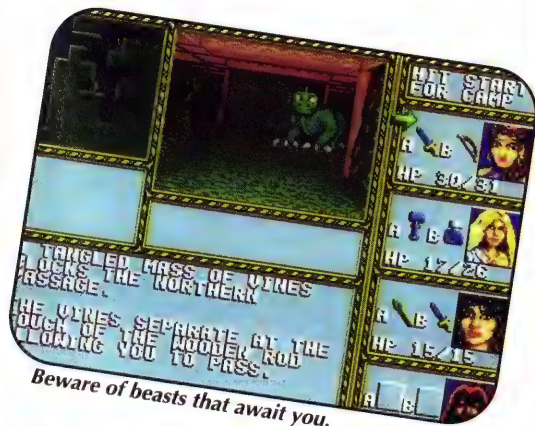
Warriors of the Eternal Sun provides hours and hours of enjoyment. Aside from travels and battles in your own kingdom and the underground

Warriors Review

Reviewed by Rick, The Video Ranger

- Concept:** 7 This is a brave-new-world style adventure. Civilization has been swallowed up in order to start anew. The story revolves around the ensuing struggle for power.
- Graphics & Animation:** 6.5 The graphics were above average. Some maze scenes and bosses were reminiscent of *Shining in the Darkness*, but not quite as dazzling.
- Sound:** 6 The background music and sound effects range from average to slightly above average.
- Playability:** 5 Some players will like the attack positioning feature, others, like myself, will find it tedious. The battles could be exceedingly long in some cases.
- Entertainment Value:** 7 There were some very creative details in *Warriors*. I loved the writing on the tombstones and the weapon choices. I liked having so many options right in the town itself.

Overall Rating: 6.25



Explore the Ruins of Phlan in Search of the Pool of Radiance

Listen up, all you Dungeons & Dragons fans. FCI, the creators of the classic Ultima role-play series, brings a new Advanced D&D title *Pool of Radiance* to the 8-bit Nintendo system. And like any classic AD&D plot, this one has all the twists and turns to keep an adventurer tied up for hours.

Phlan was once a great and glorious city. Now there are only small glimpses of the glamour and glitter once here. It is a fortress, keeping out evil forces that control all but this small area. Guards patrol the gates anticipating attacks from beings that dwell in the "Old City." But to the older inhabitants, who remember Phlan as it once was, these boundaries seem to be closing in.

Elders tell stories of forgotten riches like the wealthy nobles' houses, and Podol Plaza, once a bustling center of trade. But bands of orcs,

goblins and other creatures have claimed these treasures, taking over the Old Shrine and setting up Valjevo Castle as their headquarters. Despite the Council's warning, there are many young adventurers anxiously waiting to seek out their fortunes amidst these regions. Many traders hope to recapture the plaza, reopening the lines of trade.

There is a legend that gives those who venture forward a glimmer of hope. The elders speak of a body of water known as the Pool of Radiance. It is unclear as to its location. They say it's anywhere from the eternal woods to a peaceful spot on an island, or in the peaks of the Dragonspine mountains. Tales say this lagoon holds the power that created the Quivering Forest and the appearance of the Sorcerer's Isle. This pool glows with energy all its own.



Those who approach it will feel its power to their very bones. The worthy will be granted great power, while the wicked die an unspeakable death.

Create a band of five from characters such as humans, elves and dwarfs. Choose their physical and mental ability, class and alignment, both in world view and in ethics. A more difficult feature is a character's dexterity, which measures reflex speed, agility and eye-hand coordination. These characters are rated by level, experience points, maximum hit points, armor class and a factor called THACO, which measures their combat ability.

Your party will journey throughout Phlan and the surrounding Old City regions, in search of weapons, treasures and magic spells. Travel and battles are viewed from an overhead three-quarters perspective. Sections of the game are played in a 3-D, first-person view. There is an Area feature

Pool Of Radiance Review

Reviewed by Ross, The Rebel Gamer

Concept:	6	<i>Pool of Radiance</i> was a manual used to play Dungeons & Dragons on the PC. It's nice to see it make its first appearance on the home entertainment systems.
Graphics & Animation:	7	The graphics were not what I expected them to be. However, the Shop Owner, the Guide, etc..., were featured as realistic portraits.
Sound:	5	The music was a plus to this cart, but when it came to sound effects (or lack thereof), I lost interest.
Playability:	7	Considering all the years I played Dungeons & Dragons, I have played this book before. I have also played it on the PC, therefore, there wasn't much of a challenge for me. In its favor is the smooth movement and easy-to-control battles.
Entertainment Value:	6	For someone looking for a good RPG that is the closest thing to D&D, this is the one.
Overall Rating:	6.25	



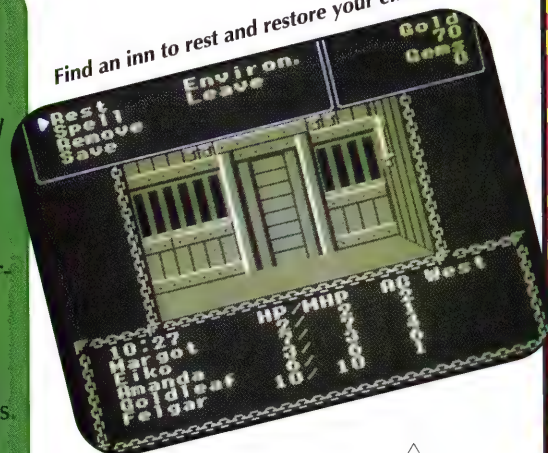
Create characters AD&D style!

Pool Of Radiance Review

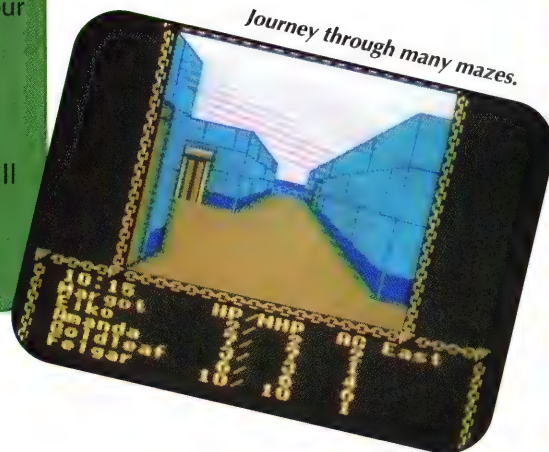
Reviewed by Ed, The Video Wizard

Concept:	9	<i>Pool</i> is a RPG of Advanced Dungeons & Dragons. Put together a party that will explore the worlds outside of Phlan in search of the <i>Pool of Radiance</i> . Are you up for the trip?
Graphics & Animation:	7	Given that this is a RPG, the play is slow, but everything is there. A considerable amount has gone into the drawing and animation of the characters and beasts. You will enjoy the color and overall look of your journey.
Sound:	7	The sounds are basic, but add to the gameplay. The battles are well-fought, with excellent effects.
Playability:	9	Once you begin your journey it's fairly easy to gain experience points. I found the view screen a little complicated and it took a while to get used to reading it. Otherwise, the game moves at your pace and if you're an RPGer, you should have no problem getting through this game.
Entertainment Value:	9	The nice variety of creatures encountered makes this cart interesting. All of them, from the nymphs to the vampires to the zombies, will keep you on your toes.
Overall Rating:	8.25	

Find an inn to rest and restore your energy.



Journey through many mazes.



that works like auto-mapping, but you'll need to create many maps of your own. This feature only works until you flee from an encounter.

Pool of Radiance is a complex role-play that is not for the beginner. The character ratings and status features are detailed and can be difficult for all but the most experienced D&Ders. Gamers who enjoy the challenge of a cart that requires many hours to set up and map out will thrill over *Pool of Radiance*.



Pool Of Radiance Review

Reviewed by Rick, The Video Ranger

Concept:	4	<i>Pool of Radiance</i> is an Advanced D&D game with a typical story line that failed to draw me into the game.
Graphics & Animation:	3.5	The world of Phlan is dark, which is understandable. The detail is good, but the colors are too washed out. The animation was virtually non-existent.
Sound:	4	I didn't find the music and sound effects well-suited to the action.
Playability:	4	Building characters was slow and arduous. The menu gives many options, but it's confusing.
Entertainment Value:	3.5	My understanding of <i>Pool</i> is that it's a strict AD&D translation. As a video RPGer, I feel such games would benefit by easing up on their rules and improving the graphics and animation so the game would flow. Here, the battles move so slowly, I found myself wishing it would end.
Overall Rating:	3.75	

Knight Quest: A Vast Pursuit For the Wee Game Boy



Hear Ye! Hear Ye! Lend me thine ears so that I may present upon thee the tale of a young slip of a lad and his bountiful bravery in the far-off kingdom of Avalot...

...Or in other words, this is the story of a kid who always dreamed of becoming a knight.

Our tale begins in the kingdom of Avalot, a land threatened by dreadful beasts and eternal darkness. There we find the good King Molbray, wringing his hands in despair. He has sent his most courageous knights and there is no one left to rescue Avalot from its enemies. Enter a young boy named Will, armed with nothing but his determination and bravery. All the land watches with hope as this man-child faces the challenge. With the future of Avalot resting upon his shoulders, Will would become one of the last true knights.

Begin your pursuit upon being knighted. At this time, Molbray gives you a list of quests and battles to complete in order to save your homeland. The map of Avalot shows the entirety of the realm and its outlying regions. Journey throughout this area, searching for hidden shops and inns, gathering weapons and magical powers to aid you in your conquests.

Your first quest is to defeat the Wild Goblin King found deep within the North Woods, but first you must defeat many smaller beasts to gain the gold and the strength necessary for such a foe. Get past the bridge guardian and face the evil monsters lurking in the North Cave. Use your gold to purchase various weapons from the local shops. Purchase spells and magic ranging from potions that heal to mysterious crystals and scrolls. You will have to earn enough gold to buy progressively stronger swords and armor to defend yourself from larger enemies.

Your second task is to explore the North Cape of the Kingdom. A gigantic tower has appeared on the hori-

Knight Quest Review

Reviewed by Andy, The Game Dandy

Concept:	8.5	<i>Knight Quest</i> is an RPG for your Game Boy, which is long overdue. This cart is similar in many ways to most role plays, but there is an animation in the way Will attacks in battle that makes it more entertaining to watch.
Graphics & Animation:	9	The Game Boy doesn't have much to work with in this area, but the screen still came off really well. The characters are smooth and well-designed.
Sound:	6	I hate Game Boy's sound. On any game, I turn it off.
Playability:	8	You choose the action, and the game does the rest. This is the perfect cart for a first-time RPG; as it's one you can jump right in.
Entertainment Value:	9	For any RPG fans, this is one of the best carts to ever come to the Game Boy. It is a must-have for role play on the go.
Overall Rating:	8.5	

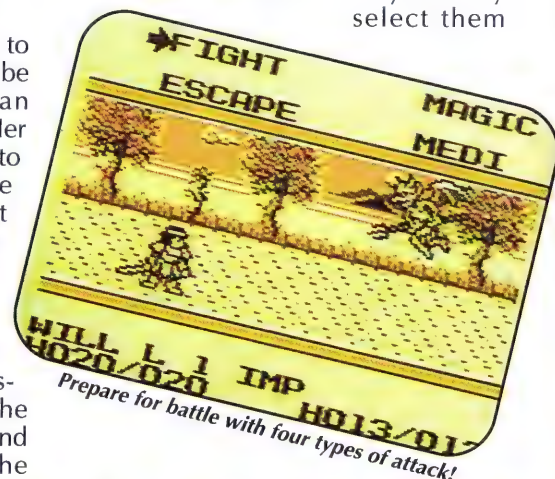
zon that could only have been created by the hand of a mischievous and powerful individual. You must find the key to the tower and seek out its builder and report his intentions back to the King. You must defeat this mystery character before he grows too strong and overtakes Avalot.

Next you will be called upon to enlist the help of Tabasa, who may be the sole surviving member of an ancient race of powerful wizards. Her strength and sorcery is necessary to fend off the encroaching evil. She lives at the foot of the Great Mountains, but it will be a long journey through many new regions before you find her.

You return to the castle to find the good King Molbray deep in despair. Through his sobs you discover intruders have crept into the palace under shadow of darkness and stolen away his fair daughter, the

Princess! It will take all of Will's strength, power and courage to flush out these abductors and return the beautiful Princess to her father's side.

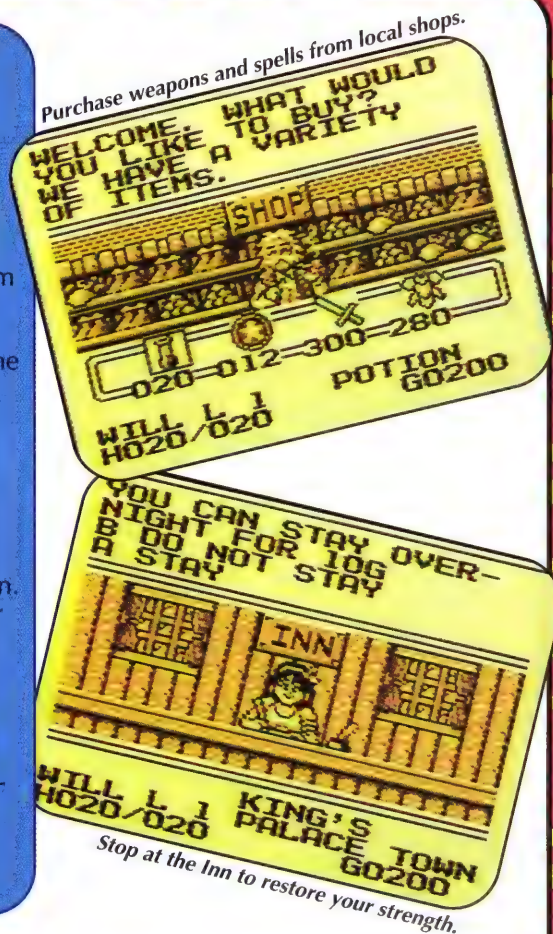
Our faithful Will fights bravely in battle. He has four basic methods of attack and you may select them



Knight Quest Review

Reviewed by Ed, The Video Wizard

- Concept:** 8 In order to be made a knight, Will is given the mission to seek out and destroy the King of Goblins that lives in the North Cave. He will face many foes along his journey, but he must complete this task in his quest for knighthood.
- Graphics & Animation:** 8 I liked the way this game looks and moves. From the top view when you're traveling, to the side view, during battle, there is a nice variety of angles used in this cart. The only drawback is the repetition of moves in battle.
- Sound:** 8 The sound is well above average for the Game Boy. It never becomes dull or boring and, in fact, adds to the role-play aspects of *Knight Quest*.
- Playability:** 8 It was a great idea to give this a password option. You can choose how fast you want to read your messages, fight and increase your money. That way, if you are an old hand at RPGs you can move a little faster through the game.
- Entertainment Value:** 8 Just given the fact that there are few RPGs out there for the Game Boy, you should take advantage of this cart.
- Overall Rating:** 8



based on their effectiveness. Will may also choose to cast a spell or use medicine to heal his wounds. When a particular foe proves to be too strong for our hero, he may quickly escape to avoid death. Inns tucked about the region are a welcome sight, as a well-earned rest restores Will's power.

There are a number of options available to you in *Knight Quest*. Select the speed at which your messages run across the screen. Choose whether you wish the battle scenes to be fast, normal or slow. You can even select whether you wish to earn gold pieces slowly or in big bunches. This feature is great for tailoring the game to individual players. If time runs out and you need to take a break from the action, there is a password feature that saves your place.

It is amazing how much Taito can fit into this little cartridge! *Knight Quest* features surprisingly clear and detailed screens with well-animated characters. Even the soundtrack packs a wallop. If you're out and about, and you feel this sudden urge to be a hero, this role-play for your portable is one you won't want to miss!



Knight Quest Review

Reviewed by Ross, The Rebel Gamer

- Concept:** 8 This is an RPG style game for the Game Boy, which is few and far between. As Will, you go before the King to fulfill your dream to become a knight. He commissions you to destroy the Goblin King and, if you are successful, your wish for knighthood will be granted.
- Graphics & Animation:** 8 The close-ups are very crisp and intensely detailed. The characters' movements are smooth and the overhead view of the maps were easily decipherable.
- Sound:** 9 This is no average Game Boy soundtrack! The music was closer to that found on the 8-bit Nintendo and the sound effects fit in nicely with the action.
- Playability:** 8 Challenge is a big factor in this cart. It's definitely not for the newer RPG players. This is a game I would take on a long, long trip. The battle scenes are the only downfall of *Knight Quest*.
- Entertainment Value:** 8 I really enjoyed playing this one. If there are some serious RPGers out there and on the go, grab this one for your Game Boy.
- Overall:** 8.25

Classic Role-Play Titles

The Ultima series
by FCI

Ultima: Exodus - NES

Ultima: Quest of the Avatar - NES

You're resting under a tree when, suddenly, a large, pulsating ball of swirling light approaches you. It vanishes, dropping a metal object at your feet that you recognize as an 'Ankh.' With a flash of light, a wagon appears and a fortune teller beckons you inside. The cards you select determine your character and path. Collect your party in a quest to become the Avatar. Obtain all eight virtues so you may guide the kingdom from the ways of injustice (2 meg+, battery).

Coming Soon: Ultima: Runes of Virtue - Aug.'92 (Game Boy); Ultima: Warriors of Destiny - Dec.'92 (NES); Ultima: The False Prophet - Dec.'92 (SNES).

The Zelda Series
by Nintendo of America

Zelda - NES

The evil Ganon plans to plunge the world into fear and darkness but first he must get the Triforce; golden triangles of incredible power. Princess Zelda, alert to his plan, hides the eight pieces of the Triforce throughout the kingdom and sends her nursemaid, Impa, to fetch a brave warrior. Hearing this, Ganon imprisons Zelda, sending troops after Impa. Courageous Link stops the troops from ceasing Impa, who tells him where the Triforce pieces are hidden. Link must gather them and stop Ganon's destruction of Hyrule (2 meg, battery).

Zelda II - NES

Link is the chosen one who must use the Triforces of Power and Wisdom to locate the remaining Triforce of Courage, hidden in the Great Palace in the Valley of Death. Use the six crystals to unlock the binding force

that imprisons the Valley, reuniting the Triforce and awaking Zelda from her eternal sleep (2 meg, battery).

Zelda III - SNES

Zelda III takes place before its predecessors. You are the Hero of Hyrule, out to stop the King of Thieves, Mandrag Ganon. He occupies the Golden Land of the Triforce and his next stop is Hyrule, but first, he must break the seal of the seven wise men. To stop him, you must solve numerous mysteries, but with the help of Zelda and the descendants of the wise men, you just might do it (8 meg, battery).

Phantasy Star Series
by Sega of America

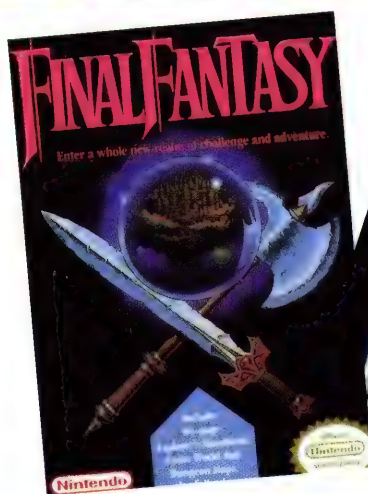
Phantasy Star - Sega Master

Phantasy Star II - Genesis

Mota, the second planet in the Algo star system, was a virtual paradise. But one day, something went wrong, altering the climate, nature, and everything. What has happened to the Mother Brain that controls Mota, and where are these biomonsters coming from? It's your job to find out (6 meg, battery).

Phantasy Star III - Genesis

Two tribes, the Orakians and the Layans, have been at war for 1,000 years. Their founders, Orakio and Layo, passed a law that no Orakian shall kill a Layan and vice versa, so the battle is fought by cyborgs and monsters. You are Rhys, an Orakian whose bride, Maria, is stolen from the altar by a Layan monster. In your search for Maria you travel through three generations, determining the ending of the game by whom you marry (5 meg, battery).



Final Fantasy Series

Final Fantasy - NES
by Nintendo of America

Four light warriors, a fighter, magician, thief and ninja, venture from Coneria, the Dream City, to rescue Princess Sara. Garland is holding her in the Temple of Fiends. Your reward is a bridge to the North, so you may begin your quest to reunite the four orbs that hold the power of the Elements (2 meg, battery).

Final Fantasy II -SNES
by Square Soft

You are Cecil, Captain of the Red Wings, King Baron's Air Force. The King orders you and your friend Kain to take crystal from the good people of Mysidia, but when you question it, you are dismissed. The King orders you to take a package to the Village of Mist, where the real journey begins (8 meg, battery).

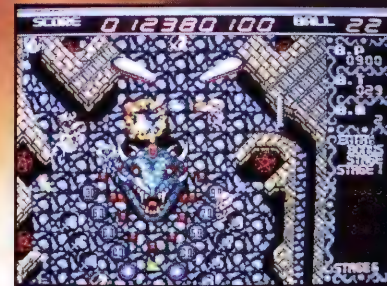
Also Available: Final Fantasy Legend & Final Fantasy Adventure (Game Boy). Coming Soon: Final Fantasy Jr. - '92 (SNES & Game Boy).



