

GAME INFORMER™

Magazine
For Video Game Enthusiasts!

January/February Issue 1993
\$3.95

**1972-1992 A Look Back at
the First 20 Years of Video Games**

**Metal-Clashing, Android-Bashing
Cybernetic Section**

**Announcing the First Annual
Game Informer
"Best of..." Awards**



**The Titanium Wonder
is Back in Mega Man 5!**

Take It To The Streets...

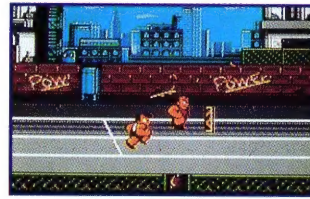
CRASH 'N' THE BOYS™ STREET CHALLENGE

"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.



Southside's Crash Cooney sets another 400M Hurt-les 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.



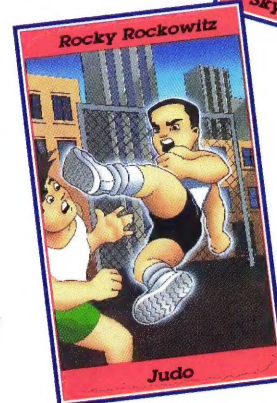
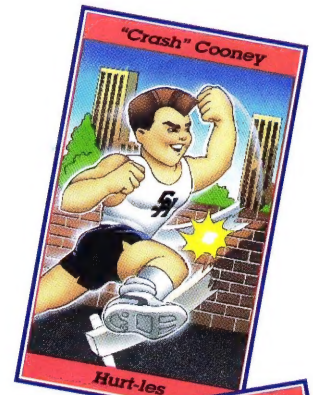
"Spreck" Spreckles, Jefferson High's captain shows his lethal moves in the Water Slaughter. He thinks Lincoln and Washington are almost as bad as Southside. Almost.



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.

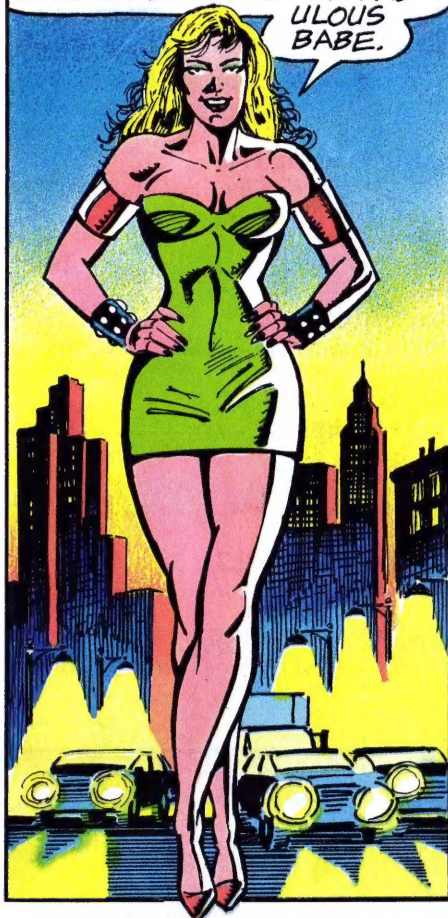


Hot Sports
Action For 1-4
Players!

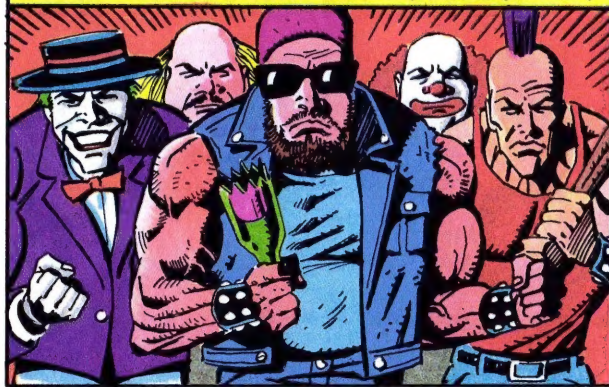


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I'M MARTHA SPLATTERHEAD... RENEGADE CYBORG AND FABULOUS BABE.



"I BAILED ON THE MILITARY AND HAVE COME TO TAKE OVER ALL THE GANGS IN NEW YORK CITY"



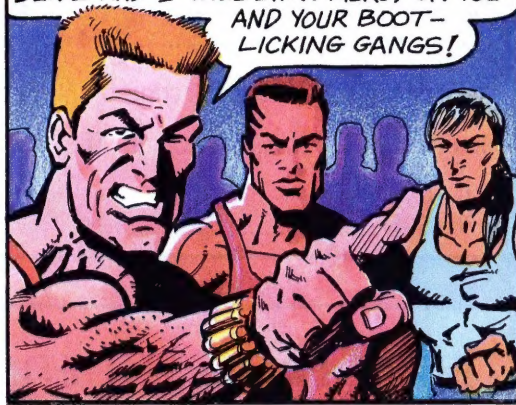
NOT EVEN MY OLD BUDDIES THE COMBATRIBES CAN STOP ME NOW!



DON'T COUNT ON IT, SPLATTERHEAD!!



JUST BECAUSE YOU WERE ONCE PART OF THE UNIT, DOESN'T MEAN BULLOVA, BLITZ AND I WILL SHOW MERCY ON YOU AND YOUR BOOT-LICKING GANGS!



WHY, BERZERKER, YOU WOULDN'T HIT A LADY, WOULD YOU?



CYBORGS AIN'T LADIES!!



Blast the blazin' Slash Skaters under the strobe-lights of the Lexington Disco.



Go berserk as Berzerker and take on a fire-breathing Swammy in the special 1-on-1 "VS. Mode."

Special "VS. Mode" lets you battle as any of the 16 gonzo characters and go toe-to-toe with everyone—even your fellow Cyborgs!



The Big Apple's gone rotten and an old ally is at the core. Your mission: destroy Martha Splatterhead—former Combatribes-turned Gotham gang-queen. But before you get close to this renegade-mama, you'll have to do some head-bashin' with five of New York City's most feared gangs—on their turf!



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LETTER FROM THE EDITOR

By Elizabeth A. Olson

Welcome to 1993! And what a year it promises to be in the world of gaming.

1993 should be a banner year for disc development. Nintendo already has us anxious for their new Super FX chip, promised for early this year, that will enhance select 16-bit cartridges with special effects. Not to mention, we get to watch the fallout of their CD agreements with Philips and Sony as we anticipate their 32-bit CD drive. 16-bit games have progressively gotten stronger and stronger, and it will be interesting to see what designers have in store for this year. More of our favorite licensees will be jumping on the cross-over band wagon, which is good news for the player. And gamers may soon see those nationwide game networks that we've heard so much about, as well as video games by phone.

Time will tell, but it sounds like it will be a busy year. The staff of Game Informer Magazine would like to kick it off by bringing you a retrospective look at The History of Video Games. Robotics fans will enjoy the Cybernetics feature, which includes

Mega Man's latest adventures, Cybernator for the SNES, and Terminator 2 for the Game Boy

We'd like to know more about you, our reader, and how we can better serve you so we've included a survey on page 35. Fill it out for a chance at free Electronic Arts games.

So let's get busy. Happy 1993 and, as always, happy gaming!



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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

Corrections:

The correct price of the SNES Ascii Pad listed in our Christmas Buyer's Guide (Nov/Dec '92) is \$24.95.

The producer of the upcoming movie *Toys*, is Barry Levinson, not Barry Morrow. (What's Hot, Nov/Dec '92) We apologize for the mistake.

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Your Money Back!



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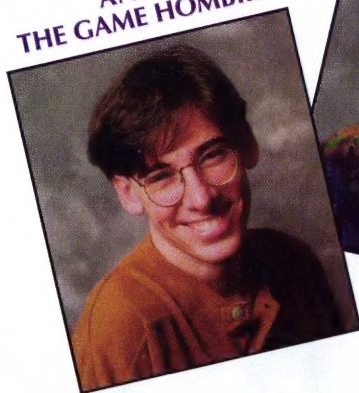
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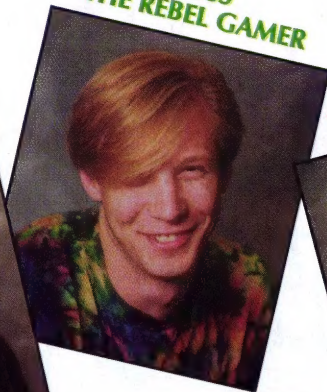
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This Issue's Reviews... The Bottom Line

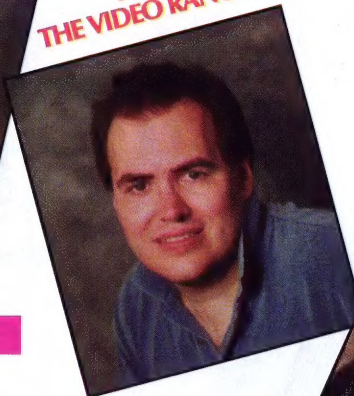
ANDY
THE GAME HOMBRÉ



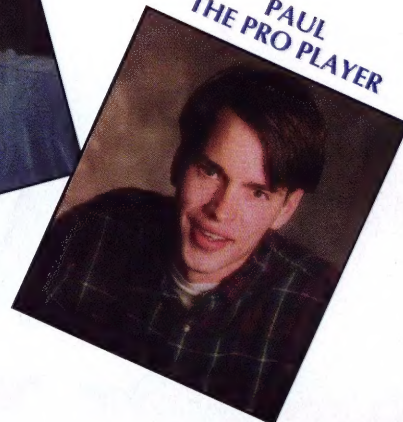
ROSS
THE REBEL GAMER



RICK
THE VIDEO RANGER



PAUL
THE PRO PLAYER



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	
Gods	Mindscape	SNES	Pg. 6	9.25	7.25	-0-	8	8
Young Indy	Jaleco	Nintendo	Pg. 8	7.5	6.75	6.5	-0-	7
Flintstones	Taito	Game Boy	Pg. 10	-0-	8.5	7.5	7.5	7.75
Cybernator	Konami	SNES	Pg. 18	8.75	8.5	-0-	8.25	8.5
Robo Army	SNK	Neo•Geo	Pg. 20	-0-	7	8.25	7.75	7.5
T2: Arcade Game	Acclaim	Game Boy	Pg. 22	7.25	9.5	7.75	-0-	8
Mega Man 5	Capcom	Nintendo	Pg. 24	8.25	-0-	7.5	7.75	7.75
Sunset Riders	Konami	Genesis	Pg. 28	8	8	7.75	-0-	7.75
Prince of Persia	Tengen	GameGear	Pg. 32	-0-	8.5	6.5	7.75	7.5
Cobra Command	Sega	Sega CD	Pg. 46	9	9.5	-0-	8	8.75
Dracula	Atari	Lynx	Pg. 50	8	-0-	8	8.75	8.25
Forgotten Worlds	TTI	Turbo CD	Pg. 52	8	9	-0-	7.25	8
Sonic 2	Sega	Genesis	Pg. 56	8.75	8.5	-0-	8.25	8.5

Dear Game Informer:

First off, I would like to say how much I love your magazine. The only improvement could be a monthly poll of the best games for every system your magazine supports. But it's still the best magazine out there!!

Tom Porter
Sunrise Beach, MO

Your poll suggestion is a terrific idea. If our readers will oblige by sending us a list of their top ten games, we'd be more than happy to keep score and let you know the results each issue. Readers?

-Ed.

I read your Summer issue and I wanted to know what system does *Ren & Stimpy* come on and when is it coming out. I also wanted to know when *Wayne's World*, and *Rocky & Bullwinkle* are coming out, because I am a big fan. I like your magazine a lot and I read it all the time.

John Borja
Fallbrook, CA

John, You're talking to a fellow Bullwinkle and Ren & Stimpy fan. Luckily, THQ has just released Bullwinkle & Friends for Game Boy and the NES. Ren & Stimpy is also available for the Game Boy, and will be released on both the NES and SNES around the middle of 1993. Currently, they are only planning to develop Wayne's World for the Genesis, which should hit the shelves around the same time. Thanks for reading!

-Ed.

When I received the Summer issue of **Game Informer**. I read *Dear Game Informer* and you asked the readers what they think of a feature called *The Classics Attic*. I think it's a great idea because most of the games I own are several years old. Since I just recently purchased my system, tips on the older games would be very helpful. Often times, I am disappointed in the helpful hints section of magazines

because the hints are almost always for the newest games. Thank you and please put the *Classics Attic* in your magazine.

Diane Susan Ermsen
Aurora, OH

The staff of Game Informer is excited about The Classics Attic, as it gives them a chance to dust off some of their old favorites. We are currently looking for it to debut in the March/April '93 issue. However, we would love suggestions from our readers as to what titles they would like to see covered.

-Ed.

I would like to compliment you on a well-designed and well-developed magazine. So far, it has kept me up to date with all the information I have needed to know. I would appreciate any information on how to use Vega's moves for SNES *Street Fighter II*.

Benjamin T. Sather
Arkdale, WI

Benjamin, as you know, you cannot control Vega, since he is one of the bosses. He can get pretty nasty with that claw of his and his special Suplex attack. You also want to watch out for his high-speed jump kick and foot sweep. Your defense will depend on which character you are playing and the level of difficulty you are on. However, we can give you a clue as to his weaknesses. A roundhouse kick works well if Vega is rebounding off the wall or leaping from the fence in attack. Just move towards him and nail him. If he goes into a back-flip, hit him with a projectile punch weapon like your Sonic Boom or Dragon Punch. If you get in a dozen good hits or so, his claw will fall off, rendering him almost defenseless.

-Ed.

GAME INFORMERTM Magazine

January/February Issue 1993
Volume II, Number 1

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The *Game Informer Magazine* is published bi-monthly at a subscription price of \$17.88 per year, by **Sunrise Publications**, 10120 W. 76th Street, Eden Prairie, MN 55344. (612) 946-7245 or FAX (612) 946-7250. Application to mail at Second Class Postage rates is pending at Hopkins, MN, and additional mailing offices. POSTMASTER: Send address changes to *Game Informer Magazine*, 10120 W. 76th Street, Eden Prairie, MN 55344.

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.

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BPA Membership Applied for September 1992

A SNES Challenge Sent Down By the Gods: Are You Up To It?

"Any man may earn through skill and courage a single favor of the Gods, if he will face the fear of the ancient city and slay the four great guardians who have stolen our citadel from us."



Gods Review

Reviewed by Ross, The Game Rebel

Concept:	9	Yes, the Super Nintendo has a few games of this style. But never before have I seen something similar to another game that manages to stay so completely different. <i>Gods</i> takes a bold new step in originality.
Graphics & Animation:	6	The all-out graphics were incredibly well done, but the animation was rough around the edges. Let me explain. The delay in your character's death scenes is around 1-1/2 to 2 seconds, which is completely irritating.
Sound:	5	The sound was not a relative factor in <i>Gods</i> . Seeing that the SNES has so many capabilities, I wish that <i>Gods</i> would have put them to use.
Playability:	8	<i>Gods</i> kept me on my toes just about the whole time I played it. And I never said it was easy; far from it. Even Level One is a killer.
Entertainment Value:	8	<i>Gods</i> could be one of those games you play and play again, discovering new and different things each time. It is also a game that will take some time to beat. Definitely not a rental candidate.

Overall Rating: 7.25



Earn the ultimate in weaponry.

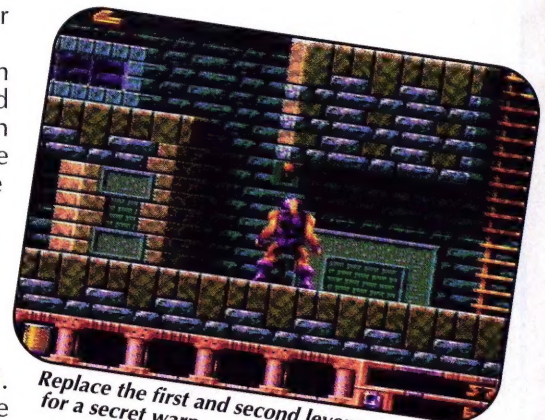
We are at the twilight of classical mythology. It is said immortality breeds contempt, and the apathetic Gods have grown bored with the triflings of the human race. Lounging on Mount Olympus, they laid down a challenge to man without so much as a thought to the consequences. They never imagined it would fall into the ears of man; and what man alive would accept such a challenge, for surely he would fail? But it was heard by one man, one strong and unflinching hero who has never turned away from any quest. He stood fearlessly before them and requested of the Gods that, should he meet their challenge and return, he should join them as an equal.

But what of the ancient city? No one is even sure of the city's existence, as none have ever seen it. The ancient city was said to be built as a diversion of the Gods, with opulent temples, twisting labyrinths, majestic towers and concealed underworlds. It was over-run by the forces of darkness, lead by four great guardians and

now a host of fearsome beasts dwell in its passageways. The City of Legends consists of four levels; the city, the temple, the labyrinth and the underworld. Each is comprised of three worlds, the third of which is protected by one of the four guardians.

To protect their treasures from intruders, the guardians installed numerous doors, traps and hidden passages, all guaranteed to slow the progress of unwelcome guests. These passages require specific keys our hero must obtain, but these are certain to be well guarded or hidden. He must also face innumerable puzzles and traps, some of which must be solved in order to progress further and others that offer a reward. In our hero's quest to conquer the

four guardians, he comes face to face with hordes of monsters and beasts. These fall into three categories; the Destroyers, whose only objective is to destroy you; the Fliers, who also



Replace the first and second levers for a secret warp.

Gods Review

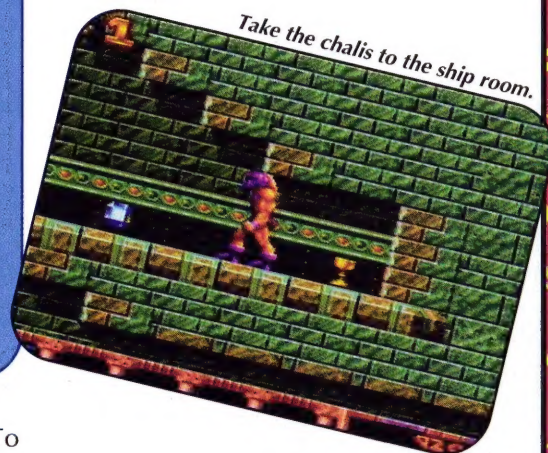
Reviewed by Andy, The Game Hombré

- Concept:** 9.5 *Gods* is a perfect mixture of puzzle and action-shooter. The game has an abundance of secrets, hidden bonuses, and great battle sequences. There are hidden traps and certain goals that must be met to finish a level.
- Graphics & Animation:** 9 This game is crisp, doing the PC version proud. Overall, the game has a very ancient look and feel.
- Sound:** 8.5 The music is good and the sound effects are excellent. Enemies scream with their last breath and weapons clink off the stone.
- Playability:** 9.25 I haven't played a game that draws me in like this one in a long time. The control is good but not perfect, and that's part of the reason I like it. Different weapons and power-ups are always available and very needed.
- Entertainment Value:** 9.5 This game has got that special something. Every time I play it, it's different than the time before.

Overall Rating: 9.25



Locate and bring three gems here for a world key.



Take the chalis to the ship room.

