

GAME INFORMER™

Magazine
For Video Game Enthusiasts!

November/December Issue 1992
\$3.95

Special Pigskin Preview:
Just In Time For
Football Season

GI's Holiday Buyer's Guide:
Great Gamer Gift Ideas

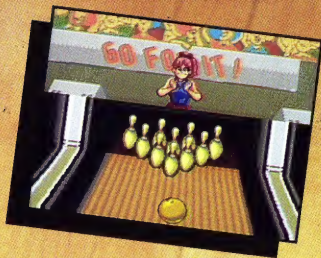
Sega's Super Season:
Sonic 2 and
Sega CD
Are Here!

**Make Tracks
With a Cool Cat...
Chester Cheetah Introduces
His First Video Game!**

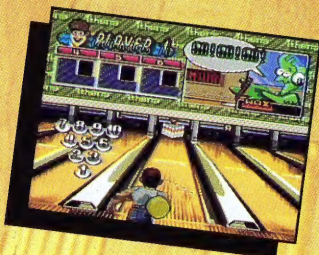
Life In The Fast Lane.



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



You're in charge:
Control Lane Position,
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-
tically after an oil
change.

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.

- Action for 1 to 4 Players
- Four Cool Characters With Unique Styles and Attributes
- Standard 10-Frame "Turkey" Bowling
- Unique Nine-Hole "Golf" Bowling Course
- Set Your Own Pins in Practice Mode



Endorsed By The



Take It To The Streets...

CRASH 'N' THE BOYS™ STREET CHALLENGE

"Crash" Cooney and his posse from Southside High own every sports record in Spring Hill history. Legends? Heroes? Not in this town—where Todd Thornley and all the rich snobs up on the Hill think Southsiders are low-lives.

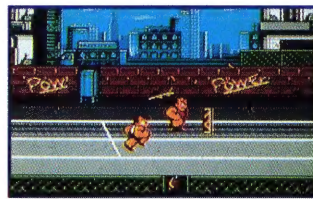
So Todd and the silver-spoon mama's boys at the three "Hiller" schools have issued a desperate challenge to save their fading reps: Let's take it to the streets in the Southside...no rules...no refs...no penalties—and we'll see who comes out in one piece.

And just in case the Hillers can't handle Crash 'N' The Boys, Todd's rich daddy has fielded Team Thornley—a ringer group of super-athletes from Thornley Industries.

Five radical events. Five motivated teams. Five members per team. Only one winner.



Hot Sports
Action For 1-4
Players!



Southside's Crash Cooney sets another 400M Hurl-Ies course record. Crash and the Southside Boys—Cheese, Noise, Dragon and Sting-Ray—put the Hillers to shame.



Todd Thornley forgets to let go and takes a ride in Hammer Throw Golf. His Washington High team has been humiliated by Crash once too often. This time it's personal.



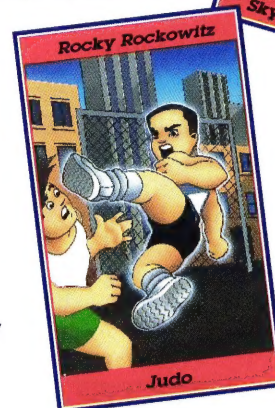
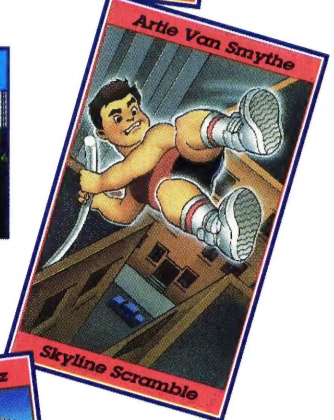
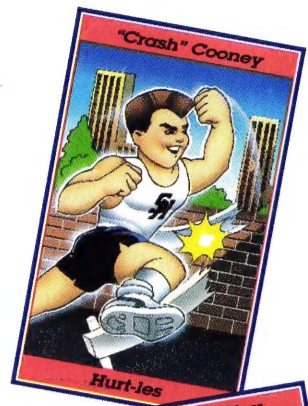
"Spreck" Spreckles, Jefferson High's captain shows his lethal moves in the Water Slaughter. He thinks Lincoln and Washington are almost as bad as Southside. Almost.



Artie Van Smythe vaults from rooftop to towering rooftop in the Skyline Scramble. Lincoln High's team captain despises the Southsiders—especially Crash.



Rocky Rockowitz makes use of the devastating super kick in the Judo event. The elite, computer-controlled Team Thornley is out to crush Hillers and Southsiders alike.



Crash 'N' The Boys TM and ©1992 American Technos, Inc. All rights reserved. American Technos and its logo are trademarks of American Technos, Inc., 19200 Stevens Creek Blvd., Suite 120, Cupertino, CA 95014.

Nintendo, Nintendo Entertainment System and the Nintendo Seal of Quality are registered trademarks of Nintendo of America Inc. ©1991 Nintendo of America Inc.



Licensed by



Game Informer Index

Game Consultants & Reviewer Summations.....4	Super High Impact, A Review.....22	Tech Talk <i>A Safer Way to Play</i>49
GenCon Game Fair <i>A Smorgasbord For RPG'ers</i>6	Super Play Action Football, A Review.....26	Andro Dunos, A Review.....50
Dragon Warrior IV, A Review.....8	Atari's NFL Football, A Review.....28	Fun Club Tip Line <i>Strategies From Our Readers</i>52
The Jetsons, A Review.....10	Football Forecast.....30	Switchblade II, A Review.....56
Bart's Nightmare, A Review.....12	Captain America & the Avengers, A Review.....32	Sonic 2, A Preview <i>Catch 'em if You Can</i>60
Chester Cheetah "Too Cool to Fool," A Review.....14	Special Holiday Buyer's Guide <i>For the Gamer on Your List</i>34	Tazmania, A Review.....62
Special Pigskin Preview Introduction.....18	Shapeshifter, A Review.....46	Sega CD, <i>The Future Has Arrived</i>64
John Madden '93, A Review.....20	What's Hot <i>Rumors & News</i>48	

LETTER FROM THE EDITOR

By Elizabeth A. Olson

It's Holiday time once again. That means the race is on for licensees to get their products on the shelves in time to take advantage of all those gift-giving dollars. And oh, what a Christmas this will be for gamers everywhere!

Sega promises to have more than one present under the tree this season. Gamers have anxiously been awaiting November 24th, otherwise known as *Sonic 2's* day, and the arrival of the Hedgehog's sequel. This time he's brought along a friend. And more than one high-tech videophile will be asking Santa for the new **Sega CD ROM**, due in stores this month. We'll take a look at these and other great gift ideas in our **Holiday Buyer's Guide**.

If the change in seasons turns your thoughts to football, we have something special for all you arm-chair quarterbacks. Our **Pigskin Preview** features *John Madden '93* and *Super High Impact* for the Genesis, *Super Play Action* and *NFL Football* for the Super Nintendo, and *NFL* for the Atari Lynx. Plus, take a peek at those gridiron titles still in development.

If battling dragons and saving the kingdom is your thing, role-players will be happy to see the latest from Enix, *Dragon Warrior IV*, and our coverage of the **GenCon Game Fair**.

The coolest cat in town is putting in an appearance on our cover. **Chester Cheetah** is here to introduce his new *Too Cool Too Fool* cartridge. But why take up space telling you about it here? Hurry and turn the page!



Subscription Notice

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

Subscribe now for only \$17.88 and receive six action-packed issues; one every other month. That's almost \$1.00 off each issue.

Look for the subscription card in the issue and sign up today!

We're Waiting To Hear From You!

We'd love to hear about any tips or hints you've discovered. If we print your tip, **you'll receive \$20.00**. Send only unpublished tips, please. You will be notified by a letter once the issue has gone to print. We are sorry, but you will not be notified if your tip is not selected.

Send your tips to:

The Fun Club Tip Line
10120 W. 76th Street
Eden Prairie, MN 55344

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.**

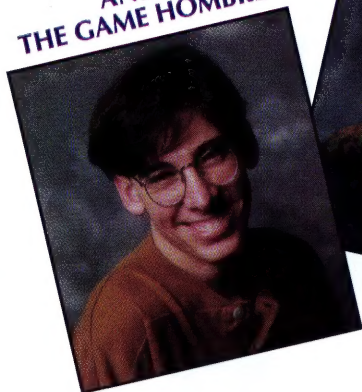
THE BEST GAMES IN THE WORLD™

Bullet-Proof Software, Inc. • 8337 154th Ave. N.E. • Redmond, WA 98052 • (206) 861-9200
Copyright ©1991, 1992 Xanth Software F/X, Inc. All rights reserved. Original game and design ©1987. Distributed under license from Xanth Software F/X, Inc. FaceBall 2000 is a trademark of Bullet-Proof Software, Inc. Nintendo, Super Nintendo Entertainment System, Super NES and Game Boy are trademarks of Nintendo of America Inc. ©1991 Nintendo of America Inc. Bullet-Proof Software is a registered trademark of Bullet-Proof Software, Inc. ©1991 Bullet-Proof Software, Inc.

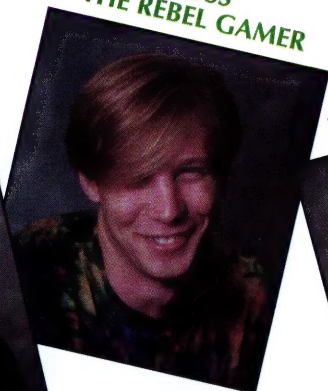


This Issue's Reviews... The Bottom Line

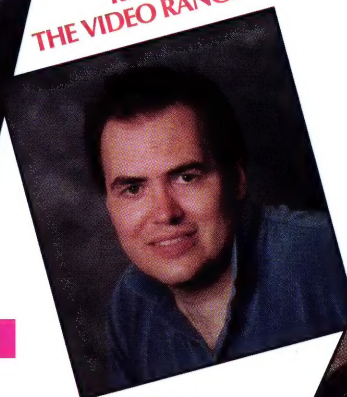
ANDY
THE GAME HOMBRE



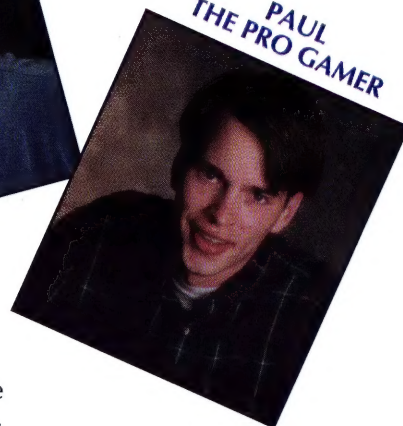
ROSS
THE REBEL GAMER



RICK
THE VIDEO RANGER



PAUL
THE PRO GAMER



How Game Informer Reviews Work...

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

VIDEO GAME TITLE	LICENSEE	SYSTEM	G.I. PAGE #	REVIEWERS' SCORES				BOTTOM LINE
				ANDY	ROSS	RICK	PAUL	
Dragon Warrior IV	Enix	Nintendo	Pg. 8	7.5	7.5	9	—	8
Chester Cheetah	Kaneko	SNES	Pg. 14	8.25	9	—	7.75	8
Bart's Nightmare	Acclaim	SNES	Pg. 12	9	—	8	9	8.75
Captain America	Data East	Genesis	Pg. 32	—	8.25	7.25	8.25	8
Shapeshifter	TTI	Turbo-CD	Pg. 46	8.5	7.75	8.5	—	8.25
Andre Dunos	SNK	Neo•Geo	Pg. 50	7.5	5.5	5.25	—	6
John Madden '93	Electronic Arts	Genesis	Pg. 20	9	—	8	9.25	8.75
Spr. High Impact	Acclaim	Genesis	Pg. 22	8.75	9.75	—	8.75	9
Spr. Play Action	Nintendo	SNES	Pg. 26	—	5.5	7	6	6
NFL Football	Atari	Lynx	Pg. 28	8	7.75	—	7.75	7.75
Switchblade II	Atari	Lynx	Pg. 56	8.25	—	7	8	7.75
The Jetsons	Taito	Game Boy	Pg. 10	8.25	—	7	7.5	7.5
Tazmania	Sega of America	Game Gear	Pg. 62	—	6.75	6.5	8.25	7.25

Dear Game Informer:

I'd like to say what a great magazine you have. I've seen and read other video game magazines and yours is by far the best. I especially liked your Summer issue on RPG's.

Kyle Henry
Rocky Point, NC

*Thanks, Kyle! We think our magazine is pretty great too! If you enjoy RPG's, check out the **Dragon Warrior IV** review and the article on GenCon found in this issue. We've got another action packed issue for you this time with our Football Feature—Pigskin Preview.*

-Ed

I love *Desert Strike* for Genesis, it's the best game I've ever played on any system. I have the Genesis and am looking for similar games with the same kind of playing aspect. I need your recommendation on a game or games that I can purchase with a lot of action and excitement, but with a little relief in between. I bought *Outrun* based on the article in the *Game Informer* and was not disappointed, but it is very action-packed with no breaks in between.

Robert Lazich
Wisconsin Rapids, WI

*We agree that **Desert Strike** is a great cart (Summer '92 issue), and part of what makes it so good is that it is original in its gameplay. Look in our Christmas Buyer's Guide for **LHX Attack Chopper**, new from Electronic Arts, for the Genesis. It has a similar gameplay structure. We were unable to think of another hot cart that alternates between hard-hitting action and a slower mode. Readers, want to help us out?*

-Ed.

At the present time, Marvel comics are hotter than ever! I read nearly every title from Marvel, so naturally I was pleased when I walked into an arcade and saw three of my

favorite comics transformed into coin-ops; *Spiderman*, *The X-Men*, and *Captain America and the Avengers*. I was instantly hooked and spent about \$10.00 on each game. *Game Informer* is the only magazine that gives top-quality information, so I came to you for a possible answer. Is there any hope of seeing any or all of these coin-ops released on the Sega Genesis System?

Derrick Campbell
Savannah, GA

*Derrick, we have some good news and some not-so-good news. **Captain America and the Avengers** is due out from Data East for the Genesis around Thanksgiving. *Check out the review in this issue. Acclaim is busy at work on **Spiderman & X-Men** for SNES, **Spiderman: Return of the Sinister 6** for NES and **The Amazing Spiderman 2** for Game Boy, all due out soon. However, Acclaim is doing more cross-over development with their popular titles, so these may see Sega yet.**

-Ed.

I think you have one of the best mags around because you have reviewers that know what they are talking about and don't down the Nintendo just because it is 8-Bit. I think we should remember that the NES was the major factor in the revitalization of the video game industry, and I know technology is ever-expanding, but I will always be loyal to the old NES. Great magazine, keep up the good work.

Tim Coombs
South Paris, ME

Tim, many members of our staff share your sentiment and will remain as loyal to their Nintendo as their Atari and Colecovision. Thanks for your letter.

-Ed.

November/December Issue 1992

Richard A. Cihak
Publisher

Elizabeth A. Olson
Executive Editor

Kimberley Thompson Benike
Editorial Consultant
Production Manager

Kerry Cousineau
Art Director

Andrew McNamara
Editorial Assistant

Paul Anderson
Rick Petzoldt
Andy McNamara
Ross Van Der Schaegen
Video Game Consultants

Gail Carlson
Production

Thomas Blustin
Production Intern

Andrew Lunstad
Contributing Writer

Chris Grun
Debra Johnson
Illustrators

Advertising Sales
Walter Baumgartner
Richard S. Cegielski
National Advertising Sales Directors
144 Oak Court
Barrington, IL 60010
(708) 381-8770

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

Tony Sureau & Associates
Northwest Coast Sales Representatives
11531 197th Southeast
Snohomish, WA 98290
(206) 668-7978

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

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

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

Entire contents copyright 1992. *Game Informer Magazine*. All rights reserved; reproduction in whole or in part without permission is prohibited. *Game Informer* is a trademark of FUNCO, Inc.

Products named in these pages are trade names, or trademarks, of their respective companies.
For a copy of *Game Informer Magazine*, please call Gary Gillem at our Circulation Department (612) 946-7245.

BPA Membership Applied for September 1992

GenCon Game Fair '92: The Stuff of a Role Player's Dreams



By Andrew Lunstad

If you happen to see a kid on your block wearing a "Don't Mess with a Minotaur" or "Cthulhu '92" t-shirt, ask him if he's heard of the GenCon Game Fair. The chances are good you'll get a resounding "Yes!" This is because he's probably been playing role-playing games like *Dungeons and Dragons*™ or *The Call of Cthulhu* for some time, and dreams of one day attending GenCon, the Mecca for serious gamers.

For years, role-playing games have given kids like this a chance to lose

themselves in their own unconventional worlds of lasers and magic. The drawback was that most games of this genre had thick rule books and took hours to play, which is a little more time and effort than most people are willing to invest in a game.

However, the technology of home entertainment has grown by leaps and bounds since TSR shipped its first copy of *The Dungeon Master's Guide*. Now, role-playing games are available for most personal computers and home entertainment systems. In this form, the computer or video system takes care of the tedious details, leaving the fun and adventure for the player. Role-playing games have crossed over into the mainstream once dominated by arcade and action entertainment.

The GenCon Game Fair has grown with these changes and attracts software manufactures like Origin Systems and Microprose to its halls. Game Fair attendees now have the option of playing the role of a knight questing for the Holy Grail in the morning, checking out the latest 3D-helicopter simulation game at lunch, and sampling *John Madden's Football '93* in the afternoon. Nevertheless, even a schedule ambitious as this would leave the majority of the fair's other attractions un-tested.

This year at GenCon, several national gaming networks showed off their latest systems.

Gaming network systems allow folks with a computer and a modem to dial into the network and explore computer-generated worlds, partnered with or pitted against other computer

users

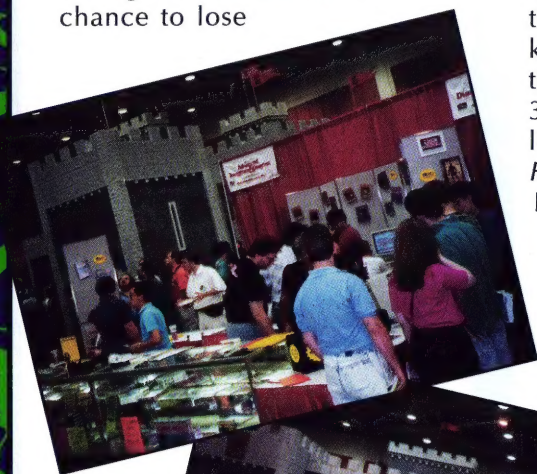
across the country.

Instead of being limited to battling computer opponents, gamers in the network have the opportunity to match wits with a flesh-and-blood adversary.

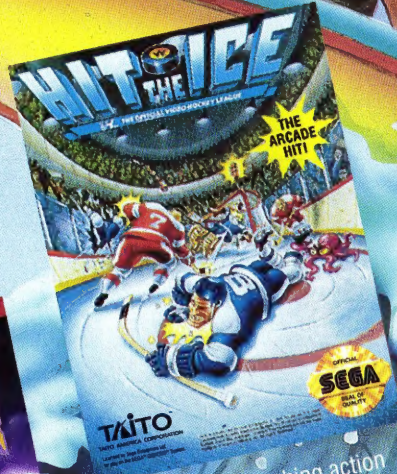
Authors of various popular Science Fiction and Fantasy books are a common sight at GenCon. They are seldom too busy to refuse to autograph a copy of their latest book, and will gladly point you to the Fair gallery where the original cover art from their book is on display.

A big first for GenCon this year was the appearance of Sega of America. This marks the first time ever that a major manufacturer of home game systems participated in the Game Fair. And judging from the enthusiastic attendance at their booth, it will most likely not be the last. The popularity of their booth was largely due to the six Genesis and two Game Gear systems that were set up for the public to play.

Each year GenCon offers something new and exciting for its attendees. I've been to several Game Fairs and have never been disappointed. Although I would hesitate to recommend the Fair to anyone with no interest in role-playing games, the introduction of electronic games to the show makes it worthwhile for even the casual RPer. The GenCon Game Fair takes up a four-day weekend, from Thursday to Sunday, in August. It is held in Milwaukee, Wisconsin and costs \$30 to \$40 for all four days, not including accommodation. Observer ticket prices run approximately half as much. It's money well-spent, if you enjoy games. So if you're looking for something to do next August, I'll see you there.



CATCH THE TAITO WAVE



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

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



You and your three pals will journey through maze after maze packed with crazy creatures and hair raising adventure. They'll have you climbing the walls and hanging from the ceiling.



You and your trusty boomerang are on a secret seek and destroy mission. This is action with a cutting edge that will keep on comin' back for more.



While supervising the Button Pusher Division of Spacely Sprockets, George Jetson notices that the robots and computers are malfunctioning. With the help of Jane, Judy, and Elroy, George's mission is to find and stop the cause of this problem.



Fred uncovers a treasure map and sets off on a wild adventure to find the loot. Help Fred through seven adventure-filled stages in this journey.

Taito, Power Blade 2 and Little Samson are trademarks of Taito Corporation. The Jetsons® and The Flintstones® are registered trademarks of Hanna-Barbera Productions, Inc. ©1992 Hanna-Barbera Productions, Inc. Hit The Ice™ ©1992 Taito Corporation. ©1990 Licensed from Williams Electronic Games, Inc. Nintendo, Nintendo Entertainment System and Game Boy are registered trademarks of Nintendo of America, Inc. Sega and Genesis are trademarks of Sega Enterprises Ltd. ©1992 All Rights Reserved.

Craving An Adventure? Try Dragon Warrior IV For Your NES



The days are growing shorter and one week slips into another. That little chill in the air has turned into a deep freeze and the snow is no longer a novelty. Work and school have become routine and there's no thrill in the new fall line-up. Sounds like you could use an exciting adventure.

Funny, that's just what *Dragon Warrior IV* has in store. This installment of the *Dragon Warrior* series reads like a collection of adventure stories, running together in the final chapter for the ultimate quest. Each of the first four chapters in this legend revolves around its own cast of characters and its own adventure. The fifth chapter brings all of these heroes together under your leadership to track and destroy the demon that has dogged each character on their previous quest.

Dragon Warrior IV takes place in a world composed of four continents, each containing mountain chains, deep valleys, rivers and expanses of water. Chapter One begins in Burland, where tragedy has struck. Children throughout the kingdom have been disappearing. As Captain of the Royal Soldiers, Ragner sets forth to the land of Izmit in search of Loch Tower and the missing children.