DRAGON'S FURY™

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

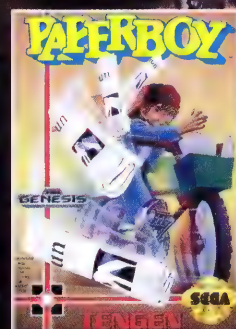
- ▶ Incredible graphics paint an awesome playing field of sorcerers, skeletal undeads and other fantastic creatures.
- ▶ Score hundreds of millions of points!
- ▶ Six bonus levels filled with dragons, bats, live skulls and other evil monsters.



SEGA GENESIS 16 BIT CARTRIDGE



These Tengen games are manufactured by Sega Enterprises Ltd. for play on the SEGA GENESIS SYSTEM. DRAGON'S FURY: TM Tengen, Inc. ©1992 Tengen, Inc. All rights reserved. PAPERBOY: TM and ©1984 Atari Games Corp. licensed to Tengen, Inc. ©1991 Tengen, Inc. All rights reserved. PIT-FIGHTER: TM Atari Games Corp., licensed to Tengen, Inc. ©1991 Tengen, Inc. All rights reserved. RAMPART: TM and ©1991 Atari Games Corp., licensed to Tengen, Inc. All rights reserved. Sega and Genesis are trademarks of Sega Enterprises, Ltd.



Buy DRAGON'S FURY and these other hot Tengen hits at Toys "R" Us, Kay-Bee Toys, Target, Babbage's, Electronics Boutique, Software Etc. and other fine retailers. Or call **1-800-2-TENGEN** to order.

TENGEN
AN ATARI GAMES COMPANY
675 Sycamore Drive, Milpitas, CA 95035

Codemasters: The Creative Force Behind Your Favorite Carts



We receive a flood of letters each year from gamers telling us their ideas for new games. Many of you have written to ask just how to go about becoming a game developer. At the Summer CES, we had the opportunity to meet up with Team Codemasters, a young group of folks who pooled their talents and became one the world's leading development companies.

It all started around 1982 when two brothers from the United Kingdom, still in their early teens, began developing games for the home computer. Their first title was *BMX Racers*, created for Mastertronic. It was soon followed by 39 more carts for the same company, as well as titles for Commodore and Mirrorsoft. Within four years, Richard and David Darling's games sold over two million copies!

That's when the two brothers got to thinking. Wouldn't it be nice to develop their own games without the restrictions of being a contractor? In October of 1986 the Darlings opened the doors of Codemasters, a company designed to create high quality games at value prices. Within it's first year the company soared to the position of number one software house in the UK.

The Darlings say it takes more than good ideas to make a top-selling game. It takes the right mix of programmers, testers, cartoonists, musicians, and graphic artists working as a team. And, thanks to the prevalence of home computers, there's now a group of very talented young programmers. Given the popularity of their games, it seems that

Codemasters has successfully gathered such a group of people. Codemaster games are so well liked, they have sold more units than the entire Mario Brothers series in the UK. Richard Eddy, Codemaster's PR/Marketing Manager, attributes this success to consistently brilliant games and the sheer playability of each title.

Located in Warwickshire, England, just fifteen miles from Stratford Upon Avon; birthplace of William Shakespeare, Codemasters is housed in a group of carefully renovated barns. Nestled among the hills and farmland, they have set up production facilities capable of creating software for just about any system, including NES, NEC, Sega, Atari Lynx, Commodore 64 and Amiga, and Synclaire Spectrum. There is also a hardware development division and a full design studio that produces all their packaging.

Prior to the January 1989 Consumer Electronics Show, the Darlings concentrated on titles for the computer format. However, after seeing the popularity of the Nintendo system, they wanted to create a product with universal appeal. They began converting their more popular games over to other formats, although

they say they never simply convert without analyzing the gameplay and considering the product as a whole. That same CES show gave them their first inspiration for their incredibly successful *Game Genie*. After sitting down with a group of kids and inquiring about their likes and dislikes, the Darlings came up with an accessory that would actually change the play of a game.

Codemasters now develops products exclusively throughout the world for such companies as Lewis Galoob Toys and Camerica. What have they got in store for the future? They promise we'll see our favorite Codemaster characters like *Dizzy* in new adventures. Always watching the ever-changing market, they are also currently working on such products as a CD ROM drive, a Game Boy *Game Genie* and the *Aladdin*, a NES cartridge that contains all the redundant bits of a program, allowing for a more economical and compact game cart. With Team Codemasters behind them, they're sure to be big hits.

FOR SUPER NES™



LOOK AT THESE INCREDIBLE FEATURES OF "SUPER BASEBALL SIMULATOR 1000™"!

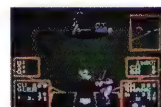
Overall	G, W-L, PCT, GB	Best 30 Individual Stats																				
Team W-L		AVG	AB	H	3B	HR	BB	SO	BACH	ERR	SB	Pitching Stats										
Team Batting	G, AVG, HR, RBI, BB, SO, SB, ERR	Batting Stats																				
Team Pitching	G, ERA, W-L, SV, BB, SO, HR, R, CG, SHO	Pitching Stats																				
													ERA	W	L	SV	CG	SHO	H	R	BB	SO
													* SACRIFICE FLY									
GAMES	5, 30, 60 AND 105 GAME SEASONS TO CHOOSE FROM																					
NUMBER OF PLAYERS	1-6 PLAYERS CAN COMPETE YOU CAN LET THE COMPUTER PLAY THE GAME TOO																					
INNINGS	1, 3, 5 AND 9 INNINGS TO CHOOSE FROM																					
TEAMS	24 TEAMS																					
BASEBALL PLAYERS	432 PLAYERS IN ALL																					
STATS	DURING THE SEASON, THE RANKINGS, W-L, PCT, GB, NUMBERS OF GAMES, AND SCHEDULE CAN BE SEEN AT ANYTIME.																					
TEAM STATS	THE BATTING STATS ON 9 ITEMS AND PITCHING STATS ON 10 ITEMS.																					
PLAYER'S STATS	THE BATTING AND PITCHING STATS OF 105 PLAYERS ARE CATEGORIZED AND BEATABLE AS WELL.																					
STADIUMS	THERE ARE 16 FRANCHISE STADIUMS, YOU CAN ALSO PLAY THE WHOLE SEASON IN ONE STADIUM.																					
AUTO SETTING	EDIT YOUR ORIGINAL TEAM AND LET THE COMPUTER PLAY.																					
MANAGER MODE	THE MANAGER CAN SEND SIGNALS TO THE PLAYERS.																					
FAST PROCESSING	YOU CAN VIEW THE QUICK AUTO GAME RESULT.																					
EDIT	YOU CAN EDIT THE TEAMS, PITCHERS, AND BATTERS.																					
FIELDING	YOU CAN CONTROL EACH FIELDER, OR MOVE THEM ALL TOGETHER TO THE RIGHT, LEFT, CLOSE IN, AND FURTHER AWAY.																					
LEVEL	THERE ARE 3 COMPUTER LEVELS: STANDARD, ADVANCED, AND EXPERT MODES.																					
CHARACTER OF PITCHERS	EACH PITCHER HAS DIFFERENT CHARACTERISTICS.																					
TEAM COLOR	YOU CAN CHOOSE THE COLOR OF THE UNIFORMS AND T-SHIRTS.																					
ULTRA POINTS	YOU CAN SET THE AMOUNT OF ULTRA POINTS BEFORE PLAY.																					
DISPLAY	THERE IS OPTION OF ON-SCREEN DISPLAY OF WHICH ULTRA PLAY YOU CAN USE.																					
ULTRA PLAYS	30 DIFFERENT ULTRA PLAY ABILITIES.																					
ERRORS	THERE IS AN OPTION OF WHETHER OR NOT TO HAVE ERRORS DURING PLAYS.																					

FULL EDITING FOR UP TO SIX TEAMS AND 432 PLAYERS
PLAY BALL WITH YOUR FAVORITE STARS AND HEROES BY MAKING FULL USE OF THE PARAMETERS. ENTER TEAM AND PLAYER NAMES, ALL THE IMPORTANT STATS, AND EVEN THE UNIFORM COLOR. INPUT ALL THE CURRENT DATA TO ENJOY A "FRESH" GAME.

A COMPLETE PENNANT RACE
SIMULATE A FULL SEASON BASED ON STATISTICS. UP TO 6 PEOPLE CAN PARTICIPATE. THE SEASON CAN BE PLAYED AUTOMATICALLY, WHILE YOU CAN ENJOY FOLLOWING A TEAM THROUGH ITS GAMES. THE TEAM STANDINGS, GAME SCHEDULE, W-L AND TOP 30 RANKINGS IN BATTING AND PITCHING ARE UPDATED AS WELL AS INDIVIDUAL STATS IN OVER 20 CATEGORIES.

A TOTALLY NEW FEATURE: ACTION MODE VS. MANAGER MODE!
CHOSE YOUR FAVORITE MODE OF THREE: ACTION, COMPUTER, OR MANAGER. ENJOY ACTION WITH YOUR PARTNER, FOLLOWING A TEAM THROUGH ITS GAMES, OR MANAGING A TEAM WITH SIGNALS.

THE HILARIOUS FEATURES OF ULTRA PLAY!
ADO WHOLE NEW DIMENSION OF FUN TO BASEBALL WITH THE WACKY ULTRA PLAYS. PITCHER SPLITS INTO FOUR. THE WHOLE BASEBALL FIELD REVOLVES. THE SPEED OF THE BALL GETS UP TO 200 MPH! A FIELDER JUMPS HUNDREDS OF FEET IN THE AIR! THERE ARE 30 DIFFERENT ULTRA PLAYS ALL TOGETHER TO SURPRISE YOU!



THE ULTIMATE BASEBALL GAME THAT'S PACKED WITH SO MANY FEATURES, HAS FINALLY ARRIVED!

SEE THE CHART FOR DETAILS!



Nintendo LICENSED BY NINTENDO FOR PLAY ON THE ENTERTAINMENT SYSTEM™
 NINTENDO®, NINTENDO ENTERTAINMENT SYSTEM®, SUPER NINTENDO ENTERTAINMENT SYSTEM®, GAME BOY® AND THE OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
 ©1989, 1991 NINTENDO OF AMERICA INC.



Battle Unit Zeoth™

Q*bert™



Four great ways to survive

Good old Aunt Emma. Spiced tea, melba toast, doilies on the chairs. Great place to visit – if you're about 50!

Next time, be prepared. Go armed to the teeth with these exciting Game Boy® adventures from Jaleco.

Battle Unit Zeoth™ It's war and more! In this high-tech, science fiction battle against invading aliens. Take it to 'em with vulcan cannons, hyper bombs, beam guns and hyper shields. 5 levels of horizontal and vertical scrolling action...tons of power ups to discover...a treacherous boss to defeat on every level. The furious fighting never stops!

Q*bert™ "Ugg" is something more than you'll say when Aunt Emma serves you chipped beef on toast. Ugg is one of Q*bert's deadliest enemies. Bounce from square to square as you try to rescue Q*bert from Ugg and other deadly foes. 20 different playfield configurations. 64 exciting rounds of play. Q*bert is the perfect Game Boy game...simple to play, easy to pick up and get into – but hard to put down.



Count all of the Jaleco games in this ad. If your answer is correct, you'll get a surprise. Submit your answer, name and address to: Aunt Emma, 310 Era Drive, Northbrook, IL 60062.

Fortified Zone™

Bases Loaded® for Game Boy.



your next visit to Aunt Emma's.

Fortified Zone™ Aunt Emma will keep her distance when she hears the blasts of this thriller coming from your Game Boy. Two agents – one man, one woman – try to infiltrate and destroy an enemy fortress. He shoots and blasts. She wins by thinking. One player can be either character. Link two Game Boys for the unique “double blind” feature – both players work independently. Takes double the teamwork and strategy. Gives double the excitement in return. 4 ultra-intricate levels. 6 death-defying rounds.

Bases Loaded® for Game Boy. While Aunt Emma boils spinach, you can be hitting fence-clearing home runs, diving for slashing line drives and pitching wicked curves. All from both batter and pitcher perspectives. For one or two players, this is all the action of the best selling NES baseball game right in the palm of your hand.

Next time you're faced with endless hours of Aunt Emma in your face, remember to bring your Game Boy and Jaleco games. Don't leave home without them!



Jaleco® Battle Unit Zeoth™ Fortified Zone™ and Bases Loaded® for Game Boy are registered trademarks and trademarks respectively of Jaleco USA, Inc. G*bert™ FOR GAME BOY New Matter ©1992 JYW Electronics, Inc. Based on Original Work ©1983 Columbia Pictures Industries, Inc. As Successor to Myistar Electronics, Inc. All Rights Reserved. Game Boy® is a registered trademark of Nintendo of America Inc. ©1992 Jaleco USA, Inc.

Race America: A Speedy Cross-Country Trek

Imagine that you could go from zero to 60 miles-per-hour in just four seconds flat or to 100 MPH in fifteen seconds. Imagine speeding across the country at 190 MPH. Now you can, with Absolute's new *Race America* for your **Nintendo** system.

Speed demons can race from city to city, either against eight different computer opponents or against a friend in two-player, simultaneous action. In

the one-player mode you start out against any of the computer characters, which vary in skill and challenge. The goal is to beat Awesome Jock (A.J.) Turbo, King of the Road, in each leg of the race. Getting there, you'll face opponents such as Lance Slick, Mario Spaghetti, Derrick Stetson, Ito Speedo, Va-Va Vroom, Pierre Sedan and Hans Von Brakemann. Don't let their corny names fool you. Each racer has his own driving style and tricks tucked away in his glove compartment.

Your cross-country cruise will take you through nine legs, with destinations ranging from Boston, New York, Chicago, Dallas, Denver and Los Angeles. Each leg is comprised of two races; a classic drag race to test your engine's firepower, and a road race to test your agility in making the tightest curves and avoiding obstacles along the way.



The straight-aways of the drag-strip require the skill of speed shifting as you slam it from first to sixth gear. Your reaction

time will also be put to the test, as you anxiously watch the 'Christmas tree' lights and try to dodge the oil slicks. The gear shift may take a while to adjust to because it requires a combination of hitting the directional pad and A button. Master the art of shifting and you'll be laying rubber and making tracks!

Unlike the drag races, the road race is more complicated. In addition to split-second shifting and cat-like reflexes, you'll need to keep a keen eye on the road and your instrument panel. Your dash displays MPHs, RPMs, a fuel gauge, gear position, the steering wheel angle and a tachometer that counts down the miles to the next destination. On the open road you have to maneuver your way through twists and turns, as well as rush-hour traffic. You'll also encounter obstacles like oil slicks, rough shoulders, speed traps and other vehicles. A few of the drivers will even go out of their way to get into yours. And whatever you do, don't forget to refuel!

Scoring is based on your performance. The tougher your opponent, the more points you will score. Receive bonus points for each drag or road race that you win and, in the two-player mode, racers will be awarded 225 points for each mile they complete. In the one-player game, you need to score more points than your computer opponents. If you win all nine legs, you'll see your name on the winner's plaque. If you are tough enough to beat A.J. Turbo in each step of the circuit, you'll receive the Race America Trophy Cup.



Two player
duel across country!

Race America Review

Reviewed by Ross, The Rebel Gamer

Concept:	7	I have never before seen a racing game that allowed you to race several different opponents at the same time, from one city to the next.
Graphics & Animation:	8	I liked the split-screen visuals. They especially help out when you are in front. The 3-D effect of oncoming cars reminds me of a favorite arcade game, <i>Roadblasters</i> .
Sound:	5	The driving music wasn't so bad. However, the crashes needed a little more oomph. The so-called roar of the engine was almost annoying.
Playability:	6	I found it very hard to shift and the slow starts put you at a disadvantage right from the get-go, but the steering was smooth and clean.
Entertainment Value:	7	All things considered, <i>Race America</i> is not a bad game. It's definitely a challenge; occasionally too much so. I think you might enjoy this one.
Overall Rating:	6.5	

Split screen action.



During both the drag race and the open road, you can track your location on the course by watching the course map on the screen. If you are trailing, watch your progress in the inset window. Take the lead and the main screen is yours. For a bird's-eye-view, switch to the overhead MB Helicam and watch your opponent eat your dust!

Race America Review

Reviewed by Rick, The Video Ranger

Concept:	7	<i>Race America</i> is head-to-head, cross-country racing with a bonus drag race thrown in. To make it more interesting, it's laid out on a split-screen format.
Graphics & Animation:	8	The cars look great. The terrain is colorful, nicely detailed and it changes from race to race to add variety.
Sound:	5	It's a race game...Vvrroom!
Playability:	7	<i>Race America</i> is very hard at first. The player has to keep his eyes on the split screen, then the control panel in order to shift, then let up on the gas to change gears. This makes it very realistic and a it's a nice touch. Once the shifting becomes second nature, the game progresses smoothly.
Entertainment Value:	7	<i>Race America</i> , like any other racing cart, is repetitive but manages to stay fun. I liked the clean graphics and the cross-country format. It's easier on the eyes to have varied terrain.
Overall Rating:	6.75	

Absolute brings the open road into your living room. If screaming across the country, stopping just long enough in major cities to strut your

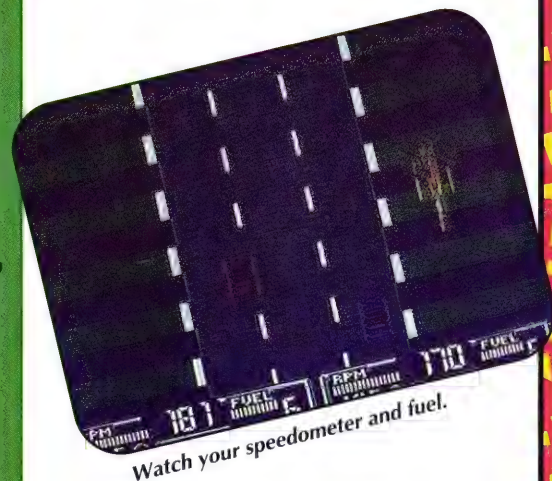
speed and collecting kudos is your style, then *Race America* is your kind of cart. Make tracks before it blows outta sight.



Race America Review

Reviewed by Ed, The Video Wizard

Concept:	8	You compete in a cross-country rally driving a sharp sports car. Each rally is set up in legs, so you must do your best to beat the competition. This cart is similiar to <i>Days of Thunder</i> . The only real difference is that you're on the open road rather than a track.
Graphics & Animation:	8	Overall, the look of this cart is exciting and colorful. They could have put more detail into the countryside, but at the speeds you're going, you probably would miss most of it anyway.
Sound:	7	The sound is basically what we've come to expect from Nintendo; electronic crowd cheers, tires squealing and the engine changing gears.
Playability:	7	Begin by choosing you opponet; there are eight drivers to pick from. If you win you'll move up to a more difficult driver but, if not, you'll drop to a lesser opponet. You are judged in standings by your wins and bonus points.
Entertainment Value:	8	I enjoyed this cart, especially that you can race the computer or a friend. If you stay neck-n-neck with your opponet, you share the whole screen. Otherwise, the screen splits and the leader takes the top half.
Overall Rating:	7.75	



Watch your speedometer and fuel.



Stanley: The Search for Dr. Livingston

The Great NES Adventure, We Presume

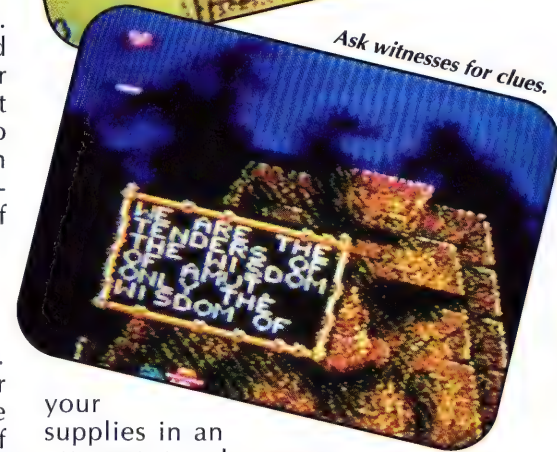
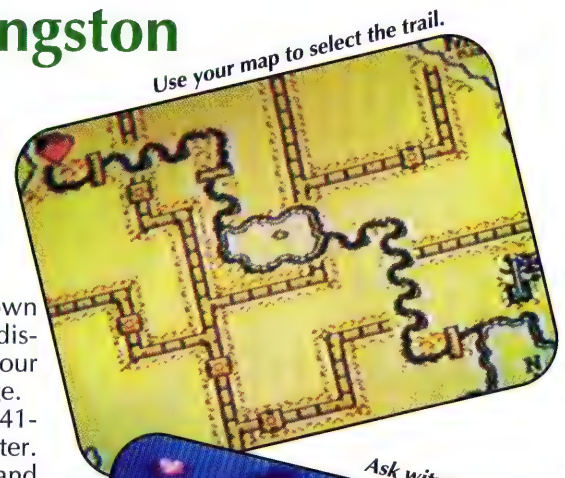
"Hhmmm, I know I put that book up here somewhere. Where could it have gotten to? Let's see, 'Ancient Gregorian Chants to Sing By'...no, that's not it. 'A Pocketbook Guide to the Crusades'...no. What's this?, 'Eating the Aborigine Way'...definitely not. Aahh, here it is, right where I left it; 'Great Explorers of the African Jungle'. Now, what was it you were asking me about, young man? Oh yes, the time I followed the famous Dr. Livingston into the Congo? I think it was sometime around 1870..."