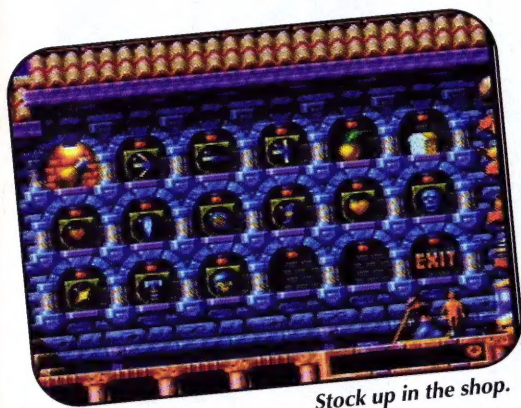
seek to destroy you but are evasive to your shots; and the Thieves who not only try to destroy you

but will steal objects from you. To combat these beasts, you must gather weapons, gems, shields, potions and food for energy. This popular PC translation is like nothing you've encountered before. The gameplay, challenge and outcome adjusts to each player's performance and experience level, so it's never the same game twice. You may never

achieve immortality, but *Gods* is one game that is sure to enjoy a long and happy life.



Take the vase to the shop for a world key.



Stock up in the shop.

Gods Review

Reviewed by Paul, The Pro Player

- Concept:** 9 *Gods* incorporates aspects of action, adventure, and puzzle solving. The maze levels create a game that will please a diverse crowd of gamers.
- Graphics & Animation:** 7.5 The movement of characters is a bit choppy, but the characters and backgrounds are drawn and produced well on screen.
- Sound:** 8 Cool...the creaking doors and the screams of dying monsters put you inside the game.
- Playability:** 7 The action is intense, so it requires concise movements. You have to attack each level strategically, and it takes time to learn each switch.
- Entertainment Value:** 9 By incorporating different styles of gaming, *Gods* becomes a highly addictive experience. I had a couple of late nights trying to master this cart.

Overall Rating: 8

From TV Screens to Your Nintendo: Young Indy Takes You on an Adventure

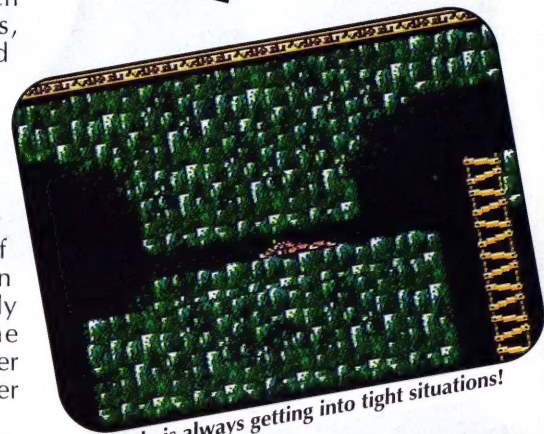
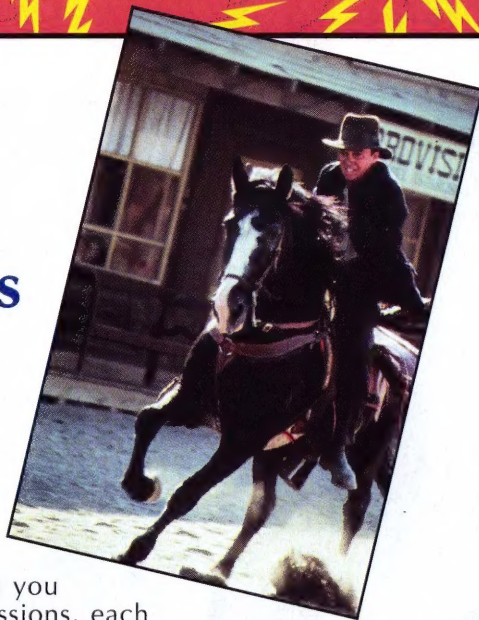
Indiana Jones: a true American hero. Armed only with his fedora, wits, and whip, he fights to preserve justice and history. Where did such a man come from? *The Young Indiana Jones Chronicles*, the popular television series, sets out each week to show us that Indy has always had a taste for adventure. It tells the story of a young boy from New Jersey whose archeologist father and eccentric aunt exposed him to a world of famous people such as Teddy Roosevelt and Lawrence of Arabia. It begins just after the turn of the century and follows Indy both as a youth and as a teenager through his travels. Now you can aid Young

Indy in his pursuits as he journeys to your **Nintendo**.

The Young Indiana Jones Chronicles takes you through three main missions, each made up of several sub-levels, through Mexico, France and Germany. The first finds Indy right in the middle of the Mexican Civil War. General Pancho Villa and his Banditos have been terrorizing the peasants until Indy decides to take them all on single-handedly. After defeating the General, Indy hears of a mysterious man possessing an ancient Egyptian statue. Immediately recognizing the stranger by the description, he sets out, into the silver mines, to find the Claw and recover the Jackal for the museum.

Indy and his traveling companion, Remy, return to Europe just as World War I is heating up. Young Indy journeys to Belgium to join up with the Allied Forces and fight off the threat of the German and Prussian

armies. He is sent to deliver orders to the Allied Forces Commander on the front lines. From there he is sent to spy on the German Command Post,



Indy is always getting into tight situations!



An older Professor Jones tells stories of his youth.



Indy must locate his famous fedora in Level One.

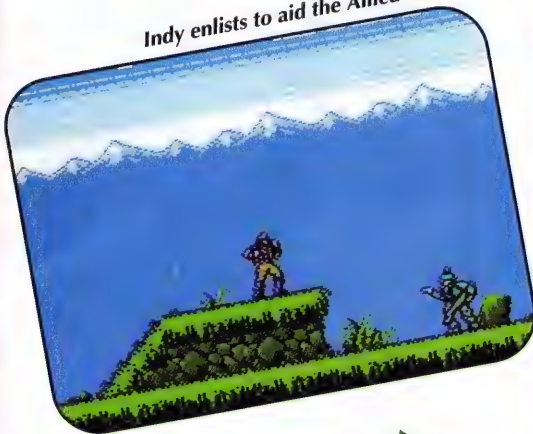
Young Indy Review

Reviewed by Ross, The Rebel Gamer

- Concept:** 6 We've already seen two Indiana Jones games for the Nintendo, so it really didn't surprise me to see another one. Somehow, this one does seem to stick out more than the other two.
- Graphics & Animation:** 8 I loved the way Indy ran, as well as the point at which you pick up his hat and it appears on his head. I did feel that the actual scenes were choppy and not very detailed.
- Sound:** 6 Music is music, as far as I'm concerned. I did really dig the "crack" that his whip made, though.
- Playability:** 7 *Young Indy* was not the easiest game to play, but it wasn't the hardest. It's too monotonous for me.
- Entertainment Value:** 6.5 If you're one of those die-hard, can't get enough of 'em Indy fans, you'll love it.

Overall Rating: 6.75

Indy enlists to aid the Allied Forces.



Take a message to your commander at the front lines.



Young Indy Review

Reviewed by Andy, The Game Hombre

- Concept:** 7 I like the way the story is presented, with every level being a different adventure as told by Indy. However, the game play is a little old-fashioned and pretty standard.
- Graphics & Animation:** 8 The graphics and animation fit the same scale as every 2 Meg Nintendo game, which isn't the programmers fault but part of the Nintendo.
- Sound:** 7 This cart contains your basic 8-bit blips and bangs, but I did like the music.
- Playability:** 7 It also has standard controls and operations; jump and shoot. There is a variety of weapons, but no real incorporation of classic Indiana whip swings.
- Entertainment Value:** 8 It's challenging and offers some good gameplay. Its only problem is the lack of something new. However, *Young Indy* is solid and still a good Nintendo game.

Overall Rating: 7.5

where he hears of a secret long-range artillery gun named Big Bertha. With no time to warn the Allied troops, he must attempt to locate and destroy Big Bertha alone.

Indy returns to a hero's welcome only to learn of the German's latest weapon, a deadly poison gas that kills instantly. Young Indy must infil-

trate the German High Command, locate the gas laboratory and destroy the facility before the German Commander can carry out his mass destruction.

Indy begins his adventures with three lives and up to five continues. Pick up shield items like your fedora or the gas mask, as well as support items that will help out for a limited amount of time.

The game follows the show closely, by mixing the side-scrolling adventure sequences with story screens. If you have a taste for adventure, pick up *Young Indy*, new from Jaleco.



Dog-Fight with the notorious Red Baron.

Young Indy Review

Reviewed by Rick, The Video Ranger

- Concept:** 7 Indiana Jones lends himself well to video games. This game plays as a movie adventure of Indy. It's an action adventure where you rescue fair maidens in distress and procure treasures from evil men.
- Graphics & Animation:** 6.5 *Young Indy* is above average in most respects, but detail is lacking in some areas. The definition of Indy himself was disappointing. On the plus side, the animation was very good.
- Sound:** 6 The sound was okay. I would have liked just one or two voice-overs.
- Playability:** 6.5 *Young Indiana Jones* creates a challenge to progress, as you can only take a hit or two and then you're back to the beginning of the level. Luckily, there are lots of power-ups to help you.
- Entertainment Value:** 6.5 *Young Indy* is a thinking persons action/adventure game that is slightly above average for both game styles.

Overall Rating: 6.5

The Young Indiana Jones Chronicles: The Story Behind the Television Hit



By Gail Carlson

When George Lucas first envisioned a television series about the childhood of Indiana Jones, he set the project during the early 1900s. "The Young Indiana Jones Chronicles" makes history exciting and allows us to learn and remember this important time period. As a result, this popular series is one of the biggest hits on the networks, and history teachers nationwide are cheering about its accurate portrayal of life in the early 1900s.

From the Russian Revolution to the unrest in the Balkan states, the events that occurred during this remarkable time period still have an effect on today's headlines. "The Young Indiana Jones Chronicles" allows Lucas to bring life to some of the most influential people and events in this era. The first step was to find the perfect "Young Indy" to play this important role.

"When we were casting we knew what Young Indy should look like when he was growing up," Lucas explained. "I wanted him to be idealistic and naive when he is facing all of these adventures."

Actor Sean Patrick Flanery fit the bill, and was hired to play 16 year old Indy. To prepare for his role, Flanery watched all of the "Indiana Jones" movies over 25 times to learn Indy's character traits.

"By watching the movies, I learned how Indy rides a horse, how he walks, the way he spins around, the way he puts his hat on, and, most importantly, the way he wears his hat around females," Flanery explained.

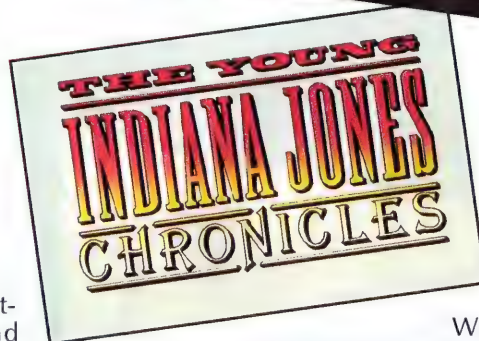
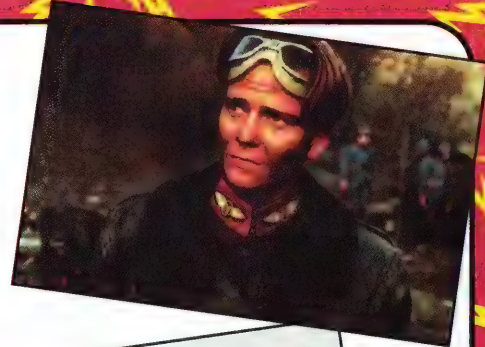
During its 1992-93 season, Young Indy will encounter major 20th century thinkers from all walks

of life, including politicians, writers, artists, psychologists, and philosophers. These include Ernest Hemingway, Franz Kafka, Ho Chi Minh, Picasso, and Sigmund Freud.

"This is a classic story about an American boy who learns everything there is to know about life from his experiences in Europe and the rest of the world," Rick McCallum, Series Producer, said.

When the series first began, the writers developed a timeline with their own chronology of Indy's life. "Our goal is to have a complete historical document of Indy's life from the time he was five years old to age forty," McCallum explained. "When the series is complete, every bit of Indy's life will be documented." To reach their goal this season, the seven writers worked on one story a day.

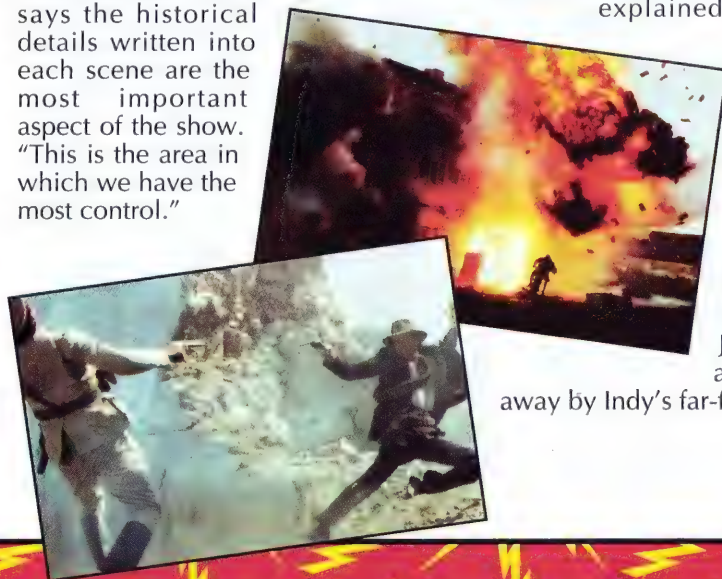
"When we write the script it can get loud and passionate, and at the end of the day, we all get pretty silly," Deborah Fine, Director of Research, said. "It is an exciting process to be writing about Africa one day and India the next." Fine says the historical details written into each scene are the most important aspect of the show. "This is the area in which we have the most control."



When designing the sets for the series, production designer Gavin Bocquet creates as many drawings and miniature models as possible before building them in actual size. He says having models gives the director more control and vision. "Director's react better to models," Bocquet explained. "They can actually get in there and move things around. You can really see their minds working."

The series features an international cast and crew of top talent, filmed in locations all over the world. Producer Rick McCallum says every location is exciting, but some are very remote, like Africa. "We built everything from scratch," McCallum said. In addition to the historical and global perspective, the stunts and special effects make the show a hit with viewers. Flanery has a black belt in karate and competes in triathalons, so he is physically able to perform most of his stunts. "I feel good about the stunts where I rely on myself," Sean explained. If you want to

travel around the world, go back in time, and see history being made from the comfort of your living room, look no further. Simply tune into "The Young Indiana Jones Chronicles" and get swept away by Indy's far-flung adventures.



Todd's Adventure in
**SLIME
WORLD**

GET READY FOR THE SLIME OF YOUR LIFE



RENOVATION
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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.

For Stone-Age Adventure, Try **THE FLINTSTONES**[®] for Game Boy



Meet the Flintstones; they're a modern Stone-Age family. And they're the latest classic cartoon characters to come to life on your **Game Boy**. Hey! With the resurgence of animal prints, Sabertooth tiger pelts are in, so hop in your foot-propelled car and take off in this Jurassic jaunt.

As one of the world's first regular heavy laborers, we find Fred hard at work in the rock quarry. But what's this? He's uncovered a piece of slate etched with a treasure map. Boy, if he found this treasure, he could tell Mr. Slate what to do with this job. And he could sure get something nice for Wilma for their upcoming wedding anniversary. She's been eyeing one of those Mink-a-saurus coats.

Fred sets off on a search for the treasure that will take him through seven danger-riddled levels. Armed only with his axe



and a wicked throwing arm, Fred faces all kinds of enemies and pitfalls. Fortunately, he has the use of his car and Dino's Leap-a-saurus to help him out in a jam. Use the control pad to speed his car over giant pits and obstacles, or slow it down as you climb over treacherous rocks. The Leap-a-saurus will jump three times higher than Fred and enables him to throw his axe much further and harder. However, you'll lose this Dino-style transportation each time you take a hit.

Fred faces a wide range of foes to fight. Don't be fooled by those fuzzy

bunnies. They're out to get you, along with bomb-dropping birds, and annoying armadillos. The water is a hazard due to jellyfish and flying fish that bite, while the land is riddled with fire-breathing skulls. Hit an enemy once with your axe to freeze them or twice to clear them and earn twenty points. But you may find frozen foes come in handy as stepping stones to higher places and hidden prizes.

Our courageous caveman begins with three lives, each containing four hearts. Additional hearts can be picked up along the way and, if you

Flintstones Review

Reviewed by Ross, The Rebel Gamer

Concept: 8

The Flintstones has already been introduced to home entertainment on the regular NES 8-bit. Now the Game Boy brings it to classic cartoon fans on the go. Fred must find the treasure for Wilma while running, jumping, and even riding Dino.

Graphics & Animation: 8

The background graphics are done very well. The power-ups are fairly detailed for such a small screen. After hitting an enemy once it will freeze, which makes it hard to tell which are alive when they're in a group.

Sound: 7

Everybody has heard the theme song for *The Flintstones*. This cart does it justice. The only thing lacking was mind-blowing sound effects.

Playability: 10

Fred is a great character to play. He moves well for a fat guy. The minute I picked up the Game Boy, popped in *The Flintstones*, and kicked on the power, I couldn't put it down.

Entertainment Value: 10

I just couldn't put it down.

Overall Rating: 8.5



Use the bubbles to move up in the world.



Flintstones Review

Reviewed by Paul, The Pro Player

- Concept:** 7 That modern Stone Age family is in your Game Boy. Imagine that; a game designed around a popular cartoon.
- Graphics & Animation:** 7 Fred looks cool and is animated to cartoon standards. "Wilma!!"
- Sound:** 7 Everybody knows the 'toon and the tune.
- Playability:** 8 *The Flintstones* can be classified as easy. If you can turn on the Game Boy, you'll have no worries about playing this.
- Entertainment Value:** 8 Before the Simpsons, the Flintstones were the ultimate cartoon family. Games with cartoon characters aren't very original, but Fred makes a good addition to Game Boy's library.

Overall Rating: 7.5

run out of lives there is a continue feature. Fred's Martian friend, Gazoo, shows up to help him out. Collect twenty Gazoo icons for a one-up. You'll also come across Caveman coins worth a hundred points each.

The Flintstones is a test in agility and accuracy, made fun by the use of familiar cartoon favorites. The timeless theme music will have you humming along as you help Fred in his latest get-rich scheme. If you're look-

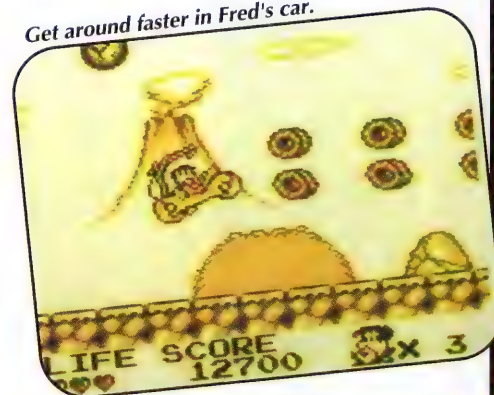
ing for a light-hearted but challenging take-all adventure, pick up this cart by Taito. "When you're with the Flintstones, you'll have a Doo time; a Dabba Doo time. We'll have a great old time."



THE FLINTSTONES, characters, names and related indicia are trademarks of Hanna-Barbera Productions Inc. © 1992, All Rights Reserved.



Get around faster in Fred's car.