Chapter Two takes you to the Kingdom of Santeem, where you'll

Dragon Warrior IV Review Reviewed by Andy, The Game Hombré

Concept:	8	While the <i>Dragon Warrior</i> theme isn't new, it works well. This quest is a culmination of the first three, with new additions to improve the overall gameplay.
Graphics & Animation:	8	Role-Playing games aren't known for their graphics, but this game is colorful and has lots of characters to break up the battle scenes.
Sound:	5	The soundtrack is the same throughout the series. The music in any role-play can be turned off anyway, so who cares?
Playability:	8	The control is straight forward and easy to follow. If you have played a role-playing game before, this one plays much the same.
Entertainment Value:	8.5	If you like role-playing games, you will love this one. The <i>Dragon Warrior</i> series is now a Nintendo classic and will hopefully make its way to the 16 bit. Until then, the Nintendo version does nicely.

Overall Rating: 7.5

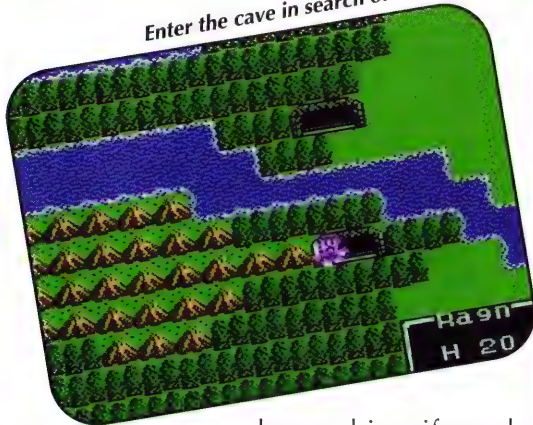
find a frustrated Princess Alena. She yearns to leave the protective walls of her father's castle in search of excitement, but the strong-willed King will have no part of it. Our resourceful Princess plans her escape and begins her adventure through the dangers of the outlying regions. Alena's strength and intelligence will



guide her way through Surene to Endor, as she proves to be a capable adventuress.

Chapter Four introduces Taloon, an ambitious arms merchant. He dreams of becoming his own boss, but cannot afford his own shop. He

Enter the cave in search of treasure.



leaves his wife and children in the village of Lakanabe to find or earn a great fortune. Taloon may successfully seek his fortune, but the King may not grant him a shop permit. Coming to the aid of Endor's unhappy Prince may sway the King's decision.

The sisters of Monbaraba are the heroes of Chapter Four. Their father, Loro, was a famous blacksmith who died suddenly of mysterious causes. Nara, a fortune-teller, and Mara, a dancer, have vowed to uncover the cause of their father's tragic demise. Their search for answers leads them to Kiev, Keelon and beyond.

The fifth and final chapter brings these Chosen Ones together through a twist of fate. They will aid our hero, you, as you face the evil demon. The gossip of the townspeople may come in handy. You'll encounter several uncontrollable characters that join your party just for fun. They can be

Dragon Warrior IV Review

Reviewed by Rick, The Video Ranger

Concept:	9	<i>Dragon Warrior IV</i> has an excellent story line with four different chapters featuring different heroes, and a finale where the warriors from each chapter join in battle to overcome the ultimate enemy.
Graphics & Animation:	7.5	The graphics were very good as NES RPGs go; lots of colors, scenery and detail.
Sound:	7	The sound effects were above average and I liked the music.
Playability:	8	The menu was easy to access. If you watch for clues, such as an "E" next to the characters when purchasing weapons or armor, you could save alot of wasted effort. The challenge was definitely there, as playing without caution or planning will cause you to die several times.
Entertainment Value:	9	<i>Dragon Warrior IV</i> ranks with the best 8-bit RPGs. The storyline drew me in, the graphics were easy on the eyes, and the gameplay features kept it from getting boring or too repetitive.

Overall Rating: 9

frustrating at times, but more often prove to be helpful. The Explorer's Handbook will provide the necessary clues about your weapons, uncontrollables, and the land you are about to embark upon. But only you can determine the story's outcome.



Battle the familiar red slime and Kaskos Hoppers.



Enjoy the scenery along the way.

Dragon Warrior IV Review

Reviewed by Ross, The Rebel Gamer

Concept:	6	I'm sure that most Nintendo RPGers have at least one of the <i>Dragon Warrior</i> carts. The saga continues with <i>Dragon Warrior IV</i> .
Graphics & Animation:	8	Just like those preceding it, the graphics improve with each new edition. If you find a good thing, stick with it.
Sound:	7	I felt the music was a plus for this cart, although the scores were somewhat repetitive.
Playability:	9	The challenge was well balanced. Enix gives you enough to get you where you need to go, but without really telling you what to do.
Entertainment Value:	8	I think I'll spend more than a few hours playing <i>Dragon Warrior IV</i> , or watching Rick play and learning from his mistakes!

Overall Rating 7.5

"Meet George Jetson..." A Space-Age Hero For Your Game Boy



Somewhere in TV-land, just thirty minutes into the future, lives your average space-age family. But something is about to threaten the peace among the stars. George was hard at work, supervising the Button Pusher Division of Spacely Sprockets, when the robots and computers began to malfunction. "How do you stop this crazy thing?!" Spacely's sure to fire you for this one. That is unless you can find the source of the problem and fix it first.

Just then, Jane calls from the Shopping Mall in a panic. It seems that robots are running rampant through the shops. Elroy reports the same news from the Space Ball Stadium and Judy's cry for help from the Rock Concert confirms it. "Rut-row, 'reorge." This problem is bigger than we thought, so you'll have to work fast!

Taito has brought the whole family together in this adventure. You start in three pre-stages through

the Mall, Stadium and Concert Hall. Lead Elroy, Judy and Jane through these areas, collecting items that will help George in the main four stages of the game. He must first get his family to safety. Finally, he must make his way through the Cogswell Cogs factory to discover the cause of this trouble and put an end to this industrial espionage.

Each family member has their own special weapons and items necessary to get through their level. Elroy must reach the Stadium roof with the help of only his ball and exploding boxes located throughout the level. Judy can use her Magnetic Boots to

The Jetsons Review

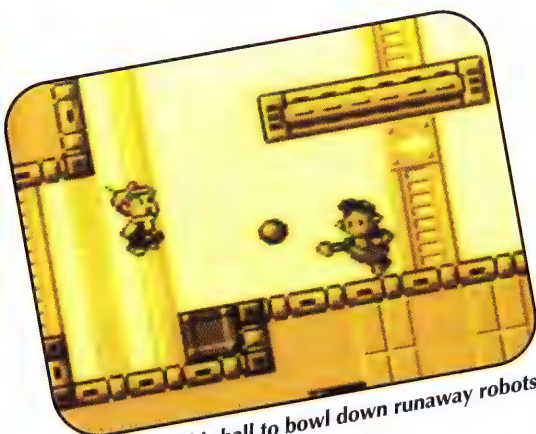
Reviewed by Paul, The Pro Gamer

- Concept:** 8 Making one of my favorite cartoon families into a game cart is not something new. The way Taito incorporates the use of Jane, Judy, Elroy or George is what makes this cart cool.
- Graphics & Animation:** 8 I was impressed by the graphics for this game. All the characters move well; they are crisp and well defined. Not bad for the Game Boy.
- Sound:** 6 The music and sound had no real impact on me. It was just the basic booms and blips.
- Playability:** 7 You must make use of the extra equipment given to the family to get anywhere. I had no problem getting the hang of this one, but it was challenging enough to hold my interest.
- Entertainment Value:** 9 The variety of play and character choices make *The Jetsons* a great Game Boy cart. The levels are challenging and, by making them a bit like mazes, the game rises above most carts of this style.

Overall Rating: 7.5



Judy's gravity boots come in handy.



Elroy uses his ball to bowl down runaway robots.



climb on the walls and ceilings, avoiding dangerous spiked areas. Her jet-powered skateboard will help her out of a jam and boxes become her weapon. Jane makes short work of the Shopping Mall with the help of her Jetpack, boxes and Space Car. All of the characters begin with three lives and three continues. You can store up to ten hearts at a time, but when they run out, you lose a life. Hidden along the way are energy capsules that will restore one heart. Energy tanks will restore all of your

The Jetsons Review

Reviewed by Andy, The Game Hombre

- Concept:** 8 *The Jetsons* is your basic Mario-type, action/adventure game. However, it does have some new things that make it interesting and a cut above most Game Boy games.
- Graphics & Animation:** 8 Straight from the cartoon; this game has good backgrounds and fun characters.
- Sound:** 8.25 Yes, it has the theme song we all know by heart.
- Playability:** 9 Involving all the characters makes the game more interesting to play. Play one level with Elroy; the next level with Judy. Each character has their own power-ups, so mixing up the order keeps it interesting.
- Entertainment Value:** 8.75 *The Jetsons* is unavoidably a fun game. The challenge falls smack in the middle of the spectrum; perfect for the younger or older player.

Overall Rating: 8.25

hearts and heart containers will increase your possible number of hearts by one. Special items are represented by diamond symbols. Collect ten of these for an extra life.

The *Jetsons* will find three types of boxes; those that explode upon impact, those that explode after bouncing three times and bomb boxes. You'll also find doors that lead you along the main route, to

another level or into secret rooms and passages.

The Jetsons is both an entertaining and challenging adventure for players of all ages and abilities. The great theme music and familiar characters make this a perfect choice when you want to get lost in space.

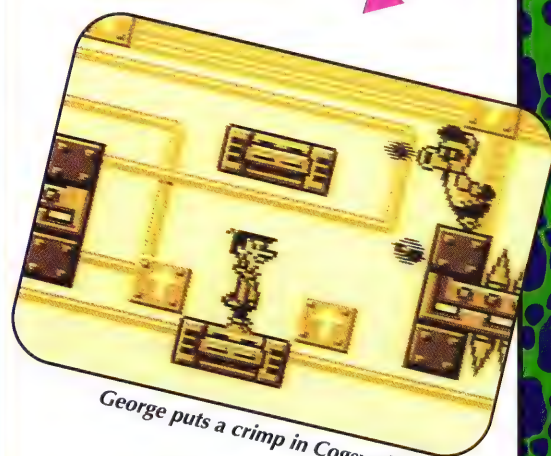


The Jetsons Review

Reviewed by Rick, The Video Ranger

- Concept:** 7.5 Meet the Jetsons...they're all here. *The Jetsons* is a creative video game that uses the different family members, giving them each unique abilities.
- Graphics & Animation:** 8 You'll find clean, nicely detailed graphics and varied, smooth animation.
- Sound:** 6 Typical background music.
- Playability:** 7 Don't fly or jump too high or too low, or you are in trouble. Precise control is necessary and provides a more challenging than usual game.
- Entertainment Value:** 6.5 *The Jetsons* is a better than average game. However, I found myself getting tired of it quickly. I think with the cartoon quality graphics and animation available on Genesis these days, I would have really liked to see *The Jetsons* on the big screen.

Overall Rating: 7



George puts a crimp in Cogswell's plan.

Bart's Nightmare is a Dream Come True For Simpsons Fans



He's back and this time he's on your **Super Nintendo**. Bart's determined to finish his studying and, like many of us faced with the boredom of homework, he dozed off right in the middle of it. But this was not going to be one of those restful sleeps. Bart begins to dream that a gust of wind has swept his papers out the window. Oh, Man! He'll have to go after them or he's sure to fail, condemned to the fourth grade forever.

Like most dreams, *Bart's Nightmare* is filled with many of the people in his life, different scenarios, and weird imagery. Bart begins by chasing his homework through the busy streets of Windy World. Collect "Z's" along the way or Bart will gradually wake up to academic disaster. Try anything to get through Windy World, like splatting characters with your bubble gum, spitting watermelon seeds, or changing shape. Hey! This is a dream, remember? If he's successful, he's transported to a series of doors. Each door leads to another adventure, more strange than the last.

One door takes you to the world of "Bartzilla: Crusher of Cities, Master of Motorists." Bart is transformed into a huge lizard beast. He must stomp his way through the city, destroying everything in his path. Spit great fireballs and shoot lasers

Bart's Nightmare Review

Reviewed by Rick, The Video Ranger

- Concept:** 8 Bart is busy doing homework. He finishes it and falls asleep, then his papers blow out his open window. Your assignment is to recover Bart's homework from an assortment of enemies so mind boggling that they could only occur in *Bart's Nightmare*.
- Graphics & Animation:** 8.5 Show me a picture of Bart from the TV show and I'll show you one from *Bart's Nightmare*; no difference. These are some of the best cartoon-style graphics I have seen.
- Sound:** 7.5 Good background music and sound effects. I was a little disappointed that it didn't include more Simpson voices.
- Playability:** 7 This is not an easy game. Enemies come at you unexpectedly from everywhere. Bart handles well and does not require using all the buttons, which is a plus.
- Entertainment Value:** 8.5 *Bart's Nightmare* is an innovative game. It's not quite as true to the show as *Space Mutants*, but if you like the Simpsons and you like video games, do the right thing and buy this game to save Bart's academic career.

Overall Rating: 8

from your eyes without getting massacred by the puny jets and tanks. Another door leads to "The Temple of Maggie" located in the darkest corner of the Springfield Rain Forest. Our famous homework hunter, Idaho Simpson, must brave the temple's ancient walls and crumbling floors. Holy caped crusader, Bart-man! The next Worldly World finds our hero aiming his high powered slingshot at the missiles and paper airplanes in his path.

Those lovable cartoon characters, Itchy and Scratchy put in a guest appearance in the fourth world. They're up to their usual slapstick



Out-bash Itchy & Scratchy.

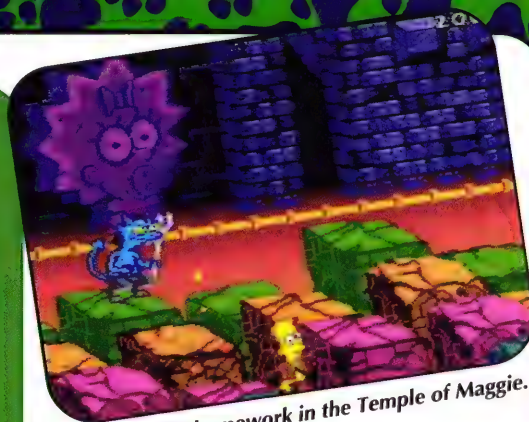


High-flying fun with the Bart-man.

Bart's Nightmare Review

Reviewed by Paul, The Pro Player

- Concept:** 9 Whoa, mama! *Bart's Nightmare* takes you on a quest to recover Bart's lost homework. You must find all of the pages, passing hilarious and challenging levels, if Bart is to get a good grade.
- Graphics & Animation:** 9.5 Imagine watching an episode of "The Simpsons" in which you control Bart. The colors and images are outstanding. The designers at Acclaim put in long hours to create all the different character sprites and backgrounds.
- Sound:** 9 The samples taken of Bart's voice are awesome; and the music that accompanies the different levels keep your toes tapping.
- Playability:** 8 This game definitely takes some getting used to. On the street scene, the 3-D effect makes it a little hard to jump and collect items. Playing the other levels will take some practice, but they are a lot easier in terms of player control.
- Entertainment Value:** 9.5 This is an outstanding game. The difficulty will give you hours of playing time.
- Overall Rating:** 9



Hunt for your homework in the Temple of Maggie.

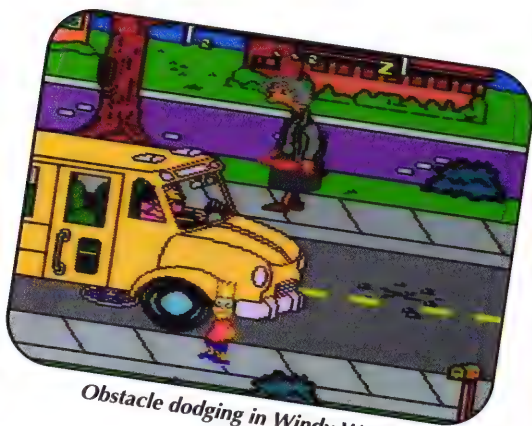


Bartzilla on a rampage.

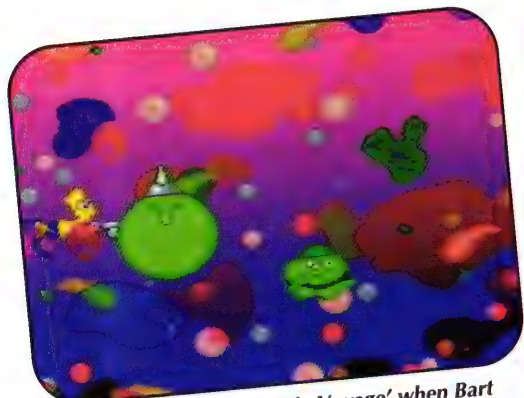
antics, only this time they're after you. Finally, you find yourself in Bart's Bloodstream. Try to capture the

final page of your homework, but you're not alone. There are two lethal viruses, British Tommy Virus and Von Got-U Virus, floating through your plasma ready to wage a major war. You'll have to catch some "Z's" in order to achieve that "A", so stay

asleep as long as you can. Gather the missing pages before you wake and you'll graduate with flying colors.



Obstacle dodging in Windy World.



It's a 'Fantastic Voyage' when Bart enters his own bloodstream.

Bart's Nightmare Review

Reviewed by Andy, The Game Hombré

- Concept:** 9 *Bart's Nightmare* is one of the most original action games I've played in a long while. The idea of waking up when your game is over is great. The different scenarios and game play for each different level: Excellent!
- Graphics & Animation:** 9 Playing this game and watching the TV show are almost identical. The graphics will blow you away.
- Sound:** 9 Bart adds his obnoxious comments throughout the entire game. "Cool, Man."
- Playability:** 9 The control for Bart is different for every level. That keeps things interesting nearly all the time.
- Entertainment Value:** 9.5 This game has to be one of the best SNES carts to-date. *Bart's Nightmare* has interesting gameplay, with graphics and sound to boot. Acclaim has made this a must-have game for Bart fans.
- Overall Rating:** 9

Chester Cheetah Here, And This Happenin' Cat is "Too Cool To Fool"



He's a cool kitty from the heart of Hip City, but lately life's been a bit of a bummer. It seems Mean Eugene, the zoo keeper, has been holding Chester captive. Squaresville! But in order to make tracks, you've got to help Chester piece together the parts of his motorcycle and put on some speed. Kaneko brings this fun-loving feline to **Super Nintendo**. Mean Eugene and his pug-ugly pooch are out on patrol, and if Chester is going to split the scene he must get past a host of other obstacles. Bypass roller-skating turtles and cool caterpillars in shades while collecting power paws and extra lives. And when the zoo keeper is closing in, disappear into the city sewers. They're full of extra paws and other treats, but watch out for things that lurk in the dark.

If Chester feels a need for speed, grab up a pair of high tops and burn a bit of rubber. Snag some shades for an x-ray view, and a closer look at some hidden goodies. And like every cool dude, Chester can keep the beat. Latch on to the electric guitar to jam out some killer tunes, and I do mean killer. Chester becomes temporarily invincible when he's in the groove.

Once you've uncovered your wheels, move on to the next level for a real swinging time. There's more than a little monkey business going on. Chester bumps into possums, boxing kangaroos, and a laughing hyena on a rampage. A pesky primate makes the going a little tougher as you swing through the tree tops in search of your gas tank. Level Three takes you on an island adventure, as

Chester side-steps fish, crabs and other crustaceans. This can be a real water hazard if Chester's not light on his paws. Tip toe across hungry sharks and precarious docks while avoiding an aerial attack of hot air balloons. Reach the speedboat and make some waves as you race Eugene to the shore. Find the handle-bars and it's on to Level Four.

It's time to do a little spelunking. Vicious vampire bats and heavy metal porcupines are hot on your trail as you make your way through the dark and twisting caverns. Splat! You get smacked in the face by a baby bat...and then another. What a drag! But being the chillin' cat that you are, you shake it off and make your way to the mine shaft. This coal car is one crazy ride, but watch out for stalactites or you'll be seeing stars.

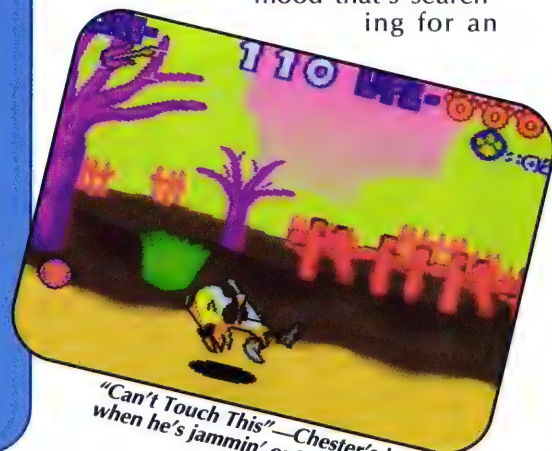
Chester proves he can keep his cool under pressure. The wacky animation will keep you in stitches; it's worth losing a life just to see him geek out when he gets hit. "Aei-aei-aei!" If you're a cool dude in a loose mood that's searching for an

Chester Cheetah Review

Reviewed by Ross, The Rebel Gamer

Concept:	10	It's not easy being cheesy, but Chester finds a way to survive. This is one cool cat.
Graphics & Animation:	9	The graphics give you the feeling of watching a cartoon. The only drawback is the slow down and slight flicker you'll experience from too many sprites in the screen.
Sound:	7	The sound is good; I like it when Chester gets clocked and goes "AIE-AIE-AIEE."
Playability:	9	There's not a whole bunch of movements to choose from; not too many buttons to push and, overall, it's easy to catch on to this cart.
Entertainment Value:	10	I loved <i>Chester</i> . I just wish this would have come out earlier.

Overall Rating: 9



"Can't Touch This"—Chester's invincible when he's jammin' out.



Dodge Mean Eugene, the zookeeper.

Chester Cheetah Review

Reviewed by Paul, The Pro Gamer

- Concept:** 7 Creating a game from a well-known cartoon character? No way! But it couldn't have happened to a better cat. Chester Cheetah's smooth, cool antics are here for the SNES. It's nothing too original but hey, Chester is way cool for a cheetah.
- Graphics & Animation:** 9 Chester and his foes are "drawn" to perfection. It looks like you're watching the commercial.
- Sound:** 8 Just as you'd imagine, there are some hilarious sounds thrown in, such as when Chester shakes his head or jams on the guitar.
- Playability:** 7 Maneuvering Chester through the various screens poses a few minor problems. It moves at a slower pace but remember that Chester is a laid back dude, so he takes his time.
- Entertainment Value:** 8 Chester's *Too Cool To Fool* is full of crazy characters and hilarious actions. I found it to be a game that doesn't stress you out, it just makes you laugh along with the action.