Imagine, if you will, the deep African jungle known as the Congo. It's springtime and the world was a very different place. Everyone was in search of the new frontier. Nations of power and wealth dispatched their finest explorers on a hunt for new

lands, exotic animals and unknown civilizations. To find such an undiscovered treasure, claiming it for your country meant unparalleled prestige.

You are Henry M. Stanley (1841-1904), the dauntless roving reporter. You're hot on the heels of a story and headed for exploits that will forever change man's perception of this great and mysterious continent. Little do you know that your adventures in Africa pave the way for future expeditions and, eventually, the creation of the European colonies.

One of the big New York newspapers has assigned you to follow the famous Dr. Livingston on one of his expeditions through the Congo. The only problem is the good Doctor hates publicity, so he has begun the journey without you and hid many of



your supplies in an attempt to slow you down. Fortunately, he has left behind notes from his journal. After some investigation, you realize Dr. Livingston has abandoned his original quest to pursue his lifelong dream; the re-discovery of the ancient temple Am-Zutuk!

Am-Zutuk, as you have learned from your previous research, is a temple built by an ancient civilization known as the Amut people. The Amuts were a highly developed culture of advanced technologies that spanned from architecture, to machinery to the arts. They believed one's soul could be caught between the spiritual world and this world, thus capable of haunting the living. Their spiritual wisdom and fierceness in battle made them a respected and feared nation. One day they just seemed to disappear into the Congo or "Masza," as it was known back then.

Legend says the Amuts built the temple to hold all of the great magic they possessed, and anyone who looks at it will be filled with wisdom and power. The temple is protected by demons and ghosts, and he who enters its walls never walks back out. Livingston, convinced the temple

Stanley Livingston Review

Reviewed by Ed, The Video Wizard

Concept:	8	You begin your journey through the jungles of Masza in search of the infamous Dr. Livingston. Along the way you face all the dangers and wild animals the jungle can throw at you. Sound like fun? Grab your machete and join the action.
Graphics & Animation:	7	I like the color and detail of the backgrounds and the jungle, which is as it should be, dark and dangerous. The only drawback is that your main character doesn't move as smoothly as he could.
Sound:	6	There really isn't a lot here. I think it would have been great to have added a few jungle noises and maybe thrown in some theme music like "Lost in the Jungle" or "The Lion Sleeps Tonight."
Playability:	7	There is no option screen to start you out, you're on your own. Luckily, you can continue as often as you like. Pick up everything you find along the way, as you will need it. Don't get discouraged if you pick the wrong trail, just go back and try again.
Entertainment Value:	8	I don't know if there is such a thing as a perfect game, but this one is awfully fun. It allows you to combine action/ adventure with a hint of Role Play. I think this cart is worth checking out.
Overall Rating:	7.25	

truly exists, has set out to find it. But now he has disappeared!

From the time you pull into port, you must search every nook and cranny of the jungle in search of your supplies and information that will lead you to Livingston. Speak to everyone you encounter, as they may hold a valuable bit of information.

Your search will lead you through dangerous areas where you encounter savages and beasts, so pick up weapons along the way. Your life



Stanley Livingston Review

Reviewed by Andy, The Game Dandy

Concept:	8	Stanley is an action/adventure with just a bit of RPG thrown into the mix. You are trying to rescue Dr. Livingston, who is lost somewhere in the jungle.
Graphics & Animation:	8	The graphics are colorful, with good animation. Stanley runs just about everywhere, which is pretty funny to watch.
Sound:	7.5	The sounds are good. The music is kind of a jungle beat, which does get annoying after a while but otherwise sounds good.
Playability:	7	The playability is fairly standard for an action-adventure game. There's nothing new or difficult here.
Entertainment Value:	8.5	<i>Stanley</i> is a fun game, with wacky characters and lots of things to do. This cart stands out from other Nintendo games.
Overall Rating:	8	

may depend on it! Take advantage of any vines and ladders you come across, and the auto-gyro copter you have stored in your back-pack.

Just think how famous you'll be if only you can help Dr. Livingston find

the mythical Am-Zutuk; if you live that long! If you find yourself lost, just check the map. Boy, you sure have a lot of ground to cover. You only have three lives, but don't get too frustrated. A continue feature and a password system have been conveniently included. What an exciting adventure you're about to embark upon. But you'd better get going. If you have any hope a documenting the Doctor's exploits, you're going to have to find him first



Stanley Livingston Review

Reviewed by Ross, The Rebel Gamer

Concept:	8	You play the sole member of a search party for the great Dr. Livingston. Many of the items you will need to survive have been stolen. Find these and you're on your way.
Graphics & Animation:	6	Stanley is rather choppy and difficult to move. The jungle, on the other hand, is very well put together. Sometimes it's nearly impossible to find your way through it. Is that realistic enough for you?
Sound:	5	The music was fine for a while, but it got old fast. I did enjoy the cart sound effects; not too little, not too much.
Playability:	8	I was surprised at the amount of time and effort it took to get anywhere in this game. It was actually challenging all the way through.
Entertainment Value:	9	I couldn't really decide on how to categorize this one. Is it Role-Play, Action or Adventure? If you want a game with lots of challenge that will fit just about anyone's taste, try <i>Stanley: The Search For Dr. Livingston</i> .
Overall Rating:	7.25	



What's Hot and Just Raring To Go? New Accessories For Your Game Boy!

There seems to be a resurgence in the popularity of Nintendo's little hand-held, the Game Boy. There's been a wave of old classic arcade games being transferred to this tiny 8-bit. Several licensees have tapped into the unit as an information system for people on the go. Television commercials are even turning to the adult market as a primary target for its sales. Rumors run rampant that Nintendo is working on a new, color Game Boy, and the ever-popular Game Genie is about to make its way to the portable machine.

The complaints that many Game Boy enthusiasts have voiced over and over are the tiny sound, small screen and short battery life of the unit. After all, when you're in the middle of a heated battle, who wants to run out of juice? The industry answered with several new lines of Game Boy accessories to help you get the most out of this system on the go.

In the Spring issue, we told you about **Naki**, the company known for their *Eliminator* cleaning systems. They announced their new five and ten-hour *Power Paks*; rechargeable battery units for the Game Boy system. Since then, there are quite a few other companies introducing their own lines of accessories and we'd like to mention a few.

STD Entertainment, a peripheral company based in Maryland, has developed a line of quick-charge batteries that work both in the Game Boy and Game Gear systems. The *Twin Power 700* will operate a Game Boy for up to fourteen hours, and the Game Gear for two. And there's not a lot of waiting around for it to recharge. It only takes one hour! They also make a *Twin Power 1400* pak with 28 hours of Game Boy gameplay and four on the Game Gear. But battery paks aren't the biggest news from **STD**. They've announced a new *All-in-One* add-on that is just what it says. This accessory features stereo speakers, a Game

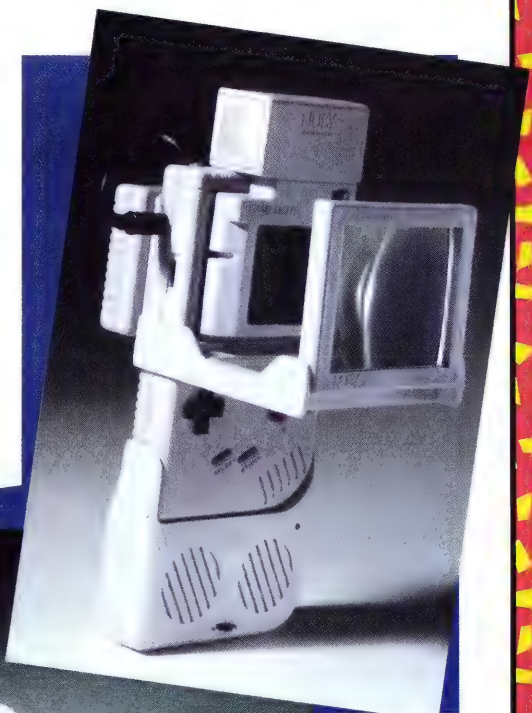
Boy light, a magnifying lens, a joystick and easy to use buttons, and a battery pak! All this in one add-on! It's light-weight and comfortable. Expect it in stores near you this Summer for about \$29.95.

Nuby Manufacturing has also been busy at the drawing board. They have a line of add-ons that are made to go together. Their new *Game Light Plus* is a snap on accessory that joins their *Game Light* with the *Game Magnifier*, a 2X magnifying lens. The whole adapter runs on batteries and folds up for compact storage. **Nuby** also has a rechargeable battery that promises ten hours of portable gameplay. To recharge the pak, they have built in a two-prong plug that plugs in to any standard AC outlet.

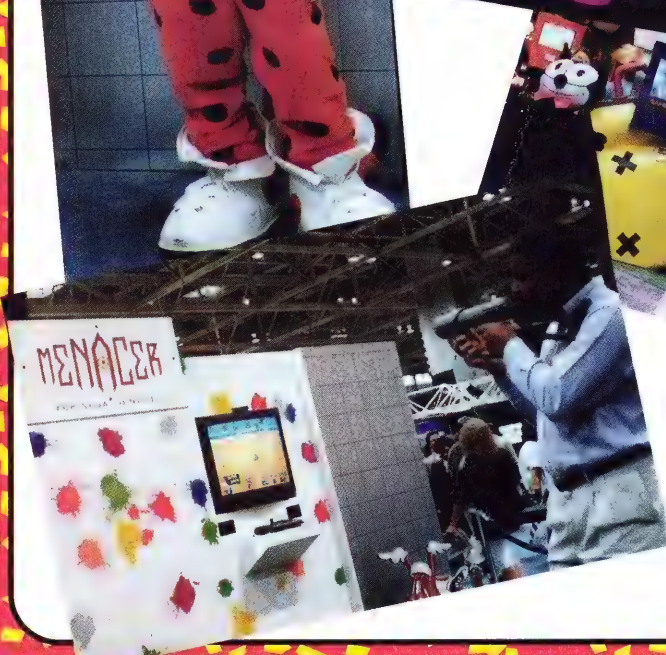
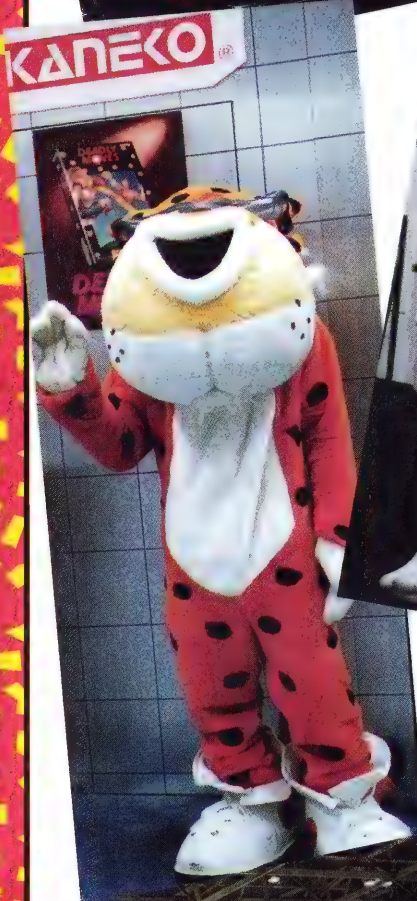
New to the accessory market is **Tengen**, creators of great games like *Paperboy* and *Pit Fighter*. They introduced a line of AC adapters and controllers that includes an *AC Adapter* and *Power Clip Battery Pak* for Game Boy and the *Nightsight* game light and magnifier that saves the screen light on your system. If their accessories are as good as their games, they are sure to be big sellers.



Game Boy lovers everywhere have all the answers to their wish list for their favorite hand-held, just in time for Summer. Now, whether it's a long car trip to Grandma's or a lay-over in St. Louis, you'll get the most out of the littlest Nintendo.



Scenes from Summer CES...



Test Drive II: Dream Machines in a Duel to the Death

They're the stuff that dreams are made of; sleek, aerodynamically designed lines with engines that purr like a kitten or roar like a lion, as they race past with the speed and grace of a puma. Meeoow! These selections of world-class engineering are the ultimate machines, and this time it's you in the driver's seat.

Pull on your driving gloves and strap yourself in. *The Duel: Test Drive II* gives you the chance to test out your driving finesse in style. Try out the Porsche 959, gleaming like a silver streak across the desert. If red is more your color, you won't be able to resist the racy Ferrari F-40. And if jet black means speed to you, try the Lamborghini Diablo. Accolade puts them all at your fingertips in this **Sega Genesis** version of the popular PC simulator.

Not quite sure you're up to the challenge of the beast under the hood? Not to worry. This cart features four levels of difficulty ranging from Novice to Expert. More specifically, you choose between an automatic or manual transmission. Mind you, the Porsche's infamous sixth gear is a killer! The difficulty determines the congestion of the traffic and the attitude of the local highway patrol.

Next, select your car, your opponent's car and the course you wish to travel. If you haven't had the opportunity to get up close and personal with one of these fine sets of wheels, pay particular attention to the specifications that Accolade has provided. Pick the same selection to race against or one of the other two beauties in the ultimate test for the title of world's fastest production car. If that's a title you've already captured, try your hand solo against the clock to better your own time.

In the mood for a Sunday drive in the desert? No problem, *Test Drive II* has different routes to choose from. If the cliffs and curves of the mountains get your blood pumping, choose from

six mountain courses. Finally, there are seven different city 'scapes to wind your way through. Don't count on seeing much of the scenery, 'cuz at average speeds of 175 MPH, your eyes had better be glued to the road and rearview mirror.

The rearview mirror becomes especially important for watching your opponent and spotting any flashing red lights you might encounter. Keep a watch on your fuzzbuster and your speedometer, or you're looking at some hefty fines and losing valuable time. There is no way to avoid a



ticket or a collision that will cost

you the game, if you try to outrun them and they sneak in front of you. A smart driver will also pay close attention to the tachometer; redline it and your engine is history! One last thing: keep alert for those "Fuel Ahead" signs. Brake too late and it's tough luck. It's not too cool to run out of gas and you'll be penalized.

Here's your chance to test drive the ultimate dream machines, with-

Test Drive II Review

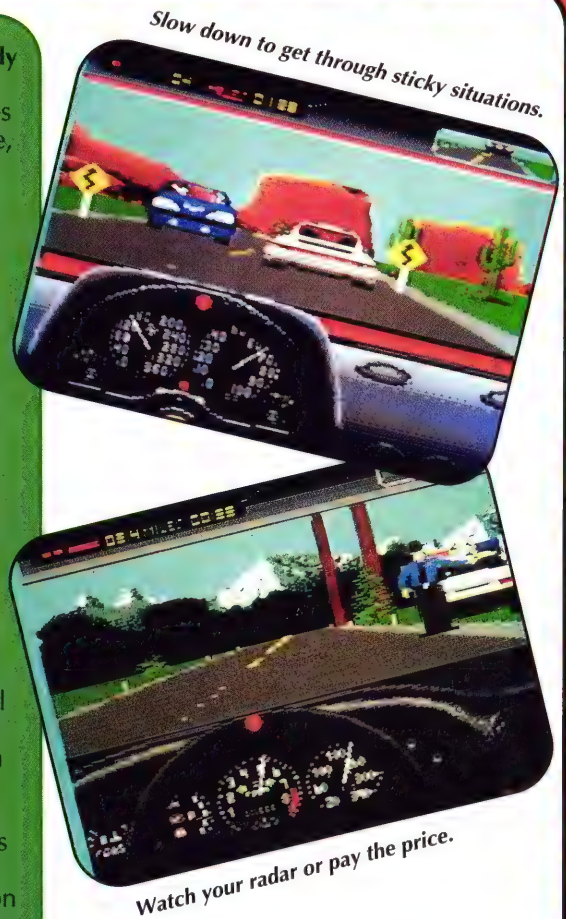
Reviewed by Ed, The Video Wizard

Concept:	9	This game is a dream come true. Now you can test drive a Porsche 959, Ferrari F-40, or even a Lamborghini Diablo. Take one out for a spin, but watch your speed or you could get a citation.
Graphics & Animation:	9	The cars featured in this title are great; the perspective is from the driver's seat. The movement is about what you would expect from these cars, smooth and fast. The control is fabulous and the scenery is bright and colorful.
Sound:	7	The sound tracks are just above average for this type of cart. The sound effects go well with the action and you have a choice between three musical selections; unless you're unlucky and hear sirens.
Playability:	9	With four different levels of difficulty, there is something here for everyone. This game is a keeper whether you've just received your license, have a few years to wait, or you're an old pro.
Entertainment Value:	9	This game will hold the interest of anyone who plays it. The control is easier than <i>Hard Drivin'</i> and the fun factor is higher than that of <i>Outrun</i> . This is as close as you can get to the real thing.
Overall Rating:	8.5	

Test Drive II Review

Reviewed by Andy, The Game Dandy

- Concept:** 8 They give you the keys to three dream machines and let you drive the open road, dodging police, traffic and your basic road hazards at high speed; all this from the safety of your easy chair. Unbelievable!
- Graphics & Animation:** 7 The graphics of the cars and the scenery are great. The problem is that the animation is choppy against the backgrounds as you drive and the colors are pretty dull. But, realistically, the colors and backgrounds probably would appear choppy whizzing by you at 200 MPH. Simulation designers think of everything.
- Sound:** 5 The vehicle sounds are not the high point of this cartridge, but if you had a \$200,000 Porche, you would expect the sound system to be good. My advice -- turn on your own music and crank it up; it's the next best thing to being there.
- Playability:** 8 You use the controller to move a steering wheel on the screen. This may sound difficult, but it's not once you get the hang of it. If you've driven a car before, it's very similar.
- Entertainment Value:** 8 *The Duel: Test Drive II* translation for Genesis is impressive and true to its PC counterpart. The only drawback is the music. This game grows on you and you might even discover that the longer you have it, the more you'll play it.
- Overall Rating:** 7.5



See what makes the Lamborghini a real dream machine.



out having to pay the outrageous insurance premiums, right from the comfort of your living room. If you've always dreamed of sliding behind the wheel of one the world's ultimate driving machines, stop your snoozing. Wake up and try *The Duel: Test Drive II*.

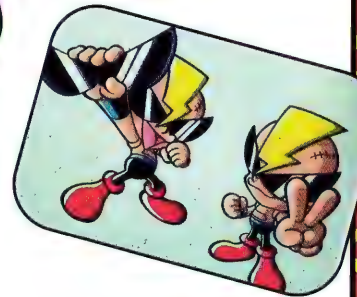


Test Drive II Review

Reviewed by Rick, The Video Ranger

- Concept:** 7 Fast, beautiful and expensive cars in a very realistic driving simulation. Accolade has even given you specifications for each car.
- Graphics & Animation:** 6.5 This cart shows off the stunning look and design of the cars in its intro. The look is not quite as good in the actual gameplay; however the scenery and crashes are quite realistic.
- Sound:** 6 *Test Drive II* has decent sound effects; the police siren in particular.
- Playability:** 6 The challenge of *The Duel* is reasonably strong. There are manual and automatic transmission modes to suit your taste. The shifting and brakes were well done, but for the most part, fairly ordinary.
- Entertainment Value:** 5.5 *The Duel: Test Drive II* is a good driving simulation game that doesn't quite live up to its potential. The name "Duel" hints at a two-player mode, which it doesn't deliver. Instead you race against the computer. Make this a game for two and it would be a very good game.
- Overall Rating:** 6

Puzzled? Test Your Video Game Knowledge



Find your favorite game characters, systems, and video carts in the puzzle. Look for 21 words hidden across, down, and diagonally. Good luck, and remember, the words could be backwards or forwards! (Answers will be revealed in the next issue of *Game Informer* magazine).

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

PHANTASY STAR
 RACE
 CARMEN
 CHRONOSKIMMER
 CRON
 ACWALANDER
 SEGA
 ROLEPLAY
 GENESIS
 DUEL
 WARRIORS
 POPILS
 MENACER
 AVALOT
 PHLAN
 WORDZAP
 WORDHAI
 OOZIE
 XARDION
 SPANKY
 SNES

Still Puzzled? Try These Trivia Questions

1. What agency does the Time Cadet work for in *Where in Time is Carmen Sandiego*?
2. Where is the Orb of Power likely to be, according to legend, in *Might & Magic II*?
3. What will happen if a police car gets in front of you in *The Duel: Test Drive II*?
4. What cart is the first licensed D&D title played on the Sega Genesis system?
5. Who is General Kilbaba of *Desert Strike* in real life?
6. How much is the entrance fee for each race in *F-1 ROC*?
7. Why did the professor in *Xardion* create the artificial eco-system for the people of Fiera?
8. Where does Tabasa the Sorceress live in *Knight Quest*?
9. Who is Spanky's arch-enemy in *Spanky's Quest*?

