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December 1990

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Check out the newest batch of controllers. See page 84.

These heroes in the half-shell are back...in an arcade style adventure. See page 100.



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**Another Comic?!**  
That's right! Beginning this month, the Flying Warriors from the Light Dimension come winging your way courtesy of Culture Brain. Who are these guys? We're just as curious as you.



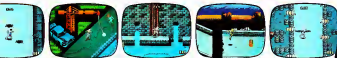
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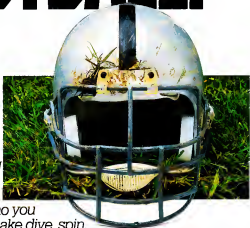
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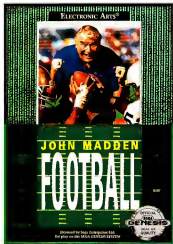
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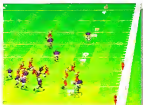


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# Maniac Mansion



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A nuclear reactor!



"I'll suck out  
your brains!"



The Tentacle is  
hungry!



Don't get Weird Ed's  
hamster mad.



Into the dungeon,  
Dog Breath!



This mummy is  
no dummy!



"Nurse Edna,  
you are U-G-L-Y!"



A chainsaw  
in the kitchen?



The hamster's  
in the microwave!



Look for clues  
on the film.

## The mystery has just begun.



# Should Violence Be Rated?

By the GamePros

Ratings – one of the hottest topics around today. The critics make a living by telling us what they think of the latest movies, books, television shows, records, and yes, even video games. Whether or not you make your buying or viewing decisions based on ratings of one sort or another, you certainly are exposed to a multitude of different ratings on a daily basis.

But just how far should we go? Unless you've had your head in the sand for the last five years you'll know that ratings are currently a controversial topic in the music industry. The movement to go beyond the traditional realm of critical review of music based on the subjective opinion of the reviewer has become a divisive issue in our country. Many people have argued that albums should have mandatory rating systems that indicate whether or not they're suitable for kids – that is, should be rated according to the content of their lyrics. The record industry has agreed to voluntary ratings, but it has opposed mandatory ratings as a form of censorship and a violation of First Amendment rights.

This is not a new issue though. Books that individual groups have considered objectionable for ethical or moral reasons have been banned by school districts, church groups, and others over the ages. Motion pictures have been rated for many years. In fact, the motion picture industry is currently in the middle of a ratings crisis of its own with the introduction of the new NC-17 rating.

So what does all of this have to do with video games? A lot! Ever since the advent of electronic gaming educators, church groups, parents, and video gamers themselves have wondered about the issue of the sometimes violent nature of video games. With kids as young as four playing video games many have wondered what effect the violence in gaming has on young minds. With video game systems now in 20% or more of American households it was perhaps inevitable that sooner or later the issue of rating video games based on their violence content should arise.

And it has. In September RazorSoft, a licensee for the Sega Genesis, announced the release of their first title, TechnoCop. At the same time the company also announced that due to the mature theme of the cartridge: "RazorSoft feels obligated to inform the consumer of the realistic nature of the violence in the scenes depicted, therefore, we are labeling all TechnoCop packaging and advertising with the following: Attention: Scenes depicted can be of a violent nature, not intended for those under 12 years of age."

In taking this voluntary step RazorSoft is forcing all of us, consumers and game makers alike, to deal with a difficult and complicated issue. Here at GamePro we're not sure how we feel about the issue – some of us are for voluntary violence ratings and some of us are against them. Some of us have even speculated as to whether or not a violence rating on a game might actually be more of a marketing ploy, resulting in more copies of the game sold than under normal circumstances. What we want to know is what GamePros across the country think. Should games be rated based on how violent they are? Should this information be on game packaging? Should game magazines publish this information for the consumer? Should the rating of violence be mandatory or voluntary?

As our industry grows and gaming technology becomes increasingly sophisticated it is inevitable that we're going to face ever more challenging issues of this nature. It's up to GamePros everywhere to make sure they have a say in how these issues are resolved. So come on – write us and tell us what you think!

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## And More Comments on the Game Genie...

*(The following are more comments pro and con in response to the September '90 Cutting Edge on Galoob's Game Genie.)*

Last Christmas our son bought the TurboGrafx-16 for his father and, as you might imagine, the boy is much better at all of the games than his father or me. However, we do enjoy playing them, too, especially the games that admit more than one player simultaneously.

In playing a multiple-character game the obstacle for us is the disparity in our skill levels. Whereas our son can go on playing for some time, we invariably get defeated quickly. With all of the other demands on an adult's time it is unlikely that we will ever develop the expertise our son has attained. A device which could help equalize our skill levels such as the Game Genie sounds like it would help us enjoy our game system much more.

Finally, I must say I grow tired of the debate over the "ethics" of such devices as the Game Genie and the inclusion of various tips and clues in gaming magazines. There is more than one way to enjoy these game systems! I certainly don't object to fans who devote hours of each day to the mastery of their games, but this is not our style. We would like to be able to sit down and play a little now and then, and yet not be destroyed at the lower levels each time simply because we have not fanatically devoted our lives to this one form of entertainment. For that reason we collect all of the hints and tips we can, and it has added immeasurably to our playing time and fun. Surely the game producers themselves can appreciate the economic benefit inherent in encouraging the widest range of playing styles rather than only one: people like us would buy even more games if we anticipated being able to play them more fully.

Maureen and Jim Simmons, Albany, CA

I think the Game Genie sounds fantastic. We love to play video games and use passwords, tricks, hints, etc. If anything I think the Game Genie would add excitement and fun to Nintendo games. I'm about the worst Nintendo player around. I think with the Game Genie I could finally enjoy passing the first three or four screens without having to constantly go back to the beginning. My husband agrees. We would definitely buy a Game Genie. I hope to see it on the market soon.

As to whether or not we would purchase a game after defeating it with Game Genie, when we purchase any game it's always based on how well we like the theme, graphics, music,



etc. If the game is fun and we all like it, we buy it. My son still likes to start games from the beginning and battle his way through even if he has previously won the game.

The McShear Family, Placenta, CA

First off, the game hasn't been made that's worth purchasing if it isn't good for more than one complete playing. Take Final Fantasy for instance. When we rented it we were entranced. What a super, awesome, etc., etc., game! We immediately searched for, found it, and then drove 100 miles to buy it.

I would never rent a game and defeat it by using the Game Genie. This would ruin the game's initial play value. I see the Game Genie as being used to

breathe new life into old, often played games or games too difficult and frustrating to complete. It is my fondest wish to enter the secret game screens in Super Mario Brothers and to make Mario jump over the flag pole. I've wanted to do this ever since I first played the game and heard rumors saying it could be done.

I definitely believe the Game Genie will cause no harm to the video game market. I'm no expert but it seems that any product that will add variety to video gaming is of great value. I will most certainly buy a Game Genie if it ever becomes available.

Stan Zaskie, Galesburg, IL

As a representative of the average game player, I think the Game Genie is a great idea. I have lots of opportunities to rent current games before I buy them, which makes me a more informed shopper. But because I'm 24 and not one of those 9 year old video game aces, I might only clear one or two levels of a rental game in a full night's play. I think the Genie would give us the ability to test the game waters more clearly before buying. Also, for those few unbeatable games that we all have (but don't like to admit), it would give us the confidence to keep on going by giving us a practice mode on any game. Keep up the good work and keep the information coming.

Patrick Tynes, Pensacola, FL

Should the Game Genie be distributed by Galoob without the consent of Nintendo? Of course. Nintendo doesn't have the right to ban the Genie just because it temporarily alters games. Isn't this a First Amendment issue?

However, I hate the Genie! I like to beat games the way they were meant to be beaten. I think the Genie will hurt game sales a little. I don't think it will sell very well. At first there will be a lot of hype but once it hits the market it will turn out to not be worth the money.

# LOLO 2



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So, to wrap it up, no, I wouldn't buy a game if I had beat it with the Genie. Yes, I believe the Genie is bad for the game market. And no, I wouldn't buy a Genie. But I do think it should be available for those who want it.

Greg Orick, Paradise, CA

Would I buy a game if I had already defeated it? Now think about that. Would anyone? No way. Secondly, Game Genie is the worst accessory I have ever heard of. Why? Because I believe the Game Genie is really teaching younger children to cheat on game carts. Finally, I know a lot of game players and most would rather lose constantly than win knowing they won with the help of the computer itself.

Matt Jarvis, Nokesville, VA

I think the Game Genie is the most ridiculous invention ever created. A video game enhancer to make games simpler and less challenging to play? I understand why Nintendo wants this device off the shelves. The best thing about a gamepak isn't only the graphics and sound; it's also the fun and challenge that the game offers. The Game Genie takes that challenge and fun away from a gamepak and makes it boring to play. I certainly wouldn't have fun finishing difficult games with the help of the Game Genie. I wouldn't and won't buy the Game Genie. I say, let's stuff that Game Genie back into its lamp!

Dr. David, Quebec, Canada

*(Feelings are strong on both sides of the Game Genie issue! Keep those letters coming and we'll let you know how the issue develops. By the way, the mail is currently running 85% in favor and 15% opposed to the Game Genie. - Ed)*

### **And From A Happy Game Genie Dvner...**

I own a Game Genie and I love it! Here are some codes I found to make Super Mario Brothers 3 more challenging:

IIIII - This code makes your enemies appear and disappear.

LLZZOI - This turns your enemies purple and makes holes appear out of nowhere! Dan Tapley, Ontario, Canada

*(Note: For those of you wondering how Dan got a Game Genie, the product is currently for sale in Canada where it is distributed by Camerica. - Ed)*

### **Diplomacy Lynx Style**

This past summer I took a trip to the Soviet Union as a student ambassador. The Soviets were very impressed with everything they saw and heard of America. But there was one thing in particular that knocked them off their feet - it was my Atari Lynx portable game system.

I bought one before I left thinking it would be a good thing to do while I was on the plane. But that wasn't the half of it. Once it caught the eyes of the Soviet people it was an instant success. There were crowds that swarmed around just to get a glimpse of such an incredible sight. They had never seen anything like it and considered it to be something that would not be invented until far into the next century.

They liked all of the games I brought, but their favorite was California Games because they liked the music. Many of them liked Blue Lightning (a jet fighter game) because they thought it was some kind of air force simulator. The overall opinion was that the Lynx is absolutely incredible! It operated superbly, and even after hundreds of different people played it, it still ran like new.

The Soviets are very interested in America. They want to know all about our people, our government, and our basic lifestyles. I think that seeing the Lynx broadened their minds and gave them a totally different outlook on the future. And I guess that's what it's all about even if they do think of Americans as Buck Rogers people.

Brent Wheelbarger, Oklahoma City, OK

### **Who's Got the Hand Held?**

I've heard a lot of stuff about the Sega hand-held unit. My brother and I own a Master System and a Genesis, and I'm desperately awaiting the release of this product. I saw a drawing of the Sega hand-held at a friend's house and it looks pretty cool. But it seems to me that this thing is still on the drawing board and won't be released for quite some time. Please fill us Sega owners in.

Jeff Belcher, Manchester, CT

*(For the latest on the Sega hand-held turn to pg. 28. - Ed)*

### **Will 16-Bits Be Better?**

I'm writing about the new 16-bit Nintendo. Have you heard anything about it? From what I've heard it will be the only way to get Super Mario Brothers 4, and the player won't be able to use old game paks on the new system. What's the scoop?

Jason Furda, Hickory, PA

*(To read about the new 16-bit Nintendo, the "SFX", see the Profiles Report of the November 80' issue and then turn to pg. 158 of this issue for a look at some more info and some of the games coming for this hot new system - including Super Mario Brothers 4! - Ed)*

### **From A Fan Down Under**

I laid my eyes on GamePro, and it was the answer to my prayers. There aren't many magazines just for consoles like yours but once I flicked through your magazine I said to myself, "This is the one."

I love the way you combine all the game systems and games into the magazine and I especially like the presentation of it too. It stands out on the shelf from other magazines.

I own a Sega Master System and I love it, but I live in New Zealand and finding someone who sells Sega games is rarer than hen's teeth. I envy people who live in the U.S. when I see advertisements for shops that virtually sell every Sega and Nintendo game.

Andrew Mulgan, Wellington, New Zealand

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### *The Art Contest is Back!*

When you announced the winners of the Phantasy Star II Art Contest in the July issue you didn't mention what the next Pro Artist series was going to be. Are you planning to exclude this feature from your magazine? I hope not! I would like to enter the next contest.

Chris Hawthorne, Glenside, PA  
*(You're in luck, Chris! The Art Contest is back this month. See pg. 160 for details. - Ed)*

### *Call 1-900-448-8477*

I just picked up your September '90 issue, and as I flipped through the usual gorgeous pages I came to the GamePro Hot Tips Line! I had to call. What a ride! Absolutely fantastic! I got all kinds of great tips for my TurboGrafx-16 and my Game Boy. I totally dug the background music that played. A total blast! My only complaint is that you left the Lynx off the hotline. And is it hot! Put it in there. The call will then be worth every penny and more!

Hey, I also think you should put the Lynx in the ProChallenge Board.

Jason White, Hillsborough, NC  
*(If enough gamers write in and ask, we'll include the Lynx on the 900 line. As for the ProChallenge Board, we're ready anytime you are. Just send in some scores, GamePro! We haven't received any Lynx scores yet! - Ed)*

### *The Adventures of GamePro*

I'm thinking of buying the Adventures of GamePro collection, but I'd like to know does it stop after a certain issue's GamePro Adventure or does it go beyond the adventures already published? And if it does stop...will it be continued in a future collection of GamePro Adventures?

Ryan Haerry, Littleton, CO

*(The first collected Adventures of GamePro includes all of GamePro's previously published adventures through the May 1990 issue of GamePro plus five new pages that describe the events that led up to the beginning of the Adventures of GamePro. And by the way, the second collected Adventures of GamePro is about to be released and should be at your local newsstand in late December, or you can purchase it through GamePro. This series includes the June - December Adventures of GamePro as well as 20 pages of all new adventures, including Alex's experiences in Moonwalker and R-Type. - Ed)*

### *"No Longer Available"*

I recently ordered Number Two and Number Five magazines but a few weeks later I received an envelope with a "No Longer Available" stamp on it! I can't tell you how disappointed I was. Why did you cancel them?

Brian Sprosty, Little Canada, MN

*(Sorry, Brian! Due to incredible demand many of our back issues are no longer available because they're sold out! If there is enough demand over time we may eventually reprint some issues and have a limited offer. In the meantime, hang onto your old issues of GamePro! They're becoming collector's items! - Ed)*

### **So, Tell Us What You Think.**

This is your magazine so tell us what you would like to see in it. Here's your chance to design the kind of magazine you've always wanted. Send your suggestions to:

GAMEPRO Magazine  
**Dear Editor**  
P.O. Box 3329  
Redwood City, CA 94064

Thanks for your input!

**BAN  
DAI**

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# The Cutting Edge

## The Neo Geo

By the Whizz

### The Arrival

American gamers have been whispering "Neo Geo" in hushed, awe-inspired tones for the past eight months, ever since the home unit appeared in Japan and the arcade-version landed on American shores. Well, it's heeere - or it should be. According to SNK, the U.S. version of the vaunted Neo Geo home system should officially arrive in the U.S. before Christmas! To help reinforce its latest foray, SNK set up a new Home Entertainment Division in Torrance, California, just to handle Neo Geo home system operations.

### The Deal

The Neo Geo console has been knocking vidlits out in Japan, and some U.S. game distributors have already been selling the Japanese system at a street price of \$550, which includes the system unit and one controller. Japanese game carts run between \$250 to \$300.

However, if you were patient and you waited for SNK to make its U.S. run, you stand to make get a better deal. SNK will offer two Neo Geo packages. The Neo Geo Green System is a "starter" set that includes the system unit and one controller for \$399. However, for \$599 you can purchase the Neo Geo Gold System, which consists of the

system, two controllers, and one game, either Nam '75 or Baseball Stars Professional. U.S. versions will also include an RF converter in addition to Audio/Video sockets; Japanese packages don't have the converters. Game carts will max out at \$199.

### The Look

The Neo Geo is really no mystery by now. Many of you have probably tracked down the coin-op version in a local arcade (see Hot at the Arcades, GamePro, November, 1990). The coin-crunchers are set up to present either four or six different games, which you pick and choose. The design allows arcade operators to pop-in carts just like you do with your home systems (but of course they charge 25¢ a pop).

The Neo Geo home system is exactly the same as the arcade unit albeit in a substantially smaller and snazzier package, and it plays the same games. It sports a dark, sleek, low-profile aerodynamic look, that makes it look like the Stealth Fighter of video game systems. Its black plastic case is 13 inches wide by 9½ inches long by 2½ inches high. In the back of the unit there are sockets for the power pack and A/V outlets. The front panel has two controller sockets, a mini-phono jack, a volume control, and a slot for a 4K memory card.

The memory card comes bundled with the Neo Geo, and you use it to save your games. You can play a saved game in any other Neo Geo system, including the arcade machines. In fact, even if you can't afford a Neo Geo home system, some arcade operators sell memory cards so you can still save games.

The controller's sheer size is impressive - 11 inches wide by 7½ inches long by 1½ inches high - easily three-quarters the size of the system unit. There's plenty of finger-punching territory, and you can hold the controller comfortably on your lap if you like. You get start and select switches and four fire/jump buttons that are the same size as those on the arcade unit.

If you guessed that a big box means big carts, you're right. You aren't likely to misplace your Neo Geo games; they're 7½ inches wide by 5½ inches long by 1¼ inches high.

### The Guts

SNK says the Neo Geo features "32-bit quality" gameplay, but the system actually uses a 16-bit 12 Mhz Motorola 68000 processor teamed with an 8-bit Z-80 processor which runs the sound chips.



This configuration is similar to that of the Sega Genesis and even the TurboGrafx-16, but the Neo Geo packs a decidedly more powerful punch. It features a larger color palette (65,536 colors, compared to 512 for both the Genesis and the TurboGrafx-16) and has the ability to paint more colors onscreen simultaneously



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(4,096 compared with Genesis' 64 and the TurboGrafx-16's 241). The system will also be able to draw up to 380 sprites onscreen, compared to 80 sprites for the Genesis and 64 for the TurboGrafx-16.

Other slick hardware tricks include the ability to move an entire screen as an individual sprite and built-in graphic scaling. Additionally, the Neo Geo's Z-80 enables it to crank out sound, music, and voice from 15 different channels, seven of which handle digitized speech.

Boil down the technical specs and it means that if game programmers have their stuff together, Neo Geo games have awesome potential.

## The Games

Right now, if you're ready to lay out the bucks for the Neo Geo, you've got a fairly modest choice of games—SNK plans to have 10 games ready for Xmas shoppers. But two more carts are set to appear by New Year's, and at least four more are slated for the first quarter of '91.

The cart list is short, but the gameplay possibilities are unlimited! On paper the maximum cart size—330 megabits—blows everything else out of the water. By comparison Genesis carts max out at 8 megabits. However, in the real world, hardware limitations make it unlikely that games will actually eat up that much silicon, but the potential is enticing. Even so, nothing compares to the memory muscle in the largest Neo Geo game currently available—62 megabits in *Top Player's Golf*.

Here are thumbnail sketches of the latest crop of Neo Geo carts:

**Baseball Stars Professional** is easily the best looking, best playing hard-ball game around. You get 12 teams, several stadiums, 360 degree-scrolling, and major league gameplay.

**Blue's Journey** is an unusual adventure that features action much like the Mario Bros. trilogy, but with a look the Bros. can only dream about in their wildest fantasies.



**Magiclan Lord**

**CyberLip** dumps you into a futuristic space colony where androids have gone berserk. You must blast your way to the main computer in order to turn them off before they turn you off.

**King of the Monsters** isn't what you think, unless you think "wrestling." This wild free-for-all pits you against a gang of the meanest (and weirdest) hairy-knuckle types around.

**Magiclan Lord** features magic, magic, and mayhem. This radical fantasy land is overrun with outrageous, malevolent creatures that make this cart a terrific challenge.

**Nam '75** is an intense shooter that promotes that famous military strategy "victory through superior firepower." It didn't work in real life, but you'll enjoy trying to make it work here.

**Ninja Combat**—the title just about says it all. The fighting's fast and furious as you throw your moves against an army of mean martial artists.

**Puzzled** takes you up, up, and away in a beautiful balloon as you try to maneuver through a Tetris-like hail of blocks.

**Riding Hero** is a joystick-wrenching motorcycle racer that pits you against the computer or a friend in the World GP cycle race. You get rip-roarin' riding, several challenging courses, and gorgeous scenery.



**Baseball Stars Professional**

**Super Spy** features a radical look with a first-person perspective and the biggest onscreen characters you've ever seen. You punch, stab, shoot, and kick terrorists up close and ugly.

**Top Players' Golf** is a sharp-looking cart that nets you a tee-time on the beautiful par-72 SNK Championship Course. One to four players can opt for Match Play, Stroke Play, or a Nassau.

## The Future

The Neo Geo stretches the limits of video game play, but can American gamers stretch their budgets to buy it? Obviously, the Neo Geo's price, and it will be interesting to see how quickly gamers make a move into the system's high class neighborhood. But while you're saving up the bucks to pay, you can still play: SNK's marketing plan includes making Neo Geo system units and games available for rent through video rental stores. At the very least, expectations of video games will never be the same.

The Neo Geo will be back on the Cutting Edge when we look at the latest games.



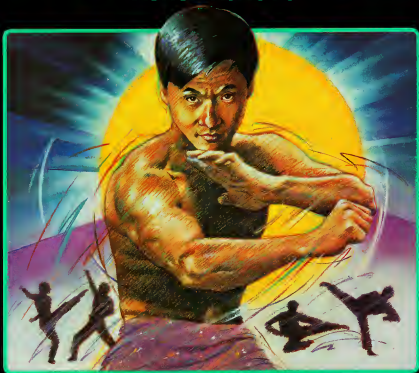
**Ninja Combat**



**Top Players Golf**

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## New Handheld Game Systems

By the Whizz

### Let's Get Small

For the past year the Atari Lynx and the Nintendo Game Boy have been the only handheld games in town. Well, the neighborhood just got crowded!

### NEC TurboExpress

The TurboExpress enables you to play regular TurboGrafx TurboChip gamecards on the go (see *The Cutting Edge*, GamePro, August, 1990), and it can convert into a portable color TV! The \$249 price tag is hefty, however, the Express delivers the goods.



The TurboExpress is 4.3 inches wide by 7.3 inches long by 1.8 inches thick, just slightly larger than the Game Boy. The sharp-looking black plastic resin case houses a 2.7 inch color, backlit LCD screen built by Epson. Below that are the standard controls, which duplicate the TG-16's right down to the variable turbo. Other controls include volume and brightness dials on the side of the unit. The Express also features a mini-phonos plug and a comlink port for two person head-to-head gameplay.



*Ninja Spirit and TV Sports Football on the TurboExpress.*

Naturally, the Express packs the same 8-bit NEC HuC6280 processor and the same 16-bit graphics processor as the TurboGrafx-16.

The TurboChips simply slide into a slot at the top of the unit. The shrinking of full-size games to fit on the small screen doesn't diminish the impact of the color or intensify the overall difficulty of the game, however, you may have trouble quickly identifying dinky dangers. And forget about following game scores, lives, and other onscreen information in the heat of battle; it's too small. How-

ever, the backlit screen makes the onscreen action stand out in any lighting environment.

Six AA batteries power the TurboExpress for 3 hours, according to NEC. Power source options include an AC adaptor and an automobile cigarette lighter adaptor.

Need a break from the gameplaying? No problem. The optional \$90 TurboVision TV Tuner snaps on to the right side of the TE and turns it into a portable color set. Additionally, the tuner can function as a camcorder or a VCR monitor!

This is a great, although pricey, extra for TurboGrafx-16 fans.

### Sega Game Gear

Sega is literally "Gear-ing" up for handheld action; it's about to make the Game Gear color handheld a major part of its video game operations in the U.S. At press time, Sega wasn't ready to talk about this newest addition to the family except to say that the Game Gear would be ready by Christmas, but it was already beefing up its staff to take on the project.

The Game Gear is a re-tooled version of the Sega color handheld that's surfaced in Japan. Unlike the TurboExpress, it will be an independent system that is NOT compatible with either Sega Master System or Genesis games. According to Sega, shrinking games to fit a smaller format makes most onscreen information unreadable. However, the Game Gear will borrow game titles from its two popular siblings.

The Sega Game Gear gets its processing muscle primarily from a Z-80A processor much like the Sega Master System. It gets its juice from six AA batteries.

The Game Gear's a neat little rectangular package (8.1 inches long by 4.3 inches wide by 1.5 inches high) that features smooth, curved styling that keeps it in the same groove as the Genesis and the new SMS. The unit has a 3.3 inch backlit color LCD mounted in its center with a directional pad and two

ATARI 7800™

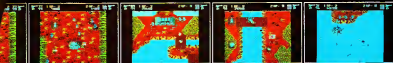
# IKARI WARRIORS

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You go behind enemy lines with nothing but machine guns, tanks, grenades and a prayer. You and your buddy wipe out the enemy, dodging bullets, knives and missiles. You have to rescue the colonel from an impenetrable fortress. And ammo is running low. Yes, war is hell. But you can handle it — with one or two players.

One of the new games for Atari 7800. Try it. If you're man enough.

**THE BOYS ARE MAKING HOUSECALLS.**







*Columns and Super Monaco GP on the Sega Game Gear.*



fire/jump buttons on either side. A tiny half-moon shaped start button sits above the buttons. A small speaker is mounted in the lower left hand corner. Although you can't carry it in your hip pocket, the GG is slim enough and light enough to fit comfortably in a fanny pack. A narrow slot at the top of the unit accommodates game carts, which are a slim 2.4 inches long by 2.7 inches wide by .3 inches high.

Additional features include a mini-phonio jack, an AC adapter plug, and a brightness control. An intriguing item is a 5 contact slot on the top of the unit that you probably use to connect two Game Gears for head-to-head play. The 160 pixels by 146 pixels screen resolution looks much sharper than that of the Atari Lynx. In fact, it even looks better than the SMS. The picture quality of the Game Gear versions of Super Monaco GP and Columns clearly outshone that of the SMS versions in our opinion.

By all appearances the Game Gear looks like a winner. Sega wasn't ready to quote prices, but Japanese units range from \$129 to \$150.

### Hall of Fame Games PowerPro

On the monochrome front, the PowerPro from Hall of Fame Games is vying for a piece of the Game Boy's monochrome pie. Even though the Game Boy looks like it's going to be one of the hottest video games items around this Christmas, that apparently doesn't phase Hall of Fame Games. The PowerPro is not a Game Boy compatible, but an entirely independent monochrome handheld system



*The PowerPro.*

The PowerPro is roughly the same size as the Game Boy, but it sports a horizontal control layout. In fact, it looks like a smaller version of the Sega Game Gear. The screen sits in the center of the unit with controls on either side, and the carts slide into the top.

You get a mini-phonio plug, an AC adapter socket, contrast control, and an external port. PowerPro game cards are the same size as TurboGrafx-16 TurboChips.

The screen is the most notable PowerPro feature. It's a 3.3 inch, bigger than the Game Boy's 2.6 inch screen. That sounds miniscule, but it does make a noticeable difference onscreen.

We examined five pre-release versions of PowerPro games - Bomb Blast, Lode Runner, and Money Maze were puzzle-oriented adventures, Galaxy Invaders was a Space Invaders clone, and Vindicator was a tank shooter. Most of these feature familiar but fun gameplay and larger sprites than those of the Game Boy.

Although they weren't ready to quote us a price at press time, Hall of Fame Games plans to bring in a PowerPro package that includes the game unit and one game at a suggested retail price "substantially lower than the Game Boy," which currently lists for \$89. The PowerPro saga is a David versus Goliath story worth watching.

### Colorful Rumors

NEC, Sega, and Hall of Fame are likely to have small systems on store shelves by this Christmas, but they aren't the only companies reportedly dabbling in handheld video.

Word on the streets is that Nintendo nemesis Camerica (of Galoob Game Genie fame) is toying around with a Game Boy clone and a color handheld that plays regular NES carts. BDL Enterprises could be behind the scenes developer. Gamate, a company owned by Taiwan-based Bit Corp., which manufactures the aforementioned PowerPro, has a prototype color handheld in the works. Like the PowerPro the Gamate color unit will play its own games.

If you think smaller is better, you have a lot to forward to!



**ATARI 7800™**

# ALIEN BRIGADE

The Alien Brigade has entered the Atari 7800 system. Attacking with full frontal fury. Infiltrating your army. Turning your men into slimy zombies.

You've got a war on your hands. You've got to stay alive, man. You've got hostages to rescue. And your weapons are joystick or light gun controlled. So start wasting 'em. But be careful, you could be 86'ing your own men.



One of the new games for the Atari 7800. Now oozing its way to a store near you.

**AN ALIEN IS A WONDERFUL THING TO WASTE.**



# The GamePro Reader Survey

Hey ProGamers, we want to find out more about you, and the kind of coverage you want to see in upcoming issues of GamePro Magazine. You can help us out by filling in the survey below.

By sending in your completed survey, you'll also be automatically entered in our random prize drawing!

We're giving away one Sega Genesis, one Nintendo Entertainment System, one Game Boy, 10 hot new game titles, 15 GamePro T-shirts, and 10 one-year subscriptions! So get busy - fill this out and send it in to win!



SEND  
IN TO  
WIN!!

- How old are you? \_\_\_\_\_ 2.  Male  Female
- How many people besides yourself looked at or read this issue of GamePro? \_\_\_\_\_ other person(s)
- How many times in total did you pick up and look at or read this issue of GamePro? \_\_\_\_\_ times
- Which part of the cover influences you to pick up a copy of GamePro the most?  
 \_\_\_\_\_ The GamePro title  \_\_\_\_\_ The headlines on the cover that tell what's inside the magazine  
 \_\_\_\_\_ The artwork  \_\_\_\_\_ A free poster offer
- In which section of the magazine rack do you look for GamePro?  
 \_\_\_\_\_ The video section  \_\_\_\_\_ The computer section  \_\_\_\_\_ The teen section
- Where do you buy GamePro most? Rank the top three, with one (1) being the most and three (3) being the least.  
 \_\_\_\_\_ Bookstore  \_\_\_\_\_ Drugstore  \_\_\_\_\_ Convenience Store  
 \_\_\_\_\_ Supermarket  \_\_\_\_\_ Toy Store  \_\_\_\_\_ Other
- Which video game system(s) do you or your family own?  
 \_\_\_\_\_ Nintendo  \_\_\_\_\_ TurboGrafx-16  \_\_\_\_\_ Atari Lynx  
 \_\_\_\_\_ Atari XE  \_\_\_\_\_ Game Boy  \_\_\_\_\_ Other  
 \_\_\_\_\_ Atari 7800  \_\_\_\_\_ Sega Master System  \_\_\_\_\_ None  
 \_\_\_\_\_ Atari 2600  \_\_\_\_\_ Sega Genesis
- How do you decide which video games to buy? Rank the top three, with one (1) being the most and three (3) being the least.  
 \_\_\_\_\_ TV advertisements  \_\_\_\_\_ Books  \_\_\_\_\_ Arcades  
 \_\_\_\_\_ Magazine articles  \_\_\_\_\_ Word of mouth/friends  \_\_\_\_\_ When I'm in the stores  
 \_\_\_\_\_ Magazine advertisements  \_\_\_\_\_ Game rentals  \_\_\_\_\_ Other
- How many video games do you own? \_\_\_\_\_
- How many video games do you buy each month? \_\_\_\_\_
- How do you get your video games? Rank the top three, with one (1) being the most and three (3) being the least.  
 \_\_\_\_\_ You buy with your money  \_\_\_\_\_ Receive as gifts  
 \_\_\_\_\_ You buy with money from parents  \_\_\_\_\_ Rent  
 \_\_\_\_\_ You and your parents split the cost  \_\_\_\_\_ Trade with friends  
 \_\_\_\_\_ Parents buy  \_\_\_\_\_ Other (please indicate)

13. Please read the list of magazines below. Now, grade each of the ones you've seen or read. If you've never seen the magazine listed, leave it blank. For each one, give it a grade:

"A" = excellent; "B" = good; "C" = OK; "D" = poor; "E" = terrible. Leave blank if you've never seen it.