Flintstones Review

Reviewed by Rick, The Video Ranger

- Concept:** 7.5 This is a Mario-style adventure with a unique idea. One hatchet hit freezes your enemies and two destroys them. Freeze them and use them as step ladders to reach higher places.
- Graphics & Animation:** 7.5 *The Flintstones* has solid and clean, if unspectacular graphics, as well as smooth animation and nicely scrolling waterfalls. Fred is well animated, especially the way he moves his feet.
- Sound:** 7 This cart features a good rendition of the Flintstones theme song played over and over again.
- Playability:** 8 Fred moves smoothly, tosses his hatchets quickly, and makes nice running jumps. Get a Dino and you're powered up to take on the big bosses.
- Entertainment Value:** 7.5 *The Flintstones* is a fun, moderately-paced adventure. It's just right for a relaxing diversion; a little slow for the more intense player.

Overall Rating: 7.5

Virtual World's BattleTech: An Interactive Experience That's More Than Child's Play

by Elizabeth A. Olson



Goblin takes a hit to the right shoulder shield. Grayskull quickly moves into position and fires, damaging Screaming Eagle's left Claw Actuator. Barracuda takes a shot at Goblin with his particle beam and misses. Goblin hits Screaming Eagle in the left Claw Actuator. Screaming Eagle takes damage and loses lower left leg. Roadrunner suffers internal damage. Iceman moves in for the

kill. Iceman hits Roadrunner in the right Wrist Actuator, damaging Roadrunner's particle beam. Goblin hits Roadrunner's right Myomer Bundle. Roadrunner aborts his damaged vessel just before explosion. Goblin is awarded with the kill.

That's me, Goblin, pilot of a Loki V2 Heavy BattleMech. The year is 3052 and the universe is engaged in the on-going interstellar war. Man's colonization of the stars resulted only in a struggle for power, leaving the planets as desolate wastelands. The united Star Sphere splintered into five separate Successor States or Houses that strive to conquer one another, resulting in battle after endless battle.

The battlefields of the thirty-first century are dominated by BattleMechs, heavily armored war machines created during the Age of War. 'Mechs stand nearly thirty feet, weigh up to seventy-five tons and are armed with particle beams, lasers, missiles, machine guns and more.

The only thing as powerful as this giant arsenal is another 'Mech. My father was a 'Mech pilot, my children will be 'Mech pilots and, unless the Houses learn to co-exist peacefully, my children's children will be 'Mech pilots. Meanwhile, the war rages on...

Sound like the plot from a SCI-FI flick on the late-late show? Guess again. This is the universe of BattleTech, the interactive Virtual Reality experience of Chicago's BattleTech Center. The BattleTech Center opened in July, 1990, in the North Pier Mall and is the world's first location-based virtual reality entertainment center.

Players shell out between six and eight dollars for the interactive experience, which lasts approximately twenty-five minutes. They are first greeted by uniformed BattleTech employees, who set the mood by referring to players by their pilot name and rank. Players are briefed on their mission in the Ready Area until the Scramble message sends players to the Launch Bay Area, an area of sixteen computer networked simulators that serve as the cockpits of your BattleMech. Then prepare to spend the next ten minutes maneuvering a huge humanoid robot tank in battle.

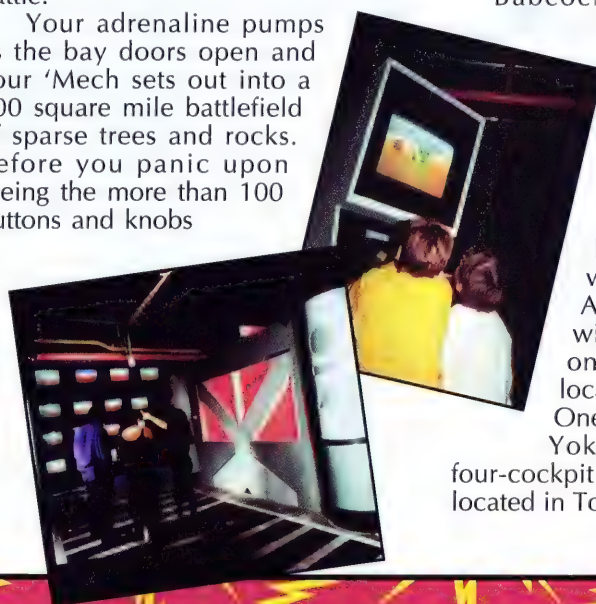
Your adrenaline pumps as the bay doors open and your 'Mech sets out into a 100 square mile battlefield of sparse trees and rocks. Before you panic upon seeing the more than 100 buttons and knobs

in the "cockpit", your guide instructs you that only four are necessary for the minimum operation of your machinery. Two foot pedals control the left and right movement, a throttle controls speed and houses your three weapon triggers. A secondary screen switches between a terrain map and radar screen, while the primary screen gives you a first-person view of the battlefield. The microphone also comes in handy to help you communicate with your team members.

BattleTech creates a computer-generated setting for human-generated action. Unlike other games, you play against other people instead of a computer. Battles consist of four teams of four. Each player receives a print-out of the battle and can watch it replayed at three times the actual speed after its completion. Spectators can view battles in progress from the Observation Platform. Avid BattleTechies range in age from ten to forty-something and come from every walk of life. Leagues and tournaments have sprouted up, as well as several successful spin-off products. BattleTech is the creation of Virtual World Entertainments, Inc., the brainchild of Jordan Weisman and L. Ross Babcock; already partners in

FASA, Corp., successful RPG board game designers.

Since its opening, BattleTech/Virtual World has sold an estimated 300,000 games. A second generation of hardware and software was introduced last August in conjunction with the opening of a second, 32-cockpit center in located in the futuristic Trel One entertainment facility in Yokohama, Japan. A third four-cockpit demonstration center is located in Tokyo, Japan.



Special Cybernetic Section: A Look into the Future?

The war between the star colonies raged for three decades, leaving few men left to fight for freedom. Thus came the introduction of the K-11 Warrior prototype, a mechanized fighting machine programmed for battle. Armed with steel body armor and a laser gun, this device could destroy enemy troops. That is until they developed a fighting machine of their own. The end result was a true

clash of the titans, as icy-blue sparks flew with each metallic clang of steel. White-hot molten metal sprayed as laser beams screamed through the air.

We are four hundred years into the future. Sitting at the console of your space-station observatory, you look up at the view of Earth on your screen; a smoldering mass of ruins as is

gasps its last breath. Scientists once said that bionics were the way of the future and robotics would save the world. Skeptics played devil's advocate with stories of machines run rampant, crushing human control in its wake. How could we have known...?





CAPTAIN AMERICA™ and The AVENGERS™

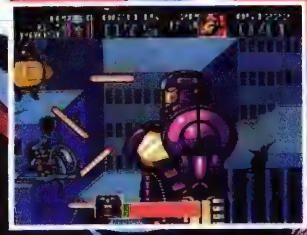
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Cybernator: Konami Launches a Mechanized Assault on Your Super NES



It is several decades into the future. It is a time when man has developed high-energy weapons and sophisticated robots to aid in battle. The world is at war for territorial rights on the moon, and for what little fossil fuel is left on Earth.

You are Jake, a twenty-two year old recruit in the Marine Corps of the Pacific States. Your mother ship, the Versis and its crew have set out on a series of missions designed to keep these resources from falling into the hands of an enemy settlement. Uncover hidden items and secret game screens in order to continue on your mission. You must not fail, or it will be the destruction of the Pacific States and its people.

You are a Cybernator, equipped with a fully-mechanized assault suit. This amazing metal armature serves to protect you from some of the enemy fire. Its jet propulsion gives you the ability to fly short distances and jump further. But it is most valuable for its weapons and 180 degree firing range. You are armed with a rapid fire Vulcan gun, powerful missiles, and metal-shredding lasers; not to mention the power behind your punch.

Jake's first assignment is to

Cybernator Review

Reviewed by Ross, The Rebel Gamer

- | | | |
|----------------------------------|---|--|
| Concept: | 9 | Join the android army and help to find and destroy all that is evil. Use metal-tearing weapons to help you along your way, but don't lose faith; the mother ship is always in contact. |
| Graphics & Animation: | 9 | This game demonstrates how far the Super NES has come since the first few games. <i>Cybernator</i> uses all the sprites and full range of colors to amaze and tantalize your imagination. |
| Sound: | 8 | It features sounds so real you can almost feel the resonate "thump, thump" of the 'roids feet as you march and jump onto the many levels. |
| Playability: | 7 | I sometimes found it difficult to get the response from the androids that I expected. I did like using all six buttons on the controller, and the options to change each button to do a different thing. |
| Entertainment Value: | 9 | <i>Cybernator</i> rockets its way into the top leaders of SNES games, and blasts many of its rivals out of the air. |

Overall Rating: 8.5

force his way into the enemy space colony. They have discovered new technology to aid in their construction of a deadly space vessel. This death machine is propelled by a high powered engine. Find and destroy the engine block, located deep within the colony, thus putting an end to their destructive plans.

Next, you're informed that the enemy has hidden their processing facilities somewhere in the asteroid belt. You set out in search of them when, suddenly, the enemy launches a surprise attack. You are surrounded by mobile artillery and must blast your way through to safety.

Your third mission takes place on the enemy spacecraft, the Arc Nova,

which has been controlling the air-space between the Earth and the Moon. It is your job to open up that corridor, allowing for safe passage of the colonists. Sensing



On route in the asteroid belt.



Penetrate Arch Nova.

Your Cybernator Assault suit.



Bombs Away! A scene straight out of Terminator.

Cybernator Review

Reviewed by Paul, the Pro Player

- Concept:** 9 The storyline of this cart is what sets it apart from others like it. *Cybernator* makes you pay some attention to storyline which is unique for a mass-destruction, save-the-planet type of game.
- Graphics & Animation:** 9 WHOA! *Cybernator* gives you an eye full. I particularly like the little men running around trying to escape your fury; it gives the whole game a great sense of scale.
- Sound:** 8 If you have yet to hook your SNES to a stereo, do it when you get this cart. The gunfire, explosions, and the clank of the armament is part of what makes this game exceptional.
- Playability:** 7 Talk about dexterity! This one will take you awhile to get the hang of.
- Entertainment Value:** 8.5 This cart is a blast. It reminds me of *Metroid*, but he's grown up quite a bit.
- Overall Rating: 8.25**

defeat as you burst through their ship, the mad commander reroutes the Arc Nova on a crash course for Earth. You and the Versis must knock the Arc Nova off course by blowing out its engines before it kills thousands. Many of the enemy mechs bail out safely as the ship hurls through the

atmosphere, but one adversary is caught in the flames and is unable to release his chute in time. It's a race against time as you try to save him while his ship crashes below.

Cybernator puts you on the front lines as you try to knock out enemy fortresses, locate their headquarters and destroy their artillery. Journey to a variety of stunning backgrounds such as the frozen tundra of the enemy camp or the depths of the ocean floor. The thundering explosions and detailed graphics make *Cybernator* a game you'll feel right down to your weighted, metal boots.



Versis crashes to the Earth below.



Cybernator Review

Reviewed by Andy, The Game Hombré

- Concept:** 9 This game really puts you on the front lines. As one of many warriors, you really find yourself concerned with the completion of each mission. Failure to complete a mission means 'Game Over' or a different course is taken in the war.
- Graphics & Animation:** 9 The movement of the characters is spectacular. The graphics are colorful and well defined, all against a setting of great backgrounds.
- Sound:** 8.25 Great explosions and sound effects, with music that drives each level. The only thing missing was digitized voice-overs.
- Playability:** 9 I played this game a lot. The control is perfect. For example, on Level Three, you go back and forth between outer space and the interior of the enemy fortress. The constantly changing gameplay keeps the interest very high.
- Entertainment Value:** 8.75 This cart offers some intense gaming, but it has a medium difficulty and I really wanted to see more levels. I can't wait to play *Cybernator II*.
- Overall Rating: 8.75**

Battle the Armies of the Future in Neo•Geo's Robo Army



Transform into an indestructible 4-wheel drive.



The year is 2099 and world peace is within reach. Doctor Flon Jeed had created a robotic army so devastating they overtook all the evil empires with ease. But several months ago, Dr. Jeed and his daughter were kidnapped by unknown forces. Now an army of powerful military robots have arrived to destroy the streets of Neo-Detroit. The government's regular forces proved to be no match for these new war machines, and Neo-Detroit was quickly overtaken. Going by the name "Hell Jeed", they are slaughtering innocent people and using their brains to implant in their Cyber Army; on their way to creating the ultimate robot utopia.

In a final attempt to regain control, the United Nations has commanded the Robo Army to put a stop to the invasion of Hell Jeed. The 64th Robo Army is led by robot Captain Rocky and Human type III Robo army Maxima, both heroes from World War III. Only they can prevent total destruction and the crumbling of our civilization.

This one or two-player simultaneous battle cart lets you play the role of Rocky or Maxima. Rocky is 6'8" and 490 pounds of fighting machine. He was created from Dr. Jeed's son, Tom, who was the first volunteer for the Robo Army Force. He is armed with

Robo Army Review

Reviewed by Paul, The Pro Player

- Concept:** 6 This game is basically a *Double Dragon*-style game with a cyborg twist. I found the moves original for this type of game.
- Graphics & Animation:** 9.5 Excellent! The power karate chop and crushing bear-hug make a good game in themselves. And the Neo•Geo is never lacking backgrounds full of color and depth.
- Sound:** 8 The clangin' and bangin' sounds of each blow to the opponents make it seem like you're hitting them with a ten-foot girder.
- Playability:** 7 With the Neo•Geo's huge and comfortable joysticks, I had no problems with this one; just bash away.
- Entertainment Value:** 8 *Robo Army* is a little more challenging than most Neo•Geo titles. The animation and ease of control make this game fun to play. It's even great to just watch.

Overall Rating: 7.75

an electro-magnetic gun pulsar for short attacks and uses his 30 mm metal crushing punch as a deadly weapon. Cyber Balls power Rocky's weapons up to a highly-heated and destructive atom bomb and the Atomic Destroyer wipes out all on-screen enemies. Maxima was former-



The evil Dr. Jeed's Robo Army.

Serious monkey business.



ly Leon Cruz, a fearless World War III hero that has donated his body to the Robo Army Force. This 6'5", 455 pound giant received severe damage in the famous Battle of Sharman and was left for dead. Fortunately, Rocky

That's one upset convertible!



was able to save him. He was then placed in a cure capsule for complete recovery. He is said to have a thousand times the strength of other Human type Ills. In addition to the gun pulsar, he can be powered up to the electro-magnetic Mega Smash and the Mega Destroyer. Both Maxima and Rocky digest metal which they store in order to create a Superconductivity response engine and transform into a super conductive buggy. In this state, they can inflict severe damage, but they can only remain transformed for a limited amount of time.

Six stages take you through the forest on the outskirts of town, past a collapsed highway, through sunken swamp buildings and into the enemy's robot factory. Do battle with armored soldiers and Master Kong, as well as mechanized birds, dogs and

Robo Army Review

Reviewed by Ross, The Rebel Gamer

- Concept:** 7 Here's a Neo•Geo cybernetic, two-fisted fighting game. We have seen so many beat-'em ups from the makers of Neo•Geo games, but somehow *Robo Army* sits among the top of them.
- Graphics & Animation:** 9 You'll find lots and lots of detail to look at in this one. During the two-player mode, the characters don't look identical, as you'll find in most other games of this style. Even the animation is top notch.
- Sound:** 6 I liked the "clink" and "clang" of the robots as they were smashed, but I really found the voice-overs such as "power item" annoying.
- Playability:** 7 The player control is really easy to catch on to, and the movement is somewhat smooth.
- Entertainment Value:** 6 When it gets down to the dog-eat-dog world of fighting games, *Robo Army* falls somewhere around the middle few.

Overall Rating: 7

ninjas. There are four levels of difficulty, ranging from Beginner, Normal, Hard and MVS, which is the same as the arcade version. It will take all your wits and thumb-pumping power to bring down Hell Jeed and destroy their leader.

Robo Army Review

Reviewed by Rick, The Video Ranger

- Concept:** 7.5 *Robo Army* is mechanized, metallic, mayhem. A mad scientist is taking over the world with a robot army and you take to the streets in one or two-player action to stop him.
- Graphics & Animation:** 9 These are some of the best Neo•Geo graphics I have seen. The animation is intense, with enemies all over the screen. The ordinary bad guys are boss size. One great visual effect is when you karate chop an enemy and his metal body rips apart.
- Sound:** 8 The usual great Neo•Geo sounds are here. I loved the sound of metal on metal.
- Playability:** 8 The intense action of this game requires great handling. The full screen movement made it possible to dodge enemy attacks and attack them from behind. The early levels were a bit easy.
- Entertainment Value:** 8.5 *Robo Army* is a great robotic beat 'em up. This one is a pleasure and one reason to buy a Neo•Geo.

Overall Rating: 8.25



Make Mankind's Fate When Terminator 2 Hits the Game Boy



Arnie's back in Terminator 2.

August 29th, 1997: three billion lives were lost to the great nuclear fire, known by survivors as Judgment Day. Now they must survive the war against the machines. After three decades of battle, the human resistance moves closer to victory. In response, SKYNET, the supercomputer behind Judgment Day and the machines, has sent two terminators back in time to destroy John Connors, future leader of the Resistance. The first, sent to destroy Sarah Connors, John's mother, before his birth in 1984 failed. The second, a T-1000 Advanced Prototype was sent to

destroy John at age ten. The resistance has sent you, a captured and reprogrammed Cyberdyne Systems Model 101 T-800 Terminator, to protect him. The question is, who will reach John first?

Acclaim brings this box-office-hit-turned-arcade-smash to the **Game Boy**. This mini-screen version is set up just like its coin-operated predecessor. You must complete a set of two missions. The first takes place in the year 2029. Battle against the machines through the ruins of Los Angeles and uncover the resistance hideout. Then infiltrate SKYNET and reach the Time Field Generator located at its center in order to journey back to the past and protect a young John Connors.

The second mission is set in the present day, and it's your job to save the future before life as we know it becomes history. Unaware that they are creating a doomsday machine, Cyberdyne Systems is fast at work



Pay a visit to Cyberdyne Systems.

T2: The Arcade Review

Reviewed by Ross, The Rebel Gamer

Concept:	9	What a wonderful idea; take one of my favorite coin-ops and bring it to the hand-held.
Graphics & Animation:	10	I could have sworn these were mini-negatives of the original stand-up. If you could ever compare a coin-op realism to a hand-held, this is what you should hope for. The movement was so smooth and crisp, I hated to have to put it down.
Sound:	10	Wow! I never thought a little speaker could crank like that.
Playability:	9	This game was tailor-made for me. The smaller control pad and buttons contributed to a playability score of a nine. Players with larger hands might not get the quickness and sensitive control in T2 as smaller handed people.
Entertainment Value:	10	Well, he said he'd be back, but he never said it would be like this. If you love firepower and the ability to blast away some machinery, get T2.

Overall Rating: 9.5



Fight an endless supply of T-800 Endoskeletons.

developing prototypes that will eventually result in SKYNET. You must stop their progress immediately and permanently. Destroy Cyberdyne Systems and immobilize their swat teams. But remember to eliminate the T-1000 before it sets its sites on John Conner and humanity's last chance at victory.

Terminator 2 has you armed for action. Your main weapon through both missions is a machine gun. Its ammunition is limitless, but constant firing will cause it to overheat, reducing its efficiency. Cool your weapon between rounds or pick up extended rapid fire coolant and recharges placed along your route. Pick up smart bombs in Mission One or locate the rocket launcher for some serious firepower. It blows away Aerial and Ground Hunter Killers while it makes a mess of enemy bunkers, but remember to restock

T2: The Arcade Review

Reviewed by Rick, The Video Ranger

- Concept:** 8.5 The idea is simple, use the directional button as your sight and play out memorable scenes from the movie. Shoot just about everything you see.
- Graphics & Animation:** 7 Arnie won't be borrowing this game's special effects for his next movie. Seriously, the screens have a lot of animation, but the detail blends together making it difficult to pick out some of the things you're shooting at.
- Sound:** 7 There are plenty of solid shooting and explosion sound effects.
- Playability:** 8 It may be simple operating, but it's very challenging. If you haven't played the arcade version, it will probably take several times to get through the first level; then it gets tougher.
- Entertainment Value:** 8 The simplicity works well on the Game Boy. *T2* is immediately fun and challenging. With the lack of variety, the thrill could wear off.