- Answers**
1. The Acme Detective Agency.
 2. The bottom of the Quagmire of Doom.
 3. A ticket or collision.
 4. *Warrors of the Eternal Sun*.
 5. Saddam Hussein.
 6. \$1,000.
 7. Fiera's world ozone was depleted.
 8. The foot of the Great Mountains.
 9. The evil witch, Morticia.

NEW

Introducing MIG-29 and Fire Hawk from Camerica Games

NINTENDO WORLD CHAMPION

"Here are two great additions for your game collection. MIG-29 is the fastest jet fighter game on any system and Fire Hawk has equal portions of strategy and adventure for a unique game experience."

-Thor Aackerlund



▲ **Fire Hawk** *Coming soon.*
Experience the control and power of an advanced helicopter gunship on a series of deadly missions. Supersonic sound effects and dazzling 3D graphics!

◀ **MIG-29**
The ultimate air combat game! Action, excitement, intrigue and super fast 3D graphics.

CAMERICA GAMES™

EASY TO PICK UP. HARD TO PUT DOWN.

PUBLISHERS OF:

- Micro Machines**
Best Action Video Game 1991
- Video Games & Computer Entertainment
- Dizzy**
Best NES Graphic Adventure Game 1991
- Game Players

MIG-29 and Fire Hawk are Trademarks of Codemaster's Software Co. Ltd.
used under license by Camerica Corp. Camerica, Camerica Games are Trademarks of Camerica Corp.

CIRCLE #203 ON READER SERVICE CARD.

Printed in Canada

Desert Strike: Return to the Gulf It's Armageddon or You

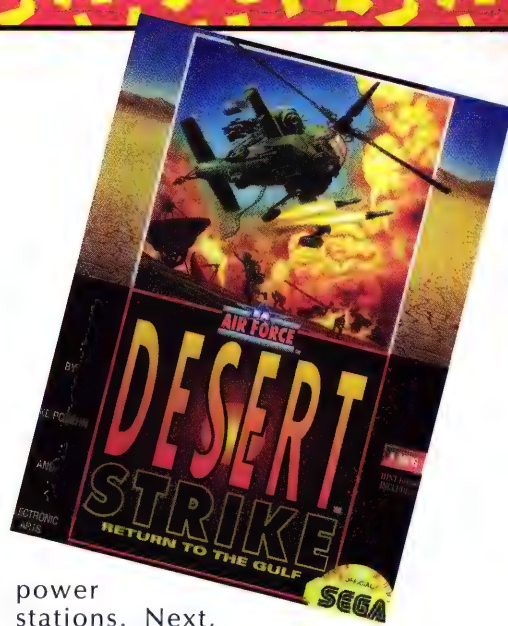
The whole Pentagon is buzzing. The President of the United States has summoned you and the whole thing is very hush-hush. All you've been able to pull from military intelligence is something about a madman in the Persian Gulf threatening chemical warfare and the start of World War III. Little is known about General Kilbaba, but everything indicates that these threats should be taken seriously. You've been selected to fly a series of pre-emptive campaigns in the desert in an attempt to destroy his supply of arms. Failure in these missions could result in total destruction.

Electronic Arts has brought the Persian Gulf War home to your **Sega Genesis** system in *Desert Strike*. Not surprisingly, you'll find the same complex gameplay, quality graphics and attention to detail that EA is known for.

You pilot your Apache through four campaigns that take place from morning to night. It will be your job to destroy radar, pick up MIAs, obliterate SCUD launchers and underground missile silos, rescue prisoners at the embassy and stop several oil spills. Pick your co-pilot from the files. They will be responsible for aiming your guns and operating the winch, so choose carefully. Notice that "Jake" is listed as an MIA. Recover him from somewhere in the field to use him in future missions.

Control your chopper in one of three ways. For easier maneuvering, try the controls From the Cockpit or From Above. For more realistic control, try With Momentum, where you compensate for the forward momentum carried by the Apache. Your bird is armed with Hellfire Missiles, Hydra Missiles and Chain guns. There are maps, menus and logs that you must pay close attention to. Your battle map is most important, as it shows the location of your targets and a run-down on your lives, armor strength,

ammunition and fuel. You are allotted three lives per mission. Run out and you will have to begin the campaign over. Missions must be completed in order. In addition to your battle map, you can retrieve detailed information about your targets and objectives from the mission data log. Power points show the strength of your enemies' weapons and firepower needed to destroy them. A campaign status report is also available to



power stations. Next, destroy their command center and capture an enemy commander, for only he holds the General's secret nuclear plans. You have to pick up fuel and ammunition hidden within buildings and throughout the desert. Picking up MIAs and

Desert Strike Review

Reviewed by Andy, The Game Dandy

Concept:	9	<i>Desert Strike</i> is a helicopter assault on a desert enemy force. This is a great idea, and it's timely.
Graphics & Animation:	9	Electronic Arts never misses, as the superb graphics and animation demonstrate. Your helicopter is able to fly around 360 degrees; an effect which is done beautifully.
Sound:	9	The whirr of the blades is right there, and the explosions are also good. There is no real music, but I don't think you are supposed to blast tunes on a warship.
Playability:	9	The control is easy, yet hard to master. With all the things you must collect in a mission, you'll have plenty to do. You also have orders to destroy Scuds, radar sites, enemy camps and MIAs to rescue. Your hands are full!
Entertainment Value:	9	No doubt <i>Desert Strike</i> is one of the best Genesis carts; a definite must have!
Overall Rating:	9	

give you up-to-date information on your progress. Occasionally, you'll receive notice of an incoming intelligence report. You have a limited amount of time to retrieve this information before it is lost.

First, establish air superiority by destroying the enemy's airfields. But you must destroy their radar and

safely returning them to the landing site will restore your armor.

After your debriefing, it's on to the second campaign where you are out to destroy the General's SCUD launchers. Again, take out his radar and this time you have the priority of several political prisoners to think about, including the President him-

self! You must destroy the chemical weapons compound and at least five of the six SCUD launchers, capturing their commanders, in order to successfully complete this mission. And don't forget the sixteen POWs!

The third campaign has you saving lives. First, you must rescue the U.N. inspectors that are under attack near the embassy. Destroy the biological weapons complex and the underground missile silos, and you're off to save the pilots stranded at sea. While you're there, save prisoners that are being held captive on the madman's yacht, but first take care of the power station that controls the alert zone surrounding this floating fortress. Finally, you must capture an enemy ambassador and rescue twelve embassy officials before dark.

Night time approaches and, in desperation, the madman is now threatening his own oil fields. Damage here will have tragic ecological and economical implications. This final mission will require an eagle eye and an accurate gunner, as hitting just the right spot on the pipeline is necessary in order to stop the oil spill. You had better have rescued Jake for this one.

Desert Strike has all the action and excitement to get your adrenaline pumping; all from the safety of your living room.



Desert Strike Review

Reviewed by Ross, The Rebel Gamer

Concept:	9	The objective of <i>Desert Strike</i> : to move into enemy territory and destroy the leader of a terrorist group; wipe out chemical plants and SCUD launchers while rescuing hostages and a POW camp.
Graphics & Animation:	10	"Kaboom!" I'd give this one an 11 if I could; a great variety of outstanding graphics, without an ounce of overkill or distortion. The crash and burn sequences were exquisite and man, what an intro!
Sound:	8	The rockets leaving the Apache are realistic. The clicking of the blades was nice. It could have used a little more in the music department.
Playability:	9	Select from three ways to maneuver the chopper, and five different co-pilots. In this cart it's one thing right after another; there are terrorists everywhere! I loved the reference maps showing where the different targets are located.
Entertainment Value:	10	<i>Desert Strike</i> is not your everyday war game, it falls in a class all by itself! Sometimes I'd find myself waiting for the CNN reporter to appear on-screen for an update. This cart earns another A+ for Electronic Arts.
Overall Rating:	9.25	



Drop off MIA's before returning to battle.



Pilot your Apache through four campaigns!

Desert Strike Review

Reviewed by Rick, The Video Ranger

Concept:	8.5	Take a recent war, set up a recurrence of hostilities, plan a battle strategy for the player to follow and you have <i>Desert Strike</i> .
Graphics & Animation:	8.5	<i>Desert Strike</i> has some of the most realistic graphics I have ever seen on the Genesis; very detailed! The only thing choppy about this game is your helicopter.
Sound:	6.5	Surprisingly, the sound is above average. Your chopper actually sounds realistic.
Playability:	7	<i>Desert Strike</i> has an above-average challenge and makes use of all the controls. This game requires good timing and good strategy.
Entertainment Value:	8	<i>Desert Strike</i> is a challenging combination of war strategy and helicopter flight simulation. It is a very addictive game, so set aside lots of time to play it.

Overall Rating: 7.75

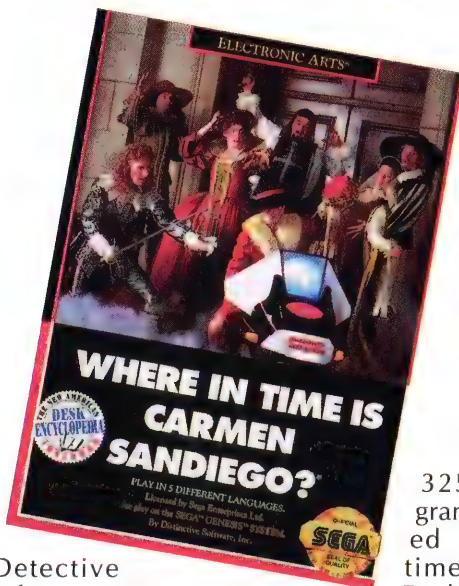
Where in Time is Carmen Sandiego? Now You Can Catch Her on Your Genesis

Where is Carmen Sandiego? Well, lately she seems to be popping up all over the place! She can be found on your PC, your Nintendo system, your television, and even on the big screens of Hollywood. The popularity and success of the *Carmen Sandiego* series has already spurred sales of more than two million copies, and all those people can't be wrong. So, it's not surprising that Electronic Arts has released a version for **Genesis** fans.

Why all the hoopla? That question is quickly answered once you've played *Carmen*. This cart is just the right mix of history lesson, geography class, science-fiction, role-play and

Saturday afternoon detective movie. Sort of Philip Marlow with a twist.

Unemployment being what it is, you take the job of Time Cadet with the Acme Detective Agency. The notorious thief, Carmen Sandiego, and her Villains International League of Evil (V.I.L.E.) henchmen weren't happy enough stealing treasures around the world and causing chaos. They have stolen a time machine and are now traveling across the globe and through time, stealing the world's greatest artifacts and changing the course of history. You'll be issued a Chronoskimmer



325i and be granted a limited amount of time from the Federal Time

Travel Commission in order to crack the case before the culprits slip through your fingers. The scanner and computer will help you locate the object that's been stolen, along with its history and some clues to get you started. Travel through 1,500 years and 48 locations to break the case. Along the way you'll encounter witnesses and informants who will give you hints as to the suspect's identity and his or her next destination. Pay close attention to these bits of information and be sure to check them against your computer's dossiers to narrow your list of suspects. When you collect these clues, enter them into your evidence file. You will need at least three bits of evidence to issue the warrant necessary for the suspect's arrest.

To aid in your investigation, you have been issued a copy of the New American Desktop Encyclopedia. Get to know this book well. You will need this handy resource to keep you on the right track, especially in the upper levels of the game. In order to survive the rigors of each case you must know a little about subjects as diverse as world history, geography, art, music literature, science and more. Otherwise, you may end up in the wrong time period or the opposite side of the world.

There are more than one hundred cases to be solved. Each case you crack moves you up through the seven levels of promotion or difficulty that range from Cadet, Patroller, Investigator, Detective, on up to Retirement. There is a password feature so you may retain your rank in case you must abort a mission.

Carmen Sandiego Review

Reviewed by Ed, The Video Wizard

Concept:	9	Do you like a good mystery? Then hang on because Carmen and her 16 V.I.L.E. hoods are once again traveling through time stealing history artifacts. As with the NES and PC versions, this requires brain, not brawn.
Graphics & Animation:	6	Due to the nature of this game, the graphics are plain, but well drawn. The scant amount of animation is smooth.
Sound:	5	Remember this is a thinking game and not an action game, so there are not a lot of sound effects involved. You are limited to sounds like the crash of your Chronoskimmer.
Playability:	8	Even with the enclosed Encyclopedia, don't think this cart will be a breeze. You only have a few hours to solve the case, and if you make a wrong assumption, it will cost you valuable time.
Entertainment Value:	9	<i>Carmen Sandiego</i> is a fun game to play when you are looking for a great time-killer (pun intended). Once you start, you can't put it down. If you haven't had the opportunity to play <i>Carmen</i> before, thank Electronic Arts for bringing it to the homes of all us Genesis owners.
Overall Rating:	7.5	

Carmen Sandiego Review

Reviewed by Ross, The Rebel Gamer

- Concept:** 8 First there was light and then along came some one to steal it. Your job as a time traveling detective is to track, gather evidence and obtain a warrant in order to arrest artifact-stealing thieves in a limited amount of time. Be sharp and be attentive!
- Graphics & Animation:** 8 Although there isn't much in the way of animation, the graphics and still photography are very realistic.
- Sound:** 6 If any of you have watched "Where in The World is Carmen Sandiego?" the TV show, you have heard all these sound effects before.
- Playability:** 7 There is very little here that you must do with the controller, but the functions are easily maneuvered and smooth.
- Entertainment Value:** 8 Very few people can pass up a good mystery, myself included. But *Carmen* is more than a mystery to be solved. It does a great job as a learning tool, whether you want to learn or not.
- Overall Rating:** 7.5

Seek out the V.I.L.E. Bandits in places like 15th Century Japan.



You may find a clue in 13th Century Mexico



You will meet up with some pretty colorful characters along the way. Carmen's henchmen are made of folks like "Auntie" Bellum, Justin Case, Molly Coddle, Kari Meback, Sharon Sharalike and Nosmo King. While the names may be made-up, the historic facts are right on. Take this opportunity to recover artifacts like Don Quixote's lance, Paul Revere's horse and the Leaning Tower of Pisa. You'll find yourself so caught up in the chase, you'll forget you are actually learning as you go.

Carmen Sandiego is enjoyable for almost any age group. This title has been recommended by schools and veteran gamers alike, and now it's available for the 16-bit format. Acme Detective Agency and world history are counting on you, so dust off your magnifying glass and get going.

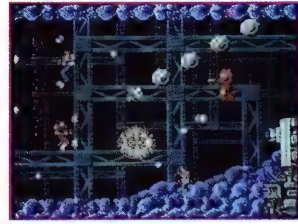
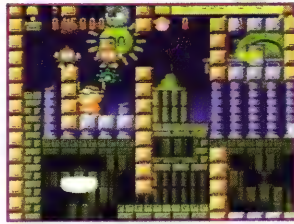
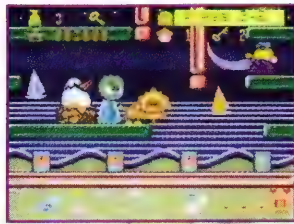


Carmen Sandiego Review

Reviewed by Rick, The Video Ranger

- Concept:** 10 *Carmen Sandiego* could possibly be the best concept for a game ever. *Carmen* is educational; teaching history, art, literature, as well as deductive and inductive logic.
- Graphics & Animation:** 7 One advantage this cart has is that it requires mostly still graphics, which are generally done well. The flashing lights on the time machine are cute and effective.
- Sound:** 6.5 With a cart like this, sound is usually more of a distraction, so I kept it to a minimum. I enjoyed the landing sounds as the Chronoskimmer changed date and location.
- Playability:** 8 The developers of this title did a great job in keeping a possibly very complicated game simple to play. It starts out with simple clues and gets more challenging. You'd better learn to use that enclosed Encyclopedia.
- Entertainment Value:** 8 *Carmen Sandiego* is a brilliantly fun and educational game. What makes it special is it's one of the few edutainment carts designed for players past an elementary level. The only thing that would make it better is a little more variety and a few animated sequences.
- Overall Rating:** 8

Look! These Are The Games We've Been Waiting For!



Spanky's Quest, a Fun Filled Super Adventure Fantasy for the Entire Family!

The intensity is red hot in this new action-adventure thriller!

SPANKY'STM
Q U E S T

S.C.A.T.TM
SPECIAL CYBERNETIC ATTACK TEAM

Available for Super NES and Game Boy!

Available for NES!

NATSUME[®] Serious Fun[™]

Natsume Inc. 1243A Howard Ave.
Burlingame, California 94010

Nintendo, Game Boy, NES and Super NES are trademarks of Nintendo of America Inc. Natsume is a registered trademark of Natsume Inc. © 1992 Natsume Inc.

What's Hot? "News" From Summer CES!

With Nintendo loosening the reins on third party licensees, the most prevalent theme of this year's Summer CES was crossover titles; games coming out on all the available systems. For example, **Absolute** will be following the success of their SNES *Super Battle Tank* with a Genesis version this Fall and they were showing *Amazing Tennis* for both systems. One title that's still pretty hush-hush is *Toys*, based on the movie starring Robin Williams by director, Barry Levinson.

Acclaim/LJN/Flying Edge will follow *Bart's Nightmare* with a *Krusty's* for NES and Game Boy, *Bartman Meets Radioactive Man* for the 8-bit and the *B-Man vs. the Juggernauts* for the G-Boy. George Foreman was on hand to introduce his *KO* cart, coming out this Fall on all Nintendo formats and Genesis this Winter. With the movie just hitting theaters, *Aliens 3* will be a smash on all systems. If the box office is any indication, big sellers will be *Terminator 2: The Arcade Game* for the 16-bits and hand-helds, and *T2: Judgment Day* for SG/SNES. Watch for new episodes of *Wrestlemania*, *Spiderman* and *Double Dragon 3*.

Legal battles don't seem to slow down **Accolade**, who made a decent showing with *Universal Soldier*, *Warpspeed* and *Test Drive* for Super NES. **Activision** is bring the first person game ala *Battletech*, *Mechwarrior*, to SNES. **American Softworks** releases *Trolls* in time for Halloween, followed by SNES' *Skulljagger*, while **American Sammy** is working on *Battle Blaze* and sequels to *Might & Magic*. *Widget*, the popular cartoon character, comes to your Nintendo systems, thanks to **Atlus**; while **Bandai** featured comic-book heroes, the *Toxic Crusaders*.

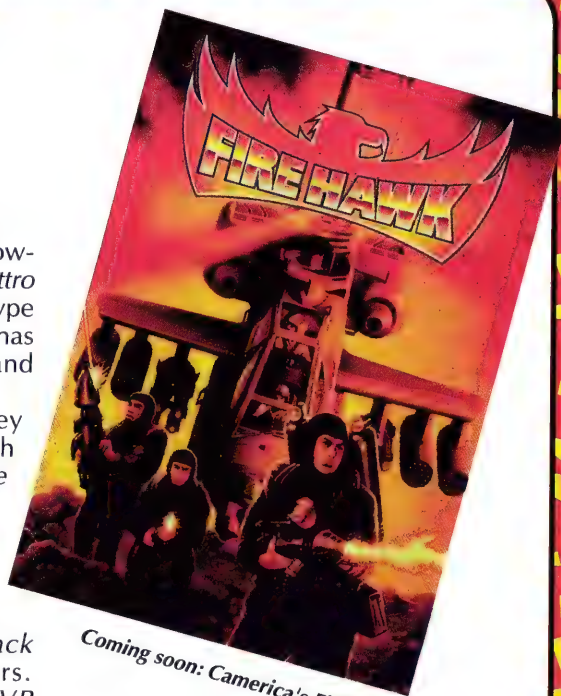
Bignet is releasing *Warriors of Rome 2* for Genesis, and showed early Sega CD games *Black Hole Assault*, a *Heavy Nova* sequel and *The Third World War*, due late in '92. **Bullet-Proof Software** is bringing its popular *Faceball 2000* to the Nintendo 16-bit, along with the Tetris-esque games *Hermetica* and *Orbitus*. New this Summer are *Mig29*

and *FireHawk* from **Camerica**, following up their 4-in-1 carts with *Quattro Arcade* which features a puzzle-type game for *Dizzy*. *Linus Spacehead* has his own cart: *Cosmic Crusade*, and *Big Nose Freaks Out*.

Capcom brings several Disney characters to the Game Boy with *Darkwing Duck*, *The Little Mermaid* and *Tailspin*, while they help *Gargoyle's Quest* move to a bigger 8-bit screen. *Mega Man 3* won't be the only space age character for the hand-held. *Star Wars* and *The Empire Strikes Back* will be out 3rd and 4th quarters. Speaking of quarters, their MVP *Football* is due out for SNES during pigskin season. *Super Fighting Simulator* for SNES is on **Culture Brain's** drawing table. In addition to *Atomic Runner* and *Side Pocket* for Genesis, **Data East** introduced *Captain America and the Avengers* for NES and *Shadowrun*, an exciting new cart for the Nintendo 16-bit.