_____ GamePro	_____ Video Games and Computer Entertainment
_____ Nintendo Power	_____ Game Player's Magazine
_____ Electronic Gaming Monthly	_____ Sega Vision

14. Now tell us **what you like about GamePro** better than the magazines you've seen and graded in question #13.

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15. How interested are you in each of the following kinds of articles and features? Please rank these from 1-12 in order of their importance to you. Remember, 1 is the highest, and 12 is the lowest.

(A) _____ "ProView" (Game reviews)	(G) _____ "Pro Challenges" (Player high-score listings)
(B) _____ "Adventures of GamePro" (Comic strip)	(H) _____ Puzzles
(C) _____ "The Cutting Edge" (New technology)	(I) _____ "ProArt" (Art contest)
(D) _____ "Overseas Prospects" (Games/technology from Japan/Europe)	(J) _____ "ProNews" (Industry news)
(E) _____ "SWAT" (Game tips, tactics and secrets)	(K) _____ "ProClassics" (Old game reviews)
(F) _____ "Hot at the Arcades" (New arcade games)	(L) _____ "Ask the Pros" (Questions from our readers)

16. What would you like to see or read about in **GamePro in the future?**

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17. **What don't you like about GamePro** and why?

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18. Are you **planning to buy a specific game** that you saw in GamePro?  Yes  Maybe  No  
If "Yes" or "Maybe," which ones?

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19. GamePro has just begun a **Hot Tips Hotline** to call for prerecorded game tips, contest information, industry news and more. **Would you use this Hotline?**  Yes  No

20. What would you like to listen to on the Hot Tips Hotline? \_\_\_\_\_

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**Send in your completed survey today!** To enter your name in the drawing for prizes, please fill out your name and address below. Entries must be postmarked no later than **January 15, 1991**. Drawing to be held January 31, 1991.

PLEASE PRINT CLEARLY!

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_

State \_\_\_\_\_ Zip \_\_\_\_\_

Phone ( \_\_\_\_\_ ) \_\_\_\_\_

**Mail your entry to:**

Reader Survey  
GamePro Magazine  
P.O. Box 3329  
Redwood City, CA 94064





# GAMEBOY SUPER MARIO LAND

## World 3-1



*It is safe to sit on top of the cannone. Jump on bullets for extra points.*

*To avoid the flying statue, run to the lowermost corner of the screen and wait for it to bounce out of the screen.*

*It is safe to jump on top of end walk on the boulders.*

## World 3-2



*You can't step off on the boulders as in the previous level. Jump on them in order to get a free ride.*

*Going down a tube erases all the enemies around you when you reappears.*

*In tubes with a lot of coins, use the Superbell to help get all of the coins in a hurry.*

*Stop right before a spider and learn its patterns. Then it's easy to avoid it or jump on it.*

## World 3-3



*You've got to directly confront the statue in this level. You can't hide from them. Jump on them from higher levels.*

*You've only got one Superbell on the screen at a time. You can't fire again until the present bell has hit a nesty or flown off the screen.*

*The fastest way to defeat the Bee is to be Super Mario and let the Bee hit you with his boulders. Once you're hit you're momentarily invulnerable. This gives you time to run by the Bee and get to the Princee.*

Continued on Page 38



Over 18,000 years ago many of the men in China dedicated their life to the study of philosophy. And then applied it to a war to end all wars.

The country was plagued by a bandit horde known as the Yellow Scarves. Who amassed a power no one had yet to conquer. Fact is, no one could assemble a force strong enough to destroy them.

In *Destiny of an Emperor*, your challenge is to change the course of history forever. For the good of China. And the world.

This full scale, role playing adventure game for the Nintendo System will put you deep in the throes of that war.

The action is as real as it gets thanks to the discovery of authentic documents detailing the era.



Characteristics of 180 warlords have been simulated based on the renowned text of Sanquozhi Yanyi.

Even 20th century strategists are destined to spend hours, even days on each game. And when you take a break to philosophize on your next action (if you can pull yourself away) you

**Conquering this game will take you centuries.**



can actually save up to three histories exactly where you've left off.

You can put yourself in the place of Liu Bei, dedicated to raising an army for the restoration of the dynasty. Or Guan Yu, an exceptionally skilled warrior, match for a thousand soldiers and worshipped as a god.



*In the mountains, rebels await behind every tree.*

But no matter who you are, it will be hard to win the war against Zhang Jao, the deadly leader of the Yellow Scarve rebels and founder of the Tai Ping sect. Not to mention the most feared

Chinese warlord of all, Lu Bu, destined to be a traitor because of his great strength and courage.



You'll use every strategic cell in your brain to fulfill your constant requirements for weapons, food and manpower. You'll give important commands that could mean your life, and the life of your armies. And in true Chinese tradition, you'll engage in battle again and again to defend your honor. An honor certified by an oath signed in blood.

When all is said and done, there will be room for only one Emperor. Whether or not that will be you is your destiny alone.



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# GAMEBOY SUPER MARIO LAND

## World 4-1

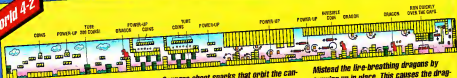


For the first tube, immediately push to the right once you've entered the tube. If you don't you'll miss out on a whole lot of free coins!

The only way to defeat the Plant is with a Superball. If you jump on them, they come back to life within 5 seconds. You can avoid getting eaten by plants when you're standing on top of the tube, but not when you're standing under the tube.

The bricks leading to the Bonus Stage doorway shift just as you are about to jump onto them.

## World 4-2



Pod-shooting plants are easy to avoid. They shoot one pod every couple of steps without aiming.

Cannons shoot sparks that orbit the cannon in a regular pattern. Progress by either following the spark or jumping over it as it approaches you.

Mistead the fire-breathing dragons by jumping up in place. This causes the dragons to shoot upwards, allowing you to quickly jump on top of them from below.

## World 4-3



The birds travel in pairs and do not directly aim for you.

Beware of the attack plane that can shoot backwards.

Some bricks are decoys and cannot be destroyed. Don't waste your time shooting them or you'll find yourself pushed off the screen. Move quickly through the maze. Stay to the far right at all times.

Stay directly in front of the Cloud Boss. Grab the birds, and blast him with 20 shots. When you've defeated the Cloud Boss, start shooting at the lower right corner as soon as Tatanga rises. Aim for the ship's cannons in order to destroy it.





# Few live to finish this game.



*Stand fast, or Basher's fist will rearrange your face.*



*You'll face Aardvark the Hunter whose bite is bigger than his bite.*



*Fight hard or the Zomado parasites will spin you to death.*

The whole thing started when you invented this radical formula that turns men into supermen. And someone stole it. You'll have to fight some very deadly interplanetary characters to get it back. And that's just for starters in Street Fighter, one of the toughest games for Nintendo ever. Play it today. You might even live to tell about it. Maybe.

**CAPCOM**  
USA

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# VIC TOKAI Revue!

## Golgo 13™

Air wolves and iron tanks? Hey, this dude eats heavy metal for breakfast. The man likes to pack a custom M-16, but his karate kicks to the chops are just as deadly. He's anybody's agent if the price is right; and he's everybody's worst nightmare. **Golgo 13™** is the secret code for action. Air combat anyone? **Golgo 13™** takes you right up the tailpipes of bellowing bombers, right through the little choppers, and right around screaming interceptors. Whether it's crunching karate combat, tense underwater tank warfare, or the sizzling laser fights in the best mazes in video, **Golgo 13™** means action. In fact, there's so much action that you'll probably wear down the B-button.



## Conflict™

At the break of dawn, the eerie sounds of heavily-laden tanks pierce the morning calm. The metallic reflection in the distance only proves that the sun is bright, but who is it?

Are these tanks the armored support you called for, or has the red machine broken through? There is little time to react. Should you wait till your men are in range, or should you attack them now?

As Commander-in Chief, you've got no time to waste.



## Kid Kool™

In a realm that might have been, in a time that could have been long ago, or just tomorrow, a good king lies dying. The enemies of the north are massing for an attack on his kingdom.

The good king's sorcerer has been searching for magic and out of desperation pulls a rockin' rebel from the eighties back in time. **Kid Kool™** is sent on a quest to help retrieve the seven wonder herbs, the only hope to save the king.



## The Mafat Conspiracy™

A "StarWars" satellite has been snatched out of earth orbit, the inventor of satellite capture technology has disappeared, the C.I.A. and the K.G.B. are blaming each other, and the world edges toward nuclear oblivion.

**Golgo 13** is back just in time. **The Mafat Conspiracy™** is a phantasmagora of action and interaction. Your eyeballs will stretch from their sockets as you speed through Europe in Golgo's Ferrari. Your bones will rattle as you leap across the cars on the Orient Express. And if you think you've seen bad dudes, wait till you feel the power of Duke Togo's wicked karate kick.

**The Mafat Conspiracy™** is for those who demand the very best in video games. See it at World of Nintendo, and we'll prove it to you!

## All-Pro Basketball™

Bored with simple-minded one-on-one basketball? Disappointed that only three men on your team can dribble down court? In a foul mood because the guy who made the basketball game you bought seems to be using hockey rules?

If you're a die-hard gym rat who can play the game, and expect your competition to be the same way, then it's time to play ball because All-Pro Basketball™ has arrived.

All-Pro is true all-court Five-On-Five basketball complete with long-range jumpers, in-your-face stuffs, passes, steals, rebounds, fouls, and even a half-time show.

If you're new to basketball, buy the other games. But if you're a real basketball junkie, leave that weak stuff on your home court, and let's get down to the pro game.



## Clash at Demonhead™

Professor Plum and his designs for the dreaded, death-dealing doomsday device, Dead End, are in the clutches of the diabolical Lawbreakers—a sinister society dedicated to the destruction of mankind. It's only a matter of time before the Dead End Device is assembled and the final countdown to global Armageddon begins.

As Sgt. Billy "Big Bang" Blitz—the youngest and gutsiest commando of the Special Assault Brigade for Real Emergencies (S.A.B.R.E)—your mission is to foil the Lawbreakers' insidious plot. To accomplish your mission, you must find the shortest route to the summit of Demonhead Mountain, where the poor professor is being held prisoner. Rescue the professor, and you save the world from total destruction. But if you should fail. . .

## Terra Cresta™

Bored with action on earth? Sick of hohumming it around the neighborhood? Need some excitement in your life?

Take off into space with Terra Cresta™. You'll be hurled in to space and thrown into a fight with the evil forces of darkness. Only you can break through the enemy's treachery and beat Mandora, the Supreme Commander of the evil that awaits.



GAME BOY GAME BOY GAME BOY GAME BOY GAME BOY GAME BOY GAME BOY

## Daedalian Opus™

The ancient land of Daedalus is governed by symmetry and time. It is a land, where your progress will be severely tested by the challenge of myriad shapes and blocks. It will take the art of Daedalus and the power of your mind to solve the confounding riddles of the blocks. To be beaten is ordinary, to achieve victory is an art.



# Overseas Prospects



By Rik Haynes

Bust this! The tough techno-cop of the future is back in this crime-fighting sequel. The European version of Robocop 2 has been designed and programmed by Ocean Software, one of the UK's top software houses. Data East has picked up the U.S. rights to the game. So can you handle the power of Robocop? You have 20 seconds to comply!

Robocop 2 is a multi-sectioned arcade strategy game which closely follows the plot of the movie. You take on the role of Robocop in a struggle to clear crime from the near-future city of Detroit. Robocop 2 is comprised of 11 different levels including: the River Rouge Complex, Sludge Plant, Nuke Lab, and Civic Centrum. Additionally, various levels have secret bonus



*Robocop is back and ready to clean up street scum everywhere.*

levels or rooms which are either arcade-style games or puzzle challenges.

## Taking Control of Robocop

Levels 1-11 are multi-directional scrolling screens – as the background scrolls Robocop maintains a central position

within the screen. In the main levels you can walk left and right, jump, duck, punch, and shoot.

You have a finite amount of energy which depletes each time you're shot or damaged. When your energy reaches zero, you lose one of your three lives. You can recharge some of your lost energy by touching batteries, which are strategically placed around the city. You can also pick up various weapons (each with a limited amount of ammunition) and Indestructibility (which lasts for a few seconds)

each section) and arrest a certain number of suspects (identified at the top of the screen) within a set time-limit. If you fail to fulfill either or both quotas, you get the opportunity to make amends by scoring highly in the Shooting Gallery sequence where you try to improve Robocop's aim (recalibration). 'Wooden' characters spring up at random and you must move your cursor right onto the target and fire before they disappear. Your scoring average drops drastically if you shoot any civilians. If you fail the Shooting Gallery, Robocop has to start at the beginning of the section again.

# ROBOCOP 2



*Robocop 2 even includes an inertia element. If you're walking and stop suddenly, Robocop will slow down and slide to a halt stop, rather than stop dead. This presents you with a greater challenge for control of your character.*



*This stage is no bubble for Robocop! Some areas are extremely slippery and great judgement needs to be used to compensate for Robocop's exaggerated inertia effect.*

To complete any level except the last one, you must destroy a designated amount of Nuke (scattered throughout



*39% isn't bad, but a REAL Robocop wouldn't be satisfied until ALL the criminals were jailed.*



*The Shooting Gallery sequence occurs if you fail to either destroy a set quota of Nuke or arrest suspects in any section of the game.*

At the beginning of each level you're treated to a nicely detailed still screen. A close-up of Robocop appears on the screen, a spike springs up from his hand, and a description of the next level prints out – explaining the relevant portion of

# DRAGON WARRIOR II

THE #1 RPG IN JAPAN



Seek Allies for  
Your Quest. The  
Vast Journey  
Lies Ahead.



## HAS ARRIVED

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the plot and informing you of the location scenario.

### **The Ins and Outs**

All exterior levels are purely shooting/jumping sections where you must accurately leap between hazards, while destroying Nuke and avoiding enemy fire.

You must shoot any villains that appear. However, certain villains are merely suspects and must not be shot. Suspects are identified on the top of the screen by both physical attributes and colour to make them easy to identify. The interior levels are far more devious – comprised of numerous traps and hazards which require quick thinking and reflexes in order to negotiate them safely. There are a few villains and suspects within these levels, but the emphasis is placed more on arcade strategy than shoot-em-up. Conveyor belts, crushers, electromagnets, and moving platforms are just some examples of the hazards that you encounter.



*There are hidden access routes to bonus screens in the exterior levels allowing you to locate huge quantities of Nuke. These screens are accessed through certain manholes and require a great deal of dexterity and practice.*



*The interior levels are comprised of numerous traps and hazards including conveyor belts, crushers, electromagnets, and moving platforms.*

# ROBOCOP 2

In the Civic Centrum levels you're up against ED209's and other prototype Robocop 2's.



*Robocop confronts an ED209 on the first floor of the Civic Centrum.*

The final all-battle section brings you into confrontation with a huge Robocop 2 as you battle on the top of the Civic Centrum.



*The final level features an all-out battle with the huge Robo-Cain – one of the biggest sprites ever seen in a NES game!*

### **Testing Your Memory Banks**

Robocop 2 also includes bonus levels such as the aforementioned Shooting Gallery. The puzzle game is a simple tile-type puzzle where you have a limited amount of time to sort the tiles in the appropriate order and create a picture of Alex Murphy's face. The logic of this is that you're restoring Robocop's human

memory. The safecracking game is a simple Mastermind-type game where you're confronted with a safe containing huge amounts of gold bullion gained from selling Nuke.



*The bonus games found in Robocop 2 add another dimension to the game, as they're concealed levels which do not need to be completed in order to progress.*

You have a time limit and six tries to crack the three-number combination. If you succeed, Robocop is able to submit the proceeds from the safe to the Mayor who is trying to buy Detroit back from OCP – the corporation who originally made Robocop. The game includes full music tracks and sound effects and a two-player option.

If you're looking for a game which requires fast thinking and lightning reflexes, Robocop 2 has all this...and much more! Your primary directive is to investigate this cart.

**Robocop 2 by Ocean Software (Price and release date not available).**

Rik Haynes, our correspondent in England, is Deputy Editor of *Ace Magazine*, England's leading game publication.

# R U A GENESIS<sup>™</sup> GENIUS



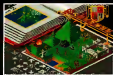
Here's the deal. We've got a test called the G.A.T. The Genesis Aptitude Test. Answer questions 1 through 7, send in your answers on a piece of paper with your completed entry form, and you could win 3 new Genesis titles from Electronic Arts.

Sharpen your minds and begin...

G.A.T. QUESTION #1

**Q:** IN POPULOUS,<sup>™</sup> WHICH DISASTER CAN'T YOU UNLEASH?

- A. Catastrophic earthquakes
- B. Erupting volcanoes
- C. Whopping great cataclysmic floods
- D. Doozing, pestilential swamps
- E. World-wide acne epidemic



G.A.T. QUESTION #2

**Q:**

BUDOKAN THE MARTIAL SPIRIT<sup>™</sup> FEATURES KARATE, BO, NUNCHAKU, AND KENDO. EACH MARTIAL ART HAS OVER \_\_\_ UNIQUE MOVES:

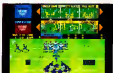
- A. 10
- B.  $E=mc^2$
- C. 16
- D.  $\pi$
- E. 25



G.A.T. QUESTION #3

**Q:** IN JOHN MADDEN<sup>™</sup> FOOTBALL,<sup>™</sup> THE ONLY THING YOU CAN'T MAKE YOUR PLAYERS DO IS:

- A. Call 100 different pro plays from John Madden's playbook
- B. Hit hard, hit often, hit mean
- C. Sell popcorn at the game
- D. Dive, spin, jump, break tackles, and call audibles
- E. Tough it out in the mud or snow to win Super Sunday



G.A.T. QUESTION # 4

**Q:** IN LAKERS VS. CELTICS AND THE NBA® PLAYOFFS, YOU CAN MASTER:

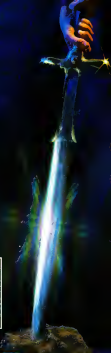
- A. Michael Jordan's awesome air reverse slam
- B. Charles Barkley's monstrous gorilla dunk
- C. Isaiah Thomas' slashing drive and finger-roll
- D. Clyde the Glide's ferocious tomahawk jam
- E. All of the above



G.A.T. QUESTION # 5

**Q:** THE \_\_\_\_\_ IS THE CENTRAL WEAPON IN SWORD OF SODAN™:

- A. Enchanted sword
- B. Killer parakeet
- C. Industrial strength chainsaw
- D. Small to medium-sized thermonuclear device
- E. Rubber chicken



G.A.T. QUESTION # 6

**Q:** BATTLE SQUADRON™ IS:

- A. An underwater chess game requiring wit and a large lung capacity
- B. Two Sopwith Camels and a Messerschmidt fighting a horde of locusts
- C. A World War II simulation with genuine film footage
- D. A rapid-fire space combat game with bodacious graphics
- E. None of the above



G.A.T. QUESTION # 7

**Q:** IN ZANY GOLF™, PLAYERS OVERCOME OBSTACLES LIKE:

- A. Land mines, hot dogs, and swamp shrews
- B. Lasers, hamburgers, and moving holes
- C. Gravity, relativity, and math anxiety
- D. Terrorists, aliens, and dingo smugglers
- E. Adolescence, socialization, and genetic inheritance





# THINK YOU'RE SMART? NOW GET SMARTER. GET REAL GAMES FROM ELECTRONIC ARTS.

SEND IN YOUR ANSWERS AND SEE THE ENTRY FORM  
BELOW TO FIND OUT WHAT  
YOU COULD WIN.



## FAST FINISHER BONUS

Free T-Shirts to the first 100 G.A.T. finishers who correctly answer all the questions. Earliest postmarks win.



## BE A GENESIS QUIZ WIZ: WIN THREE GENESIS GAMES

Just fill out the G.A.T. quiz and mail it (postmarked) before February 14, 1991. All G.A.T. quizzes with 100% correct answers qualify for a drawing to win the next 3 of these 4 Genesis releases from Electronic Arts:

- CENTURION: DEFENDER OF ROME™** — Rise from obscurity to mighty Caesar as you conquer the ancient world. Spectacular graphics and a unique blend of role playing and strategy make a great cinematic adventure.
- PGA TOUR® GOLF** — Feel the pressure of competing with 60 PGA TOUR pros in real PGA TOUR tournaments and courses. The best of live action TV plus the most accurate, addicting golf simulation.
- ROAD RASH™** — A daring, no-holds-barred, superbike road racing challenge. Knee-dragging dogies. Anything goes—even the rules!
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# Hey Video Game Wizards!

Send for our catalogue of NES™ and Game Boy™ products and you can receive me, Dak Meganeg, on this awesome Door Knob Hanger absolutely FREE! No lie. Check this out! Fill in the information below and enjoy the Nexoft ride!



Actual size  
10 3/4 x 4 inches

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For you, dude!

For a friend!

Yes! I'm with the flow! Please send me more information about Nexoft and the Dak Meganeg Door Knob Hanger! I checked it out and want to be put on your mailing list!

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I own:  Sega Master  Sega Genesis  NEC Turbografx  Other \_\_\_\_\_  
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# Hot at the Arcades

## Battleshark (Taito)

Remember those early submarine arcade games with the chunky black and white enemy ships whose repetitious sailing patterns were so obvious that you could shoot them with your eyes closed? Well, it's time to take another look!

In Battleshark you're at the helm of the ultimate high tech super sub. Pilot the Battleshark through waves of enemy attacks and face off against monstrous level bosses. You peer through a periscope to survey the action, and you control the vessel and its firepower with two joysticks. The action takes place both under and above water as you stalk futuristic enemy submarines, battleships, and warplanes. At your disposal are excellent maneuverability and devastating nuclear torpedoes.

## By Hack 'n Slash



This month we journey to the depths of the seven seas and the farthest corners of a mythical kingdom. So man the torpedoes and grab your broadsword as we sneak a peak at two Taito hits!

You're really under pressure as alarms sound, a red light above your head flashes when you're attacked, and the entire game cabinet shakes and quivers whenever you receive direct hits!

Taito's Battleshark is a refreshing update of a classic theme. Exciting gameplay, sharp graphics, and first class special effects make this a coin-op worth diving into!

**PRO TIP: Don't waste torpedoes since you have a limited number. Always try to pick up extra torpedoes whenever they pop up.**



## Cadash (Taito)

Oh no another princess has been kidnapped! This Time Princess Sarasa's been snatched by the evil Barrog! Now you and up to three other friends must embark on a rescue mission into the world of Cadash.

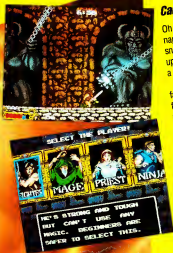
Each player embodies one of four fantastic characters: the Fighter mounts fierce attacks, the Magician holds the ultimate magic powers, the Priest has strong magic and a powerful spiked ball and chain, and the quick Ninja attacks with deadly shurikens.

You'll be amazed at the complexity and detail in Cadash! You journey across vast, excellently-detailed landscapes peppered with little Inns where you buy weapons or magic potions. Other travellers reveal helpful tips, but beware! Some of them are Barrog's agents, who lead you to doom! Hordes of monstrous

ties await you, but vanquished foes often yield bags of gold, which you use to purchase stronger weapons!

Cadash will appeal to both action and role playing fans alike. Traveling and talking are well balanced by a plethora of exciting fight sequences. The large, detailed graphics are mesmerizing. If you think the kidnapped princess theme's overplayed, Cadash is a sure cure for your royal pain.

**PRO TIP: Be careful, gameplay is based on the number of lives you have, regardless of how much time is left!**



# IRONBORN

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ON THE  
GAME BOY



# OCEAN

# HOW TO PLAY SOLAR JETMAN AND LIVE TO TELL ABOUT IT.



The Jetpod.  
An intergalactic  
explorer's dream  
machine.



If he nails you with a plasma bolt, you're vapor.



Beware.  
He's late is worse  
than his bark.



The force shield.  
A must in self-defense.



Booster Rockets. One way to fight  
killer gravity in the galaxies.



Your Guide  
to buried treasure.



Don't make him  
mad. He doesn't  
take well to  
strangers.



Usually travels  
in space gangs.

The main man himself.  
Solar Jetman.

This one's on your  
side... See for yourself!

A black-skinned fighting machine.

Welcome to the Mothership.  
Solar Jetman calls it home.  
It's also your ticket to 12  
alien worlds hiding the Golden  
Warship pieces. Bon voyage.

Alien with an attitude.

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# ZZRRAAK



RAD!

I OWE YOU ONE, PAL!

SCREEE!



EVERYTHING'S GONE CRAZY...!

GEE, I DON'T KNOW!

ROBOT SENTRIES AND GNOME'S DON'T EXIST ON THIS PLANET! BUT...

...HOW DID THEY GET HERE?!

THE TRUTH IS... I'M TESTING YOUR ABILITIES YOU FOOL!



SAY... JUST HOW DO YOU KNOW SO MUCH ABOUT EVERYTHING?

I'LL TRY TO EXPLAIN IT ALL TO YOU LATER...

WE CAN'T WASTE ANY MORE TIME!

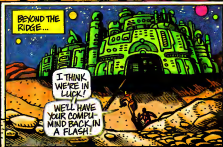
YOUR COMPU MIND MAY BE SCRAPPED AT ANY MOMENT!



THE SCRAP FACTORY IS RIGHT OVER THAT LEDGE!

UH... YEAH! LET'S GO!

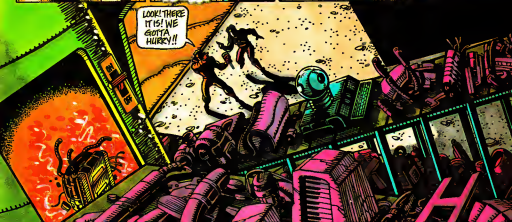
I NEED BE PATIENT JUST A BIT LONGER I MUST KNOW HIS SECRET!



BEYOND THE RIDGE...

I THINK WE'RE IN LUCK!

WE'LL HAVE YOUR COMPU MIND BACK IN A FLASH!



LOOK! THERE IT IS! WE GOTTA HURRY!!

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for the Nintendo Entertainment System™

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## HOT Tips, News, Stuff!

Be the best and be in the know with the Free Sunsoft Game Time News!

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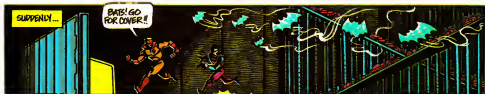
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ENTERTAINMENT  
SYSTEM™

## NEW...

We warned you!







SUPPLY...

BATS! GO FOR COVER!!

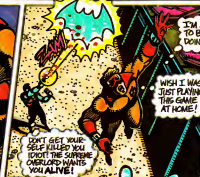


I GOT A PLAN...

...COVER ME WHILE I CLIMB THE CONVEYOR BELT...

OK!

WATCH MY ION BLASTER FOR ME!



DON'T GET YOURSELF KILLED YOU IDIOT! THE SUPREME OVERLORD WANTS YOU ALIVE!

I'M NUTS TO BE DOING THIS!

WISH I WAS JUST PLAYING THIS GAME AT HOME!



FUNNY...

...STILL HAVEN'T ENCOUNTERED THE BUIL DARKLING PRESENCE IN THIS GAME..!



WHERE COULD IT BE...?

NGFF!

CAN'T BREATHE!

...GOT TO GET IT OFF!



SWITCH!!



GASP!

THAT WAS A CLOSE ONE!



NO!

RAID'S CONFRONTING MIND!

BOOM!

BOOM!

GOT IT!

...BUT I'M 'DOCKED' IF I CAN'T TURN OFF THE CONVEYOR BELT!

HIS SKILLS ARE QUITE AMAZING!

WHAT A SHAME THAT HE'LL BE TERMINATED ONCE THE SUPREME OVERLORD IS FINISHED WITH HIM!



KLING!



I GOT IT RAD!

I'LL BE RIGHT DOWN!

YES... CAME DOWN...  
I GROW TIRED OF THIS RESE!

**IF YOU'RE STILL PLAYING SEGA, NEC, OR  
NINTENDO YOU'RE NOTHING BUT A WEENIE!**



**IF YOU'RE PLAYING THE INCREDIBLY HIGH POWERED  
NEO•GEO® SYSTEM YOU'RE A REAL HOT DOG!**



Tough talk, but think it over. Why dick around with limp, underpowered 16 bit systems when NEO•GEO® now offers the hottest, most advanced video entertainment system in the world!

Fact. NEO•GEO simply out-muscles those guys with the big names. NEO•GEO features a huge 330 meg hardware setup that delivers robust 15-channel real voice stereo sound. Unmatched graphics with over 65,000 vivid colors of amazing detail! Not to mention effects with 4-dimensional realism.

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Or a real hot dog!



4096 Simultaneous Colors displayed at one time!	NEC	512	NEO•GEO	4096
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	NINTENDO			
380 Sprites! (Character Power)	NEC	30	NEO•GEO	380
	SEGA	44		
	NINTENDO			
15 Sound Channels! 7 Channels dedicated to real voice speech!	NEC	10	NEO•GEO	15
	SEGA	8		
	NINTENDO			

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Get details today from your authorized SINK Home Entertainment Dealer

Anyone else may be a weenie in disguise.

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SOON...

HERE YOU GO! IT LOOKS UNDAMAGED!

YOU NEVER TOLD ME HOW YOU KNOW SO MUCH ABOUT EVERYTHING...

DOES ZARDOTH HELP YOU?

THIS MAY BE HARD TO BELIEVE...

...BUT I'M FROM A WORLD IN ANOTHER DIMENSION!

IN MY WORLD... YOUR WORLD AND ALL ITS ELEMENTS ARE REPRESENTED AS A FORM OF ELECTRONIC ENTERTAINMENT CALLED VIDEO GAMES!

"VIDEO GAMES"?

YEAH... I'M A REAL VIDEO GAMES FANATIC!

I PLAY ALL THE TIME! THAT'S HOW I KNOW SO MUCH ABOUT DEALING WITH ALL THE OBSTACLES AND ENEMIES...

UH... THAT'S GREAT! LET'S GET OUT OF HERE!

THIS WORLD YOU ARE FROM...

WHAT IS IT CALLED?

OH, IT'S CALLED...

..EARTH!

SO... ARE WE GOING TO YOUR SPACESHIP OR...

**KRAK!**

EMERGENCY TRANSMISSION TO THE SUPREME OVERLORD!

**ZZMMMMM**

I HAVE CAPTURED THE TARGET!

...PREPARE THE DISSECTION LAB FOR...

...A SPECIMEN FROM EARTH!

Is this the end of GamePro?! Find out in:

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JOIN GAMEPRO IN A NEW ADVENTURE AS HE MEETS A "FAMILIAR" FACE N...