Overall Rating: 7.75

your rockets. Mission Two adds a shotgun to your artillery that will slow down your opposition, but again you must continually replenish your shells. Find the M-79 grenade launchers scattered throughout the steel mill to show that T-1000 you mean business.

There are also extra lives and body armor placed throughout each

level. *Terminator 2* is viewed in the first-person perspective, similar to its namesake flick, so to collect each pick-up item you must shoot them.

Remember that most of your opponents are machines. Face an infantry of T-800 Endoskeletons, half man-half machine Model 101 T-800 infiltrators, Aerial and Ground Hunter-Killers, swat teams, and finally the T-1000 Advanced Prototype. Mankind's future is in your hands, so you must not fail. There is no fate but what you make.

T2: The Arcade Review

Reviewed by Andy, The Game Hombré

- Concept:** 7 The *T2* upright is an awesome machine. Acclaim is trying to give everyone the experience without dropping quarters.
- Graphics & Animation:** 8 The Game Boy has detailed but slightly blurred graphics on the LCD screen. It really looks like they took the Genesis version.
- Sound:** 5 The Game Boy just can't offer thundering bass like the movie, and the sound effects are weak. Of course, Game Boy sound is unimportant because you usually turn it off after playing a game once.
- Playability:** 8 *T2* is very similar to Punisher for Game Boy. I just kept thinking to myself, "Where is my gun?"
- Entertainment Value:** 8 This game is fun. If you don't already have a home system awaiting its own version of this arcade monster, this format has some thick action.

Overall Rating: 7.25



The Titanium Super Hero is Back in Mega Man 5



Mega Man is back, breaking records and bashing robotic baddies. This fifth **Nintendo** title in the *Mega Man* series makes it the industry leader in sequel carts across several formats. There are now five cartridges for the NES and two for the handheld, with a Game Boy *Mega Man 3* on its way.

Mega Man 5 brings back several characters from previous installments. Dr. Light, Mega Man and his canine companion, Rush, have all returned. The story opens with the mysterious disappearance of Dr. Light and it looks like Mega Man's evil brother, Proto Man, is the culprit. Could that mean that Dr. Wily is alive and up to

his old tricks? There is an army of robots bent on destroying the city, led by Proto Man.

Mega Man goes up against several new and challenging enemies such as Stone Man, who lives in an underground world of laser-spitting Helmet Heads, Bubble Bats and land mines. Several rock-chucking robots and spike-propelled barrels stand between you and the original stone-face. Charge Man lures you into an underground train yard to battle runaway locomotives, wind-up rats and mechanical chickens laying explosive eggs. Wave Man takes Mega Man to a watery world of steamy pipes, waterfalls, bubbles and jet

skies. Watch for the submarine boss or you'll be doing the dead man's float.

Gravity Man is sure to turn your world topsy-turvy in a level that leaves you wondering which end is up. Battle pop-top enemies and bullet-spitting cannons before facing this magenta menace. Fight the lack of gravity and those pesky meteor showers when you come up against Star Man. Dexterity is a requirement for maneuvering past the spike-lined walls, if you make it that far. Mega Man goes up, up and away to find Gyro Man on a series of sky cranes. Flying saucers and gatling guns make life in the clouds a little on the tough side. Timing is everything when getting past the jet-propelled platforms.

Mega Man hits the deep freeze in Crystal Man's world. Bothersome bad guys with bouncing heads are only part of the problem. Slippery terrain and falling icicles will cause you plenty of headaches. Things heat up in the jungle when you face Napalm Man's leaping white tigers. That's just the beginning, you still have



Encounter all new bosses!

Mega Man 5 Review

Reviewed by Andy, The Game Hombré

Concept:	8	The <i>Mega Man</i> series is one of the greatest in video game history. From the first game to the last, they haven't missed yet.
Graphics & Animation:	9	There hasn't been a huge jump in graphics since the third version, but <i>Mega Man 5</i> features the great graphics that has become expected from this classic.
Sound:	8	It sounds pretty much the same as the rest, but I'm still waiting to hear some voice-overs from the Man himself or the evil Dr. Wily.
Playability:	8	Player control is the one thing that has driven Capcom to the forefront of the video game market. <i>Mega Man 5</i> has almost perfect control.
Entertainment Value:	8.5	If you are a <i>Mega Man</i> fan, no matter what I say, you will buy this cart. If you haven't given the <i>Mega Man</i> series a try, you are missing a classic.

Overall Rating: 8.25

Old Helmet Head puts in an appearance.



Proto Man is back!



Mega Man 5 Review

Reviewed by Paul, The Pro Player

- Concept:** 8 If the first four are popular, why not make a fifth? *Mega Man* is a true classic in the world of video games.
- Graphics & Animation:** 7 There isn't very much difference from the other four. *Mega Man* has always pleased me with awesome, top-of-the-line 8-bit graphics.
- Sound:** 7 Heard it once...heard it again for the fifth time.
- Playability:** 8 There wouldn't be so many versions of *Mega Man* if he wasn't easy to maneuver.
- Entertainment Value:** 8 No other game has five versions on one system. *Mega Man 5* offers the continuing action of the *Mega Man* and Doctor Wily. Keep 'em coming.

Overall Rating: 7.75

to survive motorized rings of spikes, bomb-welding robots, and plenty more land mines. As with the other *Mega Man* cartridges, you begin with four lives and unlimited continues. Collect energy pellets, ammunition, weapon power-ups and extra men as you move through each course, wiping out bad guys. Switch to the inventory screen to juice up on reserve power, switch your weapon or to summon your dog, Rush. There is also a password feature, enabling you

to begin with the weapons you have already earned. If you liked the earlier *Mega Man* games, this one should be right up your alley. It offers eight new robots to match wits against. So, is Proto Man really leading all this destruction? Has Dr. Wily returned to mastermind this evil plan? Play *Mega Man 5* and find out.

Careful, Mega Man doesn't need steam cleaning.



Mega Man 5 Review

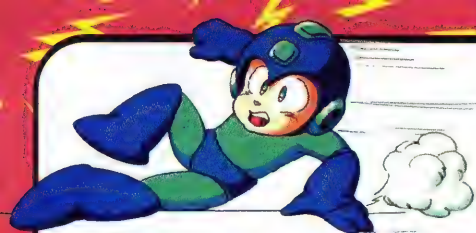
Reviewed by Rick, The Video Ranger

- Concept:** 7 The tried and true *Mega Man* format is back. Take on a variety of foes, each with his own special power, in his own unique location. Does the public want another *Mega Man*? They'll keep making them as long as we keep buying them.
- Graphics & Animation:** 9 These are the best *Mega Man* graphics yet. There's a great variety of scenery and color. *Mega Man* is smoothly animated; his slide is great. The tropical scenery from Napalm Man's level is my personal favorite.
- Sound:** 7 Good background music with above average sound effects.
- Playability:** 7 You'll find simple jump and fire operation. Timing is the key. Master the slide to make it through the sticky situations.
- Entertainment Value:** 7.5 *Mega Man 5* is a very good game. But I'm not going to be the one to decide if you need this one.

Overall Rating: 7.5



Napalm man will give you 'Jungle Fever'.



Capcom's Mega Man Series: The Story Behind the Industry's Most Sequel'ed Super Hero

By Elizabeth A. Olson

Capcom set the video game industry on its ear when their popular arcade title, *Street Fighter 2*, became the biggest selling coin-op and cartridge-based game since *Pac-Man*. Close on the heels of that success, they are about to make history again with the release of *Mega Man 5*. This newest installment in the *Mega Man* series marks the highest number of games in a series featuring a particular character. There are seven in all including *Mega Man* and four sequels for the Nintendo Entertainment System, and *Mega Man 1* and *2* for the Game Boy. That number will increase to eight with the anticipated release of *Mega Man 3* for the Game Boy.

The original *Mega Man* game first hit store shelves in Japan in 1985, and was introduced in the US in 1987. Together, the *Mega Man* titles have sold an estimated 2.5 million cartridges across both formats. But where did this popular little titanium wonder come from?

The story begins in the twenty-first century at the lab of a mild-mannered scientist, Dr. Xavier Light. He dreamed of creating a series of robots to handle jobs too dangerous for humans. His first success was a pair of household robots named Rock and Roll, who were quickly accepted as part of his family.



This motivated Dr. Light to design six more industrial robots. He hired an ambitious robot designer, Dr. Wily, to assist him in the enormous task of construction. The night before the robots' unveiling, Dr. Light's lab exploded. One of Dr. Wily's experiments had gone array and set the lab on fire. Enraged, Dr. Wily accused Dr. Light of jealousy and the intentional destruction of his experiment. That night he stole the plans for the industrial robots and disappeared, vowing to destroy Dr. Light and all his creations.

Several months later, robots began to go berserk and take control of the city. These robots were carbon copies of Dr. Light's industrial robots. This could only be the work of Dr. Wily! Feeling responsible for this chaos, Dr. Light set out to put an end to Wily's evil plans. Rock volunteered to battle Dr. Wily's machines of destruction and, reluctantly, Dr. Light transformed him into a super fighting robot known as Mega Man.

Mega Man is built from a titanium shell that protects his inner cybernetic skeleton. A peaceful robot by nature, Mega Man is armed only with a plasma cannon and a unique Weapon Copy System. Once Mega Man has defeated a robot, he is able to analyze and copy their weapon, adding it to his arsenal. In the third episode, Mega Man is joined by his mechanical canine, Rush, who appears at his master's side in times of trouble. Rush transforms into a jet sled, submarine or catapult to aid Mega Man's escape.

Over the years, Dr. Wily and Mega Man have clashed several times and, while Wily's creations are constantly improving, he has yet to match the power of Mega Man. Pitted against the "titanium trouble-maker",



as Wily calls him, have been classic enemies such as Cutman, Iceman and the hulking Gutman. The second cart matched him against Wood Man, Quick Man and the troublesome Air Man. More unusual characters were introduced in the third episode, like Snake Man, Gemini Man and Shadow Man. It was this title that brought to light Mega Man's brother, the mysterious and sometimes evil Proto Man. With Dr. Wily's alleged death at the end of *Mega Man 3*, the fourth title was fueled by the maniacal Dr. Cossack and his robots including Pharaoh Man, Skull Man, Drill Man and Dust Man.

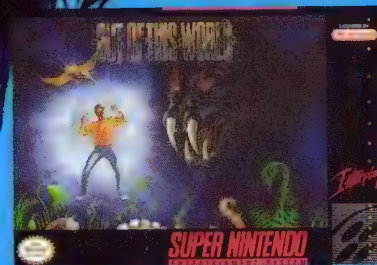
Mega Man 5 opens with the return of Proto Man, who has captured Dr. Light. Does Mega Man prevail once again to return for another sequel? We wouldn't want to give the ending away. However, if *Mega Man 5* is as successful with game players as its predecessors, we wouldn't be surprised if sequel number six is waiting in the wings.



**IF THIS GUY
SCARES YOU,
DON'T PLAY
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Graphics-
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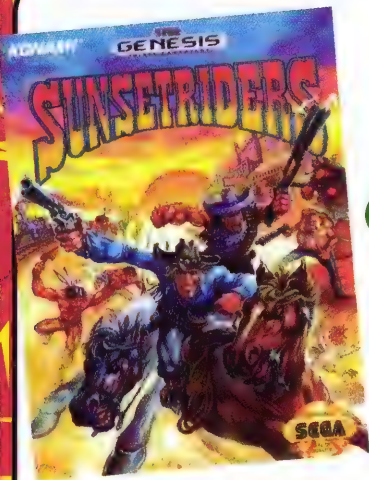
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Go West, Young Man! Get Sunset Riders for Your Genesis

What do you get when you combine the classic western genre' with a shooting gallery? The result is a popular arcade game called *Sunset Riders*, and it's riding into town on your **Genesis**. This is like *High Noon*, *Gunfight at the OK Corral*, and *The Good, The Bad and The Ugly* all rolled into one. Only this time, you call the shots.



While it's missing two players from its coin-operated predecessor, this refreshingly different shooter has all the action and fun a video marksman could hope for. Play either a one or two-player simultaneous game. Players can chose between bounty hunters:



Billy the Kid, who's an ace with a six-shooter, or Corman, with his nasty gattlin' gun.

Shoot your way through several levels, collecting money and rescuing ladies in distress. But don't think this will be any easy task. You've got gun-slingers taking pot shots at you everywhere you turn. They pop out of windows and out of doors, around the sides of buildings, behind crates and barrels, and from the roof tops. There are even a few crafty cowpokes that set traps armed with sticks of dynamite.

You begin earning your reputation as the fastest gun in the West in a ghost town that's not so deserted. Collect extra guns, rapid fire, and gold coins as you seek out notorious bandits for the big reward money. But watch out for the stampede or you'll



get trampled. When things get a little hairy, slip into one of the saloons. A kiss from one of the establishment's "working girls" will restore your energy and award you a power-up or extra cash, not to mention temporarily taking you out of the line of fire. Go face to face with your first bounty, Simon Greedwell. His last request: "Bury me with my money."

Next, it's the *Great Train Robbery* revisited, as you take to the rails. It's a high-speed race to see who'll get whom first on this train riddled with bad guys. But don't get so caught up in shooting that you forget to duck, or you'll get clocked by a water tower. If you successfully capture Paco Loco, it's "Hasta la Bye Bye" and on to the Indian village in search of Chief Scalpen. Then saddle up to go in search of Sir Richard Rose, the mean-

Sunset Riders Review

Reviewed by Rick, The Video Ranger

- Concept:** 8 It is so refreshing to see a new game come out that is different. *Sunset Riders* is a video game western starring the good, the bad and the ugly.
- Graphics & Animation:** 8.5 Your character and the bad guys are some of the largest ever on the Genesis. The buildings are finely detailed. The result is a very clean appearance of a very dirty town.
- Sound:** 6 "Bang, crack, boom." Plenty of gun play.
- Playability:** 8 I liked the multi-directional weapon control and the ability to turn and shoot behind me. Jumping and climbing were nice options, also.
- Entertainment Value:** 8 *Sunset Riders* is like watching a TV western. The bad guys are hiding out behind every railing and window, waiting to blow you away. Don't take it too seriously and it's a lot of fun.

Overall Rating: 7.75

Sunset Riders Review

Reviewed by Ross, The Rebel Gamer

Concept: 9 This game should appease all true western fans anywhere. Again, Sega has taken the step forward to make a cart for every topic. The Genesis is back in the saddle again.

Graphics & Animation: 8 I've played games long enough to see good and bad graphics. *Sunset Riders* has great graphics. But when it comes to animation, it doesn't rank in my top five. Most of the characters didn't move more than in some of the 8-bit games I've seen.

Sound: 6 The roar of gun fire wasn't bad. However, the groans and the explosions seemed kind of forced. The choice of music was a fairly good one.

Playability: 8 There are easy levels in the start, with a few sprinkled throughout the game. The characters moved really stiff, and it would have been a little better if aiming the guns were smoother.

Entertainment Value: 9 There's been a few attempts to make a good western shooter. Konami has taken *Gunsmoke*, *Trick Shooting*, and the *Super Mario Bros.* and rolled them into one game. Incredible.

Overall Rating: 8

est critter of all. Each time you successfully complete a level, you get a bonus stage. Ride along behind a runaway covered wagon as a young maiden tosses goodies out the back.

Sunset Riders is an exciting departure from the traditional shooter-style games. It's full of fun animation that will keep you laughing and the range of difficulty settings keeps it within the sites of any game player. If you're feeling a little Western these days, spare us the John Wayne imitations. *Sunset Riders* is right on target for some sure-fire shooting fun.



The "little missy" throws you goodies.



Watch out!

Sunset Riders Review

Reviewed by Andy, The Game Hombré

Concept: 8 Konami has made a name for themselves with action/two-player games. Finally, they take it to the Genesis, which is great for gamers everywhere. *Sunset Riders* demonstrates a fun twist on a classic style.

Graphics & Animation: 8 The graphics are astonishing. The arcade version is almost completely duplicated, minus two players. The animation is smooth and there is little break-up. I really liked it when the guys get torched or crunched under barrels, because it includes some humorous animation.

Sound: 7 The sound is good, but it really could have used more voice-overs. Get some Yahoo's and Ha's in there, and maybe some smart comments. They have favorite words, but never say 'em.

Playability: 8 It follows the standard Konami action game; tried and true.

Entertainment Value: 8.5 This is one of Konami's best action games for one reason. It's got some difficulty to it. Don't get me wrong. I like the *T.M.N.T.* series, but they are all too easy.

Overall Rating: 8



Greedwell is your first bounty.

WELCO
METOT
HENEX
TLEVEL



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Put

An interview with Terry Banks, Tester/Sega Menacer.™

a shooting

How is the Menacer any different from other video shooting controllers?

There are four different ways you can play with the Menacer. Hold it in your hand for a sure shot, add the stabilizer to shoot commando style, add binoculars for dual vision, or use all three for full tilt action.

gallery in your

How does it work?

Aim at the screen, and fire. The infrared receiver reads the laser beam from your fire and feeds the message into your Genesis™ machine. You see the damaging effects immediately. And with Accu-Sight™, the on-screen crosshairs can be turned on or off, so your accuracy is unbelievable.

living room without

They're all shooting type games?

No, actually. Six different kinds of games are included, and there's real variety. WhackBall™ is more of a skill game. It's very challenging. Most people can't even get past the third level. And Arena™ will be bringing out T2™ The Arcade Game™ soon. If you're the aggressive, competitive type, it's your game.

ruining

What's your favorite game?

Ready, Aim, Tomatoes!™ is pretty sick. You blast bad guys with tomatoes to protect ToeJam and Earl!™ You can even power up and machine gun tomatoes at them. The game speeds up as you go, so it gets to be super challenging. But that's what makes it fun. All the games are fun in that way. It's really a terrific way to take out your frustrations.

your wallpaper.





Prince of Persia: A Puzzle-Adventure Worthy of Kings



Jaffar's evil minions are everywhere.

You know the old saying, "When the cat's away, the mice will play." With the good Sultan away at war, the wicked Grand Vizier, Jaffar, is up to evil games of his own. He has taken control of the kingdom and now he hopes to strengthen his hold on Persia by marrying the Princess. But her heart belongs to you, a handsome adventurer, and she refuses to marry him. In a jealous rage, Jaffar has imprisoned you in the deep dungeons below the castle, vowing to keep you there until he and the Princess are wed.

Being brave and proving yourself worthy of her love, you must break out of your holdings and work your way through the maze of dungeons to face Jaffar. There is only one hour before the wedding or the Princess's untimely death, and time is running out. Can you make it past these booby-tapped walls and the Vizier's guards in time?

Prince of Persia made its debut on the home computer almost two years ago. This innovative puzzle-adventure became an instant success, known for its smooth and realistic

animation and detail. The main character moves with almost human-like fluidity as he leaps across pits and slides under quickly closing gates. This popular PC title has recently made its way across several video game formats, including Game Boy, TurboGrafx CD, Super NES, and now Sega's hand-held **Game Gear system**.