DoMark brings our favorite spy to Genesis this October in *James Bond 007: The Duel*, while **Dreamworks** will give it their *Mystical Ninja*. *California Games 2* for SNES is one new game from **DTMC**. They also featured *Moon Crystal* on 8-bit and *Square Deal* and *Lazlos Leap* for Game Boy. **Electro Brain** will bring out *Best of the Best* for all Nintendo formats, as well as *Metal Masters* and *Raiden Trad* for Super NES this fall.

What's Hot Continued on page 38...



Coming soon: Camerica's FireHawk



Accolade's Warpspeed for SNES



Capcom sends America's favorite mouse on *The Mystical Quest!*

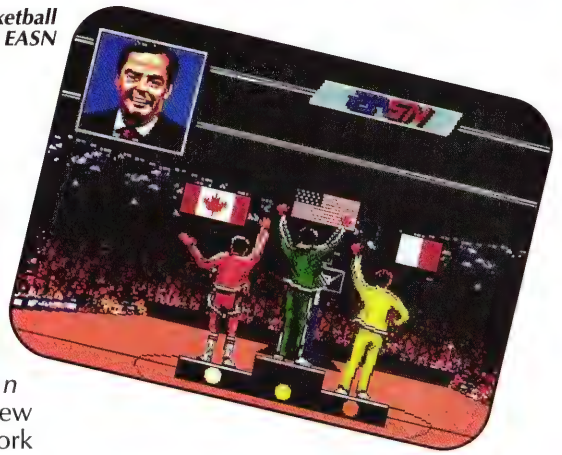
What's Hot Continued From Page 37...

Electronic Arts showed strong sports titles for **EASN** like *Team USA Basketball*, *Tony La Russa's Ultimate Baseball*, *John Madden '93* for Genesis, *Bulls vs.* for SNES and *NHLPA Hockey* for both systems. Other Genesis new-comers include *Lotus Turbo Challenge*, *Power-monger*, *Twisted Flipper*, *LHX Attack Chopper*, *James Pond 3* and *Zombie High*. Anticipated games for the Super Nintendo are *Desert Strike*, *Rampart* and *The Search for Ultra Force*.

Attention *Dragon Warrior* fans, **Enix America** is working on the fourth installment, due this fall and *SoulBlazer* for the SNES. More great RPGs are coming from **FCI** like *AD&D Dragon Fight Simulator*, *AD&D Hillsfar* and *Ultima: Warriors of Destiny* for NES, *Ultima: Runes of Virtue* for Game Boy and *Ultima: The False Prophet* for the 16-bit. They also plan a conversion of the popular *SimEarth* for Super Nintendo. Vanna White stopped by to promote *Wheel of Fortune* for Genesis and Game Gear from **GameTek**, who is also introducing *The Humans* for the same systems. **Hal America** featured *Arcania* and *Day Dreamin' Davey*, while **Hi-Tech** introduced *Rollerblade Racer* for NES and *Tom & Jerry and The Hunt for Red October* for the SNES. **Hot B** still does the best fishing carts with *Blue Marlin* for NES, *Super Black Bass* for SNES and *Black Bass Lure Fishing* for the hand-held.

Master Higgins is back in *Adventure Island* for Game Boy and *Adventure Island 3* for NES. **Hudson Soft** also brings the popular animated characters *Fievel* and *Inspector Gadget* to the SNES screen. Their biggest news is *Felix, the Cat* for both the 8 and 16-bit. **IGS** was showing *The Rocketeer* and *Super Shadow of the Beast* for SNES. Genesis owners will soon have their own version of *Hook*, thanks to **Sony Imagesoft**, who also brings *Equinox* to the SNES and *Dracula* to all Nintendo formats. **Interplay** has converted their innovative PC title, *Out of This World*, to the Super Nintendo. They also introduced two more creative carts, *Claymates*, based on claymation, and *Vikings*.

Team USA Basketball
for EASN



Dinosaur City for SNES is the latest from **IREM**. **Jaleco** is converting *Goal* to SNES and *Rampart* to Game Boy. They also introduced *Utopia* for SNES, and *Goal 2* and *Young Indiana Jones Chronicles* for Nintendo. **JVC's** *Dungeon Master* debuts on SNES and the new Sega CD. They are also hard at work with **LucasFilm** on *Super Star Wars*, as well as the Genesis games, *Wolf Child* and *Wonderdog*.

In November, **Kaneko** breaks out the long-awaited *Chester Cheetah: Too Cool to Fool* and *Deadly Moves* for the Genesis. **Kemco** will feature *Phalanx*, *Ka-Blooney* and *Bio-Hazard*, a new **Super Scope** cart for Super Nintendo. 8-bit releases include *Ghost Lion* and *Ace Harding Lost in Las Vegas*. They follow their recent *Spy vs. Spy GB* game with *Dr. Franken* and *Sword of Hope*. **Koei** is developing a business strategy cart tentatively called *Aerobiz* for the Nintendo 16-bit, along with *Gemfire* and *Inindo*. *Uncharted Waters* and *Romance of the 3 Kingdoms 2* are due for Genesis this fall. **Konami** has a whole list of new titles for the Super NES, including *Teenage Mutant Ninja Turtles 4*, *Axelay*, *NFL Football*, *Cybernator*, *Prince of Persia*, *Batman Returns* and *Tiny Toon Adventure*. The sequel for *Tiny Toons* is due out on the NES late this year or early '93, along with *Zen: Intergalactic Ninja*.

Matchbox moves into video games with *Matchbox Racer*, *Noah's*

Find Utopia with Jaleco



Gemfire and Uncharted Waters: New strategies from Koei!



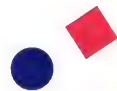
Microprose moves its simulations to video!



Sonic introduces a new buddy in Sonic 2!



Did Miss Scarlett do it?... In Parker Brothers Clue



Darkman for Game Boy and Radio Flyer for Super NES.

Parker Brothers brings more

of their popular board games to the TV screen with *Monopoly* and *Clue* for Genesis and SNES, and hand-held versions of *Boggle* and *Monopoly*. **Razorsoft** introduces four Genesis titles, almost one every month, with *Death Duel* in August, *Jerry Glanville's Pigskin Football* in September, *Keeper of the Gates* in October and *Vampire Killer* in December. **Renovation** is one of the first to jump on the Sega CD bandwagon with *Thunder Storm* and *Cobra Command*, due out in November. Look for *Super Valis 4* on SNES in October and *Arcus Spirits* in early '93. *Ex-Mutants*, based on an upcoming comic book series, is the new Genesis cart from **Sage's Creation**.

Sega's booth was hopping with eight new Genesis titles, eight for Game Gear and ten for both formats. Highlights coming out for both systems are *Evander Holyfield Boxing*, *Ayrton Senna's Super Monaco GP2*, *Batman Returns*, *Tail Spin*, *Chakan*, *Home Alone*, *Ariel: The Little Mermaid* and *Sonic 2!* New for the Genesis is a funky new cart about a surfin' dude called *Greendog*; *Young Indiana Jones Chronicles*, *B-Bomb*, *Bio-Hazard*, *X-men* and *Streets of Rage 2*. **Sega** also introduced the **Menacer**, a laser-scope accessory with a 6-in-1 game cart. The classics *Shinobi* and *Streets of Rage* join new titles like *Aerial Assault*, *Wimbledon Tennis* and *Defender of the Oasis* for Game Gear. Of course, the big news was the Sega CD, with new discs including *Batman Returns*, *Night Trap*, *Young Indiana Jones*, *Ultima Underworld* and *Rise of the Dragon* in the works.

Seika has *Thunder Spirits* for Super Nintendo and *F-1 Hero* for 8-bit and the hand-held. **Seta** introduces the hot, new racing cart, *F-1 ROC* followed by *Musha* and *Nosferatu* on Super NES, and *The Wizard of Oz* for Nintendo. Sofel has a new title for each Nintendo system,

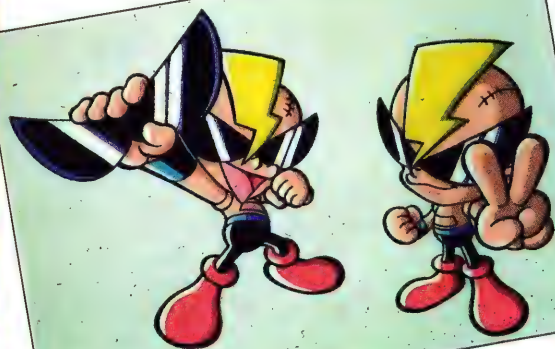
Ark and *Pyramids of Ra* for the Nintendo 8-bit, new this fall. They jump to the 16-bit with *Noah's Ark* and *Anti-Gravity* in 1993. **Microprose**, the leader in flight simulators, brings their PC titles to video. *F-117A Stealth Fighter* for NES and *Super Strike Eagle* for SNES are expected this fall, followed by a Genesis version of *F-15 Strike Eagle* and SNES's *Railroad Tycoon* for Christmas. **Mindscape** introduces their own flight simulator, *Wing Commander* for Super NES. They also are working on *Gods* and *Terminator* for the Nintendo 16-bit, as well as the classic, *Miner 2049er* (a hit on the Atari, Colecovision, and Apple systems) for Game Boy.

Splatterhouse 2 for Genesis is the big news from **Namco**. They also bring the arcade success, *Dig Dug* to Game Boy and are working on the SNES titles, *Wings 2*, *Super Batter Up* and *Whirlo*. **Natsume** brings you the cheery game, *Spanky's Quest*, for Super Nintendo and Game Boy. Surprisingly, **Nintendo** showed only eleven new titles for 3rd and 4th quarter. New for the SNES are *Mario Paint*, a "computer-graphiquesque" cart using the new **SNES Mouse**, *Super Mario Kart*, *Battle Clash*, *Super Play Action Football*, *Special Tee Shot* and *NCAA Basketball*. The only NES cart in development is *Yoshi*, also for Game Boy. Other hand-held games include *Lunar Chase*, *Wave Race*, *Kirby's Dream Land* and *Super MarioLand 2*. **NTVIC** will release *Strike Gunner* in September and *Q*Bert* in October, both for SNES.

The Addams Family wasn't the only hit box office license **Ocean** signed this year. They will be bringing you *Cool World*, *Lethal Weapon 3* and *Robocop 3*, each for all three Nintendo formats, as well as

What's Hot Continued On Page 40...

Turbo Technologies gives Bonk a new cyborg sidekick.



What's Hot Continued From Page 39...

showing **TKO Super Boxing Championship** on the 16-bit, **Happily Ever After** for the 8-bit and **Battle of the Kingdom** on Game Boy. The **Miracle Piano** from **Software Toolworks** has made it's way to both the Nintendo and Sega 16-bit systems, and **Spectrum Holobyte** makes the cross-over from computers to video with their first title, **Wordtris** for SNES and Game Boy. **Square Soft** brings new installments of the Final Fantasy series to SNES with **Final Fantasy Jr.** and **Final Fantasy 3** for Game Boy. **SunSoft** has created superheroes **Superman** and **Batman: Return of the Joker** for both 16-bits. They also bring Wild E. Coyote and the Road Runner to SNES in **Death Valley Rally**, and **Looney Tunes** to your Game Boy.

T&E Software introduced **True Golf Classics: Pebble Beach** at this year's U.S. Open. **Taito** releases **Little Samson**, **The Jetsons**, **Panic Restaurant** and **Powerblade 2** for NES; **The Flintstones** for Game Boy; **Super Soccer Champ** and **Super Sonic Blastman** for SNES, and **Hit the Ice** for all three systems. **Takara**, a new company on the scene, makes its debut with **Cyberspin** and **King of the Monsters**, a Neo•Geo smash, for SNES. **Tecmagik**, also a new-comer, brings **Andre' Agassi Tennis** to the Genesis and Game Gear. Three guesses who's coming out with **Tecmo Cup** and **Tecmo NBA Basketball** for NES. They also plan **The Tower of Ra** for the 8-bit and **Tecmo Super NBA Basketball** for Super Nintendo.

Tengen has been busy introducing a line of accessories, but they still had time to produce **Super Space Invaders**, **Prince of Persia**, **Paperboy**, **Dragon's Fury** and **Marble Madness** for Sega's portable; and **R.B.I.4**, **Road Riot**, **Steel Talons** and

James Bond for Genesis. Your sure to find familiar faces in THQ's new line-up, which includes **James Bond Jr.**, **Swamp Thing**, **Rocky & Bullwinkle**, **Wayne's World**, **The Ren & Stimpy Show**, **Flash** and **The Family Dog**, all for Nintendo systems. **Titus** brings the **Blues Brothers** back to life for SNES, while **TOHO** is working on **Space Megaforce**. **Super Battletoads** and **Super Double Dragon** for SNES where on Tradewest's list of new products, along with **Jack Nicklaus Golf** for SNES and Game Boy. **Treco** will release **Sorcerer's Kingdom** and **Breach** for Genesis this August. New SNES carts **Space Football** and **Dream TV** are expected from **Trifix**.

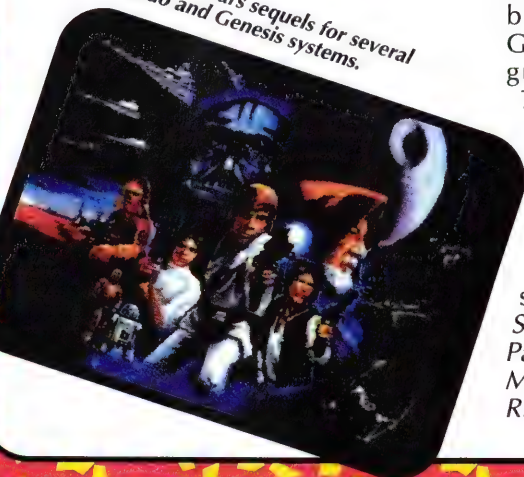
Turbo Technologies has a long line of games waiting in the wings. New HuCarts include **Soldier Blade**, **Bonk 3**, **Bonk's Thunder Shooting**, **Darkwing Duck**, **Ghost Manor**, **New Adventure Island**, **Falcon** and **Nuetopia**. Some of the new TG-CDs to watch for are **Discis Books**, **DownLoad 2**, **Splash Lake**, **Cosmic Fantasy**, **Buster Brothers**, **Spriggan** and **Lords of the Rising Sun**. New Super CDs to anticipate include **Shape Shifter**, **Camp California**, **Shadow of the Beast**, **Fantasy Star Soldier**, **Dungeon Explorer 2**, **Prince of Persia**, **Loom**, **Riot City**, **Gate of Thunder**, **Terraforming**, **SimEarth** and **Populous**, the **Promised Land**.

US Gold is timely with **Olympic Gold**, and the sequels, **Indiana Jones Last Crusade**, **Strider 2** and **Out Run Europa**. **Vic Tokai** brings a bunch of games to SNES like **Imperium**, **Lost Mission**, **Super Conflict**, **Time Slip** and **Shotgun Medea**. **Virgin Games** brings the much awaited PC title **7th Guest** to the SNES CD in '93! Other great titles include **Mick & Mac Global Gladiators** for SNES and **Muhammed Ali's Boxing** for Genesis. Nintendo titles range from **Caesar's Palace** and **Prince of Persia**, and if you're a Game Gear owner, look for **Robin Hood**, **Double Dragon** and **Super Off Road**.



Young Indy finds his way to Nintendo and Sega formats...

Expect Star Wars sequels for several Nintendo and Genesis systems.



Stay Ahead Of The Game!

Subscribe to Game Informer...
The hottest new video game magazine around.



- Latest news from the Video Game Industry in "Tech Talk" and "What's Hot!"
- In-depth look at the newest games - reviewed by our panel of consultants.
- Pages filled with tips to help you through your favorite games in the "Fun Club Tip Line."
- Special features and much, much more!

Subscribe Today!

Look for our subscription card in this issue or call us to subscribe today, 6-12-946-8883!

GAME INFORMER
Magazine

For Video Game Enthusiasts!

What's New? The '92 Consumer Electronics Show

Introducing... GI's Tech Talk

New Game Reviews Faceball, Shatterhand and RPM Racing



Lemmings! PC's Hottest Characters Finally Come To Video

Nov/Dec Issue 1991 \$3.95

GAME INFORMER

Reviews



Donald Duck II plays in Sega's Quack Quest!



Only \$17.88
For Six Information-Packed Issues!

WHAT FOUL?!



BILL LAIMBEER'S *Combat Basketball*

No personal fouls and plenty of excitement highlight this bone-crunching futuristic basketball title! Dodge missiles, saw blades and more as you pound your way through the most intense contact sport ever created.

- Fast one-on-one action!
Play against the computer or a friend (1 or 2 player).



SUPER NINTENDO
ENTERTAINMENT SYSTEM

- Super League Mode! Make your own team by buying and selling players. Up to eight people can play in the same league!
- Battery back-up lets you save your league for future grudge matches!



HUDSON GROUP
HUDSON SOFT®

HUDSON SOFT USA, INC.
400 OYSTER POINT BLVD. SUITE 515
SOUTH SAN FRANCISCO, CA 94080
(415) 871-8895

Tech Talk: The Latest on Video Game Hardware & Software

The McCormick Convention Center in Chicago was bursting at the seams with roaring stereo sound, game action flashing across big screens, and the rush of the public trying out the hottest new 'vids' in the works. But software wasn't the only excitement at this Summer's Consumer Electronic Show. The biggest news at the show was the hardware and accessories.

"Well, my system's cheaper than yours..."

One subject had the whole trade buzzing; the price wars between Sega and Nintendo. **Sega** will sell the Genesis system with one controller, without Sonic for \$99.95. **Nintendo** then announced they would sell their 16-bit with no game and only one controller for the same price, \$99.95. **Turbo Technologies** joined the battle by dropping their prices on all their systems. TurboGrafix-16, packaged with *Keith Courage* will sell for \$69.99. The CD add-on now sells for \$149.99; Turbo Express, with five free games, drops from \$299.99 to \$199.99 and the Tuner goes from \$99.99 to \$59.99. Rumor has it Atari has dropped prices on their Lynx. No confirmation yet, but we'll stay tuned. Only time will tell what effect this will have on the industry. Right now it looks like the consumer is the winner.

Disc is it for Sega

The public witnessed its first up-close and personal look at the new **Sega CD**. The Sega booth was dominated by a big screen production run by the Genesis and their new CD drive. The thundering soundtrack was matched with images of game players praising Sega, mixed with *Sonic the Hedgehog*, the new *Batman Returns* and Holly, the vixen of the new movie/cart *Cool World*. Game fans could try out the new unit for them-

selves at some of the third-party licensee booths like **Big-net**, **JVC** and **Renovation**. Sega anticipates the Sega CD will hit the shelves by mid-fall. Some titles in the works for this new wonder machine are: *Batman Returns*, *Joe Montana's NFL Football*, *Young Indiana Jones*, *The Third World War*, *Cobra Command*, *Dungeon Master: Skull Keep*, *Rise of the Dragon*, and a series of collection discs featuring your favorite Sega shooters, sports, RPG and arcade games.

Techno Too!

Turbo Technologies, the company formed by the marriage of Hudson Soft and NEC, had their latest machine on-hand. The new Turbo-Duo is the Americanized version of the PC Engine Duo, available in Europe and Japan. It is comprised of a TG-16 game card reading base and the TurboGrafix-CD Drive, all housed in the same unit. It should be on the shelves of your favorite electronics store any day now, along with a list of new CD and Super CD titles including: *Shape Shifter*, *Loom*, *Dragon Slayer*, *Shadow of the Beast*, *Gate of Thunder* and *Prince of Persia*.

TTI doesn't stop there. We saw a demonstration of a new adapter in



development that will allow you to hook up your Turbo-Duo to your Macintosh computer and use it as a Mac CD ROM Drive. That means you can use the unit to play your TG carts and CDs, your favorite audio carts and to run CD programs on your Mac! There isn't much news about this powerful little adapter yet or an expected release date, but we'll keep our ears open.

The Code Masters are at it again!

While Camerica and Galoob Toys had little to say on the subject, the Code Masters were happy to show us a proto-type of the new *Game Genie* for Game Boy. It fits neatly onto your hand-held unit, adding very little weight. It features a button that allows you to switch the codes on and off during game play and a compartment in the back for a thin code book. They are working to squeeze the Genie in before Christmas, but expect it to hit the stores in early 1993.