**MOONWALKER!**





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simultaneous on-screen colors 74K pixel, ultra-high resolution, active matrix backlit LCD screen with 312



# YOU CAN PLAY IT ANYWHERE



For the first time in the history of mankind, you can play the existing 16-bit library of killer TurboGrafx-16 games anywhere in the known world with the new TurboExpress™ Handheld Entertainment System.

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# ANYWHERE



Actual size and screen Dual Turbo-fire buttons Stereo headphone jack

Car and AC Adapters 2-player TurboLink (coming soon) TurboVision™ TV Tuner turns it into a color-TV VCR and Camcorder hook-up **It sold separately**



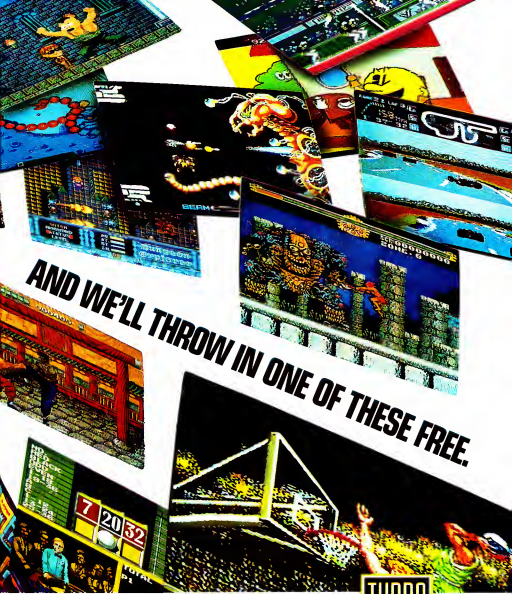
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**Just buy a TurboGrafx™-16 system and you'll not only get Keith Courage in Alpha Zones™, games worth up to \$70 totally free. How can we be so generous? See your dealer for**



**AND WE'LL THROW IN ONE OF THESE FREE.**

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Call for information on how to get your \$10 Savings Certificate—good towards purchase of our Nintendo games!
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Use jumping skills to climb giant cliffs & tall towers.



Seize enemy vehicles, including a hovercraft!



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Destroy all rocks  
and advance to  
the next scene!

Somewhere among 64 scenes  
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I'll be back...  
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GAMEPRO'S

# HANDHELD

HOLIDAY CATALOG



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MY HERO!

FEATURING



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We've created a special shirt for the first 5000 Wall Street Kid-players. They're incredibly cool, full color, just like the page you're looking at. All you do is, cut the Universal Product Code (our code) from the back of your Wall Street Kid-Game Pak, check the box below for the size you want and send this coupon with the bar code in an envelope to us. Well send you a real shirt!

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## WHAT COULD YOU DO WITH \$500,000 ?

Ever wonder what it would be like to manage a \$500,000 stock portfolio? Playing Wall Street Kid, you'll experience the high stakes and fast pace of the stock market. There's more to this game than just dollars. To be a success, it's important to stay in shape and spend time with your loved ones. Remember, money isn't everything.

FEATURING:  
GAME BOY  
AND LYNX!

GAMEPRO'S

# HANDHELD

HOLIDAY CATALOG

It's the holiday season as you can tell by all the "Super Sale" ads in your newspapers. Expect a few of your favorite toy stores to be featuring Game Boy and Lynx carts in the circulars because handhelds are hot this season! And we've got your complete buying guide to all the latest Game Boy and Lynx games - every title available through December '90.

Here it is in living color (y'eah...in black and white too!) and alphabetical order - the GamePro Handheld Holiday Catalog!

## Game Boy

### Alleyway\*

This cart is a variation on a familiar game theme: you use a paddle to bounce a ball just right in order to knock away blocks in different patterns. You've got a time limit to complete each pattern and the patterns grow more complicated with each new level. Score points by knocking away blocks and by completing patterns and heading to new levels and send your score into the stratosphere. (By Nintendo, \$19.95) (One Player, Action)

### Amazing Penguin

An unwelcome guest, Borbon, is making life in the Kingdom of Penguins very unhappy. Borbon cast a wicked spell over items like pencils and paper clips and turned them into evil creatures. Now they're trapping all of the penguins in the castle. You become Pendrich, penguin hero, and use your speed and agility to beat the clock by removing all of the nasty obstacles from the 40 rooms of the castle. Hey, with a little help from you this classy guy in the permanent tux will rescue the kingdom in no time at all. (By Natsume, \$27.50) (One Player, Adventure)

### Balloon Kid\*

In this cart you make like Mary Poppins by hanging onto a balloon and floating across towns, villages, and forests. Your float through the skies won't be peaceful - you'll have to avoid birds and other critters out to pop your balloon and send you plummeting. Earn points by snagging balloons, including special power-up balloons. Play by yourself, go against a buddy, or try out the special Balloon Mode. Just don't let the bad guys burst your bubble. (By Nintendo, \$19.95) (Two Player, Adventure)

### Baseball\*

In this first baseball cart for the Game Boy you can take a slew of sluggers out to the ball game, including Mario and Luigi! See how your pitching and hitting skills stack up against the computer or another baseball fan via the Game Link. Game features include a bullpen of pitchers to choose from, the ability to make changes in your line-up, and of course the chance to slam the ball out of the ballpark for a Home Run. (By Nintendo, \$19.95) (Game Link, Sports)



### Bases Loaded GB

If Bases Loaded is your favorite baseball cart and you've been depressed because you can only play at home, cheer up! Now you can take this game pak with you to the beach, school, and even the ballpark! The Game Boy version of this cart features two separate perspectives: from behind the pitcher and from behind the catcher. You control the action in the infield and outfield and choose to play either 9-innings or as many innings as you like. (By Jaleco, \$27.95) (Game Link, Sports)



### Batman

He's back! The Joker is once again making big trouble for Gotham City and it's time for everyone's favorite Caped Crusader to emerge from the Bat Cave to save the city once again. This adventure takes you through the streets of Gotham City, the Axis Chemical Factory, the dusty Plügelheim Museum, and even the spooky Gotham City Cathedral. You'll have an awesome arsenal of bat weapons to use, if you can find them. Just remember, if you can't beat the big guy the joke's on you! Holy Game Boy, Batman. (By Sunsoft, \$26.95) (One Player, Adventure)



### Battle Bull

All was well in the Perseus VI space mining operation until disaster struck in the form of a computer virus infection that caused the mining robots to go berserk. You've been hired to clean up the mess by destroying the virus in the mine. To beat the bugs you'll have to disinfect all 48 maze-like levels of the mine by moving boulders and bashing bugs in the walls and floors of the building. It's a dirty job but you're just the pest control expert to do it. (By Seta, \$29.95) (Game Link, Action)



### Boomer's Adventure in Asmik World

Brave Boomer, a cute pink dinosaur with a lot of class, is off to save Asmik World by destroying the evil Zoozoon. To stop his evil nemesis Boomer must battle Zoozoon's mutant guards as he makes his way through eight different mazes in the dark tower. In the mazes Boomer digs holes to trap the guards, tosses bones, sets off time bombs, and even roller skates while he searches for the key to advance to the next level. (By Asmik, \$24.95) (Game Link, Action)



### Camera Shy





### **Boxide**

In this puzzle you become a hapless warehouse worker who has to straighten up some rooms in a warehouse by putting boxes in their proper spaces. No problem you say? Well, think again. There are over 100 rooms to straighten, each one more of a mess than the last. It's not going to break your back, but you may bust a few brain cells before you're through! If you succeed in getting the warehouse into shape you can use the edit function to create your own warehouse rooms. (By FCI, \$27.95) (One Player, Puzzle)



### **Bubble Ghost**

If you think you're experiencing deja vu, relax! You have seen this title before. It's a hit PC game that's just making its Game Boy debut. In this title you become a ghost who must guide a bubble through the maze-like passages of a haunted mansion. Along the way you'll have to avoid hidden traps and other nasty surprises or your bubble will burst in a big way. The game features over 33 different mazes. (By FCI, \$28.95) (One Player, Puzzle)



### **Bugs Bunny Crazy Castle**

What's up Doc? Well, everybody's favorite rabbit is out to save his sweetie, Honey Bunny, from Yosemite Sam, Daffy Duck, and even Wile E. Coyote. To rescue her Bugs has to work his way through 80 levels of spooky rooms, creepy chambers, creaking stairs, and more drainpipes than you can shake a carrot at. But with the help of a few cargo crates, some boxing gloves, and a magic potion or two that "owzy wabbit" and Honey Bunny will be snuggling again in no time at all. (By Kemco-Seika, \$24.95) (One Player, Adventure)

### **Castlevania - The Adventure**

Simon Belmont, hero of the ever-popular Castlevania series for the NES, makes his way to the small screen in this adventure title. Once again Simon is out to destroy the ever-unpopular Count. In order to succeed he'll have to search for secret items such as hearts, crystals, and other magic as well as survive deadly torture chambers and vampire crypts. And remember, the Count "wants to suck your blood." (By Konami, \$27.95) (One Player, Adventure)

### **Catrap**

Two young explorers stumbled into a cave one day and were turned into cats by the cave's monster denizens. To escape and break the curse they must work their way through a complex maze, with over 100 puzzles to solve. In each labyrinth they'll have to battle monsters, move stone blocks, and solve the mystery of the maze. This game also lets you use an edit function to create your own mazes! (By Asmik, \$24.95) (One Player, Puzzle)

### **Chase H.O.**

Climb into one of America's most-wanted cars (a Porsche) as you take to the streets to track down some of America's most-wanted high speed criminals. An urgent dispatch from headquarters gives you your suspects' descriptions and location and then you've got to use your turbo-charged Porsche to maneuver down miles of twisting roads in hot pursuit of the bad guys. (By Taito, \$26.95) (Two Player, Action)

### **The Chessmaster**

If you need a way to occupy yourself during a long car trip, or even if you're just short a partner for a game of chess, here's the solution to your problem. This powerful chess game pak provides you with a playing adversary, a partner, and even an instructor. There are 16 different levels of play and a library of over 150,000 opening moves. Whether you're an expert or a novice you'll be well on your way to becoming a master in no time at all. (By Hi Tech Expressions, \$24.95) (One Player, Family)

### **CosmoTork**

It seems Earth has been invaded by bugs - space bugs! So you must command the Tiger Alpha-1 super fighting vehicle on a mission of intergalactic pest control. Visit five bugged-out worlds to seek out and destroy the insects infesting each planet. It's a vehicle simulation, a shoot-em-up, and an adventure game all rolled into one. (By Asuka, \$29.98) (Game Link, Adventure)



### **Daedalian Opus**

Take a journey in your mind to an ancient land, Daedalus. Here the law of the land is symmetry and time. You confront a myriad of shapes and blocks. Your challenges are similar to jigsaw puzzles, requiring that you take a series of shapes and fit them successfully into differently shaped boxes. To successfully master this challenge you must use the art of Daedalus and the power of your mind to solve the mysterious riddles of the blocks. (By Vic Tokai, \$24.98) (One Player, Puzzle)



### **Camera Shy**

### **Days of Thunder**

So what if you've never driven a high-powered stock car before. Climb behind the wheel of this super-charged machine for racing action based on the stock car action from the movie Days of Thunder. You'll get to spin your wheels in eight different races on seven different tracks. Pick your own car, customize it for speed and handling, and then get ready to make a mad dash for the checkered flag. (By Mindscape, \$27.95) (One Player, Sports)



### **Deadheat Scramble**

How about a little off-road action - Game Boy style. In this cart you climb into a jazzy off-road vehicle and head down a half-pipe at top speed. The pipe is filled with obstacles, including posts, rocks, and other things that you've got to dodge or die. You'll also find special items in the pipe, such as explosive Nitro and a clock to freeze your timer. Altogether there are ten grueling off-road stages, each with a time limit. Get ready to go off-road and scramble for the finish. (By Electro Brain, \$27.95) (Two Player, Adventure)

## Dexterity

Join little Dexter Doolittle as he journeys through his magic puzzle rooms. You guide him as he jumps from tile to tile, flipping them over. As he jumps he must dodge falling blocks and capture strange creatures of all shapes and sizes. Daring Dexter also investigates special magic puzzle rooms where he can munch on cherries, apples, watermelon, and ice cream for bonus points. But Dexter's life isn't all fun and games because at any moment he could run into the Scary Skull! It's 30 rounds of nimble-fingered action! (By SNK, \$27.95) (Game Link, Action)

## Double Dragon

Martial arts expert, Billy Lee, is once again trying to rescue his kidnapped girlfriend from the clutches of the Black Warrior gang and the mysterious Shadow Boss. Billy battles the bad guys using his famous repertoire of moves, including uppercuts, over-the-shoulder throws, elbow punches, jump kicks, and hair pull kicks. He'll also use boxes, rocks, and other items he can grab from the toughs. It's seven levels of high-flying martial arts action. (By Tradewest, \$29.95) (Game Link, Arcade)

## Dr. Mario\*

The Doctor is in and he's out to eradicate a swarm of nasty viruses in this brain-baser. Multi-shaded vitamins fall from the sky and Dr. Mario has to grab them and stack them according to pattern and shape. If he forms the right patterns he scores points and destroys the pesky viruses. Similar to Tetris, this cart combines the fun of a puzzler with the personality of the infamous Mario. (By Nintendo, \$19.95) (Two Players, Puzzle)



## Dragon's Lair

Now, this arcade smash hit is available for the Game Boy! Accompany everyone's favorite knight, Dirk the Daring, as he battles his way through evil Mordroc's castle. To successfully vanquish the deadly fire-breathing dragon and rescue Princess Daphne, Dirk will have to avoid countless traps and creepy creatures in this remake of an epic video adventure. (By CSG Imagesoft, \$24.95) (Two Player, Adventure)



## Duck Tales

Everybody's favorite skinkint, Uncle Scrooge, is back. Join him as he travels across five lands, including the Amazon, the Himalayas, Transylvania, and even the Moon, in search of five lost treasures. Yes, Scrooge is ready to risk life and webbed limb, with a little help from his nephews Huey, Dewey, and Louie, all for the thrill of adventure...and of course the love of money! (By Capcom, \$29.95) (One Player, Adventure)



## Final Fantasy

Become part of the Final Fantasy legend as you take a journey through four worlds: Land, Ocean, Space, and Future City. Your quest is to save Paradise from the evil Ashura Devils. Fortunately you don't have to go alone. You'll meet friends who'll join you on your journey and help you defeat the dark forces. Along the way you'll collect special weapons and items, increase your strength and power, and vanquish dangerous beasts and bad guys. It's an epic role play adventure! (By Square, \$34.95) (One Player, Role Play)



## Fist of the North Star

To prove that you're King of the Universe you'll have to battle ten of the world's best fighters. You are Kenshiro, otherwise known as Fist of the North Star. You'll battle each of your worthy opponents one-on-one in an arena from which there is no escape. Each of your opponents has many dangerous moves and tricks to use against you. Of course you've got more than a few slick moves of your own to pull. Victory will be yours before you know it. (By Electro Brain, \$24.95) (Two Player, Action)

## Flipull

In this puzzler your job is to knock the blocks off assorted piles of cubes by matching up the different patterns - and you've got to do it before time runs out. There are 50 different levels, each one more intricate and complicated than the last. As you get the hang of the game you'll be able to wipe out multiple cubes for bonus points, grab magic cubes, and make increasingly complicated patterns. It's mental aerobics to the max! (By Taito, \$24.95) (Game Link, Puzzle)

## Fortress of Fear

It's the first Game Boy installment of the ever-popular Wizards and Warriors series. This adventure features the knight warrior Kuros in a battle again the evil Wizard Malkil. It's the ultimate in adventure as Kuros battles an array of deadly foes, from two-headed eagles to slimy serpent beasts. (By Acclaim, \$27.95) (One Player, Adventure)

## Gargoyle's Quest

In this spectacular cart you begin a quest that takes you over land, fire, and water as you seek to destroy an evil Gargoyle race and discover the heir to the Magic Flame. Instead of your typical armor-clad hero you play a thick-skinned gargoyle, complete with leathery wings and 12-inch claws. Collect magical items to increase your flying ability, strength, and jumping power as you battle the deadly evil gargoyles. (By Capcom, \$29.95) (Two Player, Adventure)

## Gauntlet II

Yup, this classic is back, along with your four favorite legendary heroes and heroines - Thor, Thyra, Questor, and Merlin. Once again you must search the Dark Dungeons for treasure, magic, and power as you battle ghosts, grunts, demons, sorcerers, and fire-breathing dragons through a multitude of devilishly difficult mazes. Based on the arcade smash, this fantasy adventure has the same features that made the original Gauntlet a mega hit. (By Mindscape, \$31.95) (Game Link, Arcade)





### Ghostbusters II

Boo! The Ghostbusters are back, but this time they're busting ghosts in your nearest Game Boy. Based on the movie of the same name this cart lets you assist any of the four Ghostbusters, including Bill Murray, in cleaning up the Big Apple and rescuing a kidnapped baby. Use your trusty Proton Blaster, plus other zany devices, to clear 13 ghost-filled levels plus bonus stages of ghosts. Who ya' gonna' call? Ghostbusters! (By Activision, \$24.95) (One Player, Adventure)



### Godzilla

In this adventure the infamous reptile is trying to rescue his kidnapped son, Minilla. Ghidrah, Hedrah, and Rodan have stashed Minilla somewhere in a massive 64-puzzle labyrinth. To find him Godzilla must work his way through each labyrinth, advancing only after he has destroyed all of the rocks on each level. Using his sharp fangs, mighty blows, and his destructive death ray Godzilla plans to rescue Minilla quickly, with a little help from you! (By Toho, \$29.50) (One Player, Adventure)



### Golf

It's everybody's dream. Play golf anywhere you like and you don't have to wear funny clothes or tote around a heavy bag of clubs. Check out the course from the player's view or a bird's eye view. You call the shots, picking the correct club, checking out the wind direction, and using a power meter to adjust the force of your shot. If you're really good you might even rack up a hole in one. Fore! (By Nintendo, \$19.95) (Game Link, Sports)



### HAL Wrestling

Get ready to climb into the smallest wrestling ring yet to battle against some pretty savage wrestling opponents. Show them all of your moves – throw them in a headlock or throw them on the mat. Go one-on-one against the computer or a buddy, or captain a four-man team against another team in a series of championship matches. Just try not to grunt out loud when you get smashed to the mat in public places! (By HAL America, \$26.95) (Game Link, Sports)

### Harmony

Here's an unusual twist for a puzzle title. Your task is to bring orbs together harmoniously. To do this you must maneuver around various orbs with different shapes inside of them, matching similar orbs together before they explode. Barriers and elastic strings work against you by banding the wrong orbs together. You must work quickly before the entire situation becomes explosive! (By Accolade, \$29.95) (One Player, Puzzle)

### Heavyweight Championship Boxing

Get ready to go 12 tough rounds with six tough boxers from around the world. Each boxer has his own strengths and weaknesses – you just have to figure out what they are! But, hey, you've got your own set of moves, including hooks, jabs, upper-cuts, and a dynamite knockout punch! The game features two special views – from the perspective of the audience and from behind your gloves! (By Activision, \$24.95) (Game Link, Sports)

### Heiankyo Alien

It's 1,000 years ago in ancient Japan. A peaceful village is being threatened by monsters who are preparing to attack and destroy their city. You must save the city from invasion by digging traps to capture the hideous aliens and bury them alive. It's up to you to figure out where and how to dig the traps to stop the most monsters. Destroy all of the aliens before your Knight is captured and you get to move on to the next level. (By Midtag, \$24.99) (Game Link, Action)

### The Hunt for Red October

Based on the Paramount Pictures' movie this game pak takes you on an ultra-secret mission. You become captain of the Red October, Russia's secret missile submarine. Your mission is to successfully defect to the United States. The game itself is a deep-sea simulation where you evade detection, destroy your enemies, and guide Red October into the safety of U.S. waters. (By Hi Tech Expressions, \$24.95) (Two Player, Action)



### Hyper Lode Runner

Visit Earth in the far-off future. Times are troubled, and the Red Lord of Darkness holds millions of prisoners in his Labyrinth of Doom below the planet's surface. The only hope for overthrowing the Red Lord is a counter-revolution. Here's where you come in. As the last of the Lode Runners you've got to journey into the Labyrinth, battle the cyborg mutant zombies, and bring out a lode of gold big enough to finance the revolution. (By Bandai, \$24.99) (Game Link, Action)



### In Your Face

Based on the hot NES title, Hoops, this basketball cart has the same fast-paced street ball action. Go One-on-One, Two-on-Two, pick winners' or losers' outs, play offense and defense, and even choose between different styles of gameplay and a tournament mode. You can play alone against the computer or take on a friend. This is down and dirty roundball, playground style! (By Jaleco, \$27.95) (Game Link, Sports)



### Ishido

Based on the ancient tradition of stone games this cart is a board game played with, what else, stones. The stones have different symbols on them. Players take turns placing them on the board to score points by matching up the stones in various combinations. Play solitaire, take on the computer, or go head-to-head against another player. It's an absorbing and complicated game. You'll find yourself hooked on "The Way of Stones." (By Nextot, \$29.99) (Game Link, Family)



Camera Shy



## Jeopardy!

The answer is: Jeopardy! The question is: What is a T.V. classic coming to the small screen? This game show classic is making its way to a Game Boy near you. Now you can play Jeopardy! whenever and wherever you want. The title features all of your favorite categories and enough questions to keep you more than busy busting brain cells. (By GameLink, Family)

## Kwirk

Join Kwirk, the super cool vegetable dude, as he tries to solve a puzzling pickle of a problem. Kwirk has to search for his gal, Tammy Tomato, through hundreds of different mazes. This cart features three different types of puzzle games and multiple skill levels, not to mention the coolest cucumber this side of your favorite vegetable patch - Kwirk: The Chilled Tomato. (By Acclaim, \$27.95) (Game Link, Puzzle)

## Lock N' Chase

This one puts you on the wrong side of the law as an international diamond thief on the run. The police are hot on your heels, and you'll have to find your way through six levels of twisted mazes and bonus rounds as you search for loot - cash and gems. Score big by avoiding the cops and amassing a priceless stash. This is one time when crime does pay! (By Data East, \$24.95) (One Player, Adventure)



## Loopz

Here's another variation on the puzzler theme. In this cart you grab game pieces of varying shapes and sizes that randomly appear on screen. Once you've grabbed the pieces you rotate them and move them around to form loops. When you make a complete loop it disappears and you score points. The more complex the loop, the more points you score! In a two player game you can race to finish your own loop or work on one loop together. (By Mindscape, \$27.95) (One Player, Puzzle)



## Malibu Beach Volleyball

Make the beach scene for some sports action, volleyball style. This cart pits the best men's and women's crews against each other in beach volleyball action that's hotter than the sand. You'll get a chance to pull off your "cool" moves, including spikes, sets, and serves. Can you dig it? (By Activision, \$24.95) (Game Link, Sports)



## Mercenary Force

Travel back in time over one hundred years to the mighty Shogun Era. You become Shogun Tokugawa and lead a force of mighty warriors in an attempt to defeat the Lord of Darkness and his fearsome army who are terrorizing the countryside. Battle 54 different enemy demons in six stages. You select the composition of your battle force, including warriors such as the Samurai and the Monk, and their strategic fighting formations, as you unleash the Mercenary Force. (By Midway, \$29.95) (One Player, Adventure)



## Monster Master

If you're brave enough you can journey deep into the underground maze of this dark, dank castle. Pick from over 20 different missions that take anywhere from 15 minutes to an hour to complete. You may find yourself slaying an evil demon or even rescuing a princess in distress. Use your Quest Map as your guide while you navigate the mazes and battle evil monsters. Based on a popular Japanese comic strip, this one will test your skill and endurance. (By Soft, Price Not Available) (One Player, Adventure)

## Motocross Maniacs

Hey, maniacs, get ready to climb on board for a little down and dirty moto action. If you're a fan of dirt biking here's your chance to make the scene without getting any mud on your boots. Rev up your engine and head for hundreds of obstacles, including loops and ramps. You'll even be able to use a Nitro Turbo feature to boost your way to victory. Eight championship tracks and three different skill levels make for marvelous moto madness. (By Ultra, \$24.95) (Game Link, Sports)

## Mr. Chin's Gourmet Paradise

Mr. Chin is hungry, and he's hot in pursuit of his favorite treat - peaches. This greedy gourmand has to eat as many peaches as he can before anyone else discovers how to grab these tasty snacks. As Mr. Chin you chase the mysterious momos (such as Slow-Mo, Yo! Mo, and Oh-No! Mo) and turn them into peaches with your Demoe Beam. To catch up with the Mo's you'll have to navigate through a Mario-like atmosphere, including tricky jumps. It's a cart with a delicious twist. (By Romstar, \$29.95) (Two Player, Action)

## NBA All-Star Challenge

Get ready to go head-to-head with your friends in hoops action that features some of the biggest names in the NBA - one superstar player from every NBA team. The game includes foul shooting, Around the World, and one-on-one play action in round-robin tournament action. It's sneaker-squaking action and you won't even break into a sweat. (By LJN, \$27.95) (Game Link, Sports)

## Nemesis

Climb into your Proteus 911 starfighter and get ready to head for the stars to destroy King Nemesis in this space shoot-em-up. The Proteus is equipped with six attack weapons. Battle through five levels and two hidden bonus stages while you get on power-ups like force fields, speed burners, double guns, and lasers. If you loved Gamma and Life Force, Nemesis is for you. Now you can battle some of the most infamous video gaming outer space foes of all time whenever you want! (By Ultra, \$29.95) (One Player, Action)





### NFL Football

This is the first football title for the Game Boy, and also the only football title NFL licensed cart. The game pak features 11-on-11 football action for one or two players with 28 different pro teams. You control offense and defense by picking your own plays, whether it be a 5-2 formation on defense or a daring "Hail Mary" pass to score the winning TD. Each game is four quarters long. (By Konami, \$24.95) (Game Link, Sports)



### Ninja Boy

Using your unusual martial arts skills (such as the Phantom Flip), your Legendary Sword, and even your Winged Boots you're out to defeat the Demon Army and its evil boss, the Dragon Shogun. Based on the NES title Kung Fu Heroes, this game pak takes you through 32 different stages in eight different worlds in quest of the evil lord and his minions. Bonus stages, warp zones, and other hidden secrets keep the action unpredictable. (By Culture Brain, \$26.95) (One Player, Adventure)



### Paperboy

This classic title has been released on just about every system, and now it's on the Game Boy, too! Hop on your favorite bike and head for the peaceful avenues of suburbia to deliver a few papers. Unfortunately suburbia is not as peaceful as it once was. Robbers, kids on big wheels, vicious dogs, and even racing roadsters make your route a tough one. While you're dodging all of these obstacles you still have to deliver papers to all of your subscribers, avoid broken windows, and simply survive to the end of the street! (By Mindscape, \$27.95) (One Player, Arcade)

### Penguin Wars

What do you get when you pit a bunch of cute animals, including a penguin, a rabbit, a bat, and a cow rolling balls at each other across a table. Penguin Wars, of course. You pick which crazy animal character, each with different abilities, you want to be and then start rolling balls as fast as you can. Your opponent across the table does the same and tries to knock you down while he's at it. First one to roll all the balls to the other side wins. (By Nexoft, \$29.99) (Game Link, Action)

### Pipe Dream

Get ready to plumb the depths of your creativity while you test your wits, reflexes, and ingenuity. It'll take more than a wrench to solve this puzzler. It seems that a stream of soggy sewage called "flooz" is flowing down a pipeline. The problem is that the pipeline is open at one end. You've got to build new pipe faster than the flooz, or you'll have one big mess on your hands. The game features 256 levels, bonus rounds, and expert modes. (By Bullet Proof Software, \$29.95) (Game Link, Puzzle)

### Power Mission

Take to the high seas for war simulation. You select and deploy your own fleet of war vessels (seven different ones to choose from). Go after the enemy and track them down using your radar. Once you've located them, it's up to you to attack with missiles and other powerful weapons to sink the enemy fleet. There are ten different stages overall, each with an enemy fleet more powerful than the last. It's a fight to the finish. (By NTVIC, \$29.95) (Two Player, Adventure)

### Q-Billion

Mr. Mouse would like you to help him solve over 120 different kinds of puzzles by flipping tiles with different symbols on them, including stars, hearts, numbers, and even cute animals. There are six different types of puzzle-games altogether, and you can play each against the computer or a friend. If you solve all of Mr. Mouse's puzzles, then you can use the built-in editor to create some puzzles of your own. (By Seta, \$26.95) (Game Link, Puzzle)



### Qix\*

Here's an unusual title, based on an arcade classic, that takes a combination of drawing skill and quick reflexes to beat. Your job is to draw shapes. If you can draw enough shapes to cover 75% of the playing field, you get to advance to the next stage. This is more difficult than it sounds because while you're trying to draw enemies (i.e. Qix and Sparks) try to stop you from completing your shapes. This one is a kick! (By Nintendo, \$19.95) (Game Link, Arcade)



### Quarth

If you love puzzlers get ready to be Quarthified. In this mind-bending cart differently shaped blocks drop from the top of the screen and you have to form them into squares so that they blast into smithereens before they hit the ground. You get to choose from six different Blockbuster attack ships, three different competitive levels, and ten different stages. You can even grab power-ups to help you speed up, stop, or disintegrate the blocks for blockbusting action. (By Ultra, \$24.95) (One Player, Puzzle)



### Radar Mission\*

Hey would be sailors, head for the high seas with this Game Boy title from Nintendo. Choose between two different naval adventures. Climb into a submarine and head underwater to track the enemy via your sophisticated sonar and periscope vision. When you sight the enemy line up your target and fire your torpedoes and guns. The other mission enables you to track an enemy fleet from the bridge of your very own battleship. When you spot the enemy use your guided missiles to sink them. (By Nintendo, \$19.95) (Two Player, Action)



### Camera Shy





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## The Rescue of Princess Biobette

The Boy and the Blob are back. This time they're on an adventure that has them risking life and biobbed-limb to save the lovely Princess Biobette. It seems Biobette has been kidnapped by the Evil Alchemist and is being held hostage in his castle. The Boy and the Blob are trapped in one tower of the castle and must escape from the tower and roam the castle's mazes, avoiding lots of traps, to find Princess Biobette and save her. (By Absolute, Price Not Available, One Player, Adventure)

## Revenge of the Gator

Here's pinball with a reptilian twist. As you rocket your ball through four scrolling screens of action you'll find a horde of hungry 'gators. But before you get ready to turn these babies into handbags remember that they just may be on your side. When they swallow your ball sometimes you find yourself in one of four secret bonus areas. Go it alone, compete for score, or go head to head. And wait till you see them 'gators dance! (By HAL America, \$26.95) (Two Player, Pinball)

## Shanghai

It's over 2500 years old and less than a year old. No, this is not an ancient Chinese mystery; it's based on the ancient Chinese game of Mah Jongg. In Shanghai you unravel five increasingly difficult stages by matching tiles. Each game is different as the tile variations for each of the five levels is different every game. Use traditional Mah Jongg tiles, or an easier to learn Alphabet tile set. The game even has a tutorial to teach you how to play. (By HAL America, \$26.95) (One Player, Puzzle)



## Side Pocket

Five balls in the side pocket! If you like a little billiards action but the time and place isn't always right, your troubles are over. Now you can chalk up your cue whenever and wherever you like simply by sticking Side Pocket in yours. Featuring all of the aspects that make pool one of America's favorite pastimes this cart is just right for fanatics and beginners alike! (By Data East, \$24.95) (Game Link, Sports)