Work your way through several maze-riddled levels as you try to reach the high tower where the Princess is being held for a final encounter with Jaffar. But if you fail to accomplish this task in the allotted amount of time, your lady-love will be forced to wed the evil Vizier or die. These mazes are constructed around spike-filled pits, bottom-less abysses, trap doors and hidden rooms. The right step may lift heavy gates and unlock doors to secret corridors, but the wrong step may loosen tiles, sending you to your death.

Trial and error, as well as practice, are the only way to successfully plot your course through the mazes. Find the sword and potions that will increase your energy and strength as you outsmart and battle

Prince of Persia Review

Reviewed by Ross, The Rebel Gamer

- Concept:** 8 *Prince of Persia* adds a whole new dimension to the Game Gear. Travel through trap doors, hidden hallways, or jump over pits that would kill any living being.
- Graphics & Animation:** 10 The graphics are so realistic, it's like having my own little man at my command. The movement and player control are excellent, and the graphics left nothing to be desired.
- Sound:** 6 I found the music covered up what I should have heard. The sound effects, or lack there of, were really not too impressive. My suggestion, try a little less music and a few more sound effects.
- Playability:** 9 Challenge is the main element of playability in this game. What I mean is, it took me about four tries to pick up the sword, not to mention to take it back to fight. The challenge is also the best part of the whole game.
- Entertainment Value:** 9 *Prince of Persia* is truly one of the best Game Gear games I've ever seen. Great graphics and intense challenge; all this on a hand-held. The only thing holding up this one is the sound.

Overall Rating: 8.5



Find the sword in order to defeat the guard.

Prince of Persia Review

Reviewed by Paul, The Pro Player

Concept:	9	This game was a big hit on PC's and other home systems. It really gives Game Gear's game library some clout.
Graphics & Animation:	9	I was surprised by the clarity of the characters and the smooth animation. The realistic character movements are what makes this game so fun on any system.
Sound:	6	What? You don't get portable systems for their sound quality. It's a little above average.
Playability:	7	This is not a game that you can pick up and go a long way. The timing of the jumps is hard to master in certain areas.
Entertainment Value:	8	It's fun to make the little prince-man cruise around the board. It can get addicting trying to avoid all the pitfalls. Be careful, because you might just get glued to this game.

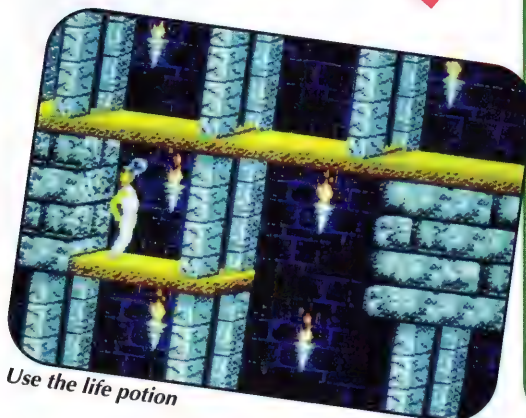
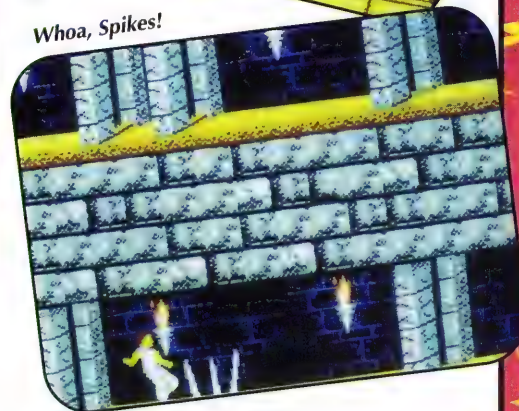
Overall Rating: 7.75

the Vizier's guards and other horrors that lay in wait throughout the dungeons, for it is rumored that Jaffar is also a great sorcerer. You have an

unlimited number of continues, but most of the levels will start you at the beginning when you die. Complete a level and you will be given a password to continue to the next level. But remember, valuable time is ticking away with each attempt.

Prince of Persia is a classic blend of mind-twisting puzzle and thrilling adventure. Tengen brings this favorite computer title to the Game Gear with

every detail in tact. The hand-held version is perfect for those long trips but be warned; you may find yourself held captive by the evil Vizier and the *Prince of Persia*.



Prince of Persia Review

Reviewed by Rick, The Video Ranger

Concept:	6.5	<i>Prince of Persia</i> is one of those games that says, "Here I am. Now you figure out how to play me."
Graphics & Animation:	9.5	Hot! This cart has clean and beautiful small screen graphics. Your character is animated from the top of his head, down to the tips of his toes; the way he sways his body has to be seen.
Sound:	7	The music and sound fit the action.
Playability:	3	My idea of putting challenge in a game is not achieved by making it hard to operate your character. In <i>Prince of Persia</i> , just jumping is a royal pain.
Entertainment Value:	6	<i>Prince of Persia</i> has some of the best graphics I have seen; and some of the worst game play. If you're willing to invest the time, you will learn to like it.

Overall Rating: 6.5

Game Informer Magazine Presents... The First Annual Video Game Awards

We're pleased to present our first annual Video Game Awards to recognize outstanding achievement in a specific category. The staff members entered nominations and then put it to a vote. And the winners are...

Best Game of the Year: *Street Fighter II* by Capcom

Street Fighter II brings the arcade game straight into your home with a perfect translation.



Best Hand Held Video Game: *Faceball 2000* by Bullet-Proof Software

Faceball 2000 is innovative, challenging, and features impressive graphics, making this an instant classic.



Best Concept in a Video Game: *Bart's Nightmare* by Acclaim Entertainment

Bart's first Super Nintendo adventure incorporates six different games into one, all tied together with one central plot.



Best Graphics in a Video Game: *Sonic the Hedgehog 2* by Sega

With its updated animation and crystal clear graphics, Sonic 2 has run away with the show.



Best Sound in a Video Game: *Cobra Command* by Sega

The only way to experience this game is hooked to a very loud stereo. When it's plugged in, missiles zing past your head and explosions rattle the floor.



Best Playability in a Video Game: *Street Fighter II* by Capcom

Hey... what other game has had ten controllers made specifically for it?!

Best Sports Game: *NHLPA Hockey '93* by Electronic Arts Sports

A close second for game of the year. Its updated play, stats and animation, make it a sports fan standard.



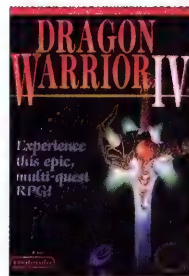
Best Action/Adventure Game: *Sonic the Hedgehog 2* by Sega

Keeping the same look and feel of the original Sonic, while adding a two-player mode, longer levels, new moves, and better animation. Wow!



Best Role-Playing Game: *Dragon Warrior IV* by Enix

Dragon Warrior IV combines four adventures and brings the heroes together for the finale, adding a new angle to the classic Dragon Warrior series.



Best Shooter Game: *Axelay* by Konami

Axelay takes advantage of the Super Nintendo's powers, resulting in a visually spectacular game.



Best 8-Bit Game: *The Empire Strikes Back* by Lucasfilm Games/JVC

With strong graphics and sound effects, this innovative title has varied game play and appeal for all types of gamers.

Best Puzzle/Strategy Game: *Lemmings* by Sunsoft

The animation of the cute, little Lemmings will catch your attention; the range of difficulty and huge number of puzzles will keep you challenged.



Best Game Translated from Computer: *Out of this World* by Interplay

Out of this World is an amazing cinematic display, taking the gamer into another dimension.



Best Simulation Game: *Super Battletank* by Absolute

To make a great simulator, mix the action of video games with everyday realism. Super Battletank has a sweet blend of both.



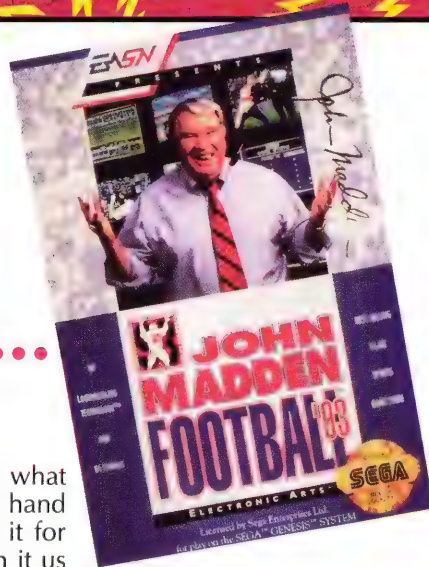
Best Peripheral of the Year: *Sega CD* by Sega

The Sega CD brings scaling, rotation and stereo sound to the Genesis without that pesky download delay.



Game Informer Needs Your Help...

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1) What is your age?

2) You are: Male Female

3) Which video game systems do you own?

- | | |
|---|---|
| <input type="checkbox"/> Nintendo Ent. System | <input type="checkbox"/> Neo•Geo |
| <input type="checkbox"/> Super Nintendo | <input type="checkbox"/> Sega Genesis |
| <input type="checkbox"/> Nintendo's Game Boy | <input type="checkbox"/> Sega Master System |
| <input type="checkbox"/> TurboGrafx-16 | <input type="checkbox"/> Sega Game Gear |
| <input type="checkbox"/> TurboExpress | <input type="checkbox"/> Sega CD |
| <input type="checkbox"/> TG-CD | <input type="checkbox"/> Other |
| <input type="checkbox"/> TurboDuo | <input type="checkbox"/> None |
| <input type="checkbox"/> Atari Lynx | |

4) Which video game systems do you plan to buy in the next year?

- | | |
|---|---|
| <input type="checkbox"/> Nintendo Ent. System | <input type="checkbox"/> Neo•Geo |
| <input type="checkbox"/> Super Nintendo | <input type="checkbox"/> Sega Genesis |
| <input type="checkbox"/> Nintendo's Game Boy | <input type="checkbox"/> Sega Master System |
| <input type="checkbox"/> TurboGrafx-16 | <input type="checkbox"/> Sega Game Gear |
| <input type="checkbox"/> TurboExpress | <input type="checkbox"/> Sega CD |
| <input type="checkbox"/> TG-CD | <input type="checkbox"/> Other |
| <input type="checkbox"/> TurboDuo | <input type="checkbox"/> None |
| <input type="checkbox"/> Atari Lynx | |

5) How many video games do you own?

6) How many video games did you buy last year?

7) How many games do you think you will buy in the next year?

8) Do you purchase previously played video games?

Yes No

9) What influences your buying decisions most?

- | | |
|--|---------------------------------------|
| <input type="checkbox"/> TV Commercials | <input type="checkbox"/> Friends |
| <input type="checkbox"/> Game Magazines | <input type="checkbox"/> Game Rentals |
| <input type="checkbox"/> Other Magazines | <input type="checkbox"/> Arcades |
| <input type="checkbox"/> Store Displays | <input type="checkbox"/> Other |

10) Where do you usually buy your video games?

- | | |
|--|---|
| <input type="checkbox"/> Computer store | <input type="checkbox"/> Stereo/TV store |
| <input type="checkbox"/> Department store | <input type="checkbox"/> Toy store |
| <input type="checkbox"/> Discount store | <input type="checkbox"/> Video game store |
| <input type="checkbox"/> Electronics store | <input type="checkbox"/> Other |
| <input type="checkbox"/> Mail Order | |

11) What type(s) of games do you enjoy playing most?

- | | |
|--|--|
| <input type="checkbox"/> Adventure games | <input type="checkbox"/> Educational games |
| <input type="checkbox"/> Fantasy games | <input type="checkbox"/> Movie games |
| <input type="checkbox"/> Puzzle games | <input type="checkbox"/> Racing games |
| <input type="checkbox"/> Role-play games | <input type="checkbox"/> Simulations |
| <input type="checkbox"/> Shooter games | <input type="checkbox"/> Sports games |
| <input type="checkbox"/> War games | <input type="checkbox"/> Other: |

12) On average, how much time per week do you spend playing video games?

- | | |
|---|---|
| <input type="checkbox"/> Less than 1 hour | <input type="checkbox"/> 1-5 hours |
| <input type="checkbox"/> 6-10 hours | <input type="checkbox"/> 11-15 hours |
| <input type="checkbox"/> 16-20 hours | <input type="checkbox"/> More than 20 hours |

13) On average, how long does it take you to defeat a game or move on to another game?

- | | |
|-------------------------------------|---|
| <input type="checkbox"/> 1-2 weeks | <input type="checkbox"/> 5-6 weeks |
| <input type="checkbox"/> 9-10 weeks | <input type="checkbox"/> 3-4 weeks |
| <input type="checkbox"/> 7-8 weeks | <input type="checkbox"/> More than 10 weeks |

14) When and how did you first hear of Game Informer Magazine?:

15) On average, how many times do you pick up or read each issue of Game Informer?:

16) Besides yourself, how many people look at or read this issue of Game Informer?:

17) Which Game Informer articles do you enjoy?

- | | |
|--|--|
| <input type="checkbox"/> Advertisements | <input type="checkbox"/> Game Reviews |
| <input type="checkbox"/> Feature section | <input type="checkbox"/> Dear GI |
| <input type="checkbox"/> What's Hot! | <input type="checkbox"/> Tech Talk |
| <input type="checkbox"/> Articles | <input type="checkbox"/> Fun Club Tip Line |
| <input type="checkbox"/> Answers/Top | <input type="checkbox"/> Guest Reviews |
| <input type="checkbox"/> Other | |

18) What, if anything, do you dislike about Game Informer Magazine?:

19) What would you like to see in Game Informer in the future?:

20) Which of these game publications do you read regularly?

- | | |
|--|--|
| <input type="checkbox"/> Game Informer | <input type="checkbox"/> Game Player's |
| <input type="checkbox"/> VGC&E | <input type="checkbox"/> Nintendo Power |
| <input type="checkbox"/> Sega Visions | <input type="checkbox"/> Elec. Gaming Mthly. |
| <input type="checkbox"/> GamePro | <input type="checkbox"/> High End |
| <input type="checkbox"/> Other: | |

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TECH TALK

The Latest in Video Game Hardware & Software

Nintendo and Sony Announce Alliance

Nintendo Co. of Japan and Sony Corporation of Japan have entered into an agreement that they feel will set the industry standard for CD technology. According to this agreement, Sony plans to manufacture and market a new game system that combines Nintendo's Super NES cartridge unit with a CD-ROM drive. Tentatively named the **Play Station**, this new product will play both Super NES cartridges and CD-based hardware. The agreement also states that Nintendo will develop a 32-bit compact disc add-on for the Super NES unit, utilizing the advanced CD-ROM XA format. This news was surprising to many,

since Nintendo had just announced that they were scraping plans to develop a 16-bit driven CD-ROM unit in favor of a 32-bit based unit. Many also wondered how this news will effect the agreement Nintendo signed with **Philips** last year to jointly produce a 16-bit CD-ROM accessory that would be compatible with **Philips' CD-I** interactive compact disc player. Since the CD-ROM drive that Nintendo plans to develop is based on the CD-ROM XA (extended architecture) platform, it will hopefully be compatible to the CD-I. According to Nintendo's senior vice president, Howard Lincoln, Nintendo will continue to work with Phillips on a bridge format to the CD-I.

With this announcement coming only days before Sega and Sony's media release of the new Sega CD, the question remains how Nintendo's agreement with Sony will effect Sony's relationship with Sega. Tom Kalinske, the President of **Sega of America**, downplayed the announcement by stating that he heard the agreement was not as significant as Nintendo indicated. "Our relationship with Sony is very cordial, and they've been very up-front letting us know it's in their best interest to publish on every platform," Kalinske stated. "What will most impress Sony is which system will allow kids to have the most fun, and I'm willing to fight that one out."

SEGA
GENESIS
16-BIT CARTRIDGE

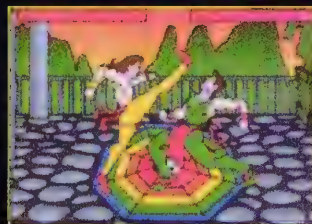
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**The action is furious as players kick, jump and punch to victory.*



**The crowd roars as the Victory sign is flashed.*



**Special sound, video effects and 3-D screens add to realism.*



**Weather and seasons change during game play.*

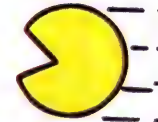
**Screens are only a representation.*

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A Historical Look At Video Games: Where We've Been & Where We're Headed



By Elizabeth Olson &
Andy McNamara

(Part One of Two)

November of 1992 marked the twentieth anniversary of the arcade machine, *Pong*. Few people could have predicted the success of Nolan Bushnell's black and white paddle game would open the floodgates to what has now become a more than four billion dollar, per year industry. The last twenty years have seen amazing technological advances and failures; the industry's peaks, fades, and its recent climb back to grandeur. But the rich history of this business reaches back much further than the last two decades. Just where it will end up is anybody's guess.

The Ancestry of the Arcade

Home entertainment video game systems were created to bring the arcade experience into the consumer's home. Coin-operated, stand-up video games are an offshoot of the long popular arcade pinball flipper games. Where did the pinball arcade come from? The first documented reference to its forerunners can be traced to the Charles Dickens literary classic, *Pickwick Papers*, dating back to 1836. When describing the interior of the Peacock Tavern, Dickens mentions the presence of a *bagetelle board*, which is regarded as the ancestor of pinball. The object of this game was to shoot a ball with a cue at a set of scoring holes at the other end of the table. In 1929, John Sloan, an advertising salesman for *Billboard*

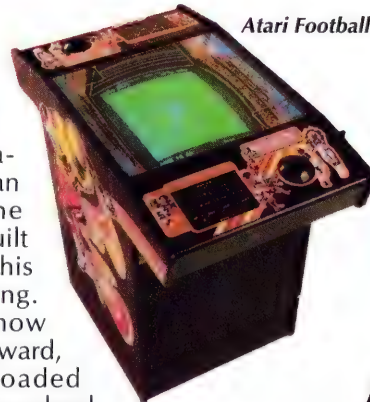
The original Pong coin-op.



Magazine (then a carnival and slot-machine publication) discovered an adaptation of the bagetelle board built by the janitor of his apartment building. The board was now slightly slanted forward, with a spring-loaded plunger and holes edged with tiny brass pins to increase the challenge. Sloan described this new discovery to several of his customers, which spurred the development of several coin-operated versions. Unfortunately, these machines were too large and expensive to gain widespread popularity. It took the Depression of 1931 and a young businessman named Raymond Moloney to bring the pinball game to the forefront.

Moloney and his partners introduced a brightly painted, table-top pinball game called *Ballyhoo*, and by 1932 it had become a national sensation. More than 50,000 games sold in seven months, causing Moloney and his partners to form Bally Manufacturing Company, predecessor of the arcade manufacturer. *Ballyhoo's* success is attributed several things, including its size that allowed it to rest on counter and table tops in establishments such as barber shops, drug stores, train depots, gas stations, and other public gathering spots. The machines were also inexpensive, sixteen US dollars, so many unemployed workers purchased these machines as a source of income.

Over the years, pinball progressed in the areas of technological advances and the principles of play. Pinball machines became free-standing and developed a series of bumpers, plungers and switches to



Atari Football



Ballyhoo



Pong Home Version

enhance game play. Electricity was incorporated into the game in 1933, in the form of a dry cell battery and, by 1935 they connected to electrical outlets. Perhaps the most notable progression was the first flipper game, *Sunny*, introduced by Williams Manufacturing Company in 1949. This improvement changed pinball from a game of gravity and chance to a game that incorporated a player's skill. The door was opening to a whole new world.