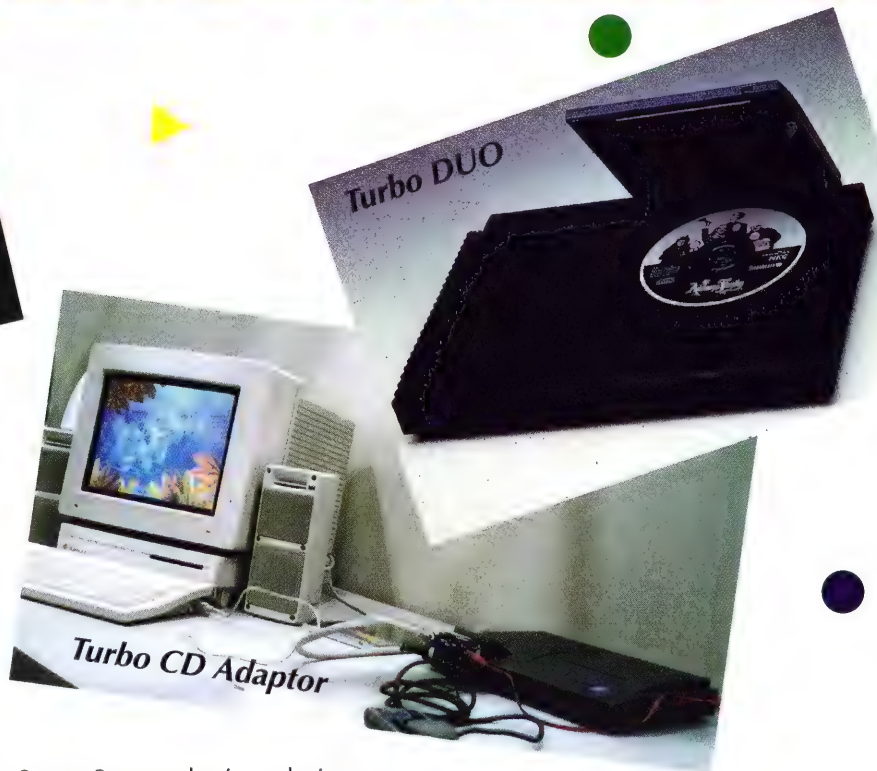


You Have Your Genie, How 'bout Aladdin?

Code Masters is always trying to make wishes come true, and now they are working on a new project that may make your **Nintendo** cartridges more affordable. We saw the preliminary sketches for a small, cart-like device that houses all the repetitious parts of a game program. It hooks up with a smaller cart that houses the bits of program specific to a particular game. It can be used over and over. The result may mean smaller cartridges that are less expensive to produce and, hopefully, less expensive to consumers. It's still in early stages, but we're sure this isn't the last we'll hear from **Aladdin**.

We've Got One, Too!

If you're a Genesis owner who's head has been turned by Nintendo's



Super Scope, don't trade in your system just yet. **Sega** introduced their own shoulder-mount laser peripheral called the **Menacer**. It works very much like the Super Scope and comes with its own six-in-one game cartridge. This cart includes Rockman's Zone, Front Line, Space Station Defender, Pest Control, Whackball, and an update on the classic shooting gallery called Smashed Tomatoes where you shoot

tomatoes at Toe Jam and Earl. One improvement that Sega has made with its **Menacer** is its versatility. The shoulder mount can be removed to make a pistol and the site may be adjusted for single or double-eye viewing. The **Menacer** is expected to reach stores this October.

Dear Game Informer:

continued from page 1

I read the early issues of **Game Informer** and I would like to rate this magazine. I think the reviews are great, but I think it would be cool if you rated and reviewed the top three games for each system. And you really should do a Fun Club membership card. Your magazine gets a A+++, 100%!

James Harris
Somerset, NJ

James, thank you for the good grade. With so many new titles coming out, we try to cover the latest releases. As we grow, we hope to include more strategies of classics and best sellers. At this time, there

are no immediate plans for a membership card, but we'll keep you posted. Thanks for your suggestions!

-Ed.

I couldn't wait for the Spring Issue after reading your last mag, and when it came, my brother and I ran inside and read it cover to cover. The coolest thing in it was the guest review. Having a real pilot review "Pilotwings" was great. Since I never have flown a plane I would otherwise have nothing to compare to.

James Brockman
Chicago, IL

It's great that your magazine covers a lot of info on the games, not the advertisements. The Game Consultants rate the games cooly, and I really trip off the way Andy talks when he rates games. So long...Peace.

Jeremy Quinones
Alameda, CA

I like your magazine a lot. I also enjoyed the section on the SNES in your Jan/Feb issue. I learned a lot about the SNES, including things I didn't even know existed like pixels. I just wanted to say keep up the good work.

Danny Ramirez
El Paso, Texas

THE GAME HAS CHANGED! *

THE GAME HANDLER™

The only hand-held controller you only need one hand to play.

A new universe is at hand. Can you handle it?



IMN CONTROL

a division of the Helix, Bannister & Newel Co., Inc. Columbus, Ohio

© 1990, IMN CONTROL

For Use With The NINTENDO ENTERTAINMENT SYSTEM™ And Others. Coming Soon, an Adaptable Version For The Super NES™

Nintendo Entertainment System, NES, Super NES, Mario and Super Mario Bros. I are registered trademarks of Nintendo of America, Inc.; Teenage Mutant Ninja Turtles and TMNT are trademarks and copyright Mirage Studios and TMNT II the game is a copyright of Konami, Inc. under license; GAMEHANDLER, EXPANDER SERIES and other incidents are copyright and trademark IMN Control. ©1991.

Visit your local retailer or call 1-800-800-7185.

\$5 REBATE. Ask for details.

* WARNING: The Game Has Changed! GAMEHANDLER actually "changes" the pre-existing software you already own. Now with GAMEHANDLER not only are your games more challenging, but they're more interesting and more fun, too! Do moves you never thought possible before. Make Mario run backwards. Super Mario Bros. I and Turtles disappear in TMNT II, and many more secret tricks for you to explore and discover. We'll even send you a video tape showing you how to do some of these tricks, plus a newsletter to update new tricks found by our game players like you!

Gear Up For the Grand Prix in F-1 ROC: Race of Champions



We know you've been sitting in the stands, watching race cart after race cart go by; just waiting for that blow-out game with a little something extra. Listen up all you speed demons! Seta will accelerate your **Super NES** to new heights with *F-1 ROC: Race of Champions*. There are more options here than Al Unser could dream of.

What is *F-1 ROC's* secret to success? It features something called 'Dynamic Growth.' There are so many options and factor combinations, you'll never have to play the same game twice. Seta has also thrown in a few hidden extras, but we'll tell you more about those later.

Speed your way to success on 16 international courses. The best of the Grand Prix circuit is here, from Monte Carlo to Monza. And if a change of scenery isn't enough, how about a change in the weather? Select from light rain, heavy rain, or fair conditions. Test your skill against eight opponents. Up to four players can alternate turns in a race for the top score.

F-1 ROC has four different levels of play. You may select the 'Training' mode to get yourself acquainted with the various tracks. You'll start with \$21,000 to put towards parts. Each run is three laps in length, against

F-1 ROC Review

Reviewed by Ed, The Video Wizard

Concept:	8	Here we go... If you liked <i>F-Zero</i> , you'll like this cart. The only difference is now you are racing a Formula One race car on authentic Grand Prix courses. What more could you want?
Graphics & Animation:	8	Talk about fast-moving games! This cart has everything you could want. The color is there, from the grass along the track to the background hills, to the car shades. The hardest part is getting the shifting down, but your car is generally easy to control.
Sound:	7	The fast-paced music, matched with the actual sounds of your engine at high throttle, just wanting to unwind on the course, make for a decent soundtrack.
Playability:	9	Choose from 16 tracks to practice on, or go right to the main event. Your controls are the basic gear shift, accelerator and brake. The higher you rank, the more money you make to improve your car. Add better brakes, tires, engines, wings or nitro for your next heat.
Entertainment Value:	8	Anyone who enjoys Formula One racing will love this cart. The challenge is there, along with real life courses and the build-to-suit feature. So get ready to strap yourself in and go for the checkered flag.
Overall Rating:	8	



eight competitors, with results displayed at the end. This is also a good mode to try out various configurations on your controller and find the most comfortable way to steer and shift.

When you have enough training under your seatbelt and are ready to battle it out for the big bucks, try the 'Racing' mode. Here you will find a 'Test Run', giving you an opportunity to practice and try out new car parts without any other cars on the course. Move to the 'Qualifying Run' and take two laps to determine your start-

ing position. After one last maintenance stop for final adjustments, it's on to the 'Final Race.' Before you go hog-wild with improvements, remember there is a \$1,000 entrance fee for each race.

One of the best parts of *F-1 ROC* is building your machine to your specifications. The maintenance screens offers an incredible variety of parts, with engines from V-8 to the Honda V-12; different chassis for a faster, sleeker racer; front spoilers to provide low diffusion to the ground. You'll find rear wings that include a



low drag configuration to the high, double wings that help you stick to the road. Brake features range from carbon to anti-lock. There are tires for rain and an assortment of spares like high and low grip; suspension improvements such as hard shocks and active suspensions. Transmissions include the four-speed you start with, up to seven-speeds (we found six to be the best); and small, medium, or large rear diffusers. This is just the beginning! As you can see, the combinations are endless.

Your competition includes eight other racers of varying levels of skill.

F-1 ROC Review

Reviewed by Ross, The Rebel Gamer

Concept:	6	<i>F-1 ROC</i> racing is really a remake of <i>F-Zero</i> , but there are some nice additions such as the ability to choose your course and upgrade the parts of your car.
Graphics & Animation:	7.5	Your car looks great! The track looks good and the rotation of the screen can literally make you dizzy.
Sound:	7	The sound is done well; they did a nice job with the hum of the engine and the shift of the gears.
Playability:	7	Like <i>F-Zero</i> , <i>F-1 ROC</i> is fairly easy to operate. More turns to negotiate make it challenging, because it's easier to skid off the track.
Entertainment Value:	7	<i>F-1 ROC</i> is a fun, moderately challenging race game. It's styled after its predecessor, but lacks some of the color and dazzling graphics.
Overall Rating:	7	

Watch out for A. Seta and N.J. Myden, as they will give you nothing but trouble. See the race results and your overall standing in the circuits at the end of each race. Prize money is determined by your finishing position.

However if you've had a run-in with a wall or another racer, you pay a damage penalty that is subtracted from your winnings. If you sustained too much damage, you may be forced to make a pit stop for emergency repairs.

Just in case all these options aren't enough to keep your interest, Seta has built in features like a hidden casino to try your luck at winning additional cash, or special car parts. We've promised not to reveal all the tricks and their exact whereabouts. It will be an even bigger challenge for you to find them.

F-1 ROC is built to win and if you like life in the fast lane, you've gotta try this game. Meanwhile, we've got to get back to our search for the casino!



F-1 ROC Review

Reviewed by Andy, The Game Dandy

Concept:	9	Driving games are essential on almost every game system. <i>F-1 ROC</i> follows the Grand Prix circuit of 16 different tracks, then you're ranked on the entire year. Your racer also has many upgrade parts you can buy with your winnings.
Graphics & Animation:	8	The looks are nothing spectacular, but don't take this the wrong way. It just has everything you need to see. At the speeds you're traveling, that's all you pay attention to, anyway.
Sound:	6	Each engine has its own pitch, so you have a little variance in sound. That really doesn't matter though, because if you drive like me, you blast the stereo.
Playability:	9	Control on this game is great. You can hold the line and consistently drive it. The computer shifts for you, and at first I thought this was bad, but quickly discovered it would be impossible to shift fast enough to be competitive.
Entertainment Value:	9	I won the circuit the first night I played it, meaning I sat there for thirteen hours straight. However, the second I was done, I wanted to start all over again. It's just a fun game with a lot of options, and that's the most important thing.
Overall Rating:	9	



Customize your Formula One!



Xardion: Survival in the Year 2178AD



This legend of icy-blue steel you see before you is Xardion, the ultimate cyborg of destruction. Built by a race of highly intelligent beings in the year 208 (or 2108AD to Earthlings), to protect their planet, Xardion was constructed on Fiera, fire planet of the Alpha 1 solar system.

Doomsday devices weren't the only thing their "super theoretical" scientific community was able to come up with. They discovered that, due to the depletion of the ozone layer, their beloved world was headed for sure disaster. It would become completely uninhabitable within the next 285 years. So begins the story of how Xardion began his journey to your **Super Nintendo**.

Aware of the impending extinction, a professor by the name of Dr. Sim U. Late was hard at work on his project, "New Frontier." He had

selected the distant star NGC-1611 on which to create an artificial ecosystem. He set up super-computers to control the environment's functions; with devices to oversee its defense. One human was left behind to test the system. Late hoped to

create a safe planet that the people of Fiera could relocate to when the time came.

The professor died before any long-term experimentation could be completed. Twelve years later it mal-

Xardion Review

Reviewed by Rick, The Video Ranger

Concept:	8	In <i>Xardion</i> , you are a three-in-one fighting force that can separate into individuals to take advantage of various abilities.
Graphics & Animation:	7.5	<i>Xardion</i> has some great looks. The buildings or structures seem to jump right off the screen at you. However, your own characters could be a bit more clear and better-detailed.
Sound:	5	Unfortunately, this cart doesn't take advantage of the Super Nintendo's exceptional sound capabilities.
Playability:	6.5	The controls are very smooth, but a little on the slow side. There is a challenge, but you can build up your power to keep going.
Entertainment Value:	6	<i>Xardion</i> is a fun game, but not outstanding. The biggest disappointment is that your gun seems more like a pea shooter, with a little dot traveling slowly toward your enemies.
Overall Rating:	6.5	



Alcedes

functioned, resulting in a breakdown of the system. The guardians tried to protect the human and the environment, but the computers misread their instructions as "seek and destroy." Without the computers to guide them, the guardians evolved into raging beasts. Meanwhile, all was not well in the Alpha solar system.

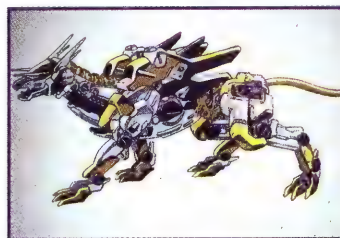
Engaged in a interplanetary war of their own, three of the worlds pulled together to fight off the invaders from NGC-1611. Each provided the foremost of their eliminator robots. From Aquata, the Ocean-sphere, came Triton; a cyborg armed with heat-seeking missiles. From Zikar, the

Hollowsphere, there was Panthera, a cybernetic leopard with super cat-like skills. Finally, Fiera sent Alcedes, the telekinetic Beastybot with a whip of destruction. These robots must arm themselves with weapons found on

the surface of each planet, and destroy incoming enemies. Your mission is to lead them from planet to planet and, to NGC-1611. You must eliminate the invaders' power source and locate Xardion!

There is a series of menus that will help you.

View 'Individual Weapons', used only by a specific robot, 'Shared Weapons' and each robot's status. Each cyborg has its own basic and special weapons that you pick up



Panthera

Xardion Review

Reviewed by Andy, The Game Dandy

Concept:	8	Action/Adventure/ shooter is the basic idea of <i>Xardion</i> . You are three different robots, with the ability to change into any one of them at any time. There isn't a ton of adventure, but enough to make it interesting.
Graphics & Animation:	8	The characters are cool looking but not real big, which would have been an improvement. Their movement is a little choppy and the enemies aren't very animated.
Sound:	6	I was disappointed by the puny sounds and music. The SNES can pump, so why not let it do what it does so well?
Playability:	7	The play, like the animation, is a little choppy but not terribly so. Your robots with varied powers serve as your weapons option.
Entertainment Value:	6	Action shooters are entertaining and keep you busy. The challenge is there in <i>Xardion</i> , along with lots of other goodies.
Overall Rating:	7	



along the way. Search for time bombs that allow you to blast through some areas, as well as ammo, missiles and the Subtank that automatically replenishes your power. Once you have completed the rounds of all three planets and the Alpha 1 space ship, you move on to NGC-1611. There you will be instructed to search for treasures located within the galaxy in order to progress on your journey.

One unique feature of *Xardion* is being able to switch from cyborg to cyborg in order to best pass through difficult areas. In addition, these cyborgs are progressive and learn as they go. That means the more experience points each one earns, the higher their abilities become. Sound involved? Don't worry, there is a save feature that allows you to store your game progress and your exact position on any level.

The legend of *Xardion* was first created as a comic book. That means the characters, based on illustrator's renderings, are highly detailed. The storyline is equally complex. Join the super-theoretical realm of the future. Its cybernetic eliminators and artificial eco-systems are out of this world!



Xardion Review

Reviewed by Ed, The Video Wizard

Concept:	7	Welcome to the Alpha 1 solar system. Invaders from the distant star, NGC-1611 are moving to take over the planets. The Alpha Federation has sent three pilots to destroy its power source. That's where you come into the picture.
Graphics & Animation:	8	They spent a lot of time on appearance, from the scrolling backgrounds to the fine detail of the main characters and bad guys. I was a little disappointed with the mobility of the main characters' weapons. They are slow and clumsy, and you can only shoot straight up or horizontally.
Sound:	7	While basic, the sound is upbeat and moves well with the action; it's kind of like a galactic pipe organ.
Playability:	6	With four levels to complete, you do battle with creatures that resemble floating jellyfish, snakesmen, and miniature spaceships shooting missiles. You have to beat the boss called "Arms" several times throughout the game, but you have unlimited continues.
Entertainment Value:	6	This cart played a little slow for my taste. I enjoyed the color and clean scaling movements. Beginners and younger players will enjoy this game.
Overall Rating:	6.75	

You're on Enemy Ground With Rival Turf



You always knew it would come in handy to have one of the boys in blue on your side, and now is the time. The Street Kings, a bunch of overgrown thugs with an attitude problem have blown into town and there's been nothing but trouble ever

since. Thanks to Jaleco and your **Super NES**, you and a friend can do your part in cleaning up the streets in *Rival Turf*.

These creeps have been terrorizing the elderly, stealing from children, and now they've gone so far as to kidnap Heather. With Oozie's inside information on their leader, Big Al, and a little hard-core fist action, you ought to be able to rid the town of this menace in short order. But the Street Kings have really infiltrated the area and you're in for one major knock-down, drag-out.

Rival Turf is a cart in the spirit of *Final Fight* or *Streets of Rage*. In this one or two-player, simultaneous, beat 'em up, you must conquer the bad-dies with sheer fist power and any weapons you can get your hands on. If things get heated up between you

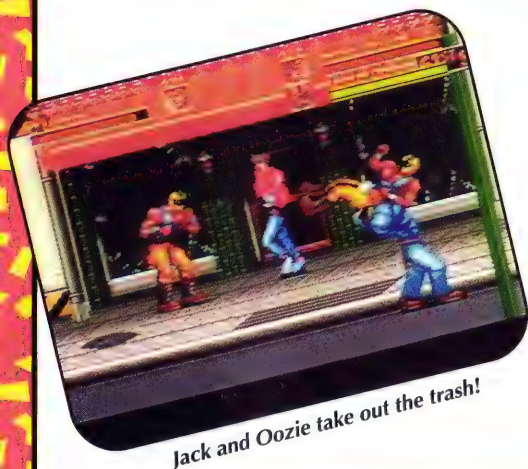
and your fighting partner over who really rules the streets, try out the 'Player vs. Player'

mode. You'll experience three rounds of head-to-head competition set against the fiery backdrop of an erupting Mt. Fugi. The first player to win two out of three rounds wins, and you will have to stay on your toes to do so.

To insure the Street Kings start picking on somebody their own size, you must face them in six bone-crunching levels of battle. Begin back at the 61st Street Station, where you and Oozie pour over maps in search of Al's hideout. He's burrowed himself a hole someplace just south of the border and it will be no easy task to flush him out. Maybe you can force some of his thugs down at the City Stadium into talking, but first you have to survive the bus ride and Big Al's welcoming committee. Next is the confrontation in the parking ramp and a blowout at your neighborhood skyscraper. Luckily, you've stumbled on to Big Al's chopper on the roof.

Fasten your seatbelt, it's going to be a bumpy ride! The chopper has crash-landed somewhere in the underbrush of Mexico, you'll be greeted by a search party. If Oozie and Jack make it through the jungle, it's on to a deserted town. "...nobody here but us bad guys!" It's a small port and one of Big Al's boats is tied up down at the docks. It would sure make your trip a lot quicker if you could try the water route, but first you'll have to convince that mean-looking captain... After navigating your way downstream, you tie up at a suspicious-looking warehouse. His hideout can't be far now. There are 18 different scenes in all.

Along the way you'll meet up with a slew of Big Al's henchmen. Undertake this mission either as Jack Flak or Oozie Nelson. Each has his own moves and tricks. Jack sports nasty flying, sliding and knee kicks, as well as a close range back drop and



Jack and Oozie take out the trash!

Rival Turf Review

Reviewed by Andy, The Game Dandy

Concept:	8	The game itself is nothing new. However, the "versus" option is excellent. Fighting against your friends is the most unusual feature of this game. And if you're not in the mood to pick a fight with your pals, the two-player simultaneous mode is a big bonus.
Graphics & Animation:	7.5	While I didn't have the opportunity to play the finished product, what I experienced with the e-prom was great. The graphics were impressive. The animation on the e-prom was a little choppy, but I think that's the price you pay for a two-player action cart on Super NES.
Sound:	7	The music that you'll find here is a nice back drop. The sound effects are fairly standard.
Playability:	9	As I mentioned before, the "versus" mode is great. There is variety in gameplay and the number of moves possible is better than average.
Entertainment Value:	8.5	If you liked <i>Final Fight</i> , you will love <i>Rival Turf</i> . The graphics aren't quite as impressive, but they make up for it with the two-player simultaneous and "versus" modes.