Overall Rating: 7.75

adventure with more than its share of fun, grab up a copy of Chester's *Too Cool To Fool*. But SNES fans won't be the only ones laughing; a Genesis version is already in the works.



Chester Cheetah Review

Reviewed by Andy, The Game Hombré

- Concept:** 8 Chester Cheetah reminds me of *Toejam & Earl*...really mellow. Chester travels armed with weapons such as Sunglasses and Sneakers. The only weak point is that, like *TJ & Earl*, the game moves at a relaxed pace.
- Graphics & Animation:** 8.5 The levels look almost picturesque. The jungle scene is filled with neon colors to create the most ideal place that you could imagine for Chester to be. His enemies are a crazy bunch themselves.
- Sound:** 8.5 The music is cool, not quite the music I would have expected for Chester, but cool just the same.
- Playability:** 8 Control is solid, but could have been better. Additions of being able to move through the dimensions of the game or when he climbs ropes could be sped up a little.
- Entertainment Value:** 8.5 Chester is cool cat with a hip game. A little slow but challenging and entertaining.

Overall Rating: 8.25



Chester's a real swingin' cat.



You get by with a little help from your friends.

11 The Hudson



Super Adventure Island

For play on the Super Nintendo Entertainment System

- Editor's Choice Gold Winner from Electronic Gaming monthly
- Spectacular Graphics Combined with incredible music
- Power-up feature transforms hero into wild skateboarder
- Weapons include: stone axes, boomerangs and fireballs

Adventure Island 3

For play on the Nintendo Entertainment System

- Combat a mysterious invasion of primitive Adventure Island
- Explore eight gigantic islands on your quest to save Jeannie Jungle
- New dinosaurs and weapons are included to defend Master Higgins
- Uncover secret bonus zones and hidden items for extra power

Adventure Island

For play on the Game Boy System

- Master Higgins goes portable in this classic South Pacific game
- Crack open treasure eggs for massive points or handy shortcuts
- Hunt through bizarre islands filled with sneaky killer traps
- Dodge snakes, bats and more as you search for your lost friend

Special note to consumers:
If you are unable to find any of these titles at
your local retailer, you can order direct by calling:
(415) 435-4486!

Best From n Soft



Felix the Cat

For play on the Nintendo Entertainment System

- Journey through nine levels of intense animated adventure
- Felix's Magic Bag of Tricks Provides dozens of helpful items
- Features many character's from Felix's zany cartoon series
- Enter hidden Magic Bags for super bonuses and power-ups

Bonk's Adventure

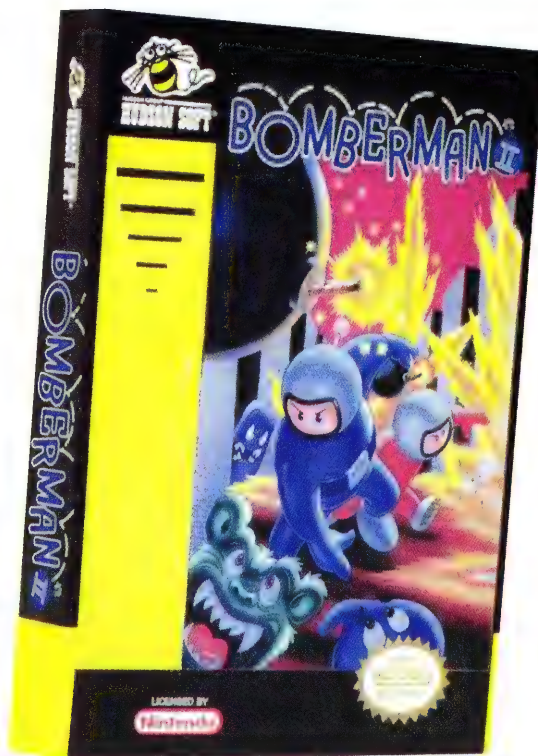
For play on the Game Boy System

- Classic video game character now available for the GAME BOY
- All-new transformations and power-ups for our cave boy hero
- Do flying head-spins and Pile-driver moves to "bonk" bad guys
- Multiple challenges in the special trial areas for extra points

Bomberman II

For play on the Nintendo Entertainment System

- New power items and poison skulls highlight the excitement
- Features include options for 2 or 3-Player simultaneous play
- Build up bigger and better bombs to blow away the enemies
- Over 50 levels of incredibly bombastic heroics in 1-Player mode



HUDSON GROUP
HUDSON SOFT[®]

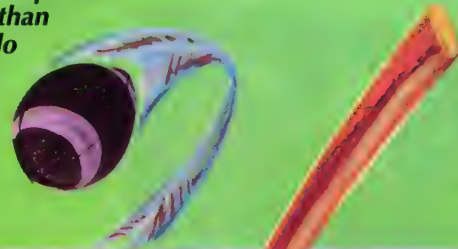
HUDSON SOFT USA, INC.
400 Oyster Point Blvd, Suite 515
South San Francisco, CA 94080
Tel (415) 871-8895

Pigskin Preview...



It's Sunday afternoon. You're kicked back watching the game. You've got your favorite high school jersey on, a bowl of popcorn, some chips and dip, and a tall cool one at your side. Does life get any better than this? But wait, this game is getting good. Somebody better do something soon or it will go into overtime. And hey, you dropped a fiver on an outside chance the Vikes would win this one. The clock's about to run down and you're at the edge of your seat...

"The game is tied 27 to 27. The ball's at the Eagles' 40. It's third and long with the clock running. Under a minute left in the game. Cunningham takes the snap, looks left and is flushed out of the pocket. He scrambles right, pumps, and tries threading a pass to Barnett. Scott, with uncanny speed, lunges in front of the ball. INTERCEPTION! He regains his balance and accelerates to the thirty-five...the twenty...the fifteen... TOUCHDOWN!"



Awesome! Now there's just enough time to clean up the popcorn you just dumped on the floor and still catch the Dallas-Seattle match-up on ESPN. Man, what a thrill! But what's an armchair quarterback like yourself to do when there's no Monday Night Football? Turn the page for some of greatest gridiron action ever to hit your home system...



LOOK OUT!!!

THE CAT'S OUT OF THE BAG!



Available
for Genesis
and SNES!

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 looses 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.

Licensed by Sega Enterprises Ltd. for play on the SEGA GENESIS SYSTEM. SEGA and GENESIS are trademarks of Sega Enterprises Ltd.

For use on your Super Nintendo Entertainment System. Nintendo and Super Nintendo Entertainment System are registered trademarks of Nintendo of America Inc. ©1992 Nintendo of America Inc.

Kaneko USA, Ltd.

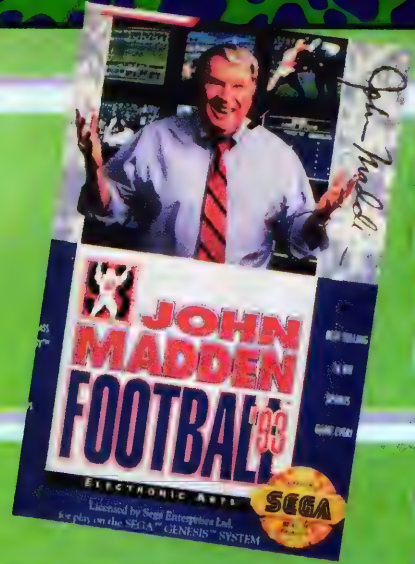
1370 Busch Parkway, Buffalo Grove, IL 60089
Phone (708) 808-1370 Fax (708) 808-1375

KANEKO®

CHESTER CHEETAH® and the character are registered trademarks of Recot, Inc. under license by Kaneko USA, Ltd. © Recot, Inc. 1992 Frito Lay, Inc. Dallas, TX 75235-5224.



He's Back and Better Than Ever: John Madden Football '93



With football season in full swing, EASN brings the latest update of *John Madden* to the **Sega Genesis**. They add something new with each installment, and this version is no exception. Every year I think Madden's game play can't get much better, yet every year Electronic Arts proves the world wrong.

From the title screen to the closing credits, this game is undeniably different. The teams are updated all the way to last-second, pre-season trades. Hershel Walker adds to the running game at Philly and Steve Young is at the wheel of the Niners. The most noticeable addition is the eight Legendary Football teams: the '17 and '0 Miami team of '72, and the '84 San Francisco team that Montana, Rice, and Craig made famous. The players' names are still missing, but their numbers are here; you'll be surprised how many are familiar.

When you put this cart in your machine, the first thing you're tempted to do is put it up; drop back into the pocket and let it fly. Bad idea. This game incorporates a passing strategy that involves reading the defense and hitting the open man. In the '92 sequel, you could hit a guy in

John Madden '93 Review

Reviewed by Andy, The Game Hombre

Concept:	9	There is nothing like playing good video football...all football season.
Graphics & Animation:	9	At first glance, <i>J. Madden '93</i> looks the same. Improvements in appearance would have been nice, but I'm not complaining.
Sound:	9	With additions of voice-overs from the man himself, this game becomes humorous. <i>J. Madden '93</i> has included all his clichés.
Playability:	9.25	With the injection of some realism, passing is not as easy as before. Interceptions are more commonplace. So stick to the ground, and there you will find improvements in control and the ability to keep the defense off-balance.
Entertainment Value:	9	Considering a better defense, a harder computer opponent, and the injection of stats, this game is a leap forward from the last. The two things it still lacks are the players' names and a multi-player season, but I guess that's for <i>J. Madden '94</i> .
Overall Rating: 9		



Play with the Greats!

the crowd almost 80 percent of the time. Those days are gone. This time, successfully passing five for ten with one interception is a good game.

With open air passing taken out, EA had to give the offense a way to move the ball. In this version the running game takes over and the gridiron is back. *Madden '93* has given a runner the ability to break tackles and make an incredible play. Barreling up the middle will actually give you some yards, whereas before you could only get a few feet. The addition of a true running game keeps the defense



It's a twelve yard gain!

Try that again from nine yards back.



off balance and allows the passing game to open up.

Controlling the ball and the clock are very important. The computer defense is greatly improved, which keeps the scores down. You will find yourself punting and kicking field goals more often than not. This puts a greater importance on your kicker's skill. Luckily, Norwood is no longer on the Bills. The weather and dome options have stayed the same, but they've added a slight twist. In the snow you'll slide, and I mean slide. You feel as if you're running on a frozen lake and this makes for some hilarious football games.

John Madden '93 Review

Reviewed by Rick, The Video Ranger

- Concept:** 7 Let's make a new football game every season. I like the play based on off-season changes in team personal and the Madden commentary.
- Graphics & Animation:** 9 The players are bigger and better. The animation is smoother.
- Sound:** 8 The hits are crunching and the Madden commentary sounds like the real thing.
- Playability:** 8 They keep making each new Madden game a little more challenging than the last one. There is a great selection of plays and options.
- Entertainment Value:** 8 For a new buyer, *John Madden '93* is the best football video game you can buy. For those who have *Madden '92*, I don't really think this cart is necessary.

Overall Rating: 9

The play selection remains almost identical to its predecessor. They added one play; a 'stop clock' feature that allows you to throw the ball away to stop the clock. You can also run a two-minute offense as long as you don't change your formation or players. With these features, an increased number of games are decided in the last two minutes.

John Madden '93 is another brilliant cart from the crew at EASN. The

leaps made in sound, playability, and animation make it another winner. If you liked '92, or even if you didn't, make sure you give '93 a look. You will not be disappointed.



Joe in the driver's seat of the '84 niners.

Slippin' and slidin'.

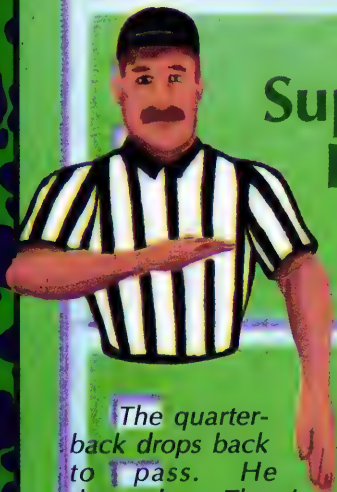


John Madden '93 Review

Reviewed by Paul, The Pro Player

- Concept:** 8 It can never hurt to add to something extra to an already excellent game.
- Graphics & Animation:** 9.5 You'll find the same sights as the previous two versions. *Madden '93* has some cool little extras that give extra polish to the players runs, catches and hits.
- Sound:** 9.5 John Madden's added color commentary makes it just like watching TV on Sunday afternoon. "BOOM! He's on his back."
- Playability:** 9 The computer defense and offense are even more intelligent, so it gives you a run for your money. Man, those guys on the '72 Dolphins must be about 50, but they can still play!
- Entertainment Value:** 10 For hard-core football fans, this is a cart you must have. The realism of the players, along with the varying abilities of each team, is what makes the Madden series my favorite football carts.

Overall Rating: 9.25



Super High Impact: Football With An Attitude



The quarterback drops back to pass. He throws long. There's a thick defensive swarm on the cornerback. He jumps...and picks it out of the air! Boom!...He's hit. Up comes the Hit-O-Meter and the announcer screams "Wicked Hit!"

That's the kind of bone-crushing, high-speed football *Super High Impact* provides



The arcade hit for your Genesis.

Super High Impact Review Reviewed by Andy, The Game Hombré

- Concept:** 8 Football is always a great concept, and to bring this arcade monster to a decent home system is what we all have been waiting for.
- Graphics & Animation:** 9 The animation in this game is excellent. This cart brings the beauty and pain of this sport home. From unbelievable diving catches to spine splitting tackles, this game has what the others have missed.
- Sound:** 9 Using digitized voice-overs makes a game more entertaining to play. Add high intensity music and we've got ourselves one killer sounding game.
- Playability:** 9 *Super High Impact* doesn't have the largest number of plays, the best receiving, or most realistic football ever; that is not what this game represents. It does have the fastest-paced, finger-pumping brawl to hit video games in a while.
- Entertainment Value:** 8.5 This game is a blast. As a one-player, it has three different difficulties and a good challenge. As a two-player, the game shines.

Overall Rating: 8.75

from the first play. Acclaim brings *Super High Impact* to the Sega Genesis with all the same spine-tingling action as the arcade blockbuster.

This cart features one-player, two-player and simultaneous play. Select between the eighteen football teams of the Super High Impact League. Then choose from sixteen different plays on both the offense and defense.

The offense is a high-speed run for the goal. We found the game play similar to that of *Tecmo Bowl*, but with one addition: the burst of Turbo speed that allows you to break from crowds and make the big play. But remember, both offense and defense have this little option. The lateral and passing are choices available to the ball handler, so both the quarterback

and halfback have the option of passing in tight situations. If you choose to stay on the ground and grind it out, you can spin, dive or use your Turbo blast. The offense control is easy; all you have to do is break up the plays and keep a balanced game. Oh, and watch out for the swarming High Impact defense.

A crunching defense leaps over the offensive lineman and can even make diving ankle grabs to save the score. Formations range from a standard zone to the all-out quarterback blitz. The control and animation are spectacular. With insults being screamed all the time, *High Impact* has the greatest blows in video football. The game is played in a game show-type atmosphere, with a Hit-O-Meter that rates your blows as "Dweeb" or "Awesome." Animated

shots show the reactions of the coaches and players on big plays. Classic football phrases like "Mama's Boy" and "Eat this" are spread through out this brutal game. Pulverize the ball carrier and you may see him squirm and yell



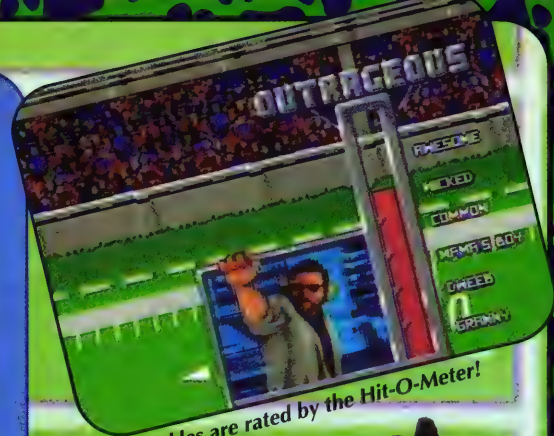
Sixteen plays to choose from.

Super High Impact Review

Reviewed by Paul, The Pro Player

- Concept:** 8 Football is nothing new, but add bone-crushing tackles, pad shattering hits, and fast-paced action and you're bound to have a winner.
- Graphics & Animation:** 9 I found the animation to be some of the best football action I've seen on the Genesis. It is impressive how the defensive players point fingers at the opposition or the wide receivers' arms sway at the line of scrimmage.
- Sound:** 9.5 "OH MY KNEE!" The sound bites are what puts this game ahead of other football carts. Be sure to check out the sound test on the options screen.
- Playability:** 8 This cart is more action than simulation, so there are fewer plays to select from, but the fast-paced play makes up for it.
- Entertainment Value:** 9 This game is for hard-core gamers and novices alike. The outstanding animation and sound are what make this cart stand out from others. That's not to say I'll give up my *Madden '92*, but I'll be adding this one to my collection.

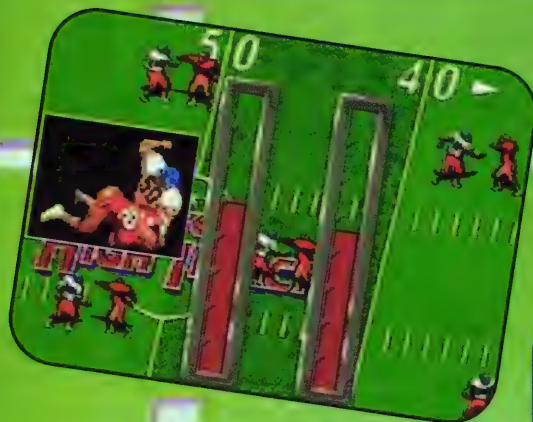
Overall Rating: 8.75



Your tackles are rated by the Hit-O-Meter!



Punt or go for it all.



Fight!

"Oh, my knee." If you're in a heated match, you'll surely get into a fight and, while the fights don't take any skill, they are a test to see who can push the buttons faster.

Field Goals and Kick-offs are done in the same finger-pumping fashion as the fights. Helmets fly off and players get scrunched. *Super High Impact* has to be the most pun-

ishing video football to date. This game plays off the philosophy, "He who hits harder wins." Maybe not, but it puts the odds in your favor.



Super High Impact Review

Reviewed by Ross, The Rebel Gamer

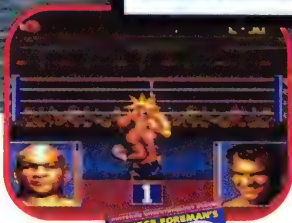
- Concept:** 9 I can't believe it! Another of my favorite coin-ops travels to home entertainment.
- Graphics & Animation:** 10 It's football with a punch! And I do mean PUNCH. The fight scenes were incredible. Hit someone hard to push the meter to "Outrageous," and the announcer punches out the screen. Intense!
- Sound:** 9 "Get up Wimp!," "You're Toast!" and "Awesome Play!" are just a few of the clichés you'll hear!
- Playability:** 9 Pick your favorite play, from the deep bombs to two different fake kicks; and that's just on offense. Run your favorite Ds and try to stop them cold.
- Entertainment Value:** 10 To tell the truth, if you want a football game that's a step above anything you'll see on TV, *Super High Impact* is the way to go.

Overall Rating: 9.75



Run the Power Bomb for big yardage.

THE



Get ready for the hottest sports games this side of the major leagues. Feel the heat of Roger "The Rocket" Clemens with realistic over-the-shoulder fielding and interactive close-up plays. Get ready to rumble as George Foreman and show the world the power of a Big George Super Punch! Take it to the hoop with 27 NBA® All-Stars in the most intense one-on-one b-ball action! Tackle Super High Impact for all the bone-crunching football excitement of the arcade smash! When you're tired of watching from the sidelines...it's time to Play with the Pros!

AY WITH

OS



All NBA and Team Insignias depicted are the properties of the respective NBA Teams and NBA Properties, Inc. and may not be reproduced without written consent of NBA Properties, Inc. Nintendo®, Super Nintendo Entertainment System™ and the official seals are registered trademarks of Nintendo of America Inc. © 1992 Nintendo of America Inc. Super High Impact™ © 1991, 1992. Licensed from and trademark of Midway® Manufacturing Company. Roger Clemens' MVP Baseball™, Super All-Star Challenge 2™ and LJN® are trademarks of LJN, Ltd. © 1992 LJN, Ltd. All rights reserved. Arena™ is a trademark of Arena Entertainment © 1992 Arena Entertainment. All rights reserved. George Foreman's KO Boxing™ and Acclaim™ are trademarks of Acclaim Entertainment, Inc. © 1992 Acclaim Entertainment, Inc. All rights reserved.

Super Play Action Football: Three Grueling Gridiron Games In One

Look back through the scrapbooks of the great football players of today and it's a good bet you'll find a photographic journey that follows

Nintendo has made it possible to take that journey down memory lane once again. Or, for younger players, to work their way through high school, college and professional football without getting hurt. *Super Play Action Football* for **Super Nintendo** is designed to do just that.

Select High School play and pit your hometown against a rival team in their actual school colors. The basic rules are the same as regular High School league play, with a 100 yard field and a kick-off from the forty yard line. The game consists of four twelve minute quarters. College play gets a little more involved. The kick-off has been pushed back to the thirty-five yard

line and the quarters are now fifteen minutes each. There is an expanded play book with 24 offensive and twelve defensive plays. In addition to more complicated play, the object of College play is to move your team into the Top Twenty ranking and take them to the National Championship. A tougher schedule increases your chance at a higher ranking. If your team performs well, you may be invited to participate in a Bowl game. Choose your Bowl game well, as it will effect the final ranking dramatically, and thus will determine the Championship outcome.

If playing Pro ball is your ultimate dream, *Super Play Action* has that, too. This time your selection of four

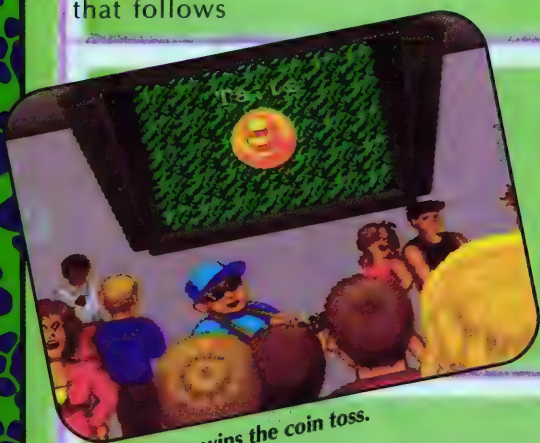
them from their first set of shoulder pads in community athletic associations, through junior high and high school, into college and on to the Pros. And it's not just the hard-core football fans that fondly remember the rivalry of their high school Homecoming game or the pride they felt when their alma mater captured the championship title.

