

GAME INFORMER™

Sept/Oct Issue 1992 \$3.95

Magazine

For Video Game Enthusiasts!

Groundbreakers For Fall!
*Out of This World,
Muhammad Ali and
NHLPA Hockey '93*

**Special Horror & Gore
Section – Just In Time
For Halloween!**

Righty-O!
*Felix the Cat
Makes His Way To Video!*



Also In This Issue:
*What Makes Capcom's
Street Fighter II Such a Champion?*



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September/October Issue 1992

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For a copy of *Game Informer Magazine*, please call Gary Gillem at our Circulation Department (612) 946-7245. BPA Membership Applied for September 1992

Dear Game Informer:

To start off, I want to say I love your magazine; it's my favorite. I love all the video game reviews and tips, but in the Spring issue it had a code on *Sonic the Hedgehog* for Genesis. I don't have a Genesis, but my friend does. I went down to his house and tried it lots of times, but nothing happened. Please verify if the tip is right.

Randy Woten
McGuffey, OH

Randy, we've received several letters on that Sonic the Hedgehog tip and it does indeed work. The only typo is an extra "and" before the A button. You must try it several times before it's successful. We apologize for any misprinted or previously printed tips. To remedy this problem in the future, tips will now be tested out by at least three of our Game Consultants and video taped for verification before going to print.

-Ed.

I would like to know what it takes to become a Video Game Consultant. At my high school, I'm the one everyone comes to for tips on games and I help them out. I would love to be a Video Game Consultant.

Mark Drake
Gravel Switch, KY

Mark, it sounds like you have what it takes to be a Consultant, although our reviewers will tell you it's a lot more work than it appears. More often than not, it's a matter of being in the right place at the right time. All of our Consultants are from a large mail-order video game company. They were chosen because of their enthusiasm for gaming and their years of knowledge about the industry. We hope to carry reader reviews sometime in the future, so stay tuned.

-Ed.

I'm a Game Boy gamer and a big fan of The Fun Club. Your magazine is terrific. I was very pleased and impressed after reading the reviews. It seems to me, the Game Boy advertise-

ments and the amount of games have almost doubled.

Andy Shook
Lancaster, OH

I love your magazine! It is better than all other gaming books. It is an excellent magazine, with great reviews that are informative, and it always helps me decide what to buy. I think it would be a great addition if you started to include Atari's Lynx system in your magazine.

Justin Rubinstein
Encinitas, CA

I would like to congratulate you on a wonderfully put-together magazine. I have one problem with it, though. Why don't you have TurboGrafx 16 and its software? All in all, your reviews are spectacular! Keep up the good work and keep those tips rolling in.

Leon Lucksom
Spring Valley, NY

Slowly, but surely we are trying to expand to include other systems. This issue marks our first to include a review for every format. Inside, you'll find our first coverage of the Atari Lynx and Turbo-Grafix CD, as well as our first review for Neo•Geo.

-Ed.

First off, let me say this: Great magazine! It's got a personal touch that other magazines lack.

Jason Lamb
Talisheek, LA

Thanks, Jason. We'll take that compliment personally.

-Ed.



Game Informer Index

Game Consultants & Review Summations.....4	Addams Family, A Review.....22	Soul Blazer, A Review.....46
Miracle Piano <i>Learn to Play the Easy Way</i>6	It Came From the Desert, A Review.....24	What's Hot.....48
NHLPA '93, A Review.....8	Super Hunchback, A Review.....26	Tech Talk.....49
Muhammad Ali, A Review.....10	Dr. Franken, A Review.....28	Batman Returns, A Review.....50
Mick and Mack, A Review.....12	Upcoming Horror and Gore.....30	Fun Club Tip Line <i>Tips From our Readers</i>52
Greendog, A Review.....14	History of Felix the Cat <i>This Cat has Nine Lives</i>34	StreetFighter II, <i>The Champion of Video Games</i>55
7th Guest <i>Virgin invites you to a party</i>16	Felix the Cat, A Review.....36	Indiana Jones, A Review.....58
Special Horror and Gore Section	Firehawk, A Review.....38	Software Etc. <i>Answers From the Top</i>60
Introduction.....18	Spectrum Holobyte <i>The Masters are at it again</i>40	Ninja Commando, A Review.....62
Splatterhouse 2, A Review.....20	Out of This World, A Review.....44	Chester Cheetah Contest.....64

LETTER FROM THE EDITOR

By Elizabeth A. Olson

The days are getting shorter, the weather's getting cooler and it's back to school for many of our readers. But hey, life is not all gloomy. Things are happening fast in the realm of video games. With the war between the systems in full swing, licensees are busy developing cartridges that just get more and more amazing. We'll take a look at a few of these spectacular carts like ***Out of This World*** and ***Mick and Mack: Global Gladiators***. We've got our hands on a cart too hot to keep under wraps; the sequel to 1992's Number One Sports Cart and Best Game of the Year, ***NHLPA Hockey '93*** by EASN!

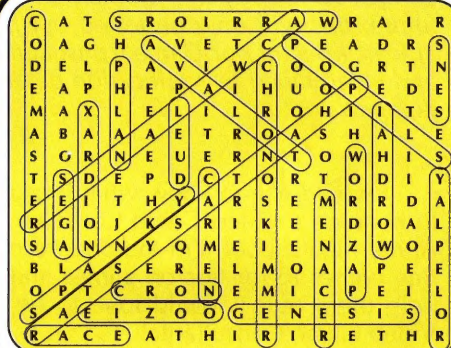
We are proud to present the first *G.I.* to feature reviews for every available system, including **TurboGrafx**, **Neo•Geo**, and the **Atari Lynx**! You'll also find the first of our "**Answers From the Top**" articles, featuring the president of Software Etc.

With October in the wind and Halloween creeping closer, we just couldn't help but include a special section on **Horror & Gore**.

Finally, you may notice our cover looks a bit different this issue.

Game Informer Magazine is very honored to be a part of the fanfare surrounding **Felix the Cat's** new video game and the first comic books in 30 years. To celebrate, we've had our illustration drawn by the cartoonist himself, Don Oriolo and the folks at Felix Comics, Inc. We'd like to thank them and welcome you to our **First Anniversary** issue. Read up and enjoy!

Beth



Answers to last issue's puzzle!

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 55444

WIPE THE SMILE OFF THIS FACE!

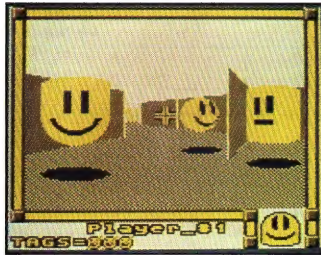
Game Boy Game of the Year!
Game Player's Magazine '91

Strategy Game of the Year!
GamePro Magazine '91

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

GET INTO YOUR GAME BOY...

And we mean *into!* FaceBall 2000 is a new virtual reality game for 1 to 4 players. You don't just *see* your character, you *are* your character! You'll feel like you're actually *inside* your Game Boy as you move through CyberScape's more than 70 treacherous mazes — or the Arena, in fast-paced rounds of high-tech combat.



WATCH OUT! They only look happy!

PUSH SUPER NES TO THE LIMIT!

Come face-to-face with a *super-mess* of enemies — in full color with amazing 3D graphics! Enter the CyberZone where you'll be surrounded by evil Smiloids lurking in an endless series of mazes. Defeat the Master Smiloid... or have a *very bad day!* Two-player split-screen action lets you battle it out in the Arena against a friend, or team up and face the evil Smiloids together. FaceBall 2000 for the Super NES. Don't miss it!



Team up or play one-on-one in the Arena.

Face evil Smiloids in CyberZone's endless mazes.



NEW for the Super NES!



**FACEBALL 2000...
A WHOLE NEW WAY TO GET INTO VIDEO GAMES.**

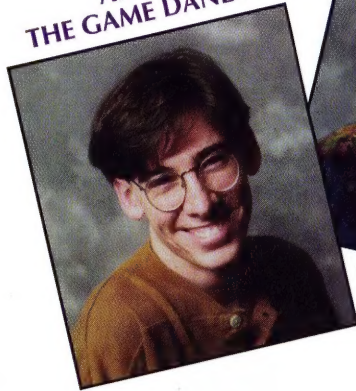
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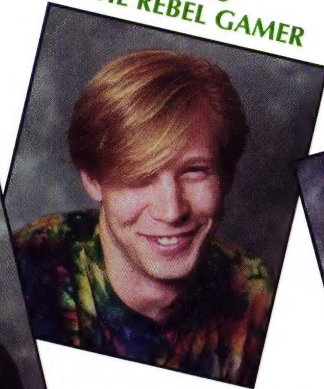


This Issue's Reviews... The Bottom Line

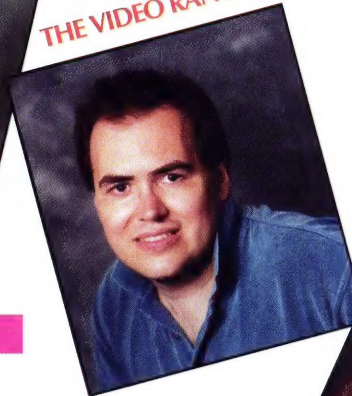
ANDY
THE GAME DANDY



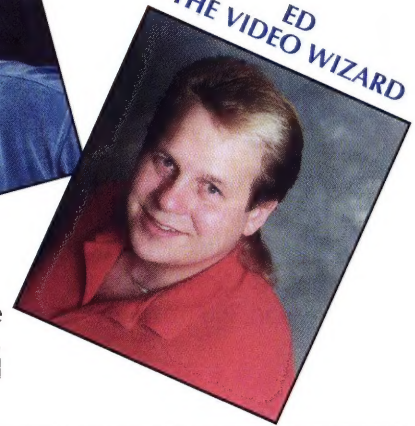
ROSS
THE REBEL GAMER



RICK
THE VIDEO RANGER



ED
THE VIDEO WIZARD



How Game Informer Reviews Work...

Our game consultants rate each game on a scale from one to ten, ten being the best. Games are rated in the following areas: Concept, Graphics/Animation, Sound, Playability and Overall Entertainment Value. Specific details can be found within each review (see the page numbers listed below).

VIDEO GAME TITLE	LICENSEE	SYSTEM	G.I. PAGE #	REVIEWERS' SCORES				BOTTOM LINE
				ANDY	ROSS	RICK	ED	
Addams Family	Ocean	Super NES	Pg. 22	8.75	8.5	6.5	—	8
Dr. Franken	Kemco	Game Boy	Pg. 28	8.75	7.5	—	8	8
Spr. Hunchback	Ocean	Game Boy	Pg. 26	—	8	8	8	8
Splatterhouse 2	Namco	Genesis	Pg. 20	8.5	—	8.5	9	8.5
...From the Desert	TTI	TG- 16 CD	Pg. 24	7.5	—	6.75	8.75	7.75
Felix the Cat	Hudson Soft	Nintendo	Pg. 36	8.25	—	6.5	7.5	7.5
Firehawk	Camerica	Nintendo	Pg. 38	8.25	—	8.25	8.75	8.5
Greendog	Sega	Genesis	Pg. 14	8.5	—	7.5	9.25	8.5
NHLPA '93	Electronic Art	Genesis	Pg. 8	9.5	9.25	9.5	—	9.5
Muhammad Ali	Virgin	Genesis	Pg. 10	9.25	8.75	8	—	8.75
Indy's Last Crusade	U.S. Gold	Game Gear	Pg. 58	—	7.75	7.25	8.5	7.75
Out of This World	Interplay	Super NES	Pg. 44	8.75	9.75	—	10	9.5
Batman Returns	Atari	Lynx	Pg. 50	7.75	8	—	8.5	8
Mick & Mack	Virgin	Genesis	Pg. 12	9.25	8.75	8.75	—	9
Soul Blazer	Enix	Super NES	Pg. 46	8.75	—	8.5	8.5	8.5
Ninja Commando	SNK	Neo•Geo	Pg. 62	8	8.75	6.75	—	7.75

BASEBALL SO REAL...

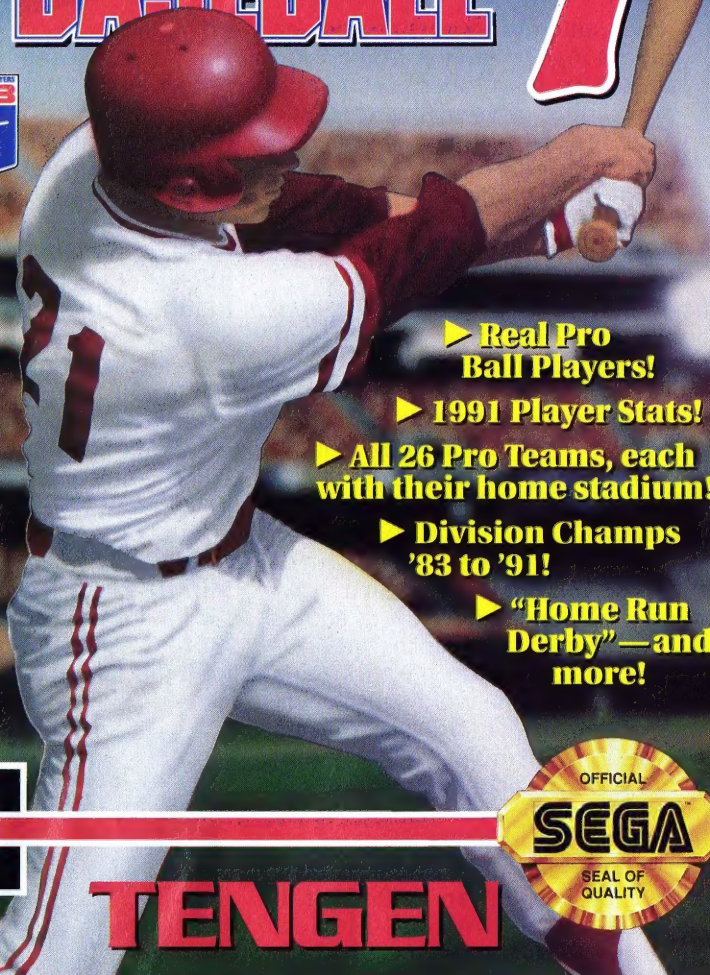
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SEGA
GENESIS
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- ▶ 1991 Player Stats!
- ▶ All 26 Pro Teams, each with their home stadium!
- ▶ Division Champs '83 to '91!
- ▶ "Home Run Derby"—and more!



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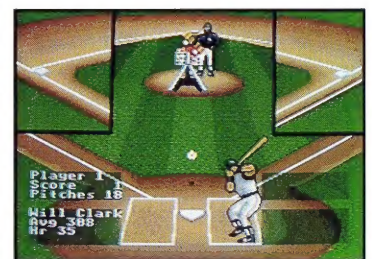
All-new graphics and animation so awesome you'll feel like you're at the ballpark!



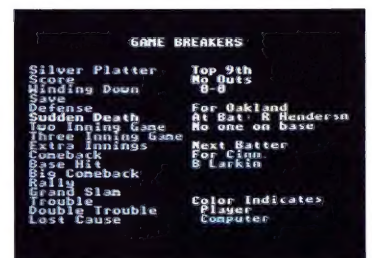
Every stadium is unique, with different fence distances, colors and indoor or outdoor fields.



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



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



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

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The Miracle Piano: Now Learning to Play is as Easy as 'Zap,' 'Pow,' 'Ping.'



HI!
WELCOME TO THE MIRACLE
PIANO TEACHING SYSTEM!
YOU ARE LOOKING AT THE
CHALKBOARD. ALL THE
LESSONS ARE EXPLAINED ON
THIS CHALKBOARD.
WHEN YOU'RE DONE
READING, PRESS THE 'A'
BUTTON.
YOU CAN ALSO PRESS 'B'
TO GO BACK ONE LESSON,
OR SELECT FOR A LIST OF
OTHER THINGS TO DO.

By Edward Martinez

Traditionally, learning to play piano was like eating vegetables for most youngsters. You knew they were good for you, but actually having to eat them made it almost unbearable. The same thing could be said for learning an instrument. Many people would love to play the piano, but the thought of all the hours of study and practice often outweighs the fun and enjoyment of being able to entertain family and friends.

If you had a mother like mine, she would melt cheese on your vegetables to disguise them and, suddenly, they weren't so bad. In fact, they tasted pretty good. The people at **The Software Toolworks** took that idea and applied it to learning to play the piano.

Setting up the **Miracle Piano** is as easy as plugging in the game cartridge and connecting the keyboard to the control deck. Turn on the power and you're ready to play the piano. The first lesson is designed to familiarize you with the keyboard, so don't worry if you can't read music. In this section, they've assigned numbers to each of your fingers and all you have to do is follow those numbers. Soon, those numbers become musical notes and you are playing the piano.

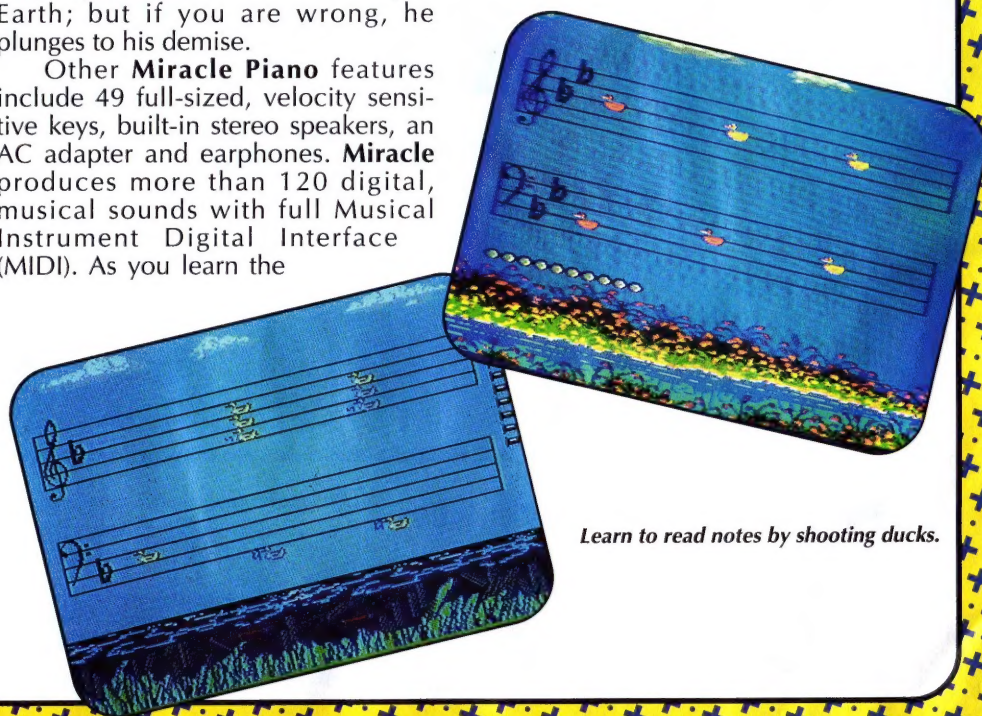
After entering your name and age to personalize your training, you are shown the proper posture and positioning of your fingers. Once you learn the basics, you can move on and try one of several practice games. These vary depending upon which game system you are using. **Roboman** is a very bright and well-defined practice game. It helps teach you rhythm and timing as you move from point A to point B. Jump up to hit the electrical outlets in time with the metronome to keep Roboman energized and moving. **Shooting Gallery** teaches note reading by using the keyboard to shoot ducks off the musical staff.

A more advanced game, **Ripchord**, helps you learn how chords are created by playing chords shown on the screen. If the chord is played correctly, the paratrooper's chute opens and he will float safely to Earth; but if you are wrong, he plunges to his demise.

Other **Miracle Piano** features include 49 full-sized, velocity sensitive keys, built-in stereo speakers, an AC adapter and earphones. **Miracle** produces more than 120 digital, musical sounds with full Musical Instrument Digital Interface (MIDI). As you learn the

songs, you get full accompaniment from the **Miracle** orchestra. There are also flash cards that teach music theory and songs representing every musical style. There are more than 200 lessons and, according to **Toolworks** spokeswoman, Tracy Egan, the program offers between 12 to 18 months of piano lessons. "Unlike traditional lessons, students work at their own pace and schedule," Egan said.

If you thought you would never learn how to play piano, or you simply didn't have the time, **The Miracle Piano** is just what you need. As they like to say at **Software Toolworks**, "Now you're playing to learn instead of learning to play." Currently, the **Miracle Piano** is available for the following formats: NES, Super Nintendo, IBM PC, Amiga and Macintosh. Look for it this fall on Sega Genesis.



Learn to read notes by shooting ducks.

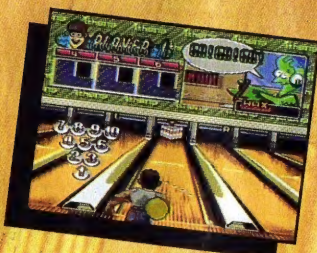
Life In The Fast Lane.



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



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



Check the conditions:
Get a feel for the lane—
things change drama-
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Anything can happen on 60-feet of well-oiled pine and maple.

The thrill of a three-strike turkey. The heartbreak of a 7-10 split. The embarrassment of a 10th frame gutter-ball.

Super Bowling brings you the excitement, challenge and all the realism of bowling... except for one thing: You don't have to wear someone else's shoes.

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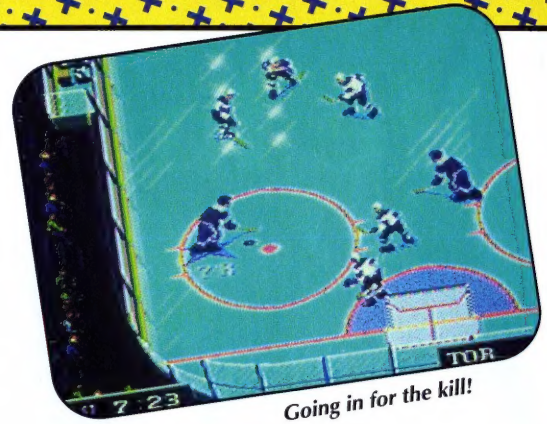
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NHLPA Hockey '93: It's Real Hockey



Going in for the kill!

The '91/'92 hockey season is over. The Penguins did it again, but so did EASN. They have another hard-hitting cart for the **Sega Genesis**. This time, the action is intense.