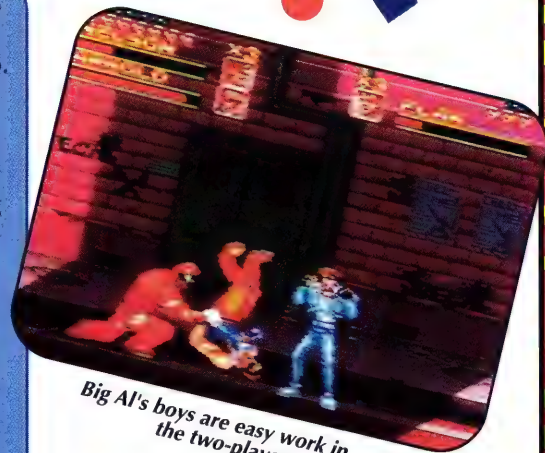
Overall Rating: 8

Rival Turf Review

Reviewed by Rick, The Video Ranger

Concept:	7.5	<i>Rival Turf</i> is a typical street fighting, beat 'em up. However, it scores extra points for the two-player simultaneous option and for being the best of its genre.
Graphics & Animation:	8.5	It is all great scenery; the backgrounds to the fog flowing by you in the jungle. And the animation of your character's movements matches it in quality.
Sound:	7	This area was good, but the music and sound effects could have used a little more variety.
Playability:	8.5	This was a very easy game to play and totally responsive to your controls. The pile driver move is really something to behold.
Entertainment Value:	8	The only shortcoming of <i>Rival Turf</i> is that it might be a little too easy for some players. But it makes up for that just by the sheer length of the game. <i>Rival Turf</i> is loads of fun, as a good beat 'em up should be, and it keeps you coming back for more.

Overall Rating: 8



Big Al's boys are easy work in the two-player mode

Begin each game with five lives. You'll find food hidden in crates and garbage cans which will restore your energy. After using your last life, you have the option of continuing up to eight times. At that time you may choose to keep the same character or a new one. A second player can join in at any time by pressing start on the second controller.

If you're looking for a good fight or just want to test your strength, agility and wits against a friend, try your hand at *Rival Turf*.



the special sweep hurricane attack. Oozie has a few moves of his own, including the body slam, the ax bomber, the pile driver and a special

storm bomber. In addition, pick up weapons along the way, like the wrench, knife, dynamite, brick and baseball bat. When you have the 'Angry Mode' activated, you will automatically switch in to a more powerful, indestructible mode when you come under heavy attack.



Hijack the Captain's boat!



Jack tries out his flying kick.

Rival Turf Review

Reviewed by Ross, The Rebel Gamer

Concept:	9	Jaleco has added a twist to the basic fighting cart, resulting in a sweet, sweet game. You have a choice of two guys with different abilities that battle through different levels.
Graphics & Animation:	9	This rates very close to a 10. The only reason it fell short was due to the slowdown from too many sprites at one time. The color is incredible. The backgrounds are so real you can almost touch them! This cart is done very well.
Sound:	8	The music serves as an improvement rather than an annoyance with this title. "Wham! Smack! Crunch!"
Playability:	10	The characters are very easy to control and I never had any problems executing any of the moves, even though lots of guys will try to stop you.
Entertainment Value:	10	I hate to quote an old phrase but, "...if you can only buy one game for your SNES, make sure it's <i>Rival Turf</i> ."

Overall Rating: 9.25

Super Battletank: Return to the Gulf A SNES Cart For All You 'Heavy Metal' Fans

What's 20 feet long, has more fire power than a small infantry and is made up of 63 tons of bone-crushing steel?...the M1A1 Abrams Battletank. But this is no time for riddles. Things have heated up in the Gulf and the Allied Forces have decided to launch a ground attack. As pilot of this moving arsenal, it is your job to trek across the deserts of Kuwait and put an end to this conflict once and for all. Based on actual missions of the Persian Gulf War, this battletank war simulation has all the realism a military strategist could ask for.

Absolute has taken time to add digitized graphics of your tank and briefing meetings with the Allied commander and the Allied bases. You'll also find earth-shaking stereo sound effects and a sampled music score. While the long-range maps are not visually exciting, the details of the tank's control panel are. At a glance, you may wonder whether you're watching a video game or CNN reports.

The ground war campaign consists of 10 separate operations, each increasingly more difficult than the last. Your objective is to take out armaments and Middle East enemy forces. Use your long-range radar to seek out T-62 tanks and mine fields, MI-24 HIND helicopters and SCUD launchers, as well as heavily fortified enemy bunkers.



Super Battletank Review

Reviewed by Rick, The Video Ranger

Concept:	6	<i>Super Battletank</i> is a simulation of a modern battle tank during Operation Desert Storm and the war with Iraq.
Graphics & Animation:	6	The briefings prior to a mission and the still of the tank against the sunset are stunning, but nothing about the graphics during gameplay stood out. You are limited to the view from your tank's window, which is realistic but limiting, and doesn't do a whole lot for a full screen view of the action.
Sound:	6	The constant hum of your tank across the desert sands is realistic, but a little monotonous. I liked the sound of your gun and explosions.
Playability:	5	I found the tank's operation to be sluggish. In it's favor, <i>Battletank</i> gives you numerous options by using the right and left buttons on the side of the controller.
Entertainment Value:	5	<i>Super Battletank</i> is a very ambitious war simulation. Everything about it is done well, but nothing stands out as exceptional. This genre of game is not my favorite, but if you like war simulations, this is it.
Overall Rating:	5.5	

Most of the action is seen from the view of the tank's cockpit. The intricate control panel supplies valuable information such as the speedometer, fuel, damage indicator, weapon status, remaining targets, short-range radar and gun angle. You also have a message center that connects you to the Allied commander. To find your targets or Allied bases, switch to the long-range radar mode. Keep in mind your cannon turret and view are not always aimed in the direction you are traveling. Use this 360 degree perspective to watch your backside.

Your M1A1 is armed with state-of-the-art weaponry. Your primary artillery is the 120mm cannon.

Pay close attention to the gun angle when using this. Next, you have laser-guided shells that will pierce the armor of other tanks and are great against



Super Battletank Review

Reviewed by Andy, The Game Dandy

- Concept:** 9 Like *Desert Strike*, *Super Battletank* is capitalizing on the war in the Gulf. Each level has a mission. Destroy tanks, helicopters, SCUDs and other evil forces, armed only with your M1A1 tank.
- Graphics & Animation:** 9 The graphics are incredible! When the helicopter comes in for attack, it's pretty spectacular. The cockpit looks like it is straight out of the real thing. The backgrounds are nothing to write home about, but who has time to look at the scenery?
- Sound:** 10 The sound will blow your mind. If you've got your SNES hooked up to stereo, crank it before you play this one. Each shot shakes everything.
- Playability:** 9 Moving the tank is tough at first. You have to turn with the right and left buttons, but once you get used to it, you can tear apart anyone.
- Entertainment Value:** 9 Great graphics, sound, gameplay, plus great action and lots of missions add up to a cart you will sit and play for hours.
- Overall Rating:** 9.25



Use your radar in nighttime battle.

Attack their oil fields.



helicopter attacks. The missions take place throughout the day. Be sure to watch the distance of each mission that is displayed on the introduction screen. Your tank has a fuel capacity of 288 miles and you may have to stop at an Allied base to refuel and restock ammo. It might be a little embarrassing to find yourself stranded amidst the sand dunes, out of gas.

It doesn't matter whether you're a hard-core strategist or a thumb-pumping action lover, hop to it and join the Allied Forces with Garry Kitchen's *Super Battletank*. And you won't have to take the physical!



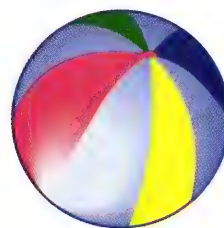
Super Battletank Review

Reviewed by Ed, The Video Wizard

- Concept:** 9 This is a good example of how something good can come from something bad. Thanks to the Gulf war, we now have a great tank simulation cart. You pilot a M1A1 battletank through the desert looking for enemy tanks, helicopters and the infamous SCUD launchers.
- Graphics & Animation:** 9 Even though the background could use a little more detail, this game is superb. Everything from the control panel to the actual battle scenarios are realistic.
- Sound:** 8 Don't look for any sissy background music here. The sounds are more of the earth-shaking, ground-moving explosions from the blast of your huge guns to the destruction of your targets.
- Playability:** 9 Each level has its own mission you must complete to move on. The degree of difficulty is strictly in your hands. I found the tank hard to control at first, but the more I played, the easier it got.
- Entertainment Value:** 9 When you first sit down to play this cart, turn down your lights, turn up the volume on your TV and get ready for some hair-raising missions. This cart is so easy to get involved with, you might feel like you're actually in the Gulf.

Overall Rating: 8.75

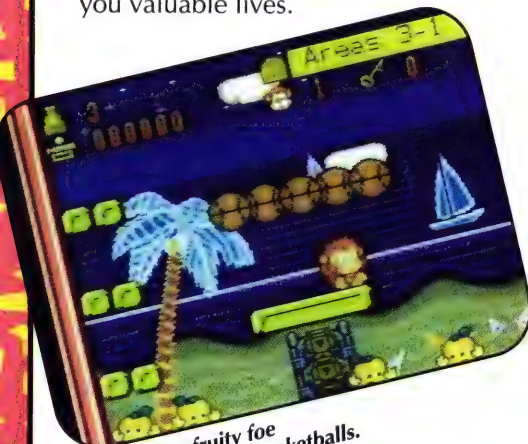
Have a Ball With Spanky's Quest!



We know you've just been dying for an excuse to make a monkey out of yourself, and now is your chance. Natsume has come up with a new title for your **Super Nintendo** that is, quite literally, a ball!

The story opens with the cheery chimp, Spanky. He's out enjoying another pleasant day in Mopoland when, suddenly he finds himself entrapped by bricks that seem to come out of nowhere. As the great towers that imprison him get higher and higher, Spanky realizes that it must be the evil witch, Morticia, up to her old tricks. But nobody's gonna make him look like an ape. After all, Spanky's no silly baboon!

Our furry friend must make his way up the to the top of the fortress and confront Morticia before she does away with his entire jungle habitat. Spanky must locate keys in order to advance from one level to the next. Finding his way up the tower is tough enough, but Morticia has filled this dungeon with all kinds of crazy creatures out to stop him. Most of these adversaries are in the form of cute little fruit, but don't let their smiles fool you. This pesky produce is out to get you and will cost you valuable lives.



Defeat your fruity foe with a battalion of basketballs.

Spanky's Quest Review

Reviewed by Ross, The Rebel Gamer

Concept:	9	Spanky (no, not one of the Little Rascals!) must collect a certain amount of keys to open the door to the next level, but there are plenty of things that stand in his way.
Graphics & Animation:	8	Being a sports fanatic, I really enjoyed the use of sports equipment as a weapon. The colors are attractive and bright. The movement was a bit tricky at first.
Sound:	5	The music went well with this type of cheery cart, but the sound effects weren't that impressive. I would have liked to see a little less emphasis on the music and more put into the effects.
Playability:	6	As I mentioned before, Spanky is a little hard to maneuver at first but, once you get the hang of it, it becomes easier and easier. The degree of difficulty doesn't increase much with higher levels.
Entertainment Value:	8	<i>Spanky's Quest</i> is a wonderful game for the younger players, due to the large sprites, bright colors and cute characters. It's also a good way for the more mature players to kill a few hours.

Overall Rating: 7.25

Being the smart little monkey that he is, Spanky has a few tricks up his sleeve. He has armed himself with a supply of baseballs. These can be thrown individually at approaching enemies. When more powerful ammunition is needed, Spanky can bounce these balls off his head. A single bounce will send down a narrow shower of soccer balls. Two bounces results in a volleyball that packs a real wallop. When desperate situations call for drastic measures, bounce the ball three times and rain down a shower of basketballs that annihilate any opposition in its path.



You're a monkey on a mission!

Spanky's Quest Review

Reviewed by Rick, The Video Ranger

Concept:	8	Spanky is a very cute character, and I liked the idea of a Mario-style game with the addition of a puzzle element to it.
Graphics & Animation:	6.5	With everything that's on the screen, the animation is smooth. The graphics could have used a little more of a 3-D element.
Sound:	6	With Spanky, you'll find the typical, but good background SNES music.
Playability:	6	Controlling Spanky and his bubbles takes getting used to. Once you've mastered the controls, the game moves along fairly well.
Entertainment Value:	5	<i>Spanky's Quest</i> has some definite strong points. For one, it has some of the strongest animation I have seen yet for the SNES, just shy of the level of <i>Sonic</i> for Genesis. I found it very repetitive, thus not a lot of fun. However, puzzle fans might really enjoy the nice combination of puzzle and action.

Overall Rating: 6.25



Try your luck in the depths of the sea.

Each of five levels, made up of numerous sub-levels, is full of special objects like top hats, that will help you out. Be quick to pick these up before your foe finds them. Jump on the fireworks sprinkled throughout some of the ledges for an extra boost. If Spanky is bright enough to survive the first five levels, he will face Morticia herself in the grand finale.

Spanky's Quest is a creative puzzle/action game that is cheerful to look at and fun to play. The selection of various sport balls for weapons is a nice choice for a cute and colorful character like Spanky. The large characters, bright colors and uncomplicated gameplay is sure to make this a favorite for the younger gamers. Even more experienced players just might get caught up in this pleasant cart that is more challenging than it looks.

So what are you waiting for? Quit monkeying around and get *Spanky's Quest* for your Super NES!



Spanky's Quest Review

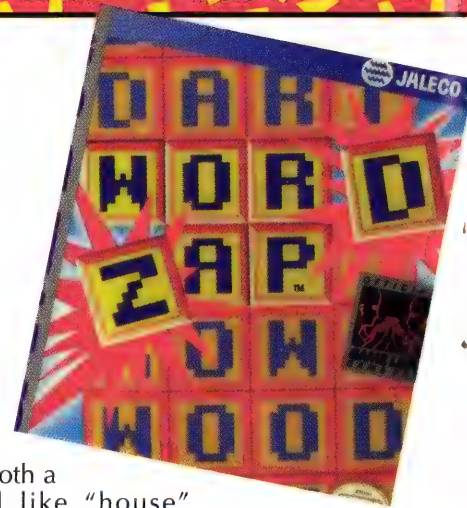
Reviewed by Ed, The Video Wizard

Concept:	8	You are a monkey named Spanky. The evil witch, Morticia, has turned your home into six towers filled with creatures that would love to make monkey stew out of you. It's up to you to traverse these towers and save your jungle home.
Graphics & Animation:	8	I liked the size and color of the sprites. Spanky moves smoothly and the mazes are filled with well-drawn creatures and backgrounds. The bright blues, yellows, and reds will help keep the attention of the younger players.
Sound:	6	The happy-go-lucky music used fits well with the main character of this cart. I'm glad to see the nice variety that SNES is capable of here.
Playability:	8	This is a great cart for the younger players. Spanky moves well and is easy to control. You have to bounce this rubber-like substance off of your head, so coordination is needed, but nothing too difficult.
Entertainment Value:	7	I think that anyone might enjoy the light-heartedness of this game. Even though the younger players might get into this game faster, it will make a pleasant distraction for the advanced players.

Overall Rating: 7.25

WordHai: WordZap

The Word-Find With a Twist



So you pride yourself on a broad vocabulary? You say you were weaned on board games like Scrabble and Boggle? Those games are a cake-walk compared to this. Jaleco has come up with a hot cartridge for **Game Boy** that's a real play on words. The premise of this game is oh, so simple, but it will tease your brain until you just can't put it down.

WordHai: WordZap is actually two games in one, and each has a number of variations. The first is WordHai, a puzzle game in which you rearrange a whole screen full of letters into a list of everyday words. Sounds simple? Hardly. The catch is you must pull the letters from the ends of each row first, and to use every available letter. If you end up

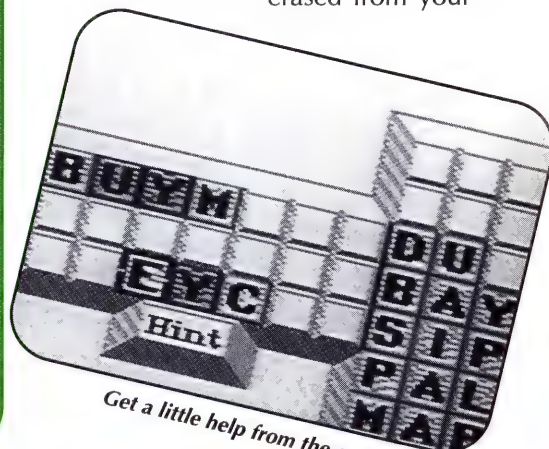
with leftovers, you'll have to back up and try again. Frustrated? Don't get too disheartened. There is at least one solution to every puzzle and there is a hint option when you are stumped for the next word.

WordHai has several levels of difficulty and numerous options to adjust the gameplay. First, arrange your word tray to hold either 21, 24 or 25 letters, depending on the length of words to spell. This is decided when you set up the word tray to accommodate five, six or seven-letter words. However, once this tray is set all the words must be the same length. This is a much tougher task than you think. You may also choose the option of selecting plurals or not. When this option is activated, you

may use both a word like "house" and its plural form "houses." If this option is turned off, words that work independently and as a plural, like "does" will not be accepted. Thus, the challenge is even greater.

There are three ways to set up a WordHai game: Free Play, Challenge Play and Timed Turns. In Free Play select the word length and difficulty based on the level of vocabulary used. Then just start solving puzzles without any timing and scoring. This is a great practice mode. Next, there is Challenge Play where you face a series of rounds comprised of four puzzles each. As you solve each puzzle, part of a picture is revealed. Once the entire picture is uncovered, you will be rewarded with its animation and move up to a more difficult level. Finally, there is Timed Turns. An unlimited number of players can take turns trying to solve the same puzzle in the shortest amount of time. The player with the best time wins.

If you like a little variety in your life, there is WordZap. Here you race against either a computer opponent or a friend, spelling words from a given number of letters. Again, not being nearly as simple as it sounds, any time you and your opponent spell the same word it is erased from your



Get a little help from the computer.

Word Zap Review

Reviewed by Ross, The Rebel Gamer

Concept:	8	Wow! Jaleco decided to bring out its own variation of the classic game Boggle for Game Boy. Nice work, fellas. Finally, a game that brings spelling and conscious thought into action.
Graphics & Animation:	5	There isn't a whole lot in this area to judge. There may only be a little animation, but the letters are very easy to read.
Sound:	6	Again, sound effects are hard to put to use in a game like this. Music, on the other hand, was very fitting and did little to distract the intense train of thought.
Playability:	7	Like I said before, trying to form words out of a select number of letters is challenging. I found myself planning to use letters before it was possible for me to do so, and wound up clenching my teeth at the end.
Entertainment Value:	8	Anytime I can find a game that will make me rack my brain, you know I'll be sitting around for hours trying to get to the next level. One suggestion may be to put in a "Congratulations" board to reward your hard work.

Overall Rating: 6.75

list. The first player to arrive at seven words not on their opponent's list wins. Each letter must only be used once per word and you create words ranging from three to five letters in length.

There are two styles of play in *WordZap* as well. The Any Letter game gives you eight letters from which you create three to five-letter words. In this game letters may be used in any order. In the Next Letter style of play you are given fifteen letters from which to choose. Any letter may be selected to start a word, but each following letter used must be chosen only from those located next to an empty square.

WordZap has similar options to *WordHai*, such as the level of vocabulary, with the an added handicap feature to even out the competition. In the solo mode there is a difficulty factor that determines how quickly your computer player reacts. Each time you improve, the computer speeds up a little. There are ten ranks of expertise, ranging from Word Nerd Class B and A to Word Ace (You'll just have to figure out the top five ranks on your own).

Word Zap Review

Reviewed by Andy, The Game Dandy

Concept:	7.5	This is a word game that makes you find words in a select number of letters. It's like Scrabble with a twist.
Graphics & Animation:	7	C'mon, this is a word game, so there really isn't much to this area. The letters are clean and easy to read. If you are playing <i>WordHai</i> in Challenge Play and complete the picture, you can enjoy its animation.
Sound:	6	Not much here either, but did you really expect there to be?
Playability:	6.5	I found this cart to be a little hard to catch onto at first. There are a number of options with a slight variation in rules, which customizes it to anyone's level of play, but it's always a challenge.
Entertainment Value:	8	Normally I'm not into games that move slowly and make you think too hard but, being a fan of Scrabble, I found I really enjoyed this one. It really makes you work and there is always room for multiple-player Game Boy games.
Overall Rating:	7	

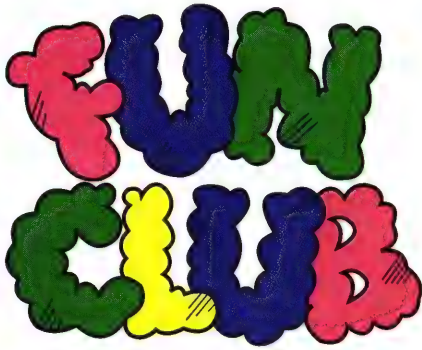
Word Zap Review

Reviewed by Ed, The Video Wizard

Concept:	9	There are actually two games in this cart, <i>WordZap</i> and <i>WordHai</i> . Between them, you have a combination of games to play similar to Hangman and "Wheel of Fortune", with a little Scrabble thrown in for spice.
Graphics & Animation:	6	Due to the nature of this game, there are no special pictures or graphics. All you have are the necessary screens of graphs to select and place your letters.
Sound:	6	Sound will not draw you to this cart. Anything you do hear resembles elevator music, and is only there to fill up the background.
Playability:	9	You have three vocabulary settings to choose from. There is a hint option in case you really get stuck on a round, and you may use plurals. In addition, there are two sound settings and a sound off option.
Entertainment Value:	9	It doesn't matter if you like Scrabble, crossword puzzles, Hangman, or anything along those lines; you will go crazy for <i>WordZap</i> . This is one addicting, hypnotic cart, so try it and stretch the boundaries of your mind.
Overall Rating:	7.75	

This cartridge sports a dictionary made up of more than 10,000 three, four and five letter words, making the options innumerable. The sky is the limit. Put on your thinking cap, 'cuz this one will have your brain in overdrive and your tongue tied in knots!