Super Play Action Review

Reviewed by Paul, The Pro Gamer

Concept:	9	Conceptually, this game has an awesome idea for a football cart. Play your favorite High School, College or NFL teams.
Graphics & Animation:	5	Slow is not the word. <i>Chessmaster</i> moves faster than this cart. The perspective of the field and definition of the players are unique and original, but let's speed it up a few Rpm's. Yawn.
Sound:	6	I find that the sound is just adequate for the game; there's nothing really new for a football game.
Playability:	5	The coach would make you run extra laps for lumbering this slowly on the field. The play book has a few plays, but it needs more pages.
Entertainment Value:	5	As a sports-cart fanatic, I find this one a long awaited disappointment. The designers had a great concept. The game play, however, leaves me sacked for a big loss.

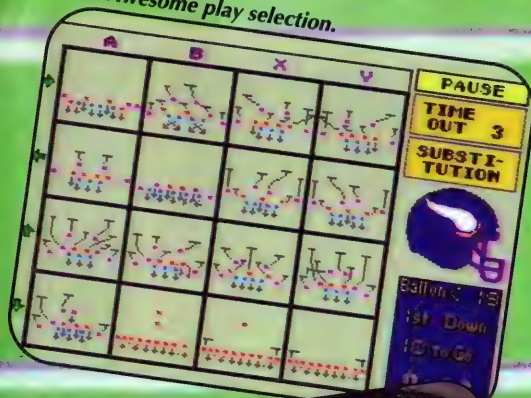
Overall Rating: 6



Houston wins the coin toss.



Awesome play selection.



Interception!

Super Play Action Review

Reviewed by Ross, The Rebel Gamer

- Concept:** 9 *Play Action* scores high in the sports department, for the simple fact that it features High School, college or NFL teams.
- Graphics & Animation:** 5 The designers were trying so hard to impress people with graphics that they forgot to fix the animation. The players were slow and the movement sluggish.
- Sound:** 4 I mentioned overkill on graphics and not enough for animation. Unfortunately, they took priority over sound too.
- Playability:** 6 I liked the choice of teams and the range of difficulty, but the plays were hard to read with no control over the passes. The player control left much to be desired.
- Entertainment Value:** 3 This cart is a little on the weak side and left much room for improvement. Leave it on the shelf.

Overall Rating: 5.5

stadium choices and weather conditions factor into game play. The expanded play book allows for thirty-two offensive and sixteen defensive plays, as well as advancing fumbles and sideline catches. Teams must try for the Point After Touchdown instead of the Two-point Conversion and must be downed by contact with

a defensive player. NFL play includes the twenty-eight NFL teams, injuries and substitutions. Battle your way through the NFL Playoffs and you're on the road to the Super Bowl.

Each mode of play has quickstart feature that lets you jump right into the action without a lot of set-up. Video pigskin fans that enjoy statistics

and strategies will be happy to see the numerous options built into *Super Play Action*.

Super Play Action Review

Reviewed by Rick, The Video Ranger

- Concept:** 8.5 *Super Play Action* features NFL licensed football teams, college teams and even the option to play your old high school against their arch rival in your own colors.
- Graphics & Animation:** 7.5 *Super Play Action* has many different ideas borrowed from other 16-bit games. You see the teams from a more close-up perspective.
- Sound:** 7 Good, realistic football sounds.
- Playability:** 6 *Super Play Action* has an adjustable difficulty setting. It ranges from incredibly easy at the high school level, to requiring coaching experience in order to understand the plays at the NFL level.
- Entertainment Value:** 6.5 *Super Play Action* has some great ideas that fall a bit short of their potential. It's still a fairly good football game for the SNES that will do until something better comes along.

Overall Rating: 7

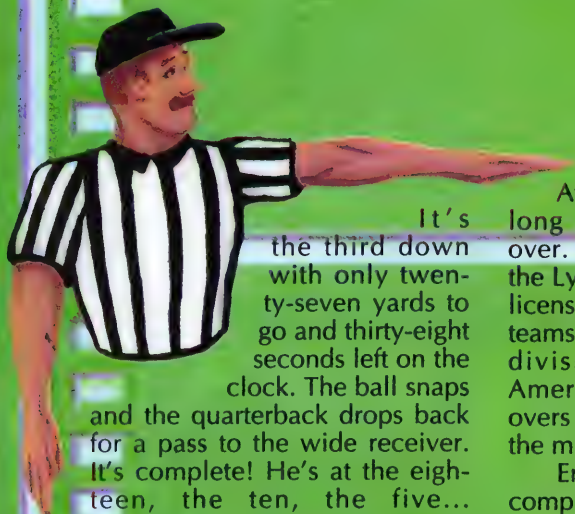


Use the overhead blimp view when passing.



It's the kick-off!

NFL Football: Gridiron Greatness on the Atari Lynx



this year's Lynx Bowl.

It's the third down with only twenty-seven yards to go and thirty-eight seconds left on the clock. The ball snaps and the quarterback drops back for a pass to the wide receiver. It's complete! He's at the eighteen, the ten, the five... Touchdown! And that wraps up



It's first and ten!



Atari Lynx fans, you've waited a long time for this. But the wait is over. Real action football comes to the Lynx with *NFL Football*. Officially licensed by the NFL, you'll find all 28 teams from the East, West and Central divisions of the National and American conferences. The voice-overs and crowd cheers put right in the middle of the action.

Enjoy gridiron action against the computer in a one-player game. Or, if you have two cartridges and a ComLynx cable, take on a friend. This

is the one you've been working for all year, the Lynx Bowl, so get in there and make it happen.

Select your play from the Official NFL Playbook before each play. There are three types of plays: running, passing and specialty plays such as punts and field goals. If you select a running play, you control the quarterback until you hand off the ball and then you control the runner, designated by the flashing character on the screen. Passing is a bit more difficult. Once your quarterback drops back you must select one of your receivers with the cursor and release the B button. Time it just right and it's a sure thing. If not, the result is an incomplete pass or even an interception. Like any good game of football, practice makes perfect. That is especially true with passing. You'll want to learn where your receivers are and be able to move the cursor quickly before you get sacked.

NFL Football Review

Reviewed by Andy, The Game Hombré

- | | | |
|----------------------------------|------------|--|
| Concept: | 8 | I will always like football, so that concept can never go wrong. The newest idea in this game is holding the Lynx longways so you can see more of the field and action. |
| Graphics & Animation: | 7 | The graphics are good, but the animation is slow. I'm not a big fan of the overhead view either but, overall, it does have it's merits. |
| Sound: | 8.5 | Digitized voices call the major happenings of the game. There is no real music or effects, but great voice-overs. |
| Playability: | 8 | This one's tough. I liked the passing, because you actually have to do something besides push a button. However, I think it needs to be revised a tad. |
| Entertainment Value: | 8 | This game reminds me of the old Mattel football game; the one with the LCD's that myself and half my friends played. It has the same kind of play; good competition from the computer and a sparse selection of plays. |

Overall Rating: 8



Adjust your aim for a field goal!

NFL Football Review

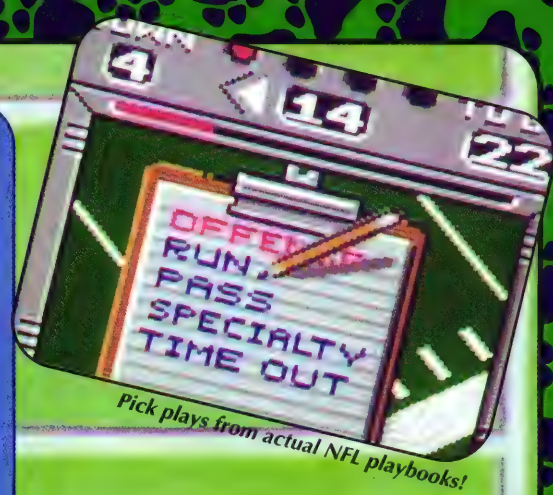
Reviewed by Paul, The Pro Gamer

- Concept:** 7 Football...run, pass, catch, tackle; pretty basic.
- Graphics & Animation:** 8.5 The scrolling on this game is excellent. When you drop back to pass, the action scrolls upward to let you get a view of your receivers. *NFL* is also unique in that you turn the Lynx a quarter turn to play. The Lynx always has excellent animation.
- Sound:** 9 By including a referee's voice, this cart blows any other hand-held football game away. There's also whistles and the cheer of the crowd.
- Playability:** 7 *NFL* takes practice to get down the basics. All teams choose from the same playbook so all teams have (or seem to have) the same abilities. It is also a little awkward turning the Lynx on it's side.
- Entertainment Value:** 7.5 As a true sports fanatic, I found *NFL* to be an excellent hand-held football game. It has all my favorite teams on a great portable system.

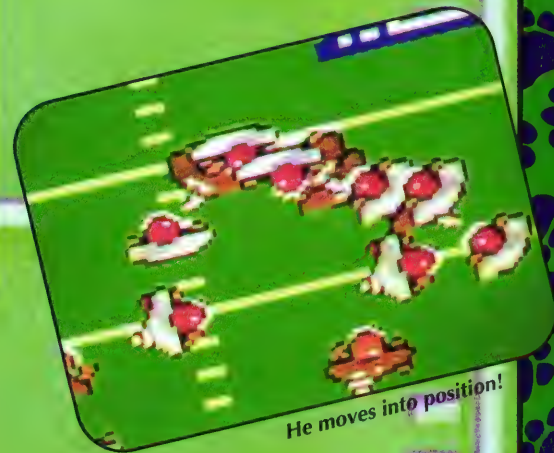
Overall Rating: 7.75

Punting will also be a good test of your timing. Give your teammates time to get down the field before you kick the ball, but if you wait too long you could get tackled. Kicking a field goal is similar to punting with the addition of a direction meter controlled by the B button. The rules of the game are just like the real thing, with the same scoring structure, four fifteen minute periods and four downs. Each team has three time-outs per half, but use them wisely. You may need to stop the clock when time is running out. Atari's *NFL Football* has everything you'll find in

the actual sport, from great play-by-play voice-overs to cheerleaders on the sidelines. Don't be a bench-warmer! Catch the hottest pigskin action on the Lynx.



Pick plays from actual NFL playbooks!



He moves into position!

NFL Football Review

Reviewed by Ross, The Rebel Gamer

- Concept:** 9 Wow! A true color football game for a hand-held. It's even got all the real NFL teams. Finally, a portable football game with some flare.
- Graphics & Animation:** 9 The players were crisp, the field was somewhat true to life, and the players moved and reacted to every action like the real thing.
- Sound:** 6 The music was good, but I felt it could have used a few more gut-wrenching moans and some hardcore smashes.
- Playability:** 6 The plays were right from a coaches' playbook; too bad he was a High School coach. I also lost some enthusiasm because you had to turn the Lynx sideways to play it... "Weak!"
- Entertainment Value:** 8 *NFL* is one of the best sports games I played on a hand-held in a long time, and it's the only real football cart for the Lynx.

Overall Rating: 7.75



It's the kick-off!

Football Forecast...

Whether it was due to sticky contract negotiations, free agents, poor pre-season performance or player's strikes, several hard-hitting gridiron carts weren't quite ready for the playoffs when we went to print. But don't hit the showers just yet. These late-comers may pull from behind proving that good things are worth the wait.

NFL Sportstalk Football '93

Starring Joe Montana

Sega of America - Sega Genesis

Football season is back and so is Joe Montana. This updated version of last year's hit, *Joe Montana's Sportstalk Football*, is sanctioned by the NFL. That means real NFL action with NFL playoffs and all twenty-eight NFL teams. *NFL Sportstalk '93* even lets players use the actual NFL play books. This is a 12 meg that makes this Sega's biggest sports cartridge yet. And all that size is put to use as digitized players, authentic sound bytes, cooperative or competitive two-player action and three different playing perspectives. Look for it on shelves this Fall.

MVP Football

Capcom - Super Nintendo

Just imagine if you could blend the excitement of playing football with the realistic instruction of a post-game coaching session. The result would be *MVP Football*, a NFL licensed one or two-player cart that plays more like a professional football simulation. It features a Practice mode with a user tutorial that explains why certain plays are used, a MVP mode that challenges players with a series of diverse situations using various teams and circumstances, and a Coaching mode that lets players send in plays from the sidelines. All this with a wide range of options and the SNES capabilities. Due out in Spring of '93, it's the next best thing to being there.

Jerry Glanville's Pigskin Footbrawl

Razorsoft - Sega Genesis

Razorsoft is known for developing games with that something extra...extra blood and gore, that is. Face it, football is a violent sport and *Pigskin Footbrawl* is no exception. The exception is the rules; spearing and stabbing are allowed, while brutality and bribing officials is encouraged. This mid-field massacre for one or two players has a one-on-one option and twelve levels of play on an indoor or outdoor field. Team need an attitude adjustment? Try 'Bad Attitude'. Look for it December 18th and, if you're lucky, you may even spot Elvis.

1:39
Pro Quarterback:
Grueling gridiron action.



Pro Quarterback

Tradewest - Super Nintendo

It's "In-Your-Face" football with Pro QB. *Pro Quarterback* incorporates breath-taking 3-D perspective and extensive animation, resulting in gridiron action that feels more like a simulation. The awesome graphics feature real digitized players and the excellent use of Mode 7 effects. This cart has every detail of real football scaled down to your Super NES. Watch for it this month.

NFL Football

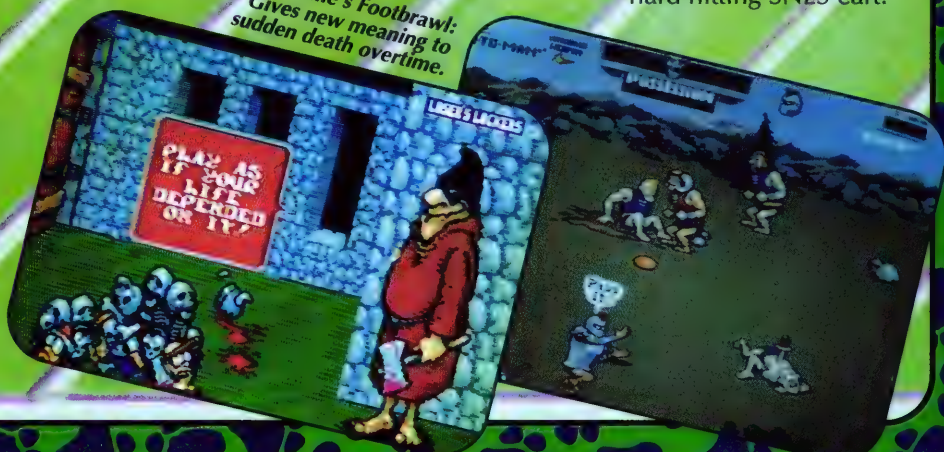
Konami - Super Nintendo

NFL was designed by the same people who created *Muhammad Ali* and *John Madden Football*. Being a NFL sponsored cartridge has its advantages; 28 actual teams and a large play book. There are Mode 7 effects, voice-overs and play options like a play-offs mode and weather changes. Due out late '92, *NFL* is one hard hitting SNES cart.



12 meg monster with commentary.
NFL Sportstalk Football 3

Jerry Glanville's Footbrawl:
Gives new meaning to
sudden death overtime.



Free T-Rex T-Shirt

BUY TWO IREM GAMES
AND I'LL GIVE YOU
THE SHIRT OFF MY BACK.



STREET COMBAT

Amazing feats

and adventure lurk around every street corner in this incredibly exciting game for 1 or 2 players.



Earth-shaking visuals, huge challenges, and a story you can really sink your teeth into.



Top arcade game brings explosive action right to you. Special effects & two-player simultaneous action.



Save the Universe from the evil Bydo Empire. Features non-stop action and a variety of challenges.



Tee-off with skins— winner-takes-all on every hole or match play— combines different styles.



Here's how it works!

- 1 Buy any two of these games: DinoCity, Super R-Type, The Irem Skins Game, GunForce, or Street Combat.
- 2 Cut out the UPC code from your boxes.
- 3 Fill-out the form, cut at dotted lines, then put form and UPC codes in an envelope mailed to this address.



irem
IREM AMERICA CORP

Irem America Corporation
8335 154th Avenue N.E.
Redmond, WA 98052
FAX: (206) 883-8038

© 1992 Irem. Nintendo and Super Nintendo Entertainment System (SNES) are registered trademarks of Nintendo of America Inc.

Please hand print in ink

Name _____ Age _____

Address _____ City _____

State _____ Zip _____ Phone(____) _____

Shirt size: Sm Med. Lg. Xl.

Check which 2 games you purchased: DinoCity GunForce

The Irem Skins Game Super R-Type Street Combat

Please allow 6-8 weeks for delivery. Offer expires 4/15/93.

Avengers Assemble! Captain America Battles His Way to Your Genesis



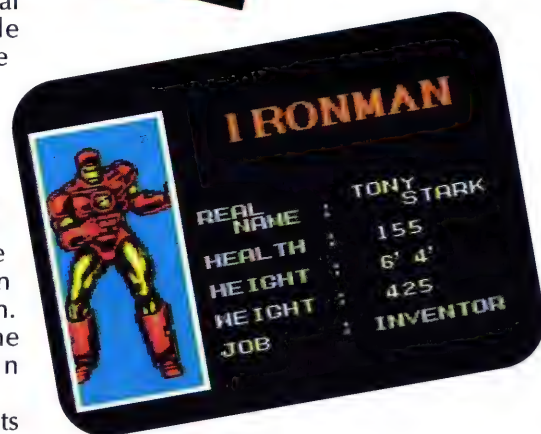
World War II was a time when evil threatened to take over the world; a wicked force more powerful than anyone dared imagine. Hitler's greed for power was matched only by his charisma; he had a knack for enlisting both brain and brawn to help his cause. Even someone as unlikely as a hotel bellboy could fall victim to his charm. Such was the case with Red Skull, a power-hungry villain nurtured by the Furor himself.

But while Red Skull was evolving, so was a young American named Steve Rogers. This patriotic illustrator was trained as a "Super Soldier"; a one-man army known as Captain America...

Captain America and Red Skull face each other once again in this arcade cross-over from Data East. This time the Captain is joined by several of the Avengers in his crusade against Red Skull's league of arch-villains. Players can become Ironman, the lightning-welding weapons inventor encased in a special steel armor. Fight as Vision, the artificial being whose power comes from a solar laser placed in his forehead. Battle as Hawkeye, the skilled marksman and archer with supernatural vision. Or, take on the enemies with the shield-throwing skill of Captain America himself.

This one or two-player game pits you against a team of enemies all under the mind control of Red Skull. Their mission is to keep you occupied by taking over towns while Red Skull secures a secret base on the moon. This base houses a giant laser

cannon capable of destroying the entire planet. You'll face increasingly powerful villains such as Whirlwind and the sickle-wielding Grim Reaper. Watch out for the unstoppable robot,



Vision gets down and dirty.



Captain America Review

Reviewed by Rick, The Video Ranger

Concept:	7	As a small time comic book fan, I like the use of these super-heroes in a video game.
Graphics & Animation:	8	This cart is very colorful with intense animation. The bosses in this game were great. They are large and very detailed, with a variety of attacks.
Sound:	8	There were lots of voice-overs, but they could have been more clear. There are good action sound effects and music.
Playability:	6	The Captain himself handled smoothly, but using the other characters and their special abilities was much more difficult.
Entertainment Value:	7	This is the same great game set-up that I loved in TMNT and, of course, this is Captain America. Intense action makes this game a pleasure to play.

Overall Rating: 7.25

Vision and Cap do some serious dog fighting.



Avoid this android's deadly grip!



Captain America Review

Reviewed by Ross, The Rebel Gamer

- Concept:** 8 Although Marvel Comics has had these super-heroes for quite a long time, Data East has given them life.
- Graphics & Animation:** 9 The intricate detail is phenomenal. Each character has their own movements and responses. Even the bosses are all different shapes, colors and sizes.
- Sound:** 7 The voices act as a great stimulant to get you pumped up. However, the explosions need a bit more pep. The music also seems to lack in the area of variety.
- Playability:** 9 Most of the super heroes are easily controlled. The challenge is incredible; difficult but not impossible.
- Entertainment Value:** 8 For the most part, *Captain America* is very enjoyable. I would have enjoyed it more if it weren't for the long pauses between levels.
- Overall Rating:** 8.25

Ultron, and the deadly grip of Mandarin.

Along the way you'll get a little help from your friends. There are guest appearances by the Wasp, Wonder Man, Quicksilver and the Submariner. *Captain America and the Avengers* takes you through six

action-packed stages. Players may select a different Avenger each time they continue, allowing you to take advantage of their separate skills in a given stage of the game.

The visuals and voice-overs of the sound effects, such as "Blam!" and "Plew!", really make this seem like an interactive comic book. Seeing these classic Marvel characters brought to life may spark a bit of nostalgia in older players, while newer gamers may feel the urge to hit their local comic shop. Whichever the case, the Avengers are an exciting choice of heroes that will leave you anxious for more.



Ironman and Cap catch a glimpse of Red Skull.

Captain America Review

Reviewed by Paul, The Pro Player

- Concept:** 7 The scenario of creating an arcade game based on a comic book and then moving into a home version doesn't seem all that original. However, if it's based on the killer coin-op, *Captain America*, it's sure to be a hit at home.
- Graphics Animation:** 9 This is just like having the original coin-op in your house! Data East does an excellent job of bringing Hawkeye, Vision, Ironman, and the Captain to life.
- Sound:** 8 The music and voice sampling add to the enjoyment of the total cart. Check out #18 on the sound check, and the 100 separate sound effects used.
- Playability:** 8 Each character has a regular attack, as well as a special attack. I thought Ironman was a tough hombré. Unfortunately, if you play with Andy he has to be Ironman, so ol' Cap is another good choice.
- Entertainment Value:** 9 With all the options of character selection, this cart has got what it takes to be a big hit.