All the NHL teams are here, plus the new expansion teams; Tampa Bay Lightning and the Ottawa Senators. The rosters are built right in. You learn the players' abilities in no time. How strong a fighter, shooter, or defender can be decided by the numerous actual player stats they include. There's more than 500 different players, with big names like Jagr, Messier, Robitaille and LeMieux.

The game play is also revamped on this sports monster. The player control is improved; and you can poke check, hold, hook, and even trip the opposing team with the defense control. Even "enforcers" can be put to use. If Mario is scoring too much, send in Dave Manson to injure him, and take him out for the entire period. Gee, too bad. That's hockey! Remember that all rules apply when playing with penalties. Be careful with your defense because you will be put in the box.

On the offensive side, the shots

NHLPA Hockey '93 Review

Reviewed by Ross, The Rebel Gamer

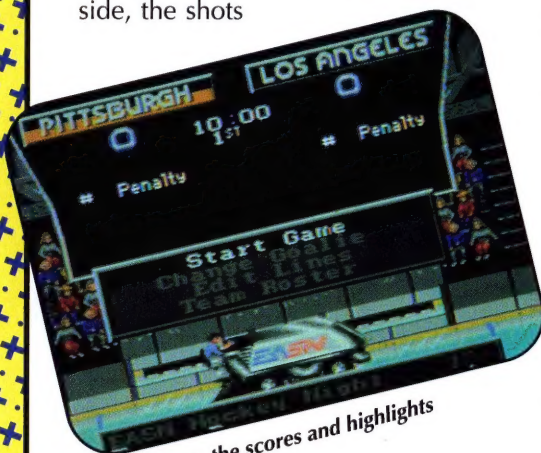
Concept:	8	<i>NHLPA '93</i> makes hockey played by the real pros look like amateurs. Sure, hockey is not a new invention, but <i>NHLPA '93</i> adds new ingenuity to the game.
Graphics & Animation:	9	The change from the first <i>NHL</i> to the new is very little. I loved the first one. The revised goalie reactions were more realistic. Controlling your characters was much easier also.
Sound:	10	Finally a hockey game where you hear the hard rubber of a puck as it hammers against thick plexiglass.
Playability:	9	With upgraded teams, better goalies, and the ability to take a player out of the game by almost snapping his legs like twigs you get an idea how hard this game is.
Entertainment Value:	9	This game has added a new meaning to the word excitement. <i>NHL</i> was a great sports game, but <i>NHLPA '93</i> is the new champion.
Overall Rating:	9.25	

are much more controlled. Flip a wrist shot in for the goal or let one rip from the blue line for a thundering score. If you misfire with a blazing slapshot you can break the glass. Emphasis is on puck control. Passing and eluding the defense is the only sure fire way to score.

If, by chance, you make it past the defense, *NHLPA* has a lot of surprises for the die-hard NHL fan. The features are endless. Goalies no longer sit back in the net, waiting for you to attack. They want that puck, and they'll do anything in their power to get it. They'll try anything from digging it out of the corner to poking checks, to keep you out of the slot.

While it no longer uses the NHL logos, the addition of players to this cart adds a whole new dimension.

Create your own lines and save them with the



Catch up on the scores and highlights between periods.



He shoots, he scores!

NHLPA Hockey '93 Review Reviewed by Andy, The Game Dandy

- Concept:** 9.75 The only real problem with the first one was the lack of good stats and a defense. EASN corrected all these problems and made an incredible cart.
- Graphics & Animation:** 9 Though it doesn't look that different at first, the game has been completely redone. The players seem to glide across the ice. They even lose their balance when knocked off course. Spectacular!
- Sound:** 9 EASN added organ music and more crowd involvement. This is true to the point where the home team gets an edge depending on how loud you get the crowd to scream.
- Playability:** 9.5 The game offers better control than the first. With new offensive and defensive controls, it makes the game more realistic.
- Entertainment Value:** 10 If I could get paid for every hour I played the first *NHL*, I would be a millionaire. *NHL* was the best sports game made, but it's just been dethroned.
- Overall Rating:** 9.5

Los Angeles		TEAM ROSTER	
Pos.	Player	Rating	
LD	33 Marty McSorley	46	
RD	77 Paul Coffey	80	
LW	20 Luc Robitaille	100	
C	21 Tony Granato	80	
RW	7 Tomas Sandstrom	45	

Real players, real stats, real hockey.

much needed battery backup. Also, save running stats on individual players to keep track of your favorite players.

The days of scoring twenty goals as San Jose against the computer's Pittsburgh are gone. The computer comes into this game with a stronger defense. Reading plays and watching the slot make the computer a worthy opponent.

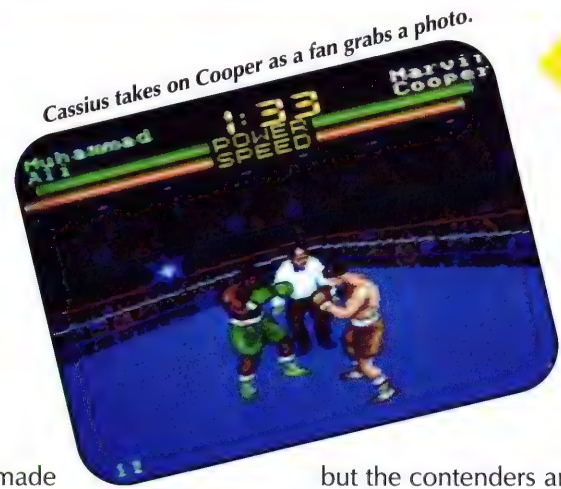
The changes in this cart appear subtle, but once the game starts you can't miss 'em. From the organ music that changes with the dynamics of the game, to the announcements of hat tricks and assists, *NHLPA* has all the strategies and action of a real *NHL* game. There are so many options, this is just a glimpse of another great EASN sports cart. If you have the nerve and love the competition, *NHLPA* will not disappoint you.



NHLPA Hockey '93 Review Reviewed by Rick, The Video Ranger

- Concept:** 9 Which would you rather have, the league license or the players' license? Would you rather have San Jose Sharks and the players number, and try to figure it out who the player is? Or Pittsburgh and Mario Lemieux and try to figure out what the team is? A definite improvement.
- Graphics & Animation:** 9.5 Mostly the same great graphics as *NHL Hockey* but even better and faster animation. Players flip through the air when tripped. Goalies dive for the puck.
- Sound:** 10 *NHL Hockey* had the best sound effects in video sport, but *NHLPA* beats it easy. Clang one off the pipe for me.
- Playability:** 9 *NHLPA* moves a lot faster than its predecessor. The players slide less and stop faster. There is more challenge in beating the computer.
- Entertainment Value:** 10 Improved in every area. No other game can get all gamers, beginners and experts, so involved. You will find yourself talking to the screen, squirming in your seat and yelling at that guy laying on the ice next to the puck in front of an open net. *NHL Hockey* was the best. *NHLPA* is the best.
- Overall Rating:** 9.5

Muhammad Ali Boxing: Programming Makes This Heavyweight a Winner



With Mike Tyson in jail and ex-champs thinking they have a chance against the new young talent, the **Sega Genesis** is the only place to find a good fight these days.

Lucky for us, Virgin has made the ultimate in video boxing. The Great One, Muhammad Ali, has made yet another comeback, but this time, as a video game.

but the contenders are no chopped liver. Bart Rambler, the Number One contender, has a fighting style reminiscent of George Foreman's appetite. Then there is Kim Lee, the fast-fisted Korean or Mack Robinson, with his powerful punches.



The game features some of the most amazing graphics and sound found in any Genesis cart. There's a digitized Ali to greet you as you embark on your boxing career. In addition, the rotation programmed into this cart brings a new dimension to boxing and to the Genesis.

The one-player mode starts you at the bottom of the totem pole. You have to work up through the ranks to get your chance with Muhammad Ali, and that's no easy task.

Muhammad Ali has both a one and two-player mode. You can also choose the length and number of rounds. In addition to the Great One, you have nine other fighters to choose from. Ali can pound anyone,

The game features rotation, so the ring plays a big part in your survival. Moving around the ring and staying out of corners is beneficial. Each player also has his own defensive moves, from the "distance check" to the "bob and weave." To get an opponent on the canvas, you must reduce his life meter to almost zero. To get a Technical Knockout, you need to put him down three times in one round. Think that sounds easy? You've got another thing coming.

Defense, Defense, Defense. Coaches drill this into your head, but you'll need it to stay in the fight. The computer keeps track of punches thrown and punches

Muhammad Ali Review

Reviewed by Ross, The Game Rebel

Concept:	8	The title should explain the concept of this game. You'll be boxing with "The Greatest!"
Graphics & Animation	9	The graphics were outstanding, from the introduction to the round marker girls. The player action and movements are better than any other boxing for home entertainment systems.
Sound:	9	"Break it Up" pounds into your brain, as the ref tries to pull you off your opponent. The roar of the crowd is sweet. Take a body blow and your fighter says "umph!"
Playability:	8	The player control was a little slow with the foot moves. On the other hand, it completely balanced out the quick jabs and upper cuts.
Entertainment Value:	10	<i>Muhammad Ali</i> is the best toe-to-toe blood bath you've ever seen. Try it, even if you don't like boxing. It's one of the few actual thumb-achers you'll ever see. It K.O.'ed me!
Overall Rating:	8.75	



Muhammad Ali Review

Reviewed by Andy, The Game Dandy

Concept: 9

Sega owners have been waiting a long time for a good boxing cart. Virgin looks as if they have another winner. The players move around the ring, allowing for more versatility in the action, which is what *Buster Douglas* was missing.

Graphics & Animation: 9

The characters are not spectacular, but their movements are amazing. Cassius Clay moves around the ring performing his famous moves; like the windup with one arm, then he smacks you with the other. The only flaw is the choppiness of the rotation, but this isn't too bothersome once you get into a good match.

Sound: 9

Rarely does the sound add much to a game after you've played it a while, but in this case it's a little different. The referee screams "Break it up," when you're in a clinch with the other player. There isn't any background music to get annoying, just the roar of the crowd.

Playability: 9

This cart has two types of action. The arcade version is a "finger-pumper." Then there's the simulation mode for hard-core boxing fans. I preferred the simulation mode, as you can pick your punches. Killer action, what more can I say!

Entertainment Value: 9.5

I played this game for some time and wasn't close to getting bored. It gets a little long-winded playing twelve rounds against the computer. But, as a two-player game, you can beat the tar out of each other for hours.

Overall Rating: 9.25



landed. Fighting games aren't complete without a head-to-head option and this one doesn't leave your shorts in the wind. The two-player action is its true medium. Destroying your friends and defeating your enemies makes the action all the more fierce and rewarding.

However you like the action, this game delivers with two playing modes. The Arcade style gives you the jab, block, and crushing blows. Then there is the Simulation style that puts you right in the thick of boxing. If the sound of the bell and the smell of the canvas are calling you, try your hand at *Muhammad Ali Boxing*. We think that you'll find it's gloves above the rest.



Muhammad Ali Review

Reviewed by Rick, The Video Ranger

Concept: 8

Genesis needed another boxing game and *Muhammad Ali* packs a punch. Designed by Park Place, the original designers of *John Madden Football*, this ambitious project includes software-produced rotation; a feature seldom found in Genesis games.

Graphics & Animation: 8.5

The screen rotation and animation of punches from all angles make this a big step forward in boxing carts.

Sound: 8

Muhammad's voice at the intro is great, as are the chants of "Ali!" The boxing sounds are typical, but well-done.

Playability: 7.5

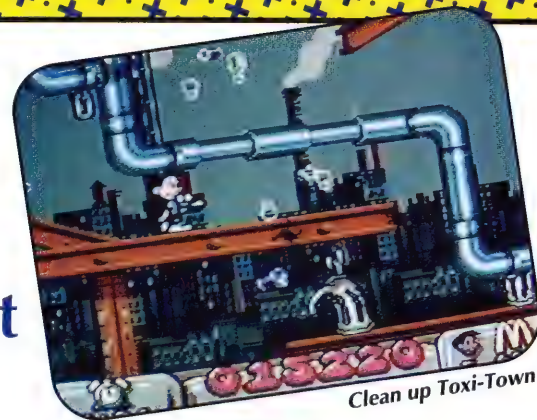
I loved the way you could throw punches from every side. The movement across the ring was a bit stiff. As with all sports games, the ultimate challenge is in head-to-head competition.

Entertainment Value: 8

I love to play beat-em-ups of all varieties and *Muhammad Ali* is tons of fun. This is the best boxing game I've seen so far, but there's room for improvement in the areas of detail, definition and ring movement.

Overall Rating: 8

Mick and Mack: Global Gladiators, A Great Way to Save the Planet



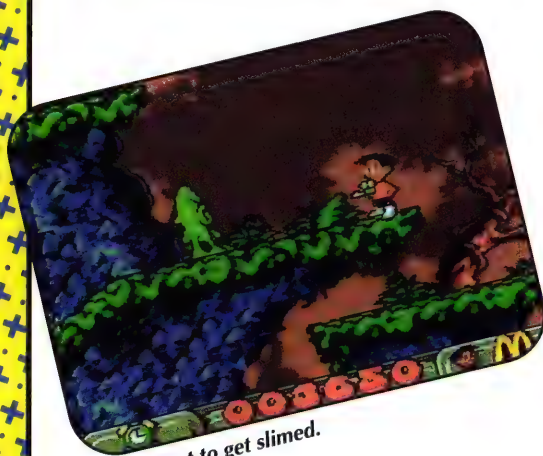
Clean up Toxi-Town!

It's been awhile since we've seen a cartridge that's both fresh in its theme and innovative in its technical capabilities. Virgin Games has put together the best of its programming and design for this stunning, new title for your **Genesis**.

If you've seen *M.C.Kids* for Nintendo, you're familiar with *Mick and Mack*; two young kids with a funky attitude. While munching lunch at the nearest McDonalds, our heroes were catching up on the latest *Global Gladiators* comic book. Ronald pulls them inside the comic to try their hand at saving the world. There are four environments to save and bonus rounds that let you recycle your way to some major points.

As Mick or Mack, you'll clean up Slime World with your goo gun. Shoot out slime-spitting blobs and trash-spewing machines while you collect little arches, power-ups, time extensions and extra lives. Search high and low to find all the blobs in the three rounds of Slime World. Collect enough arches and you're granted a bonus round where you separate cans, bottles and paper as they drop from the sky.

Next, you'll hop amidst the tree tops to remove squirrels that are cutting down the forest.



Careful not to get slimed.

Mick and Mack Review

Reviewed by Rick, The Video Ranger

Concept:	7.5	Become a Global Gladiator by saving the world from pollution, rescuing forests and putting garbage in its proper place. Despite its lofty ideals, <i>Mick and Mack</i> is basically a hard-core, non-stop shooter. The original locations and design are what separates it from the rest.
Graphics & Animation:	10	Dazzling! Beautiful cartoon-quality animation explodes on the screen in all four levels. A score of ten is reserved for the best; this is it!
Sound:	9	The sounds in <i>Mick and Mack</i> are second-to-none. The music is lively and the sound effects are similar to <i>ToeJam and Earl</i> .
Playability:	8.5	This fast-moving game requires instantaneous response and you get it. Your gun is somewhat multi-directional. You start and stop on a dime.
Entertainment Value:	8	<i>Mick and Mack</i> is ground-breaking stuff. When you're done being dazzled by the graphics and sound, will you come back for the challenge of saving the environment? Probably so.

Overall Rating: 8.75

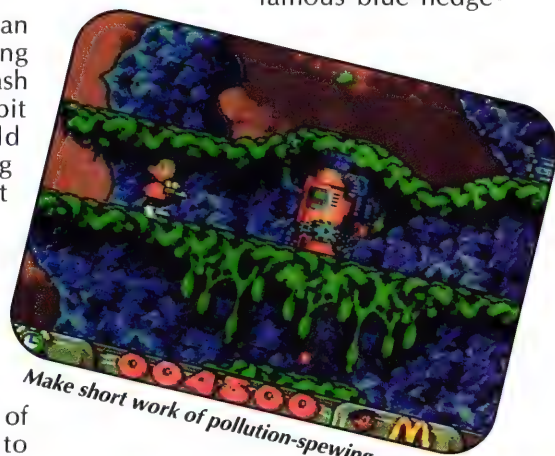
Finding all these offenders is a real trick. It takes several leaps of faith to complete this world. Again, you'll find many bonuses and arches to collect.

Toxi-Town is the Third World; an industrialized mess. Venture along pipes and girders, taking out the trash cans and dodging the fireballs spit out by smoke stacks. This world requires some tough maneuvering to snuff out the garbage before it gets you.

Finally, there is the Arctic World; an environment made even more troublesome by its icy surface and snow-covered peaks.

From the mocking intro voice-over to the speed and animation of your character, the similarities to

Sonic are hard to ignore. According to the programmers, they set out to create something as well-designed and universally likable as the famous blue hedge-



Make short work of pollution-spewing machines.



Watch for pesky piranhas.

Mick, the quicker picker-upper.



hog, and then take it a step further. If you thought you couldn't get excited about saving the planet, try *Mick and Mack*. It will make you think again.



Mick and Mack Review

Reviewed by Andy, The Game Dandy

Concept:	10	The drawback is that this game is very similar to <i>Sonic</i> ; if that can be considered a problem! Mick and Mack are a funky pair of characters. One day, Ronald shows up at the local "Mac and Don's" and plops them into their environmental-ly correct comic book. It's about saving the environment; you have to give that concept a 10. It's kind of a "theme thing." I like it!
Graphics & Animation:	9	From start to finish, the entire cart is truly spectacular. The M.C. Kids have the same type of attitude as that famous Sega hero. When you're standing still, Mack or Mick blows bubbles with his gum and then raises his eyebrows.
Sound:	9.5	Rock'n tunes with great effects! Mack and Mick add their two cents' worth with remarks like "Cool" and "Awesome" when you find a prize.
Playability:	9	Control is quick and on-edge. You can look both up and down to check out the scene and you'd better, with all the obstacles.
Entertainment Value:	9	This game's a lot of fun and destined to be a hit! The <i>Sonic</i> similarities are a big part of what makes it good. There's lots to do, with a good challenge; you can't beat it!
Overall Rating:	9.25	



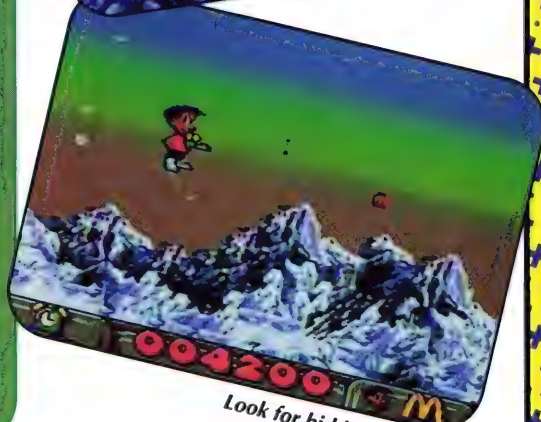
Mick and Mack Review

Reviewed by Ross, The Game Rebel

Concept:	8	The M.C. Kids are armed with grease guns; collecting the "Micky D" arches, running, jumping and blasting their way through many levels, just trying to reach that famous clown.
Graphics & Animation:	9	The characters shine! The background scenes are some of the best Genesis graphics I've seen.
Sound:	9	The hip-hop, dance beat of techno-pop background music was jammin'! The sound effects were almost as sweet.
Playability:	9	<i>Mick and Mack</i> is a thumb-hammering session of gameplay, including the bonus rounds, which left me working hard to complete them. The realistic kick of the grease gun was a trip.
Entertainment Value:	8	Here's true McDonalds production, all the way down to Ronald's bonus arches at the end of each round. However, I think that some of the younger players might have a tough time finishing this one.

Overall Rating: 8.75

Ronald rewards you with a bonus at the end of each stage.

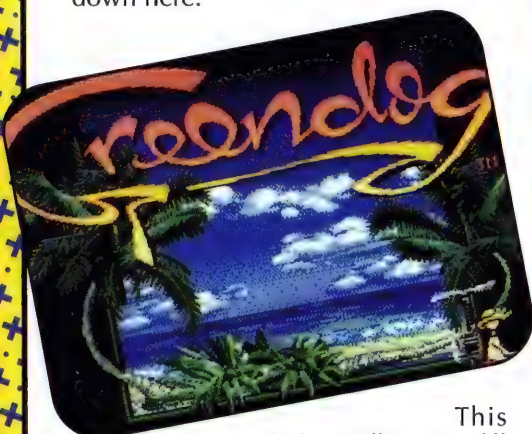


Look for hidden platforms.

Hey, Dudes! Check it Out, Surf's Up in Sega's Greendog



There you are, catching this truly bodacious wave. You just get ready to shoot through the tube when...WHAM! Next thing you know, you're making like an ostrich in the sand and your board's split the scene. You get up to dust yourself off and, hey, what's this? You're looking like some rapper with this mega magic medallion around your neck. Weirder yet is that it won't come off. Aaaiii...something shady's going down here.



This babe walks up to fill you in. You've been cursed. Bummer! According to legend, you must journey through the exotic Caribbean islands and collect their hidden treasures if you ever hope to ditch this neckpiece and see your board again. Major bummer! All you



Greendog Review

Reviewed by Rick, The Video Ranger

Concept:	7.5	The ultimate surfin' dude has found himself a cool gold chain. Problem is, it's cursed and he can't take it off.
Graphics & Animation:	9	Greendog himself is incredibly animated; every joint and muscle moves with him. This game includes backdrops that look like real life.
Sound:	8	The music plays like a movie soundtrack.
Playability:	5.5	<i>Greendog's</i> responsive as long as you're going straight ahead. The change of direction is a bit sluggish.
Entertainment Value:	8	Eventually, I was hooked. <i>Greendog</i> is among the new generation of Genesis games. The graphics are way ahead of earlier games. Genesis owners will be dancing in the streets.
Overall Rating:	7.5	

have to go by is the map etched on the back of the medallion. Hope you're good with a Frisbee, 'cuz it's your only weapon against the kooks you'll encounter along these bits of beach. Bogus!