The Birth of the Video Game

In 1962 an MIT graduate student by the name of Steve Russell opened that door even further. Thinking it would be fun to create an entertainment program to run on the school's mainframe computer, he designed a SCI-FI adventure called *Space Wars*. This program enjoyed such popularity that two fellow MIT students, Bill Pitts and Nolan Bushnell, set out independently to design similar stand-alone

History Cont. on Pg. 40



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arcade versions. Bushnell was the first to complete this in 1971, resulting in *Computer Space*. Pitts was close behind him with his *Galaxy Game*. Neither of these proved very successful, but they paved the way for great things to come.

Nolan Bushnell was determined. With a \$250 investment he formed Atari and, in November of 1972, he introduced the first coin-operated video game to the arcades. *Pong* was a simple, black and white table tennis game consisting of a block of light bounced between two vertical lines. This two-player game featured two dial controllers and could be played with various speeds and angles. It was that simplicity that caught the public's attention. By the end of 1973, more than 10,000 arcade units had sold. A home version was released in 1975, which sold 150,000 units in its first year. One of the original

coin-operated *Pong* games is now on display at the Smithsonian Institute in Washington DC.

For the next several years, Atari (then acquired by Warner Communications) remained unchallenged and continued to make advancements in video arcade technology. In October of 1973 they introduced the first video game to incorporate color, *Gotcha*. Close on its heels was the first electronic driving game, *Gran Track 10*, released in March of 1974. The following year they released *Indy 800*, the first 8-player video game, and *Steeplechase*, the first game with music. Their 1976 coin-operated *Tank 8*, the first video game to use a micro-processor. One to eight players could race competitively or work as a team. Part of the fun was the unique controllers that became a trademark of Atari arcade games, varying from dials to joysticks to steering wheels.

This is best illustrated by the success of *Atari Football*, released in 1978, which was the first video game to use the Trak Ball controls. The Trak Ball allowed for a greater freedom of movement and speed; gamers lined up to give it a spin. Bally introduced the first non-timed game that allowed a player to continue as long as their skill allowed; that was the Taito classic *Space Invaders*.

On the Go and In the Home

Noticing the overwhelming appetite for video entertainment, game companies continued to search for a way to bring their titles into the home and make them portable. A handful of early attempts like the Coleco Telestar and the Odyssey 1000 surfaced, but turned out as merely a flash in the pan due to their limitations. However, companies such as Tiger, Mattel and Coleco developed their own single-game, hand-held units. Games like the *Electronic Quarterback* popped up everywhere and became an overnight sensation. You couldn't get on a bus or plane, or walk into a classroom without hearing that high-pitched touchdown signal.

Video amusement centers were enjoying an unprecedented prominence in the culture of the day. Coin-operated arcade palaces began pop-



The Atari 2600 VCS

ping up on every street corner. Also in 1978, Atari developed a way to bring their popular arcade titles into the homes of the consumers. They introduced the Atari 2600 Video Computer System. This was the first interchangeable programmable cartridge-based system available for home use and contained an 8-bit 6507 micro-processor. The 2600 VCS, packaged with a cart version of *Combat*, became an instant success by bringing the arcade experience into the home with coin-op cross-over titles and a host of controllers that would imitate their stand-up counterparts.



3-D Simulation with Battle Zone

Early Arcade Classics

Back on the arcade front, several major advancements in video technology were underway. Exidy created the first four-color video game, *Star Fire*; the first vector graphics appeared on a game called *Space Wars*. Making its debut at the 1979 Amusement and Music Operators Association Convention (AMOA) was *Gorgar*, the first talking game. The digitized voice uttered eight different phrases, making it the news of the industry. Atari's *Asteroids* also arrived at the arcades, followed closely by *Missile Command*. A year later, they followed these classics with *Battle Zone*, the first 3-D arcade game.

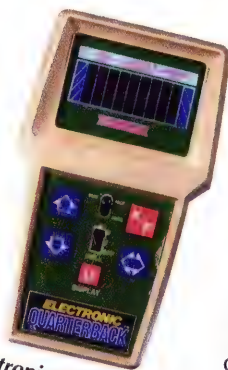
The early eighties were a banner period for stand-up arcade manufac-



Pac Man



Asteroids by Atari

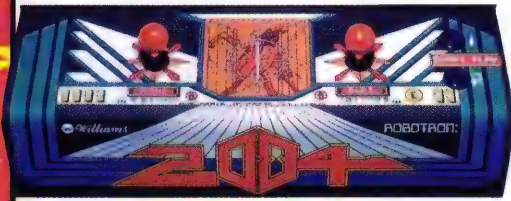


Electronic Quarterback



Defender...
scrolling, anyone?

turers. Companies like Williams, Bally and Midway were making a name for themselves with hit after hit. In their search for new and exciting titles, Hank Ross of Bally traveled to the offices of Namco in Japan.



Namco explained they were anticipating a game they felt was sure to be a success, but it was not yet complete. In the meantime, they had two "so-so" games that were ready. While waiting for the completion of *Rally X*, Namco showed him *Pac Man* and *Shoot Away*; the rest is history. Originally named *Puck Man* (the name was changed in anticipation of alterations to the lettering), *Pac Man* went on to become the biggest selling arcade game in history, spawning several spin-offs like

Ms. Pac Man, *Pac Man Jr.*, *Super Pac Man* and *Pacmania*.

1981 proved to be a great year for Williams. They re-released the first side-scrolling video game, *Defender*, in February. It quickly sold more than 50,000 units, shooting Williams



to the third largest manufacturer position in the arcade market and giving them their most profitable year in their forty year history. Late that year, they produced *Robotron 2084*, the first dual joystick game, which was voted Best Action Coin-op of the year. At the same time, Atari was introduc-



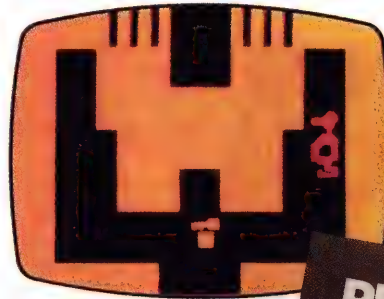
Centipede: An instant classic.

ing a new style of game incorporating graphics created by a series of straight, brightly colored lines against a black background. *Tempest* was the first color vector-monitor game to appear in amusement centers, but several imitators would soon hit the market.

Competition on the Home front

Home cartridges of these arcade titles continued to increase the 2600 VCS hold on the consumer market. The industry sales doubled to nearly one billion dollars in revenue with Atari leading

Adventure



the way, thanks to games such as *Pac Man*, *Defender*, *Asteroids*, *Bezerk*, *Frogger* and *Yar's Revenge*. Having no structured licensee program in place, the 2600 became an outlet for a host of cartridge peripherals such as the gray market double-ended cartridge and the cassette tape add-on. They introduced keypad controllers to allow for more options.

One game could have innumerable variations, thanks to options like invisible players and customized boards. Until now, games did not include credit listings of its designers and programmers. One ingenious programmer on the staff of *Adventure*, one of the earliest fantasy games, got the crazy idea to hide his name in one of the castles. When word got out that his name

Mattel Electronics Intellivision: Smart TV



was hidden in a secret room, gamers went nuts looking for it. Searching for a hidden goal inspired gamers to spend many hours of play and exploration, making *Adventure* a hit and giving Atari an idea; the hidden bonus or code feature was born.

But Atari would not hold their monopoly on the home video market for long. Mattel introduced a system known as Intellivision, which

was similar to the 2600 but provided clearer graphics and allowed for more on-screen image. The unit featured a twelve-digit keypad and dial control, with the option of a keyboard add-on. Activision, the first third party developer of 2600 carts, had become second only to Atari in home game development with games like *Pitfall*. They were again first on the Intellivision scene with the release of *Stampede*. A few of

the more memorable games for the Intellivision were *Hockey*, *AstroBlaster* and *Micro Surgeon*, which placed the player in a huge body to fight off sicknesses with aspirin. The downside of this system was that it only played Intellivision games and third party releases were slow in development. Many gamers also complained that the thumb dial was unresponsive and inaccurate compared to that of the 2600.



History, Cont. on Pg. 42



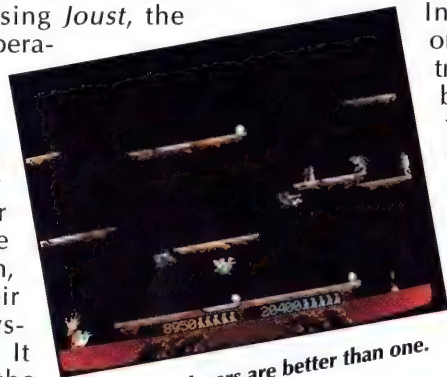
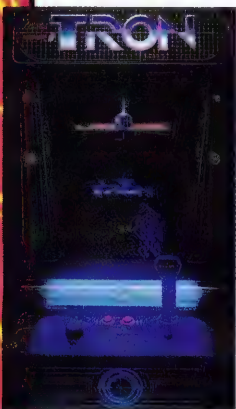
Video Games: A Cultural Movement

The video game industry peaked in 1982, marked by annual sales that reached three billion dollars. Disney

amazed movie-goers with *Tron*, a film that took you inside an arcade game with the help of computer-generated graphics and animation. The popularity of this film illustrated how video games had become a major part of our culture. A stand-up game based on the movie was released by Bally/Midway at the same time that

Williams was releasing *Joust*, the first two-player cooperative play game.

A flood of new home video game systems hit the market in 1982. Already a successful developer of software for the 2600 and Intellivision, Coleco released their own video game system, ColecoVision. It boasted ten times the screen RAM of the Intellivision, manipulating up to 48 objects on screen simultaneously, and could play games as big as 32K ROM. ColecoVision captured a big percentage of the market largely because Coleco offered a peripheral called the Conversion Module that adapted unit to play all Atari VCS compatible software. Packaged with a home version of Nintendo's *Donkey Kong*, ColecoVision was enhanced by a steady stream of successful software titles and intriguing controllers like the Roller Controller, the Super Action Joystick and the Driving Module.



Joust: 2 players are better than one.

While Coleco was capturing the hearts and dollars of gamers everywhere, Atari was gearing up for a Christmas release of their "Supergame" unit, the 5200 Advanced Video Entertainment System. The 5200 was superior to the 2600 in the areas of graphics and speed due to a 6502 processor, the same size type found in the 8-bit Nintendo system. It contained 16K of computer memory and a digital component to reproduce speech. The downfall of the 5200 was that it had nothing particularly innovative about it. It played all the 2600 games with better graphics, but the game play improvement wasn't enough to sway many 2600 owners. The same titles were being released for both systems, as well as ColecoVision and Intellivision, so few gamers were influenced

by game libraries. In addition, the original 5200 controller lacked durability and suffered from the same slow response as Intellivision's. Its release sparked the industry's first big market share battle between Atari and Coleco, similar to the

current Genesis and Super Nintendo debate.

Atari and Coleco weren't the only companies vying for the consumers. Mattel was hard at work on the new and improved Intellivision II and the Aquarius Computer. Sears had their Super Telegames System, compatible with 2600 and Intellivision games, and Magnavox had released the *Odyssey 2*. GCE, the company behind the *Game Time* and *Arcade Time* watches, introduced the Vectrex game system. This stand-alone unit was composed of a black and white vector monitor, similar to those found in arcade games, and a system base not unlike the current Macintosh. Its vector monitor allowed for the translation of arcade smashes such as *Asteroids*, *Battle Zone*, *Star Castle* and *Tempest* into the home. Astrovision's Astro Professional Arcade system made its second appearance on the market, this time under the name Astrocade. It was originally introduced by Bally in 1976 as a 4K color computer with two built-in games; *Gunfight* and *Checkmate*. Initially, it

The Roller Controller, packaged with Slither.



Coleco's Super Action Joy Stick



The Driving Module for Turbo.

confused consumers by functioning both as a game system and a computer, and was eventually forced off the market by the lower-priced Atari system. The Astrocade fared better in its second release, but it was the calm before the storm.

The Downward Spiral

By 1983 the video game industry was headed for trouble. In hindsight the downward spiral has been attributed, in part, to the lack of control within the industry. Without a licensee structure, there were no regulations over the quantity or quality of games released. Consumers were bombarded with variety of systems that were all from the same mold, as well as games that merely translated between systems and lacked originality. The industry was beginning to stagnate. Sales began to drop off, which



ColecoVision



Atari 5200



started a trend of software discounting and dumping. Cartridges that had once sold for \$35 dropped to five dollars or less, and the losses began to take several game manufacturers out of commission. Companies tried to salvage their investments in technology and manufacturing by entering the home computer market.

Coleco began developing the Adam home computer, but



Astrocade

suffered a huge monetary blow when they failed to deliver it in time to meet Christmas orders. Sales dropped to \$2 billion for the year. Things were not so gloomy across the ocean in Japan. Nintendo

Co., Limited introduced their Family Computer System, better known as the Famicom, in Japan to a warm reception. Also in Japan, a small company by the name of Sega Enterprises released their first consumer video game console, the SG-1000. Sega was the resulting company from the 1965 merger of a Japanese game distributor, Service Games Company, and Rosen Enterprises, Limited USA, out of America.

1984 saw the continuing decline of the video game phenomenon, taking many manufacturers, retail stores and financial institutions with it. Unable to recover the losses from the Adam computer venture, Coleco ceased manufacturing of the ColecoVision and its software, and filed bankruptcy. In a similar move, Mattel halted manufacturing of the Intellivision and closed its electronics division. Atari showed their latest 8-bit system, the 7800, but held it back from the market. Video game

sales fell to \$800 million, driving Warner Communications to sell Atari Incorporated at a firesale price. The home computer, game systems and software divisions were bought by Jack Tramiel, the computer entrepreneur behind Commodore, and became Atari

The Odyssey 2 by Magnavox



Corporation. The remaining stand-up arcade division became Atari games.

While the exact figure is unclear, US market sales hit an all-time low, somewhere between \$1 and 5 million, in 1985. The remainder of the first generation video game companies pulled out of the market or began to reorganize. Conversely, as the industry hit rock bottom in the U.S., it began to flourish throughout other parts of the world. Nintendo sold an estimated 6.5 million Famicom systems in Japan alone. They introduced the Famicom to America at the Winter Consumer Electronic Show and successfully test marketed the product in New York that Fall, but Atari declined Nintendo's offer to distribute the Famicom in the United States. Little did American game enthusiasts know that, like the Phoenix, the dying video game industry was about to re-emerge from the ashes.

To Be Continued...



The staff of Game Informer Magazine would like to thank the representatives of Atari Games, Tengen, Rogers & Associates, Manning Selvage & Lee, Berkhemer Kline Golin/Harris, Activision, Turbo Technologies, Aldrich & Associates, Williams/Bally/Midway, Roger Sharpe and other individuals for providing background information for this article.

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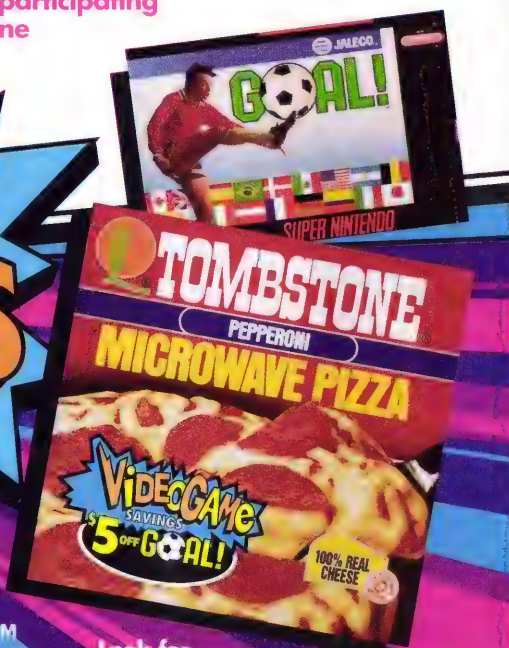


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ARKANOID - NES
 For this tip you need a NES advantage or another type of turbo and slow controller. First turn on the slow, then set the turbo on the B button to it's highest speed and hold it down. You will begin to warp and can go until you reach level 16.

**Josh Wharton
 Howell, UT**

MARIO PAINT - SNES
 For something fun to watch: At the title screen press on the letters for different results, for some good wacky fun.

**Michael Grone
 Modesto, CA**

KIRBY'S DREAM LAND - GAME BOY

I recently found an option screen for this great Game Boy cart. To get to the option screen press down, button B, and the select button simultaneously at the title screen. Or you can go to the "Extra Game" by pressing up, select, and the A button at the same time.

**Donny Whitford
 Eustis, FL**

RAMPART - SNES

Here are all of the continue codes for Rampart:
 Normal Mode:
 Level 1: Start
 Level 3: BCBCBCBC
 Level 4: CDDDXXXC
 Super Rampart Mode:
 Level 3: BBCXBCBB
 Level 4: BBDFGDFG
 Level 5: DFDFDXTF
 Level 6: BCDFXXBT
 Level 7: BBZXTZZZ
 Level 8: YYDYCCDC
 Level 9: BXTBCDDB
 Level 10: WWTTNWWZ
 Level 11: CZCTCZCZ
 Level 12: BBBZTZDD
 Level 13: CXTXCRCR
 Level 14: CDCDXXCD
 Level 15: BZBDBXBZ
 Level 16: H PPY Y

**George Broughton
 Brooklyn Center, MN**

MEGA MAN 3 - NES

Here are some codes to get you past the following bosses.
Hardman: C: Red 4, Red 5
Topman: A: Red 3 C: Red 4, Red 5
Sparkman: A: Red 3 C: Red 4, Red 5 F: Red 4, Red 5
Magnetman: A: Red 3 C: Red 4, Red 5 F: Red 4, Red 5
Snakeman: A: Blue 3 C: Red 4, Red 5 F: Red 4, Red 5
Gemini Man: A: Blue 3 B: Red 4, Red 5 F: Red 4, Red 5
Needle Man: A: Blue 3 B: Blue 5 D: Blue 3 E: Red 4 F: Red 4
Shadow Man: A: Blue 3 B: Blue 5 C: Red 5 D: Blue 3 F: Blue 4
Metal & Quick: A: Red, Blue 3 B: Blue 5 C: Red 5 D: Blue 3 F: Blue 4
To Dr. Wiley: A: Blue 1, Blue 3 B: Blue 2, Blue 5 C: Red 5 D: Blue 3 E: Red 1 F: Blue 4

**Stuart Chandler
 Jonesville, LA**

BASEBALL STARS - NES

If you are having trouble playing the computer teams this tip will help you out. If the computer team gets a single, let the player have the base. Then when the next batter is up, go to the pick off screen and throw to your second baseman. Then begin to run home and throw it to second. When the catch is missed, the computer man will run to second. No one is there, so the ball must be fielded by your center fielder. Then throw to second and he's outta there!

**Michael Gabriel
 Laurel, MS**

BART'S NIGHTMARE - SNES

On the Itchy & Scratchy stage, you can receive up to four guys by shooting the exploding lightbulbs.

**Ricky Mason
 Norway, ME**

THUNDER SPIRITS - SNES

To start with a few more credits, use a turbo controller or tap repeatedly on the B Button. You'll hear an occasional tone that indicates a credit.