Overall Rating: 8.25

Holiday Buyer's Guide



Sega Genesis

Sega's 16-bit machine has much to offer. It has a 68000 CPU that runs at 7.5 MHz, and is capable of 64 colors on screen simultaneously. That's the same CPU found in many home computers, allowing for great computer translations. The Genesis currently has the second largest game library and was the first to enter 16-bit market. **Manufacturer's Suggested Retail Price: \$99.95 and \$129.95**



Nintendo Entertainment System

This 8-bit deck has the largest game library of any system. The cartridges are reasonably priced, easy to find, and the deck price has also dropped since the introduction of the 16-bit. If you're a gamer on a budget or new to video games, you'll love the Nintendo. **Manufacturer's Suggested Retail Price: \$69.95 to \$179.95**



Super Nintendo

This newest addition to the 16-bit market has built-in scrolling and rotation features, as well as the largest color palette and display. The unit runs at a sluggish 3.5 MHz, but most slow down has already been conquered by programming. With a recently lowered price and a rapidly growing library, it's one to watch. **Manufacturer's Suggested Retail Price: \$99.95 and \$149.95**



TurboGrafx-16

TurboGrafx is the American version of the popular Japanese PC Engine, one of the best selling units in Japan. It offers an extensive library and five-player capabilities. While its main processor is a souped up 8-Bit, it has great graphics, awesome game play, and the ability to go portable with the TurboExpress. **Manufacturer's Suggested Retail Price: \$69.99**



Sega Game Gear

This 8-bit portable offers a color screen and a growing library, including many crossovers of popular Genesis titles. With accessories like a TV tuner and the converter for the older Master System games, it's possibly the most versatile of the hand held machines. **Manufacturer's Suggested Retail Price: \$99.95 and \$129.95**



Holiday Buyer's Guide



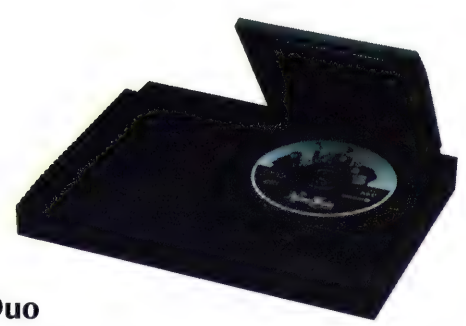
Atari Lynx

The Lynx is the only hand held unit with scaling and rotation capabilities. It incorporates a 15 MHz processor and an extensive color palette. This 16-bit portable is probably the most powerful of all the hand holds. The cartridge selection is increasing rapidly and includes a number of great games. **Manufacturer's Suggested Retail Price: \$99.99 and \$129.99**



Nintendo's Game Boy

Game Boy was the first portable and has a good hold on the market. Its biggest drawback is the black and white LCD screen, which can be hard on the eyes during extended play. However, it has a large selection of games and is the least expensive of the hand holds. It is boxed with *Tetris*. **Manufacturer's Suggested Retail Price: \$79.95**



Turbo Duo

This machine integrates the TurboGrafx-16 and the Turbo CD-ROM drive in one unit; the American version of the PC Engine Duo. If you're going Turbo, go all the way. The upgrade to the new system makes for less access time, better graphics, and comes packaged with five games. It comes with *Ninja Spirit* and a two-disc set that includes *Bonk's Adventure*, *Bonk's Revenge*, *Y's: Books I & II*, and *Gate of Thunder*. Available now. **Manufacturer's Suggested Retail Price: \$299.00**



Sega CD

This is a peripheral for the Genesis, not a complete game unit. However, the cost rivals the investment of a complete system. This CD drive adds scaling and rotation to the Genesis and upgrades the processing speed to a respectable 12 MHz. CD ROM technology is incredible and has to be seen to be believed. It's packaged with *Sherlock Holmes Consulting Detective*, *Sol Feace*, a classics CD, a music CD and a CD+G graphic/music sampler. Available Nov. 8, '92. **Manufacturer's Suggested Retail Price: \$299.00**



Neo•Geo

Neo•Geo comes straight from the Multi Video System and arcades into your home. Its huge cartridges and 24-bit technology make for some great gaming. But this size comes with a price. If you're a gaming faithful and have the means, the Neo•Geo is quite a machine. **Manufacturer's Suggested Retail Price: \$649.95**

Holiday Buyer's Guide



AsciiPad SG
Asciiware - Sega Genesis

Ascii has now designed their high-performance controller for the Sega Genesis system. The turbo control enhances all firing buttons with 24 shots per second. The independent turbo button offers continuous firing, while the slow motion will aid gamers of all skill levels. **Manufacturer's Suggested Retail Price: \$24.95**



AsciiPad SN
Asciiware - Super Nintendo

This joystick is a must for those fast action shooter games. It features an independent turbo control that fires twenty shots per second. It also includes an auto-turbo that frees up your hands and a slow down characteristic that slows down the action while you master difficult maneuvers. **Manufacturer's Suggested Retail Price: \$39.95**



Game Genie
Lewis Galoob Toys -
Nintendo, Genesis, Game Boy, SNES

This game enhancer fits onto your existing game cartridges and adjusts the way the program is read by the game system. Game Genie breathes new life into games by giving game characters attributes such as super powers and infinite lives. **Manufacturer's Suggested Retail Price: \$79.95**



Capcom Power Fighter Joystick
Capcom - Nintendo, Super Nintendo

This controller is designed to allow for freedom of movement to perform more complicated maneuvers like those in *Street Fighter II*. It includes a joystick, turbo and programmable features, and additional buttons. A cordless adapter will be sold separately. This controller is compatible with both the 8-bit Nintendo and the 16-bit Super NES systems. Available Dec. '92. **Manufacturer's Suggested Retail Price: \$75.00**





Holiday Buyer's Guide



Sega's Menacer Sega of America - Sega Genesis

This is a versatile light gun comprised of three modules: The Master Module, the Stabilizer Module or arm piece, and the Binocular Module. Assemble these pieces along with an optional Accu-sight cursor and you have several ways to use the gun. The Menacer runs on batteries, features an adjustable range and an automatic shut-off. It is packaged with a six-in-one cartridge which includes *Space Station Defender*; *Front Line*; *Ready, Aim, Tomatoes*; *Whackball*; *Pest Control* and *Rockman's Zone*. **Manufacturer's Suggested Retail Price: \$59.95**



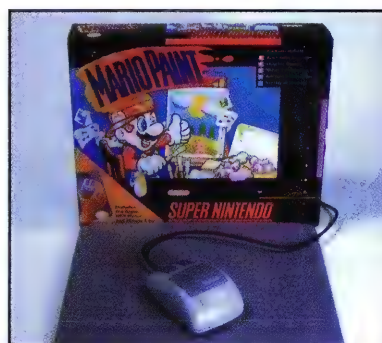
Power Clutch Asciiware - Sega Genesis

This is an arcade-style competition joystick that enhances playability for both beginner and veteran gamers. It features a fully adjustable and automatic turbo feature that offers increased firepower of 28 shots per second. It also includes a slow motion control that makes high paced sequences more playable. **Manufacturer's Suggested Retail Price: \$39.95**



Super Nintendo's Super Scope Nintendo of America - Super Nintendo

This light gun for the Super Nintendo system uses infra-red technology to add a new dimension to your game play. The shoulder-mount cordless controller lets you shoot from anywhere in the room, enhancing the action and realism of the game. The Super Scope is packaged with a six-in one game cartridge that includes *LazerBlazer*, *Confront*, *Engage*, *Mole Patrol* and two versions of *Blastris*. **Manufacturer's Suggested Retail Price: \$59.99**



Super Nintendo Mouse/Mario Paint Nintendo of America - Super Nintendo

This powerful peripheral adds a whole new dimension to your Super Nintendo. It comes packaged with *Mario Paint*, a graphic arts-style program. The mouse enables players to create drawings, animate their own cartoons and compose their own music. But this is just the beginning. Several Super NES games, such as Role-Play style games are under development that will be enhanced by the use with the mouse. **Manufacturer's Suggested Retail Price: \$59.99**



Super Advantage Asciiware - Super Nintendo

The *Super Advantage* comes to you from the same manufacturers as the popular NES Advantage. This arcade-style joystick features an eight-way directional stick, as well as adjustable and automatic turbo feature that fires up to thirty-five shots per second. A variable speed slow motion function makes this a versatile controller for the SNES. **Manufacturer's Suggested Retail Price: \$49.95**



Holiday Buyer's Guide



F-117A Stealth Fighter Microprose - Nintendo

Here's the PC hit shrunk down for the NES. F-117A features numerous missions and a battery back-up to hold your progress. Do battle in a tournament or a two-player joint effort. In the one-player mode, complete missions with primary targets and a secondary target in the event you miss the first. Great flying for the NES. Available now. **Manufacturer's Suggested Retail Price: \$N/A**



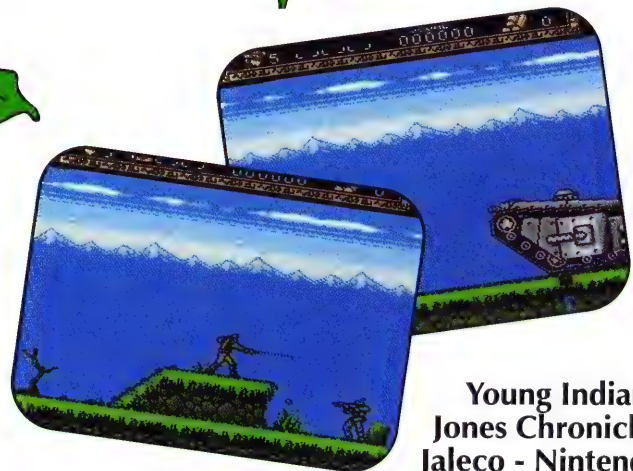
Linus Spacehead Camera - Nintendo

Linus has returned to his home planet, Linoleum, but no one believes his stories of his adventure on Earth. He must return to get proof, but he has no money and a smashed Cosmic Stingray 5.0. Help him return to Earth and back to Linoleum in this half arcade, half adventure style game. There are several sub-games hidden along the way. Play in French, English, German or Spanish. Available Nov. '92. **Manufacturer's Suggested Retail Price: \$44.99**



Trolls American Video Entertainment - Nintendo

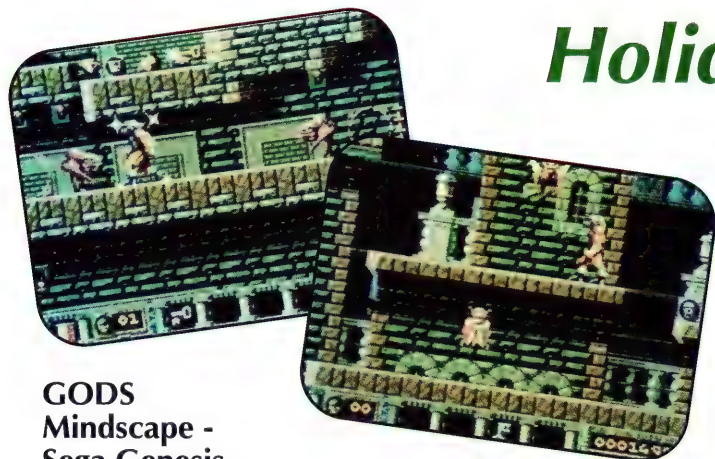
They're back and they are everywhere! Grandpa troll once told Samantha and Norbert stories of an island riddled with treasures. They've stumbled upon the mysterious island and are out to seek their fortune. There are 32 different mazes, including a game Edit feature that lets you design your own puzzles. Enjoy single, double or team-work play. Available now. **Manufacturer's Suggested Retail Price: \$N/A**



Young Indiana Jones Chronicles Jaleco - Nintendo

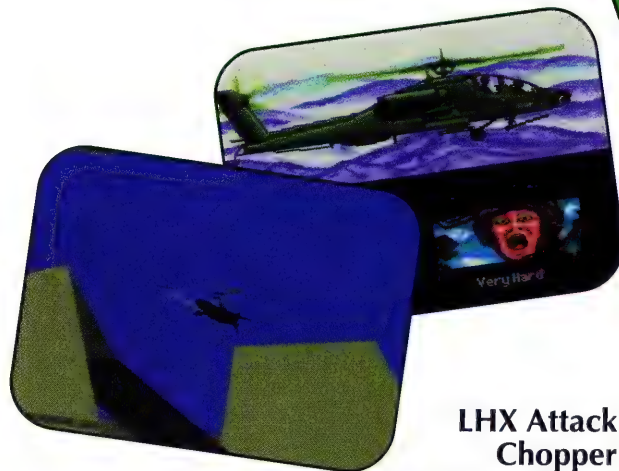
The hot, new television series comes to Nintendo. Follow a teenage Indy as he helps put a stop to Pancho Villa in the Mexican Revolution; as he follows the Claw to Egypt to recover an artifact known as the Jackal; and as he travels France and Germany to help out in the Great War. There are four adventures divided into several scenes each. Available Feb.'93. **Manufacturer's Suggested Retail Price: \$N/A**

Holiday Buyer's Guide



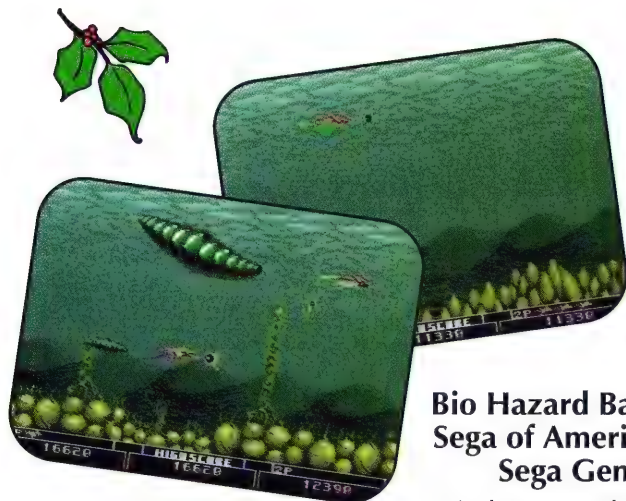
GODS Mindscape - Sega Genesis

This PC smash sparkles on the Genesis. Experience old-style arcade action mixed with a touch of adventure. Work your way through mazes, conquer puzzles and blast enemies. Unbelievable graphics and mind-numbing game play make this cart solid. *GODS* includes a default, so if you can't solve a puzzle, a power-up allows you to bypass that puzzle. Available now. **Manufacturer's Suggested Retail Price: \$49.95 (Also available for Super NES)**



LHX Attack Chopper Electronic Arts - Sega Genesis

Add another flying cart to your EA Air Force. Fly the LHX or Apache helicopter through simulated missions in this 8 Meg monster. Choose between a variety of game play perspectives. Loaded with a Sidewinder, Hellfire Missiles, and the standard 20mm chain gun, you can blast enemies out of the air in this PC cross-over. Available now. **Manufacturer's Suggested Retail Price: \$49.95**



Bio Hazard Battle Sega of America - Sega Genesis

It's been said that insects will someday rule the world; in *Bio Hazard Battle* they already do. Select one of four ships, each with their own weapon selection. Blast your way through levels full of sharp Polygon graphics. The two-player simultaneous action makes this an incredible Genesis cart. Available Nov. '93. **Manufacturer's Suggested Retail Price: \$49.99**



Steel Talons Tengen - Sega Genesis

Pilot an AT1196 Steel Talon helicopter in this popular arcade title. Avoid enemy fire and mountain tops as you take out targets with your machine guns, guided, and unguided missiles. There is a training mode to get you started and more missions become available as you gain experience. Unlike Atari's Lynx version, this format features a two-player mode. Select between two views: cockpit and above-craft. Available now **Manufacturer's Suggested Retail Price: \$54.95**



Holiday Buyer's Guide



Aerobiz Koei - Super Nintendo

This four-player strategy lets you become a major mogul in the world of air transportation. Connect the world via your airlines. Balance advertising, merchandising, service and repair budgets while trying to beat the competition and avoid bankruptcy. Select from two time periods; the 1960's and present day. Available Jan. '93. **Manufacturer's Suggested Retail Price: \$74.95**



Axelay Konami - Super Nintendo

Axelay is a prime example of what Mode 7 effects can do for games; incredible graphics with both forward and side-scrolling action. A strange alien presence has come to Earth and you are the planet's last hope with your high-powered airship, Axelay. Available now. **Manufacturer's Suggested Retail Price: \$55.00 - \$60.00**



Blazeon Atlus - Super Nintendo

Your weapon allows you to take over the form of your enemies. This fast-paced shooter gives you different ships and weapons to work with throughout the entire game. Atlus does a great job in producing one of their first SNES carts. Available Nov. '93. **Manufacturer's Suggested Retail Price: \$59.99**



Cal Ripken Jr. Baseball Mindscape - Super Nintendo

This new baseball cartridge is spectacular. The game play is very realistic. It lacks real players, but it compensates by using artificial names and statistics. It has animated sequences for close plays, three ball parks, and post game stats. Another winner for the SNES. Available now. **Manufacturer's Suggested Retail Price: \$64.95 (Also available for Sega Genesis)**



Holiday Buyer's Guide



Cybernator Konami - Super Nintendo

You are in the front line Marine Corps in this futuristic action game. Armed only with the Assault Suit, you battle through special missions to save the Earth's limited fossil fuel supply. This cart features great one player-action with incredible graphics, game play, and animation. Available Jan. '93. **Manufacturer's Suggested Retail Price: \$55.00 - \$60.00**



Faceball 2000 BulletProof - Super Nintendo

This year's run-away Game Boy hit finds its way to the SNES. Not only does that mean all those smiley faces are now brightly colored, but the mazes are placed in a variety of interesting settings. Play alone or as a team through the 41 levels of CyberZone, or have a free-for-all game of tag in the Arena mode. Available now. **Manufacturer's Suggested Retail Price: \$59.95**



Super Star Wars JVC/LucasArts Games - Super Nintendo

JVC and LucasArts push the Super Nintendo to its limits in their first SNES cart. Play as Luke Skywalker, Hans Solo or Chewbacca in this movie-based action cart. Enjoy first-person flying and fighting mixed with side-scrolling adventure in fourteen high-energy levels. Parts of the actual movie score and sound effects make up an incredible soundtrack. Available Nov. '92. **Manufacturer's Suggested Retail Price: \$59.00**

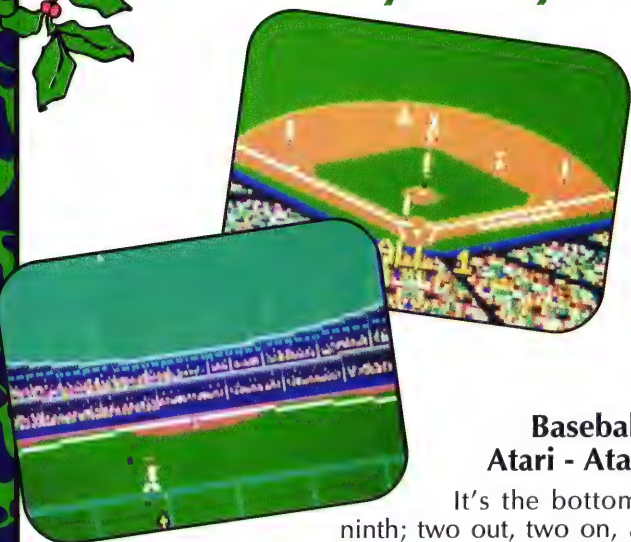


X-Zone Kemco - Super Nintendo

Here's the first third party Super Scope game, and it's a winner. Kemco incorporates a cursor so you don't have to use the bulky eye-piece. Drop the scope to your hip and take aim for lots of high speed shooting action. If you have a Super Scope, you need X-Zone. Available Dec. '92. **Manufacturer's Suggested Retail Price: \$42.95**



Holiday Buyer's Guide



Baseball Hero
Atari - Atari Lynx

It's the bottom of the ninth; two out, two on, and two strikes. The batter steps up; the catcher gives the sign. The pitcher nods and blazes one down the pipe for Strike three. *Baseball Hero* has four games; Home Run Derby for practice, Three Flies Out to hone catching skills, Exhibition and a Final Series. Choose from four teams and pick your fielders and pitchers. Get ready for intense first-person perspective baseball. Batting is viewed right through catchers mask and pitching is even better; straight out of the majors. Power up your Lynx with baseball to realistic to believe. Available now.

Manufacturer's Suggested Retail Price: \$34.99



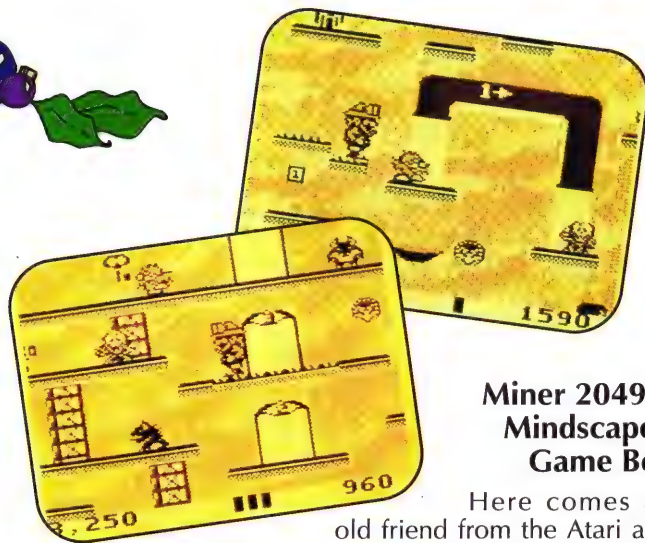
Shadow of the Beast
Atari - Atari Lynx

Long ago the Beast Lord conquered the world and banished all light. But a child was born into this darkness with the prophecy to defeat him and restore the light. The Beast transformed the child into a dark demon, but the time has come to face your destiny. This one-player fantasy PC crossover sets you on a journey in search of the Beast Lord. Collect weapons, keys and magical items that will help you defeat him, regain your natural form and restore the light. Available now. **Manufacturer's Suggested Retail Price: \$39.99**



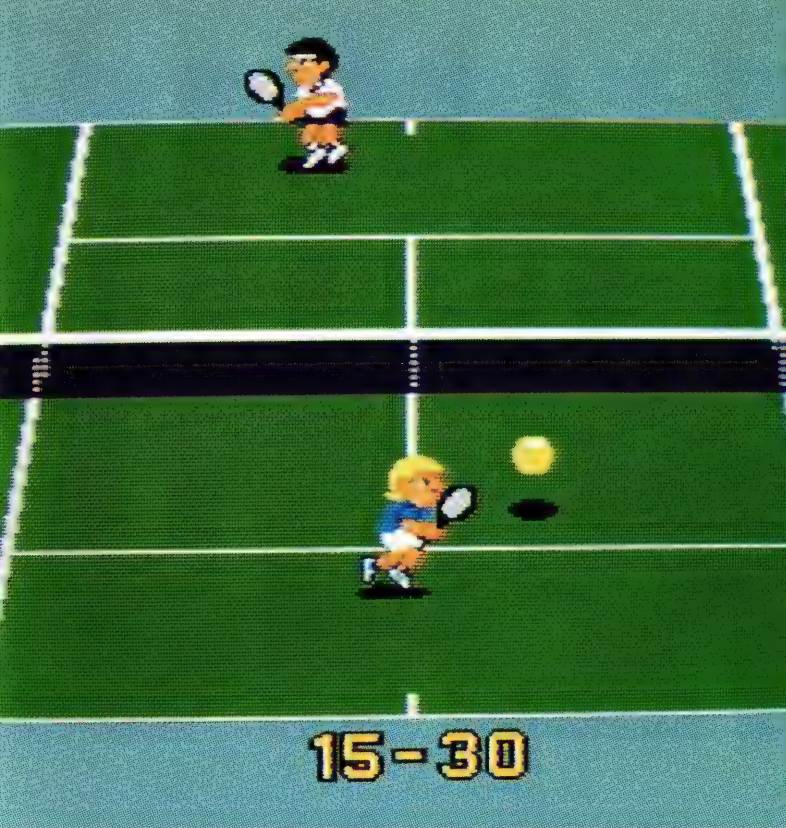
Bart vs. The Juggernauts
Acclaim - Game Boy

The Juggernauts TV show is coming to Springfield and their willing to humiliate anyone fool enough to take them on in in this fierce sporting competition. Battle your favorite Juggernauts like Extra Chunky and Muscle-eena in four weeks of wacky combat. Events range from Dr. Marvin Monroes' "Hop, Skip & Fry", the "Nuclear Power Plant Bop 'till You Drop", Captain Murdock's "Skateboard Cash & Crash", and the "Krustyland Hammer Slammer." Available now. **Manufacturer's Suggested Retail Price: \$29.95**



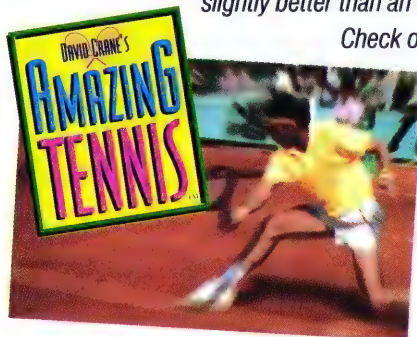
Miner 2049er
Mindscape - Game Boy

Here comes an old friend from the Atari and ColecoVision days. Mindscape brings the legendary mountie, Bounty Bob back in his search for Yukon Yohan through an abandon Uranium mine. This classic puzzle game has a single player exploring each level or mine shaft. Pick up treasure and locate secret warps while trying to beat the clock and avoid the explosives. Available now. **Manufacturer's Suggested Retail Price: \$ 29.95**



WHY PLAY THIS... IF YOU CAN PLAY THIS!