Greendog begins his trek on the island of Geneva. It will take some nasty footwork and vine-swinging to avoid the piranhas, parrots and other pesky pitfalls. Wooden idols hide weapons, power-ups and junk food that give you points and energy. Cool! A burger and fries to go. Stumble upon the ancient temple hidden amidst the vegetation. What better place to stash treasure? But you'll have to defeat the statue of Four Faces first.

It's back to the beach in Level Two. Greendog is joined by a playful pooch, but he's notorious for being a chow-hound with your food. Greendog's also plagued by pelicans, starfish and sand crabs with an attitude. If you make it by the heavy artillery of the beasts on the beach,

Peddlecopter your way through the bonus rounds.



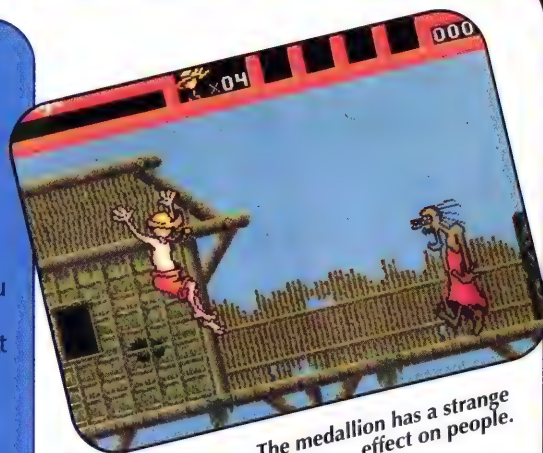
you'll score a set of wheels. Skateboard your way through a series of ramps, as you "ollie" or maneuver over spike-filled pits. Misjudge the distance and you're sure to get the point.

Level Three places you in a fish-bowl. Well, it's really a big aquarium. Take a dip with jellyfish, squid, sharks and the treacherous blowfish. Dog-paddling right beside you is your

Greendog Review

Reviewed by Ed, The Video Wizard

Concept:	9	This cart is kind of "Gilligan Meets Master Higgins." That newly acquired necklace won't come off until you find and reassemble six lost Aztec treasures. Worst of all, until you find the treasure, you can't surf... heavy bumper.
Graphics & Animation:	9	<i>Greendog</i> takes place on tropical islands, so you can imagine the colors. Greendog moves like a character out of "Doby Gillis." Although he can't surf, he has all the moves.
Sound:	9	The music is certainly island music. The sound effects are great, with all the little whoops and hollers as you bean creatures.
Playability:	9	You're told there are six islands and six pieces of treasure to find. The rest is up to you. This is a side-scrolling cart with lots to do along the way.
Entertainment Value:	10	Once you're hooked you won't be able to stop. This cart is great for gamers of all ages.
Overall Rating:	9.25	



The medallion has a strange effect on people.



You're sure to get "hooked" on Greendog.

pal, the pooch — snorkel and all. Be quick and steal the pearl from the giant clam. Be alert or you'll get sucked down the drain and end up right back where you started!

While we haven't seen a finished version, we know there are six multiple-stage levels in all. In between regular stages, there are bonus rounds where you peddlecopter your way through the clouds, collecting food and one-ups. Once he successfully escapes the pendant's curse, he must find the Surfboard of the Ancients in order to cruise on back home.

His awesome mission is set to a gnarly reggae beat. The graphics and gameplay are radical, and worth a

turn or two. Don't be a dweeb! Get with it and grab up *Greendog*, before the tide washes it away.



Greendog Review

Reviewed by Andy, The Game Dandy

Concept:	8.5	<i>Greendog's</i> a surfer dude who lands on this crazy island and loses his board to a big wave. He uses skateboards, in-line skates, and a peddlecopter to find his way to treasure that will result in his ultimate goal of surfing once again.
Graphics & Animation:	8.75	The characters you encounter are a madcap bunch; an average beach bum's nightmare. The enemies are better than the main character, with smoother movements and weirder appearances.
Sound:	8	Music in this cart leans toward the odd, but then so does the character.
Playability:	8.75	<i>Greendog</i> can really shake when he has to, but he usually has a more laid back outlook on life. That's the way the game plays. The action is still intense, but not too crazy.
Entertainment Value:	8.5	<i>Greendog</i> reminds me of <i>Toejam and Earl</i> . He's a funny, spaced-out dude that's kinda lost and looking for his board; it's a common storyline. The action and fun factor make this cart a keeper.
Overall Rating:	8.5	



Learn how to use your Frisbee wisely.



It's Horror, Not Hospitality, in Virgin's Groundbreaking *The 7th Guest*

By Elizabeth A. Olson

*Old Man Stauf built a house
And filled it with toys
Six quests came one dark night
Their screams the only noise*

*No one knows what happened next
There's no one left to say
But if you should see Old Man Stauf
Get on your knees and Pray*
Anonymous



Not quite a year ago, Virgin Games and Trilobyte gave the industry a sneak peek at a PC CD game that would start everyone talking. *The 7th Guest* is the first interactive CD-based computer game to incorporate 3-D graphics, live action, speech and a musical soundtrack. The result is amazing: *The 7th Guest* is stunning to look at; a pleasure to listen to and intriguingly spooky to play. And it's coming your way this Fall.

Henry Stauf was a wicked toy maker whose creations held a sinister secret. Mysteriously, children began dying after purchasing his toys. The townspeople began asking questions and suddenly, Stauf himself met an

untimely death. His creepy old mansion sat empty for years, rotting away and fueling the local ghost stories. Six guests have been anonymously summoned to the eerie old house on the hilltop. The story begins as you enter the house to relive that terrible evening. You lead the characters through the mazes of rooms, uncovering the truth about the seventh guest.

The 7th Guest is based on an original story and screenplay written by Matthew Costello. It features an unprecedented 36 minutes of full motion video and dialogue by a cast of more than 20 actors. This is surrounded by detailed 3-D graphics, full frame animation and Morph renderings like those seen in the movie *Terminator 2*. All this results in ghostly holographic characters flowing through an environment so real, you'll brace yourself as you enter each doorway and hidden passage.

The mansion has 22 rooms, each with its own puzzle or secret to solve. And each room is a new experience as you rotate around a full 360 degrees. It took more than two years to create these amazingly detailed settings. "Each of the rooms took us at least a month to produce," Rob Landeros, Trilobyte's Creative Director revealed. This game is so monstrous it would fill more than 3000 conventional 360K floppy disks.

This game is designed to give players the freedom to follow the story's development any way they



wish, following the various characters and exploring the rooms in any order. You never know when you'll uncover a hidden passage or secret room. *The*

7th Guest has been called a breakthrough in interactive multimedia; broadening the horizons and setting a new standard in programming. Virgin is expected to release this eye-opener for the PC CD-ROM format sometime this Fall. But PC owners aren't the only gamers that will be able to get a good scare. *The 7th Guest* is among one of the first titles to be developed for the much anticipated CD-ROM Super NES!

If you love a good ghost story and things that go bump in the night, this game is designed with you in mind. Like a great mystery novel or a classic horror film, *The 7th Guest* is sure to have you cowering under the covers at night and coming back for more.



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REPAIR KIT - HERE COME
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Thor Aackerlund
World Nintendo Champion

"If you beat the
Stunt Kids,
count yourself
one tough
gamer!"

Once you've got a grip on the handlebars of this wild and crazy game, you won't ever want to let go!
Push the pedals and race over tortuous tracks in a real super scrambling game with true comic appeal.
Join the Stunt Kids in one or two player head to head competition. Play over five different horizontally scrolling worlds each with several different levels. 47 levels in all! That's a lot of track to cover.
Race against the competition and the clock. Courses include forests, work sites, leisure areas and ponds and feature ramps, obstacles, bridges and gaps. Speed up, slow down or perform wheelies! More than just speed, players must use skill to avoid course hazards such as bouncing balls, leaping frogs, moving machinery and nasty skateboarders.

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Welcome...

Sometimes we come across things that are simply beyond explanation; like our fascination with the macabre. Whether it's creepy monsters, eerie mansions or pools of blood and guts, we just can't seem to get enough of it. Why else would there be so many sequels to "Friday The 13th"?

We found quite a few game designers with their minds in the graveyard. With Halloween approaching, there's no better time to bring you the latest in Horror and Gore. The following pages shed a glimmer of light on creepy titles coming your way.

Turn the page,
if you dare-

hla hla hla hla hla hla hla...

NEW

INTRODUCING **BEE 52**

**THE GAME WITH A
STING IN ITS TAIL!**



You'll get a buzz out of this truly brilliant and different game. Say hello to Bee 52 - the maddest bee on earth - and he wants his honey! Fly a crazy route through 24 different stages. Start from the hive, looking for honey in monster flowers. Then fight your way back to the hive to deliver the stash and fill the honey pot. Complete that raid and it's on to the next. But watch out for dropping spiders, climbing insects and leaping grasshoppers.

3D parallax scrolling makes for super graphics and brilliant animation.

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Get Thrills and Chills With

SPLATTERHOUSE 2

For Sega Genesis



Since returning home, you've had the same recurring nightmare. Night after night, you awaken screaming in terror and covered with sweat, until you fear the onset of darkness. Your story is one of such unspeakable horrors, you dare not tell a living soul for fear they will think you are mad. But now it's about to happen all over again...

West Mansion was rumored to be haunted. It was one of those stories you tell around the campfire or to terrorize your kid brother. The legend tells of Dr. West, a world-renowned parapsychologist, who once lived there. There is a research lab in the house where he was thought to conduct some of the most gruesome experiments. Stories tell of the inhuman, stomach-turning beings he created there. But no one could ever say for sure. The Doctor just disap-

peared one day. And anyone who has ever entered the mansion, now known as "Splatterhouse," has never come back out...until now. As parapsychology majors at the local university, you and your girlfriend found Dr. West's work intriguing. When Jennifer suggested the two of you pay a visit to the doctor's abandoned laboratory to aid in your research, it seemed like a logical thing to do. After all, it would be a crime not to take advantage of such an opportunity. You never counted on the rain. There was a flash of lightning as you entered the

house. Suddenly, it was dark; there was a scuffle and a scream! When you came to, Jennifer was gone. You were drenched in blood and a hideous mask covered your face. Could this be the famed "Terror Mask?" Dr. West had written of its ancient, spiritual powers. If only you could foresee then what lay ahead. Little did you know the strength this mask could give and how you would depend on it for survival.

You searched the house for Jennifer, only to encounter creatures wilder and more wicked than you could have imagined. Miraculously,

Splatterhouse 2 Review

Reviewed by Rick, The Video Ranger

Concept:	9	<i>Splatterhouse 2</i> is the continuation of the gory, bloody, TG-16 great. This time it's on the Genesis and even better than before. The story revolves around Rick, the haunted house and the girl he left there.
Graphics & Animation:	8	This cart has an eerie, menacing look that totally drew me into the story. The animation was excellent, with blood and guts flying everywhere.
Sound:	8	Hauntingly excellent effects.
Playability:	7	The progression of challenge from level to level was perfect. The response was smooth, but the change of direction was a bit sluggish.
Entertainment Value:	9.5	As good as the gore is, <i>Splatterhouse 2</i> is hauntingly challenging and fun. If you don't like this kind of game, don't buy it. For the rest of us, this is a must-have.
Overall Rating:	8.5	



Splatterhouse 2 Review

Reviewed by Andy, The Game Dandy

Concept:	8.5	I dropped many a quarter into the arcade version of the original, so to have the second in the series end up on Genesis made my day.
Graphics & Animation:	9	The graphics in this 8 Meg monster are fantastic. It's like being in this huge haunted house when these skulls keep reappearing and disappearing in the second level.
Sound:	8	The sound effects and music cast an eerie shadow on the game.
Playability:	8	Both the Turbo and Arcade versions suffered from the same choppy control, which is not that bad once you are used to it. But I wouldn't start this one if you don't have some patience.
Entertainment Value:	9	<i>Splatterhouse 2</i> is a fun game and perfect for the Halloween season. If you haven't already checked this one out, hurry up, time's a-wastin'.
Overall Rating:	8.5	

you were able to escape this house of horrors with your life, but not without leaving Jennifer behind. Even then, you knew you would someday have to return for her. Now the mask called to you in your dreams. "Rick, I am waiting. I will give you the power." The time has come to return to Splatterhouse.

Namco brings the sequel to this arcade and TG-16 monster to your **Genesis**. This time, the creatures are creepier, the sounds are more spine-tingling and the graphics more gruesome. The blood runs deeper as you hack and slash your way through the nooks and crannies of this horribly good game. If you aren't familiar with the first episode, this morbid and messy action cart will keep you on the edge of your chair. Use your bare fists, boards, cleavers and anything else you can get your hands on against armies of walking zombies, rotting corpses and slithering red slime.

The graphics and sound will amaze you in this out-of-the ordinary beat'em up. When looking to have a "terror-bly" ghoulish time, try *Splatterhouse 2*; if you have the stomach for it.

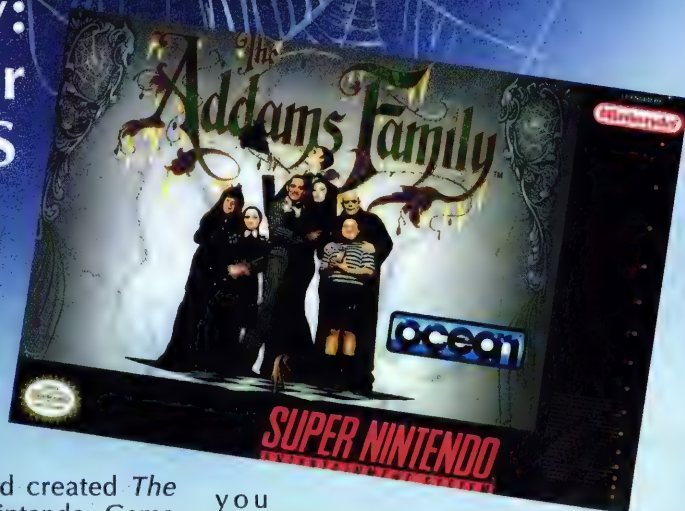


Splatterhouse 2 Review

Reviewed by Ed, The Video Wizard

Concept:	9	Wait till you get the sequel to Turbographx 16's <i>Splatterhouse</i> . As in the first one, you are Rick, and your girl, Jennifer, is being held by evil spirits in the haunted house. Battle the ghouls and ghosts to save her once again.
Graphics & Animation:	9	You'll love the detail in every aspect of this game. You look like a miniature Conan the Barbarian. But even muscle-bound, you move with grace and skill.
Sound:	9	Excellent. You have bone-chilling effects and unnerving background music that will have you on the edge of your seat.
Playability:	9	The creatures of the night are not terribly hard, but they attack in groups. Beware of the spitting slime. You only have eight stages to make it through. But you do get help; pick up the shot gun and other items you come across.
Entertainment Value:	9	This is a cart you can sit down with and have fun destroying the bad guys. Watch them disintegrate into piles of green slime as you battle your way through the mansion to save Jennifer. With neat graphics, sound effects, and music, mixed together with a super challenge, this is definitely one not to pass up.
Overall Rating:	9	

The Addams Family: They're Altogether Ooky on Your SNES



...mon, you know the words; we all know the words. And you just can't help singing along as you play Ocean's video game version. All together now: "They're creepy and they're kooky, mysterious and spooky; they're altogether ooky, the Addams Family. Their house is a museum, you really oughta see 'em, they really are a scre-am; the Addams Family..."

This lovable family of kooks has made its way from a successful *New Yorker* comic to a popular TV show and a major motion picture. Ocean

loosely took the story line of the movie and created *The Addams Family* for Nintendo, Game Boy, the Turbo CD player and now the Super NES. This format offers the technical capabilities that make this version a real scream to play.

Eager to get her hands on the Addams family fortune, the scheming Abigail Craven has enlisted the help of Tully, the evil judge, and poor Uncle Fester, who is suffering from amnesia. Together they kidnapped Morticia and hid the rest of the family members throughout the mansion. Your only ally is Thing, who gives

you clues along the way. Gomez must rescue Pugsley, Wednesday and Granny, and restore Fester's memory in order to bring them all back to the music room. There they must help Lurch decipher the secret melody that will unlock the passage to the underground caverns where Morticia is held captive.

Gomez begins his journey on the doorstep of the family residence. From there, he may either explore the grounds, which consists of the Old Tree, the family hanging facilities, the graveyard and the crypt; or enter the creepy mansion. Once inside, Gomez finds himself in the Hall of Stairs with doors leading to the Game Room, the Portrait Gallery, the Music Room, the Kitchen and the Conservatory. Each path you choose leads to one of the Big Bad Guys and, ultimately, to either a family member or an extra heart.

You begin the game with five lives and two hearts, or hit units. Use the continue option as often as you like, but the number of lives you earn will determine how

Addams Family Review

Reviewed by Ross, The Rebel Gamer

Concept:	8	Although there are a number of games made from movies, <i>The Addams Family</i> took a different approach than its big screen version. Gomez must rescue the family from goblins, snowmen and giant birds, and bring them back to the music room in the mansion.
Graphics & Animation:	9	The scaling and rotation of the Super NES never cease to amaze me. <i>Addams Family</i> used those effects to a "T." The bosses were great.
Sound:	9	Da, Da, Da, Dum, Click! Click! Da, Da, Da, Dum, Click! Click! The only thing missing in sound was a voice-over.
Playability:	8	Controlling Gomez was a "Snap." The boards were a definite challenge. When I started, I felt there wasn't an easy enough level to get used to the controls.
Entertainment Value:	9	I'm sure everyone over the age of 10 is familiar with <i>The Addams Family</i> . This version is a good one for the whole family.

Overall Rating: 8.5



Place together the tune to unlock the underground caverns.

the centipedes guard an additional heart.



rapidly you'll be sent back to the beginning of the game. There are three extra heart units hidden throughout the playing field. Find these and increase the number of hits Gomez can take from two to five. You'll meet up with some odd characters as Gomez runs, jumps, swims and flies his way through the ground on his search for his beloved Morticia. Ghastly goblins and flying eyeballs are just a few of the crazy creatures that make it worth your while to check out this game.

The challenge is not for the meek, but the graphics are enough to keep you in stitches.



Addams Family Review

Reviewed by Andy, The Game Dandy

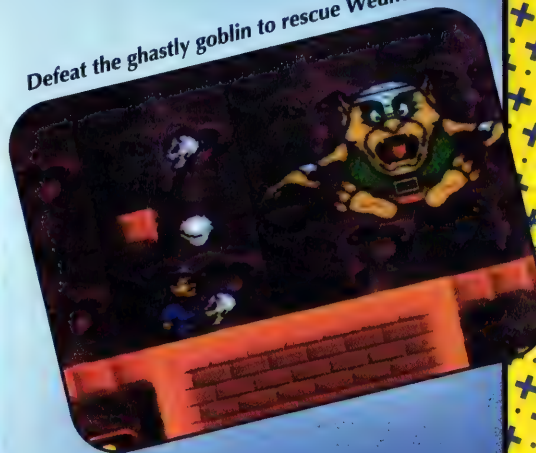
- Concept:** 8 While this game doesn't offer anything new as far as design or appearance, it does offer a basic action/adventure game in a 16-Bit format that's lots of fun.
- Graphics & Animation:** 8.5 The graphics are really well done. Each area is more colorful and unusual than the last. The enemy characters are wacky; from little guys in teacups to weird flying eyeballs. This game is full of lunacy.
- Sound:** 9 The music is a funkyed-up *Addams Family* remix. It's kind of groovin'; I like it. The sound effects are great. At one point the birds are chirping and every animal in the house goes nuts. Incredible!
- Playability:** 9 This game didn't offer anything innovative to video game; it opted to go with the old reliable. It is a solid action cart with good control.
- Entertainment Value:** 9 This game is a blast all the way from the start. The challenge is good. There are secret rooms to find and enough to keep you busy.
- Overall Rating:** 8.75

Addams Family Review

Reviewed by Rick, The Video Ranger

- Concept:** 7 *Addams Family* is loosely based on the movie, which I enjoyed. The player becomes Gomez and risks all the perils of the family mansion to rescue his family.
- Graphics & Animation:** 8 You'll find very colorful, rich graphics throughout. *Addams Family* has a wonderful 3-D appearance and even more ooky, kooky characters than the movie or TV series.
- Sounds:** 5.5 The sound effects were respectable SNES fare, but the music really gets on your nerves after a while.
- Playability:** 7 There are numerous lives, continues and one-ups; you need them all and more. This is a very challenging game. The response is precise except when done intentionally, like on the ice.
- Entertainment Value:** 5 *Addams Family* is technically excellent. However, I found it quickly lost my interest. The music and sound effects were well done, but annoying.
- Overall Rating:** 6.5

Defeat the ghastly goblin to rescue Wednesday.



Don't get "iced" by the snowman.

It Came From the Desert: This Ant Attack is No Picnic



You're kicked back in the ol' Lazy Boy with your feet up, a bowl of popcorn and a beverage of choice; the perfect posture for one of those Saturday afternoon Sci-Fi Horror flicks. You know, the ones where the voice dubs don't quite match the moving lips. But wait! Thanks to TurboGrafx, now you can do more than yell at the characters on the screen; you can control them.

It Came From The Desert takes place in Lovelock; a small desert town once used as a center for atomic testing. You are Buzz Lincoln, a Harley-riding, high school senior, and you work for Dr. Pangborne. Doc used to be director of the A-bomb testing. Now he's just considered an old crackpot. It was just another boring day when you first noticed the wreckage on Doc's observation screens. Little did you know this overturned truck was about to make life very interesting.