## Skate or Die: Bad 'N Rad

Hey dudes, get ready for some totally bad 'n rad board action. Use all of your most gnarly moves as you compete in seven levels (four entry and three Bad 'N Rad) of both vertically and horizontally scrolling action. Watch out for sewer pipes, riptides, and even man-eating lizards while you scope out the action and hunt for ice cream and pizza to power yourself up. And remember, if you want to rescue the Queen of Vileville, it's Skate or Die! (By Konami, \$29.95) (One Player, Adventure)



## Snoopy's Magic Show

Snoopy's latest hobby is magic, and he's pulling Woodstock into the act. Unfortunately Snoopy's Magic Ball Trick went hay-wire, and now Woodstock is trapped and Snoopy has to save him. To save Woodstock Snoopy has to maneuver through 50 levels of mazes, each complete with illusions and magical spells, as he tries to collect the multiplying Woodstocks. There's enough here to challenge even the greatest of magicians. (By Kemco-Soika, \$24.95) (Game Link, Adventure)



## Solar Striker\*

Climb into a snazzy space ship as you blast off in search of space shoot-em-up adventure. To beat the game you've got to battle your way through six alien-infested levels as you head for the heart of the planet. Snag power-ups and blast pesky aliens. If you're good, really good, you just might wipe the alien scourge off of the planet. (By Nintendo, \$19.95) (One Player, Action)

## Spiderman

Spidey's got big problems. A nasty group of mutants has kidnapped his wife, and they're threatening to "neutralize" her if their demands aren't met. If the Webslinger doesn't get her back, something terrible is going to happen. So rev up your web spinners and get ready to tackle the likes of the Green Goblin, Mysterio, Dr. Octopus, and some of your other favorite comic book baddies. Hey, nobody ever said life as a superhero would be easy. (By LJN, \$27.95) (One Player, Adventure)



## Super Scrabble

What's as American as apple pie? Scrabble, of course! Now you can play this classic game anywhere you want, and you don't have to worry about losing any tiles. The cart features ten different skills levels, a built-in 40,000 word dictionary, letter racks, score panels, a time clock, plus all of the features of the original Scrabble. Play on your own against the computer or take on a friend. This one is as addicting as...well...as the original game! Imagine the possibilities. How about a three letter word, FUN! (By Milton Bradley, \$24.95) (Game Link, Family)



## Super Mario Land

It's another adventure for everybody's favorite video game hero. In this cart Mario must traverse deserts, climb underground passages, dive underwater, and fly through the skies as he tries to rescue the kidnapped Princess Daisy. He also faces a crew of new villains, including spiders and man-eating fish. Join Mario for four new worlds of action - each with three levels, an evil Boss to battle at the end of each world, and even bonus games! Mario's the guy who started it all, and he's still hanging tough. (By Nintendo, \$19.95) (One Player, Adventure)



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### Teenage Mutant Ninja Turtles: Fall of the Foot Clan

In this adventure everybody's favorite heroes in the half-shell – Michelangelo, Leonardo, Donatello, and Raphael – are out to rescue April from Shredder once again. The action takes place in five New York levels and three hidden bonus stages. The mutant amphibians have to battle twenty ferocious enemies and Super High Karate Dudes at the end of each level using all of their favorite turtle weapons. (By Ultra, \$29.95) (One Player, Adventure)



### Tennis

Get ready to head for the courts but forget about your racket – all you'll need is a Game Boy and this game pak. Fast serves, great groundstrokes, and just plain smooth moves are the name of this game. You can take on the computer in one of four different difficulty levels, or challenge another pro to go head-to-head via the Game Link. Tennis, anyone? (By Nintendo, \$19.95) (Game Link, Sports)



### Tetris

The one, the only, the original puzzler challenge that turned everyone on to these mind-bending carts. Designed by Alexey Pajitnov from the USSR, this title (if there's anyone out there who hasn't seen it yet) has players juggle shapes falling from the top of the screen so that they land and form unbroken rows – single, double, triple, or the big-scoring Tetris! Completely addicting and an all-time gamers classic this one is a must. (By Nintendo, Comes with Game Boy Unit) (Game Link, Puzzle)



### Wheel of Fortune

Wheel...Of... Fortune is spinning off of the big screen into your living room. Get ready, Wheel fanatics – now you can spin yours whenever you have the urge! Put the wheel right in your pocket and go! There's over 1,000 puzzles to solve. You solve each puzzle by spinning the wheel and buying letters as you try to guess the hidden phrase or words. Spin the wheel as hard as you like. Win "cash" or other dream prizes. Hey, they've even got the "Wheel of Fortune" theme music! (By Gametek, \$34.95) (Game Link, Family)



### World Bowling

Now you can play one of America's favorite pastimes whenever you like without even having to rent any shoes! Compete in bowling competitions in Japan, China, USA, Canada, France, and England. Hey, but you've got to make the qualifying scores to stay on the world tour. Game play is one or two player scratch bowling, and you pick your player and the weight of your ball. Get ready to bowl, bowl, bowl all the way home! (By Romstar, \$24.95) (Two Player, Sports)

## Lynx

### Blue Lightning

Man the first combat flight of the Blue Lightning, a top secret jet that has been pressed into action – even though it hasn't been tested yet. Your must complete nine crucial missions to help the Allies win the war. Using your B1mm cannon, guided missiles, and battle computer, you'll need all your piloting skills to survive this dogfight. (By Atari, \$34.99) (One Player, Adventure)

### California Games

Yo dudes and dudettes! Atari has some tubular action for your Lynx in California Games. Hang ten on some awesome waves, or turn a berm on your BMX bike. For a change of pace, see if you can handle some heavy shreddin' on your skateboard, or for some "laid back" action, there's Hacky-Sack (footbag juggling). Grab some sunscreen and your shades, the games are about to begin! (By Atari, Comes With System) (Two Player, Sports)

### Chip's Challenge

Chip is a computer nerd with a heavy crush on Melinda the Mental Marvel. He'd do anything to join her computer club, even subject himself to 144 levels of challenging mazes. Is this love, or what? Chip must traverse water traps, avoid cherry bombs, and find colored keys that open the door leading to the next level. Then he's got to do the whole thing again with a different maze. (By Atari, \$34.99) (One Player, Strategy)

### Crystal Mines 2

Take the controls of the CM-205 Mining Robot as you explore over 100 new worlds in this sequel to the NES title, Crystal Mines. Blast your enemies with energy balls or crush them by setting off avalanches, while mining the valuable Starla Crystals. (By Color Dreams, \$44.99) (Two Player, Strategy)

### Electrocop

Washington, D.C., 2069. Megacorp, the world's largest corporation has summoned you, an electro-cop, to their offices. They have a job for you, a big job... a job that can only be handled by someone with a powerful robotic body and an analog computer brain. The notorious Criminal Brain has kidnapped the President's daughter. To save her, all you have to do is penetrate the Criminal Brain's Steel Complex, a huge facility filled with traps, tricks, and evil droids. Oh yes, you also only have an hour to complete this mission. Easy, right? (By Atari, \$34.99) (One Player, Adventure)



# HUT HUT HUT



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## Gates of Zendocon

You've been sentenced by the evil spider Zendocon to wander its web of interconnected universes. There are 51 universes that you must negotiate with your starship. Transporter gates enable you to move on to the next area. Free the alien slaves you encounter and they'll aid you with unusual weaponry. (By Atari, \$34.99) (One Player, Action)



## Gauntlet: The Third Encounter

This is a sequel to the arcade (and home) hit, but with extra characters, more complex mazes, and new villains. You and up to three friends must fight off spiders, ghosts, giant frogs, walking cacti, scorpions, and land sharks to find the magical Star Gem. Play an Android, an Amazon, a Gunfighter, a Wizard, a Pirate, a Punk Rocker, a Samurai, or a Nerd as you try to fight your way to the last level. (By Atari, \$39.99) (Four Player, Strategy/Action)



Gauntlet



Klax

## Klax

This is a colorful one-player strategy game based on the arcade hit. Rows of colored bricks move on conveyor belts towards the you as you try to grab and stack them. But there's a "catch," though. You have to grab bricks of the same color and stack them horizontally, vertically, or diagonally for bonus points and secret warps. (By Atari, \$39.99) (One Player, Arcade)

## Ms. Pac-Man

The mucho mega-smash arcade game has been faithfully reproduced in miniature form. Maneuver through a maze, gobbling dots as you go. Four ghosts will chase you down. Grab a power pill and the prey becomes the hunter as the ghosts turn into potential Pac-meals. This version of the game includes a built-in level select and maze select. (By Atari, \$34.95) (Two Player, Arcade)



## Paperboy

Here's another arcade conversion...we think we see a trend here! You take the role of the periodical heaving kid whose job it is to deliver papers to every house on his route. Chuck papers through the windows of non-subscribers for bonus points. Avoid dogs, traffic, and other typical paper-delivering hazards while trying to satisfy your current subscribers. (By Atari, \$34.99) (One Player, Arcade)

## Rampage

Remember this multi-player arcade smash? Take over the controls of an over-sized monster as he smashes his way from city to city. Punch and kick at the foundations of buildings and watch them crumble. Gain energy by eating pesky soldiers and other humans. A brand new character, Larry the Lab Rat, has been added to this version of the game. (By Atari, \$34.99) (Four Player, Arcade)

## RoadBlasters

Ready for a fast-paced drive-and-shoot? Maneuver your sports car through 50 rounds, blowing away any enemy cars that get in your way. Use weapons such as the photon, electro-shield, and the nitro-injector to advance to the next round. Be sure to pick up fuel as you go or you'll sputter to a halt. (By Atari, \$39.99) (One Player, Action)

## Rabo-Squash (formerly 3D Barrage)

Here's a new twist on an old classic. Take the classic Breakout game (You know, where you bat a ball back and forth with a paddle, knocking away bricks from a wall), and add 3-D. It's Breakout with depth! (By Atari, \$34.99) (One Player, Action)

## Rygar

Based on the arcade classic, Rygar is a muscular warrior who must defeat the enemies that populate his home land. Journey through various terrains as you clean up the countryside and strike a blow for mankind. (By Atari, \$39.99) (One Player, Arcade)



## Slime World

This is the first eight player cartridge ever made! Trudge, climb, jump, and crawl through hundreds of slime-dripping underground chambers and fight off dozens of gooey monsters. Choose from six different adventures, some designed with cooperation in mind, others where sliming your friends is your best strategy. (By Atari, \$34.99) (Eight Player, Adventure)



## Xenophobe

Another arcade conversion that looks sharp on the Lynx. It's your job to clean up an alien-infested space station. It's sort of a humorous version of the movie "Alien," with constantly evolving monsters growing, changing, and spawning more beasties. (By Atari, \$34.99) (One Player, Arcade)



## Zarlor Mercenary

This is an original title for the Lynx. Up to four players are involved in an intergalactic shoot-out with nasty aliens. The game is a vertical scrolling, multi-level arcade-style contest where you try to destroy ground bases while avoiding enemy bullets and missiles. Succeed and collect major bucks! (By Atari, \$34.99) (Four Player, Action)





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# YOU'RE IN CONTROL!



By Boogie Man

Video games got you down? Maybe it's time to stick it to your system with a new controller that is.

## A Controller Checklist

Before you start shopping for heavy-duty hardware first decide if you like the standard directional pad or you prefer a joystick. Obviously, you can rack up massive scores with either one, but they require two different styles of gameplay. In our opinion, the trusty directional pad is the most versatile, with some games a joystick just doesn't make it.

If you're going to lay out some bucks, you definitely want to buy a gaming advantage - get turbo fire and/or slow mo-

Ideally, you want a controller with both. Also try to get separate turbo switches for the fire and jump buttons. If you find adjustable turbo, that's good, too, because you can fine tune the turbo rate to fit the game you're playing and your play style.

If you go for a joystick keep a few things in mind. Not all joysticks are the same length and that makes a big difference in the way you play with them. Some are designed for classic arcade-style thumb-and-two-finger play, others are designed for thumb-only control, still others go for an all-out full-hand grab, and some you can play all three ways.

Also, check out the stick action. Is it too tight? Too loose? It must feel right to you. Few controllers let you adjust the stick tension. Get your hands on the stick, it's the only way to tell.

Some sticks use audible array switches; that means they click. Other sticks use soft contact switches that are silent. Both types work well, so it's your preference.



#### **Acclaim Double Player**

turbo buttons for both A and B and a slow mo button. There's also a switch that enables you to choose Player 1, Player 2, or Off (to save your batteries).

Gameplay with the Double Player duplicates the feel of the regular NES control pad. Slow mo and turbo are excellent. We played from 30 feet away. And the Double Player receiver even snared our controller's signal from a 90 degree angle!

This is a solid unit with one minor hitch: The Player 1, Player 2 switch is loose. Get too excited and you can inadvertently slip the switch and disrupt a two player game. But at \$44.95 the Double Player System is a great value that's still the best two-player remote system around.

#### **Acemore Supersonic**

The Supersonic's aerodynamic delta design makes it look well "supersonic," but it doesn't hold up to its high-tech image. It's got turbo, one- and two-player capability, two sets of A and B buttons for right or left handed play, and it's light enough to hold in your hands.

However, gameplay, not features, is the bottom line and that's where the Supersonic bottoms out. The stick is stiff and the onscreen response is much more sluggish than a regular NES controller. If you hold the unit up when you play, the joystick shaft's about half an inch too long to comfortably move with your thumb. If you set it on a table, the "nose" has a tendency to pop up during your game.

The Supersonic has the right stuff, it just doesn't fly well. For \$39.99 Acemore and others have better options.

#### **Bondwell Quickshot Maverick 2**

If you're a hardcore Nintendo commando who wants a joystick, scope out the Quickshot Maverick 2. You get a joystick, slow mo, rapid fire, and oversized A and B buttons. There's also a switch for either one or two person play (one or a two).

This unit measures 8 1/2 inches by 6 inches but it's light enough to hold on your lap. You can control direction with your thumb or play arcade-style. In fact, the stick's oversized knob and extra large A and B buttons are ideal for arcade style play.

The Maverick plays like a pro; it doesn't use click switches so the stick action is smooth and quiet.

The \$24.99 Maverick 2 is a cool, slick-playing winner. Our only quibble is the short 4 foot cord. If you're looking for an NES stick, start here.

#### **Advanced Gravis NES Joystick**



#### **Advanced Gravis NES Joystick**

Advanced Gravis is well known for its excellent personal computer joysticks. At first glance the NES Joystick looks exactly the same as its PC counterparts. It's obvious that Advanced Gravis just added a few switches and re-routed some circuits to add turbo and slow mo to adapt its basic stick for the NES. Why mess with success?

NES players will have to adjust to the Gravis Joystick. The stick's set in the middle of a rectangular base with two A buttons (mounted one in front of the other) to the left and the B button at the top of the stick. You control direction with your right hand and fire with your left hand. Just the opposite of NES controllers.

Most controllers come in a right-hand set-up that is, directional controls on the left and fire/jump buttons on the right. Some companies offer left-hand options, but lefties looking for leverage may have to learn to adapt. Also, some right-handed arcade vets may prefer to use the right hand to control direction and the left to shoot.

Ultimately gameplay is what it's all about. The only real way to discover if a controller meets your needs is to play a game with it. Unfortunately few retail stores are set up to let you try a controller before you buy it. We can't help you there, but we can share with you our impressions of 16 controllers for the NES, the Genesis, and the TurboGrafx-16.

## **NES**

### **Acclaim Double Player**

The Double Player's been around for a while, but it still holds up well as a two player remote control system. You get two NES clone controllers and a compact infrared receiver. Just plug the receiver into the NES controller sockets, pop four AAA batteries in each Double Player controller, and you and your partner are ready to rock steady.

The Double Player controller has the same basic layout as the regular NES control pad, but it's longer and wider by an inch. The extra territory accommodates

The stick itself is thin, but as soon as you grab it you'll know this unit is solidly built. The action's silky smooth and the onscreen response is precise.

Once you get used to the location of the controls, the NES Joystick's very adaptable. You can set the turbo rate for all the buttons. Additionally, there's a large dial built into the base that enables you to adjust the tension in the joystick. One drawback is the tiny slow mo button sandwiched between the two A buttons. It's tough to find it when the action gets heavy.

The NES Joystick is a class act all the way - durable and well-built. It costs \$59.95, the most expensive stick reviewed, but you get what you pay for.

### **Happ Competition-Pro**

Look up "replacement video game controller" in a gamer's dictionary and you'll see a picture of the Competition-Pro. This sharp-looking unit is exactly what a basic NES controller upgrade should be.

The Competition-Pro basically mimics the layout of a regular NES controller, but it's twice as large. Actually it's the same size as a Sega Genesis controller (see Happ Mega Con). It sports a nice contoured shape that fits comfortably in your hand.

All the basic enhancements you need are here. You get turbo fire and slow mo, which both operate excellently. Also, you can set turbo on both buttons to two settings - regular rapid fire and continuous fire.



**Happ  
Competition-Pro**

The Competition-Pro is a nice piece of work - nothing fancy, just well-done. It retails for \$24.95, and it's worth every penny. Not sure which upgrade path to take? Don't worry, be Happy.

### **The IMN Game Handler**

This one's so hot, we just saw the first production unit fresh off the plane from Taiwan half an hour ago, but by now you may have seen it during your Christmas shopping trips. The Game Handler is a totally radical control unit that combines all the NES game functions into a one-hand operation.



**IMN Game Handler**

This is not, repeat, not a joystick. The Handler translates any movement your hand makes into onscreen action, so be ready and steady. You hold the Handler in the air and when you twist it to the left your onscreen character moves left, twist it right and your character moves right, tilt it up and the character moves that way, etc.

IMN Control's proprietary gravity-controlled sensor called an accelerometer enables the Handler to do its thing. If you twist the Handler slowly, your character moves slowly. If you make a quick move, the character moves quickly.

The Game Handler keeps your fingers pretty busy. Your trigger finger controls A, and your thumb punches B. Another thumb switch flip-flops A with B. Still another

thumb switch accesses turbo and slow mo. Your little finger operates Select.

The slow mo feature has a neat toggle feature. You can hold down the Start button to activate it, then release Start to return to normal speed.

The NES-compatible cord plugs into the base, but that's not all IMN has planned for that socket. In the works are a remote control, a simulated stereo module, a mike unit that sends your voice through the tv speakers, and a cockpit viewer that will require special software but will enable two players to see different views of the same game.

The Game Handler looks slick, but we'll reserve judgement until we get to handle one. We thought you'd like to know about it anyway. Probable retail price will be in the neighborhood of \$45.

## **GENESIS**

### **Acornore Freedom 16 for the Genesis**

Okay, lazy bones, this one's for you. With the America Freedom 16 you just plug an infrared receiving unit into the Genesis controller socket, grab the Freedom 16, and go! The unit provides a joystick and three buttons set up for right-handers. The stick's 2 1/2 inches high, which makes it easy to control with your thumb. The box measures 7 3/4 inches by 6 1/4 inches, and it's extremely light even loaded with 4 AA batteries. You can play with it by holding it in both hands. The gameplay is decent. Turbo is first-rate even at a distance.



**Acornore  
Freedom 16**

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The stick's click switches do the trick, however, the oversize buttons are accurate but springy.

How far away can you play? We played across our game room as far as we could go, roughly 30 feet. You don't have to point the box precisely at the receiving unit either. Like a tv's remote control the receiver catches the laser beam at an angle and sometimes even off the wall.

The Freedom 16 works fine, our grip is cosmetic. It just doesn't look and feel as sturdy as the other units reviewed; don't drop it on a hard floor. The suction cups are bogus, and the battery cover on our test unit had an annoying habit of popping open.

If you want to play your Genesis from afar, the \$39.99 Freedom 16's the only game in town.

### Beeshu's Latest

Beeshu's Genesis controllers arrived too late for review, but they sounded pretty good and they'll probably be out by the time you read this, so listen up.

The Striker is a Genesis pad clone with a few enticing pluses - turbo for all three buttons and a stereo headphone jack. At \$24.95, it sounds like a good deal if you just crave rapid fire and a little privacy.

The Gizmo is the Genesis version of Beeshu's NES product, and that means you get a dual set of buttons for both left- and right-hand gameplay, variable turbo for each button, variable slow mo, and a headphone jack. It's also big, and at \$59.95 it's just ten bucks more than Sega's Arcade Power Stick, which doesn't have slow mo. Hmmmm.

### Bondwell Quickshot Python 4

You have to hand it to Bondwell's Python 4 - literally. With this slick looking joystick, you control all aspects of gameplay with one hand. It looks very much like a jet fighter's flight stick.

The Python feels great! Grab the stick and your thumb and forefinger fall gently across the controls; the handle (called the "BioGrip") fits seamlessly into your hand. The A button is the trigger; buttons B and

C are at the top of the handle as are the slightly smaller Start and Turbo buttons. If it sounds crowded up there, it is, especially if you have a large thumb. Buttons A, B, and C offer precise responses, but Start and Turbo have a mushy feel.

The tricky thing about the Python 4 is learning to simultaneously guide your on-screen character and manipulate the buttons with one hand. Also, you should brace it against something when you play, but it comes with strong suction cups and it stays put once you stick it to a tabletop. Overall, gameplay takes some getting used to. But hold up your end of the bargain and the stick comes through with flying colors. In fact, it's excellent for straight-ahead flying games such as Super Thunder Blade, Air Diver, and After Burner.



Bondwell Quickshot Python 4

The Python looks sharp and plays competently, but if you log a lot of Genesis time, be prepared to develop a muscle-bound "Popeye" forearm. The \$29.99 Python is best suited as a nifty companion to the regular Genesis controller.

### Happ Competition Pro Star

The cool, blue Competition Pro Star joystick is a good-looking unit, but we all know looks aren't everything. This stick is solidly built, but portable - small enough to fit in the palm of an adult's hand. It's main plus is a slick, spring-supported stick, which provides a solid feel during gameplay.



Happ Competition Pro Star

A couple of glitches make the Pro Star a dicey proposition. The buttons are mounted in front of the stick so you have to reach around the stick to get at them, and they aren't labeled. A and B are arcade size, but C is a tiny triangle. But more importantly, slow mo and turbo are problematic. In the units we reviewed slow mo slowed down our character but not the enemies or the rest of the game! Turbo fires non-stop; you'd better have unlimited ammo. According to Happ, these glitches are corrected in a new batch of Competition Pro Stars, so shopper beware. For those who take the \$19.95 plunge, there's an optional remote control add-on available. Fortunately, there's a Happ-y alternative - read on.

### Happ Mega Con

If you're like me, you prefer the feel and the gameplay of the regular Genesis controller over a joystick for most games. Also, you can whip it around, heave it up and down, stand up, or sit down. No problem. All it lacks is turbo and slow mo - well, they're heeere!

The Happ Mega Con is a solidly-built Genesis controller clone - it has the same basic look, the same size, and the same layout. The overall feel is the same with a little difference - the Mega Con's surface is flat as opposed to the Genesis' rounded exterior. And like the standard controller you get a generous 6' foot cord and all the controls are clearly labeled.



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However, the hot features here are turbo for all three buttons and slow mo. Turbo blasts a dazzling rate of fire, and each button has its own turbo switch.

The Mega Con's slow mo is the real thing (What happened to the Pro Star?). You'll be sneaking through those nasty 16-bit carts in no time. This is the only Genesis-compatible controller with slow mo in the review.

The other controls (directional pad and buttons) and switches are first class as well. They feel precise and solid compared to the regular Genesis controller's soft touch.

The Mega Con is a winner! And for a suggested retail price of \$27.95, only 8 bucks more than the Genesis pad, it's a bargain. If you like the regular controller but you hunger for slow mo and turbo, go for it!

### Sega Arcade Power Stick

The stock Genesis controller does a good job - period. But if you're a power player you might like something with a little more heft to it. The Arcade Power Stick fits the bill with turbo, a joystick, sleek styling, and solid construction.

At 11 inches by 5½ inches, it's small enough to fit on your lap but still wide enough for tabletop play. In fact, there's a cool hand rest contoured onto the surface so you can keep it steady. This unit's built to last. The exterior's covered with the same rugged plastic as the Genesis, but the bottom is a solid steel plate. The added weight enhances the unit's overall solid feel, but don't expect to hold the Power Stick in the air as you play.

The controls are excellently balanced, laid out for right hand play. The buttons



are ¼ inch wider than those on the regular controller. That may not sound like much, but it is. You also get separate turbo switches for each button, but one sliding switch governs the mega-fire rate for all three buttons. The 3-inch joystick is just the right length for arcade-style control, and it also has an oversized knob. The stick's silky smooth with no stick click, and the gameplay is sure and steady. But slow mo? No.

The Arcade Power Stick is a lean, mean, gaming machine. You can also pound on this sucker 24-hours a day without making a dent in it. It's like a top of the line sports car, a supersonic jet fighter, a... well, you get the picture. Suggested retail price is \$49.99.

### Free to Play - the Nintendo Hands Free Controller

Here's a great controller from Nintendo that enables the disabled to play NES games. The Hands Free Controller (HFC) provides gamers who can't use their hands with total control over NES video games. It's designed for use by people with limited body mobility or insufficient hand function, who are unable to use regular NES joysticks or controllers. All you need is good motor control of either your jaw or your head and moderate lung capacity and function.

You wear the 2½ pound unit around your neck. It rests on your chest, and it positions a joystick and a "sip and puff" tube at mouth level. You maneuver the joy stick with your chin, and operate the A and B buttons via the "sip and puff" tube. Sip and you activate A, puff and you activate B. Sip or puff a little harder to punch in Select and Start. Front-mounted control knobs adjust the tube's sensitivity and reverse A and B functions.

The HFC comes complete with a soft foam back and optional chest strap, a chin cup or a foam covered ball, and three different joystick shaft lengths. It's designed to fit video game players from about six years old to adult, and can be used in many different positions, from sitting up to lying in bed.

According to Nintendo, you can easily remove the tube for cleaning or replacement. But total cleaning for all system tubing is possible by removing the back panel and boiling or flushing the system with a cleaning solution.

The HFC supports any Nintendo cart, except those for the Zapper or the Power pad. As with regular controllers, two HFC players can compete simultaneously. You can also use it with other types of control units for remote control set-ups. The Hands

Free Controller costs \$120 and is available directly from Nintendo (1-800-422-2602).



### TURBOGRAFX-16

#### Acemore Freedom 16 for the TurboGrafx-16

If that short TG-16 controller cord's caused you to yank your system off the table during frantic moments, here's your answer. The Freedom 16 enables you to play from afar via an infrared laser.

You get single-speed turbo, but no slow mo. And there are two oversized fire buttons. Additionally, there's a switch so two players can play, one at a time.

Gameplay with the Freedom 16 is good. The 2 inch joystick makes thumb-control the best way to go, and it provides the distinct, clicky feedback common to most controllers. The Freedom 16 was effective from 30 feet away, but you can't follow the sprites onscreen from that far without binoculars. And like a TV remote control you don't have to point directly at the infrared receiver to send a signal.

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Like the Genesis version, this unit doesn't feel as solidly built as other TG-16 controllers, but it works fine. If you want to axe your cord, the \$39.99 Freedom 16 can cut it.

### **Beeshu Ultimate Superstick**

The Ultimate Superstick turns your TurboGrafx-16 into a mini-arcade. The solid unit is designed with switch hitters in mind, with two sets of fire and jump buttons located on either side of a sturdy joystick. That layout makes this the widest unit reviewed at 11½ inches.



**Beeshu Ultimate Superstick**

Despite its size, the Superstick is light enough to sit comfortably on your lap. If you play on a table top, four suction cups help to keep it from sliding around.

The controls are excellent. The 3-inch joystick is solid with precise click switching, although you can only play arcade-style. The buttons are oversized to handle serious finger-presses. Each fire button

has a knob to control variable turbo (called "Dial-A-Speed"). Slow mo and turbo are top notch.

If you're a rough and tumble arcade rat, the \$39.95 Ultimate Superstick's a good choice. It can take a licking and keep on clicking. The 10-foot cord is a definite improvement over the restrictive 4-foot TurboGrafx controller cord. Unless you want remote control the choice for a replacement TG-16 controller is between this one and NEC's TurboStick.

### **Bondwell Quickshot Python 4**

Like its Genesis counterpart, the Python 4 is designed for one-handed gameplay. If you're the touchy-feely type you'll really enjoy the comfortable, high-tech design. The contoured BioGrip fits your hand like a glove.

You might find the Python a trifle hard to control. The trigger is Button 4; the top-mounted Button 11 is surrounded by Run, Select, and Turbo. During intense moments, the finger action can be confusing. Also, games like R-Type that require you to negotiate tight spaces are tricky because it's hard to make precise movements when you must move your entire arm to maneuver and shoot at the same time.

You'll like the Python's turbo; it's lightning quick, faster than the regular TG-16 controller. However, turbo affects both fire buttons at the same time, and you can't control the rate of fire.



**Bondwell Quickshot Python 4**

Like the regular TG-16 controller, the Python 4 has a short 4-foot cable. But that's okay because the best way to play with this controller is to jam its suction cups onto a table top and plant yourself in front of the screen. It's too difficult to play with the Python any other way.

This is a good-looking, well-built stick that will take time to master. However, you may not want to use it with all your games. Suggested retail price is \$29.99.

### **Happ Competition Pro Star**

We won't sing the Competition Pro Star blues again, so read the review of the Genesis version. The controller looks exactly the same, and it has the same pluses and minuses. Happ's a well-known name in the joystick business, so we look forward to examining the revamped Competition Pro Star.



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### NEC TurboStick

The NEC TurboStick is a neat package. As soon as you see it, you want to hold it. Start playing with it, and you won't put it down.



NEC TurboStick

The unit is wedge-shaped, roughly 7 3/4 inches at the widest point and 6 inches long. It's extremely light, so you can hold it in your hands comfortably. But the wedge design provides leverage when you want to play on a table top.

You get a joystick and two oversized buttons in right-hand format. Like the regular controller, there are separate turbo switches for each button, but the TurboStick uses sliding switches to govern the firing rates for a broader range of turbo options. Unlike the regular controller, you get slow mo here, and it works like a charm.

The 2 1/2 inch joystick is versatile. It's short enough so you can play with your thumb and just long enough for arcade-style play, too. The stick action is precise even though it doesn't use click switches. The onscreen action is flawless.

There's something about the wedge shape that makes your thumb cramp up if you pound on the buttons too long. But once you get in shape on the \$44.99 TurboStick, you'll probably prefer it to the regular controller.

### Control This

Yeah, we missed a few, but at least now you can do some comparison shopping, and you'll know what to look for. When it comes time to dump that ol' game pad remember: You're the GamePro, you're in control.

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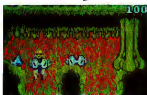
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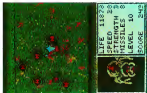
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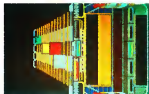
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By Abby Normal

America's bubble-eyed bad boy Bart Simpson and his unusual family are about to hit the NES big time — so be prepared to see them pop up on store shelves across the nation sometime early next year.

We took a sneak-peek at Acclaim's latest creation and although the final version is still under wraps, here are a few tasty tidbits about Bart's cart.

## Hero or Hoodlum?

While cruising around beautiful downtown Springfield Bart discovers that a small army of aliens has invaded the area. He's the only one who can see through the aliens' human disguises but when he causes a ruckus about it everyone, of course, simply passes it off as typical, obnoxious Bart behavior. It appears our little friend is on his own, unless he can convince his family to help.

A museum, an amusement park, and Springfield's main shopping avenue are some of the backdrops for Bart's adventure. Armed with a slingshot, spray paint, and his skateboard, Bart heads off to dupe the aliens by snatching weird items such as exit signs and balloons before the aliens get them.