You've seen it all before. The short, squat, stubby cartoon-like players. The overhead view. The awkward feel. You've probably even asked yourself: Is this the best a 16-bit home video tennis game can be? With all that power available, do these games *have* to wind up looking only slightly better than an 8-bit cart? **Of course not.**



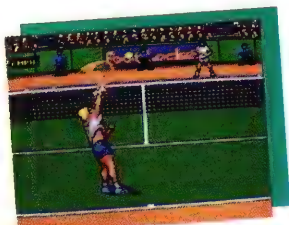
Check out **Amazing Tennis™**— the revolutionary tennis video game that blows all the others right off the court! Everything your 16-bit machine's capable of is right up there on the screen: 22 planes of depth, motion-picture-quality animation, precision-play controls, full shot selection, an on-the-court view. And you can choose from a roster of 15 ranked opponents in 1-player mode, play an entire tournament, or go head-to-head against a friend!

So don't waste your time hacking with amateurs. In **Amazing Tennis**, you're playing at **full potential!**

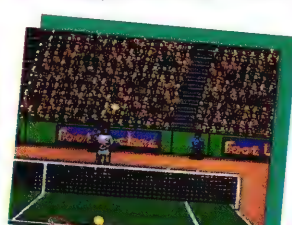
For 1 or 2 players, on your Super Nintendo Entertainment System® or Sega™ Genesis™. Featuring the digitized voice of world-famous chair umpire Frank Hammond! Designed by David Crane.

CALL FOR A FREE VIDEOTAPE OF HIGHLIGHTS FROM AMAZING TENNIS AND OTHER ABSOLUTE GAMES!

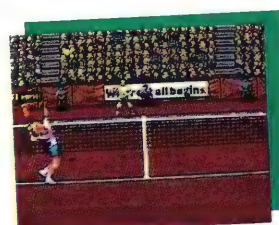
(\$4.00 handling charge for each tape, applicable toward a purchase of Amazing Tennis. Ask the operator for details. Offer may be withdrawn at any time.)



Time your serve for maximum speed! The radar gun displays service velocity!



Catch your opponent at the net and arc a winning lob!



Put one away with the overhead smash!



Charge the net and slice a winner!



Actual Genesis screens may vary.

SKATE WITH THE GREATS.

Nobody can hold a stick to these guys:

Messier, Coffey, Kurri, Linden, Savard, and the 544 other guys who play hockey at the highest level. The deadliest marksmen, the enforcers, the brightest stars of the pro game.

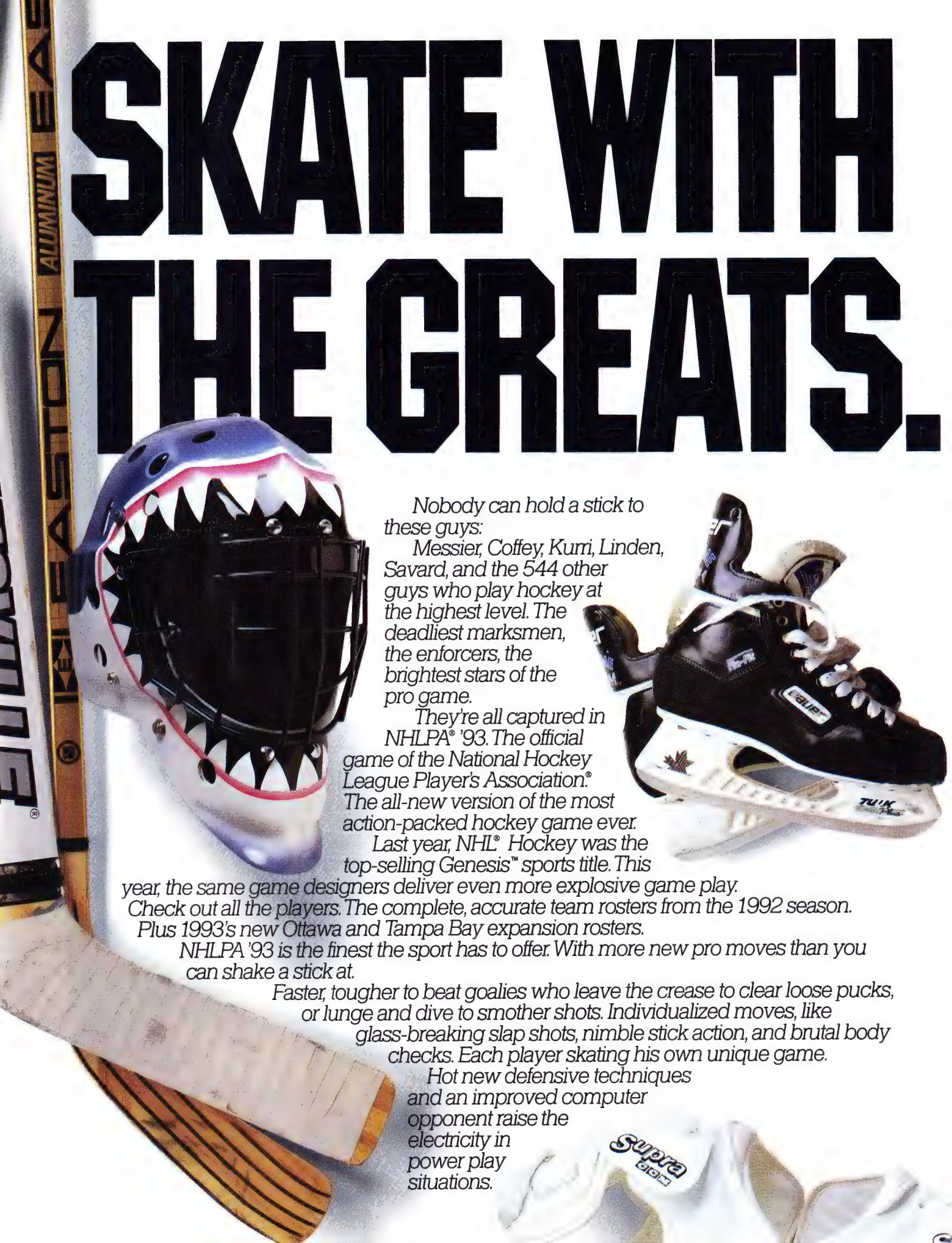
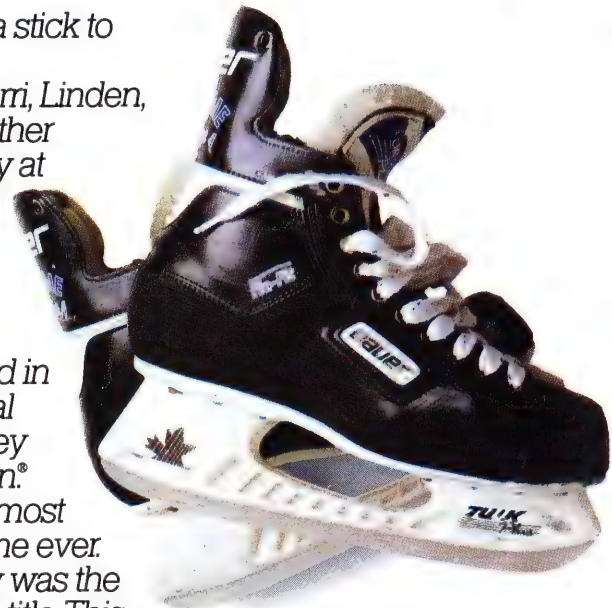
They're all captured in NHLPA '93. The official game of the National Hockey League Player's Association.[®] The all-new version of the most action-packed hockey game ever.

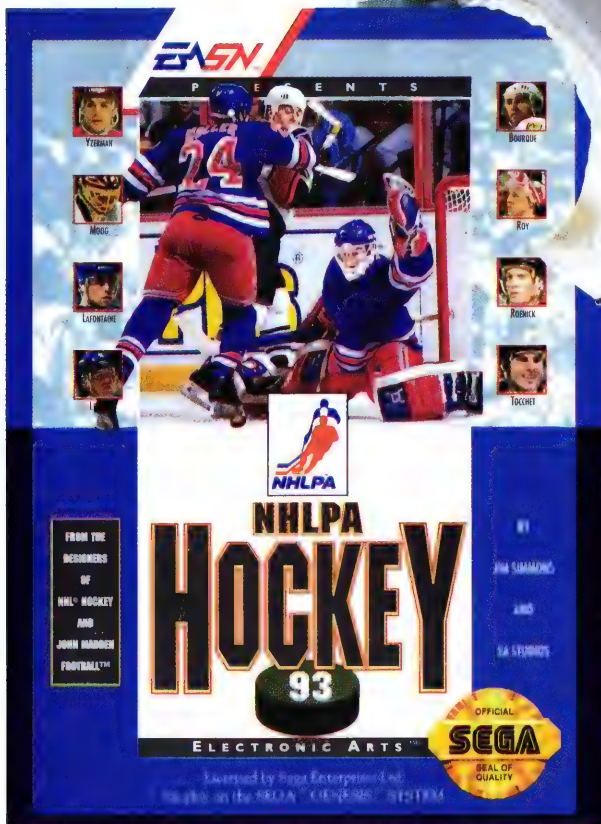
Last year, NHL[®] Hockey was the top-selling Genesis™ sports title. This year, the same game designers deliver even more explosive game play. Check out all the players. The complete, accurate team rosters from the 1992 season. Plus 1993's new Ottawa and Tampa Bay expansion rosters.

NHLPA '93 is the finest the sport has to offer. With more new pro moves than you can shake a stick at.

Faster, tougher to beat goalies who leave the crease to clear loose pucks, or lunge and dive to smother shots. Individualized moves, like glass-breaking slap shots, nimble stick action, and brutal body checks. Each player skating his own unique game.

Hot new defensive techniques and an improved computer opponent raise the electricity in power play situations.





Standing between you and the trophy are scorers like Larmer. Goalies like Belfour. Intimidators like Probert and Gaetz. Each of the 550 pros rated on 14 characteristics based on 1992 playing stats.

Some of the pros are better defensemen, others scoring machines, others are specialists at killing off opponents' power plays.

If these guys don't stop you in your tracks, the refs will. Calling you for tripping, hooking, cross-checking, offsides,

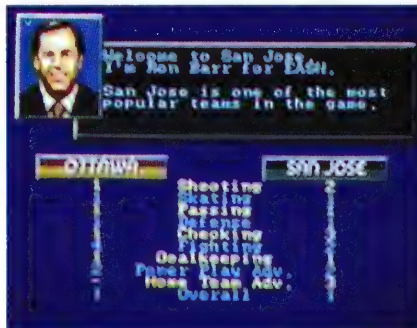


Your goalie now makes diving, lunging, and kick saves. So get the puck outta here.

interference, or icing. The more severe the penalty, the longer you're in the sin bin. There are even injuries that can knock you out for the game.



Talk about a game with impact. Personalized moves include Doug Wilson's cannon-like slap shot.



EASN's Ron Barr is all over the ice like a Zamboni!



Score with the names of the game. NHLPA '93 is the only place you'll find all 550 pros.

For the first time ever, battery back-up lets you make the greatest saves outside of your goalie. Save lines you create. Even player stats for the entire post-season tournament.

The coverage of EASN, the Electronic Arts Sports Network, lets nothing slide. Spectacular camera angles. Sportscaster Ron Barr. The exclusive crowd Noise-O-Meter. Highlights from other playoff games. Instant replay. Commentary.

Stick with the pros: NHLPA '93 and the Electronic Arts Sports Network. Skate over to your local EA dealer or order by phone anytime: (800) 245-4525.

And get the greatest hockey game by a long shot.

The all-new Super NES™ version is coming soon.



If you are under 18, be sure to get your parents' permission before using hotline. Messages subject to change without notice. All rights reserved. EASN, Electronic Arts, and Noise-O-Meter are trademarks of Electronic Arts. Licensed by Sega Enterprises Ltd. for play on Sega Genesis system. Sega and Genesis are trademarks of Sega Enterprises Ltd. NHLPA, National Hockey League Players' Association, and the logo of the NHLPA are registered trademarks of NHLPA and are used, under license, by Electronic Arts. Pro Set is a registered trademark of Pro Set, Inc. in the United States and Canada. Nintendo's Super Nintendo Entertainment System™ and Super NES™ and the official seals are the trademarks of Nintendo of America, Inc. NHL is a registered trademark of The National Hockey League. All rights reserved.



95 cents for first minute.
75 cents for each additional minute.

TurboGrafx Shows Off Its Super CD With Shapeshifter



The land of Krellion was once a beautiful and peaceful place. This peace was maintained by the Ring of Five, an alliance of five powerful wizards that kept harmony in balance and protected Krellion from the evil lurking just beyond its boundaries. Then one day the ancient prophecies began to come true. Everyone thought they were just myths created to scare and entertain. Until the rivers began to turn black, a cold wind blew across the land and the Ring of Five vanished.

Three evil beings of the Shadow Realm, known only as the Dark Ones, have captured the Ring of Five and hidden them away in the dark

corners of Krellion. The Dark Ones have conquered many of the lands around you and now they are preparing to invade your homeland at the Summer Equinox. You, the fearless warrior Lykos are the only one that can save your land and its people; for you hold powers locked deep within that have yet to reveal themselves.

It is your destiny to go forth and rescue the five wizards. As you find them, you will unlock the magic that enables you to change form. Inside are the forms of the Black Panther who stalks the night; the Psionic Shark with his incredible senses and responses; the mighty Rock Troll and

the awe-inspiring Gold Dragon. All these beings lie waiting to be unleashed if you have the necessary amount of gem power; hence the name *Shapeshifter*. However, your transformation time is limited to three minutes unless you have gathered more gems.

Lykos begins his quest after meeting with the Chancellor of Krellion. He must rescue the East Woods from a terrible infestation of spiders. He will be handsomely rewarded if he survives. There are several shops located within the city: an armory, a magic shop, a healer, and a fortune teller. All of them provide you helpful services for a price. Use your gold to purchase higher level weapons or armor. You may also place magic spells upon them to increase their power. There are three levels of strength for each weapon. If you have enough gold, you can heal wounds by buying hearts or visit the fortune teller to see the future.

Like any good *Shapeshifter*, the moon has a powerful effect on you. An eclipse occurs every ten minutes or so that will fully recharge Lykos' hearts and magic timer. There is no password option or level

Shapeshifter Review

Reviewed by Andy, The Game Hombré

Concept:	8.5	<i>Shapeshifter</i> has many good ideas. Mixing the voice from the CD into the game always adds a great dimension. Changing into multiple animal forms works well, too. But somehow it doesn't mesh together smoothly.
Graphics & Animation:	9	The introduction to the game has some super graphics. The game also has multi-scrolling in the action scenes.
Sound:	9.5	Every CD game has great sound. The music fit well with each scene, which adds to the fun and excitement of the game.
Playability:	7.5	Lykos was choppy in movement; not too bad, but enough to where you noticed. I think the game could have used a bigger RPG edge to the story, thus adding more for you to do.
Entertainment Value:	8	The 3.0 System card really makes a difference in access time. If you have a TG-16 CD player, get the new card and you'll love the things it does for the games.

Overall Rating: 8.5



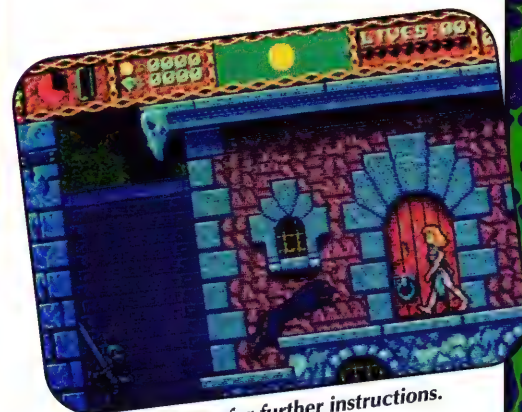
Shapeshifter Review

Reviewed by Rick, The Video Ranger

- Concept:** 8 A medieval kingdom is being terrorized by giant spiders and you must rid them of this menace. When you return victorious, you are rewarded, but only to find that spiders were just a foreshadowing of the real evil soon to come.
- Graphics & Animation:** 8.5 Large characters, cleanly detailed and superbly animated are found throughout the screen. My only complaint is that your enemies look better than your main character.
- Sound:** 8.5 Real voice conversations between you and your allies makes the game much more personal.
- Playability:** 8 The interface for conversation and purchases is very easy to use. The weapons handle well, except for enemies attacking below the belt, which requires using your feet.
- Entertainment Value:** 9 *Shapeshifter* is an action/adventure with the right degree of role-play thrown in. The real voice conversations draw you into the game and the story line makes it hard to put down.

Overall Rating: 8.5

The Killer Psionic Shark



Return to Krellion for further instructions.



Save Krellion from a spider infestation.

select, so you will just have to be a persistent warrior. However, there is a save feature. A mission is complete whenever you have located a wizard. You will need to collect all five in order to defeat the Dark Ones.



Shapeshifter Review

Reviewed by Ross, The Rebel Gamer

- Concept:** 8 This is a RPG for the PC Engine Duo and the new Turbo Duo. Lykos, the main character, must leave the city, but first he must solve many quests.
- Graphics & Animation:** 7 The CD capability should have surfaced more during the action sequences. When it did surface in still shots, it was extraordinary.
- Sound:** 9 It's a CD laser disc. I would have been disappointed if the sound wasn't incredible.
- Playability:** 8 *Shapeshifter* is not a three or four hour game! It may take some people ten hours or more just to get anywhere.
- Entertainment Value:** 7 Playing *Shapeshifter* was a good time. I enjoyed it and everyone who played it found something they liked about it.

Overall Rating: 7.75

What's Hot: Rumors and News From the Video Game Industry

The More the Merrier

Hudson Soft has announced their plans to release *Bomberman II*, the sequel to the popular Nintendo title, *Bomberman*. While that news alone is enough to make many gamers stand up and cheer, the big news is that **Super Bomberman** will be designed for four players. Wait! You say there isn't a **four-player adapter** for the Super NES? Hudson Soft is currently hard at work on a **five-player link** for the Super Nintendo that will be released in conjunction with *Super Bomberman*. It is expected to be available by Spring '93. We'll pass along more details as we hear them.

TTI Releases the Super System Card for the TurboGrafix-16

Turbo Technologies, Inc., announced the release of the new **Super System™ Card**, an add-on upgrade that adapts the TurboGrafix-16 Entertainment Super System to work with the CD-ROM. The Super System Card increases the RAM memory capacity of the TurboGrafix from 64kBytes to

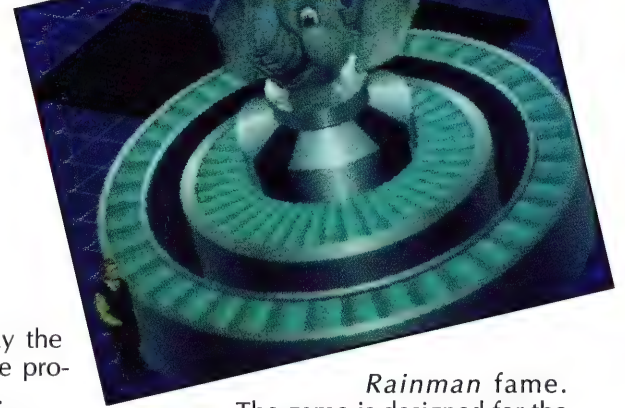
256kBytes, enabling it to play the new Super CD games that are produced for the new Turbo Duo.

The Super System Card carries a suggested retail price of \$65. Customers may purchase the Super System Card packaged with \$50 worth of coupons and TTI's first Super CD, which includes *Bonk's Adventure*, *Bonk's Revenge*, and *Gate of Thunder*, for \$95. The Super System Card will not be available in stores. However, it will be available this December from Turbo Technologies by calling the following toll free number: 1-800-366-0136.

Every Kid Has to Have Their "Toys"

What do most kids ask Santa to bring them?...toys. This year **Absolute** is happy to serve as Santa's helper. They are busy programming the video game based on the new movie, *Toys*, due out this holiday season. The movie stars Robin Williams and is being produced by Barry Marrow, of

Toys: The Movie



Rainman fame.