Atomic waste seeped into the ground, resulting in large, mutant ants with an attitude. I mean, these babies are bigger than a Buick! The Queen Ant is out to see that a few changes are made by building a bomb of her own to wipe Lovelock off the face of the Earth. But not until pairs of breeding ants

Desert Review

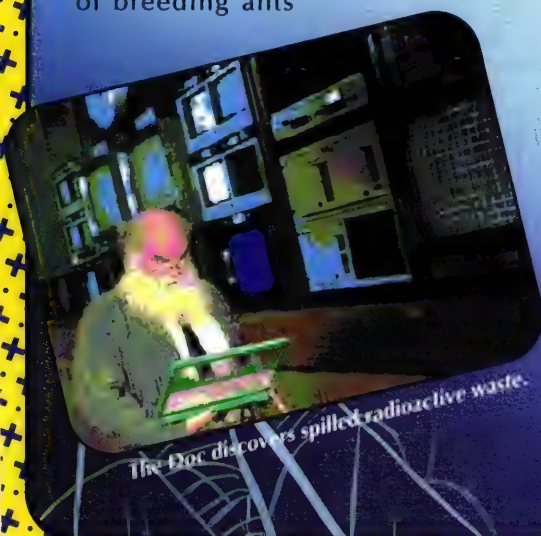
Reviewed by Rick, The Video Ranger

Concept:	8	I believe this game was made as a showcase for the TurboGrafx CD. Take a "B" Sci-Fi flick for the storyline (The best!), and let the player determine its outcome by making selections. The plot is actually good. Almost everybody in this small town works for the Atomic Runner Plant; until a truck carrying radioactive waste crashes, creating giant, intelligent and <u>very evil</u> ants. Will the town survive? That's up to you.
Graphics & Animation:	8	Compared to what's currently available, these graphics are the best I've seen. It features real-life actors in animated sequences. The animation is a bit choppy, though.
Sound:	8	Real voice! Real music! They could have taken better advantage of the CD capabilities.
Playability:	3	The access time was terrible! We can only hope this will improve. This title is much more like a movie that you just sit and watch. The somersault jumps were great, though.
Entertainment Value:	6.5	I was intrigued by this game; especially by the storyline and the real-life graphics and voices. Unfortunately, the action scenes were lacking in variety. It has a lot of 'bugs' to work out.
Overall Rating:	6.75	

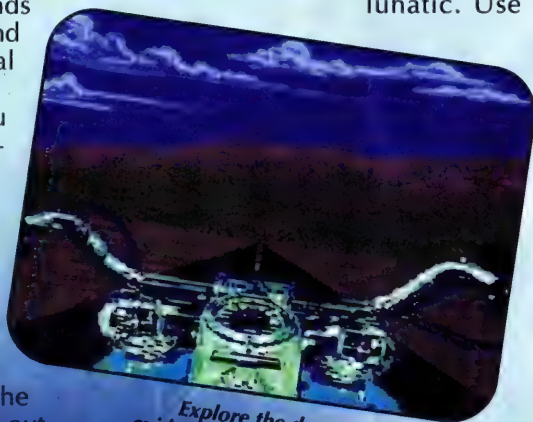
have been deployed. Buzz has just eight days to locate and destroy the Antmind, but he'll have his hands full protecting the townspeople and enlisting the help of the National Guard.

Day One familiarizes you with the situation, main characters, Lovelock and the nearby ghost town of Borax, as the story unfolds. The battle begins to heat up on Day Two and Three, when you discover the Queen's Antmind is capturing people and brainwashing them into helping construct the bomb. The more people they abduct, the faster their plan progresses. Seek out

evidence that will help convince the Guard you're not a raving lunatic. Use



The Doc discovers spilled radioactive waste.



Explore the desert for evidence and information.

Desert Review

Reviewed by Andy, The Game Dandy

Concept:	8	This game tries to follow the old low-budget horror movie with you, our hero, leading the way. The game plays more like an interactive TV show than a video game.
Graphics & Animation:	9.5	They used digitized actors on CD. This time, the movement of the characters is a lot less choppy than digitization has been on past CD games. The effect is amazing. The use of the full-motion video in games will eventually be commonplace. I cannot wait for the future of CD-ROM gaming.
Sound:	9	It would be difficult to have a CD-ROM game with bad sound. Come on, get serious.
Playability:	4	The game play is the one area where this game is lacking. First, there are not nearly enough action scenes. Second, the action scenes they do have are not that challenging.
Entertainment Value:	7	This is an innovative and exciting game, but with no real action. If you're looking for a change of pace, or like watching old "B" movies, <i>It Came From the Desert</i> has a lot to offer.
Overall Rating:	7.5	



the next several days to search Lovelock, Borax and the surrounding roadside for the Queen's location. You must explore all fifteen buildings to find the necessary clues. Battle sequences take place in the form of four arcade games ranging from an overhead battle to a side-scrolling adventure through the mine shafts. Practice your aim plugging ants before they strip your friends of flesh. These scenes are interspersed with incredible digitized graphics that help tell the story and give you valuable information. Be careful! People may not be what they seem and allies are found in the most unlikely places.

The ultimate showdown takes place on the final two days. You must slow the ants' progress and destroy the Antmind before it's too late. This is an unusual battle of good guy versus bad bug in a race against time. Lovelock is counting on you and you must not fail. Listen carefully and stay on your toes, or you're sure to buy the ant farm.



Desert Review

Reviewed by Ed, The Video Wizard

Concept:	9	As the main character, Buzz Lincoln, you stumble across the fallout of atomic bomb testing in your home town. It appears that the radiation has caused ants to mutate and grow to the size of cars. Not only that, the ants are designing a bomb of their own. Lovelock is depending on you.
Graphics & Animation:	9	The graphics are excellent. The digitized use of human actors is superb. The arcade action scenes of Buzz battling the ants are equally impressive.
Sound:	9	Due to the CD format, the sound effects and music are awesome. No more of this tinny-sounding, pre-recorded stuff. You get to listen to the work of real artists and musicians. There are over twenty different audio tracks and 500 voice-overs. You have to hear it to believe it.
Playability:	8	This is the fun part. You make the decisions on where to go and whom you talk to and save. Like most RPGs, you must rest at the proper times to save your strength.
Entertainment Value:	9	There is so much to this game; it will take forever to get through it the first time. If you're like me, you'll spend more time studying the screens than playing the game.
Overall Rating:	8.75	

A Game Boy That Will Ring Your Bell: Super Hunchback



In 1831, Victor Hugo created a classic literary character that would become known as the Hunchback of Notre Dame. Quasimodo taught us that bravery and kindness could overcome almost any obstacle, and that beauty is hidden beneath the skin in a heart of gold.

It seems Ocean was paying attention when they created a *Super Hunchback* of their own. At first glance this little hand-held cart may not seem like much. Look further and you will find enough challenge to keep you trying, with a main character that is charming in design.

The beautiful Esmerelda has been kidnapped by the evil Halfpounder and has locked her away in his highest prison tower. No one is willing to risk their lives in his trap-riddled castle to save her; no one except our hero, Super Hunchback.

You must race against a merciless time limit through nine peril-filled levels, collecting bells and fruit that will give you points, and letters that may give you an extra life. Grab a special warp icon and you'll be spirited off to a special bonus stage. The trick is to ring the large bell at the end of each stage before your life runs out to advance to a higher level.

This is not always as easy as it seems. The First Level finds Super Hunchback in the deep, dark forest dodging run-away logs from all sides. Jump on moving logs to grab fruit that's out of reach, but be careful not to get flattened. If our poor hero gets beamed too many times, it will effect his total score. That's when *Super Hunchback* really starts to swing.

Watch your timing or you'll end up in the spike-filled moat. This game will have you climbing the walls, the castle walls that is, in order to reach your lady fair. Once you've reached Halfpounder's castle, you will still have to search through the dark and musty dungeons full of the bones from those less fortunate. Defeat the evil occupants of the castle or you'll end up just like them. Finally, it's off to the tower where Halfpounder and Esmerelda await.

Both *Super Hunchback* and your fingers will get a real work-out with

Super Hunchback Review

Reviewed by Ross, The Rebel Gamer

Concept: 8	The main plot is to make "Quasi" ring the bell at the end of each board. Believe me, it's not as easy as it sounds. You have many obstacles to cross, jump over or land on.
Graphics & Animation: 7	As far as the Game Boy is concerned, <i>Super Hunchback</i> doesn't have the best graphics put into a game. However, the sheer fun of it keeps your mind off the graphics.
Sound: 9	Picture yourself as a ugly hunchback, dressed in rags. Add to that the jubilant sounds of "Putting on the Ritz." I love it! Pure Genius.
Playability: 8	My first reaction was that this was a cart for the little ones. Boy, was I wrong. The first three levels were fairly easy, but after that...
Entertainment Value: 8	<i>Super Hunchback</i> for the Game Boy is worth taking a look at. It might just be the one for whom the bell tolls.

Overall Rating: B



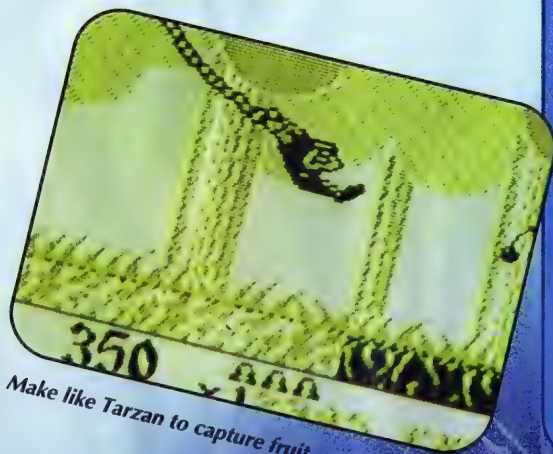
Super Hunchback Review

Reviewed by Ed, The Video Wizard

- Concept:** 7 The maiden Esmerelda has been captured by Halfpounder and taken to the highest bell tower in his castle. Only you, Super Hunchback, can make your way through the perils that await to free her.
- Graphics & Animation:** 8 *Super Hunchback* reminds me of Popeye with a bad back. Despite the disfigurement of the main character, he is drawn well. He moves very smoothly for someone in his condition. The bad guys in this cart look like they could do a job on him, if only they can get to him.
- Sound:** 7 The intro is great... "Putting on the Ritz" is the theme song. When Super Hunchback gets hit, the stars circle his head and you hear the familiar tweety-birds.
- Entertainment Value:** 9 *Super Hunchback* is an excellent game. There may be similarities between the Hunchback of Notre Dame and our hero, but this story can have a happy ending.

Overall Rating: 8

all the jumping, dodging, leaping, swinging and swimming necessary to make it through this game. The scary part is that there isn't a continue or password feature to be found. If you can get by the frustration of that, this cart can be a lot of fun. Our hunchbacked hero is enchanting with his cheery smile and amusing animation. *Super Hunchback* for Game Boy is a prime example that sometimes you only have to look below the surface to find a real gem.



Make like Tarzan to capture fruit



Search the castle for Esmerelda.



Watch out for runaway logs.

Super Hunchback Review

Reviewed By Rick, The Video Ranger

- Concept:** 6 I question the choice of main character in this cart. Otherwise, we have a game that is very thoughtfully designed in the *Mario* mold. It has many ideas to entertain the player and keep you coming back for more.
- Graphics & Animation:** 8.5 Your character is superbly detailed and moves as smooth as silk. The rolling logs and other obstacles keep coming at you and the water seems very real, which is an accomplishment on the Game Boy.
- Sound:** 9.5 The "Putting on the Ritz" intro music made me want to dance. The sound effects from bells and whistles, to splashes and cannon blasts were quite possibly the best I've heard on this system.
- Playability:** 7 *Super Hunchback's* gameplay is reliant on your timing and jumping ability. The challenge is just right and keeps you coming back for more.
- Entertainment Value:** 8.5 The music and sound effects got me into *Super Hunchback* and the challenge of this game made it hard to put down. I found it very addictive.

Overall Rating: 8

Dr. Franken: A Monstrously Good Game Boy Game You'll Really Get a Charge From

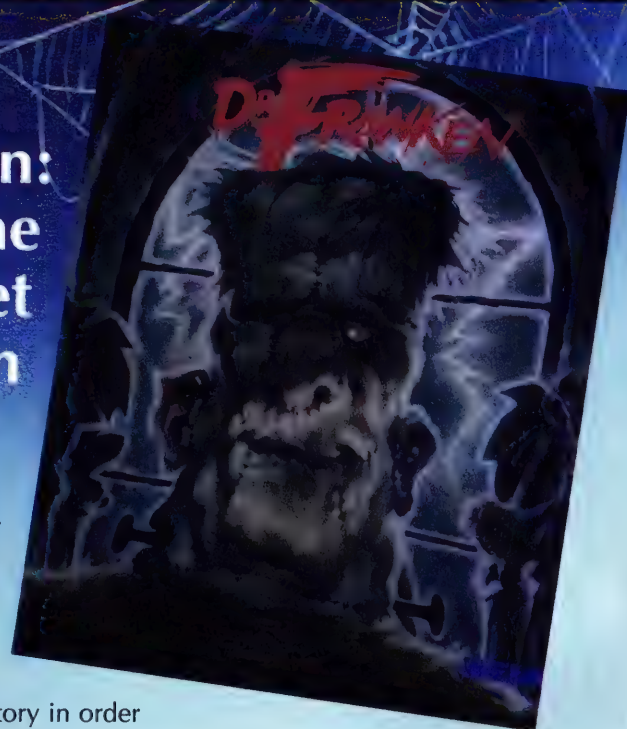
How could we think of doing a horror section without Frankenstein's monster? This tale of a mad scientist creating life out of spare parts was probably the first scary movie you ever saw. Kemco has created a new hand-held cartridge based on Mary Wollstonecraft Shelley's famous literary classic.

A broken-hearted, lonely and much shorter monster, Franky, must search the castle for bits and pieces of his girlfriend, as well as those of the machine; then return them to the laboratory in order to place Bitsy back at his side. He must keep his eyes open for other necessary items, such as level keys and icons shaped like lightning bolts that recharge his battery. Locating the recharge cubicle may save Franky from draining away completely.

The castle consists of seven levels; a total of 230 rooms and courtyards. All must be explored if Franky is to succeed in his search. Each room has six possible exits and this drafty, old palace is full of secret passageways and hidden chambers,

so it's easy to get turned around. Refer to the map, noting your position as you change rooms to learn the layout of the castle. Many areas are shrouded in darkness, so Franky will need to locate his lantern to explore them. Lantern fuel is in limited supply, so watch for lantern icons.

Throughout his search, Franky will come face to uh, er...face with many mean-spirited spooks, ranging from phantoms and ghouls to spiders, skeletons, and a few we can't quite



Avoid ghosts & slimeballs as you search each room.

Dr. Von Frankenbone took many secrets to the grave with him; namely the secret of creating life. His castle stands empty now. Well, not quite. Roaming about are his two greatest legacies, Franky and his girlfriend, Bitsy. The remnants of some of the Doctor's less successful experiments also fill the castle's countless chambers. That's where the trouble

Some of these disembodied specters were jealous of Franky and Bitsy; and there's nothing worse than a vengeful spirit. Under the cover of night, they stole Bitsy away, taking her apart and scattering her body pieces throughout the castle. The Doctor's life-giving machine is also disassembled, making her restoration no easy task. To make things worse, Franky awakens to find himself shrunk to a mere three feet tall.

Dr. Franken Review

Reviewed by Ross, The Rebel Gamer

Concept:	8	The object is to find all of your girlfriend's body parts scattered around the mansion. There are many doors to explore and puzzles to solve.
Graphics & Animation:	8	As far as Game Boy goes, this is one of the best carts I've seen. However, in a few spots I found overkill on the background graphics, making it too easy to lose sight of your guy.
Sound:	7	The music may not be the choice I would suggest, but it's not bad.
Playability:	7	The character was really hard to control. For example, it was too hard to use a jumping and shooting attack. In addition, there were characters in many rooms that you couldn't even kill.
Entertainment Value:	7	This title might have fallen short if it had been on any other system. Considering it is for the Game Boy, it ranks well compared to existing carts.

Overall Rating: 7.5

Find the recharge cube for a real spark.



Capture lightning bolt icons for more energy.



put a name on. Some of these ghosts can't be killed, but they're all out to do you in. Many reappear after you shoot them or whenever you return to a room. Each chamber is a new adventure as you look for hidden

Dr. Franken Review

Reviewed by Andy, The Game Dandy

- Concept:** 9.5 There hasn't been a good sick-humor game in a long time. You have to find the pieces of your girlfriend and parts for the machine to fix her. It's a great horror story line, without being too ghoulish.
- Graphics & Animation:** 9 Slimeballs and skeletons are everywhere with flawless detail. The backgrounds are cool, with lots of different things to see.
- Sound:** 9 I usually don't like to review the sound on Game Boy. However, I liked the tunes; classical, but creepy.
- Playability:** 8 Controlling Franky is tough at first, but it gets better. The game has a lot of different things to do, which keeps the boredom ratio down.
- Entertainment Value:** 9 *Dr. Franken* is a fun game. You have a number of body parts to collect, so you won't finish it in a day. It's one of the best Game Boy games I have played since *Faceball*.

Overall Rating: 8.75

objects and doors. Searching through 230 rooms is a lot to ask of any monster, so the people at Kemco built in a password feature, allowing you to pick up where you left off. The detailed graphics and classical background organ music set the perfect

mood for this ghoulishly good game. Pick up *Dr. Franken* to create a little fun of your own.



Search every nook and cranny, but watch out for the phantom!



The as is the object that will make your life easier.

Dr. Franken Review

Reviewed by Ed, The Video Wizard

- Concept:** 8 As the mythical monster of Dr. Frankenbone, your quest is to search the castle to collect the parts of your true love, Bitsy. She has been disassembled and scattered about.
- Graphics & Animation:** 8 The monster moves well; if there seems to be a little stiffness, remember he's a monster. I love the drawings of the mansion. You really get the idea that you're searching an old castle.
- Sound:** 8 This is as close as you can get to the old stereotypical horror background organ music. I love it. You also get basic zapping sounds and bleeps.
- Playability:** 8 There's a password option to continue the game. Other than that, you start on a floor and explore. The more pieces of your girlfriend you find, the closer you are to finishing the game.
- Entertainment Value:** 8 Kemco's created a great take-along game. The password makes it nice to come back to the game at a later time, and you will keep coming back.

Overall Rating: 8

Fiendish Foreshadowing...



There are gobs of ghoulish new games creeping into the market in the latter part of this year. The fake blood and monster faces weren't quite ready for us to take a final look at, but here are a few to watch out for:



Nosferatu Seta USA - Super Nintendo

Seta brings this macabre character right from the 1922 silent horror film classic by F.W. Murnau. *Nosferatu*, the German word for vampire, was the first *Dracula*. In the video game version, you begin in *Nosferatu*'s castle and must weave your way through a maze of corridors to find your way out. This eerie 16-Megabit monster takes you through graveyards and dungeons, coming face to face with the undead. *Nosferatu* plays like *Prince of Persia*, with incredibly smooth animation and graphics. The pictures seen here are from the Super Famicom version. While the SNES translation won't feature quite as much gore, we anxiously await its arrival in 1993.

Zombie High Electronic Arts - Sega Genesis

Your teachers are acting a little bit weirder than usual, and the students are out of control. They've all been turned into an army of enraged zombies. Now reading, writing and 'arithmetic are tons more fun...NOT! The schools hallowed halls are filled to the brim with zombies just waiting for you to join them. This will take some serious

sleepwalker stomping through the classrooms and stairwells. Get them all and you'll graduate to the detention of the decaying. No release date available yet, but we'll keep you updated.

Aliens 3 Acclaim - Genesis, Game Gear, Super Nintendo, NES and Game Boy

The aliens are back, and this time they're gorier than ever. These acid-blooded monsters are fast and furious. It will take all that Ripley can do to rescue Fiorina-161, a mining colony turned prison. Search through fifteen maze-filled levels, rescuing as many prisoners as possible before they become alien appetizers.

Chakan, the Forever Man Sega of America - Genesis and Game Gear

Chakan was a man of great mystical powers until the day he challenged Death in a duel and lost. Death has cursed him to wander the earth until all the supernatural evils are found and destroyed. Only then may he seek the peace of the grave. He travels through centuries, tormented until his task is complete.

Chakan has an arsenal of weapons like the two-handed axe and flaming double swords, in addition to magic and psychic visions. There are eight to ten different levels, as well as secret stages. Unlike other carts, the goal of this game is not to live, but to die.



LOOK OUT!!!

THE CAT'S OUT OF THE BAG!



CHESTER CHEETAH®

Ya, Baby, this guy's jive, and I'm just trying to stay alive. I'm on the run for some real fun. Being in Four Corners Zoo, there's not much to do. So, if I don't blow, Mean Eugene, the Zoo Keepin' Fiend will steal the show. But when we scam, we'll be on the lam. Problem is, I need my bike and it is not where I like. The parts are hidden somewhere in the zoo. I need you to find them too. Then, me and the boys can hit the road, cause life in a zoo just got old. Take it from me, "You Gotta Be Free!" It's not cool to be treated like a fool. So help me out. Grab a bag of Cheetos now and get a \$5.00 rebate on my run for fun. Chester Cheetah is my name and "Too Cool To Fool" is the rule for today's hippest adventure game. Brought to you by Kaneko USA, where the fun is never done!



Hey Dude, get a load of this! When Chester loses his cool he geeks out. What a Cat!



Get A Life! This "Mean Eugene, the Zoo Keepin' Fiend" just won't give up.



Multi-levels of play, special graphics and effects don't get much cooler than this!



Ya Baby, this is an adventure you just don't want to miss.