**Khanh Bui
 Cathedral City, CA**

PREDATOR 2 - GENESIS

Here are the Passwords to Predator 2:

- Level 2: KILLERS
- Level 3: CAMOFLAGE
- Level 4: LOS ANGELES
- Level 5: SUBTERROR
- Level 6: TOTAL BODY

Jon ZiFcak
Cicero, IL

SONIC THE HEDGEHOG 2 - GENESIS

This trick lets you get all the Chaos Emeralds before completing the game. Play the first stage and collect 50 or more rings, then get the star post for the special stage. Get the Emerald and reset the game. Go to the option screen and press Start to replay Level One. Repeat this procedure to get all seven Emeralds, then play the game as normal. Now Sonic will become Super Sonic when he gets 50 or more rings!

Octavio Calleros
El Paso, TX

MERCS - GENESIS

On Mercs for the Sega Genesis, you can power-up all of your mercenaries life bars to near maximum using only one yellow first-aid kit. When you come to one, allow a needy Merc to retrieve it. Before his life meter fills entirely, quickly switch Mercs and he'll gain life on his meter. Keep doing this with each Merc to get an edge.

Alex Castillo
San Marcos, TX

POWER PUNCH II - NES

I found a level select on the Nintendo game Power Punch II. All you have to do is when you start the game is hold the select button down when you press start and it will move you to the next fighter. You can go all the way through to the end fighter plus you can view the ending by doing the trick on the end fighter's profile.

Brian Tomkins
Pflugerville, TX

ARROW FLASH - GENESIS

I found a trick that would let you keep your Arrow Flash longer. When you insert the cartridge, press start to go straight to the options screen. Put your Arrow Flash on CHARGE mode. Exit the option screen. Wait and let the storyline play out. At the end of the storyline, it will show a short demo of the game. Press start and POW! Longer Arrow Flash!

Derrick Robiason
Winstonville, MS

SUPER MONACO CP - GENESIS

To race in the last race of the second year enter the following code. If you crash, not to worry, you will still have enough points to win the season. (All the circles are the Zeros that are already on screen.)

OCUL	1BQ2	7900	0000
0611	110V	3D2B	5467
CA89	EGB1	8000	0003
0000	0000	F200	F66C

Colby Reed
Carlsbad, CA

VEGAS DREAMS - NES

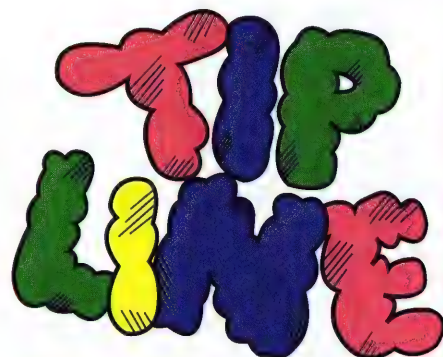
If you switch the 17th and 18th characters in your password, you will become an instant millionaire. A big help for those gamblin' blues.

Danny Banks
Detroit, M

SUPER MARIO KART - SNES

To add some excitement to this racer, push A, X and Y to shrink your racer. This code unfortunately only works on Match Race and Mario Kart GP. Great racin' but in this shrunken form you can be flattened, so be careful.

Bobby McDonald
Columbia, MD



The Sega CD Brings Arcade Action Into Your Home With Cobra Command



"Alright! Let's go in and blow 'em out of New York."

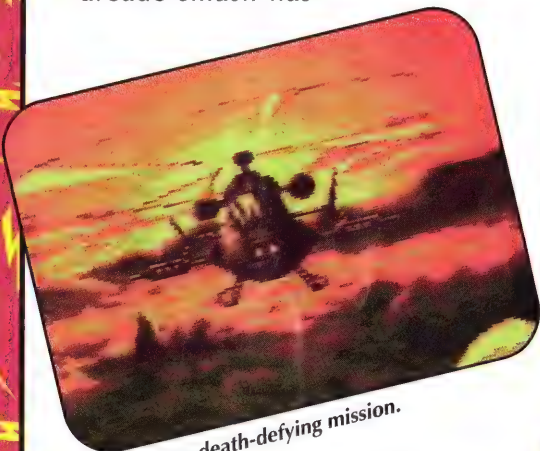
The enemy has infiltrated US air space and, as an ace Cobra Helicopter pilot, it's up to you to come to the aid of your country. This arcade smash has

We highly recommend that you hook your system up to the stereo for this one. The whirling of blades and onslaught of explosions close in from every side.

Cobra Command is more a test of your agility and marksmanship. There is a set course that you follow but you must avoid all types of hazards while gunning down the enemy. The unique selection of landscapes in which battle commences provides variety and challenging game play.

Set forth on a series of missions that take you through several unusual locations; the first battle takes place in New York. You engage in a dog fight above the Statue of Liberty and then sail down the streets of the Big Apple, dodging and weaving

between the sky scrapers. Your next assignment is to take a missile site located in the Grand Canyon. Your blades kick up the dust and sand as you scale along the towering cliffs of painted rock. Next you fly out over the Pacific to do battle with an enemy fleet. Test your weapons against aircraft carriers, jets, destroyers and enemy submarines. High-powered action over Easter Island takes you through the heavy cover of the jungle. Destroy the opposition without doing damage to the nearly one thousand year old statues on the beaches below. You'll reach your first fortress at the end of the fifth mission. Fly down into a hidden cavern with your guns blazing, blowing up helicopters and tanks in your path. "All clear."



Set out on a death-defying mission.

been revived as one of the first discs available for the new Sega CD.

This first-person helicopter flight simulator really brings the arcade action into your home, with its explosive sound and realistic voice-overs.

Cobra Command Review

Reviewed by Paul, The Pro Player

Concept: 7

I remember a very similar game in the arcade a few years back. Basically, *Cobra Command* is *Top Gun* with amazing graphics.

Graphics & Animation: 9

C'mon, it's CD. You've got to have good graphics with all that space for memory.

Sound: 9

This game can only be appreciated hooked-up through your stereo.

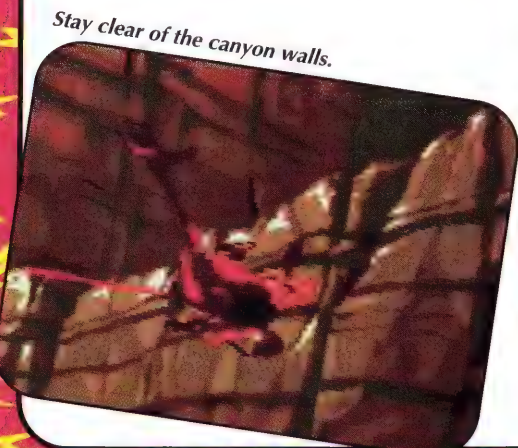
Playability: 7

Your route through each level is the same all the time. Don't expect to take a couple laps around the Statue of Liberty to check out the scenery. You control the aiming of the gun.

Entertainment Value: 8

Cobra Command is definitely a new experience in gaming. Once I was into this game, I found myself leaning into every turn and ducking to avoid the enemies.

Overall Rating: 8



Stay clear of the canyon walls.

Turn right to avoid the fiery explosions.



Enemy fleet of the Pacific.

Cobra Command Review

Reviewed by Andy, The Game Hombré

- Concept:** 8.5 From the arcades straight to your Sega CD. *Cobra Command* mixes your basic shooter with some amazing graphics and sound, which provides an eerie feeling of flying; Awesome.
- Graphics & Animation:** 9.25 The first-person perspective is put to good use in this disc. You feel as if you're right in the thick of the action.
- Sound:** 9 The first time I played the game, I played it on a standard TV; I was impressed. Then I played it in Surround Sound with the volume cranked, and it was UNREAL!
- Playability:** 8.75 It's a shame you can't really control your flight path except in tight situations. However, the action is still intense and will keep you on your toes.
- Entertainment Value:** 9.5 If you buy the Sega CD, this would be my first purchase. It's a lot of fun, with a decent challenge. CD technology really brings gaming to another level.

Overall Rating: 9

Wage a full-scale air attack as you fly from Paris into Rome. No time for sight-seeing on this trip! Next, it's the Persian Gulf revisited as you fly over the desert taking out tanks, missile sites and an oil refinery. The eighth mission takes place deep in the jungle as you swoop between trees and graze over the underbrush, searching for well-hidden targets. This provides great prac-

tice for your next mission, which takes place inside the dark and jagged walls of an underground cave. One false turn and you're stalactite stew, but if you succeed, it's on to the next fortress.

We've made it through all ten levels, but each one had us holding our breath. This game is much more difficult than it looks. Your Cobra is

well armed with both missiles and a Vulcan gun, but you're under siege from every side. This game is not for the beginning pilot, and the weak of heart need not apply.



Cobra Command Review

Reviewed by Ross, The Rebel Gamer

- Concept:** 9 There have been many simulator games for home entertainment systems. Flying a chopper through cities, desert valleys, and forests adds a totally new dimension to the simulator genre.
- Graphics & Animation:** 10 Of course, the CD ROM games are going to blow everything else out of existence.
- Sound:** 10 Sound is probably the best characteristic of a CD player! *Cobra Command* has perfect explosions, crisp voices, and the ripping and shredding of bullets tearing metal.
- Playability:** 10 This game is easy to control with the options menu.
- Entertainment Value:** 9 *Cobra Command* utilizes every aspect of new technology. The fire, explosions, as well as stomach turning dips, dives, and turns will keep any pseudo-pilot coming back for more.

Overall Rating: 9.5



Watch them tanks!

Begin your assault on the opposition's fortress.



WHAT'S HOT!

Rumors & News From The Video Game Industry

Congress Throws the Book at Copyright Crooks

The US Congress is receiving praise from the video game industry for passing legislation to make software piracy and other forms of copyright infringement a felony. The bill, S.893, was introduced by Senator Orrin Hatch, a Republican from Utah, and is supported by New Jersey Democratic Representative, William J. Hughes. It is currently awaiting a signature from President Bush.

Night Trap - Sega CD Sega of America

This two-disc game from Sega throws you right into the middle of a full-motion, live-action adventure. You are a member of a special S.C.A.T. team that has been sent in to discover the fate of five young girls that disappeared while spending the night at the winery and home of the Victor Martin family. Capture the intruders before it's too late.

Sewer Shark - Sega CD Sony

This disc is produced by Digital Pictures, the same team as *Night Trap*, and distributed by Sony. It's a high speed, full-motion, action shooter that casts you as a rookie sewer jockey. But something is dreadfully wrong in Sector Nine; it seems your colleagues are turning up with cranial tissue sucked right out of their heads. And Falco is headed for Sector Nine. Alright, Dogmeat...it's your job to rescue her or you won't live long enough to see Solar City.

Nintendo's Classic Series: A Blast From the Past

Nintendo has recently re-released a collection of their most popular video game hits for the Nintendo Entertainment System. The "classics" collection includes *Punch Out*, and *Metroid*, both titles which sold more

than one million copies in their first release. The collection also includes *Zelda* and *Zelda II: The Adventures of Link*, which combined sold more than seven million cartridges. "With projected sales of four million NES units in 1992, we want to ensure that these timeless classics are available to new NES owners, as well as to the millions of current owners who missed purchasing them the first time around," Peter Main, Nintendo's vice president of marketing, commented.

Other New Releases...

Introducing the Humans - NES, SNES, Game Boy, Genesis and Game Gear Gametek

This new PC crossover gives you a real reason to succeed...longevity of the Human race. This Darwinian adventure takes you back in time to the Prehistoric era and the first humans on Earth. It's survival of the fittest in this test of everyday caveman trials and tribulations. Discover tools, fire, survive and find a mate for a little species multiplication. Your ultimate goal: Evolution. Otherwise, you're headed the way of the dinosaurs. Available early 1993.

Utopia - Super NES Jaleco

One of the first mouse-compatible games for the Super NES, *Utopia* is a strategy game set in outer space. The object is to create a utopian space colony with 100 percent life quality. If that isn't difficult enough, you'll have to achieve this while fending off attacks from alien life forms. Explore for valuable resources, conduct combat missions, create weapons and construct buildings in this PC translation. Available Dec/Jan '93.

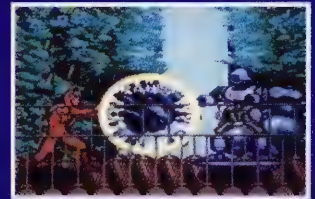


Free T-Rex T-Shirt

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



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.



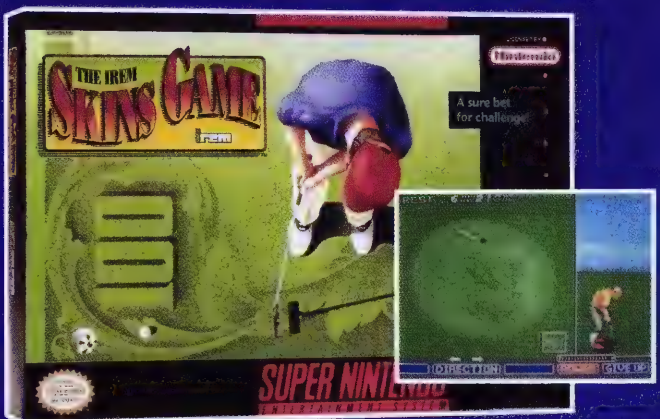
Top arcade game brings explosive action right to you. Special effects & two-player simultaneous action.



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

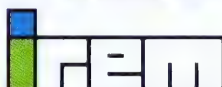


Tee-off with skins— winner-takes-all on every hole or match play— combines different styles.



Here's how it works!

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



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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.**

Atari's Dracula, The Undead: A Lynx Nightmare You Can Really Sink Your Teeth Into



The mountains and villages of Europe are rich with folklore of their heritage. The inns of Germany are no exception. Stories and legends surfaced long before the seventeenth century of creatures that lived somewhere between life and death, roaming the night and feeding off the blood of other living creatures. Nosferatu, or vampires as we more commonly call them, were blamed for sudden fevers, dying livestock, and even the plague.

Bram Stoker made these legends famous in his novel about a mysterious Count that stalked the night as one of the undead. *Dracula* has lived through innumerable reincarnations.

Now this legend is available for the **Atari Lynx**. Join the author by the fireside as he reads from the pages of the actual novel and spins the tale of *Dracula: The Undead*.

Take on the role of Jonathan Harker, an English solicitor who journeys to the Count's Transylvanian home to settle his estate. Jonathan has located a new home, the abandon Carfax mansion in London, for the Count. Such a strange request to require a home with its own graveyard and deserted chapel. You must help him prepare for the long journey across the sea. But he has packed so many long, heavy crates. Will you live long enough to sail home to the

beautiful wife that waits for you or fall victim to your sinister host and his three brides?

The game begins as Jonathan awakes in his bedchamber. Your mysterious host claims he must be away during the day and joins you only after sundown. He has invited you to explore the castle, but to refrain from venturing beyond locked doors. *Dracula* uses classic Role-Play controls to guide you through this creepy adventure. Use the controls to scroll down the list and match a verb with an object or two objects together to perform the desired action. Move from room to room, exploring cabinets and passageways for the objects and information necessary to escape Dracula's mansion in one piece.

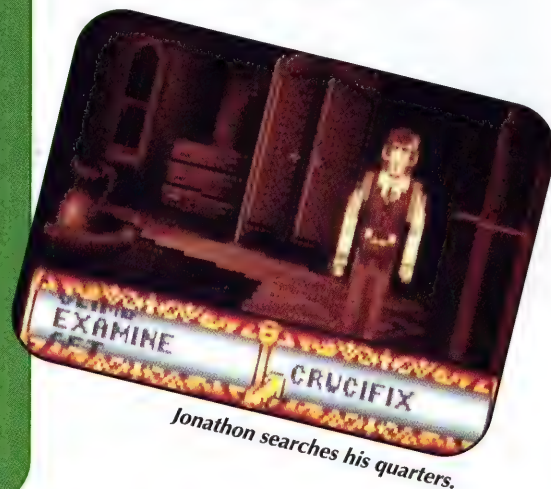
The first thing you'll have to do is locate your notebook. Jotting down important or unusual bits of information will prove valuable throughout your adventure. You'll need this information to convince the townspeople of what you've found in

Dracula Review

Reviewed by Paul, The Pro Player

Concept:	8	<i>Dracula</i> brings back some old-style gaming that I used to see on the old Apple II computer. It is a strict adventure where you control Jonathan, who is trapped in Dracula's castle.
Graphics & Animation:	9	<i>Dracula</i> is basically a colorless game, which may be dull to some. I believe the lack of color gives the game the same eeriness as the old movies.
Sound:	8	The spooky music becomes repetitive, but it adds to the intensity of the play.
Playability:	9	<i>Dracula</i> involved a lot of trial and error. It is easy to move about the castle and choose from a list of commands at the bottom of the screen.
Entertainment Value:	9.5	Hey, I couldn't set this down. I love adventure games without all of the Role-Playing added in.

Overall Rating: 8.75



Dracula Review

Reviewed by Andy, The Game Hombre

- Concept:** 8 *Dracula* is very similar to the game *Shadowgate*, except that it adds the dimension of an actual character and the ability to move around inside screens.
- Graphics & Animation:** 8.5 The graphics have a morbid 18th century look to them, which helps get you involved with the plot. The animation is excellent, with great scrolling and scaling to add depth to the playing field.
- Sound:** 8 The thundering storm, the spine tingling music...it's cool!
- Playability:** 8 The action in this game is not exactly high speed. However, it does follow a simple command format so it's easy to pick up and play.
- Entertainment Value:** 8.25 If you are a RPG buff, this is one of the best on the Lynx. The story leads you to many different parts of the castle and provides moderate difficulty.

Overall Rating: 8

order to put an end to Dracula's reign of terror; if you manage to escape his castle with your life. Now you must find a way to open jammed doorways, get past Dracula and his brides, find your way through the catacombs and into freedom without becoming bat bait. You may narrowly avoid becoming dinner's main course, but you must destroy Dracula in order to win.

The sepia-tone game screens, Bram Stoker narration and haunting theme music help set the mood for this great horror classic. And it hits the shelves just in time to ride on the coat-tails of the newly-released big screen version. In the mood for a little scare? Pick up *Dracula: the Undead*...if you dare.



Dracula Review

Reviewed by Rick, The Video Ranger

- Concept:** 9 Bringing Bram Stoker's *Dracula* to life in a video game RPG format worked hauntingly well. Another game in the new trend of "Here you are, now try to get out of this mess."
- Graphics & Animation:** 8.5 *Dracula's* surrealistic 3-D rooms work well with the scaling of your character. The way he moves throughout the castle is stunning. The animation is smooth and flowing, but give me more colors and this could have been a ten.
- Sound:** 8.5 They've added very fitting music and sound effects. I loved the thunder and the creak of the doors.
- Playability:** 7 *Dracula* has a play menu that gives an excellent variety of options for a hand-held, two button machine. The one drawback is that game play moves very slowly.
- Entertainment Value:** 7 *Dracula* has some great graphics, a chilly, eerie feeling, and some challenging Role-play gaming. The game is generally very linear; you get an item in one room which allows you to continue to the next.

Overall Rating: 8

Experience a Space Invasion of Epic Proportion With Turbo Duo's Forgotten Worlds



It's now the twenty-ninth century, and you are somewhere in the vastness known as space. Life as you know it has been destroyed for your people and your planet. This is the story of the how this came to pass...

Humans ruled the Earth; not a perfect place, but better than the pathetic state humans are forced to dwell in now. Their civilization was heavy-laden with crime, hunger, and the threat of nuclear war. But nothing had prepared the Human Race for that fateful day of reckoning. Without warning, Alien warships descended onto Earth, bringing with them destruction and ruin. The Humans made every attempt to fight, but were overpowered in a matter of hours. Humanity as we know it had changed in less than a moment. Life became a routine of misery and death. The destroyed planet became a Dust World; nothing but sorrow and suffering.