*The Simpsons by Acclaim*  
(\$44.95 — 1st Quarter '91).

# THE SIMPSONS



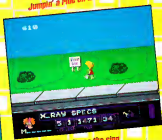
*Bart gets cultural at the museum.*



*Jungle! a ride on the Ferris wheel.*



*Having some fun with side-show Bob.*



*Hey, man — I didn't see the sign.*



*Bart's brute strength.*



*Painter's the town red.*



*Seeing the world through X-ray glasses.*



*Beautiful downtown Springfield.*



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By Johnny Arcade

Cowabunga! Everyone's favorite heroes in the half-shell thought they could kick back and catch some rays. They tossed Shredder into a garbage truck for some serious shredding, but his titanium battle helmet kept his maniacal mind from being mashed. Now they've discovered that Shredder is still alive, and he's stoked for revenge. Bummer! He's training new, totally terrifying Foot Clan soldiers, and he's recruited a pair of alien dudes, Tora and Shogun, to hunt down Michaelangelo, Donatello, Raphael, and Leonardo and put them out of business for good. We're talking turtle soup! Double bummer!

## Bust Some Moves

Shredder has snagged April, a lovely journalist, as bait to lure the pizza-munching mutants. The horizontal and vertical scrolling action, based on the smash arcade hit Teenage Mutant Ninja Turtles, takes place in the crime-infested streets of New York City. Before they can come face to face with Shredder, the awesome amphibians have to hack and slash their way through seven scenes, ten levels altogether, each populated by hordes of bofo Foot Clan goons.

One or two turtles can head into combat. It's not to get it alone, but for really hot action nothing beats a two-player simultaneous game where each of you picks his favorite turtle. Each turtle has three lives and three continues.



**PRO TIP:** There are no major differences between the four turtles. Although each one has a different weapon, the range



and power of each weapon is the same. Just pick your favorite!

**PRO TIP:** In a two-player game you can steal a life from your buddy by hitting Button A when all of your lives are gone.

**PRO TIP:** Earn an extra life for every 200 points. Each enemy you snag is worth one point.

## Road Trip!

Once you and your favorite turtle hit the road it's martial arts madness. The action is straight-ahead arcade-style with non-stop hand-to-Foot-Clan fighting. Here's a brief road map of what lies ahead.

It all begins when April gets snatched, and you battle it out with ninja Foot Clan baddies in her Midtown Loft. Yo! You better practice your moves now, because these Foot Clan soldiers are nothing compared to the totally radical clowns waiting for you up ahead.



**PRO TIP:** Your most powerful move is a combination jump and swing. To do this hit Button A and then Button B immediately afterwards. It only takes one hit with this move to take out most Foot Clan soldiers.



**PRO TIP:** Rocksteady is waiting for you at the end of Scene 1. Use your jump/swing move on him and all of the big, bad Foot Clan bosses.

Make it out of April's loft with your shell intact and you're ready for a little



**PRO TIP:** Use the different objects you find in the streets (sign posts, orange cones, exploding





**PROTIP:** Don't fall into the snow piles on the ground. You'll lose two life bars.

Phew! You're out of the cold – but things are tough all over. Winnie's Parking Garage is crawling with Foot Clan creeps with knives, machine guns, and throwing stars, and you're the one in charge of spring cleaning.

**PROTIP:** Watch out for cars that suddenly pull out of parking places to pester you across the asphalt.

**PROTIP:** There's a slice of Pizza at the end of this level, just to the right of where you'll fight the boss.



**PROTIP:** Dr. Stockmen returns in moth-form toting an owsseams gun. Try to stand on his shadow and then wait until he shoots and jump and hit him.

Scene 4 takes you to Madison Square Avenue and the Rock-A-Fella Expressway. Both of these scenes are buzzing with action of the motor vehicle type. Speeding cars and motorcycle ninjas try to run you down, and pesky Roadkill Rodneys want to make this an electrifying experience for you. Foot Clan ninjas with spears are eager to turn you into amphibian shish-ka-bob. What's a turtle to do? How about going totally tubular and showing them your most radical moves, skateboard-style.

**PROTIP:** When you're on top of a speeding skateboard just use your jump/swing and other moves as usual.



**PROTIP:** Don't let the Blackhawk hail's shell-shock you. Just use your jumping moves on them over and over and you'll ground them for good.

Once you reach Scene 5's Rock Quarry you'll have to bust some really radical moves. The Foot Clan soldiers here don't fight fair with their machine guns, boomerangs, and knives. Granitor, the boss, likes his turtle meat crispy, so he tries to fry you with his laser cannon.

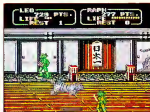
**PROTIP:** It's easier to fight from the upper level in this scene. This way you avoid the lasers firing out of the bottom platform.



**PROTIP:** Stay near the rear wall to make it past the laser-firing guns safely.

Scene 6 is the house of Shogun. The action here is awesome, especially when you go head-to-head with the Vincent Van Growls (two white tigers) and among others, Blade, who uses his deadly blade hands for a little mutant slice and dice. At the end of the scene you'll face Shogun himself, another of Shredder's intergalactic bounty hunter buddies.

**PROTIP:** Watch out for bombo spikes that pop out of the floor. Run and jump to flip over them.



**PROTIP:** Beat Vincent Van Growl by dodging his charges and standing near the screen edges to pop him on the nose as he runs from left to right and vice-versa.

**PROTIP:** Battle the Scorpions by backing them off the screen edge and hitting them repeatedly until they're done for.

Make it to Scene 7 and you're in the Technodrome – time for the battle of your life. Here you'll have to tangle with Krang, a warlord alien, and Shredder himself in a deadly fight to the finish.



**PROTIP:** Watch out for the cannons that pop up to turn you into a frozen turtle popsicle.

**PROTIP:** Watch out for falling cannonballs when you're riding the elevator.

## Awesome!

TMNT: The Arcade Game is sure to be a monster hit. The heavy-duty faithful-to-the-arcade style game play (and it's a long game!) are real crowd pleasers, and the radioactive mutants are as personable as ever. The new scenes blended in with the original arcade scenes are a great addition. The music could have been better but, hey, you can't have everything. If you've had a bad day, bashing Foot Clan bosses is a radical way to lighten up. Go for it, dudes and dudettes!

**Teenage Mutant Ninja Turtles: The Arcade Game** by Ultra (\$54.95 – Available Winter '90).





# XGranada™



The Super Strategic Defense Initiative of the 1990's banned inter-continental ballistic missiles and nuclear warheads. Now the year is 2016. Weapons today are limited to super strategic mobile weapons.

Enter Granada, Hypertek-Cannon Tank, (HCT).

Firepower as we know it today is all but abandoned with Granada. Granada uses shields and radar to create its defense mechanism. Offensive firepower is provided by the most awesome array of weaponry ever assembled on a battlefield. These include multi-directional interceptors, long-range homing missiles, and a device designed to totally obliterate all opposing forces.

You will command Granada through the peaceful streets of Tobora. Battle the giant flying battleship Astarsha, and Valsic, another HCT.

If you enjoy fast paced action-packed thrills . . . you'll love the feel and sound of Granada.





**By Slasher Quan**

Yo, boneheads, listen up! You thought that when they defeated the Evil Witch Doctor, Master Higgins and his main babe, Princess Lelani, could ditch in paradise, right? Well, think again!

That mastermind of tropical terror is up to his old tricks, and this time the victim is Lelani's twin sister, Tina. Dust off those battle axes because Adventure Island II is here.

## Island Hopping

Master Higgins' mission is to defeat the Witch Doctor and free Princess Tina, but first you'll have to conquer the eight islands: Fern, Lake, Desert, Ice, Cave, Cloud, Volcano, and Dinosaur.



*A man and his raft against eight dangerous islands.*

One player ventures forth in this side-view, 360° scrolling, prehistoric sequel. The play mechanics are virtually unchanged from the original. Higgins still runs, jumps, swims, and uses weapons to overpower his foes.



*I'd like to be under the sea in an octopus' garden in the shade.*

Although some new creatures have been added to this sequel, for the most part the Witch Doctor's henchmen are lifted from part one. The foes include pig-headed warriors, fire breathing snakes, and miniature octopusses. However, the jungle bosses which conclude each island are completely original.

*PRO TIP: When the penguins on the frigid Ice Island summon deadly snow storms, wait for the blizzard to appear, then weave in between the flakes and take the penguins out with axes.*

*PRO TIP: When you see a strange-looking flower planted in the background, it*

*means an enemy is about to ambush you from behind.*

*PRO TIP: To waste the first boss, a vicious Higgins-eating plant, stand towards the middle left area of the screen, hold down B for better height, jump, and at the pinnacle of your jump toss the axes.*

The adventure comes to an end if your energy meter runs out or an opponent fries you. You have three lives in reserve, but you can get more. There are also unlimited continues.

## Egg-cellent Items

The odds may seem insurmountable, but the Master finds formidable help. You

# ADVENTURE ISLAND II



can gather power ups by breaking open eggs strewn along your path. You'll also hatch a stone axe, a skateboard, and the Honey Girl, who makes you temporarily invincible. An eggplant (blech!) is the only penalizing object; it rapidly reduces your power.

When you complete a level, you get to play a bonus game, where you choose one of eight eggs for prizes ranging from points to an extra man.

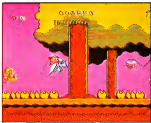


*Pick an egg, any egg.*

**PRO TIP:** When you knock an egg on its left side, it flies to the right and vice versa. Don't knock eggs into a bottomless pit. To avoid this problem, jump directly on top of it or break the shell with two axes.

**PRO TIP:** Sometimes it's wise to pass up the skateboard, since it has no brakes and can cause you to miss valuable hidden eggs.

Eggs can also give birth to a friendly dinosaur that you can ride! Each one has a unique characteristic: the Blue Camposaurus has a potent tail swing, the red variety belches fireballs, the Elasmosaurus is an accomplished swimmer, and the Pterandon is your ticket to the wild blue yonder.



*I wonder what kind of bonus mileage I'll get on my Frequent Flyer Account?*

**PRO TIP:** Bring along an axe rather than a Dinosaur to the more difficult islands, Cloud, Volcano, and especially Dinosaur. Save the beasts for the final stages of each island.

Hidden Eggs are the most exciting treasures. They can reward you with a key that takes you to either a bonus stage or a helpful dinosaur.

**PRO TIP:** To easily pinpoint a Hidden Egg, simply throw axes in all directions. Hidden Eggs will absorb the shots.



**PRO TIP:** On the beginning island, the first cave on the map holds the Hudson Bee, which enables you to continue with your full complement of powers. When you get to the green frog, climb up one ledge, and then drop off the second cliff. Close to where you land is the Hudson Bee.

**PRO TIP:** After acquiring the Bee, it's a good idea to repeatedly die and play through the first island to stockpile items for the trials to come. Also, if you return to the place where you got the Bee later in the game, you'll find a 1-Up!



**PRO TIP:** One obscure egg enables you to fly to the second island. It's located in the first clump of trees on the overworld map. It's about three paces before the second rock in the second clearing where there are no trees in the background.

## A Well-balanced Diet

Feed yourself with fruits, meats, vegetables, and milk to keep your strength going. Be quick, because edibles only appear onscreen for a limited time. Flowers are worth double the life power of ordinary chow.



*Grapes are part of a well-balanced diet.*

## Island Fever

Adventure Island II is more interesting than its predecessor, with new items and more intricate worlds. The challenge is way up there – it's definitely not for beginners! However, there are a few flaws.

The graphics and the sound, unfortunately, aren't much better, even with the MMC3 technology. Island II resembles Super Mario Bros. 3, but isn't nearly as much fun. It also gets too repetitive too quickly (just like Island I). A password feature is desperately needed.

Still, anyone who enjoyed the first chapter should get a kick out of this new Hudson Soft cart.

**Hudson's Adventure Island II by Hudson Soft (\$49.95 – Available 1st Quarter '91, 1 Meg + AMMC3).**

GemsPro Game Rating				
Graphics	Sound	Gameplay	FunFactor	Challenge



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### The Unknown Gamer

"We have been waiting for you a long time...I can see into the future... I shall foretell your destiny, listen carefully..."

I should have known I was in B-I-G trouble when the old wizard muttered those words. Foretell my destiny? Sheesh!

I've never been a believer in this kind of nonsense - fortune telling, tea leaf



*Your destiny is all in the cards.*



*The King of Britannia is looking for a few good men.*

as in real life, doing the right thing all the time isn't easy. Sometimes you'll do



reading, past lives...you know what I'm talkin' about. But for some reason, I bought his act and paid him six pence asking price. He took my palm in his bony hands, and began asking questions:

"In thy youth thou didst pledge to marry thy sweetheart. Now thou art on a sacred quest in distant lands, and thy lover hath asked thee to keep thy vow. Dost thou Honor thy promise to wed, or Follow the Spiritual crusade?"

Uh-oh, a trick question right out of the chute! Honor thy promise or Follow thy Spiritual crusade? Hmmm...I guess I would honor my promise (wouldn't want an angry fiancée chasing me all around the countryside). "Your path is chosen. Now our lord is waiting for you..."

(gulp) Lord?

There was a blinding flash of light and I found myself in a throne room, kneeling before the King of Britannia.

### Quest for Excellence

Ultima: Quest of the Avatar (based on Ultima IV for those of you familiar with the computer version of this series) is a truly unique role-playing game. Sure, you have your routine hacking and slashing of evil creatures that populate a massive countryside. And of course, one of the key strategies is to build up your party's experience level so they can survive any challenge.

But there's a greater and far more noble goal in Quest of the Avatar. The King of Britannia is searching for a few good men (and women) to master the Eight Virtues of Avatarhood and guide the people into a new age of enlightenment. Heavy!

To achieve Avatarhood, you travel throughout the land trying to raise your eight virtues to their highest level. You can do this by being a fine, upstanding citizen and doing the right thing. But just

something wrong and not even know it. Many of the town dwellers will ask you trick questions in an effort to trip you up.

Once you've qualified for Avatarhood in a virtue, you must locate the Rune (a stone tablet with a symbol on it) for that virtue. The Rune is a pass key for the Shrine of that virtue. Once you find it, you may travel to the Shrine to gain further enlightenment and to receive partial Avatarhoodship. Then it's on to the next virtue.



*PRO TIP: Earn points in Sacrifice by donating blood at the healers.*

# BACK TO THE FUTURE PART II & III



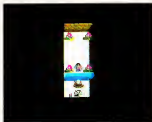
TWO  
EXCITING  
MISSIONS IN ONE  
INCREDIBLE  
GAME!



## NOW... IT'S YOUR TURN!

Get Ready for a wild romp through time. Your Challenge: a double mission to save the past, present and future. Here's your chance to teach Biff Tannen a thing or two for stealing your Sports Almanac. It's nonstop excitement, from high-speed hover boarding in the year 2015, to gun slinging mayhem in the wild west. Get "Back to the Future" now--and save the world--before it's too late.





**PRO TIP:** Speak with Hawkwind (in the *Castle Britannia*) to gain points in Spirituality, and to keep tabs on how you're progressing in each virtue.



**PRO TIP:** The *Rune of Honor* is located in the farmer's field in Trinsic.

**PRO TIP:** The *Rune of Compassion* is located at the base of the stairway in the inn in Britain.

There are eight character classes in the game (Mage, Bard, Fighter, Druid, Tinker, Paladin, Ranger, and Shepherd) and each one has a prime virtue. Answering seven questions for the fortuneteller at the beginning of the game determines your character class.

**PRO TIP:** To always predetermined your character's class, select the answer that coincides with the main attribute of the class you want to be. Here is a guide-line to the key questions for each class: **MAGE** - Questions 1, 5, and 7, choose Honesty; **BAR** - Questions 1, 5, and 7, choose Compassion; **FIGHTER** - Questions 3, 6, and 7, choose Valor; **DRUID** - Questions 2, 5, and 7, choose Justice; **TINKER** - Questions 3, 6, and 7, choose Sacrifice; **PALADIN** - Questions 4, 6 and 7, choose Honor; **RANGER** - Questions 4, 6, and 7, choose Spirituality; and **SHEPHERD** - Questions 2, 5, and 7, choose Humility.

## One if by Land, Two if by Sea

Getting around the world of Ultima can be tricky at times. You can hoof it, but the going will be slow, and there are some places you can't reach on foot.

Once you've travelled a bit, pirate ships appear on the shoreline and engage you in battle if you venture near them. It's worthwhile to attack them, because the foes they carry are usually wimps, and you get their boat as a prize if you defeat them.

The other common method of travel is the Moongates, which appear near towns depending on the phase of the western moon. The phase of the eastern moon determines where you'll end up when you step inside a gate.



**Yo, Ho, Ho... A pirate's life for me!**

## All for One and One for All

Although you'll start your journey alone, it won't be long before fellow adventurers will be begging to join you. There's a potential travelling companion in every town you explore, as long as you answer their questions correctly. You can only have four members in your party at a time, so choose your allies wisely. Before choosing allies, keep in mind that you don't gain any extra treasure whether you have four members in your party or one member. Sometimes it's better to go solo.

**PRO TIP:** Gain plenty of experience and gold before allowing others to join your party. The number of enemies you face in battle increases in proportion to the number of members in your party.

## Swords and Spells

The weapons of Ultima are pretty standard fare including: swords, axes, slings, and bows. Spellcasting, however, is done in a truly unique manner. Your spellcast-

ing characters have magic points that go down when a spell is cast and increase while travelling or resting. But in order to cast a spell, you must also have the proper ingredients. Every spell has a set number of magic points it costs to cast, as well as a list of herbs needed. There aren't many magic herb shops in Britannia, so it's important to stock up when you get the chance.

Some spell's ingredients are listed in your instruction manual. Other spell recipes you'll find out from people in the towns.



**A battle royale.**

**PRO TIP:** Cast the "Raise Dead" by combining the herbs moss, lungus, garlic and manroot. Cast "Stoop" by using ginseng and silkweb. Poeris and lungus are used in the "Kix" spell.

The Ultima series has achieved "classic" status in the computer world, and with the Quest of the Avatar and last year's instalment Ultima Exodus, it's well on its way to the same stature in the video game world. Fans of roleplaying games will get hooked on the complexity of Quest of the Avatar. But if you're into quick moving action games, the slow pace may become tedious. But for the rest of us, the colorful, detailed landscape and the stimulating challenge of Britannia's many puzzles will be all the adventure we need for the next six months.

**Ultima: Quest of the Avatar by FCI (\$59.95 - Available 1st Quarter '91, 2 MEGS + 64ks ram + 64ks ram + battery).**





# PICTIONARY: The first NES game for *any* family!

**WILD ARCADE ACTION PLUS CLASSIC PICTONARY FUN!**

An NES® game that *everyone* in the family will enjoy playing? Not *your* family you say? Wait 'til you play LJN's Pictionary!

Four thoroughly addictive arcade-type games will challenge the NES® champ in your family. The higher the score before the clock runs out, the more the hidden picture is revealed. Here's where the Pictionary fans take over, trying to identify the object before *their* time runs out.

Most videomaniacs will want to hog Pictionary all to themselves for the arcade action. Others might choose to play the electronic version of the legendary board game. Better yet, everyone can join in on the fast-paced, video quick-draw super arcade action together. So, get ready for Pictionary like it's never been played before.



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*By The Unknown Gamer*

I've been having some pretty wild dreams lately. For eight nights I've been dreaming of a place called

Slumberland; a magical place filled with beautiful landscapes and unusual animals.

These dreams aren't scary...not like the Freddy Krueger nightmare I had after snarfing that pepperoni pizza and extra-thick chocolate milkshake the other night...

But perhaps I should start at the beginning...

## **Dream a Little Dream**

My name is Nemo...Nemo the Kid. Although I'm probably better known as Little Nemo - at least from my newspaper comic strip days (I was one of the first daily comic strips to appear in the United States, you know).

I've had interesting dreams before, but I never had the same dream eight nights in a row! And my dreams never felt so real!

The first night I dreamed I was taken to Slumberland in a giant airship. I was invited to play with the Princess of Slumberland. I probably wouldn't have gone because I don't play with girls, but she gave me a big bag of candy. Anyone who gives me candy is ok by me. When I got to Slumberland, I found myself in a giant mushroom forest. The mushrooms were so big you could climb up them. In fact, one mushroom was larger than an elephant!

In this forest were all sorts of animals. I quickly became friends with some of them; the frog, the lizard, and the mole. When I gave them some candy, they let me ride them - sometimes I even became one of them. The frog could jump real high, so we bounced along the tops of the mushrooms. The lizard was great at climbing; he could scurry up a tree or a cliff in a second. And the mole could dig a path under-

ground, so if we couldn't go over something, we just went under it.

The animals helped me collect golden keys, and the keys opened a huge door at the end of the forest.

**PRO TIP:** Know your animals!

**The Frog:** Can defeat enemies by bouncing on their heads. Also an excellent swimmer.

**The Lizard:** Excellent climber, ok jumper. But has no offensive capabilities.

**The Monkey:** Can punch out enemies and is an excellent climber. Also a big target, so be careful!

**The Bee:** Can fly short distances and shoot "stingers." A very poor swimmer, so don't get him wet.

**The Mole:** Can burrow underground. Can't jump or climb. Has no offensive capabilities.

**The Hermit Crab:** Can climb, burrow underground, and crawl. Also can use pincers on enemies.

**The Hammer Mouse:** Can break down some walls with big mallet. Also can bash enemies and climb.



**PRO TIP:** In the Mushroom Forest, transform into a mole, dig down, and then head left. When you can't go any further, dig downward and you'll find a secret room that contains a 1-Up and a friendly lizard. Feed the lizard and you can climb up the cliff to another 1-Up.

## **Life Is But a Dream (Sh-boom, Sh-boom)**

The next night the dream became stranger. I was in this magic flower garden. I met more animals - big monkeys and honey bees, and the purple lizards were back, too.

I dove underwater where I met this clown named Oompi. Oompi told me to

look in the trees for the purple lizard. Since I climb about as well as I swim, I bribed a big monkey so he would carry me to the top of the tree. Once we reached the top, there was the purple lizard, just as Oompi had said...and a gold key!



**PRO TIP:** In the Flower Garden, you'll find a secret underwater room containing a



1-Up and a key. To get through this area safely, keep running to the right (without pausing), and jump over the crevice. If you run without stopping, the falling rocks won't hit you.

## **To Dream the Impossible Dream**

The next night I was in a giant toy kingdom. In the middle of this toyland was a huge train. Not like an Amtrak train, more

like one of those choo-choos from the 1800's. I hopped on its back and went for the ride of my life.



Take the "A" train.

Faster and faster the train sped down the rails, while toy planes crashed at my feet and hot air balloons tried to drop grenades on me. Then we entered



a tunnel with teeth that tried to eat me! Luckily I was small, so I ducked as the big teeth gnashed down.

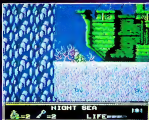
### Daydream Believer

I had these bizarre dreams for five more nights. I swam through the Night Sea as a hermit crab, and I bounced among the clouds. There was even one dream where I was in my own house, but I was the size of a mouse. But that wasn't as

bizarre as the place where everything was upside-down!



These dreams are getting stranger by the minute.



**PRO TIP:** There are two secret rooms in the Night Sea. The first room contains a 1-Up. It is located below the sunken ship. In the second room, just walk into the wall at the end of the dead end.

Finally, on the eighth night, the Princess begged me to find Nightmare Land and save her father from the Nightmare King.

I found Nightmare Land. This place was named right! It had lava running underground and huge purple vines hanging from the ceiling.



Penguins are practically chickens!

Nightmare Land was ruled by the Nightmare King...he was the worst nasty of them all. He was incredibly large, and real ugly, too! But I took care of him with

the magic wand I found. I never had any doubt I would succeed. After all, it was MY dream.

**PRO TIP:** In Nightmare Land, sometimes you can make the gators go away by swimming back to the far left side until they disappear off the screen.



**PRO TIP:** To beat the Nightmare King, you must use the morning star's magic and hit him with full energy blasts approximately 15 times.



Nemo saves the day!

The Princess tried to kiss me for saving her dad (apparently he was a King, too), but I told her "no thanks." Girls...biechhh!

Her land was incredibly beautiful, so I agreed to visit her again. I'm a sucker for colorful places. But I made her promise...no kissy stuff!

**Little Nemo: The Dream Master** by Capcom (\$42.95 - Available October 90, 2 meg).

#### GamePro Game Rating







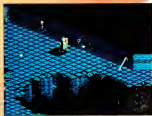
## By Bro' Buzz

The forboding entrance to the Labyrinth of Eternity lies open before you like a huge, gaping maw ready to swallow the world. Now is the moment of truth. Do you dare venture into the inky blackness to find your long, lost master, the wizard Mordamir? You bet!

### Deep, Dark, and Handsome

Step into *The Immortal*, a new adventure/roleplay cart from Electronic Arts that plunges you into the depths of a dark dungeon world guaranteed to make you scream for a flashlight.

Right off the bat, the *Immortal*'s graphics will grab you — they're a knock-out! The overall look is dark and shadowy (after all you're underground), but the characters and the playing fields are depicted in a gorgeous, realistic style, not the cartoony look found in many NES role-playing carts. You also get an interesting three-quarter view that creates an excellent 3-D perspective.



Try the Amulet here.

The animation is also first-rate. The characters move with precise, fluid movements that are totally cool!

### Work Your Way to the Bottom

As an aged wizard you trek down through seven dangerous levels. The *Immortal* is primarily an adventure cart with

an emphasis on mystic problem-solving. But in addition to a steady diet of hacking, slashing, and fire-ball casting, there are roleplay elements such as bartering with other characters for info, potions, and handy items.

**PRO TIP:** *Keep bartering for items even if you can't afford them. Haggle and traders sometimes lower their prices.*

On each level you explore a series of rooms, where you encounter assorted characters, monsters, traps, and puzzles. The levels are real brain-busters, but at least you get three lives per level and there's a password feature.



The Goblin King has worms.

**PRO TIP:** *To defeat the Goblin King on Level One, drop the spores onto the dirt, LEAVE, and re-enter. The king's doomed — but mark his last words.*

**PRO TIP:** *The Proteus ring enables you to walk unnoticed by most goblins, but don't get too close.*

The gameplay may take time to master. The three-quarter view requires you to press the diagonal directional controls in order to move left, right, up, and down. With standard NES controllers, this sometimes makes quick movement cumbersome.

### Who Goes There?

Inevitably you run into ormy Trols, Ogres, and invisible shadow creatures. Then, the game switches to a sharp-looking, close-up, full body view of you

and your assaiant standing toe to what-ever. Since you don't run or jump and you only have five moves (jab, forehand slash, backhand slash, dodge right, dodge left), the hand-to-hand combat is relatively slow paced. But despite the limited choreography, the fighting's just lively enough to be challenging.

**PRO TIP:** *You can see the shadows of the invisible creatures if you light a torch in the room.*

Other dungeon dwellers you'll tangle with (in regular game view) include vampire bats, eerie Will O' the Wisps, and gigantic worms that swallow you in a single gulp. And there's an angry dragon waiting down there, too.



The dragon breathes down your neck.

**PRO TIP:** *Take the Will O' the Wisps with a scroll; they attack your enemies even if you're dying.*

### Get Down!

The *Immortal* is a real standout, definitely worth the price of admission. It isn't totally role-play, and it isn't totally action/adventure, but it weaves together entertaining elements from both genres.

Dive into *The Immortal* — unless you're afraid of the dark.

*The Immortal* by Electronic Arts (\$48.99 — Available Nov. 3 mags, MMCS).



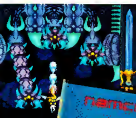
# THE IMMORTAL



# Master The Skies

Imagine yourself astride a winged horse, thrusting and slashing with a magical sword... Or skimming the earth on a futuristic airbike, blasting through waves of attack robots... Just imagine... Now get ready for the kind of innovative games we're known for.

New from NAMCO, the  
Game Creator



Ancient gods of Greece at war! Evil Typhon, lord of the underworld, has kidnapped lovely Artemis, the moon goddess. Apollo, the sun god, attempts a rescue astride the winged horse Pegasus. With your expert guidance, they soar through the sky and battle the likes of the snake-headed Medusa, and Charybdis, the sea monster. Extra fire power, lives, and speed will help in the final assault...but don't forget to grab Phelios, the Sword of Light, when it is offered.

Space combat at the Earth University. That's what you signed up to learn. Armored attack robots are blown away as you deftly pilot your deadly airbike through fantastic 16-bit 3-D-like graphics of Earth terrain and alien ruins. Next class, you hop in your fighter plane to battle boss enemies and mop up in the bonus rounds. When you've finally mastered armorment upgrades and piloting skills, you'll pass level six and graduate, earning the title "Space Fighter."

"Great colorful graphics that will knock you out of your chair! Dazzling multi-moving graphic imagery and theme music... Exceptional!"

—1991 Video Game Buyers Guide



**NAMCO**  
The Game Creator



By Abby Normal

Though there will never be another Bruce Lee he does, fortunately, have a successor -

Jackie Chan. Adding a dash of comedy to his routines, Jackie has become Asia's post-Lee kung fu movie superstar, and he may soon become America's kung fu hero, too.

Jackie is about to make his debut in a new cart called, what else, Jackie Chan's Action Kung Fu. In this action/adventure cart Jackie travels over dangerous lands and into treacherous skies to find his twin sister, Josephine, who's been kidnapped by the Sorcerer.

### The Sorcerer's Sidekicks

Boiling lava pits and raging waterfalls as well as the odd Bengal tiger are some of the dangers Jackie encounters as he passes through Levels One and Two. These forces of nature coupled with extremely fast paced vertical and horizontal scrolling present Jackie with a tremendous challenge. Even if Jackie is in the heat of battle, the screen scrolls on. So, if he doesn't hustle to beat up his enemies or grab "bonus jade," he's a goner!

**PROTIP:** Sometimes it makes more sense to save time by avoiding small enemies, such as birds and mice.

**PROTIP:** Use Jackie's Psycho Weave on the larger enemies. Hold down B for a few seconds, and then release it.



**PROTIP:** To defeat the Level One boss, use the pedestals on either side of him to jump kick his face. Alternating between the two pedestals, you should finish him off with ten solid kicks.



**PROTIP:** In Level Two, the rock ledges Jackie must climb to get away from the lava crumble if he spends too much time on them. While you wait for the next set of ledges to appear jump up and down to keep the ledge from crumbling entirely.

### Shell Shocked

Puffy clouds and jet powered turtle shells act as skyward stepping stones in Levels Three and Four. In short, it's a veritable jumping nightmare. For example, those cushy clouds pack a lot more spring than you think. If your timing is off, Jackie will miss the next cloud and land on an enemy. The turtle shells, on the other hand, won't bounce Jackie into oblivion, but some of them lose their jet power when he lands on them.

**PROTIP:** To easily avoid most of the enemies along the river bank in Level Three simply jump into the water and duck under (push Down). Once you reach the floating rock platforms jump out of the water to pass the spiny blow fish. Then float the rest of the way down.



**PROTIP:** It takes precise timing to pass the wall of electric currents in Level Five. During the split second intervals jump onto the next platform, but duck down immediately. Repeat this process until you reach the top.

Jackie Chan's Action Kung Fu is a tremendously fun and challenging game.



There are lots of fancy martial arts moves to toy around with, and the variety of action grabs your interest and holds it. More importantly, the big, bright, and incredibly detailed sprites provide good control. Get a jump on Jackie Chan, it's worth it.