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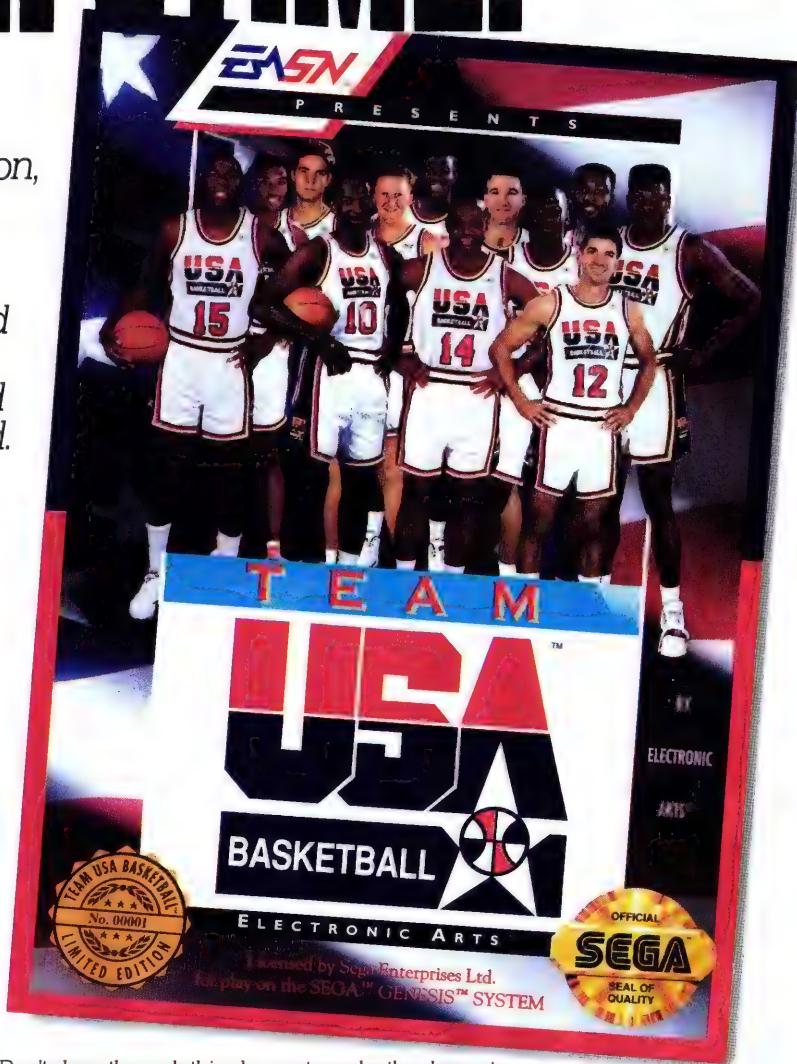
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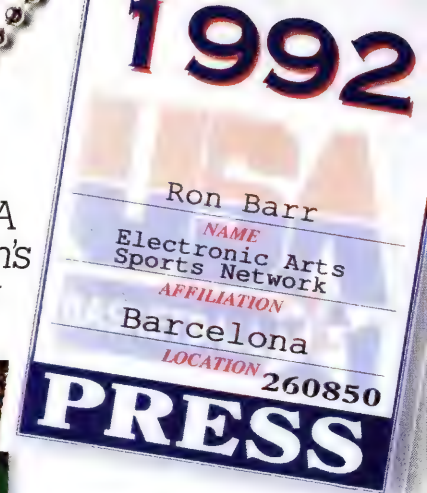


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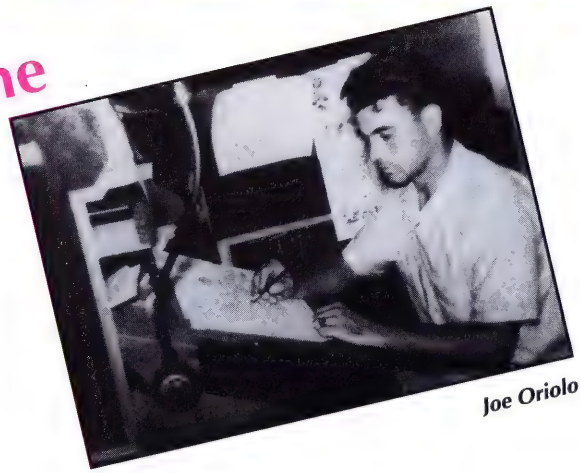


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Felix, That Wonderful Cat Celebrates Fifty Years of Fame



Joe Oriolo

By Elizabeth A. Olson

It is said that cats have nine lives. While that may not exactly be true, there is a cat celebrating his fiftieth birthday this year. This famous feline survived several wars, the Depression, the creation of television, and early aeronautic adventures. Today, Felix is one of the three largest licenses in the world, right next to Mickey Mouse and Snoopy.

It was 1922 when animator Otto Messmer created Felix the Cat. Motion pictures were in their infancy. Movies were silent; black and white, usually with an accompanying organ for sound. Messmer wanted to create a cartoon character to compete with Chaplin. He found it in Felix and his first film, *Felix Saves the Day*.

Surrounded by barnyard friends, this mischievous and innovative cat was featured in more than one hundred animated film shorts full of sight gags. Felix became so popular, he eventually appeared in a King's Features syndicated comic strip and his own comic books. In print, Messmer had an ingenious talent for allowing Felix to break away from the traditional aspects of his cartoon environment. Felix often did things like using his speech balloon as a parachute or his ears as a pair of scissors.

Felix had a number of famous fans who took him to many firsts. Queen Mary of England named her pet cat after Messmer's character. Charles Lindbergh was such a fan, he used a Felix doll as his mascot during his Spirit of St. Louis, trans-Atlantic flight in 1927. Felix was the first cartoon character to be made into a

giant balloon for parades. And most memorable, the image of a Felix the Cat statue was the very first to be broadcast over television from the RCA Laboratories in 1930. That same image was used as the test pattern to open and close NBC's broadcast day for many years to follow.

A young cartoonist by the name of Joe Oriolo joined Messmer in the early forties. Oriolo had already made his mark working on such popular characters as Betty Boop and Popeye. Eventually, Oriolo was doing most of the writing, penciling, inking and lettering.

The popularity of Felix cooled a bit in the late fifties. In 1958, Oriolo became partners with Pat Sullivan, nephew of the original Felix copyright holder, William O. Sullivan. Together, they created the pilot for the *Felix the Cat* television series. At this time, Oriolo created the familiar cast of supporting characters including The Professor, Poindexter, Kitty, Master Cylinder, Rockbottom, Va-Voom, Marty the Martian, and Gulpo, King of the Blobs. Felix was given his versatile Magic Bag, and was redesigned to be more streamlined. Joe Oriolo went on to produce and direct 235 five-minute, color, animated adventures for Trans-Lux. Felix the Cat Productions, Incorporated, a company held by the Oriolo family, became the sole copyright holder of the *Felix the Cat* characters.

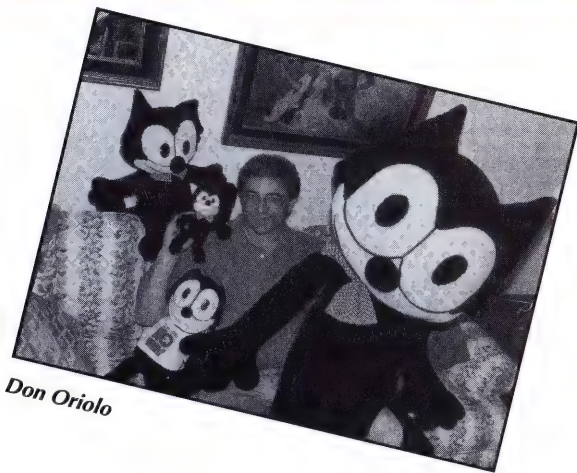
The late 1960's saw a gradual leveling off, but merchandising in the early 1980's brought Felix new life. Felix the Cat Productions, Inc. entered into an agreement with Determined Productions in 1982.

Together they introduced Felix to many other countries, where this classic cat became extremely popular.

Carrying on his father's legacy, Joe's son, Don Oriolo wrote and produced a full-length, fully animated Felix feature film in 1985. *Felix the Cat: The Movie* was shown throughout the world. It is currently being distributed on Buena Vista Home Video and can be seen on the Disney Channel. Another Oriolo enterprise is Felix Comics, Inc. that has introduced the first Felix the Cat comic books in more than thirty years. *The New Adventures of Felix the Cat* and *Felix and Friends* are currently available in comic book stores.

Always a cat for the times, Felix moves into the nineties with his first video game. The concept was written while the programming was done by Hudson Soft. The storyline was captured in a special edition comic book, *Felix, the Video Wizard*, printed for the Summer Consumer Electronics Show. The 8-bit **Nintendo** version will be followed by a **Super Nintendo** cartridge, due out in late 1992. Also in the works is the first Felix CDI comic book. This interactive audio and video compact computer disc will be the first comic book that can be heard and read in six different languages with the touch of a button.

Where does the "wonderful, wonderful cat" go from here? Future plans include a Felix shop filled with replicas of every shape and size. Oriolo, along with the people at Felix the Cat Productions, Inc. and Felix Comics, Inc. are busy at work on



Don Oriolo

Don Oriolo: The Man Behind The Cat



additional comic books and another animated feature film. They are developing several Felix animated shorts for theatrical release, and a new Felix television show.

"The beautiful thing about these classic cartoon characters is they stay waiting to entertain a whole new generation," Oriolo commented.

Today Felix enlists such big-name fans as Ringo Starr, Rodney Dangerfield, Vanilla Ice and Spiderman animator, Tom Mc-Farland; who occasionally hides Felix on his comic book covers.

If this new generation of fans is any indication, Felix will be around to celebrate his 100th birthday. Righty-O!



Joe Oriolo was already an accomplished cartoonist and animator when he joined his mentor, Otto Messmer, on Felix the Cat projects.

He spent several years drawing cartoon characters like Popeye and Betty Boop. While at Famous Studios, he created Casper the Friendly Ghost for his daughter who was afraid of the dark. Such an extensive background paved the way for Oriolo to become a driving force behind Felix's popularity. Growing up around such creativity, some of it was sure to rub off on Joe's son, Don. When Don wasn't spending time drawing circles next to his father's drawing board, he was playing the piano and guitar. Don recorded his first record with a group called the Dynamic Sivertones, when he was only sixteen. Don became an accomplished studio musician, recording with groups such as the Tokens, Doctor Hook, Gloria Gaynor and Moms Mabaley.

In 1972, Don became head of Robert Stigwood's music publishing company and ran his record company, RSO. Handling talents such as Eric Clapton, he was responsible for putting The Bee Gees and Arief Mardien together. From there, Oriolo moved to Twentieth Century Fox, where he contributed on the hit show, *The Wiz*. He then left Fox to create and produce the TV show, "Disco Mania." Don moved to April Blackwood Music, publishing company for CBS Records, where he produced numerous hit songs and acts, including David Bradstreet.

In 1978, Oriolo became vice-president and general manager of Chappell/Intersong Music, one of the

top three song publishing companies. The company captured Country Publisher of the Year twice while Oriolo was at the helm. He signed hits like "Funky Town," as well as publishing for Donna Summer and Casablanca Records. From there, he moved to Famous Music, publisher for Paramount Records.

In the early 1980's Don formed a publishing company with his father, producing more than two thousand children's albums. This gave Oriolo the funds to form Personal Records, which had more than twenty-eight records on the charts within three years. One of the acts signed to the company is Lisa Lisa and the Cult Jam. Oriolo still maintains the company, which recently received an ASCAP award for the Kathy Dennis record, "Touch Me All Night Long." In addition to publishing, Oriolo has written, performed and arranged songs for movies and television.

When Felix the Cat Productions, Inc. joined with Determined Productions, Oriolo was on hand to help with much of the merchandising design. Don was also responsible for writing the storyline of the Felix the Cat video games, due from Hudson Soft this Fall.

The newest role for Oriolo is the one of Publisher and Editor-in-Chief of Felix Comics, Inc., producing the first Felix comics in more than 30 years. Don oversees the operation and maintains the integrity of the characters. Besides juggling several comic scripts, he is busy at work on new Felix animated shorts. He is currently writing a book on the history of Felix, and an autobiography about growing up in the Oriolo household.



Felix the Cat Brings His 'Magic Bag of Tricks' to Your NES

Long before the introduction of Disney's favorite mouse or Schultz's lovable beagle, the world began their love affair with a crafty cat named Felix. Created in the early 1920's for silent film shorts, Felix became animation's first international superstar. During the next five decades, we watched him expand into a comic strip, comic books, television and finally a full-length movie. Felix now makes his way into the 1990s in style as he enters the world of video games.

Hudson Soft introduces *Felix the Cat* to **Nintendo**. Many of the characters from the original cartoons join Felix in this adventure, such as Rock Bottom, Master Cylinder and Gulpo, King of the Blobs.

The game is based on a story written by Don Oriolo, the animator behind Felix. The Professor kidnapped Felix's girlfriend, Kitty, in hopes of collecting the Magic Bag as ransom. Those familiar with the *Felix* cartoons know the Magic Bag is capable of innumerable tricks and transformations. Felix takes advantage of those tricks to get past the Professor's band of henchmen and rescue Kitty.



This side-scrolling adventure takes place over four levels. Felix begins by searching the countryside. Collect Felix faces for points and extra lives. Milk will provide extra energy or time. Gathering hearts will power up your weapon or vehicle. Locating the first heart will give you a top hat that makes you temporarily invincible. In the first level, you can power up to a car and a tank to aid in your quest. Find the Magic Bag to warp to a special bonus area full of faces and hearts. You'll have company in the second bonus stage as you face Poindexter and his bombs.



Level Two sends Felix into the not-so-friendly skies over the ancient pyramids. Collect faces and hearts while dodging flying cannon balls and other nasties. The power-up to the umbrella and hot-air balloon will make life easier. Watch for the Magic Bag for the special stage warp. This time you'll meet up with Rock Bottom.

Things get a bit chilly in Stage Three as Felix heads for Antarctica. The snow makes things slippery, so

Felix the Cat Review

Reviewed by Ed, The Video Wizard

- Concept:** 9 I love the golden oldies, in everything from music to cars; so why not bring the classic 'toons from the past and put them in a video adventure? *Felix* is a great idea. The Professor and Poindexter have catnapped Kitty. It's either the Magic Bag or Kitty sees her ninth life.
- Graphics & Animation:** 6 Although all the characters are well drawn and fluid, I guess I was looking for something a little more colorful and graphically detailed. Everything I see here has been done before.
- Sound:** 8 The sound is great. If they could have brought all the other components to this level, I think it would have greater potential.
- Playability:** 7 There are no option screens; not that you really would need one.
- Entertainment Value:** 7 There are certain games that, even though they are nothing really new, are still fun to play because of the character; *Felix* is one of these games. The backgrounds look very familiar and the movement is relatively fast and easy. I think that gamers will enjoy it, but may want to rent it. It's a great cart to get as a gift for your kids.

Overall Rating: 7.5

Felix the Cat Review

Reviewed by Rick, The Video Ranger

Concept:	7	Felix is a unique character in cartoon history. I felt this game captured his spirit. The game is a <i>Mario</i> -style with clever power-ups and bonus rounds hidden inside Felix's Bag of Magic.
Graphics & Animation:	6.5	<i>Felix</i> is well drawn and animated but has a touch of flicker. Everything about this game is average or better, but nothing stands out.
Sound:	6	The best thing I can say about the sound and music is that it fit in well and I hardly noticed it.
Playability:	6	I had no problem with the controls. <i>Felix</i> is a slower-paced game. The challenge lies in being patient and not making mistakes.
Entertainment Value:	6.5	<i>Felix</i> is a cute game. Nostalgia buffs like me will enjoy this game, as will younger players. There is a possibility that it's not fast-paced or violent enough for the teen gamers.

Overall Rating: 6.5

Find the magic bag for bonus rounds.



the power-ups grant you an inflatable raft and a submarine. Being no chicken of the sea, Gulpo will come after you with a vengeance. Defeat him to get the rocket necessary to reach the Professor's lab on the moon and eventually rescue Kitty.

For some of you, *Felix the Cat* will take you on a trip down memory lane. For others, this game will serve as the introduction of one of America's oldest and most-loved cartoon characters to a whole new generation. Either way you look at it, Felix is a great character that's fun for the whole family.



Two hearts will give you a vehicle.



watch your step. Power-ups will provide an airplane or all-terrain vehicle for much easier maneuvering. Keep an eye out for Master Cylinder or he'll knock you out cold. Finally, Level Four takes place under the deep blue sea. The local aquatic life makes things a little tough, but

Felix the Cat Review

Reviewed by Andy, The Game Dandy

Concept:	8	Felix is a classic character, so I'm surprised he didn't have a video game sooner. This cart is your basic action game, but with good power-ups and lots of funny villains.
Graphics & Animation:	8	This game uses a MMC 3 chip so the graphics are better than average for a Nintendo cart. The only improvement I could see would be putting more animation into the enemy characters.
Sound:	8	The music is not annoying, which is saying something on the 8-bit Nintendo.
Playability:	8.5	The game is easy to play. You catch on in about two seconds. The best part of the play is that when you get a power-up, you turn into something else.
Entertainment Value:	8.5	At first, I flew through the first level and thought it was way too easy. Eventually, I was going to finish it, but the game gets a lot better as you go along. While I wouldn't say it was impossible, <i>Felix</i> is a lot of fun to play and I highly recommend it for the younger player.

Overall Rating: 8.25

Get three hearts for your most powerful weapons.



Code Masters are Right On Target With FireHawk for the NES

The democracy of the Lafian Islands is in danger! A powerful ring of drug lords banded together to take their controlled substance operation worldwide. Their success threatens the entire Republic of Lafia. Their government requests help in putting a stop to this madness from the United States of America. Congress agreed to come to their aid. As pilot of the Firehawk, the most devastating helicopter in the air, you must fly several dangerous missions, defeating the drug barons to restore peace to these small islands.

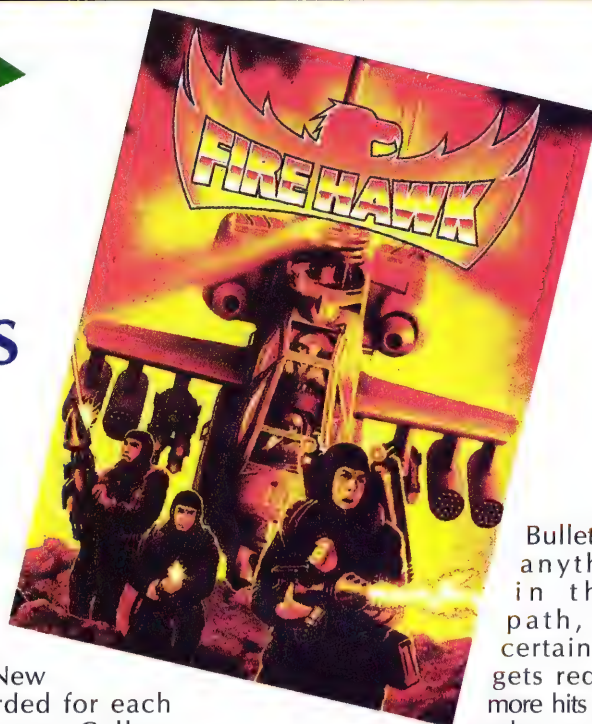
Reconnaissance aircraft and special task forces gathered information indicating the enemy has a strong army, as well considerable air defense forces. You must fly seven hazardous missions into the opposition's territory. Pick up allied paratroopers and return them safely to your ship, as you destroy enemy bases and firepower. Each assignment begins with a map of the mission area. Seek out the nearest trooper with your sights.

Set out on each mission with three helicopter gunships and three defense shields. Your crew will refuel, rearm and repair damage at the onset



of each campaign. You lose shields as your craft takes damage; run out of them and you're a sitting duck to enemy fire. New helicopters are awarded for each 100,000 points you earn. Collect extra shields and fuel by picking up power-up icons during battle. You'll also be given fuel, ammo and shields each time you return a paratrooper to the ship.

The Firehawk is equipped with both bullets and laser-guided bombs.



Bullets hit anything in their path, but certain targets require more hits than others. En-

hance your performance and firepower by collecting special icons before they disappear. Gain speed or faster firing ability, larger bullets or triple fire power. You'll need all the help you can get as you clear the way for recon troopers to make it to safety.

Firehawk Review

Reviewed by Rick, The Video Ranger

Concept:	7.5	You're the ace pilot of the most sophisticated attack helicopter ever designed. Your mission is to destroy enemy installations and rescue friendly agents trapped behind enemy lines.
Graphics & Animation:	9	The animation features smooth, multi-directional scrolling. The detail is the best I have seen on 8-bit. Enemy tanks and jeeps roll across the screen flawlessly. Buildings and bridges disintegrate before your eyes. Give me more color and eliminate the small amount of flicker, and this would be a 10!
Sound:	7	The chopper has a nice, steady sound that isn't annoying. The explosions are well done.
Playability:	9	The control is different from anything else I have played. There's forwards, backwards, clockwise, counterclockwise, gunsights and a directional arrow to locate your objective, all in a user-friendly package.
Entertainment Value:	8.5	As a major fan of 16-bit systems, <i>Firehawk</i> reminds us that a well-designed game with good gameplay and concepts can be a lot of fun, even without flashy 16-bit graphics and sound.

Overall Rating: 8.25

Watch for mission briefings from headquarters.



Learning to fly the Firehawk is fairly simple. Left and right on the directional pad allow you to rotate clockwise and counter clockwise. The up and down directions enable you to move your craft forward or in reverse. The "A" and "B" buttons release your weapons and the "select" button will switch your sights from your aircraft carrier to the nearest paratrooper.

The evil drug barons must not be allowed to take control. The Republic of Lafia and your own country are counting on you. You must not fail. If your mission is to seek out a thumb-pumping, action-filled Nintendo cart, set your sights on *Firehawk*.



Firehawk Review

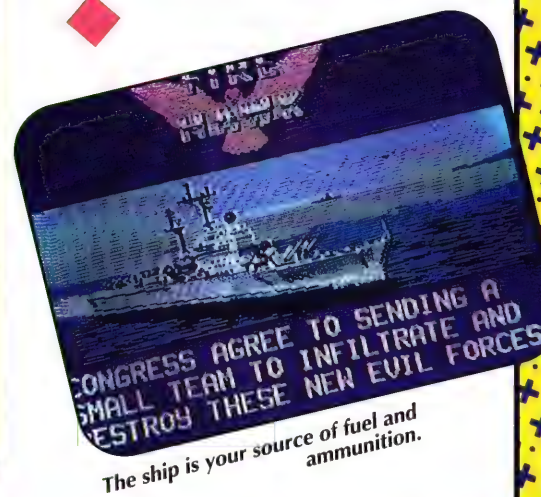
Reviewed by Ed, The Video Wizard

Concept:	9	Like <i>Battletank</i> , <i>Firehawk</i> is a battle-simulation-action-adventure cart. But this time you are being called on to aid the small Lafia islands from powerful drug lords. Your fighting machine is a powerful helicopter.
Graphics & Animation:	9	This is the type of progress I like in 8-bit carts. Everything about the 'copter is great. It glides across the skyline, looking for targets. If one slips behind you, do 180 degrees and blow it away.
Sound:	8	Code Masters didn't miss a trick. As great as this cart looks, wait 'til you hear the sound; the noise of the helicopter's blades and the variance between the bullets and bombs are terrific.
Playability:	9	You have to make it through seven levels and recover all the paratroopers from each stage. The enemy firepower will sometimes seem over whelming, but hang in there. Score more points for destroying the enemies' buildings.
Entertainment Value:	9	<i>Firehawk</i> brings back some of the enthusiasm for 8-bit games. This is one game that I would highly recommend for anyone who enjoys this type of seek & destroy game.
Overall Rating:	8.75	

Firehawk Review

Reviewed by Andy, The Game Dandy

Concept:	8.5	Camerica is one of the few companies still making some really great Nintendo games. <i>Firehawk</i> is basically <i>Desert Strike</i> for the NES. It's not quite as complicated, but involves a lot more shooting.
Graphics & Animation:	9	The graphics are excellent. There is almost no slowdown, but it does suffer from sprite drop. One of the coolest scenes is when you get a soldier, to help you protect your precious cargo.
Sound:	7	The music is your average NES soundtrack; catchy for awhile, until it drives you nuts.
Playability:	8	The game is fast-paced with a mission to break up the action, so it holds interest.
Entertainment Value:	8.25	This has to be one of the best NES 8-bit carts to come in a while. The new market on Nintendo slowed greatly, so it's great to add another excellent game to the 8-bit winner's list.
Overall Rating:	8.25	



Spectrum Holobyte: From Computer to Cartridge and Beyond

by Elizabeth A. Olson

When describing Spectrum Holobyte, the term "innovative" comes to mind. Since 1985, they have been breaking ground in entertainment software. Their first title, *Gato*, sold more than 100,000 copies. Spectrum Holobyte first discovered *Tetris* and purchased all PC rights. Their popular *Falcon* series now sets the standard for flight simulation games.