Jordan vs. Bird - Genesis

I found a sure way to win all those 3-point competitions against your friends. First, grab the ball by pressing the A button. Wait for a count of approximately 1 second and press the B button. This is where Bird begins his jump. The trick is not to look at the basket, but focus on Larry's legs (sexy, aren't they?). When you see the bottom of the back of his knees, press C and release the ball. It's all a matter of timing. This process should be repeated with no more or less than about a second's pause between pressing the A, B, C, A, and so on. This will get you close to a perfect score every time, as long as you don't choke.

Keith Hayes
Brockton, MA



Desert Strike - Genesis

Start the game with ten lives by entering the code: "BQQ QAEZ."

Joshua Vincent
Burnsville, MN



Faceball 2000 - Game Boy

I found a trick that will get you nine 1-ups. Go directly to the Level 1 exit and fire at it five times. You'll warp to a secret section containing several flashing exits. Ignore the exits for the time being. Turn around and move down the hall in front of you. Halfway down the hall, to the left, you'll find a floating ball in the alcove that contains nine extra lives! Take on of the exits to move on to Level 2 or, if you locate the right flashing exit, warp to Level 10.

Mike Phelps
Washington, NC

Snake's Revenge - NES

For all the people who tried to use the password for *Snake's Revenge* that was listed in the Spring issue and found it didn't work, I have my own that will take you to the Big Boss: "RY3W G5W% 4JNB !NB2 WX%J VJ7B YP6Q 21." I recommend using the shotgun on the Big Boss. Then lead the Big Robot out of the room and use the landmines, saving the missiles on Metal Gear 2.

Joseph Peters
Dale, TX



John Madden '92 - Genesis

I've found an awesome trick when you score a touchdown. Hold "Up" and your player does a back flip. Hold 'Down' and he does the Egyptian Dance. Hold "Left" to do a hand spring and "Right" to get him to throw up his hands and dance.

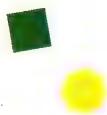
Sean Jordan
Andover, MN



Bart vs. the Space Mutants -NES

You can get two free men and a sound test by shooting the "E" in the Kwik-E-Mart sign on the first level. Be sure to buy more rockets, because this is a hard shot.

Darren Hansford
Portage, MB Canada



Dragon Crystal - Game Gear

Here's a way to make your ranks go up faster. First, find some chain mail or scale armor. Then stand next to a blue or red blob, preferably red. Hold down the Start button and repeatedly press Button 2. This should multiply the blob. Kill all except one or two blobs and repeat the process two or three times. Your rank should increase at least two levels, depending upon how many blobs were killed.

Anthony Johnson
Los Angeles, CA

Darkwing Duck - NES

Shoot into the air, hitting the "GO" icon when it appears on the screen. Hitting it will take you to a bonus stage where you must hit falling capsules. Many of these contain 1-ups, so shoot fast!

Chance Ricks
Rocky Mount, NC

TMNT: Fall of the Foot Clan - Game Boy

If your energy bar is almost gone, press Pause, Up, Up, Down, Down, Left, Right, Left, Right, B, A, and then unpauses. You have just filled up your life meter.

Bobby Bowden III
El Paso, TX



Castlevania II: Simon's Quest -NES

I've got a tip that will blow you away! Punch in the following code to get everything you need to conquer Dracula: MS60 QVCW 1VKU UFBC. Go left to the cliff, select the red crystal and kneel down. A tornado will take you to the top level. Go right as far as you can until you reach his castle. Select the red flame and prepare to do battle with the head bat, himself!

James Allen Gillette, WY

Game Genie - Super Mario

The following are codes that will get you strange worlds in Super Mario Brothers for Nintendo:

EGAOKK
SGAOEK
SGAOPK
SGAOLK
SGAOTK
SGAOSK
SGAOVK
EGAOKG
KIPPOG
EGGAAA
GEIOTX
IIPOG
KIGAEP
NAGOOK
KAGOOK
ZAGOOK
AGIOPK
TAKOKK
SAGOOK
SGAOKK
PGAOKK
TAGOKG

Jason Gerber
New Glasrus, WI



Rolling Thunder 2 - Genesis

Here are the passwords to *Rolling Thunder 2*:

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

Christopher Salvatori
Fridley, MN



Twin Cobra -NES

I've discovered a way to spread your guns to four inches long without getting any spreads. During the game press the following: Pause, Up, Down, Right, Left and the B button. This should always work.

Gary Meas
Elmonte, CA

Spiderman - Genesis

Use the following strategies for beating the level bosses:

For Dr. Octopus: get directly beneath him and punch. Try to trap him in a corner. For Lizard: Stay to one side of him. If he ducks, stand up briefly, duck and keep firing.

For Electro: Get on a ledge above him and keep shooting webs. You will be able to hit him and he won't be able to hit you.

For Mr. Sandman: Swing over to the left by the fire hydrant and spray him with water. It takes only one hit.

For Hobogoblin: Shoot up at him and hit him when he moves low. He shouldn't be much trouble.

For Venom: Move to where you can see him. Activate your web shield and jump over his shots. Hit him when you can, he's tough.

For Kingpin: Activate your web shield and use jump kicks. Aim for his head.

Leif Fairfield
Tuolumne, CA



Sports Talk Baseball - Genesis

When you're out in the field and the other team gets a single, keep throwing the ball around the bases. The runner on first will attempt to steal second base and you will have an easy pick-off.

Adam Buerman
Medford, MN

Road Blasters - NES

When you get the nitro injection try to save it until the next item drops from the plane. Just before it lands on the car, activate the nitro and it will last until the end or until you die, whichever comes first.

Mitchell Higly
Hurton, KS

Zelda III: A Link to the Past -SNES

Location of all full and 1/4 hearts: You start with three full hearts. Get one by taking Zelda to sanctuary, it's located in the chest. Get one by clearing each of the three pendant temples and one for clearing each of the seven crystal temples. You must recover 24 1/4 hearts hidden in both the light and dark worlds. The 18 pieces located in the light world are:

- 3) Kakariko Village
- 1) Lake Hylia
- 1) Graveyard
- 1) Lost Woods
- 1) Zora's Falls
- 3) Desert
- 1) Sanctuary
- 1) Lumberjacks
- 2) Spectacle Rock
- 1) Swamp
- 1) Haunted Grove
- 2) Death Mountain

The six pieces of hearts in the dark world are:

- 1) Right side of pyramid
- 2) Post below Blacksmith's
- 3) Cave by Lumberjack's
- 4) Gaming room
- 5) Cave Entrance by Temple 6
- 6) Digging game

The pieces of heart located in the gaming room and the digging game are randomly placed and not in the same place every time. You must keep playing these games until you receive heart pieces.

Ralph Johnson
Montezuma, IA



Addams Family - SNES

If you used up all of your men and are about to continue, try walking to the left of the door. You'll find four free lives and will continue with nine men instead of five.

Steven D'Agostino
Boone, NC

Todd's Adventures in Slime World - Lynx

You can play a "Pull the Zit" game. Sounds weird, Huh? Go to the summery screen where Todd is all green and hit option #1. When the zit appears, start hitting buttons until it pops. You can compete with other players if you lynk-up. Way cool!

Jim Donavos
York, PA

Princesses and Puzzles: Popils for Game Gear



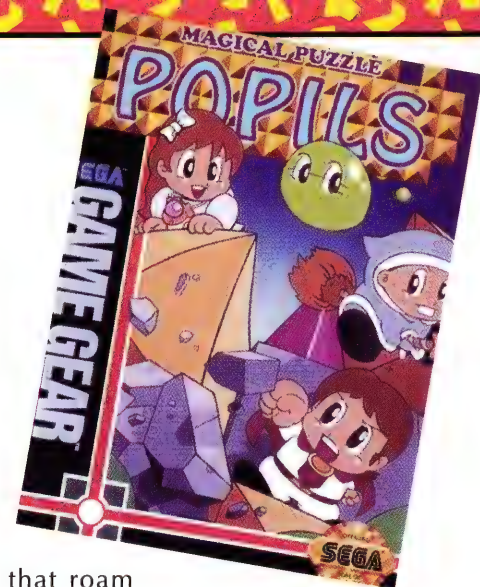
You have everything a young Prince could want. You're handsome, bright, strong and courageous; and you have a beautiful Princess that adores you. But now the evil sorcerer, Popils, has come along to complicate matters. He has kidnapped your fair companion and trapped her amidst the blocks. It will take every ounce of your brains and bravery to rescue your lady love.

Popils has a twisted mind and really enjoys a good brain teaser, so this will be no easy task. *Popils* contains one hundred pre-programmed puzzles to try to stump you, and each is more difficult than the last. You must weave your way through the blocks to reach the Princess. This can be done by punching, kicking and bashing blocks to clear passages and get other blocks to drop from above. Be careful which blocks you drop down, or you might just trap yourself.

There are other types of blocks you must watch out for. You can use the ladder blocks to climb up or down, but you are the only character that can use these. Beware the pointed, red blocks. These can be destroyed, but if you land on one it's lights out for you. The good news is these blocks can be used to destroy your

enemies. There are also four different types of warp doors that can be used to travel from one part of the puzzle to another. They are placed in pairs and when you walk through one door, you will come out through a door of the same shape. The Prince, Princess and the enemies can use these warp doors.

Now, as if all the tricks and traps aren't enough, *Popils* has loaded each puzzle full of bad guys. You'll encounter Green Slimes, which slink back and forth across the blocks. If they touch you or the Princess, you lose a life and must start the round over. There are also deadly vampires



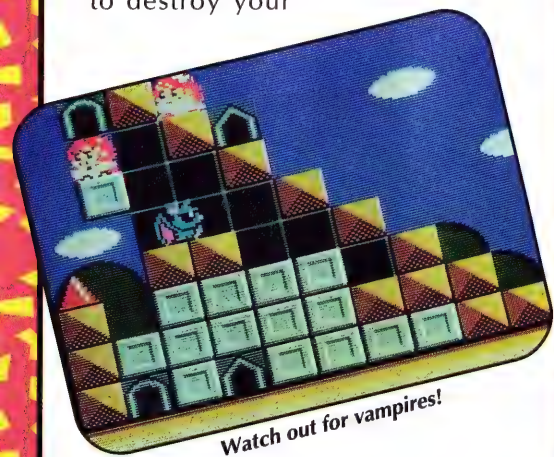
that roam about but, unlike the Green Slime, they fly and will not fall down when the block beneath them is destroyed.

Popils has thrown in another little twist. It is not enough that you solve each puzzle. He knows exactly how many steps are needed to rescue the Princess, and it's your job to get through the maze in as few steps as possible. This adds an extra challenge of trying to beat your own number of moves. Or hook up your Game Gear

Popils Review

Reviewed by Ed, The Video Wizard

Concept:	8	The sorcerer, Popils, has kidnapped your Princess and you must free her from the maze of blocks she is imprisoned in. This is done by hitting the right blocks to release her or lead her to you. To add to the fun, you must free her in the least amount of moves possible.
Graphics & Animation:	8	Considering the size of the screen, the characters are drawn well and move smoothly. There isn't a lot of background scenery, but in this type of puzzle game you don't need or miss it.
Sound:	5	The sounds are pretty basic; you get a steady tempo for game play and a puff type of explosion for each block you destroy.
Playability:	8	You get up to five lives and you have all sorts of options. The instructions are in English and Japanese. I liked the battery backup to store my own progress. Design your own mazes with the edit mode and play against a friend with the Game Gear connecting cable.
Entertainment Value:	8	If you like games that make you think, you'll love <i>Popils</i> . I spent hours trying to beat my own score. <i>Popils</i> is a great game to take along anywhere you go.
Overall Rating:	7.5	



Popils Review

Reviewed by Rick, The Video Ranger

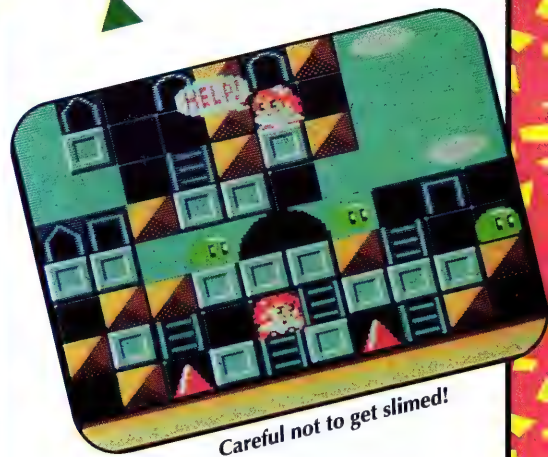
Concept:	7	Strategy/puzzle games are a must on every portable game system. In <i>Popils</i> you are a Prince trying to save a Princess. Accomplish this by breaking blocks and transporting to reach your goal.
Graphics & Animation:	7	This is a puzzle game, so graphics are secondary. <i>Popils</i> does have some cute little characters.
Sound:	3	Here I am inclined to say, "What sound?"
Playability:	7	This game starts out easy and gradually becomes harder and harder. There is nothing too difficult to grasp in the playability of <i>Popils</i> ; the playability is easy and straightforward.
Entertainment Value:	7	<i>Popils</i> is a fun cartridge if you enjoy having your mind challenged.
Overall Rating:	6.25	

with a friend's and challenge each other. Another fun aspect of this game is that you can create your own puzzles. Use the map edit feature to put your own mazes together with a combination of impassable blocks, characters, ladders, spikes and warp doors. Or you can transfer in puzzles from a friend's unit via the Gear-to-Gear cable hook-up. The battery back-up will store up to thirty original puzzles at one time.

You also control the challenge by adjusting the option screen. You select the number of lives between one and five. You can also select a resume mode that will start you at the beginning at the last puzzle when you restart the round. The "H-flip" will give you a mirror image of each puzzle and the hit marker will display just how far the Prince must lean for a punch, hit or kick. This is important

when you are going for the minimum number of steps.

If brain-teasers and puzzles get you going, give this game a try. *Popils* has a number of options and custom features that will keep you playing it over and over. *Popils* is a cute and entertaining cart that adjusts to any player's level of expertise. Play it alone or with a friend.



Careful not to get slimed!



Destroy the cones before they destroy you!

Popils Review

Reviewed by Ross The Rebel Gamer

Concept:	6	Here we go again...boy meets girl, boy loses girl, boy must save girl, but this time there's a twist. You must not only save the girl from wizards, but you are judged by the number of moves it takes to rescue her.
Graphics & Animation:	7	The graphics are very well done for a hand-held cart. I especially liked the way your character and the Princess celebrate their reunion; the little hearts are a nice addition.
Sound:	4	I caught myself turning it down further and further, just so my ears would stop ringing.
Playability:	6	Like with most games, the first few levels are fairly easy. They get a little harder as you progress, but there isn't a huge range of challenge.
Entertainment Value:	6	If you like a good puzzle game for younger players, give 'em <i>Popils</i> . More experienced players will enjoy competing against a friend for the highest I.Q.

Overall Rating: 5.75



Together at last!

The only way to master Pebble Beach® is to play it everyday. And now you can!



Introducing True Golf Classics™: Pebble Beach® Golf Links, the official video game of Pebble Beach.

This new 3-D golf simulation uses all the power of the Super Nintendo Entertainment System® to recreate every detail of the course. You'll see it all, from the spray-splashed fairways on the front 9, to the awesome expanse of the 18th – the site of the most fantastic finishes in the history of the game!

Everything You Thought Pebble Beach Would Be.

Make no mistake. This is the one video game that was crafted for anyone serious about real golf fun.

Take a quick tour and you'll see. Every tee, every tree, every trap is as you would find it on the course. The greens have a subtle, deceptive slope toward the sea. The fairway bunkers are massive—sometimes more than 100 yards long. Peer over the cliffs that plunge down to the sea and face all the hazards that make *Pebble Beach* one of the most challenging courses on the Tour.

As True to The Game as It Is to the Course.

True Golf Classics gives you total control over every part of your game: club selection, stance, the power of your stroke and the speed of your backswing. Add a draw or fade to fight off the wind. Chip with a middle iron to run up close to the pin. Put more backspin on the ball for more bite on the green. With True Golf Classics, you can use just the touch that you need.

Sharpen Your Game With High Technology

True Golf Classics helps you make the most of each shot. Our 3-D Grid on the greens shows how your putts are going to break. Our exclusive "View from the Blimp" feature helps you get an overall perspective of each hole. The Instant Replay feature allows you to relive your double eagles and holes in one, so you can savour those spectacular shots—over and over again.



Actual Screen Shot—7th Hole.

Invite Your Friends and Add To The Fun.

When it comes to the social side of the sport, True Golf Classics: Pebble Beach Golf Links makes every round fun. Play this legendary course alone, or tee off with up to three friends. Compete in a pro tournament or go head to head in Match or Stroke play. There's even a skins game if you're in the mood.

Order Today

True Golf Classics: Pebble Beach Golf Links is available now for the Super Nintendo Entertainment System, and coming soon for IBM®PC and compatible computers.

You can find True Golf Classics: Pebble Beach Golf Links at SuperNES™ software dealers nationwide.

Or Call 1-800-950-9914 to order (please have your credit cards ready). If you call and order today, we'll send you an **Official U.S. Open Pebble Beach Golf Towel**. This collector's item is a \$15.00 retail value—and while supplies last, it's yours absolutely **Free**.

Money Back Guarantee: if you're not completely satisfied, return the product and towel within 30 days for a complete refund.

©1992 T&E SOFT of America, Inc., True Golf Classics and T&E SOFT are trademarks of T&E SOFT of America, Inc. Pebble Beach Golf Links is a registered trademark of the Pebble Beach Company and used under authorization by T&E SOFT. Licensed by Nintendo, Nintendo, Super Nintendo Entertainment System and the Official Seals are registered trademarks of Nintendo of America Inc., ©1992 Nintendo of America Inc.





TM



MADE IN JAPAN.
NINTENDO, SUPER NINTENDO,
ELECTRO BRAIN, AND THE
OFFICIAL NINTENDO SEAL OF QUALITY
TRADEMARKS OF NINTENDO OF AMERICA
INC.
© 1992 NINTENDO OF AMERICA INC.

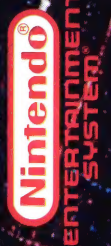


ELECTRO BRAINSM

TRADE



Licensed by Nintendo®
for play on the



RAIDEN, TRAD, ELECTRO BRAIN CORP. AND THE
ELECTRO BRAIN LOGO ARE TRADEMARKS OF
ELECTRO BRAIN CORP.
© 1992 NINTENDO OF AMERICA INC.
© 1992 TOEI ANIMATION CO., LTD.
© 1992 MICRONICS

ELECTRO BRAIN WORLD
373 EAST 300 SOUTH STREET
SALT LAKE CITY, UT 84102 USA

ARCANA™



The future of the kingdom
is in the cards . . . and in your hands . . .

Somewhere in the temple of Balnia a passageway to the other side has been opened. Vile creatures of all kinds have been recruited by the corrupt magician Galneon to help him reincarnate the wicked Queen Rimsala. The Reign of Evil seems assured. Only one brave warrior stands in his way. Last of the mystical Cardmaster sect, the untrained Rooks must use what little he knows of the ancient art to thwart the conspiracy and restore his tiny kingdom of Elemen to its previous glory. Only Rooks holds the key that will unravel Galneon's plan.

arcana \ 'ār - 'kā - nə \ [L, fr. neut. of *arcanas* secret, fr. *arcere* to enclose, defend]. 1. Mysterious knowledge known only to a select few. 2. Ancient rites and spiritual powers understood only by initiates. 3. The secrets of the Cardmasters, now fast disappearing. 4. The exciting new RPG from HAL America.



SUPER NINTENDO
ENTERTAINMENT SYSTEM

HAL
HAL AMERICA INC.

The Frenetic Specialists

7873 S.W. Cirrus Drive, Building 25F • Beaverton, Oregon 97005 • Tel 1-800-468-5354 • Fax 503/641-5119
HAL is a trademark of HAL America Inc. Nintendo® and Super Nintendo Entertainment Systems® are registered trademarks of Nintendo of America Inc.



Nintendo

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!