Jackie Chan's Action Kung Fu by Hudson Soft (\$49.95 - Available Now, 2 megs, MIBCS)

GamePro Game Rating



# Seize!



Play bombardier in the Hover vehicle!

Snag a few Wave weapons to help in your grueling fight!



Climb on ceilings using the Spider vehicle! Spray bullets with the help of the Walker(L).



**Do You Have the Savage Instincts Required to Save the Countries of United Earth from War-Crazed Robots?**

The lives of trillions depend on you – Low G Man, the most extraordinary warrior alive. If you are to succeed in your mission, you must master the deadly armor-piercing spear, an electro-mag-

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**Are You Sly Enough to Seize Enemy Vehicles & Weapons?**

Capture the *Hover*, *Walker*, and *amazing Spider vehicles!* Freeze the enemy with your EMDP, then jump on and stab the robot driver.

With these vehicles you'll have loads of weapons and you can pilfer even more: a Bomb, Fireball, Boomerang, and the mighty Wave!

With Low G Man you get blazing action, detailed scrolling backgrounds, infectious music, multiple levels, heavy power-ups, *infinite continue* & a *password*.

**Can You Handle "Low G Man"?**

If you're ready for a game that gives you everything and only asks for your extreme concentration, then watch for Low G Man.

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# GENESIS PROVIEW



## By Andromeda

The year is 2048 A.D. Meo, the Grand Master, has sent his army to Earth from his home on a distant nebula. His plan is to take over the planet and rule the world from a space station on the Third Moon. With much of the Earth already under the control of the Grand Master, humankind's only hope is the Striders, the last defenders of justice on Earth. As Hiryu, the youngest man to ever achieve the rank of A-Class Strider, you must hang-glide into the captured territories and destroy this alien menace before it's too late.

Strider is more than familiar to fans of the coin-op smash; the good news is that this game pak for the Sega Genesis is a faithful translation of the arcade hit.

## Fantastic Fighting

Once you've landed in the captured territories the action turns ugly as you battle through five stages across the planet - all by yourself.

As a Strider you're a highly trained expert in the arts of espionage and war - future-style. Your ability to tumble, flip, climb, crawl, and cling to surfaces ranging from snowy mountainsides to steel girders is phenomenal. You're also armed with a deadly space-age weapon - a plasma sword called Falchon that bites through flesh and metal with a blazing flash.

The alien army is not your average band of soldiers. You'll battle a crew that ranges from robots and other metallic monsters to savage Amazon women and the mysterious Grand Master himself.

## Striding Across Kazafu

In Stage 1 you'll tumble and climb your way through a strange version of Red Square, complete with futuristic buildings, deadly-steel girders, weld robots of all shapes and sizes, as well as alien army commandos. The deadly boss at the end of this level is a giant metallic caterpillar, Urboles, who wields a hammer and sickle.

**PRO TIP:** Watch for power-ups! These include a capsule that makes your plasma blade longer, extra health and life bars, temporary invincibility, and even a droid who flies along next to you and helps you battle your enemies.



**PRO TIP:** After you destroy Strobaya, the muscle man, jump under the platform he was standing on to avoid the falling flames.



**PRO TIP:** Defeat Urboles by climbing on its back and riding it as you hit it on the head.

Survive Kazafu and you'll find yourself stuck in Stage 2's Siberia. Outside you'll battle wolves and other denizens of this frozen wasteland. Inside the Siberian Mine fight through an eerie machine-works, complete with grinding gears and other hi-tech hazards. Escape the mine and battle high above ground on the landing dock while lightning flashes. From the landing dock leap from shuttle to shuttle while you dodge parachute bombs. Reach the giant cruiser and battle three deadly martial arts guards and the pilot of the cruiser to defeat the level.



**PRO TIP:** To blow up the giant robot gorilla, Mecha Pon, in the mines rush and hack at him as fast as you can. Run away quickly when Mecha Pon starts to explode. If you're standing too near you'll be damaged by the flames that fly from his head as it hits the ground.



**PRO TIP:** After you leave the mine race down the steep snowy slope as fast as you can, or you won't make the tricky cliff jump.

Stage 3's battle takes place high in the skies aboard Balog, the evil Grand Master's flying fortress. You begin your fight on deck and then work your way deep into the ship's interior where you clash with Frog robots, dodge turning gears, and try to avoid being smashed between closing platforms. The action takes a surprising turn when it switches to anti-gravity mode and you find yourself walking on the ceiling and learning to make all of your moves upside down. Stage 3's boss is a giant purple-eyed robot lodged inside of a huge anti-gravity dome.

**PRO TIP:** When you reach the closing walls climb up as fast as you can, flipping back and forth from wall to wall to reach the top more quickly.

# STRIDER



**PRO TIP:** The Anti-Gravity Unit in its giant purple dome sucks you into its orbit and spins you around three times before it hurls you against the wall. While you spin around slash it as many times as you can. When you hit the wall you lose one life bar. Save the life power-up at the bottom of the dome until your life gets low. If you conserve this power-up until you need it, you should be able to get enough hits in on the Unit to do it in before it sends you into orbit permanently.

Journey deep into the jungles of the Amazon in Stage 4. Here you'll swing from vine to vine, dodge exploding toadstools, climb trees, and fight off screaming Amazons determined to cut you down to size with their boomerangs and hatchets. As you battle further into the jungle you'll learn its mysterious and dangerous secrets – such as the deadly Piranha who lurk in the water waiting to devour you should you fall, and the giant robotic dinosaurs.



**PRO TIP:** There's an easy way to cross the collapsing log bridge. Just jump on the first few logs so that the entire bridge collapses. Then backtrack and grab the power-up. Now leap across the cliff and climb up the brick wall on the other side of the bridge.



**PRO TIP:** To bash Lago, the giant robot dinosaur, simply climb up the vine in the tree next to him. If you fight Lago from here you avoid his dangerous claw, and you can easily slash him in the face to destroy him.

In Stage 5 you journey to the Third Moon for the final confrontation with the alien forces and the Grand Master himself. Against a strange backdrop of satellite dishes, red towers, and other metallic structures you'll battle an army of metallic soldiers of every type and description. As if that weren't enough you'll find you have to re-fight many of the previous bosses including Urboles, Lago, and the Anti-Gravity Unit. And then, high atop a metallic scaffolding made of what looks like skeletal fingers with deadly spikes and rails, you'll have to tumble and leap in mid-air as you battle the Grand Master.



**PRO TIP:** Head into the secret room during the anti-gravity phase of Stage 5. Battle three martial arts guards for a power-up. **PRO TIP:** Use the same tactics to defeat all of the bosses the second time around – except for the robot dinosaur Lago. There's no tree handy this time so you'll have to battle him from the ground.

Strider is hot from the arcades and features gorgeous graphics, non-stop arcade-style action, and an especially captivating and unusual sound track. At last, an arcade translation that's as hot as the original coin-op! What more is there to say – you'll take this one in stride!

**Available only at GamePro America (Price Not Available) (Available Winter '90, 8 mega).**



# ER

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1 Hang gliding deep into enemy territory is just the start. Past these gleaming turrets lie frozen wastes, mechanical purges and gigantic battleships.



2 Beware of the burly machine gunners. Unleash your laser sword. Watch for the special item to get a super sword.



3 Use your grappling hook to clamber up vertical walls, while fierce guards attack without mercy.



4 On the top of a building, climb rickety scaffolding to build your stamina. Also collect a mechanical attack bird here.



5 Collect two drones and then you get the white mechanical partner to help in your assault, as he leaps at the moon.

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# ES STRIDER.

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6 Mad wolves lunge at you from deep in the arctic wastes. Here you can get a friendly droid to help you battle the enemy.



7 In the midst of angled scaffolding, mechanized defenders rock on ball bearings as they try to blast you into atoms.



8 Within the forest you fling yourself onto swinging vines and meet Amazon women. Don't fall—deadly piranha fish infest the waters below.



9 Automatic cannon fire assaults you aboard the fleet cruiser of the evil empire. Soon you'll face its largest cannon—it's awesome.



10 You must face and defeat such mechanical minions of death, before you reach the inner sanctum of Number One.

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## By Slo Mo

Hellfire is a horizontally-scrolling space shoot-em-up from Seismic, where you pilot a lone starfighter against an overwhelming alien force. Thunder Force II and III for the Genesis as well as R-Type for the TurboGrafx-16 feature similar storylines, graphics, and gameplay.

However, Hellfire's difficulty level is a notch above these formidable shooters. In fact, this cart is almost too tough for any but the most skilled (or stubborn) Genesis stick jockeys. If you're nuts for awesome, thumb-blistering, hellified challenge, rev up for this one.

## Against All Odds

Your impossible mission is to fly three rounds, six stages per round against the six base planets of the sinister Super Mech regime. If you advance a round



*Hellfire: If looks could kill...*

(and that's a big IF), the stages remain the same but the enemy shoots faster than before and the final screens are different.

Start your world wrecking with one to four ships, either 10 or 19 continues, and at Easy or Hard levels. You need every break you can get, and there's no pass-word feature. What's tougher than Hellfire? Hellfire, Round 2 or 3, Hard setting.

**PRO TIP:** Use pseudo-slo mo. Tap Start to toggle pause on and off as you sink past the tough spots.

The graphics are sharp, but not flashy. However, Qat (Base 2) is one of the slickest-looking game stages around, featuring an Egyptian motif with deady animated hieroglyphs.



**PRO TIP:** Nuke Stage 2's bouncing sarcophagus by blasting the red band around their centers.



**PRO TIP:** The dodging's minimal versus the pistn Stage 2 sarcophagus boss if you hug the left screen edge.

## Gun Control

Your weapons are effective, but they don't provide any clear out advantage over your enemies - slick flying's the thing. Expect to die frequently.

**PRO TIP:** In Stage 3 the gun turrets below don't shoot when they're offscreen.

Standard armament consists of a single shot pulse cannon and Hellfire, an impressive-looking blast of energy. However, Hellfire's bytes are better than its bite. Ammo is limited, and you still need pulse shots to defeat end bosses.

**PRO TIP:** Four Hellfire blasts do in the pesky Stage 1 mid-level boss.

Your space raider can fire four ways - forwards, backwards, up and down, and four-corner diagonal. Blast aliens to power up your guns, net Hellfire shots and nab Speed, a Shield, and a Seeker drone that automatically attacks enemies.



**PRO TIP:** Master the blue four-corner diagonal shot.

**PRO TIP:** Speed kills; two Speed-ups are usually all you need. Don't grab any during Stage 2.

## What the Heck

Hellfire's basic features don't soar above other space shooters; however, we'll still send out a scramble to Genesis space aces. Beat this cart to really earn your wings! If you're looking for a pure outer space shooter that you'll love to hate, go to Hellfire.

*Hellfire by Seismic (Price Not Available - Available Now, 4 mags)*



# HELLFIRE

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Little League Baseball has been an American institution for 50 years — and you can be a part of it. If you're a Little League fan or a Little League player — or if you ever wanted to be — here's your chance to go for the glory!

### Crystalis

WHEN the Great War brought civilization as we know it to an end, it ushered in a new era of sorcery and magic. The magicians used their magic to keep peace for a hundred years ... Until an evil magician named Draygon began to use his powers for conquest.



To combat Draygon, the other magicians constructed four swords of wind, fire, water, and thunder. Used together, they would transform into the mightiest weapon ever created: Crystalis. But Draygon seized the weapons and scattered them far and wide.

Only one hope remained: A young lad, himself a great magician, who had been imprisoned and frozen during the Great War. The magicians pooled all of their powers in an attempt to revive him. When the boy awoke, they had vanished, leaving him to find his destiny in this strange new world.

In CRYSTALIS, you play the role of the young magician, making your way through Draygon's hostile land in an effort to locate the weapons you will need to defeat him. Draygon's monsters and black magic will threaten you at every turn; but you must not falter — only you can deliver the world from his scourge of evil!

### Mechanized Attack

AT FIRST, it looked like just another revolution. But reports have come in that the rebel forces are backed by an unusual array of high-tech weaponry — and that the rebel soldiers may actually be a fearsome new breed of fighting robots! If this revolution succeeds, the safety of the entire world may be threatened ... And that's where you come in.

You must attempt to infiltrate the island base of the rebel forces. But before you even reach the shore, you'll have to contend with enemy gunboats, frogmen, choppers, and destroyers. The island itself is patrolled by enemy soldiers armed with machine guns, daggers and grenades; vicious attack dogs; and lethal airborne probes, programmed to destroy intruders on sight. And if you reach the rebel headquarters, you will face the most terrifying threat of all — only no one has made it back to reveal its nature.



Many unknown dangers lie in wait, but you'll be equipped with a complete arsenal — an assault gun, rocket launcher and grenades — to provide you with a fully mechanized system of attack. You haven't got a minute to waste — it's time to launch your MECHANIZED ATTACK!

### Dexterity

DEXTER DOLITTLE has an amazing imagination! He can imagine himself to be anywhere he would like — including his many magic puzzle rooms.

Guide Dexter on his merry way as he jumps from tile to tile, flipping them over — while he dodges, blocks, and captures captivating characters of all shapes and sizes. Some of his magic puzzle friends can be changed into fabulous fruits. Find the hourglass, hammer, and magic heart to gain bonus points and extra imaginary rooms. But watch out for the scary skull, which can stop Dexter short before he finds the delectably delicious ice cream worth 5000 points!



You won't find more fun and fantastic haphazards in any other Game Boy cartridge as you will in these 30 nimble-fingered, fast-paced rounds of Dexter's dubious imagination.

So find the magical key to unlock the door to not only Dexter's, but your own wonderful imagination!



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By Dr. Dave

They're at it again! In the year 2321 A.D. mysterious aliens from parts unknown invaded Earth. Areas of the planet are already under their total control. The commanders of the Federation Army are frightened and frantic. Possessing a fighting force far beyond anything ever encountered on Earth before, the invaders seem sure to do in humankind once and for all.

And yet there's a ray of hope! The Federation was lucky enough to capture one enemy weapon and over the course of several years they've managed to duplicate the invaders' incredible technology. Now the Federation is ready to launch its final counterattack - "Operation Last Rally." Their secret weapon is "Veigues," an awesome fighting robot!

## An Impossible Mission

Your mission is to guide Veigues through ten terrifying levels of horizontally scrolling combat against the entire enemy army. The action is tough in this one player title, and you've only got one life (no continues) between you and the Game Over screen.

Your goal for each level is basically the same. You guide Veigues across the different terrains - whether it's through a lake, across a rocky field, or inside a hi-tech tunnel. You must reach the end of the stage and defeat a mechanical boss to advance to the next stage. As the different enemies appear you decide which of Veigues' three different weapon systems to deploy, when to battle on the ground, and when to leap in the air.



**PRO TIP:** Sometimes enemies are right on top of Veigues but you won't take any damage as long as you're shooting at them non-stop. For example, these mini-tanks in Stage 2 can't hurt you as long as you're blazing away at them with your Right Arm or your Body weapon.

Game play is based on the "damage" system. To survive and succeed in defeating the enemy you must do more than simply control Veigues' fighting power. In between stages you go to the Supply Screen where you use the points you've earned destroying your enemies to repair any damage Veigues takes, and decide how to arm him to best attack and defend himself in the next level.

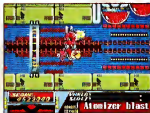
## A Mean Fighting Machine

Veigues is a fighting vehicle like none you've ever seen before. This giant robot looks clumsy, but it can glide swiftly back and forth across the screen, pivot from left to right, and even leap and eventually fly through the air.



**PRO TIP:** Veigues doesn't take any damage when he's pivoting from left to right or vice versa. You can pivot repeatedly in difficult situations to minimize your damage, like when you're trying to get through the laser beams in Stage 4 and 6.

Veigues has a complicated system of weaponry. You monitor Veigues' different functional systems with his "dashboard." Veigues' Shield Pack protects him from enemy shots - as long as it's powered up. The Shield Gauge window tells you how much power Veigues has left in his shield. Veigues can have up to six separate Shield Packs.



**PRO TIP:** Your dashboard indicates how many Shield Packs you have left. If your last Shield Pack is depleted you'll lose your head - literally! Then you'll have another chance and when that Shield is depleted you'll lose your Left Arm. Now you're fighting with just your Right Arm. If the Shield is depleted one more time you'll lose your right arm and you're totally defenseless. When that final Shield is zapped (which it quickly is since you can't defend yourself) you self-destruct and the game is over!



**PRO TIP:** If you add one or two Shield Packs per stage you'll have more than enough to protect yourself. Resist the temptation to put all of your points into Shield Packs. You'll need to improve all of Veigues' weapon systems as well as his defense system or you won't get very far.

To attack his enemies Veigues uses his Right Arm, armed with different kind of Beam Guns, his Left Arm, which packs a Full Punch System, and his Body, which fires a powerful Optical weapon.

**PRO TIP:** Build up your Body Weapon to the maximum level by Stage 6. This powerful weapon is essential for beating the higher stage bosses.



# VEIGUES TACTICAL GLADIATOR



**PRO TIP:** By the time you reach Stage 7 you'll need maximum Field Punch Power to battle a veritable horde of mechanical nasties.

Your Vernier Gauge tells you how much energy Veigues has for jumping. As he reaches higher levels of Vernier power he can actually fly across the screen.



**PRO TIP:** You'll need high levels of Vernier power when you reach areas such as Stage 5 where you'll have to leap across lava pits to avoid being fried.

Other helpful info on Veigues' dashboard includes an Alarm Message Window which tells you when enemy energy

is near and 3-D Searching Radar that lets you know which direction the enemy is coming from.

## A Mess of Mechanical Monsters

The enemies Veigues must destroy to survive each stage get stronger with each successive mission. Using their superior technology the enemy has created an army of robots and other mechanical menaces of every shape, size, and color. Ranging from small flying droids to tanks, airplanes, and deadly enemy bosses at the end of each stage this army packs a powerful hi-tech punch.



**PRO TIP:** Each of the enemy bosses has a distinct pattern. Study it and then use the weapon that best takes advantage of the pattern. For example, beat the Stage 2 boss by standing to the left edge of the screen, firing at him with your Body gun while he's in the air, and then jumping when he lands to avoid the projectiles he fires.



**PRO TIP:** Beat the Stage 4 enemy boss by standing to the left of the screen and firing at the boss as fast as you can until he runs towards you. Jump to avoid him and then land and resume firing when he runs back to the other side of the screen.

## Mind over Machine

Veigues Tactical Gladiator is an interesting change of pace for TurboGrafx-16 gamers. It's sort of a vehicle game, but not really. It's sort of an action game, but not really. In fact, it's sort of a category unto itself. There's plenty of good old-fashioned shoot-'em-up, but the key to Veigues is how well you strategize your use of Veigues, the machine. If you make smart decisions as to how to power Veigues up between stages, he'll survive and keep on fighting! So shoot away, but remember to use your smarts, too! Show them that you're the real tactical gladiator.

**Veigues Tactical Gladiator** by NEC (\$61.98, Available Now, 3 megs).





By Dominion

Ys (ees), the beautiful kingdom in the clouds, was once a place of peace and prosperity ruled by two beautiful goddesses and their six priests. Then the evil Darm usurped the power of the Black Pearl and dispersed the sacred Six Books of Ys, the keys to the goddesses' benevolent powers. Now Ys is in the grips of the dark magic of Darm, and as it sinks into the depths of corruption, so, too, does it fall from the sky!

## Two-in-One

It's up to you to literally keep the sky from falling in Ys - Book I & II, a CD-ROM game from NEC. Get set for a tough, long-term adventure; this massive roleplay title packs 500 plus megabytes - game-playing data.

Ys sports a standard roleplay interface that's a breeze to use. You are Adol, a brave warrior who's been chosen by the goddesses of Ys to free their land from the sinister invader. Actually, you tackle two separate quests in this game, which makes your adventuring twice as intense. In Book 1 you must recover the Six Books of Ys. Then in Book II you return the books to the priests, retrieve the Black Pearl, and destroy Darm.



300° scrolling screens with an overhead perspective make for phenomenal "you are there" role play action.

## Ys on Down the Road

This is one of most dangerous quests around! Ever since the Six Books vanished, the ancient land of Ys has become a place of horror overrun with

# Ys

## BOOK I and II

goons, who patrol the land on the lookout for humans. There are 14 bosses alone, so expect to fight often; however, Ys features classic roleplay fight sequences, where you're pretty much a spectator to the onscreen action.

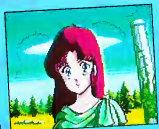
As you travel to various towns you'll find 150 items and meet other characters who you try to pump for information relevant to your hunt. Most of the towns are nothing more than sacrificial holding areas, where human beings are Darm's unwilling playthings.

## The Greatest of Ys

If you're a roleplay adventurer who's been waiting for a reason to invest in a TurboGrafx-16 CD-ROM unit, here it is. Ys - Book I and II has got it all - great graphics, engaging RPG gameplay, and a brain-draining quest. On top of that, the music to this game is definitely high budget - 43 stunning tracks. You also get a total of 24 minutes of digitized character voices, using real actors and actresses. There are also some excellent animation sequences (20 minutes worth), which appear after you solve each book.

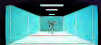
Want to make the jump to an entirely new role-play world? It's Ys-ys.

Ys - Book I and II by NEC (\$81.99 - Available Now).



Ys features gorgeous animated sequences.

# An encore performance!



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By Chip Lang

Tired of the same old shoot-em-ups? Seen one too many similar-looking baseball carts?

Well, Master System fans, something completely different is about to fall your way. The name of the game is Columns, and if you like Tetris-style puzzlers, this is the best thing to come along for the SMS in many moons.



## One Blink and You Lose

Although the action moves so fast you can't afford to blink your eyes, you'll find the concept of the game is relatively simple. You begin with a blank game board, but within seconds a set of three vertically-stacked objects call Blocks drops from the top of the screen. When it reaches the bottom of the screen another quickly follows. As the Blocks begin to stack up, your mission is to guide the sets down with the directional pad in such a fashion that you link at least three blocks of the same color together – either vertically, horizontally, or diagonally. Then, they disappear and you score points. As a set falls you can also rearrange the order of the Blocks with Button A and B. The major rule in the game is "don't let your blocks reach the top of the board." If they do you get the big "Game Over."

The first few Blocks fall into place quite nicely, but don't let this apparent ease fool you. The fun begins as soon as the falling Blocks begin to pick up speed.



**PRO TIP:** Think ahead! In the upper left hand corner of the screen Columns displays the next set of Blocks coming.

**PRO TIP:** When the Blocks get to falling really fast you might not have time to glance at the display. Don't panic. Make a match and it takes the computer a few seconds to rub out the Blocks. Use that time to size up your next move!

Try not to limit yourself just to three-Block matches. Go for four- and five-way matches, too – the more you link together, the more points you rack up. Make a match that makes other matches when the Blocks drop down, and you might zap 20 or more Blocks at a time.



**PRO TIP:** Occasionally, just when you think the game's over, the computer drops a Magical Jewel. This happens during Level 8 and then every other three levels.

Place the Magical Jewel on the color of your choice and like magic every Block of that color disappears!

## Columns For Two

Columns features some great variations that keep the action fresh and new. First of all, you can play with five types of Blocks – jewels, dice, fruit, playing card symbols, and plain ole' cubes.

**PRO TIP:** Since you stare at the screen for a long time, experiment. Some objects are easier to see than others.

If you're playing alone, try the Flash option. Here your mission is to dig deep into a pile of Blocks and uncover a flashing Block. You set the size of the pile, but be careful – it gets a lot harder the higher you pile the Blocks, and time is of the essence here.

For some hot two-player action try the Versus mode. You go head-to-head against a friend in either Normal or Flash game play. In Normal mode you're competing for score. In the Flash mode you try to beat your buddy to the flashing Block. If you knock out a set of Blocks, then the bottom of your opponent's stacks moves one step closer to the ceiling. Make a really hefty match, and you send your opponent sailing through the roof!

**PRO TIP:** When playing Flash with a friend don't automatically go for the flashing Block. You can win just as easily by sending your opponent through the roof.

If you're into peaceful coexistence, check out Co-Operative play. Here you and a friend take turns placing the Blocks, trying to pump up the score and soar through the game's levels.

## Columns Stacks Up Well

Warning: Once you get your hands on Columns you might not be able to put your controller down. The graphics and the sound aren't bad, but the adding challenge is excellent! This is the best game to come out for the SMS in a long time.

Columns by Sega of America (\$29.95 – Available Winter '90, 2 megs).



Only the power of the mind can  
solve the puzzles of time



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# SCRAPYARD DOG



By the Bohemian

Louie the junkyard guy is a pretty easy going character, but there are a few things he's truly passionate about: his junkyard, Sunday afternoon junk food-fests, and his dog Scraps (not necessarily in that order). Imagine how wiggled out Louie got when, out of the blue, somebody called him and told him they'd confiscated his pooch and wouldn't give him back unless he signed over the deed to his prized junkyard. Fearing for his junkyard...um...er...I mean his best buddy Scraps, Louie gathered up his finest arsenal (a collection of old cars) and set out to rescue his pooch.

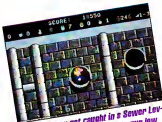
**PROTIP:** Shields are a sound investment — buy them!

**PROTIP:** Purchase a bomb or two from the Junkyard shops (located inside the green dumpsters) for sticky situations, specifically the City levels where birds, basketballs, and runaway tires may bombard you simultaneously!

**PROTIP:** In the Sewer levels it's best to travel on the highest pipes.

Louie's in for one heck of an adventure as these dognappers have no intention of making things easy for him. In fact, the whole thing turns into a wild-goose chase which takes him through six multi-level Worlds, including rat-infested junkyards, seedy neighborhoods, and stinky sewers. Good luck, Louie — it's a dog-eat-dog world out there!

**Scrapyard Dog by Atari (\$24.99 — Available Winter '90, 1 meg).**



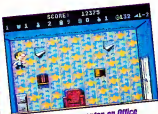
**PROTIP:** If you get caught in a Sewer Level bonus area and you begin to run low on time, the only way to get out is to jump off the edge. Don't worry, it won't kill you. Instead you'll wind up back at the regular (non-bonus) Sewer area.



**PROTIP:** Make the best of the Office Room bonus areas. When you enter an Office Room make a mental note of what type and where the bonus items appear, but don't touch them (if you touch any of the items they won't regenerate when you re-enter the room). Next, leave the room, wait a moment or two, and then re-enter. Now you know when and where the prime bonus items will appear (each item only appears for a few seconds), so get to the optimal position.



**PROTIP:** Use the clouds located in the upper Junkyard levels as "safety spots" to escape being smacked by poop-bombing birds and runaway tires.



**PROTIP:** There are dozens of hidden items in every level of the game. To find them requires some investigation. Take the time to jump up and down between broken fence boards, ledges, and other similar areas. Also, in World 2-1, walk on the lowest of the three available ledges. You'll run up against quite a few pits here but there are lots of free bonus items, too.

# A

*Little*

*Light*

*Goes*

# A

*Long*

*Way*



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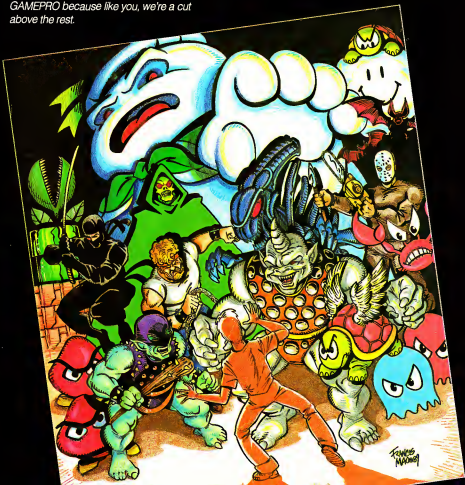
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By *Andromeda*

It started out just like any other day. Two young explorers, a boy and a girl, went out for a hike. Unfortunately, they stumbled across a cave filled with sleeping monsters – the stuff nightmares are made of. Annoyed at losing his beauty rest, one of the monsters zapped the fearsome duo with an evil curse and turned them into cats.

Determined not to spend the rest of their lives hunting for catnip and flea collars the pair decided to work together to break out of the labyrinth that the goons have banished them to.



**PRO TIP:** When you're pushing boulders around remember that as soon as you put them close to a wall you can't move them again! Think before you slide.

The rooms start out easy. Move a few blocks and blast a monster. But just when you think you're cruising you'll discover that you're knee deep in kitty litter.



**PRO TIP:** Catboy and Catgirl can stand on each other's heads!

If you're one hot tomcat, this cart offers another feature that's right up your alley. Finish all 100 rooms and you can use the Edit function to create your own puzzles for Catboy and Catgirl. What's more, you can make them as cat-astrophic as you like!

# CATRAP

## It'll Take More Than Nine Lives

Here's where you enter the picture. As Catboy or Catgirl you'll have to use all of your feline cunning to destroy the monsters in 100 rooms. The monsters aren't dangerous – they don't attack and they're easy to smash if you can get next to them. The problem is that they put themselves in out-of-the-way, hard-to-reach places. You have to figure out how to use the moveable stone blocks, rungs, ladders, and platforms to maneuver your way next to each of the monsters.



**PRO TIP:** You can use the monster's themselves if you need to. Jump on their heads to reach rungs or platforms.

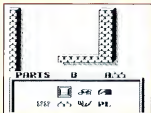
Get ready to bust some serious brain cells! Fortunately for you the makers of this cart have taken pity on your blood pressure and included a special feature that lets you put the game into Reverse! If you've gotten yourself more snarled than a cat with a furlball simply rewind, relax, and start all over again.

**PRO TIP:** There's a clock that enables you to check out just how crazy you are by timing how long it takes you to solve each puzzle.

Password and Round Select features enable you to pick and choose which level you begin on.

**PRO TIP:** The only way to play the final stage is to solve number 99. You can't pick that stage using the Round Select feature.

During some of the higher levels you'll use both Catboy and Catgirl in the same maze, with you switching back and forth between the two.



Make your own puzzle.

## Cat Scratch Fever

This cart's major im-pur-fections from this kitty's point of view are the Reverse function (which makes the puzzles too easy to solve) and the Round Select (again, too easy if you can pick the hardest puzzles right off). It's more fun to have to really work at it! Other than that it's a good cart for puzzle fans everywhere. Just make sure you land on all four feet.

**Catrap by Asmik (\$24.95 – Available Now, 512 K).**

GamePro Game Rating





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By *Andromeda*

If you feel an eerie sense of déjà vu when you hear the name Bubble Ghost, relax! You're not going crazy. This puzzler with the pint-sized ghost for a hero, which in its prior life was a popular PC title, has been reincarnated for your Game Boy.

## Tiny Bubbles

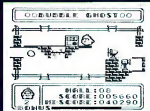
The Ghost in this cart makes his home in the halls of a spacious but dangerous old castle. To amuse himself our Ghost friend has picked up an unusual habit - he's into bubbles. That's right, to entertain himself the Ghost blows bubbles around the castle. But bubbles, as you know, are very delicate and fragile. The Ghost's challenge

## Don't Be A Blow Hard

What's a spirit to do? Blow! Using Button A to control his puffs the Ghost can blow the bubble in eight different directions. What's more he can huff and puff and blow the bubble clear across a Hall or gently puff it ever so slightly.



**PROTIP:** Don't forget that you can blow the bubble diagonally!



**PROTIP:** Watch out for hidden objects or strange ghostly happenings. If something seems a little suspicious try blowing on it. You never know what'll happen. For example, figure out how to make the On/Off switch work and you can turn off an annoying fan!