Spectrum Holobyte took simulation technology a step further by joining with W Industries and Edison Brothers to create *CyberStudio*. This alliance devotes itself to bringing Virtual Reality to the consumer marketplace. Their *Virtuality* systems are placed in arcades and malls around the country. Currently, a Virtual Reality interactive experience based on "*Star Trek: The Next Generation*" is in the works.

Now Spectrum Holobyte has a new avenue to explore. They will introduce their first cartridge-based games. Currently, they have completed *Wordtris* for the Game Boy and Super NES formats; *Falcon* and "*Star Trek: The Next Generation*" are in development. We took this opportunity to find out what leads a company like Spectrum Holobyte into the cartridge industry, and what that crossover entails. We spoke with Mike Nelson, Spectrum Holobyte's Chief Operations Officer, and Daniel Lucas, Director of Cartridge Development, for the answers:

GIM: Who or what are the forces behind Spectrum Holobyte?

Nelson: Gilman Louie, our CEO, shapes most product ideas and is the driving force. There is a great deal of input from Product Development, the Floppy and Cart divisions, and people like Daniel Lucas. The key is also a strong license like "*Star Trek: The Next Generation*," which we hold for computer and SNES.

GIM: How many people make up Spectrum Holobyte?

Nelson: It's the combination of two companies; Spectrum Holobyte from

Boulder, Colorado and Nexus out of the Bay area. We first got our start as a developer. Now Spectrum Holobyte employs more than one hundred people.

GIM: What are some of your leading/best selling titles?

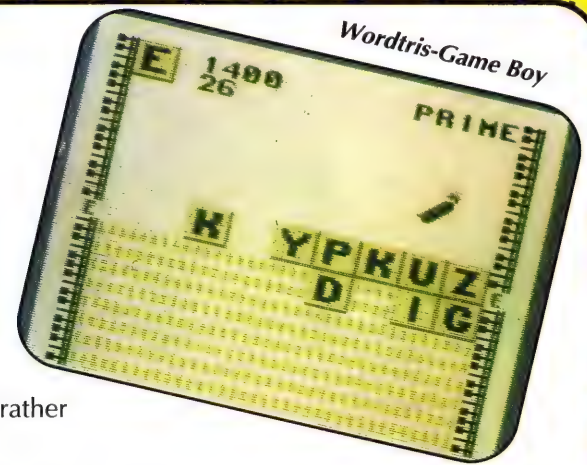
Nelson: We've sold hundreds of thousands of copies of *Tetris*; with several extensions like *Welltris*, *Facetris* and *Wordtris*. Two games reached the 500,000 units sold mark: *Falcon*, a military flight simulation, and the more advanced *Falcon AT*. *Falcon 3.0* was launched in



Daniel Lucas,
Director of Cartridge Development



The Cartridge Team: Jeff Hall, Dean Grandquist & John Vifian.



December of 1991. We've developed games for every computer format including Atari, Atari ST and the Commodore, focusing on IBM and Mac.

GIM: What led up to Spectrum moving into video cartridges?

Nelson: Historically, the floppy market is the 20 to 40 age group and cartridges are the 10-18 age market; but those markets are moving closer together. In fact, older video game players are the fastest growing segment of the market. The video game industry is also larger; almost \$4 billion, while the floppy market is around \$300 million. We've looked at cartridge development for years, but needed the initial cash. When dealing with Nintendo or Sega, it's a much higher stakes game.

Lucas: The introduction of 16-bit provided a new market and a good time for expansion. Sixteen-bit technology also fits our company profile better, which is to push the limits of the machine.

GIM: What was the most difficult aspect of moving into video games?

Nelson: One of the most difficult aspects is hiring the right team of people, as it's a very different technology and mindset. The product design and programming are totally

different when creating a cart rather than a floppy.

GIM: What are the steps that you take in transferring a computer title to video cartridge?

Lucas: We don't translate, in that a PC title is difficult to translate directly, so we start from scratch. *Wordtris*, which is a more simple game, translates well. We take the design, and redo the graphics and coding from scratch. We added more glitz and presentation, which is expected in the cartridge market. It's important to tailor the game to fit the market.

GIM: What new equipment, technology, and procedures were necessary to move Spectrum Holobyte into cartridge development?

Lucas: The biggest changes are the tools we use to manipulate graphics and sound. We use the PC to do all the assembly. We compile codes on the PC, then download and run it on the SNES and debug there.

GIM: What are the unique aspects of a computer software developer moving into cartridge?

Lucas: The way you build a product on PC is different than building a video cart. The two processes coming together side-by-side brings an interesting crossover; one learns from the other.

GIM: What effect do you predict video carts will have on the future of Spectrum Holobyte?

Nelson: Most importantly, it will broaden our business base. If we are successful in the video game market, it contributes revenue across the board and accelerates growth.

GIM: Will you strictly transfer existing PC titles or develop titles exclusively for the cart market?

Lucas: We plan on developing titles strictly for cart as well. Other

games may share the same title but the game play will be different, addressing two completely different markets.

GIM: What formats do you hope to engineer games for?

Nelson: We plan to do Genesis titles in the future, but we were able to move quickly into Game Boy & SNES. There are no plans to do any 8-bit at this time, as the market seems to be heading south. There is still money to be made there, but it will get harder as fewer machines are sold and less software is developed.

GIM: Where do you see this industry heading?

Nelson: I think the floppy market will still exist, but not as a high growth area. There is still a whole group of people that like to use their computers to play games for their huge amounts of hard drive space. 1993 should be a year of strong growth for the 16-bit. CD ROM and similar platforms will become more important. Game systems will eventually evolve into CD-based product, whether as an add-on or dedicated machine.

GIM: What else does Spectrum Holobyte have in store for the video game market?

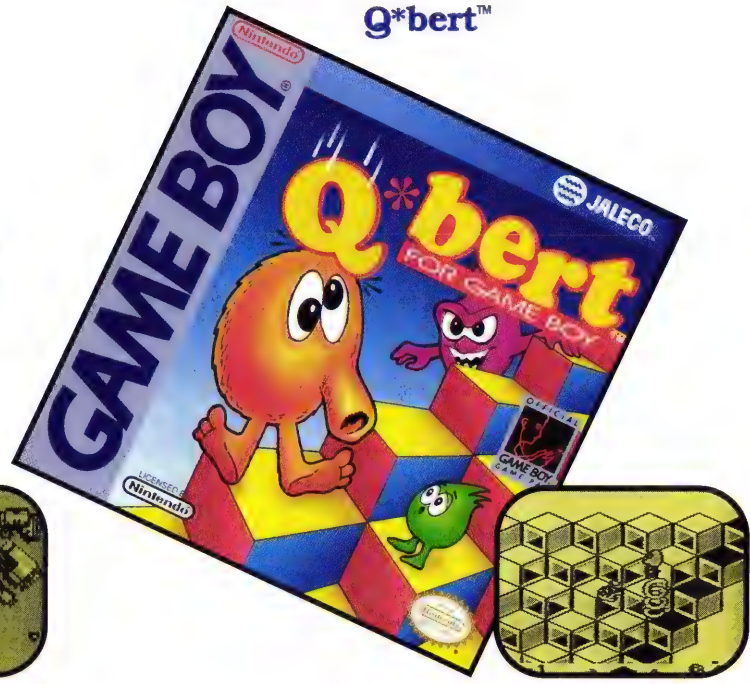
Lucas: We are currently working on the SNES version of "Star Trek: The Next Generation." *Falcon* is being restructured to offer additional features like Mode 7. We will place our emphasis on building very high-end, high-quality product, consistently pushing each market to its limits.



Wordtris-Super NES

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Interplay's Out of This World Takes Video Games to a New Dimension

In January of 1992, we saw something that had the whole Consumer Electronics' Show talking. The industry caught its very first glimpse of *Out of This World*. This innovative PC game is like no other before it. The exciting news is it's coming to the **Super Nintendo**.

Lester Knight Chaykin is a scientist. While working in the lab one stormy night, he's suddenly pulled into his experiment and plopped down into another dimension. This strange, new world is dark and dangerous. Chaykin meets up with several new beings; most wish to do him in. However, one of these creatures befriends him. The two companions must rely on each other and their wits to escape this strange place and return home with their lives...if they can find the way.

The moment you put this cart in, you will notice it's unusual. Following a *Star Wars*-like scrolling of Chaykin's notes, you return to the night he was first transported. A sleek, black Ferrari pulls up outside the lab. The action follows the doctor from his car into the building and down the elevator. What makes this scene so dramatic is that

Out of This World Review

Reviewed by Ed, The Video Wizard

- Concept:** 10 Scientist Lester Knight Chaykin is sucked into an experiment after a lightning storm strikes his equipment. His goal is to get back from wherever he is...alive. *Out of this World* is one of the best RPGs I've ever seen. It's total science fantasy.
- Graphics & Animation:** 10 From the opening credits, to the animated beginning, this cart plays more like a movie. The graphics are truly *Out of this World*. It takes place in many underground caverns so I missed the color. Everything is in shades of gray, but then who can see color in the dark. Lester moves like an actor on stage and, like any actor, he was hard to control at first.
- Sound:** 10 The lightning strikes and the roar of the wild beast are spine-tingling. Interplay makes good use of the SNES sound capabilities with stereo music and voice-overs. The sound effects make this amazing cart even better.
- Playability:** 10 There is no option screen, but there is a password feature. Believe me, you will need it. It will take everything you've got to escape with your life. Once you locate your companion, it makes life easier, but not even he is immortal.
- Entertainment Value:** 10 From the moment you turn this game on, you won't be able to turn it off. I don't recommend this game for younger players, but anyone who wants to see just how good a video game can get, has to play *Out of This World*.

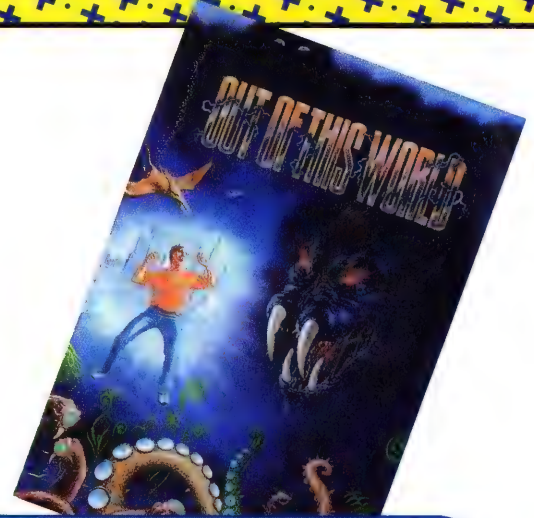
Overall Rating: 10

it is programmed as a movie would be filmed. Chaykin approaches the "camera," as he walks toward you; it then cuts to a shot of his back as he walks away.

The screen pulls in for close-ups of little details, like the numbers on the elevator and the security code panel outside the lab. The main character even takes time out for a soft

drink while working at his holographic computer.

As the storm builds outside, so does the soundtrack. Your anticipation rises and suddenly the room fills with the blinding light of electrical charges. Chaykin is plunged into darkness and you almost feel yourself suffocating as he struggles to swim to the surface. But the excitement and



You explore your new surroundings, unaware you are being watched.

Out of This World Review

Reviewed by Ross, The Rebel Gamer

- Concept:** 10 If you want top-of-the-line RPG, welcome to the top. And this RPG is science fiction. To tell the truth, the concept is beyond words.
- Graphics & Animation:** 10 Have you ever wondered what it would be like to be able to control an actual human? If so, I know you'll like the *Out of This World* graphics and animation.
- Sound:** 10 The sound was so realistic, it was as if I was zapped to another planet. The lightning; the roar of the beast; the rumble of the quaking earth.
- Playability:** 9 Challenge is the key word here. It took three of us just to figure out how to make it through the first set of action sequences.
- Entertainment Value:** 10 If you like an excellent challenge, mind-numbing graphics, and ear-shattering sounds; *Out of this World* should be the next thing you pick up. It really lives up to its name.

Overall Rating: 9.75



Your competition can help you escape.



Meet up with hostile inhabitants.

anxiety are just beginning. This game is realistic because your character, with a little help from you, knows when to fight and when to run. You'll actually find yourself screaming at him to run faster as the beasts close in on him, and cheering once he reaches safety.

The amazing polygon graphics are not defined in sharp detail, but that seems to be intentional. The result is a feeling of uncertainty that adds to the tension. In contrast, the character's animation is flawless. Each footstep Chaykin makes is smooth and, once again, the sound effects are right on cue.

The route you choose is not readily apparent when first exploring this dimension. It will take time to learn how to control Chaykin. Trial and error are the only ways to discover the best way to react to any situation. That means you will most likely return to the beginning of a level several times, but once you clear it, there is a password feature to avoid starting at the beginning.

Mastering *Out of This World* will take some patience, and it might not be for the rookie. However, it will dazzle anyone who plays it.



Out of This World Review

Reviewed by Andy, The Game Dandy

- Concept:** 9.25 This game unfolds in a cinematic display of quick cuts, changing scenes and dramatic music, with animated interludes to build the story line. Playing it is like running your own movie. You're zapped into an alternate world. From there you must find a way to survive.
- Graphics & Animation:** 9 *Out of This World* not only describes the setting, but also the graphics. The scenes (that's right scenes, not levels) of this game are incredible. The graphics seem rough at first, but in motion they are smooth and flawless.
- Sound:** 9 The music follows the story as each scene develops, which adds to the overall movie effect. Action scenes have a drum-based, high intensity drive, while the mellow scenes are somber.
- Playability:** 8 The gameplay is excellent for a computer conversion game. But, due to the cinematic nature of the scenes, your overall control is reduced. It plays like *Dragon's Lair*, where you have to learn the correct order of actions to complete the level.
- Entertainment Value:** 8 Not only does this game show the giant leaps in video game capabilities, but also how incredible they will be in the future. *Out of This World* is amazing to watch and play.

Overall Rating: 8.75

Soul Blazer: A Game In the Business of Saving Souls



Enix has introduced a new Role-Play/Action title for the **Super Nintendo** that's sure to save a few souls; the souls of the creatures of Friel, that is.

The Empire of Friel was once a peaceful place where humans, plants and animals cohabitated in harmony. The six towns that make up Friel were beautiful and prosperous. All that remains now is the rubble of destruction and the glaring absence of life; all the ugly result of one man's greed.

In his quest to possess all the world's gold, the oppressive King Magridd kidnapped Dr. Leo, the kingdom's foremost inventor. He ordered Dr. Leo to create a machine that would summon the powers of Deathtoll, the King of Evil. The two black-hearted kings entered into an agreement that would give Magridd a single piece of gold in exchange for the spirit of each living creature in the realm. The inhabitants of Friel began to disappear, either becoming slaves of Deathtoll or prisoners of the Monster Lairs. The Master from above has sent you to Earth to free the souls, destroying each Monster Lair and rebuild the towns of Friel.

The six towns serve as the stages for this game. You begin in Grass Valley, the village that was once the home of Dr. Leo.



Use powers from captured souls to help you.

Soul Blazer Review

Reviewed by Ed, The Video Wizard

Concept:	9	Talk about selling your soul to the devil! Or, in this case, everyone else's souls.
Graphics & Animation	8	Very bright game. Your character, which you name, moves well. The lands that you travel are similar to those of <i>Hyrule</i> ; good-looking cliffs and mountains; the cloud cover is a great effect.
Sound:	8	Nice intro with the lightning and pipe organ music. Sound effects, although nothing spectacular, fit well and make this game enjoyable. Most of the background music is medieval or fairytale sounding.
Playability:	8	There are six towns that make up the levels in <i>Soul Blazer</i> . This is a long and detailed journey, because each soul you save will return to its home. Then you must follow them and get whatever information they may have to help you in your quest.
Entertainment Value:	9	As RPGs go, this is a very entertaining cart. There are many places to go and the action scenes are well-scheduled. It has biblical overtones and a storyline that tends to draw you deep into the role-play of the game.
Overall Rating:	8.50	

There you will meet Lisa, the Doctor's only daughter, and the Village Chief. From here, you will journey to GreenWood, an animal community founded by a dog named Turbo. St. Elles is a mermaid town deep below the ocean and within the mountains you'll find a town known as the Home of the Mountain Spirits. You'll explore Dr. Leo's laboratory deep in the desert, where the Doctor was confined while developing the machine. Finally, you'll enter Magridd Castle, the fortress that served as the meeting place for the evil Kings. The castle has since been demolished and it is said that the

King was captured by Deathtoll's henchmen.

Your mission is to free all souls held captive in the Monster Lairs and destroy the lairs by defeating the monsters that guard them. You must also explore each village, talking to the freed souls. Use the information to solve the puzzles and restore each town. Defeat the boss controlling each area to restore peace and move on to the next region.

Our hero is accompanied by companion souls that grant special powers. Collect weapons, armor and magic that will increase your strength and defensive power. Accumulate special items like the Light Arrow and

Soul Blazer Review

Reviewed by Andy, The Game Dandy

Concept:	9	<i>Soul Blazer</i> introduces some new story twists to the stale adventure game storyline. This is the thing that separates <i>Soul Blazer</i> from the pack and makes it fun.
Graphics & Animation:	8.5	The game has some of the best scenery I have seen. Plants and animals play a big part and, graphics-wise, they're humorous and amazing.
Sound:	8	I wanted to give it a seven because it uses the same sound effects as <i>Actraiser</i> ; new effects would have added immensely. On the other hand, I wanted to give it a nine because the music was great; so I made a compromise.
Playability:	9.5	The control was challenging, but not impossible. You have a lot room for mistakes. The different things you do make it interesting to travel around looking for the answers to the riddles. It's just a lot of fun.
Entertainment Value:	8.5	The one fault I can find in <i>Soul Blazer</i> is the difficulty level. It seems to lead <u>you</u> , as <i>Actraiser</i> did. But <i>Actraiser</i> was one of a kind, as is <i>Soul Blazer</i> .
Overall Rating:	8.75	



Souls light your way in the darkness.

the mysterious Phoenix; the Psycho Sword and Cold Armor that protects you in hotter regions, Dream Rods and more, but be on the lookout for traps. *Soul Blazer* is that perfect blend of action and quest.

Whether you're in the mood for a captivating Role-Play or just a little light-hearted soul searching, pick up this new title from Enix.



Doing a little soul-searching.

Soul Blazer Review

Reviewed by Rick, The Video Ranger

Concept:	9	<i>Soul Blazer</i> has a great combination of RPG and action/adventure. In winning battles, you free the citizens of the world that are trapped in a void and then go find the clues and equipment necessary to advance.
Graphics & Animation:	8.5	The landscapes were wonderfully detailed. The bosses were big and bad. The way the outer walls of the building would disappear as you entered buildings was a creative idea.
Sound:	7	Sound was good, but borrowed from Enix's earlier hit <i>Actraiser</i> . I wish they had done a bit more with it.
Playability:	9	It features a quick, upbeat game tempo that is hard to find in RPGs. The response is immediate and precise; the menus are easy access for all functions. The teleport pads in the game were a great idea, saving a lot of time.
Entertainment Value:	9	<i>Soul Blazer</i> is one of the best new style of RPGs that don't sacrifice much in action play. The designers of <i>Soul Blazer</i> have a sense of humor which shows through in this game.
Overall Rating:	8.5	

What's Hot? Nintendo: CD or Not CD?

Nintendo of America Inc., announced the launch of their Super FX custom chip. This new chip will be built into Nintendo's 16-bit software, allowing for effects never before possible on the Super NES system. The Super FX chip is based on RISC technology and includes digital signal processor functions. The result is new features such as texture mapping, shading and real time 3-D perspective. Nintendo's first cartridge utilizing the new chip is anticipated to reach the shelves by February 1993.

More significant is the effect this new chip will have on Nintendo's CD-ROM plans. Convinced that current CD-ROM technology, based on a 16-bit processor, will not provide consumers with significantly enhanced games, Nintendo has scrapped their 16-bit CD ROM drive. They will continue development on a CD-ROM accessory incorporating a custom 32-bit processor for twice the processing power and speed. Mass production may be possible as early as August of 1993. You heard it here first.

Consumers Flock To Summer CES

An estimated **98,720** consumers descended on Chicago this past May to see the first CES Show ever to be open to the public. Electronics enthusiasts saw the latest in computers, security and sound systems, audiovisual, video entertainment and more.

The CES Show Management conducted surveys of nearly 1,000 consumers at the show and the results suggest a victory for the Electronics industry. More than ninety percent of those questioned said the show met or exceeded their expectations and more than seventy-five percent said they'd come back next year.

Media coverage of the show also reached unprecedented numbers, with more than **2,400** journalists attending from across the U.S. and around the world.

All of the major consumer business magazines attended, as well as fifteen leading newspapers and broadcast media including the *Today Show*, CNN, PBS and the Fox Network.