The game is designed for the Sega Genesis system and should hit the stores late '92 or early '93.

The Battletoads Leap to Genesis

Tradewest has announced their plans to begin developing cartridges for Sega's systems. The move was made to meet the demand of Tradewest customers. "All game players should have access to our games regardless what hardware system they support," Byron Cook, President of Tradewest, commented.

The first title they have planned is *Battletoads*. Zits, Rash and Pimple will be hitting shelves in their new format this month, along with racing cart, *Championship Pro-Am*.

Green guy fans should watch for their animated television special, airing on Thanksgiving weekend.

FREE!
Instructions,
Tips & Secrets
Video, Plus
Newsletter
With Purchase

THE GAMEHANDLER™ ON-LINE CONTROLLER

Sega
Genesis™
COMPATIBLE

16-Bit

IMN
CONTROL

COUNSELOR 1-800-800-7185 HOTLINE



Sega and Genesis are Trademarks and Copyrights of Sega Enterprises, Ltd.
GAMEHANDLER GS is not licensed by or affiliated with Sega Enterprises, Ltd. Copyright 1992 IMN Control.

Tech Talk: The Latest on Video Game Hardware & Software



The latest new craze in the video game industry is accessories that have been designed with the health of your thumbs in mind. Several products have recently appeared on the market that claim to combat "Thumb-itis", or sore thumbs, blisters and even carpal-tunnel that may result from extended game play. Several manufacturers go so far as to claim that such "finger-friendly" accessories will help gamers play longer and achieve higher scores. Are these claims accurate? The jury is still out, but we'd love to hear opinions from any readers who have tried these and other such products.

Triax Controls Introduces a "Touch Sensitive" Joypad That's Easy on the Thumbs

Triax Controls, a New York based company, introduces what they consider to be the "controller technology of the 90s." They are the developers of a new touch sensitive controller that was developed to improve game play, provide superior control and is

"guaranteed to generate higher scores or your money back." The **Turbo Touch 360** is based on Triax's unique application of capacitor technology, the same concept found in many elevator control buttons. Unlike most other joypads that have a cross-shaped directional control, the Turbo Touch 360 features an octagonal plate that reacts to a simple touch. Players only have to touch or slide their thumb to points on the plate. The result is fewer blisters and less chance of thumb fatigue or soreness.

A second benefit of the Turbo Touch 360 is superior directional control. The movement is said to be noticeably faster and diagonal movement easier, which leads to improved game play and higher scores. Triax is so confident of this, they're offering customers their money back if they don't achieve higher scores after thirty days with the controller. The Turbo touch 360 is available for Sega's Genesis and Master systems, the Super Nintendo and the Nintendo Entertainment system. Suggested retail prices range from \$25 to \$35.

Video Game Gloves Make the Perfect Stocking Stuffer

Champion Gloves, the company famous for athletic equipment, has entered the growing video game industry with gloves designed for the sport of gaming. If the average gamer plays one hour per day, they will press the buttons an estimated 40,000 times per week. Yowie! **Video Game Gloves** are made of leather and feature padded thumbs to cushion the hands during extended or high intensity video game playing sessions. In addition to cutting down blisters and sore thumbs, buttons can be pressed more quickly and with less effort, allowing players to reach higher game levels. Video Game Gloves are available in a variety of cool styles, black and four neon colors, for a suggested retail price of \$14.99.

IMN
CONTROL

3021 Bethel Rd. #208
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.

WATCH THIS SPACE FOR MORE SECRETS
AND TRICKS YOU CAN DO . . . ONLY WITH
GAMEHANDLER GS®!



Hey! Come
back here!

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.

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

Revenge of Shinobi is Trademark and Copyright of Sega Enterprises, Ltd.
Saint Sword is Trademark and Copyright of Taito. All other elements are Copyright 1992 IMN Control.

NO CODES!

NO PROGRAMMING!

Andro Dunos: Neo•Geo Captures The Power of The Universe

During the war with the aliens, a fallen enemy aircraft has been recovered. Its power source is a substance unknown to man. This infinite power generator draws its energy from the power of the universe.

These two aircraft must play an important role if we are to have any hope of defeating the enemy. Only two pilots have the skill and the courage to complete this life or death mission. You have been selected to break through the aliens' line of defense and destroy their main control center.

Andro Dunos can be played as a one or two-player simultaneous game. Fly in to battle either as Yellow Cherry or Red Fox. And a second player can join the game at any time. The object is to warp and destroy the enemy's central territory. You'll battle through seven dangerous war zones on the way to their central control. You'll attack and destroy the enemy's moon base, engage in a full-scale,



mechanized dogfight, and journey to a large alien planet. Players may select from four levels of difficulty: easy, normal, difficult and the intermediate mode of MVS. There are four ways to set up your attack and players can change to any one of these four attacks at any time during the game. Type One is the Front Priority attack where your weapons rotate around the front of your craft. Type Two is called the Back Priority, due to its weak frontal attack. Type Three is known as the Omni because it gives you strong striking power but weak armor in the front and back. Finally, Type Four is



Two-Player finger pumping.

Our engineers use this power source to create a new generation of spacecraft; the greatest weapon of the day. Unfortunately, our limited understanding of this new power allowed only two aircraft to be constructed before the alien war heated up once again.

Andro Dunos Review

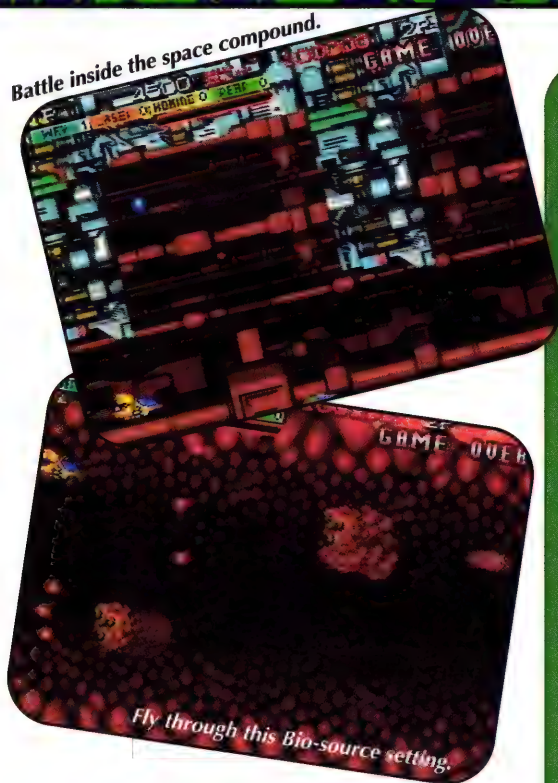
Reviewed by Andy, The Game Hombré

Concept:	5	This game has all the makings of a decent cart, it's just that we've already played it on the Neo•Geo about 600 times now. Give us something new. I love shooters, but this is getting ridiculous.
Graphics & Animation:	9	Every Neo•Geo game has great graphics. Don't let the fact that it is "only" 34 Megabytes fool you.
Sound:	8	The background music is excellent. The voice-overs could have been used to a greater extent, otherwise I can't complain.
Playability:	8	The control is back to the basics, with fire and a change of weapon. If I remember correctly, there are two more buttons. Use 'em!
Entertainment Value:	7	Here's another fun, side-scrolling shooter with good action and graphics. With the 4-button controller and the cart size, I feel I should be blown right out of my seat. SNK...I'm waiting.

Overall Rating: 7.5



Battle inside the space compound.



Fly through this Bio-source setting.

the Front Widecover, which is the best type of attack for beginners. Pick your favorite from four different weapons. Your fighter is armed with shots, bombs, missiles and units. Each of these can be powered up several levels when you pick up Power-up icons. However, a weapon will lose a level each time your fighter is shot down. In addition, the 'A' button gives you special rechargeable weapons ranging from Monster Shots to an Electric Force Field.

Andro Dunos Review

Reviewed by Rick, The Video Ranger

- Concept:** 6 This is another Sci-Fi shooter, but at least they had some creativity in the look of the game.
- Graphics & Animation:** 6 The graphics reminded me of the movie "Dune". That's probably because of the big worms coming out of the sand. It has large characters and some exciting backgrounds.
- Sound:** 4 For a SNES or Genesis it would be okay, but this is a Neo•Geo game and *Andro Dunos* failed to take advantage of its capabilities.
- Playability:** 5 The game has a decent variety of weapons and their readily available at the touch of a button. You can also power up your weapon for a super shot once in a while. *Andro Dunos* is easy to get started but not very challenging.
- Entertainment Value:** 5 I suppose there will always be more Sci-Fi shooters coming out. If you want to be successful in this genre you need something new or improved to offer. *Andro Dunos* has neither.

Overall Rating: 5.25

Bonus items appear at random. Thanks to Neo•Geo's phenomenal graphics, sound and size capabilities, *Andro Dunos* has all the excitement of an arcade smash. If shooter-style games are your thing, this one is certainly worth a look.



Andro Dunos Review

Reviewed by Ross, The Rebel Gamer

- Concept:** 5 Weak! One thing we didn't need was a shooter for Neo•Geo.
- Graphics & Animation:** 6 Not bad in the area of graphics, but the animation for *Andro Dunos* would have definitely been poor for a 16-bit system.
- Sound:** 5 This one really fell short with sound and background music, which is both surprising and disappointing. Neo•Geo usually excels in those areas.
- Playability:** 6 The bosses took too long to beat and power-ups didn't come often enough. You really need rapid fire; my hands were worn out.
- Entertainment Value:** 5 Unfortunately, this is not the recommended daily allowance of video game excitement.

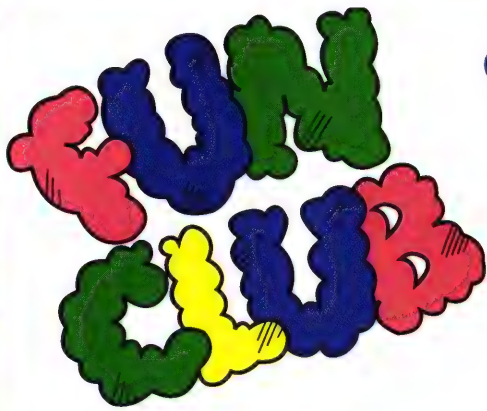
Overall Rating: 5.5



Prepare for battle.



The final flame-out...game over!



OUTRUN - GENESIS
At the title screen, press start. Then press the A Button 11 times, B Button 3 times, and the C Button 8 times. When you go to the option screen it should say "Hyper Options." The added options are stage select and mode select.
Shawn Surmick
Boyertown, PA

CROSSED SWORDS - NEO•GEO

I have a great tip for *Crossed Swords* on the Neo•Geo to get unlimited continues instead of just two. You must have two Neo•Geo controllers. First, start with controller one. Play until you die. Then quickly press start on controller two and let player one run out. Do the same with the second controller. As long as you just die once, then switch controllers, you will never run out of continues. This only works on the home version.

Matthew Wilfong
Jamestown, NY

TAZMANIA - GENESIS

Here's an awesome tip for *Tazmania*. Finishing it will be a breeze if you get infinite continues. The continue loop is in Badlands. First go to the Continue. It's high on a rock right before the bridge. To get the Continue, let a rock monster follow you to the rock. Jump on his head, then jump on the rock. Touch the milestone next. Then go back and get the One up on the rock's left edge. The loop is complete, just keep repeating as many times as you need.

Jim Deer
Greencastle, IN

BLOODY WOLF - TURBOGRAFX 16

In level 5 of *Bloody Wolf* there is a chance for you to fill up everything. Go to the top left corner of the screen. Destroy everyone in the bunker, then climb the tree in the background, between two trees. Stay there for a second, then a Koala will appear. Get the small bear and zap you're ready to go. The Consultants know where there is a second Koala, see if you can find it, (Hint: level 8).

Justin Hoyer
Oakville, MO

Super Mario World - SNES

This isn't a tip as much as it is a little nostalgia. When in the Special Stages, before you choose a stage, wait for a few minutes. Hear that? Sound familiar? Of course it does! It's the original Mario Bros. music. Sounds a lot better in stereo!

Adam Rotmil
Damariscotta, ME

NINJA GAIDEN SHADOW - GAME BOY

For a sound test mode, skip the introduction and go straight to the Title screen. Wait until Start appears, then press and Hold A,B, any direction (U,D,R,L) and Start.

Jason E.Gorman
Madison, AL

BATMAN RETURNS - LYNX

On Level 1 when you come to the big red box with a green bow, jump on top and then jump back to get the acid. Then let the three motorcycle gang members leave the package. If you enter the empty box, your life bar will be increased and you will receive ten batarangs. The next power up on Level 1 is just past the bat signs in the street. When you see the street lamps, make sure you stop at the 2nd, 5th, and 6th lamp to receive your bonus. You might have a problem with the bomb blast. It's easy to avoid, just duck behind the mailbox. Good luck.

Charles Stone
Philadelphia, PA

TECMO SUPER BOWL - NES

If you hate losing the coin toss, after you lose, push the A Button and the opposite team will kick to you.

Blain Waddell
Clay Springs, AZ

MYSTICAL FIGHTER - GENESIS

To battle it out with your friends instead of the computer; simply press the B Button four times during the intro.

John Chang
Pt. Jeff Sta., NY

TECMO BOWL - NES

Here are some fun codes: To play Washington vs. Washington in the Tecmo Bowl enter 5B7FBFA3. To face off Denver vs. Denver enter CFBFF7AO.

David Brenkman
Ogden, UT

CONTRA III - SNES

In *Contra III* you can increase the number of players to the limit, with this little procedure. In Level 3, just after you defeat the long-legged robot that follows you up the wall, there is a spaceship. Make sure you have the regular weapon. As soon as you see him coming, go to the far left side of the screen. Shoot across the screen and you will destroy every enemy he throws at you while you sit safely in the corner. The trick here is to take something small, maybe a Certs (with retsin) and tape it to the controller. It takes about two minutes for each extra guy. Take this chance to go outside and play some hoops. Then come back and play *Contra*, but with a lot of guys.

Jason Flatt
Camas, WA

AXE BATTLER - GAME GEAR

These codes will take you anywhere and you will already have the techniques for that village: Firewood-

Turtle Village-

Sand Marrow-

Southwood-

Brookhill-

North Valley-

IMKP IIHE
OGIH NNPH
APEG AIGL
PIEL EFOH
BHIF JHPG
CLCN OMDC
EIIN PMOK
PNGI CLJD
LKHC CFLI
DLOJ BMDA
DNCD NPMP
LPGD HDEE

John Falkevitz
East Hartford, CT

MEGA MAN 4 - NES

To have plenty of energy for the later stages of *Mega Man*, just go to the Skull Man Stage and collect the three Energy tanks and save them. You can return to this stage even after you beat the boss. It's a great place to get that extra life to beat a tough boss.

Kelley Prebi
San Mateo, CA

Tom Workman
Middletown, OH

I just discovered a great tip for *Firehawk*. First get the High Score. Enter your name as Dizzy, Mig 29, or Camerica. Each one has a different message. If you're getting tired of doing the first stage you can skip it. Just press Start and A at the Title Screen.

FIREHAWK - NES

SUPER BATTLETANK - SNES

To make quick work out of your enemies, choose the 62mm machine guns and fire them at the enemy. When you score a hit quickly pause the game. If the enemy is flashing red, your shots will continue to pummel him. Un-pause; the enemy is destroyed and you're on your way.

Armen Berjikly
West Hills, CA

KRUSTY'S SUPER FUNHOUSE - GENESIS

Level 2-WHOAMAMA
Level 3-FLANDERS
Level 4-BROCKMAN
Level 5-SIDESHOW

Phillip Tjaden
Huber Heights, OH

PSYCHIC WORLD - GAME GEAR

To get to the Sound Test and Stage Select in this great game simply press and hold Up and Left, and buttons 1 and 2. Then press start. Do this at the standard title screen.

Michael Lauzon
Oakville, Ontario



Stay Ahead Of The Game!

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



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

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

Subscribe Today!

GAME INFORMER
Magazine
For Video Game Enthusiasts!

What's New?
The '92 Consumer Electronics Show

Introducing...
GI's Tech Talk

New Game Reviews
Faceball, Shatterhand and RPM Racing



GAME INFORMER

Nov/Dec Issue 1991
\$3.95



Only \$17.88

For Six Information-Packed Issues!

The top half of the advertisement features a stylized title screen for the game SoulBlazer. At the top left, a large, glowing orange sun or moon is partially obscured by dark, swirling clouds. The title "SoulBlazer" is written in a large, ornate, serif font with a color gradient from yellow to orange to red. Below the title, a long, silver sword with a gold hilt and a cross-guard is positioned horizontally. In the background, a dark, jagged mountain range is silhouetted against a vibrant purple and pink sky. A large, multi-towered castle with lit windows sits atop a central peak.

SoulBlazer

Do RPG games emphasize boredom instead of excitement?
OR do you feel action games work your FINGERS, not your MIND?

Get the Best of Both Worlds

Intense action and graphics combined with a mind-bending storyline sure to challenge all the above. ■ No wonder EGM declared, "If you combine Zelda and ActRaiser (two of the best), you will get SoulBlazer."

From the people who brought you ActRaiser.



Switchblade II: Havoc Seeks Revenge in This Sequel for the Lynx



More than two hundred years ago a young warrior named Hiro ended the reign of the evil ruler, Havok. As a reward for his valor and bravery, he was granted a long and youthful life. However, as a result of this, he has lived to see the return of his arch enemy, Havok. Now Hiro sees that long life was not his gift at all, but the wish of his enemy...for Havok has come back. And, he's seeking revenge.

Back from retirement, Hiro must once again defeat his arch enemy. Hiro is stronger than ever, and this time he has plenty of help. Hiro must survive or Havok shall rule the world once again and destroy everything Hiro has come to know.

Hiro battles through six stages; each consisting of four separate areas. To be victorious, Hiro must use his mind as well as his strength. He is armed with the switchblade, a small but cumbersome weapon. Throughout his journey, you will have the option of different weapons. Some you will find while others must be

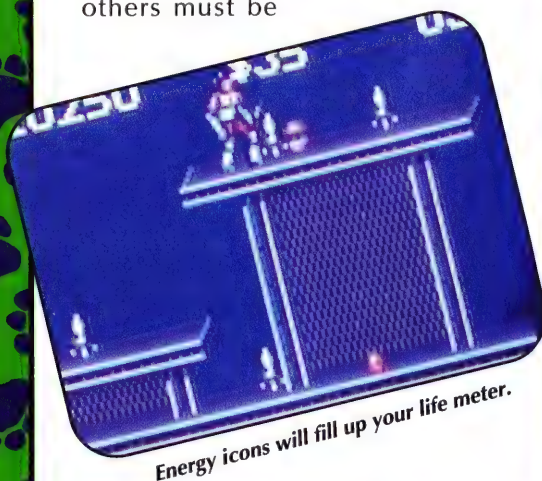
bought at shops scattered throughout the land. The first weapon you will come across is the Plasma Gun. It is a useful weapon, but requires ammunition, as do all the additional weapons. However, through conservation and exploration, you should find a fair amount of spare ammo on every level.

The shops contain various items, some that are useful and others which are not. The shopkeeper sells information as well as weapons, though he tells you nothing you can't figure out on your own. The items bought and sold in the shops are pivotal to your survival and the completion of your quest. The weapons list includes Napalm, a short range weapon that packs a punch. Another

smart weapon selection is the Missile; a sure fire way to cause trouble when they home in right on target. But they are expensive. The more standardized weapons are the Beam and the Spin Blades. Both have single fire shots, but the beam is much bigger and works until it leaves the screen.

Other items at the shop provide protection and restocking. The key to your survival is to watch your ammo while destroying almost all of your enemies. Most enemies carry money that converts into extra lives and weapons. Since the shops are few and far between, make sure you have enough money before you go in.

Some avid gamers may remember Hiro from the computer and his first encounter with Havok. Atari has



Switchblade II Review

Reviewed by Andy, The Game Hombré

Concept:	8	<i>Switchblade II</i> is your basic action game. The play itself is very similar to a <i>Castlevania</i> or <i>Ninja Gaiden</i> , but with multiple weapons and options.
Graphics & Animation:	8.5	The character, Hiro, comes across very nicely on the small screen. Though he is a small character, it allows for more action on the screen.
Sound:	8	The sound effects are just about the only soundtrack this game has but, Man, are they cool.
Playability:	8	If you have played any vids before, you'll get this one. Hiro responds well, and the action is basic.
Entertainment Value:	9	This is the best action game I have played on the Lynx to date. It may not have the best graphics or sound but it is, without question, fun. The game is easy to get hooked on.

Overall Rating: 8.25

Switchblade II Review

Reviewed by Paul, The Pro Player

- Concept:** 7 You've seen it before and here it is again. *Switchblade II* is a side scrolling shooter where the object is to blast anything in your path.
- Graphics & Animation:** 8 Atari Lynx always seems to have graphically appealing games. *Switchblade II* does well in this department.
- Sound:** 7 The sound was adequate for the game. There is not much you can do to enhance the sounds of explosions and the firing of weapons. It was cool that each weapon had its own distinct sound.
- Playability:** 9 This cart has no problems here. It is easy to shoot, jump, and evade. You'll catch on the moment your hands touch the buttons.
- Entertainment Value:** 9 Lynx needed a good action-shooter and *Switchblade II* is it. It has power-ups, fast action, and long levels; a killer game.
- Overall Rating:** 8

Hiro may upgrade weapons or energy.



done a decent job in bringing the sequel to the Atari Lynx. The graphics have that clear detail and definition that has made the Lynx a favorite among the hand-held systems.



Glowing doors represent store entrances.



Switchblade II Review

Reviewed by Rick, The Video Ranger

- Concept:** 6.5 *Switchblade II* is a better than average action-adventure. Your hero, Hiro, gains points for defeating enemies and collecting items. He also collects money he can use at the periodic shopping points along the way.
- Graphics & Animation:** 6.5 Hiro and the backgrounds look pretty good, as do the larger bosses. The problem which plagues this cart in this department are the smaller enemies, which are hard to identify.
- Sound:** 8 I liked the way I could hear his footsteps and landings. The crack of the gun and other weapons are crisp and the background music was very easy on the ears.
- Playability:** 7.5 The challenging part of *Switchblade II* is learning what to watch out for by repetition. The control is responsive, with a variety of weapons, limited by how much money you have.
- Entertainment Value:** 6.5 *Switchblade II* is fun but doesn't quite reach the great status. It's above average in all areas, but not outstanding in any. If you don't have enough action games with mechanical bad guys, this would be a good choice.
- Overall Rating:** 7

MORE FUN THAN ROLLIN'

What could be more fun than rolling Homer in the snow? Well, nothing... but these outrageous Simpsons™ video games are really close.