## Well, Blow Me Down!

The Ghost has five bubbles to play around with before the game is over. He can also continue his game three times. But there's no password or save feature

# Bubble Ghost

is to maneuver his bubble through the entire castle without popping it.

To successfully navigate the entire Castle with his bubble intact, the Ghost must blow it through 35 different Halls. Unfortunately, each Hall's fraught with dangerous obstacles, such as blazing candles, blowing fans, spinning spikes, and deadly gates that appear out of nowhere. While these obstacles pose no danger to the Ghost - after all he can walk right through walls without getting a scratch - they're deadly to the bubble. A

**PROTIP:** Don't make like the big bad wolf when a little puff is all you need. You'll have much more control if you move the bubble slowly and carefully.

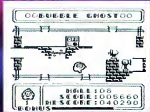
At first a little clever blowing is all it takes to maneuver through a Hall successfully. But as the Ghost tries to navigate through the more difficult Halls he'll find he needs a little spiritual insight as well if he's going to figure out just how to get past that burning candle or that whirling fan.

in this puzzler, so you'll have to make it through all 35 Halls in one sitting to beat the game!

If that seems like a haunting prospect remember that you can also compete for high scores! You'll earn points based on the speed with which you push a bubble through a Hall and the number of obstacles you successfully eliminate.

Bubble Ghost is a fun variation on the traditional Game Boy puzzler fare although a high frustration factor (those darn bubbles are so fragile) does lead to the temptation to "blow the game off," as it were. Average graphics and sound make this a fair adaptation of the original title. Who says you can't teach an old spirit new tricks?

**Bubble Ghost by FCI (\$28.95 - Available Now, 296 k).**



**Don't burst your bubble.**

brush against the wall, the heat from a candle, a quick prick by a spike, will pop the bubble in an instant.



**PROTIP:** Candles? No problem. Just blow them out!

GamePro Game Rating



Graphics Sound Gameplay FunFactor Challenge

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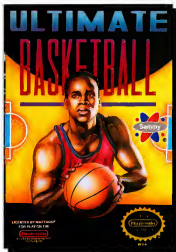
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**By Gideon**

Have you got the lightning-fast reflexes and split-second decision making abilities to master the ultimate racing car? You'll find out in *Roadblasters*, an arcade stalwart now new for the Lynx.

There are a pack of vehicles (or targets, depending on your perspective) vying for their share of the road. Green cars, orange cars, and motorcycles are slowpokes, so they're easy to pick off. Brown jeeps are slower still, but they swerve into your lane without warning. Blue cars are the meanest machines:

## Fill 'er Up!

Managing your short-lived radioactive fuel modules is tricky, but critical. In advanced levels, your starting fuel supply barely gets you halfway through the course. To re-fuel, pick up fuel modules that randomly appear on the road, cross a course's midpoint, or successfully complete a level. Your fuel status carries over to each new race, so it's crucial to load up on fuel every opportunity you get!

# ROADBLASTERS

This road race cum shoot-em-up features 50 treacherous, winding race courses where you hit speeds up to 230 miles per hour! To make things even more difficult, you also have to keep a sharp look out for enemy vehicles, roadside cannons, land mines, and other obstacles.

## Road Warriors

The object of the game is to survive a futuristic race rally without crashing into obstacles, running out of fuel, or being obliterated by other vehicles.

To help you along you get a helpful, detailed onboard computer console that displays fuel level, speed, and score, and alerts you to the presence of land mines. It even calls out useful advice at different points of the race.



**PROTIP:** Advice from the computer at the start of each level hints at what to expect on the road ahead.

If you like to count points, annihilate the competition with your hood-mounted laser. Shoot as accurately as possible, since the hit and miss ratio determines your score.

They run the fastest, seem indestructible, and always gang up on you in packs.

## Aerial Assistance

Fortunately, you have friends from above. An alien spaceship randomly drops special weapons onto your racer. The U.Z. Cannon has rapid fire. The Electro Shield provides a few moments of precious indestructibility. The Nitro Injector turbo-boosts your already impressive speed (but makes your car practically uncontrollable). The Cruise Missile destroys everything on the road ahead for several miles! Each special weapon has limited usage, but the control panel keeps count for you.



**PROTIP:** Listen for the spaceship engine's distinctive sound and reduce speed to catch the special weapon. You can only have one special weapon onboard at a time.



**PROTIP:** Accumulating fuel modules should be your top priority!

*Roadblasters* is an easy game to pick up, but it's extremely difficult to master all fifty levels. Fortunately, at the end of certain courses, you can warp ahead to more advanced levels. Gameplay is very efficient; the directional pad controls speed and steering, and ether control button fires weapons. The bright, colorful graphics are identical to its arcade predecessor. *Roadblasters* is definitely worth taking for a spin around the block!

**Roadblasters by Atari (\$39.95 - Available Now, 2 Megs).**

GamePro Game Rating



## Also By Gideon



Extra! Extra! Read all about it! Now you can play the arcade classic Paperboy anywhere you want to with the Atari Lynx! And Paperboy fans everywhere will be elated to know that this version is extremely faithful to its arcade forerunner and is every bit as fun.

### Gimme Some Dough!

You need some spending money, and delivering the local newspaper is the only job around. To your dismay, you discover that your new route is fearfully called "Calamity Way." Over three dozen paperboys have already tried and failed to keep this route!

### Flingin' Papers

Your objective is to make it through an entire week (7 days) without losing all your customers - or your lives. At the start of each day, you get a map of the houses on your route. Then, mounted on your trusty bike, you deliver papers to all the yellow houses.

Be careful not to miss a delivery or accidentally break a window because these customers will cancel their service. And don't deliver any papers to the creepy non-customers. At the end of each day, your customer map turns any residences you lose into grey non-customer homes.



Study this map in order to plan your deliveries.

# Paperboy



**PRO TIP:** *Just finishing the game is your goal, make perfect deliveries to the very first house since you only have to keep one customer to continue to the next day. Then you can concentrate on avoiding obstacles and racking up points.*

### Get Off 'a the Road!

A multitude of hazards stands between you and your deliveries. Keep an eye out for kamikaze trikes, radio-controlled toy cars, road workers, rabid pets, and other nuisances intent upon knocking you off your route! You also have to cross intersections terrorized by speeding bikers and sports car nuts!



**PRO TIP:** *Stay on the right edge of the sidewalk in the upper right hand corner of the screen as much as possible. This is the best place to be in order to react to sudden obstacles. Remember, you can ride off the sidewalk onto the road at*

*any time, but you can only ride onto the sidewalk from the road at driveway openings.*

### Rackin' Up a Score

In addition to completing your week's deliveries, try to accumulate as many points as possible since every 10,000 points scores an extra life. The easiest way to build up your score is to consistently deliver papers to your customers, but you can also accumulate points if you terrorize non-customers by breaking their windows, knocking over their garbage cans, or smashing the gravestones in their front yards. Additionally, you score by rammimg obstacles and completing the obstacle course at the end of the day.



**PRO TIP:** *You won't lose a life if you crash during the obstacle course, so take your time.*

### Comin' Back for More!

Paperboy shines as well on the Lynx as it does in the arcades. The graphics are nicely detailed, and the gameplay is easy to control. However, arcade vets will notice that the signature Paperboy theme song and sound effects aren't up to par. Despite these minimal shortcomings, this light-hearted game is a welcome change of pace from the usual hack'n slash high jinks and space shoot-em-ups. Paperboy really delivers!

**Paperboy by Atari (\$39.95 - Available Now, 1 Meg).**

#### GamePro Game Rating



Graphics    Sound    Gameplay    Fun/Factor    Challenge



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# TIPS-TACTICS PASSWORDS

SECRET WEAPONS

## Revenge of Shinobi (Sega Genesis)

### Lots of Free Lives!



In Mission 4 of Revenge of Shinobi (The Motor Kill), move to the edge of the ledge, jump up, and push jump again to double flip with shrunken. A 2-up box pops up under the conveyor belt. Keep jumping over and over again and touching the box. Repeat this as many times as you like. Your counter will only show nine, but you'll have more lives than the counter displays.

Blair C. Schwanewede Jr. North Miami, FL

## Ghouls 'n Ghosts (Sega Genesis)

### Pass the Ice Slopes with Ease!



When you reach the Ice Slopes destroy the first two big hands. After destroying the second hand drop down to the level just below it on the right hand edge. Wait for a snake to appear and touch it on the right hand side. This throws you off of the right ledge and down through the thorns - but you'll land on the boss of that level! Just beat him and you're past the Ice Slopes!

Roger Smith, Plano, TX

## Cyber Core (TurboGrafx-16)

### The Ultimate Weapon!



Here's something that they didn't tell you about in the manual. There's a way to have all three types of weapons at the same time if you pick up the following Metamorphosis Capsules in this order: Red, Blue, Green, Green, Yellow, Red. Now let your ship be hit by enemies until it returns to its normal state. Now you're playing with firepower!

Steve McNally, Plainfield, NJ

## Arnold Palmer Golf (Sega Genesis)

### Secret Tournament!



Find the secret tournament by going into the password screen and typing lower case f's all the way across the top row, and 9's across the bottom row. You'll enter a new tournament and have an experienced caddy who'll tell you much more than you were ever told before!

Jason Mendoza, Lincoln, CA



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- Coaching mode
- Password for continued action
- 12 teams
- Super action cinema screens



- 1 or 2 players
- Superior graphics
- Password for continued action
- Instant close-ups
- Over 20 different cinema displays
- 24 Different teams
- Choose from 18 different pitches



- 1 or 2 players
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But remember. Take NO prisoners. Look for STARSHIP HECTOR today. And happy hunting!



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# TIPS-TACTICS PASSWORDS

SECRET WEAPONS

## **Bonk's Adventure (TurboGrafx-16)**

### **1-Up!**

In World 5-4, climb up the waterfall until you see the top of the big block on the left side. Jump on it and then jump into the air and land on the block with your head. Grab the tiny flower that appears, and watch for the large flower that floats towards you. Grab the large flower and you'll earn a 1-up!

**Robert Bruch, Edgewood, MD**

## **Bonk's Adventure (TurboGrafx-16)**

### **Warp Trick with 1 Free Life!**



In World 3-2 set turbo on Button 2. Now press jump and hold down Button II until you reach the other side. Pick up your free Bonk and walk off the screen. This warps you to World 3-5!

**Robert Bruch, Edgewood, MD**

## **Alex Kidd in the Enchanted Castle (Sega Genesis)**

### **Shortcuts**



Near the end of the Castle there is a place where you can purchase

the Cape. Climb on top of the door here and use your Pogo Stick to pogo into the air to get coins. Now move to the right, crawl, and punch the right wall to enter the Castle. After entering, flip the switch quickly to stop the descending ceiling, then move to the right and punch the walls. In the next room flip the first switch that you come to and then go straight in to challenge Ashra in Janken. While you're fighting him activate the Cape, get close to him, and start punching. Keep punching until he loses his arms!

**Chris Gerrick, Noblesville, IN**

## **Ninja Spirit (TurboGrafx-16)**

### **Stage Select**



To reach the Stage Select option in the Mode Select menu do the following. Turn on your TurboGrafx-16 and during the title screen press the buttons in this sequence: II - I - II - II - I - II. Next, hold down Select while pressing Run. Now move your shuriken to the Stage Select option.

**Johnny Jumpup, Redwood City, CA**

## **Teenage Mutant Ninja Turtles (Nintendo)**

### **Share Boomerangs**

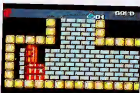


When you're using a turtle that has a Boomerang, select it and throw it. Then, before the Boomerang comes back, quickly switch to another turtle. When the Boomerang returns, the new turtle you have selected now carries Boomerangs also!

**James Kellerstedt, Bristol, CT**

## **Wonder Boy III (Sega Master System)**

### **Secret Door!**



Stand in front of the door that's to the left of the Red Chest on the lower third level of the main tower. Jump and press Up on the control pad while you're at your highest point in the jump. The top half of the door will open, so you can enter and buy weapons.

**Jimbo Lathers, Imperial Beach, CA**



# POWER PACKS



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# SECRET WEAS

## TIPS • TACTICS PASSWORDS

### King of Casino (TurboGrafx-16)

#### Championship Round!



This password enables up to five players to enter the Championship Round. You'll get all of the information you need when you enter the following password:

--KI NGof CASI NO--

M. Labrie/G.E. Grafton, Nashua, NH

### Ninja Spirit (TurboGrafx-16)

#### Sound Test!



To reach the Sound Test option in your Mode Select menu, hold Select and press Start during the title screen. You'll see the Sound Test option in the menu.

Johnny Jumpup, Redwood City, CA

### Thunder Force II (Sega Genesis)

#### Level Select \*



To select Levels 1-9, you'll need Target Earth. First insert Target Earth into your Genesis and turn the power on. Next enter the Op-

tions Menu and change "Pad Reset" to "Enable." Return to the main screen and wait for the story line. When you see the green enemies firing during the story line, pull Target Earth out and pop in Thunder Force II without turning the power off. Now hit Reset and the you should see "MID" beside the title screen. Go to the Options screen by pressing Button A and Start simultaneously. Use Left and Right on your controller to select a stage between 1 and 9. If you go over 9, the game will not work!

Robert Parry, Mundelein, IL

\*See Warning on Page 164.

### Electrocop (Lynx)

#### Door Codes for all 12 Levels

Here are the door codes to all 12 levels of Electrocop! EL2 stands for Exit to Level 2. W stands for weapons, and O stands for nothing.

#### Lev. 1 .....Code

- #1 .....2473 EL2
- #2 .....9874 EL2
- #3 .....8743 W

#### Lev. 2 .....Code

- #1 .....3287
- #2 .....5409

#### Lev. 3 .....Code

- #1 .....9284 EL4
- #2 .....7210 EL4
- #3 .....3936 W
- #4 .....7395 W
- #5 .....8294

#### Lev. 4 .....Code

- #1 .....0394 W

#### Lev. 5 .....Code

- #1 .....8658
- #2 .....5462
- #3 .....9973
- #4 .....7642

#5 .....0912

#6 .....0974

#7 .....7865

#8 .....4285

#### Lev. 6 .....Code

#2 .....8765 EL12

#### Lev. 7 .....Code

#1 .....6021 EL4

#2 .....5824 EL9

#### Lev. 8 .....Code

#1 .....7698 EL6

#### Lev. 9 .....Code

#1 .....0170 W

#2 .....1092 O

#3 .....7102 W

#4 .....4726 O

#5 .....1375 EL11

#6 .....2857 W

#7 .....6998 W

#8 .....1798 W

#9 .....4391 EL1

#### Lev. 11 .....Code

#1 .....0293 EL12

#### Lev. 12 .....Code

#1 .....2367 W

#2 .....6443 W

Ray Leclair, Espanola, Canada



A CLUE TO THE SIZE OF YOUR ENEMIES IN OUR NEW GAME.



NEC

# SWAT

## TIPS & TACTICS PASSWORDS

SECRET WEAPONS  
SECRET LOCATIONS

### **Altered Beast (Sega Genesis)**

#### **Unlimited Lives!**



First, put Golden Axe into your Genesis. Wait for the SEGA logo to appear and then pull out the cartridge without turning off the system. Next pop Altered Beast into the Genesis (without turning the power off) and press Reset. You can check to see if the trick has worked by going into the Option Mode and checking to see if the player number is 0. If it is, you have unlimited lives.

**Tony Lipscomb, Baton Rouge, LA**

### **Alex Kidd in the Enchanted Castle (Sega Genesis)**

#### **Unlimited Men!**



To get unlimited men in Alex Kidd first plug in Space Harrier 2 and then go to the Options Menu. Take Space Harrier 2 out of the machine without turning the power off. Now put in Alex Kidd and you'll have unlimited men. (This trick also works using Super Thunderblade instead of Space Harrier 2).

**John Rest, Newland, NC**

**WARNING!!** Tricks that involve removing games while the power is on can seriously damage your Genesis, Nintendo, TurboGrafx-16 or any other game unit. Perform them at your own risk.

### **Ghouls 'n Ghosts (Sega Genesis)**

#### **Secret Title Screen!**



To reach the secret title screen insert Super Thunderblade into you Genesis and turn the power on. Wait until the SEGA heading appears and pull Thunderblade out without turning the power off. Now insert Ghouls 'n Ghosts and press Reset.

**Chris Fontenot, Lake Charles, LA**

### **Rambo III (Sega Genesis)**

#### **Unlimited Lives!**



First insert Altered Beast and turn on the power. Wait for the screen with the statues to fade in and then pull out Altered Beast without turning off the power. Next, insert Rambo III. Now press Reset and then Start. You should now have unlimited lives!

**Chad Turner, Montgomery, AL**

### **Revenge of Shinobi (Sega Genesis)**

#### **Turn your Revenge of Shinobi into Super Shinobi!**



First put any cartridge in your Genesis system and remove it without turning the system off. Now plug in your Revenge of Shinobi cartridge and hit the Reset button. You should now see Super Shinobi!

**Martin Laliberte, Quebec, Canada**

AND IF YOU THINK YOU STAND A CHANCE, YOU'RE CLUELESS.

Evil rules the land. Destruction is everywhere. You're Prince Sirius. You know there's only one way to bring peace to your kingdom. Fight like there's no



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quickly or become chopped liver.

Down in the Crypts of slime, you'll find a serious serpent. His fangs can give you the kiss of death. In this game, the bosses are bigger and more vicious than ever before. One word of advice: Walk softly and carry a big axe.

## Legendary Axe II



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NEC

# Ask The Pros

## Nintendo

### Shadowgate

Dear ASK THE PROS,

Two parts in the game Shadowgate have got me stuck. First, how do you answer the sphinx's question so he'll let you pass? Second, is there a door behind the waterfall (near the shark-infested pool)? Please help me.

Adam Voorhees, West Fargo, ND



Dear Adam,

We'll take your second question first. Yup, there is a door behind that waterfall. Go through the waterfall and you'll enter a secret cave. Hit the loose rock on the right wall and you'll find a sack with three very important gems inside.

The Sphinx asks six different questions. All can be answered by giving it an item found in the castle. Here are the questions (in no particular order) along with the correct answers:

1. It has towns, but no houses; forests, but no trees; rivers, but no fish. "MAP"
2. You look at me, I look back, your right hand raises, I my left. You speak but I in vain. "MIRROR"

3. Long neck, no hands, 100 legs cannot stand. Born of a forest nest, against a wall I rest. "BROOM"
4. First burnt and beaten, then pierced with nails, then stepped on by long faced animals. "HORSESHOE"
5. I've no eyes, but once did see, thoughts had I but now I'm white and empty. "SKULL"
6. I'm a fire's friend, my body swells with wind, with my nose I blow. How the embers glow. "BELLOWS"

Dear ASK THE PROS,

I'm having Shadowgate trouble. In the wishing well room, I found the gauntlet, but now the cyclops is in my way. How do I defeat him?

Andy Kenakin, Raleigh, NC



Dear Andy,

Remember that little door on the right wall of the entranceway? That's a closet door, and inside that closet is a sling and a sword. Take both these items, and make sure you grab a rock or two when you're over by the waterfall (just past the lake). When you get to the cyclops, USE rock in sling. Now, do your best "David" imitation and slay "Goliath." Once the cyclops is out cold, finish him off with your sword.

### Dragon Warrior

Dear ASK THE PROS,

Help! I'm stuck in Dragon Warrior. After going through Alegard many times I still can't find where the rain and sun meet to create a "rainbow bridge." Any hints and/or directions would be greatly appreciated!

Alan Krystek, Yorba Linda, CA

Dear Alan,

There's a couple of things you need in order to get the Rainbow Drops that will form the Rainbow Bridge. Most importantly, you must be at least at the 17th level. Once you've achieved that level, you'll need to travel south to the temple and meet an old man. You also must have the Staff of Rain, Stones of Sunlight, and Erdrick's Token.

### Mega Man 2

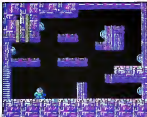
Dear ASK THE PROS,

I can't get past a part of Dr. Wily's castle in Mega Man 2. The area that has the half round balls on the walls that shoot bullets at you wherever you go has me stumped. I never have enough Crash Bombs to destroy them all. Please help me.

Matthew Sprowl, Palmdale, CA



Before...



After...

Dear Matthew,

The area you mentioned in your letter is one of the trickier parts of Mega Man 2. You must sacrifice one of your Mega Men to move on. When you first enter this section, blow up the barriers protecting the wall sensors. Then, let the sensors destroy you. The next time you enter this area, the walls you destroyed last

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time will still be missing. You'll have enough Crash Bombs to destroy all the sensors if you refill your bombs before you get here.

## Sega Master System

### Miracle Warriors

Dear ASK THE PROS,

I have been playing Miracle Warriors, and I finally reached the point where all I need is the three keys. My characters, Fangs, Herbs, and Guiders, are all maxed. I'm in the land of Arcos, but I'm unable to enter all but one of the monuments. I've become bored with killing other characters, losing points, and regaining points. I'd really appreciate any hints that would help me obtain the keys and reach Terind.

B. Kreiser, Omaha, NE

Dear B,

To get to Terind start from the town of Tegea. Go 16 spaces south, hit the "Spell" button and enter the shrine. This shrine holds the first key. Next, go 16 spaces west and enter the shrine. Here's where you find the second key. From here head 10 spaces north. This shrine holds the third and final key. Once you grab that key, exit, go six spaces west, and there's Terind.

## Genesis

### Budokan

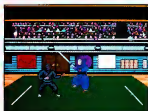
Dear ASK THE PROS,

In Budokan, how do you beat the Ninja in match #10? I've tried every art possible, and the #7 still beats me. There's no defense against her shurikens.

Nolan Giesbrecht, Campbell River  
 British Columbia

Dear Nolan,

The Ninja in match #10 is a real toughie...so we consulted Steve Smythe, the Budokan tester at Electronic Arts. Steve uses a move he calls the "Kendo-bot," a deadly kendo maneuver that will flatten the Ninja. First,



select kendo as your art. When you fight the Ninja in match #10, you must jump towards her - landing a few body lengths away. Walk towards her and press the A or the C button. This will execute the Kendo-bot move - a deadly double strike! This is the most powerful kendo move there is.

## Special Announcement

Introducing a new section to our "Ask the Pros" column - "Ask the Readers." Starting with our January issue, we will feature two questions sent in for Ask the Pros. These questions will each have a number code. If you're an expert on the game being featured, send in your answer to the question. We'll print your answer in a future issue of GamePro magazine and send you a T-shirt for your expert advice. Stay tuned to this column for "Ask the Readers!"

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When you meet Asura the Guardian Deity of the Temple, jump, slash, and swing like a madman. He's the long arms of the law.

You won't get far without an army of Ninja spirits at your side. Remember. It's up to the dead to keep you alive.

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# Short ProShots

## Nintendo

### Conquest of the Crystal Palace (Asmik)



The Crystal Princess has been kidnapped by the evil King Zaras. You as Farren along with your trusty dog Zap have been called upon to rescue the princess. Making your way to Zaras' secret hideout won't be easy, though, as dozens upon dozens of evil henchmen are out to stop you dead in your tracks. Wielding your trusty sword, you must hack and slash your way through this army of beasts. Each time you conquer an enemy you'll be rewarded with coins. The more coins you collect, the more life-giving herbs and power up items you can purchase from the shopping menu. Get busy and get shoppin', you've got a gal to rescue!

### Challenge of the Dragon (Color Dreams)

If you're keen on dragons and wizards then you'll be happy to hear about Chal-



lenge of the Dragon, a new solo player cart from Color Dreams. As the story goes a tyrannical magician has set out to conquer the land. Many have tried to stop this evil being but to no avail - he is simply too powerful. This is your golden opportunity to show off your superior swordsmanship and gallantry. Be prepared for anything. As you strike out on this multi-level journey you'll be threatened by a constant stream of enemies. Sharpen those swords, gamers, it's time to slay a dragon.

## The Bard's Tale (FC)



If you're not afraid of creepy things that go bump in the dark, then you're a prime candidate to take on the 16 murky dungeons in Bard's Tale. As the Bard, a wandering minstrel, your mission is to destroy Mangar the Dark, an evil wizard who has placed an icy (literally) spell on the town of Skara Braae. With no traditional weaponry, it is your repertoire of songs that serve as protection against your foes. You'll need those little ditties, too, 'cause the dungeons are crawlin' with dragons, spiders, and trolls. Fear not as you enter into these battles, though, for each attempt only serves to enhance your combat skills. Music, mischief, and monsters - sounds like the makings for a great role play party.

## Palamedes (Hot B)



Palamedes, named after a famous Greek prince, is a unique puzzle game that will push both your memory and your hand/eye coordination to the limits. The object of the game is to eliminate the rows of a descending ceiling of dice, before they crush you. Each time you match the face number on your shooter die with the same number of a target die, it disappears. It may appear simple on the surface but in reality it's a real brain-buster. Why? The ceiling doesn't wait around for you to rifle through your dice to find the correct one. No way - it just keeps right on growing and descending.

## Princess Tomato in the Salad Kingdom (Hudson Soft)



Minister Pumpkin, a rotten old squash of a villain, has come to cause havoc in the kingdom of Saladoria. Old pumpkin-head has confiscated the king's daughter, Princess Tomato, and is holding her hostage in his castle in the Zucchini Mountains. That's not all - this pompous pumpkin has taken the sacred tump symbol, too! Sick with grief, King Broccoli calls upon you, Sir Cucumber, to rescue the prin-

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cess and the Sacred Turnip Emblem. As you make your way through this vegetarian adventure role play you'll search for clues, as well as gather information from fellow veggies you meet along the way. The trip won't be a piece of carrot cake, though, Minister Pumpkin has called upon his evil "farmies" to make pickle out of you.

### War on Wheels (Jaleco)



War on Wheels, Jaleco's new roller derby cart (for one or two players) is an action game lover's dream. Grabbing, punching, hair-pulling, and body-slamming are all considered fair play. These moves come in handy when you're trying to out-skate opponents for the score. This is the big time here, and each round you win brings you that much closer to winning the international championship. A pretty good incentive to give it all you've got!

### North and South (Kemco Soika)



North and South, a new double player cart based on the great Civil War, gives you the opportunity to relive, and perhaps rewrite, a major piece of American history. Plunged head first into the

scourges of war, your task is to lead your soldiers into battle. Use your most brilliant strategy to successfully gain control of enemy forts and trains. Prepare yourself for losses and setbacks as sudden thunderstorms and even hostile Indian ambushes can strike when you're least prepared for them. There's no scrimping on the action and adventure in this cart. Charge!

### Dungeon Magic (Taito)



One stormy day the devil Overlord, Darces the Dark, sprang forth from the belly of the earth and cast a spell on the kingdom, Grades. There is only one thing powerful enough to vanquish the supreme evilness of Darces – the legendary Sword of the Elements. Unfortunately, nobody knows exactly where the sword is. You, and you alone, must complete the quest for the magical sword in this one person role play adventure. Amazing 3-D graphics compel you to venture forth into a wondrous journey through temples, dungeons, rivers, and villages. There's much more than just travel, though. During your journey you also face making difficult choices, answering tricky questions, and deciphering vague clues.

### Genesis

#### John Madden Football (Electronic Arts)

Suit up and hit the field, folks, John Madden Football has arrived. This cart is



a two player, extremely realistic football simulation featuring teams based on actual NFL contenders. There are plenty of hard-hitting sound effects and amazing, colorful graphics, too. One unique feature of this cart are the Passing Windows – small squares which appear at the top of the screen enabling you to see all of your eligible receivers. Want more? A special Umph button on defense enables you to lay a bone-crushing hit on the ball carrier, and the password feature lets you save your team's progress in the playoffs. Get a load of this: There are even half time scores and HIGHLIGHTS from other games around the league. Madden provides commentary but no backseat coaching!

### Shadow Dancer – The Secret of Shinobi (Sega)



Moving like the wind through the mean streets of New York city you, Shadow Dancer, and your faithful canine sidekick stalk the streets in search of enemies. Just who are these enemies? A group of cruel villains who have taken innocent people hostage. You'll get more than the lion's share of action in this one player cart (styled after the arcade game of the same name) as you battle your way through five, intense levels (three scenes



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in each level). A follow up to the the mega-hit *Revenge of Shinobi*, shurikens and special "ninja-magic" again act as your primary weapons. Of course if you're really getting bogged down you can always sick your dog on them. Use your furry friend wisely, though, 'cause if he gets hurt he'll shrink down into a tiny, helpless pup. In this game, a dog is a ninja's best friend.

### Atomic Robo Kid (Treco)

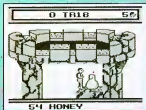


Attention all GamePros - Atomic Robo Kid has arrived at last! Just in case you missed our review back in the May issue, here's a quick refresher. It's the early 21st century and the Earth has been changed forever by a blast of cosmic radiation. As a result strange mutant life forms are now taking over the planet. In desperation a brave handful of humans created an advanced, synthetic soldier - the Atomic Robo-Kid. In this single player game, it's your responsibility to guide the Atomic Robo Kid through the radioactive wastelands of Earth in pursuit of the mutants. Get to it, Atomic Robo Kid, Earth is depending on you.

### Game Boy

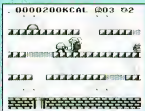
#### The Rescue of Princess Blobette (Absolute)

That crazy Earth Boy and his marshmallow sidekick, Blobert, are at it again in *The Rescue of Princess Blobette*, a



new Game Boy title from Absolute. Similar to *A Boy and His Blob* for the NES, the *Rescue of Princess Blobette* is full of action and strategy. Trapped in a multi-level tower on the planet of Bloboonia, the pair must escape so they can rescue Princess Blobette who is being held captive in the Evil Alchemist's castle. Using Blobert's favorite food, jellybeans, Earth Boy is able to change his pliable-pal into various tools that will help get them past the tower's countless mazes and traps. Dollars to donuts, or shall we say jellybeans, says you're gonna' love this game.

### Mr. Chin's Gourmet Paradise (Romstar)



Chubby Mr. Chin's got a big passion for peaches. In fact, this passion is so big that Mr. Chin has traveled all the way from China to sink his teeth into some of these scrumptious fruits. More than just munchin' on peaches, Mr. Chin must also waddle through multiple maze-style stages in pursuit of the mysterious Mo-Mos - creatures that turn into peaches when zapped with his trusty Demoe Beam. Be careful, those crazy MoMos have a way of multiplying when your back is turned. If Mr. Chin doesn't zap them in a hurry, the MoMos will make a peach pie outta' him!

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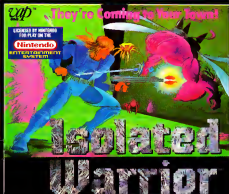
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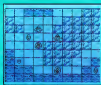
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The theme for this series is "The Adventures of GamePro." Create an incredible drawing of our comic book hero, GamePro, with your favorite video game character. As usual you may use any medium for your art - but color is preferable. The winners will be featured in the April, 1991 issue of GamePro magazine.

All entries must be original (no tracing allowed) and must be postmarked by **January 15th, 1991**. No drawing should exceed 11" x 14" in size. Don't forget to include your name, address and AGE so we can judge the entries fairly!

## Enter Today!

One entry per person. Artwork will not be returned and becomes the property of GamePro Magazine.

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(1 over 18 and 1 under 18)

The winner will make a special guest appearance in "The Adventures of GamePro!" Using your picture, our artist will draw you into our comic strip, where you'll join Alex West in an exciting adventure in the Video Dimension! You'll receive a laminated copy of your special adventure with GamePro. In addition you'll receive the video game system of your choice from the following selection - Nintendo, Sega Genesis or Master Sys-

tem, TurboGrafx-16, Game Boy, Lynx, or TurboExpress. And of course, your drawing will appear in GamePro Magazine.