The most popular exhibits at the show included the home theater pavilion and CD-ROM pavilions. Nintendo closed a section of their booth to the public, but exhibited



their new releases and older classics in a central consumer pavilion. This was rivaled only by Capcom's *Street Fighter 2* competition and Sega's CD-ROM demonstration.

Nintendo vs. Game Genie: The Final Chapter?

U.S. District Judge Fern Smith ordered **Nintendo of America, Inc.** to pay **Galoob Toys** \$15 million as compensation for lost sales of their *Game Genie* accessory. Galoob's Nintendo video game enhancer was kept off the market for a year by an injunction filed by Nintendo. Judge Smith is the same federal judge that lifted that injunction in July of 1991.

Sega Opens Their Wallet, Too...

A Los Angeles jury ruled that **Sega of America, Inc.** owes \$33 million in a patent case. This April, the jury determined that Sega deliberately infringed a 1975 patent, held by inventor Jan Coyle, for a device that displays background color images on a video screen through the use of low

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frequency audio signals, as opposed to video signals.

Nintendo and Atari have already settled with Coyle regarding this patent. Fortunately, Coyle's patent expired this past August, so even an injunction would not effect Sega's marketing and sales of their products to the consumer. Sega is planning to appeal the ruling.

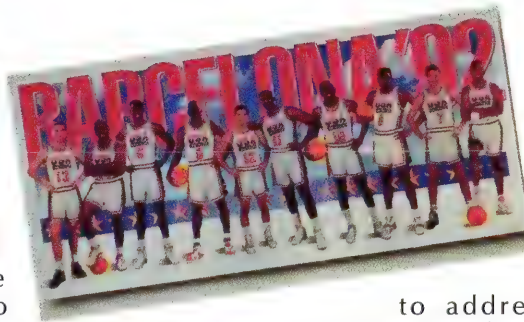
More Crowded Courtrooms

Recently, **Sega of America** was awarded an injunction that banned **Accolade, Inc.** from developing and selling software for the Sega Genesis game system. This month Accolade was happy to announce that the **Ninth Circuit Court of Appeals** had unanimously ruled to overturn that decision, throwing out the District Court's injunction. This new ruling may be a result of the overwhelming criticism aimed at the original ruling.

Accolade's chairman, Alan R. Miller, was pleased by the Court's decision. "Now that the injunction against our line of Sega Genesis-compatible products has been overturned, we look forward to returning to our previous position behind Electronic Arts as the second leading independent publisher of Sega Genesis compatible products," Miller said.

Sega Establishes Charitable Trust

Sega announced the establishment of the *Sega Youth Education and Health Charitable Trust* in order



to address the critical educational and health needs of America's youth. This trust will initially be funded by a \$3 million donation from **Sega of America** and its parent company, **Sega Enterprises, Ltd.**

Going For The Gold

Hoopsters wanting to relive the exciting moments of Barcelona will be able to do so, thanks to **Electronic Arts**. *Team USA* pits the Olympic All-Star Team against fourteen other teams from places like Yugoslavia, France, Canada and the new Unified Team. Also featured is an All-World Team. *Team USA* is the only video game officially endorsed by the USA Basketball Association, so it includes actual players, realistic international rules, and actual country colors and national anthems. But you'd better get in line early. *Team USA Basketball* is a special "Collector's Edition" title and will only be available through December 31, 1992. Other great **EASN** sports titles to be on the lookout for include *NHLPA Hockey '93*, *Tony La Russa Baseball* and *John Madden '93*.

Tech Talk: Capcom Takes Control

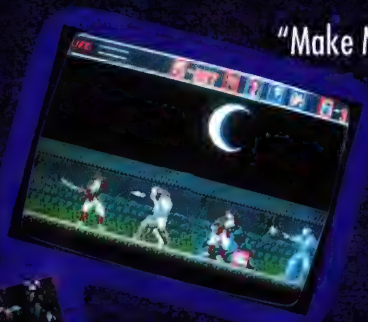
Capcom is hard at work on a new controller, developed especially to meet the needs of the *Street Fighter II* player. Formerly known as the *Capcom Competition Joystick*, the name has been changed to *The Capcom Fighter Power Stick*. The *Power Stick* will be compatible with both the 8-bit and 16-bit Nintendo systems. *The Power Stick* has been developed to give a greater freedom of movement to perform those more difficult maneuvers like those found in *Street Fighter II*. A remote-controlled, cordless adaptor will be sold separately.

The *Capcom Fighter Power Stick* is expected to sell for around \$75.00 and will be available just in time for Christmas.



IMN CONTROL

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Columbus, Ohio
43220



"Make Musashi The Ninja Run Backwards!" *Revenge of Shinobi™*

Here's a neat trick you can do only with GAMEHANDLER GS. To add new challenge to *Revenge of Shinobi* from Sega, try to beat the game running backwards. All you have to do is tip the nose of your GAMEHANDLER GS controller upside-down. Now Musashi the Ninja runs backwards and must stop momentarily to fire his weapon. See how good you really are.

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AND TRICKS YOU CAN DO . . . ONLY WITH
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NO CODES!



Hey! Come back here!

"Make Macress As Birdman Disappear!" *Saint Sword™*

Here's a cool trick for *Saint Sword* from Taito. Again, only with the GAMEHANDLER GS controller you can make Macress as Birdman Hyperwarp — actually disappear and reappear around the screen. We're still learning more about this trick, but if you push your button and flick your wrist quickly you can escape the bad guys and actually go through walls and barriers.

NO PROGRAMMING!

Bruce Wayne is Back With a Few New Fiends in Batman Returns

Holy Caped Crusader! Batman's back and he's in a slippery situation. Someone is out to ruin Christmas in Gotham City. They've taken the Ice Princess and convinced police our hero killed her. Something's awfully

fishy around here, so the Penguin must be involved. To make matters worse, he brought a feline friend with him.

Atari brings the long-awaited sequel, *Batman Returns*, to the Lynx System. If you've already seen the movie, you'll enjoy the attention to detail. All of Penguin's flightless water fowl are here, and they're looking great. If you haven't seen the picture, this preview may be enough to send you on your way. It will certainly give you something to do while standing around in those long box office lines.

Batman Returns has four waves of attack. The first stage finds the Dark Warrior wingtip to grease-paint with the



Face Penguin Commandos in the city sewers.



Batman Returns Review

Reviewed by Ed, The Video Wizard

Concept:	9	I loved the movie and what better time to release a new game? Lead Batman through Gotham City, hot on the trail of the Penguin and the Catwoman in this action/adventure cart.
Graphics & Animation:	9	Atari's version is just like the movie. <i>Batman</i> looks great and moves with the same shadowy smoothness as his big screen counterpart. All the evil henchmen glide on the screen like the slime they are. The colors are deep, reflecting the attitude of the Dark Warrior.
Sound:	8	The sound effects fit the action and add to the feel of the game. You get the explosions of dynamite and bombs and the roar of motorcycles racing through the streets.
Playability:	8	There are four levels; no option screen, but plenty of special icons to help like power-ups, Batarangs and acid vials. You will need these to get through this game. The best strategy is to keep moving and watch for icons.
Entertainment Value:	8	As hand-held games go, this is a great looking cart. This is one game to take wherever you go.
Overall Rating:	8.5	

Red Triangle Circus Gang. Don't let those painted-on smiles fool you. These clowns are nasty with a stick of dynamite. Worse, they don't yield for pedestrians, so move out of the way for oncoming motorcycles. The clowns are joined by strong men and knife-throwing beauties, so stay on your toes.

Not to say that some women are "catty," but when Selina Kyle shows her claws, the fur really starts to fly. Catwoman has joined forces with Penguin in Stage Two and Batman finds himself chasing her across rooftops of Gotham's skyscrapers. It will take all of Batman's agility to use up her nine lives. To help the little lady out,



Penguin fingered Batman as the Ice Princess' murderer and the authorities are hot on his trail. Where else would Gotham's slimiest criminals hang out,

Batman Returns Review

Reviewed by Andy, The Game Dandy

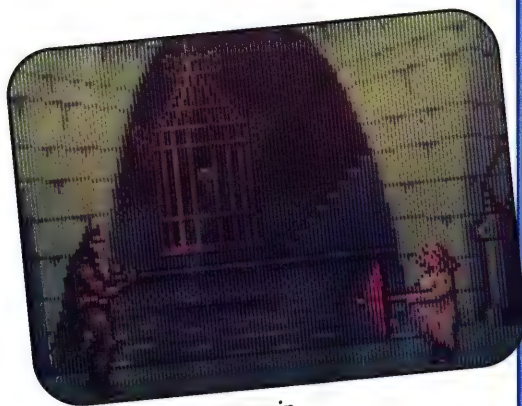
- Concept:** 7 *Batman* is a great character for video games, but I still don't think they used him in the right light. How about *Batman* tracking down his prey in Gotham, avoiding police and stopping villains along the way? That's the way it should be.
- Graphics & Animation:** 9.5 This game has the best graphics I've seen on the Lynx, given the well-defined characters and excellent backgrounds. I think Atari is trying to prove to the public that Lynx has the best handheld graphics for the price.
- Sound:** 7.5 The music is good, but it gets annoying quickly.
- Playability:** 7 The game could follow more of a *Double Dragon* type of attack, where you have different moves.
- Entertainment Value:** 7.5 If you don't buy it, at least check out the graphics; you will be amazed. The game is fairly difficult. To get anywhere, I booted down the level by jumping most opposition to conserve energy.

Overall Rating: 7.75



but the sewers? That's where you'll begin Stage Three. The Penguin released his Penguin Commandos to destroy the city and these birds are dressed to kill.

The small-screen version has such outstanding graphics, you just might feel like you're at the movies. The only problem is greasy fingers from the popcorn make handling the buttons a little difficult.



Batman meets the Penguin

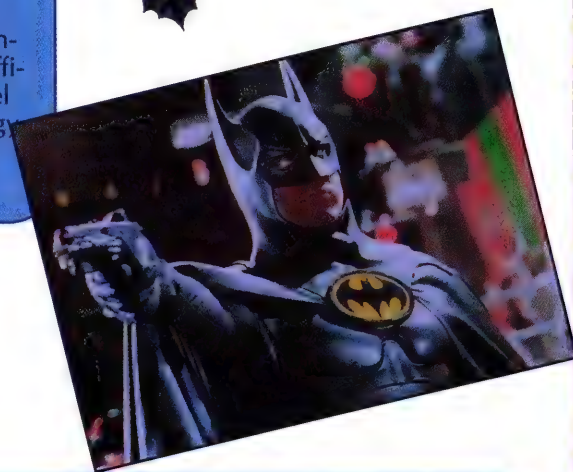
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Batman Returns Review

Reviewed by Ross, The Rebel Gamer

- Concept:** 7 *Batman* is out on Sega, and Nintendo also has two versions. If you've seen either movie, a comic book or the old TV show, you know who the Caped Crusader is and that he lends himself well to video games.
- Graphics & Animation:** 9 The Lynx comes through again and this time it's an eye popper. "Holy realism Batman!"... the little bat looks beautiful.
- Sound:** 8 The music was a plus in *Batman Returns*, but the sound effects need something more to make this cart shine.
- Playability:** 8 This is definitely not an easy game to beat. In fact, many areas were almost impossible to get through without either dying or losing more than half of your life meter.
- Entertainment Value:** 8 If you liked the original *Batman* or the movie, pick this cart up. If you don't like *Batman*, pick it up anyway. If you don't have a Lynx, get one.

Overall Rating: 8





U.N. SQUADRON - SNES

In the Aircraft and Mink Stages you can earn a bit more spending cash just by over-stocking special weapons. Buy all you can, then save as much as you can during the stage. Shoot the horizon and the mountains right as you begin to see the carrier. It will give a weapons reload. When the computer sells back your weapons it will give the money for your weapons and the reloads. The reload on the Mink Stage is at the back of the ship directly above the end about 4 to 5 plane sizes up from the deck.

Kiet Hua
Montclair, CA

LAKERS VS. CELTICS - GENESIS

Here's an easy way to make the opposing team foul out all but five of their players. After the other team scores a basket you will inbound the ball. When you pass the ball in, stand under their basket. Let them steal the ball. When they do they will try to slam it, and get called for charging. Just keep repeating the process until the entire team is on the bench.

Kenny Meadows
McLeansville, NC

TIGER HELI - NES

I found an unlimited continue secret in *Tiger-Heli*. When the Game Over screen comes on, push and hold A, B, and Select then press start. You'll continue where you left off in the game.

Jason Ninez
Arden Hills, MN

SUPER BOWLING - SNES

Bowl a perfect 300 game. First take a right-handed bowler. Then take a 16 lb. ball and pick a no-oil lane. When your bowler appears on the lane, tap the top right button on the controller twice to move the arrow by the pins two spaces to the right. Next, tap on the control pad once to the right to move the bowler one space to the right. Next, when the hook meter comes up make sure you take the maximum hook to the far left. When the power meter comes up, stop the meter around the orange power bars.

Dennis Bonomini
Woodridge, IL

SHADOW DANCER - GENESIS

To get a Stage Practice just hold down A, B, and C then press Start. It will allow you to see the stage but not defeat the boss.

Greg Rosario
San Diego, CA

STREET FIGHTER II - NES

I have a code that will allow the same players to fight against each other. An example is Ryu Vs. Ryu or Ken Vs. Ken. When Capcom appears on the screen you must input the following code: Press Down, button R, Up, button L, Y and then B. It will take practice to enter this code correctly – but if you do, you will be rewarded with a blue screen.

Brent Oshiro
Honolulu, HI

PIT FIGHTER - GENESIS

To play Mercy in *Pit-Fighter*, press the A button at the title screen to go the option screen. Next, pick the practice mode and a two-player game. Once in the arena, move your fighters to stand facing each other. Now have both fighters pressing A and B buttons simultaneously. The combatants will be holding hands. Then start pushing A, B, and C simultaneously to get the knockdown.

Stephen Little
Harrisburg, NH

BACK TO THE FUTURE 3 - GENESIS

Here's a level select for this game: Pause the game, then press Up + A, Down + A, Left + A, then Right + A. You can do this whenever you want.

Chris Ritzer
Brick, NJ

RIVER CITY RANSOM - NES

To have the Stone Hands, Dragon Feet, Grand Slam, Fatal Step, Acro Circus, Javelin Man, \$999.99, Texas Boots, and all of your strengths to maximum enter the code listed then head straight to the boss.

s0hyuocpkmY
wMGs6q4DpAY
p5a0hQrsd6G

Jason Koester
St. Charles, MI

SONIC THE HEDGEHOG - GAME GEAR

I found five hidden 1-ups for *Sonic*. The first one is in Zone 1, Act 1. You play until you reach the first bed of spikes. After you cross the pit, the second tree has the prize. Stand behind the tree and jump. The second one is on the boss level of Zone 1. Just fall on the second canyon and you will find the extra guy. In Zone 2, Act 3 the 1-up is straight to your left at the start. Then the jungle has the next one in Zone 3, Act 3. Before you start to jump on the green platform and make your way to the top, go to the right until you get to the water. Jump in, go right, and get the 1-up. The last one is hidden in the water in Zone 4, Act 3. You come across a spring that takes you up into a long room hidden in the top left corner. In that room will be rows of spikes. Jump them safely and get the last 1-up.

Jeff Gulden
Redding, CA

SAINT SWORD - GENESIS

Here are the codes for every level:

Chapter 2	HMVMGX	Scene 1
Chapter 3	ILWL20	Scene 2
Chapter 4	IJUNQC	Scene 1
	MPESUD	Scene 2
Chapter 5	OXWNUW	Scene 1
	Q1G1EO	Scene 2
Chapter 6	T2F2GT	Scene 1
	U2E1ER	Scene 2
Chapter 7	UYWNYH	Scene 1
	XZENYZ	Scene 2

Jeremy Applemon
Memphis, TN

SPLATTER HOUSE 2 - GENESIS

Here are the passwords for every level.

Stage 2: EDK NAI ZOL LDL
Stage 3: IDO GEM IAL LDL
Stage 4: ADE XOE ZOL OME
Stage 5: EFH VEI RAG ORD
Stage 6: ADE NAI WRA LKA
Stage 7: EDK VEI IAL LDL
Stage 8: EDK VEI IAL LDL

Todd Lintner
Madison, WI

Tim Durham
Bellport, NY

In the Legend of Zelda 3 you can get free magic. Go to the fairy that is hidden in the waterfall near the entrance to Zora's waterfall. When you go up to the pond, throw in an empty bottle. She will return it and when she does it will be filled with magic.

ZELDA 3 - SNES

ABADOX - NES

At the title screen press Left, Up, Right, Down, Up, Right, Left, and Down on controller 1 to start the code. Next push the following buttons to choose the level. For Level 2, press up. For Level 3, press left. For Level 4, press down. For Level 5, press right. For Level 6, press select. For Level 7, press the B button.

Kevin Hibbard
Acton, CA

CAT TRAP - GAME BOY

To raise a level at any time just push A, B, Select, and Start and keep pressing them until you pass the level.

Thien Truong
Huntington Beach, CA-

GARGOYLES QUEST - GAME BOY

To start at the last level with Nine Talismans and 33 Vials enter the code WPXF 4BDQ.

Martin Prosser
Chicago, IL



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Street Fighter II: The Arcade Phenomenon For Your SNES



All you have to do is pick up any publication covering the video game industry to see *Street Fighter II* staring back at you. *Street Fighter II* captured more cover stories and feature articles than any game since the tremendous success of *PacMan*.

success. In Japan, 600,000 copies of the video game flew off the shelves in one week after its release in June! Here in the U.S., *Street Fighter II* had gamers standing in line to put their names on waiting lists prior to the game's release. At the time of this article, 650,000 copies had already been sold.

What is it about this cartridge that has gamers shelling out \$70 or more to get their hands on it?

Street Fighter II is the sequel to the arcade and TurboGrafx hit *Street Fighter*. It pits gamers against martial arts experts from six different countries.

Players choose from eight different characters to battle it out in 12 stages through eight levels of difficulty.

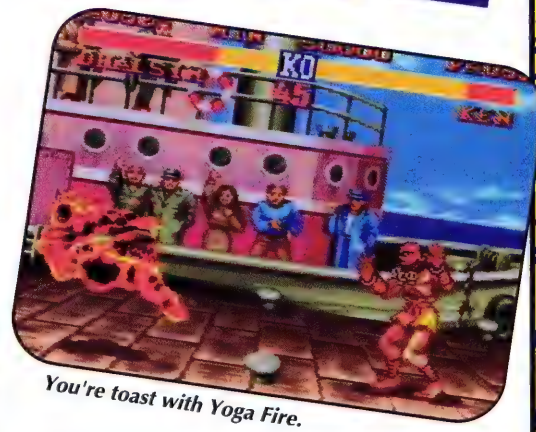
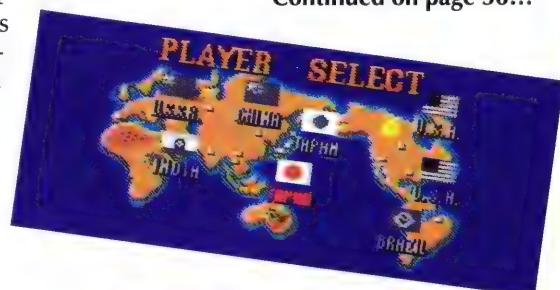
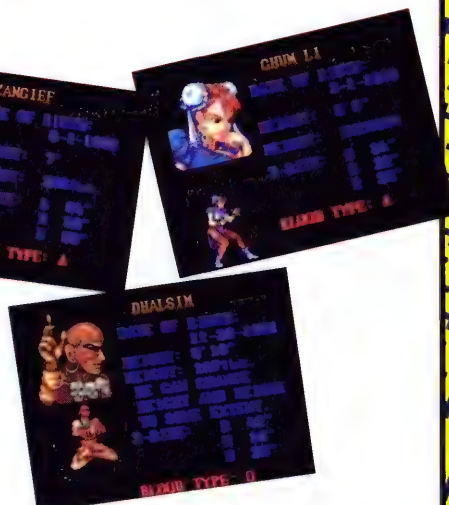
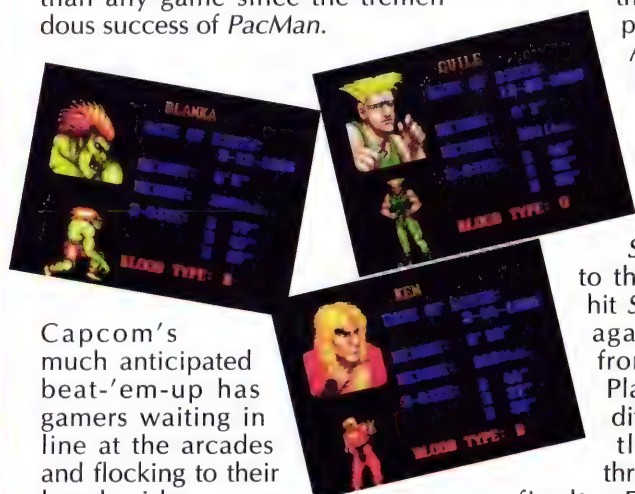
Each opponent has a whole series of their own moves and special powers that make each confrontation a challenge. This is a cartridge that will keep you coming back to master it. With 16 Megs packed

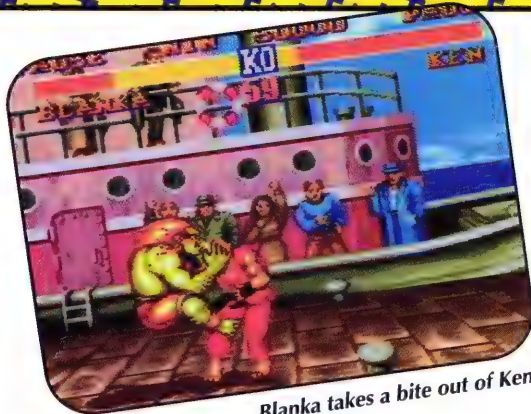
into this monster, *Street Fighter II* is the largest cartridge currently available on the Super Nintendo.

While we had to pry their fingers off the controller, we asked the review staff of *Game Informer* to give us their first impressions of Capcom's mega-hit for insight into its success. Turn the page to see what they had to say...

Continued on page 56...