There was one small hope. Hidden away from the aliens, a small band of Humans raised two children as warriors, the planet's last chance for resurrection. These children were trained in every facet of combat; taught to use the most modern and powerful weaponry. These warriors emerged from their people as heavily armed and dangerous

Forgotten Worlds Review

Reviewed by Andy, The Game Hombré

- Concept:** 7 *Forgotten Worlds* is a classic arcade shooter that found quite an audience on the Sega. Now it's popped up on the Turbo Duo.
- Graphics & Animation:** 8 The graphics are nice and very crisp; better than Sega's but, of course, it suffers from CD access time.
- Sound:** 8.75 CD sound is always awesome, but I think they could have added something new to make this version stick out above the competition.
- Playability:** 8 The game play's identical to the Sega version, minus the opposite rotation button. The control does seem to be a little tighter, but nothing really new.
- Entertainment Value:** 7.75 *Forgotten Worlds* is a classic. Shooter's are a must for every collection and this game does offer some good action.

Overall Rating: 8

humans of might and strength. They became known only as the Nameless Ones.

As one of the Nameless Ones, you must battle through the wastelands that were once your home, battling Reptilian Thugs and Zipper Worms triple to you in size. But it must be done; you must free the planet...the Forgotten World.

As you defeat enemies, they will leave you Zenny, the currency of the present day. Be sure to save this up. You will come across stores on your quest where you can purchase weapons, armor, and life saving merchandise. Choose wisely, for some weapons are more useful than others. In battle, your best friend is your satellite, a rotating weapons unit that doubles as a protector. You can fire in all directions by rotating the satellite, and this 360 degree weapon will

save your life on more than one occasion.

In the unlikely event that you make it through, you will face your final confrontation with the King of Aliens: The War Tyrant. Defeat him in order to free your planet and return it to



Forgotten Worlds features fantastic backgrounds!



Forgotten Worlds Review

Reviewed by Ross, The Rebel Gamer

- Concept:** 8 I do believe that TTI has joined the race to see who can put out the most shooter games. But, if they had to pick a shooter, *Forgotten Worlds* is one of the best to do; lots of fire power, a selection of weaponry, and the ability to shoot all the way around the screen.
- Graphics & Animation:** 9 This is an upgraded version of the Genesis game of the same title, which is not a bad thing. In fact, it's a plus due to 3-D backgrounds and a beautifully-colored foreground.
- Sound:** 10 I loved the way the laser sounds when it's fired. The music is just another tune addition of pure magic. Who doesn't like a good "Boom!?"
- Playability:** 9 In my opinion, shooters are all the same; shoot the bad guys until you reach the boss. Somehow this one excels above all others for the Turbo. The player response was almost interconnected with my thoughts.
- Entertainment Value:** 9 Many non-shooter gamers like me are not so willing to play a game like this. If you are, like me I mean, don't hesitate to pick up the controller and start blowing them away. This one just might change your way of thinking.

Overall Rating: 9



Watch out below!



Turbo Duo gives you big, BIG bosses!

The one-player action will challenge you through seven long levels with huge bosses. The improved graphics and sound of the CD make this game an intense shooter for anyone that loves action. And besides, you never know when the practice might come in handy.



its original name: the once peaceful planet known as Earth. Is this foreshadowing of things to come or only a game?...who's to say. Turbo Technologies has brought this arcade masterpiece to their new CD-ROM.

Forgotten Worlds Review

Reviewed by Paul, The Pro Player

- Concept:** 8 This two-player shooter consumed many of my dollars in the arcade.
- Graphics & Animation:** 7 Graphically, it offers fierce action with tons of objects on the screen at one time. The cloud level has great depth, as do many of the other levels.
- Sound:** 5 It has the average shooter-type sounds.
- Playability:** 7 In the arcade, *Forgotten Worlds* had a dial to control firing and aiming. Obviously, the TG-CD control doesn't have a dial, so aiming is a chore. But save up the Zenny (the local currency) to buy that homing laser and you won't have to aim.
- Entertainment Value:** 9 The wide variety of extra weapons and power-ups that you can save up to buy make this game a fun shooter. It also mixes vertical and horizontal scrolling, to result in challenging, long levels.

Overall Rating: 7.25



Spend your Zenny wisely!

11 The Hudso



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) 495-4486!

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



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One of several hazards in the Mechanical Zone.



Sega Sizzles With Their Super Sequel Sonic the Hedgehog 2



Okay, we saw bits and pieces of it at the Summer CES. We heard all the hype. We read page after page of press releases and video publication previews. But this is one game that you really have to see to believe.

thing you may notice when you pop in this cart is that Sonic has a new friend, a little fox by the name of Miles "Tails" Prower. This enthusiastic buddy can work as a help or a hindrance in the single player mode, cooperatively in the two-player mode, or competitively in a special "versus" mode. A single player can choose to be either Sonic or Tails. A computer-controlled partner will join in the fun and, if you get stuck, just let your partner lead the way to safety. Both the cooperative and the competitive modes feature a split screen. The versus mode is made up of four main levels ranging from a casino level to a road race for the gold.

grounds are more intricate and detailed than ever before. And the colors are so bright, you may want to keep your shades close at hand. The new scenes feature upside-down corkscrews, revolving tunnels, constantly moving machinery and tubes that jet Sonic and Tails through the levels. There is an added depth and 3-D look to this game that's incredible.



Sonic gets acrobatic off the spring board.

Sonic 2 has ten basic levels, each consisting of several stages, plus bonus stages and a special hidden stage. These levels vary from the Green Hill Zone, the Metropolis Zone, the Chemical Factory, Oil Ocean, The Dust Hill Zone, The

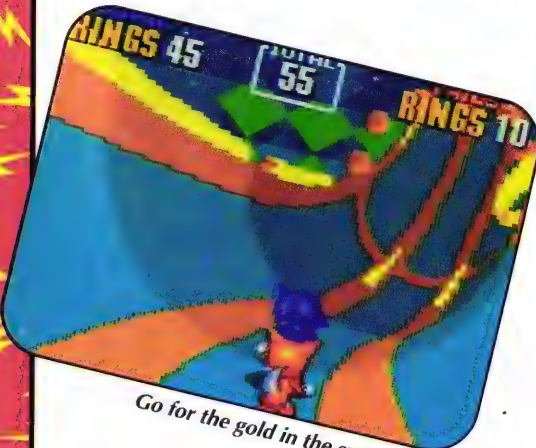
The next thing you'll notice are the eye-popping graphics. The back-

Sega promised that *Sonic 2* would be bigger and better, and they weren't kidding. The new eight-meg size has made room for new backgrounds, new colors, new levels, new music, new moves and animation, and a new two-player option. The first

Sonic the Hedgehog 2 Review Reviewed by Rick, The Video Ranger

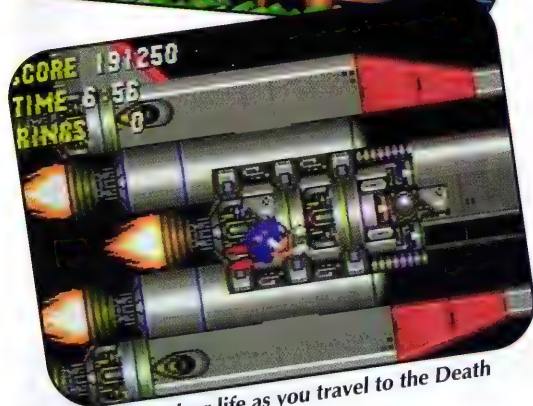
Concept:	9.5	Sega created an instant legend a year ago with the first <i>Sonic</i> . Well, what have you done for me lately?...how about speed up the already unbelievable animation, add a 2-player simultaneous mode and a whole new game head-to-head in match races with Sonic's pal, Tails.
Graphics & Animation:	9	This game is much more involved than the original faster, more 3-D effects and additional animation like flips in the air.
Sound:	8	Very happening tunes, but what else would the cool listen to?
Playability:	8	This game has very simple, precise control. He has a new super-sonic burst of speed option to help you in and out of situations.
Entertainment Value:	9	<i>Sonic 2</i> may not be twice the fun, but it's certainly one and a half times as impressive.

Overall Rating: 8.75



Go for the gold in the special stage.

High compression graphics in the two-player mode.



Hold on for dear life as you travel to the Death

Casino Zone and more. Each level has its own unique tricks and traps such as hidden vine triggers, floating platforms, spring boards, fans and air bubbles that make this version more challenging than its predecessor.

Sonic not only faces Dr. Robotnik in his new Death Egg, but this little blue speed-demon has a few

Sonic the Hedgehog 2 Review Reviewed by Paul, The Pro Player

- Concept:** 9 *Sonic the Hedgehog* has become a favorite among Genesis owners because of his feisty spirit and his fleet of feet. *Sonic 2* takes another amazing step in gaming.
- Graphics & Animation:** 9 This game has incredible clarity. Sonic and Tails are very sharp and defined.
- Sound:** 9.5 I think when sound can put you on the edge of your seat and make you grip the controller tighter, it's worthy of this score.
- Playability:** 9 *Sonic 2's* ability to play in three different modes make it great for anyone to play. This game plays fast and faster.
- Entertainment Value:** 9 Because *Sonic* has such a wide appeal among Sega owners, it is fitting that they would continue to develop more versions.

Overall Rating: 9.25

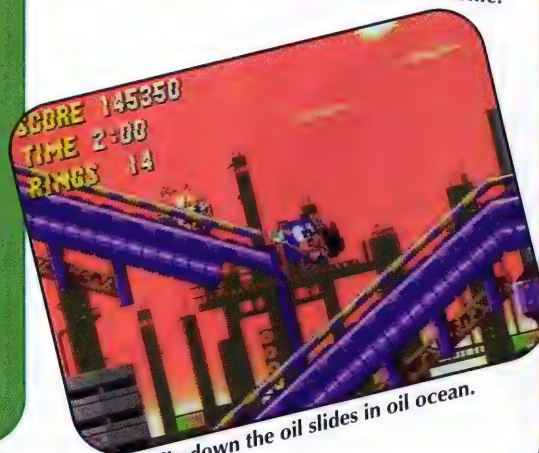
new tricks of his own. The Spin-Dash is a turbo-speed maneuver that will help Sonic out of sticky situations. He flips off of spring boards end-over-end and picks up steam faster than ever before.

There are even new tunes created by the same composers from the original *Sonic*, although fans will be happy to hear the familiar Sonic theme remains. In fact, Sega has kept everything we loved about the first

Sonic and taken it one step further. *Sonic the Hedgehog 2* will take you to new heights to face new challenges at all new speeds. Catch it if you can.



Come face to face with a cybernetic Sonic!



Slip down the oil slides in oil ocean.

Sonic The Hedgehog 2 Review Reviewed by Andy, The Game Hombre

- Concept:** 9 *Sonic 2* should have been here a year ago, but it was worth the wait. It features the addition of Tails and an expanded game that doubles the first Sonic.
- Graphics & Animation:** 9.5 The resolution on this cart is downright awesome. Sonic and the backgrounds will amaze you. The expanded animation will blow you away, as well as the classic Sonic speed.
- Sound:** 9 It's back, that goofy *Sonic* music we all love. But where are the *Sonic* voice-overs?
- Playability:** 9.25 The playing style is slightly different than the first version. There's a new Road Runner-style speed boost, and one player can play with Tails as a helper. The addition of the two-player split screen is great.
- Entertainment Value:** 9.5 They made some good corrections on this version. It's not as easy as the first and has more variation.

Overall Rating: 9.25

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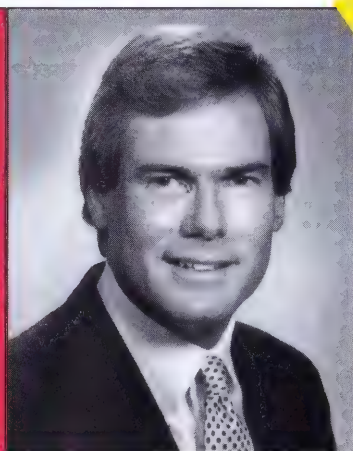
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Ted Hoff Vice President, Tengen

1992 marked the twentieth anniversary of Atari, the company that first brought video games to the arcades with *Pong*. We checked in with Tengen, the company formed by Atari Games to bring their arcade titles into the home. **Game Informer** talked to Ted Hoff, Vice President of Marketing and Sales at Tengen, to see where they've been over the last twenty years and where they're headed in the years to come.

What is Tengen's affiliation with Atari?

"Time Warner sold a portion of Atari Corp. to Jack Tramiel, founder of Commodore, in 1985. The remaining coin-op division became Atari Games. The Atari Entertainment video game unit remained with Atari Corporation, so Atari Games couldn't take arcade games to the home market under the Atari banner. They formed Tengen as a subsidiary of Atari Games in 1987 for that purpose."

With Atari celebrating their 20th anniversary, what do you see as some of their milestones?

"When Knowlan Bushnell first formed Atari in 1972, little did he realize he would be the forefather of a four to five billion dollar industry. In marking the twentieth anniversary, we've seen that this is not a come and go market. We've seen various new technologies that bridged the twenty year time span and provided leading edge video game development, which has maintained the consumer interest."

How did you enter the video game industry?

"I've been in gaming seventeen years, and was a consultant to the company in the late eighties. I joined Tengen in marketing and sales about three years ago."

What focus has Tengen had in the video game industry?

"Our primary focus has been to bring the Atari Games arcade hits to home console platforms; that being the *Pacman* series; the *RBI Baseball* series, *Road Blaster*, *Pit Fighter*, and *Tubin'*. It's challenging to duplicate the arcade experience and, as the coin-op technology advances, the technology of Tengen has to advance in order to deliver the same gaming experience to the consumer."

TENGEN VIDEO GAMES

What arcade titles, to date, have become the biggest successes for Tengen?

"The biggest success was probably *Pit Fighter*, because it represented such advancements in technology. We were able to duplicate all the motion of the actors and the game play on the Genesis system. Another game that duplicates the arcade experience very closely is *Hard Drivin'* because of its polygon technology."

Tengen has begun marketing a line of game accessories. How did that come about?

"There's more to this business than just cartridges. Accessories became an obvious line extension for us. Tengen's philosophy in entering the accessories market was to be able to provide a full line of value-added, high-quality, aggressively-priced accessories that have a common appearance among the packaging and a familiar name."

How has Tengen been affected by the current 16-bit technology war?

"We've benefited from what has turned out to be a classic market share battle. It not only creates the category, but forces category growth very rapidly to where the installed base of 16-bit Genesis and Super Nintendo combined by this Christmas may be between seventeen to twenty million units. That's much higher than was expected a year ago. We have the opportunity to sell into a much larger installed base."

Does Tengen have plans to develop software for the CD ROM format?

"We will start working on CD with an internal development team, and begin our delivery to market when the installed base has matured somewhat."

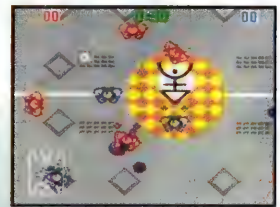
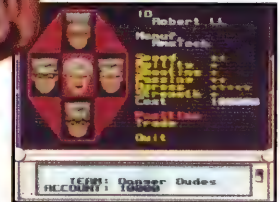
What type of new technology will Tengen be using in future carts?

"Atari Games is doing interesting things with simulation and advanced digitization. The technology going on now at Atari Games will be the kind of technology Tengen will be able to bring to the consumer once those products are out in the coin-op market."

Where do you see the video game industry heading? What do you foresee in its future?

"There's enough new technology and new capitalization that I think you'll see a very rapid and enormous advancement in the delivery of home entertainment to the mass market. With prices being driven down, and the installed base of video game units approaching that of VCRs in the United States, I think you'll see the continued development, enhancement and delivery of products to consumers that will evolve over time."

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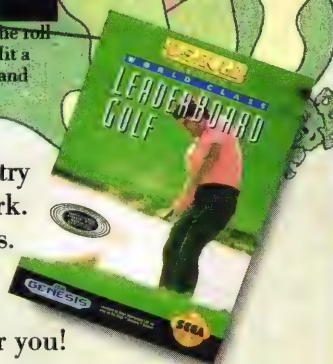
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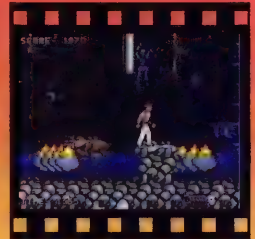


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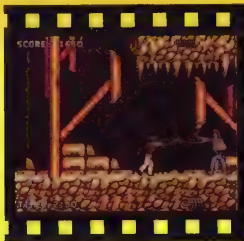
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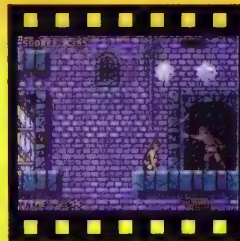
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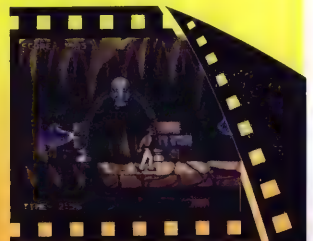
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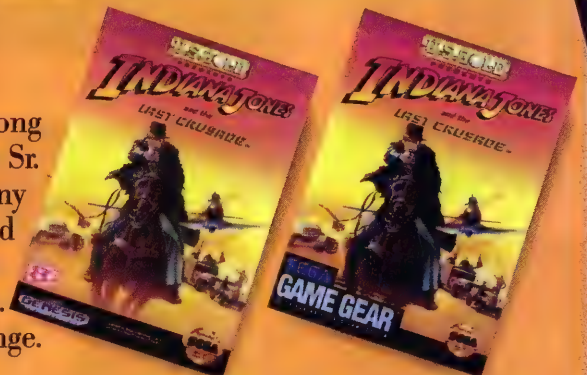
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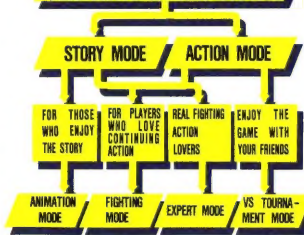
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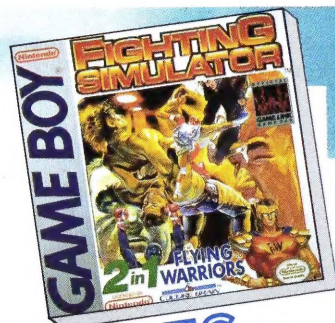
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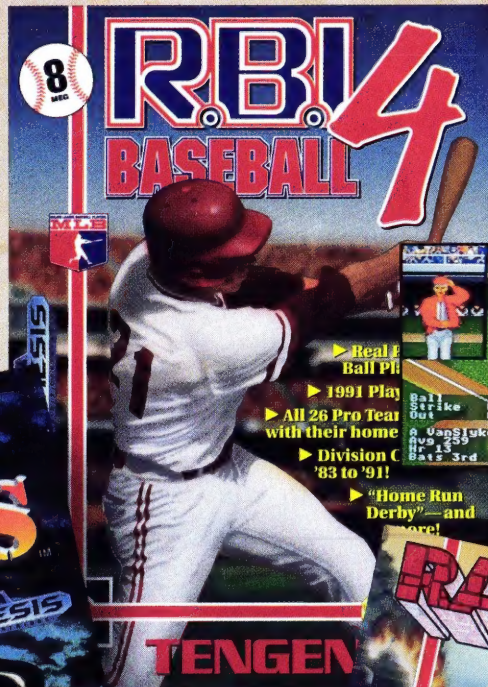
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