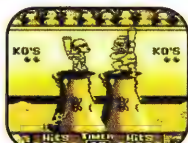
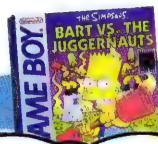
It's an avalanche of Simpsons™ hits on every video game system! More action, excitement and fun than Bart, Ho-Ho-Homer, and Krusty can shake a candy cane at. Naughty or nice, let everyone know you want The Simpsons™ video games... otherwise you'll get socks and underwear!

(PSST, if you want to check out these games early... your parents hid the presents in the attic...again.)

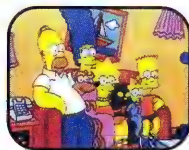


BART VS. THE SPACE MUTANTS ON NES™, GENESIS™ AND GAME GEAR™!

BART VS. THE JUGGERNAUTS FOR GAME BOY®!



JOUSTING JUST ENTERED THE ATOMIC AGE!



FEATURING THE WHOLE SIMPSONS™ GANG!

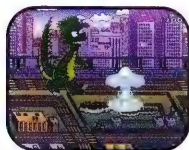


SAVE THE EARTH WITH YOUR HANDY SLINGSHOT

ESCAPE FROM CAMP DEADLY FOR GAME BOY®!



BART'S NIGHTMARE FOR SNES™!



GREAT BALLS OF FIRE!



BARTMAN TO THE RESCUE



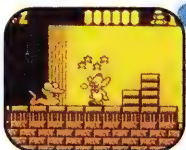
HANG OUT WITH BART AT CAMP DEADLY

BARTMAN MEETS RADIOACTIVE MAN ON NES™!

BART VS. THE WORLD ON NES™!



"TRAP MASTER" BART SOCKS IT TO THE RAMPANT RODENTS!



SNAKES ARE WORSE THAN THE #@% RATS!



KRUSTY'S FUN HOUSE ON NES™, SNES™, GAME BOY® AND GENESIS™!



BRRR... IT'S THE KRUSTY SNOWMAN



IT'S FIST AGAINST CLAW IN DR. CRAB'S LAIR!

G HOMER IN THE SNOW!



Acclaim
entertainment, inc.

**FLYING
EDGE**
A Division of Acclaim Entertainment, Inc.

The Simpsons TM & © 1992 Twentieth Century Fox Film Corporation. All rights reserved. Nintendo®, Super Nintendo Entertainment System®, Nintendo Entertainment System®, Game Boy® and the official seals are registered trademarks of Nintendo of America Inc. Sega, Genesis and Game Gear are trademarks of Sega Enterprises Ltd. Acclaim® and Flying Edge™ are trademarks of Acclaim Entertainment, Inc. © 1992 Acclaim Entertainment, Inc. All rights reserved.

Sonic the Hedgehog 2: This Sizzling Sega Sequel Heats Up the Holiday Season



By Elizabeth Olson

He's blue, he's brave, he's totally ballistic, and he's back. If you haven't heard by now, you need to get out more. Sonic the Hedgehog is headed this way again in *Sonic the Hedgehog 2*, the sequel to last year's mega-hit.



And no other character has experienced such a media blitz.

This little blue speed demon threw the video game industry for a 360° loop when he was first introduced. Sonic was bigger and faster than anything we'd ever seen before. *Sonic the Hedgehog* sold close to one million copies securing its title character as the trademark personality for Sega. Every hedgehog has his day,

or at least this one does. "Sonic 2sday" is slated for November 24th, '92.

Sonic the Hedgehog 2 will be released throughout the world for Genesis, Game Gear and Master systems.

It is rare that a game gets released worldwide, with a projected 4.5 million copies in sales, without first having a trial run in Japan. It's also uncommon that a title be released across all Sega formats at the same time.

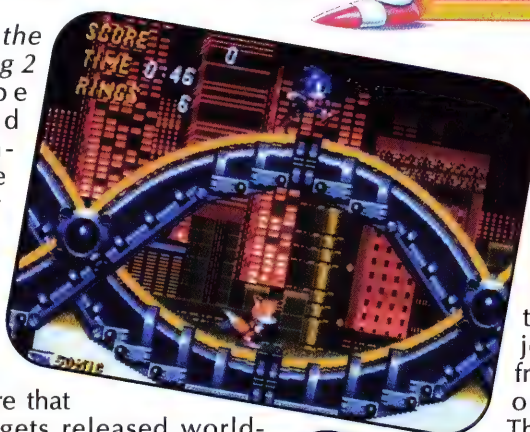
Sega has launched a \$10 million advertising campaign to support the release of *Sonic 2*. Now that's confidence.

Can it really be that good? You bet! *Sonic 2* has grown into an 8 Meg giant; that's twice the size of the original game. There are ten basic zones divided into two or three scenes each, as well as a

special 'secret'

zone. Sonic is said to be faster than ever in this sequel and he does his 360 degree loop one better with a high-speed corkscrew loop.

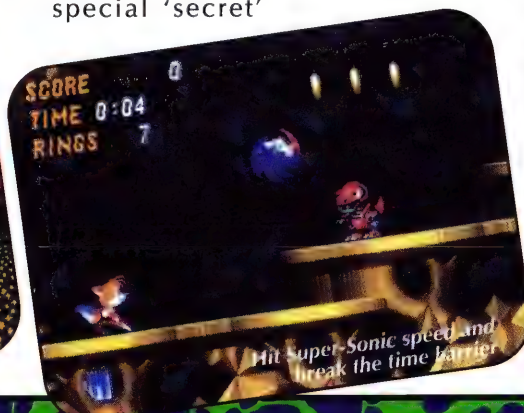
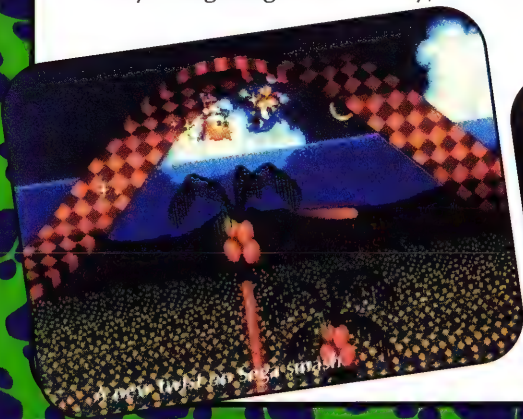
The really big news is that Sonic is now a two-player game. He's joined by his younger friend, Tails, a 4-1/2 year old fox with two tails. This little buddy is full of mischief and enthu-



Sonic becomes a 2-player with the help of Two-Tails

siasm, so he can be both a help and a hindrance to Sonic. He idolizes the Hedgehog and copies his every move, but he occasionally gets over-anxious and sneaks out in front.

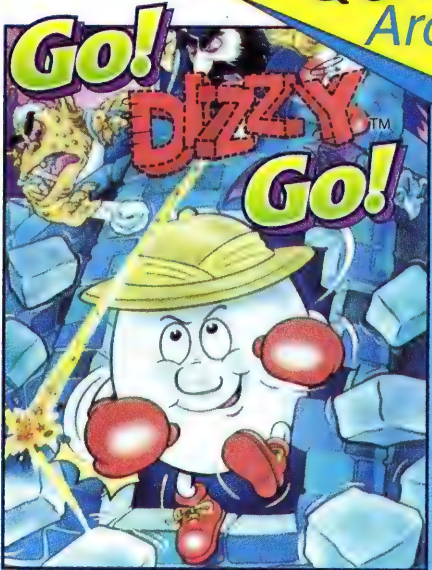
Created by the same design team as the original, the extra size of the cart allowed them to throw in a few more tricks with outstanding graphics and game play. With all that going for it, *Sonic the Hedgehog 2* is sure to steal a few hearts this holiday season. It will definitely be at the top of our wish list.



Hit Super-Sonic speed and break the time barrier

QUATTRO™ Arcade

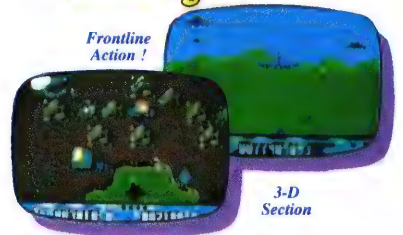
FOUR GAMES
IN ONE CARTRIDGE!



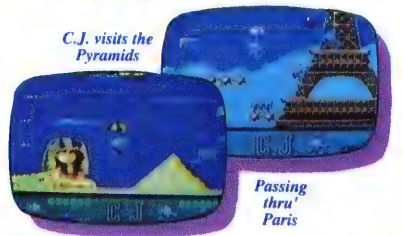
Code Masters™
Written by
CODEMASTERS

Published by
CAMERICA®

F-16 Renegade™



C.J.'s Elephant Antics™



Go! Dizzy Go!™



Stunt Buggles™



Thor Aackerlund - Nintendo World Champion
"QUATTRO™ Arcade is the greatest multi-game cart released to date."

Codemasters, Quattro Arcade, F-16 Renegade, C.J. C.J.'s Elephant Antics, Dizzy, Go! Dizzy Go! and Stunt Buggles are trademarks of Codemasters Software Company Ltd. used under license by Camerica Corp.

Camerica, Camerica Games are trademarks of Camerica Corp.

Tazmania: Warner Brothers' Biggest Appetite Comes to Game Gear



It's a sub-tropical paradise inhabited by crocodiles and koalas, bush people and bandicoots, wallabies and platypuses. It's a land of strange customs and unusual creatures. Did we say unusual? That hardly begins to describe the newest and most unlikely hero to find his way to your **Game Gear**.

Warner Brothers' classic cartoon character, the Tasmanian Devil, is enjoying new popularity with an animated show of his own. Now Sega brings this fearsome, fun-loving blur of fur into your home. And this over-enthusiastic trouble maker has an appetite for adventure.

Now before you groan, "...not another cartoon children's cart!", this game is a real challenge. Taz proves to be an animated, yet occasionally uncontrollable main character. What else would you expect from a Tasmanian Devil?

Taz is a fun-loving hero that sets out in search of food. But he must travel through all types of terrain and obstacles to find it. And all he has to defend himself with is that famous Tasmanian whirlwind of motion.

Began your adventure by dodging land mines and falling objects. You'll have to time your steps just right in order to sustain enough energy to

complete the level and still avoid getting blown up. Using your whirlwind of energy will help you get past some obstacles, but keep some energy in reserve for those unexpected situations.

The second level finds Taz in a run-away coal car, racing through dark mine shafts. Taz will need to collect power icons that are tucked away between the stalactites as he twists and turns through this level. However, he must also remember to duck or he'll have one monster of a headache!

Taz also finds himself face to face with a pack of pesky penguins when he reaches the cooler stages of this

game. The snow and ice make traveling by foot a risky undertaking, as you'll be slipping every which-a-way. Just try stopping a spiraling whirlwind in this icy tundra! Meanwhile, Taz must always be on the lookout for food. Talk about your frozen dinners.

If this sounds like a challenge, wait until you try it. About the time you think you've got this game licked, Taz cashes it in and it's back to the beginning. And just when you start to get carried away with this game, so does Taz. That is, there are birds threatening to swoop down and carry him off. Friend or foe? We'll let you figure it out. Taz is a true party

Tazmania Review

Reviewed by Rick, The Video Ranger

Concept:	4	<i>Tazmania</i> has a decent avoid-the-bad-guys-while-finding-your-way-to-the-next-level approach. My problem with this game is the Tasmanian Devil is supposed to be a ferocious aggressor. This game is so meek it could damage his reputation.
Graphics & Animation:	8.5	The colors and detail are wonderful. I like the way the screens scroll in both directions.
Sound:	6	The music and sound effects are above average. I wish they had given a voice to Taz, similar to the one he has in the cartoon.
Playability:	7.5	<i>Tazmania's</i> moderate challenge was just right. The game was easy and smooth to operate. Much of the play was automatic, (get in the box car and watch it roll) making it fun to watch.
Entertainment Value:	6	<i>Tazmania</i> is an above average game in most aspects, with some particularly good parts. I know Taz is very popular right now but, given the milk-toast nature of this cart, they would have been better off using Tweety Bird.

Overall Rating: 6.5



Taz makes tracks.

Tazmania Review

Reviewed by Paul, The Pro Player

- Concept:** 6 Hey, the Genesis has *Tazmania*, so let's make it for Game Gear. But you can't blame 'em; Taz is a killer 'toon.
- Graphics & Animation:** 9 ALL RIGHT! The best graphics and animation I've seen so far for the Game Gear. Taz's actions and expressions are hilarious. Taz is impressive.
- Sound:** 8 The music accompanies the game perfectly. The sound on the hand-held units is not always an important aspect, but *Tazmania* makes a strong showing in this department.
- Playability:** 9 This is not the easiest game to get going. The controls are a bit different from the Genesis version, so I had trouble at first. The first and fourth levels keep you on your toes, because you must keep moving to the right.
- Entertainment Value:** 9 I couldn't set this one down. *Tazmania* is my favorite cart for the Game Gear.

Overall Rating: 8.25

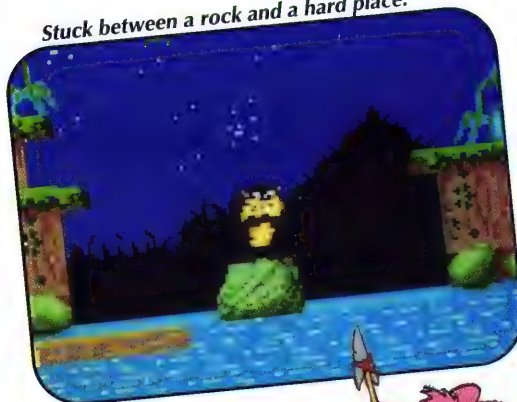


Level Three: The big chill.



Slip-slidin' away!

Stuck between a rock and a hard place.



animal in the spirit of fun. And he looks great in this hand-held version. If you've got a big appetite for some fun-filled adventure, check out Taz and his whole wacky family in their new cartoon. Better yet, check out Sega's adventure for Game Gear. You're sure to go back for seconds.



Tazmania Review

Reviewed by Ross, The Rebel Gamer

- Concept:** 9 Make Taz spin his way through many levels. Jump over deep gorges. Don't forget to eat everything in sight.
- Graphics & Animation:** 8 This has to be some of the best I've ever seen on the Game Gear. However, it would have been nice to see them use more than one level.
- Sound:** 4 It seems that no one can come up with the rights to the Warner Bros. theme. It might have helped it out.
- Playability:** 6 I loved the challenge, and do I mean challenge. It took a long time to figure out the first two levels, but the player control was good.
- Entertainment Value:** 6 Love the cartoon; wasn't too impressed with the game. Now if you put Bugs in and let Taz go after him, I wouldn't be able to put it down.

Overall Rating: 6.75



Cruise through the mines, but don't forget to duck!

Sega CD: The Waiting is Over

By Andrew McNamara

Compact Disk technology appears to be the future of video games. The future has arrived. This month will see the introduction of the *Sega CD*.

The CD-ROM format allows for an increase of data capacity, which means better graphics and sound that will blow you away. *Sega CD* does all this and much more. *Sega CD* also incorporates the much needed, hardware scaling and rotation. This upgraded hardware sports some hearty equipment; 68000 and Z80 processors surrounded by custom graphics and sound chips that make this baby hum at 12 MHz. We're talking BIG improvements.

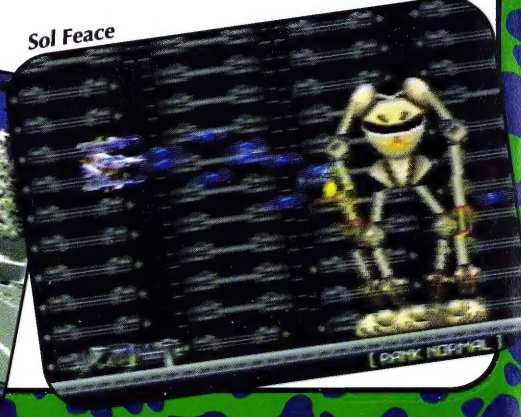
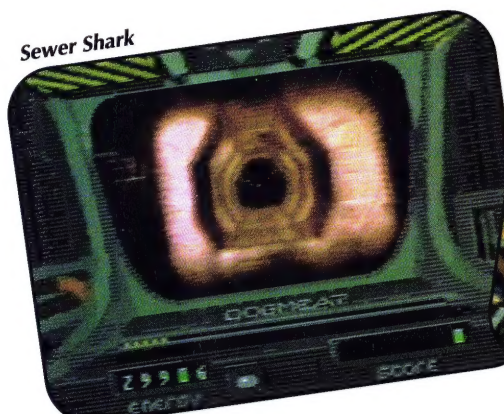
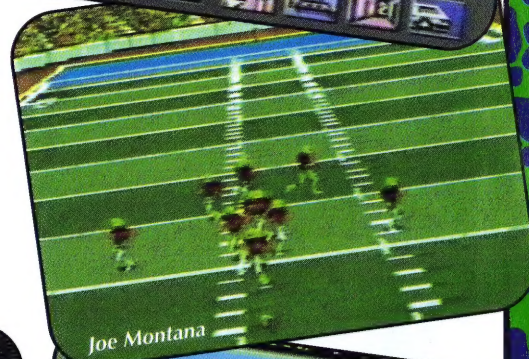
When you first open the *Sega CD* box, you might be surprised by what you find. The package includes five Disks, the first holding four classic Genesis games. *Golden Ax*, *Streets of Rage*, *Columns*, and *Revenge of Shinobi* are all Genesis favorites that need no introduction. Next, you'll find *Sherlock Holmes: Consulting Detective*, a murder mystery game that features full motion video. *Sol-Feace*, the arcade shooter, is next and at the bottom of the stack are two music disks; a hits collection and a CD+G. Your *Sega CD* library is already off to a good start.

Hardware is useless without games, but not to worry. Sega and several of their top licensees have got you covered with some incredible looking stuff. A few of the first games available before the holidays include Sega's *Night Trap*, two disks worth of continuous full-motion video that's just like going to the movies. Dig out that popcorn. *Cobra Command* lets you pilot a heavily powered helicopter through animated video combat. *WonderDog* by JVC is your action/adventure choice and Bignet's *Black Hole Assault*, the sequel to *Heavy Nova*, will be the street-style combat game. Sony smashes into the

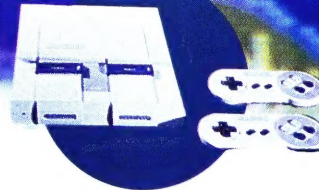
rat race with *Sewer Shark*, a high-speed action shooter with some incredible graphics.

Next out of the block is *Batman Returns*, featuring seven levels that include two 3-D driving levels so fast it will make your head spin. Finally, Sierra's famous *Willy Beamish* jumps from the PC to CD. Games will continue into the New Year with hits like *Joe Montana Football*, *Wolf Child*, and the huge *Make your Own Video* lineup.

While the *Sega CD* and its software may start slow, it is sure to grow and multiply. After all, the same could be said of the Super Nintendo just a year ago. The unit is a bit costly, considering it's an add-on and not a complete system. At a suggested retail price of \$299.99, it puts a strain on the pocketbook. However, if you have the means, I highly recommend the *Sega CD* experience.



FOR SUPER NES™



LICENSED BY **Nintendo**

ACTION OR SIMULATION YOU CAN ENJOY THEM BOTH IN THIS ULTIMATE BASEBALL GAME.

CULTURE BRAIN™

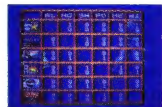
OFFICIAL SELECTION
 (Nintendo)
 Seal of Quality

SUPER NINTENDO™
 ENTERTAINMENT SYSTEM

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	BB	SO	SACF	ERR	SD			
team batting stats	G, AVG, HR, RBI, BB, SO, SB, E, RR	Batting Stats													
team pitching stats	G, ERA, W-L, SV, BB, SO, HR, R, CG, SHO	Pitching Stats													
		ERA	W	L	SV	CG	SHO	H	HR	R	BB	SO			
		* SACRIFICE FLY													
GAMES	5, 30, 60 AND 195 GAME SEASONS TO CHOOSE FROM														
NUMBER OF PLAYERS	1-8 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 8 ITEMS AND PITCHING STATS ON 10 ITEMS.														
PLAYER'S STATS	THE BATTING AND PITCHING STATS OF 108 PLAYERS ARE DISPLAYED. THE LIST OF THE BEST 30 PLAYERS OF EACH TEAM IS ALSO DISPLAYED.														
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 PITCHER 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.														

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



S A COMPLETE PENNANT RACE
 SIMULATE A FULL SEASON BASED ON STATISTICS. UP TO 8 PEOPLE CAN PARTICIPATE. THE SEASON CAN BE PLAYED AUTOMATICALLY, WHILE YOU CAN ENJOY FOLLOWING A TEAM THROUGH ITS GAMES, THE TEAM STANDINGS, GAME SCHEDULE, W-L AND TOP 30 RANKINGS. IN BATTING AND PITCHING ARE RELATED AS WELL AS INDIVIDUAL STATS IN OVER 20 CATEGORIES.



C A TOTALLY NEW FEATURE: ACTION MODE VS. MANAGER MODE!
 CHOOSE 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.



A 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 FIELD REVOLVES! THE SPEED OF THE BALL GETS UP TO 200 MPH! A PITCHER'S HUNDREDS OF FEET IN 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!



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



Todd's Adventure in
**SLIME
WORLD**

GET READY FOR THE SLIME OF YOUR LIFE



RENOVATION
PRODUCTS™

987 UNIVERSITY AVENUE SUITE 10
LOS GATOS, CA 95030

Somewhere in the deepest space of the Gamma Mu Eta system lies a planet no one knows to be live or dead. The surface appears to be moving, but not like oceans, according to displacement readings and photos from a probe nearby.

What mysteries are held by this big green glob in the middle of space?

This question and others have been left in the somewhat capable hands of space jockeys Todd and Rooney. The administration supplies them with everything they need to plot and document Slime Planet. Our heroes hop onto their own Slime World Express, headed for danger, excitement and maybe even death.

SLIME WORLD IS LICENSED FOR PLAY ON THE SEGA GENESIS SYSTEM AND IS A TRADEMARK OF EPYX INC. RENOVATION PRODUCTS, INC. IS A SUBSIDIARY OF TELENET JAPAN CO., LTD. SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES LTD.

Made with love by

RETROMAGS

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

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

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

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

Thank you!