Capcom's much anticipated beat-'em-up has gamers waiting in line at the arcades and flocking to their local video game retailers in record numbers. The Santa Clara-based company reported more than 20,000 arcade games sold to date. An arcade game that sells 3,000 units is considered a major





Blanka takes a bite out of Ken.

Ross:

"My favorite character was by far Blanka because he is an animal!!! He's got the strongest moves out of any other character, even though he is not the fastest one of the bunch.

The most awesome moves belong to Ken or Ryu's Dragon Punch. But don't forget about his Head Bite! Third on the list of hot moves would be Blanka's Scissors Knee Kick.

I already know that *Street Fighter II* will sit on top of the charts for a long time without rival. Before its actual release date in the U.S. was already being called the game of the '90s, and possibly into the 2000s. We'll have to wait and see."

Ed:

"What makes *Street Fighter II* such a popular game? First, they were able to put a 58 Meg arcade game into a 16 Meg Super Nintendo cartridge and lose very little in the game play. This game has everything that a great game needs. In addition, there's a nice variety of opponents to choose from. In the SNES version, you and a friend pick your players and the area you wish to start. There's also a handicap option to equal the balance of power.

My favorite *Street Fighter* is Guile from the USA. I like his ability to execute a variety of swift and deadly moves. Besides his excellent form of martial arts, his special talents come in handy for both offense and defense.

The Sonic Boom is great for the long range attack where his Backbreaker is a sure cure for the close-quarter attacks. *Street Fighter II* is a step in the right direction."



Guile sends his sonic boom after Dahlism.



Ken creates an energy wave - "HA-DO-KEN"

Andy:

"Ken is the most reliable fighter because he has the best all-around attack. His Dragon Punch will put anyone out. Although he and Ryu are very similar, Ken has a slightly stronger attack. Against an opponent, it's best to strike low, but beware of the aerial attack, which you can counter with a Fierce Punch. If by some chance you do get driven back, counter the assault with a flip away from your opponent and regroup for attack.

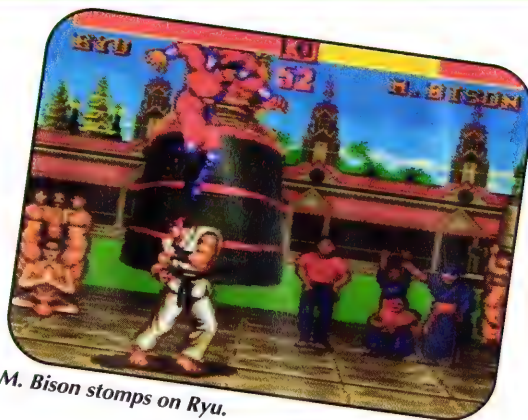
The special moves are great, but don't count on them. Make sure you have a solid normal attack. The special moves leave you open, so beware. Study each character's attacks and defenses to discover the way to beat them. Try different players against certain opponents. If you practice and learn the moves, this game will be the most-used cart in the house."

Rick:

"How do I love thee? Let me count the ways. Why does the world seem to have a love affair with *SF II*...because it's sensational! Choose one of eight characters, each one with his or her own unique fighting abilities. Play the computer tournament mode in eight skill levels or challenge a friend (or enemy) head on.

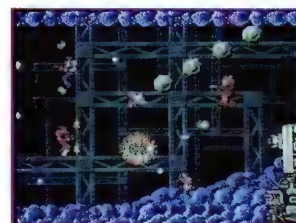
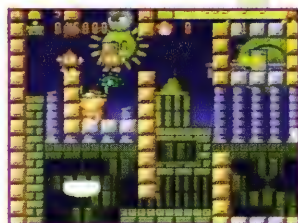
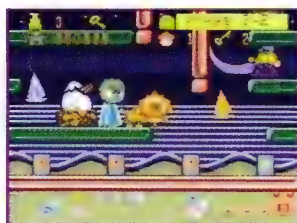
The characters are the largest you're going to find, yet they're unbelievably animated and detailed.

I enjoyed every character for their uniqueness, but if you want to win, it's Ken or Ryu. Ryu seemed more agile, but not quite as strong. Both of them were good fighters with few weaknesses. Their techniques were simple, but effective."



M. Bison stomps on Ryu.

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Discover Indiana Jones' Last Crusade for Your Game Gear



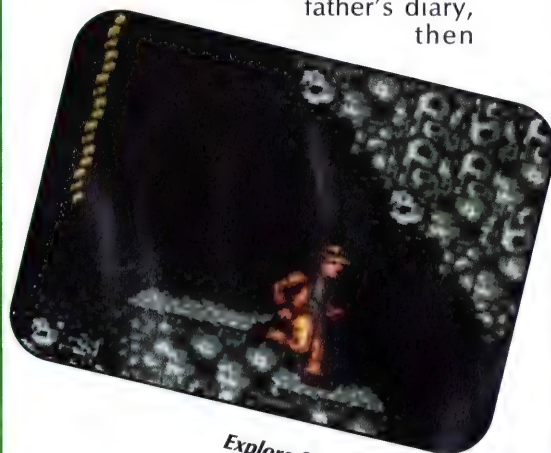
In 1981, Steven Spielberg introduced to the world a brave, new hero whose fedora and whip would draw viewers to the box office by the millions. For the next several years, Indiana Jones took those viewers to the most remote corners of the world, battling against some of history's most evil forces. All for the noble cause of reclaiming archeology's most valuable treasures for science.

The trilogy of *Indiana Jones* movies are part comic book, part Saturday afternoon serial, and part history lesson; together they make for

fun-filled adventure. Indiana Jones is the type of character that is tailor-made for video games. The adventures are action-packed with lots of bad guys and a decent story line. Nintendo was first to take advantage of this, with *Indiana Jones and the Temple of Doom* and *Last Crusade*. The latter of these, *Indiana Jones and the Last Crusade*, finally makes its way to the hand-held **Game Gear** system. Based on the movie of the same name, *Last Crusade* follows Indy as he searches for his father and

the Holy Grail. The game features six stages, beginning in the caves of Colorado, where Indy is in search of the Cross of Coronado. He must find the Cross before it falls into the hands of ruffians who are also after the treasure. Once it is in his possession, he must return the Cross to the museum. Indy must race across a speeding circus train, avoiding the thieves and the animals, to reach safety.

Now Indy has discovered that his father is missing. He tracks Dr. Jones Sr. to Venice and the Tomb of Sir Richard, a knight of the first crusade. He must locate the Grail shield that tells the location of the Grail's hiding place; but Indy must do so before the rats find him. Scene Four takes place at Castle Brunwald, where Indy will need all of his speed and agility to succeed. His search for the last clue of the Grail puzzle takes Indy into the clouds. He must climb through the zeppelin to locate his father's diary, then



Explore Sir Arthur's Tomb.

Indiana Jones Review

Reviewed by Rick, The Video Ranger

Concept:	7	Become explorer Indiana Jones in his last crusade. This game is one heck of a challenge.
Graphics & Animation:	9	<i>Last Crusade</i> features multi-directional scrolling and free-flowing animation. The ever-macho Indy looks great in this small-screen version.
Sound:	7	There's a wide variety of sound effects and good, suspenseful music.
Playability:	6	This game is so hard, it's just not fair. It frustrates you just enough to keep you coming back for more. There's the clock against you, the bad guys against you and you have to find your way, step by step. Indy handles smoothly until, all of the sudden, he just decides to die.
Entertainment Value:	7	If you're willing to invest the time, this is a great game. When you finish a level you'll want to get your camera and take a screen shot. <i>Indy</i> is a clever game made to test the very best action-adventure gamers.

Overall Rating: 7.25

escape the Nazi spies in a biplane. The final stage of *Last Crusade* takes place in the Grail Temple. Don't think it's all downhill from here. Indy's father is hurt and his life depends on you finding the Grail. Indiana must outwit three booby traps in order to reach the Cup of Christ. A tip from your father: "Remember your Latin" and choose wisely.

Indy begins with six lives. You have three credits for each six. If any of these are left when you use your last Indy, you are given the option of continuing. Indy's primary weapon is his fists, but he will be able to collect whips along the way. These are effective for swinging across castle walls and longer range attacks, but the punch may be more effective close up. Precision is the key in this cartridge, so watch your step. Grab your bomber jacket and bullwhip. Now you've got the adventures of *Indy* on the go.



Indiana Jones Review

Reviewed by Ed, The Video Wizard

Concept:	9	As a big fan of the <i>Indiana Jones</i> trilogy, this is a great idea for a cart. The premise pretty much follows the movie. As Indy, you must save your father and find the Holy Grail. This wouldn't be an easy task in itself, but in addition there are bad guys right on your trail.
Graphics & Animation:	8	<i>Indy</i> looks good. All the destinations you will travel to in this cart are bright and well-drawn. Indy moves with the grace and speed that you have come to expect.
Sound:	8	From the traditional <i>Indy</i> theme song at the start to the adventure sounding music throughout the game, the music plays well with the action on the screen.
Playability:	8	No options screen, but you do get six guys to play, with two continues.
Entertainment Value:	9	The detailed backgrounds, <i>Indy</i> , and the bad guys make this a very entertaining game. From the train to the catacombs, to the castle, anyone young or old will get a lot of fun out of helping Indy find his father and the grail. Good luck and good hunting.

Overall Rating: 8.5

Indiana Jones Review

Reviewed by Ross, The Rebel Gamer

Concept:	7	<i>Indiana Jones</i> has come out on yet another system. This time Game Gear decided to jump and ride on the tails of one of the greatest film series.
Graphics & Animation:	9	Hey! The graphics looked great. Indy was incredibly smooth. Even Indy's famous bull whip looked real when in motion.
Sound:	8	Put in the cart, turn it on and I bet at least one person in the room will recognize the theme song! But the sound effects left me hanging.
Playability:	7	This game is a pure challenge.
Entertainment Value:	8	What else can I say about <i>Indiana Jones</i> . Who doesn't love the world's most famous archeologist? This game will entertain the entire family.

Overall Rating: 7.75



Outwit the trap to reach the Holy Grail.





Dan DeMatteo President of Software Etc.

Software Etc. is the nation's largest retail specialty store featuring PC software, video games, and related accessories. The chain began in 1984 as part of B. Dalton Booksellers as a store-within-a-store or "SWIS". These were so successful, they were spun off as free-standing stores located in malls around the country. There are 248 locations in thirty-seven states, with another twenty stores expected to open before the end of 1992.

Software Etc. has shown an incredible amount of success and growth over the last several years and, while the majority of their business is PC software and accessories, video game hardware and software now accounts for more than 26% of their sales. Game Informer had a chance to talk with **Dan DeMatteo**, the President and Chief Executive Officer of Software Etc., to ask him about his thoughts of and projections for the video game industry:

What are a few of your current best sellers?

"*Street Fighter II* for Super NES is very hot. *Bulls vs. Lakers* or *Tazmania* for Genesis and *Legend of Zelda* for NES do very well. *Yoshi* continues to do well for Game Boy, as does *Sonic the Hedgehog* for Game Gear and *Batman Returns* for the Atari Lynx."

How do you feel the current price wars will effect the market?

"The systems are still around \$99, with software around \$45 to \$59. We've been selling \$49 Nintendo cartridges against a \$79 or \$99 deck for some time, so I don't think the ratio is out of whack. I think the \$99 systems will prove to be very good this Christmas, as \$99 is a good price point. Nintendo's \$99 decks might be more successful than Sega's, in that more \$99 decks will sell in ratio to those fully configured. The Genesis is only \$129 and comes with *Sonic*, which most Genesis buyers will want, so they'll buy the \$129 system. The difference between the \$99 Super NES and the \$149 deck packaged with *Super Mario World* is obviously greater so buyers may opt towards the \$99 package."

What about the movement to the higher end systems?

"More of our business has always been in the 16-bit and the hand-held. As far as CD ROM goes, I wouldn't expect a whole lot to be sold this year. The name of the game is *the game*. There has be great software to drive people to go out and spend that much. I think the price needs to come down and there needs to be a good assortment of high-quality games before it can really become popular."

How will the introduction of video CD-ROM effect the 16-bit market and game development?

"The CD ROM drive being anywhere from \$199 to \$299 will, by cost, restrict it from selling enough volume to push obsolescence on the existing 16-bit systems. As with any new machine, programmers have to get comfortable with it and learn all the tricks in order to maximize its capabilities. 16-bit games have been steadily getting better compared to what initially came out last fall. As compacting routines improve, allowing more full-motion video to be



stored on CD ROMs, it will give the developers another tool to make games very exciting. There's nothing but positive coming in the improvement of games."

How does the introduction of the video game CD effect the computer market?

"I see them as two distinctly different markets. Most people buy a PC for productivity and educational purposes, not purely for entertainment. Several years ago people bought Commodore 64s and Amigas for entertainment, but those machines are almost dead. The average PC being sold today is a 386 or a Macintosh. People are not buying \$1000-plus machines primarily to play games; which doesn't mean they don't play games on them. I don't think the video CD will effect the sale of computers. Many of our customers that have both a PC and a 16-bit video game system."

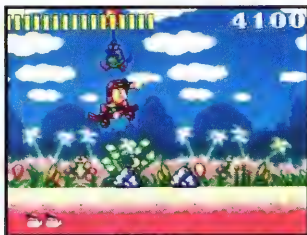
What new developments and game companies should we be watching in 1993?

"I think new development will center around the CD ROM. Both Sega and Nintendo will dominate the 16-bit market and I think Electronic Arts will continue to dominate the sports category for both systems. There are many quality people developing quality stuff, like Acclaim and Capcom."

Finally, what are some of your projected hot items for Christmas?

"Some of the things we expect to be strong are *Sonic II* and *Streets of Rage II* for Sega Genesis. For Super NES, *Turtles IV* should be a hot title. Electronic Arts will have *NHLPA Hockey '93*, *John Madden '93* and *Bulls vs. Lakers* on both 16-bit systems."

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SNK's Ninja Commando: A Timeline of Martial Arts Action



It seems our fearless friends in a half shell aren't the only ones karate-chopping their way through time. SNK introduces a new title for the Neo•Geo that bands together ninjas of the world to fight

against Spider. He's one nasty merchant of death; worse yet, he's got his own time machine. His plan: to stir up trouble by traveling through time, starting wars until the whole future world is at battle with one another. The top ninjas must unite and put a stop to Spider's evil plan before he destroys history and life as we know it.

First, there's Joe Tiger, an American descendant of the Japanese Kouga Ninjas. Armed with a knife, Joe attacks quickly in up to thirteen directions. Singe enemies with his fire attack, blast 'em with his fire attack, or blow them away with the destructive tornado attack. Gather scrolls and transform into a tiger.

Rayar Dragon is a British master of archery and Iga Ninja skill. She has a keen eye and spirit-tipped arrows. Her special trick is a bomb blast that destroys even the toughest characters. Rayar also has a wicked Fire Phoenix attack. She throws flames and defends herself with a wall of fire. These pyrotechnics should be no surprise, since she transforms into a fire-breathing dragon.

Ryu Eagle is a fierce fighter whose ancestry stems from the Fuma Ninja clan. Known as the "32nd Kotaro Fuma," Ryu is a master of the spirit-handling trick, enabling his body to be used as a weapon. He releases a high-density power ball called the Black Hole. His death blow includes a wave of energy called the Bursting King's Attack, the Empty Air Attack and the Ancient Ultimate Attack. Transforming into the mighty eagle will make Ryu invincible.

There are many items you must collect



Ninja Commando Review

Reviewed by Rick, The Video Ranger

Concept:	5	As a big fan of beat 'em ups, I was looking forward to hand-to-hand combat in the jungle. Turns out, this one is a run and gun shooter with a bit of magic and acrobatics thrown in.
Graphics & Animation:	8.5	Ninja Commando is a treat for the eyes; an incredible palette of colors. The animation is fast and smooth.
Sound:	7	Ninja Commando exhibits the usual great arcade sounds of Neo-Geo with some voice-overs. A little more creativity would be nice.
Playability:	7	Joystick operation is always my favorite way to play games. I would have liked more options. The challenge was just about right.
Entertainment Value:	6	Ninja Commando is very intense rapid fire action. Never let up or expect an early demise. I found this game lacking in creativity.

Overall Rating: 6.75



Joe heats things up with the fire attack.

along the way in order to defeat Spider. Sushi, meat, cola or bananas will recover life. Saving both large and small coins can also recover life. Collect three scrolls to temporarily transform into your invincible spirit character. Find the fire sword icon to power up your sword or give you a continuous shot.

Our heroes infiltrate the Mars Corporation, Spider's secret base. Within these walls he has concealed the time machine needed to act out his plan. Just as our heroes have the machine within their reach, they are captured and scattered throughout time. Follow the ninjas randomly through the next stages. End up in a primitive age, fighting off dinosaurs and Spider's primitive men; battle against armies of ancient Egyptian soldiers; and face the Fuma ninja's arch enemy, Nobunaga, in a Samurai-infested Japan during the Japanese Civil War. Our heroes think they are victorious until they find themselves in the Era of Three Countries where they'll meet up with Rofu. In a true test of their strength, the ninja commandos must match their skills against the heavy tanks and artillery of World War II.

Regardless of the order in which they face these challenges, the ninjas must return to a futuristic Mars Corporation for a final showdown. *Ninja Commando* has impressive

Ninja Commando

Reviewed by Andy, The Game Dandy

Concept:	7	<i>Ninja Commando</i> is set in a different perspective than other Neo•Geo games, which is one of the best things about this cart. However, they have way too many ninja games. New characters would have been cool. The overall look and story of the game reminded me of the arcade game <i>Time Soldiers</i> .
Graphics & Animation:	9	I have yet to see a Neo•Geo game fail in this department, and probably never will.
Sound:	9	The 15 channels of sound pump out some of the best music you'll hear, next to CD of course.
Playability:	8	This game is a finger-pumper. The size and strength of your shot depends on how fast you can push the button, so prepare for a sore hand after a good game.
Entertainment Value:	7	The only problem with every Neo•Geo game is that they are too easy. With a memory card you can finish almost every game in about an hour or two. It's a shame to put such good software and hardware to waste.
Overall Rating:	8	

effects and enough variety for any gamer. With so many moves, it will keep your thumbs pumping for quite some time.



Ninja Commando Review

Reviewed by Ross, The Rebel Gamer

Concept:	7	Hey look, it's <i>Ikari Warriors</i> for Neo•Geo! It's definitely not a new concept shooter, but it does have a few new features like stronger fire power as the fire button is hit more rapidly.
Graphics & Animation:	9	Somebody tell me of any 54 Meg that has lousy graphics and animation.
Sound:	9	Neo•Geo's strongest feature, in my opinion, is the sound quality. <i>Ninja Commando</i> uses everything possible to reach godliness in the sound department.
Playability:	8	A well-rounded game that's not too hard, not too easy, but always challenging. The players were easily controlled and achieving top firepower wasn't tough.
Entertainment Value:	10	I loved this cart from start to finish. <i>Ninja Commando</i> has the perfect balance between shooter and adventure!
Overall Rating:	8.75	



Joe and Rayar seek out Nobunaga.

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Entries must be received by December 14, 1992. Winners will be announced in the January issue of Game Informer Magazine. Winner will be notified by telephone and/or mail. Chances of winning are determined by total number of valid entries received. Total value of prizes is under \$5,000. This contest is sponsored by Game Informer Magazine, Kaneko, and Frito Lay®. No purchase required. One entry per person.

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CATCH THE TAITO WAVE



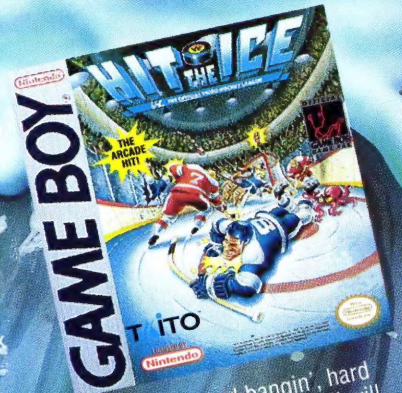
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FOR SUPER NES™



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

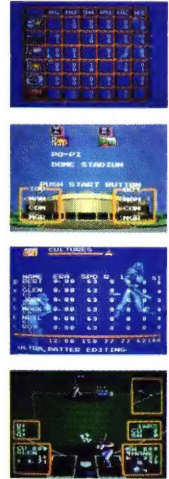
Overall	G, W-L, PCT, GB	Best 30 Individual Stats	
Team W-L		AVG AB H 2B 3B HR RBI BB SO SAC RFI CS	
Team batting stats	G, AVG, HR, RBI, BB, SO, SB, ERF	Batting Stats	
Team pitching stats	G, ERA, W-L, SV, BB, SO, HR, CG, SHO	Pitching Stats	
* SACRIFICE FLY			
GAMES	5, 30, 60 AND 195 GAME SEASONS TO CHOOSE 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 TOP PLAYERS ARE CATEGORIZED AND SEEN AS WELL.		
STADIUMS	THERE ARE 8 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 PLAYS YOU CAN USE.		
ULTRA PLAYS	39 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. ALL THE IMPORTANT STATS, AND EVEN THE UNIFORM COLOR, IMPRINT 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, FOLLOWING TEAM RANKINGS IN BATTING AND PITCHING ARE UPDATED AS INDIVIDUAL STATS.

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!
ADD A WHOLE NEW DIMENSION OF FUN TO BASEBALL WITH THE WACKY ULTRA PLAYS. A PITCHER SPLITS INTO FOUR! THE WHOLE BASEBALL GETS REVOLVED! THE SPEED OF THE BALL REACHES 200 MPH! FIELDER JUMPS HUNDREDS OF FEET INTO THE AIR! THERE ARE 39 DIFFERENT ULTRA PLAYS ALL TOGETHER TO SURPRISE YOU!



A FULL SCALE EDITING FUNCTION LETS YOU EDIT 432 PLAYERS, THE UNIFORM COLOR, BATTING STANCES, PITCHING FORMS, AND MUCH, MUCH MORE.

IT'S THE SUPER NES™ VERSION OF "BASEBALL SIMULATOR 1,000™" WHICH WAS AWARDED "BEST NES™ SPORT GAME OF THE YEAR" FROM GAME PLAYERS™ MAGAZINE IN 1990.

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

SEE THE CHART FOR DETAILS!



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