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## THQ Buys Broderbund's Video Game Division

New licensee, **THQ, Inc.**, has signed a letter of intent to purchase the video game division of **Broderbund Software**. THQ will assume responsibility for Broderbund's licensed Nintendo games – Battle of Olympus, Legacy of the Wizard, Dusty Diamond's All-Star Softball, Guardian Legend, and the U-FORCE video game controller. The move enables THQ to double their releases for the NES in 1991. The sale also postpones indefinitely the release of the four-in-one cartridge, Power Games, designed specifically for use with the U-FORCE.

## Nintendo Licensees Gear Up for the Super Famicom

And they're off! Most of your favorite **Nintendo** licensees have games now



under development for the 16-bit Super Famicom. Among the first wave of titles are:

**Super Mario 4 (Nintendo):** This will be one of the very first titles to hit the shelves in Japan. The game features multi-layered scrolling backgrounds (Mario moves one way, the background may move several ways), giving SM4 a real three-dimensional feel.

**F-Zero (Nintendo):** A futuristic space vehicle racing game. This title features three-dimensional graphics and super high speed scrolling. Choose the type

of vehicle you wish to pilot based on its characteristics – some vehicles have faster acceleration, some can achieve a higher maximum speed, others have better power.

**Sim City (Nintendo):** Sim City lets you experience all the trials and tribulations of a city planner. Your hometown's worries are your worries as you tackle important issues such as: How many roads do you think you need? Does your city need a mass transit system, and if so, what kind? And you make it all work with your limited city budget. Once you get good, take on a natural disaster or try running Tokyo during an attack by Godzilla!

**Flight Club (Nintendo):** Take wing in this incredible flight simulator that will take full advantage of the miniaturization and zoom-in capabilities of



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the Super Famicom. Take control of a bi-plane, or try your hand at skydiving. This one promises to be the most detailed and diverse flight simulator for any video game system to date.

**Hole In One (HAL America):** In this detailed golf simulation you play against a computer opponent or a friend. You'll have a birdseye view of the course except for tee offs when you'll have a three-dimensional view from behind the golfer. There's also a map screen that shows you all the slopes and valleys on a particular hole.

**Bombuzal (Kemco-Seika):** This is a 3-D cutesy action game. The idea here is to clear levels by destroying all the bombs and mines on them. You have to make sure you don't blow yourself up in the process or accidentally fall off the tiles that make up the levels. You'll run into helpers who will blow up bombs on your behalf, and some nasties who'll get in your way or even destroy you. The shots you see here are from the Super Famicom version of the game.

**Drakkhan (Kemco-Seika):** An incredibly detailed role playing game featuring real time battles and three-dimensional scrolling. You control a party of four adventurers on the road or down in the dungeons. Check out the pics from the Amiga version of this game.

In other Super Famicom news, Nintendo has signed up London based developer, **Argonaut Software**, to work on Nintendo's own titles for the 16-bit.

**Capcom Does Disney**

**Capcom U.S.A., Inc.**, has signed a new licensing agreement with **Walt Disney Computer Software, Inc.**, to produce four more video game titles featuring Disney titles.

Under terms of the agreement Capcom will produce: TaleSpin, the hot new Disney cartoon that airs nationwide during "Disney Afternoon," for the NES. In addition, Capcom will

produce three Game Boy titles: Duck-Tales, Who Framed Roger Rabbit, and a game starring Mickey Mouse.

Capcom has also signed a separate agreement for an NES version of The Little Mermaid, scheduled for a June '91 release.

But wait! There's more! Capcom will also produce a Game Boy version of everybody's favorite superhero, Mega Man. Expect MM for your GB by March 1991.

**RazorSoft Voluntarily  
Labels TechnoCop Game  
with a Warning**

**Sega** Genesis licensee **RazorSoft** is labelling their latest offering, **TechnoCop** with a warning that the game is not intended for those under 12 years of age.

The label: "Attention: Scenes depicted can be of a violent nature, not intended for those under 12 years of age." According to marketing manager Michael Brazier, "We're taking full advantage of the Genesis 16-bit graphic capabilities, and we feel there are some things in the game that are not suitable for younger children. If a consumer is purchasing a game, he has the right to know what is inside that package."

RazorSoft is the first game producer to provide such labelling and we support them 100%. Way to go RazorSoft!

**Break Out the Donuts and  
Coffee - Twin Peaks Coming  
to NES!**

The incredibly bizarre ABC series **Twin Peaks** is coming to the NES some time in 1991. The weekly whodunnit has broken new ground in television weirdness and has developed a loyal cult following of viewers over the past season and a half. Expect the NES title to be a mystery/brainteaser type cart, rather than an action game, complete with all those strange characters that make **Twin Peaks** so much fun. The question remains, which Nintendo licensee dunnit? We think we know... how about you?

# NIGHTMARE ON YOUR STREET.



## A Nightmare ON ELM STREET



If you go to sleep dreaming about video games—don't, Freddy's "back and he's taken on a terrifying new form. You and your friends must search the neighborhood for Freddy's bones. When you enter the fateful house on Elm Street, you'll confront monsters and spooks that would give even Freddy a fright!

But, beware. The farther you go, the deeper in trouble you get. Until, at last, you face the most feared horror legend of all time... Freddy Krueger... himself!! Will you be the one to put an end to Freddy's reign of terror? Dream on.



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# SPECIAL FEATURE:



By Maid Marion

If you're familiar with the Japanese game market then you know the name Bullet-Proof Software. Founded in 1983 by Henk Rogers, the company is well known for its blockbuster titles such as *Black Onyx* (a game designed by Rogers himself). But what you may not know is that this dynamic company established a Richmond, Washington-

discover Alexey Pajitnov's Tetris, one of the most popular games worldwide to date.

Working with talents such as Pajitnov and the folks at Lucas Film, Bullet-Proof is ready to blast out of the U.S. blocks with a bang. Read on to see just what mind-bending challenges this dynamic group has in store for us.

## PIPE DREAMS

Leaky faucets not your thing? Never thought of yourself as much of a plumber? Well, think again! One fix of *Pipe Dreams* will convince you that this is much more than just another wrenching video game experience!

The game is a strategy-type cart of the Tetris genre. You know the kind of game where you're under constant pressure - in this case, "flood" pressure. Flood? What the heck is Flood? Flood is a liquid substance that flows down pipes - your pipeline - or that is, the pipeline you're going to construct.

### Don't Go Down the Drain

Yes, your job is to strap on your tool belt and build a pipeline for the flood. You build your pipeline from a variety of pieces that are doled out to you by the computer:

## Bubble-Proof Software



The pipe pieces come in all of the standard shapes and sizes - straight pieces, elbows, and crossovers - as well as some special pipes, such as one-way pipes, end pieces, reservoirs, and special bonus pipes. You can design your pipe-line anyway you like. Your goal, however, is to build as long a continuous line of pipe as you can.



L to R: Vladimir Pokhliko, Henk Rogers, Alexey Pajitnov



The Richmond, Washington-based crew of Bullet-Proof Software.

based subsidiary in 1989 dedicated to searching the United States, Europe, and other parts of the world for creative unusual software for computer and video gamers alike.

And that's just what they're doing. With the belief that games should be constructive rather than destructive Bullet-Proof searches for titles that challenge gamers in new and innovative ways. It was Rogers who journeyed to Russia to



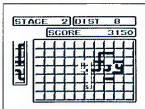
**PRO TIP:** In Level One you can see the next five pieces of pipe. As you reach higher levels you see fewer and fewer pipe pieces ahead.

So far it doesn't sound so difficult, right? Well, now you're about to find out why plumbers are paid so well. The game features 36 stages, and you build your pipeline one stage at a time. On each screen you'll see a start pipe, which is where the flood begins to flow from. The computer gives you pieces of pipe, one at a time, and you begin to build your pipeline. You better hurry! Within a few seconds flood starts to flow down the pipeline. Everything's OK as long as there's somewhere for the flood to flow. When the flood runs out of the end of a pipe, any pipe, that round is over.

Each stage has a predetermined number of pipe pieces that you must successfully get the flood to flow through



to advance to the next level. As the levels advance the floor flows more quickly, the pipe pieces get more tricky (i.e. one-way pipes), and you've got more and more pieces to lay down before you're on to the next level.



**PRO TIP:** Make loops to boost your score. Include special pipes, such as Reservoirs, in your loops and you'll boost your score even more.

Your score is based on the number of pieces of pipe you lay down minus penalty points you accumulate.

**PRO TIP:** You accumulate penalty points by leaving unconnected pieces of pipe lying around the screen and by replacing pieces of pipe you've already laid down with new pieces.

Play plumber on your own or hook up with a friend for a little competitive or cooperative plumbing. In a competitive game victory comes when you achieve the highest score or win three stages in a row. In cooperative play you and a partner take turns placing pieces of pipe.

Pipe Dreams is a winner! Available for both the NES and the Game Boy, this game pak lets you plumb the depths of your ingenuity and challenge the limits of your problem-solving capabilities. More than that, it's a lot of fun! And oh yes, this is definitely a "just one more time" kind of a game. Put that in your pipe and smoke it.

# HATRIS

As if Pipe Dreams weren't enough to make you tear your hair out, Bullet-Proof is also bringing us Hatris for the NES (one player) and Game Boy (two player). Oh well, at least when you tear your hair

out you'll have some hats handy to cover your head.

Yup, it's another strategy-puzzler winner! Designed by the one, the only Alexey Pajitnov (creator of Tetris) and Vladimir Pokhniko, this cart has you stacking, what else, hats. As the game begins random pairs of different kinds of hats drop onto the screen. You try to stack the falling hats in piles with other hats of the same type. You can switch the two falling hats back and forth in position, but you can't separate the pair.

If you stack five hats of the same kind, they disappear and you score points!

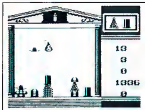
**PRO TIP:** Note that the different kinds of hats are worth different amounts of points. For example, in the Game Boy version a stack of Sombreros or Top Hats is worth more than a stack of Bonnies.

Once you've made a certain stack of hats disappear you get to advance to the next stage. Of course, as you might have guessed, the next stage is tougher. There are more kinds of hats falling, and they fall faster and faster. If your hat stacks reach the top of the screen, you're done for!

**PRO TIP:** Even though your hats drop in pairs you don't have to put them on adjacent stacks. If you drop one hat onto a tall stack and then quickly hit left or right on your directional controller, you'll still have time to move the other hat several stacks away to a lower stack.

## Hat Tricks

A few other tricks of the hat trade make this game even more interesting. In the Game Boy version, if you make two stacks of hats disappear with one pair of hats you score a Hatris, and you earn a Fireball.



**PRO TIP:** Hit Button B to use your Fireball to burn the top hat of any row you choose.

Once you've earned three Fireballs you get a Helmet! The Helmet is heavy and you can use it to crush an entire column of hats! The Game Boy cart also lets you go shopping in between stages. During the Sales screen you can pick a



## Sell your hats!

hat, any hat, and all of the hats of that kind will disappear from the screen.

In the NES version you can buy or earn special helpers called Alexey or Vladimir. You can use the helpers to get you out of tight spots. Alexey will remove up to five hats from the bottom of stacks, and Vladimir can move stacks of hats to different locations.



Vladimir takes these hats wherever you want them.

## A Hat of a Different Color

Hatris has the same appeal that made Tetris a monster hit. Absorbing game play and especially cute graphics in the NES version ensure that you won't have much time to sit there and scratch your head — you'll be too busy stacking hats!

**Hatris and Pipe Dreams by Bullet-Proof Software (Pipe Dreams - NES/\$39.95, 512K, GB/\$29.95, 256K, Available Now) (Hatris - Price Not Available - NES/1 Meg, GB/512K, Available 1st Quarter '91)**

# IF YOU FIGURE THIS READY FOR

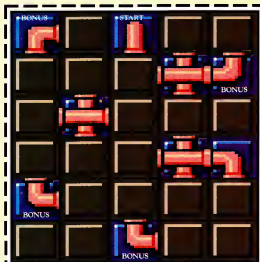
Pipe Dream. If you're a Game Boy™ or NES® player, you're looking at the next big thing. Because it all comes down to you vs. a whole warehouse full of plumbing parts. And the forces of chaos. But you've got four powerful weapons. Your right hand. Your left hand. Your right brain. And your left brain.

In the real game, this slimy green stuff called flooz starts flowing through the pipes. To stay ahead of it, you have to build the most radical pipeline you can dream up. And that's exactly what you have to do with this puzzle.

Start where it says START, and put each of the nine pipes in an empty square. Make sure every little white dot stays in the top left corner, or your entry won't count. Some pieces have two straight pipes crossing each other. The flooz always flows straight across these pipes and out the opposite side. If you can make your pipeline loop around so the flooz crosses through one of these pieces twice, you'll score bonus points.

(Hint: To get the highest score, you don't have to connect all nine pieces to every pipe on the grid.)

So if this sounds like



## PIPE DREAM CONTEST ENTRY FORM

Name \_\_\_\_\_ Age \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Phone \_\_\_\_\_ My score is \_\_\_\_\_

\$1000 BONUS PRIZE! Answer question 1 or 2 to qualify. (Optional)

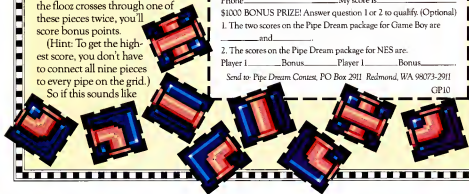
1. The two scores on the Pipe Dream package for Game Boy are \_\_\_\_\_ and \_\_\_\_\_.

2. The scores on the Pipe Dream package for NES are \_\_\_\_\_.

Player 1 \_\_\_\_\_ Bonus \_\_\_\_\_ Player 2 \_\_\_\_\_ Bonus \_\_\_\_\_

Send to: Pipe Dream Contest, PO Box 2911 Redmond, WA 98073-2911

GP10



# OUT, YOU MIGHT BE PIPE DREAM.™

your kind of game, try it now. Then go down to your Nintendo dealer, and see what it's like for real. When you've got nine million gallons of flood breathing down your neck. And gaining.

## HOW TO ENTER:

Cut the puzzle pieces out of this magazine and paste them in the right places on the grid. Or make a copy and work with that. Then send in the puzzle and the completed form to us.

All entries must be received by January 31, 1991.

**IMPORTANT:** Write your score on the back of the envelope. Unscored or incorrectly scored entries will be disqualified.

**OFFICIAL CONTEST RULES (No Purchase Necessary)** One entry per person. Please. All entries must be received no later than January 31, 1991. No responsibility is assumed for lost, stolen, or misdirected mail. In the event of a tie, winners will be chosen by random drawing on or after February 1, 1991. Regardless of score, BONUS PRIZE will be determined by random drawing from all entries that answer Bonus question. It is not necessary to answer this question to qualify for Grand, Second, or Third Prize awards. Winners will be notified by mail. In acceptance of these prizes, winners consent to release of their names, photographs, or other information for the purpose of advertising or promotion on behalf of Bullet Proof Software (BPS) without further compensation. Chances of winning are determined by the total number of entries received. Limit one prize per household. No substitution of prizes is permitted. All prizes will be awarded. A list of winners will be available after February 5, 1991 by sending a self-addressed stamped envelope to Pipe Dream, Winners, 9337 174th Ave. NE, Redmond, WA 98052. BPS will arrange air travel and hotel accommodations for each Grand Prize winner and his or her guest. BPS will also provide \$1000 expense vouchers to each Grand Prize winner. All other expenses are responsibility of game winner. Approximate value of each Grand Prize: \$2,500. Grand Prize vacation dates will be determined by BPS. If the winner is unable to attend, they must be accompanied by their parents or guardian. Any guest under the age of 18 must provide written parental consent and release. Some restrictions apply. Contest not open to employees of BPS, Nintendo, Ltd., Nintendo of America, Inc., their affiliates, agencies, or their immediate families. This contest is void in Canada and elsewhere where prohibited by law. This contest is subject to all federal, state and local laws and regulations. Odds and fees are sole responsibility of winners.

## GRAND PRIZE— A TRIP TO NINTENDO!

If you're one of our three

Grand Prize winners, you'll get a trip to Seattle for 4 days and 3 nights. Your prize includes round trip airfare for two, and hotel accommodations. You'll get the grand tour of Nintendo. Meet Nintendo Game Counselors. Talk some hard-core NES with them. You'll even have lunch at Cafe Mario™ where all the Nintendo people eat. And a

dinner at the Space Needle in your honor.

So, if you want to see how intense Pipe Dream really is,

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Enter our \$1,000 drawing, too! Answer one bonus question on the entry form and you could win. Here's how: On the back of the Pipe Dream package, there are pictures of two screens with scores on them. Include the scores from either the NES or Game Boy box on the entry coupon.



head on down to your Nintendo dealer. When you get there, this is what the packages look like. But you better get there soon. Or they'll look

like an empty space on the dealer's shelf.

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# ProChallenge Board

## Challenge the ProScores!

When you have achieved your best score on any Nintendo, Sega, Genesis, TurboGrafx, Atari (7800 or XE) or Game Boy game, you may submit your score by sending us a photo of the screen. If you have the highest score, your name will appear in our next issue! Also, in each issue a drawing will be held of all high scorers, one in each area.

For best photo results, turn out the lights in the room, use a 35mm camera, flash, and stand at least 3 to 4 feet from the screen. You can also use a video recorder/cam-

corator and submit your score on video tape. (Photos and tapes cannot be returned.)

The following rules apply:

- 1) Players must play the game continuously—for example, finding a safe corner, setting your joystick on auto fire to rack up points, and going on vacation is a no-no. Scores achieved through these kinds of tricks, or scores which are impossible to achieve in normal play, will be disqualified.
- 2) Secret power-ups are allowed.
- 3) Slow motion is discouraged, but will be allowed on certain games when our panel of judges feels slo-mo is necessary.

4) Non-scoring games that you win by "finishing" require the same proof as scoring games. "Finish" scores will appear in one issue of the magazine.

Please mail in your proof of a super score, and print on a piece of paper your name, address, phone number, name of game, name of game system, score achieved, and mail to:

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## NINTENDO

Game	Player	Score	Game	Player	Score	Game	Player	Score
720 Degrees	Conrad D. Cheslock	585,458	Fit of the Northstar	Berhan A. Holmes	Finished	Ranegads	Petar Dondry	232,800
1943	Donald E. Vasquez	2,921,400	Galaga	Jake McKee	1,081,430	Rescue Rangers	Melissa Doughty	Finished
Adventure Island	Dave Wilson	112,210	Galaxia	Michael Valenzuela	958,300	Loon Goo	Brian Astenkammer	Finished
Adventures of Tom Sawyer	Ryan MacArthur	Finished	Gauntlet	Kelly McKenzie	5,158	Brian Astenkammer	Vincent Battista	Finished
Alban Syndrom	John Whelan	294,500	Geotria	David Wright	8,648,700	Mike Diger	Shawn McLaughlin	999,727
Alpha Mission	Michael Soggi	425,083	Golf	Mike Fazzino	706,510	Road Bikers	Jason Turko	75,280
Amoebic	Chris Briggs	785,350	Golfra	Scott Lindsay	3,852,000	RobotCop	Frank Marica	2,724,000
Asynetic	Donald Campana	2,732,208	Grandia	J.J. Cano	5,899,800	RoboWar	R. Wayne Nika	59,252,030
Bad Dudes	Dave Wieroch	790,870	Guardian Legend	Gregory Vonorchardt	989,590	Rock 'n' Ball	Michael Liebel	33,070
Ballist Fight	Tony Shively	948,750	Gunsling	Steve Weston	727,240	Rolling Thunder	John Orr	1,182,600
Baldies	Jeff Adams	9,902,368	Gyromite	Laura Smith	3,989,958	Rush n' Attack	Roberto Beasquez	Finished
Battle of Olympus	Peter & David Bolig	25 lbs	Heggie's Alley	J.D. Staversen	914,800	Rygar	John J. Whittington	442,500
Black Bass	David Wright	Finished	Indiana Jones	Kevin McLean	9,989,989	Secrets	Adam Albert	9,988,930
Blaster Master	Eric Longden	140,900	Iron Tank	Ed Van-Tyburg	1,180,960	Shredwale	Jumbo Leathers	Finished
A Boy and His Blob	David Wright	1,502,860	Jackal	Cory Lewis	939,878	Shredwale	Roberto Beasquez	Finished
Bubble Bobble	Michael Gaddis	132,500	Jeet	Tony Gross	998,400	Shopping Range	Gregory D. Dean	Finished
Bugs Bunny	John Capala	90,283	Karate Champ	Adam Albert	557,200	Party Game	Ray Venokula	16,930
Caesario Kid	Peter & David Bolig	Finished	Karts Kid	Petar Dondry	9,990,989	Snake n' Die	Conrad Cheslock	44,500
Cardboard King	Scott Ferguson	Finished	Kid Icarus	Master Sheffield	5,897,300	Sky Kid	Toot A Barber	287,500
Simon's Quest	Lee Mayer	Finished	Kid Nite	Sam Wu	1,754,500	Sky Shark	Ed Cason	328,380
Chiller	Alex Christina	1,307,108	King of the Beach	John Capala	Champion	Swakar's Revenge	J.S. Wang	Finished
Cyber Troop	Andrew Seardi	999,999	Kung Fu Heroes	Michael Liebel	1,754,500	Sybil's Revenge	Jeff Adams	17,895,500
Centipede	Dan Kennedy	6,553,500	Legend of Kage	Edouard Charbonneau	808,210	Superman's Key	Jeff Adams	5,999,800
Crystals	Ryan Fausett	Finished	Legendary Wings	Max Soligor	1,604,200	Spalunker	Mike Genop	256,700
Cybernet	S & J King	Finished	Life Force	Blax Vanstone	1,216,240	Soyuz	Glen Schickel	12,212,212
Defender of the Crown	Shane Speller	Finished	Mach Riders	Steve Menton	153,600	Star Force	Jonathan Henry	6,443,500
Dig Dug 2	Carl Venzoski	Finished	Mania Madness	James Chapman	1,485,100	Star Soldier	Key McKanoe	6,980,000
Dorkey Kang II	George D. Dean	Finished	Mega Man 2	Gaefrey King	Finished	Strider	John J. Whittington	3,318,000
Dorkey Kang 3	Brian Davis	51,229	Metroid	Eric Longden	Finished	Super C	Paul Chung	Finished
Double Dragon	Keith Serbach	Finished	Mickey Mousecapade	Kenneth Scuder Jr	Finished	Super C	David Wright	9,992,950
Double Dragon 2	Charlie Kinable	415,100	Mighty Bombick	Lee Mayer	9,999,990	Super Dodge Ball	Mike Diger	World Cup Champ
Double Dragon 3	Brad Toupe	364,793	Mosquit Party	John Whittington	13,006,500	Super Mario Bros	John Capala	World Cup Champ
Double Dragon X	Buzz Morgan	746,000	Night Gaiden II	Nicholas Rohrbaugh	239,880	Super Mario Bros 2	Rob English	Finished
Double Dragon X	Chris C. West	276,818	Operator Wolf	John Whittington	993,900	Super Mario Bros 3	Roberto Beasquez	Finished
Double Dragon X	Chris Hoffman	583,680	Paperboy	John Whittington	Finished	Super Mario Bros 3	Ryan MacArthur	Finished
Double Dragon X	Mike Deabo	Brute 113	Perbal	Brandon Bradley	Finished	Super Mario Bros 3	Steve Stanton	Finished
Double Dragon X	Roberto Beasquez	Finished	Pinball Quest	Petar & David Bolig	Finished	Super Mario Bros 3	George Eastbooks	Finished
Double Dragon X	Jamie McMurry	Finished	Pinball Quest	Chris Spencer	1,172,868	Super Mario Bros 3	Scott Ferguson	Finished
Double Dragon X	Michael Liebel	Finished	Popo	Game Sackwell	131,300	Super Mario Bros 3	Ragene Mast	Finished
Double Dragon X	Robbie White	999,600	Popo	Malissa Finch	583,230	Super Mario Bros 3	Steven Best	Finished
Double Dragon X	Ram Mibe	12,377,008	Popo	Jason Caplan	18,893,208	Super Mario Bros 3	Lee Mayer	Finished
Double Dragon X	Greg Erikson	Finished	Popo	Ed Cason	50,880	Super Mario Bros 3	Rudy Paraz	Finished
Double Dragon X	Waltz Serbok	Finished	Popo	Peter Beasly	311,500	Super Mario Bros 3	Thomas Hettlich	Finished
Double Dragon X	Jack King	Finished	Popo	David Wright	275,882	Super Mario Bros 3	Rob K.	Finished
Double Dragon X	Roberto Beasquez	Finished	Popo	Andrew Weirich	81,296	Super Mario Bros 3		
Double Dragon X			Popo	Glen Sackwell	81,296	Super Mario Bros 3		
Double Dragon X			Popo	Daniel Boddy	33,757,828	Super Mario Bros 3		



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# NINTENDO

Game	Player	Score	Game	Player	Score	Game	Player	Score
Super Mario Bros. 3	Leon Gray	Finished	Out Run	Michael J. Andrus	48,412.143	Bambo II	Janie Bucarto	Finished
	Ernesto Garcia	Finished	Parlor Games	David Sonnenberg	score 320.85	Revenge of Shroob	Rob Shivers	2,684.340
	Conner Light	Finished	Phantasy Star	Thimothy Alexander	Finished	Super Hammer II	Carl Rizzo	3,883.906
Super Pitfall	Glenn Robinson	Finished	Poseidon Wars	Vijay Parthiban	195.852	Super Monaco GP	Jonathan Paleologos	31,489.000
Super Sprint	John DiCipalis	9,894.500	Power Strike	Michael J. Andrus	A.J.F.	4,476.500	Andri St. Laurent	75,386.680
Tomato Roll	Peter Bockley	133,100	Pro Wresling	Jacoby Lucien	784.930	Super Thunder Blade	Bryan Young	World Champ
Turok (Mant)	Chris Hoffman	World Champion	Quartz	Jordan Crane	245.000	Target Earth	Bryan Young	2,164,316
Wipe Out	Wipe Out	2,164,100	R-Type	Ovidio Marina	1,153,000	Thunder Force II	Kellie Winslow	3,098,270
Tetris	J. Scheroh	428,943	Rambo II	Jacoby Lucien	81,900	Traxion	Zuber Naders	3,285,330
Tiger Hill	Chris West	267,680	Rangage	Vijay Parthiban	942,725	World Championship Soccer	Janie Bucarto	World Champ
Tooten'	John DiCipalis	1,585,350	Rastan	Andrew Fink	2,031,280			
Tombs and Treasures	Roberto Bakopit	Finished	Rescue Mission	Waf Pothit	958.800			
Top Gun	Wayne James	91,000	Risky	Waf Pothit	1,231,468			
Town & Country	Jonathan Lertz	179,600	Satan Hunt	Albert Penna	3,217,120			
Track & Field	Adam Albert	896,998	Shinobi	Jacoby Lucien	333.800			
Trojan	Berry Cole	308,020	Shooting Gallery	David Travers	34,826,858			
Two Colors	Ryan Culson	591,680	Space Harrier	Dejongo Price	18,517,743			
Ultima	Petar & David Bolly	Finished	Space Harrier 3-D	Chad Luck	6-4, 6-0 Level 5 win			
Willow	Paul Chung	Finished	Super Tennis	Adam Segal	2,403,500			
Wings	Conrad G. Cheslock	1,016,083	The Name	Jacoby Lucien	2,701,000			
Wizards and Warriors	J. Atkins	999,899	Thunderblade	Thimothy Alexander	1,459,800			
Wizards and Warriors II	Brian Davis	784,780	Time Soldiers	Robbie Segwyn	66,669,360			
World Hammer	Adam Kline	688,650	Tombat	Adam Segal	Finished			
Wynding Drive	Shane Stabanuk	993,400	Wonder Boy	Vanesha Mihua	1,368,800			
Xenophobe	Amanda Garcia	899,969	Wonder Boy in Monster Land	Jacoby Lucien	180,700			
Zaxxon	Dave Hynch	35,763,613	Wanted	Thimothy Alexander	75,800			
			Y's The Vanished Cities	Gas Zambrano	Finished			
			Zaxxon	Jimbo Lathas	411,000			
			Zillion II	Andri St. Laurent	Finished			

## TURBOGRAFX-16

Game	Player	Score
Alien Crush	Barry Bowman	998,899,908
Blasting Lasers	Gabe Chung	13,294,520
Bone's Adventure	Max Seleyer	368,883
Broody Wolf	Michael Campora	1,617,800
Chaos Warrior	Michael Campora	Finished
Cheerers	Michael Campora	826,493
Fighting Street	Michael Campora	264,430
J.J. & Jeff	Christopher Carrera	18,175,950
Labyrinthian Ave	Sr Game Master	1,937,400
Madster Lab	Michael Campora	128,130
Metastar	Denise Gottlieb	Finished
Snake Arms	Brian Rock	Finished
	Donald D. Cheslock	831,200

## ATARI

Game	Player	Score
Asteroids	J.D. Falzer	89,840
Centipede	John J. Whittington	44,768
Commando	Eric Demaul	49,428
Crossbow	John J. Whittington	771,900
Dark Chambers	Eric Demaul	691,360
Dig Dug	Eric Demaul	170,028
Double Dragon	John J. Whittington	538,694
Foot Fight	John J. Whittington	168,730
Frogger	John J. Whittington	120,800
Gauntlet	John J. Whittington	15,020,000
Impossible Mission	Mike Obitz	623
Joust	Dean Bachio	8,075,810
Kang Fu Master	Eric Demaul	3,300
Missile Command	John J. Whittington	34,328
PACMAN	Eric Demaul	495,750
Pitfall	Eric Demaul	164,820
Pole Position II	John J. Whittington	188,836
Popo	Mike Obitz	99,410
Rainbow	John J. Whittington	4,92,543
Robotron	John J. Whittington	152,543
Super Hockey	John J. Whittington	2,648,375
Tough Drive	John J. Whittington	307,400
Tower Toppler	John J. Whittington	Score 25-0
Vanguard	John J. Whittington	152,940
Xenophobe	Tony Grazzini	41,430
Xexmos	John J. Whittington	5,225,295
	Buzz Morgan	811,919

## GAME BOY

Game	Player	Score
Rainbow of the Gator	Ed Cases	97,100
Super Mario Land	Faul Turner	896,900
Tetris	Joe Colner	327,112

## SEGA MASTER SYSTEM

Game	Player	Score
Action Fighter	Daniel Rappert	1,183,550
After Burner	C. Long	16,362,063
Alex Kidd/Lost Stars	Derek Bolinger	251,500
Alex Kidd/Hot Tech	Rudy Prinz	Finished
	Kyle Shoultz	Finished
	Jimbo Lathas	Finished
Alex Kidd/Miracle World	Jacoby Lucien	274,400
Alien Syndrome	Ryan Grove	804,500
Altered Beast	Peter Makiye	472,008
Also Warrior	Gerald E. Shepard Jr.	668,800
Action Adventure	Dejongo Price	67,100
Black Belt	Dejongo Price	7,542,300
Bomber Bird	Gas Zambrano	785,008
Calli Games, BMX	Alan Basso	68,400
Calli Games, Foot Bag	Jonathan Mison	120,550
Calli Games, Hill Pipe	Phillips Telle	30,498
Calli Games, Surfing	Frank Mathew	0
Captain Silver	Jacoby Lucien	1,280,000
Chopper	Wayne Fink	3,327,200
Cloud Master	Tony Grazzini	494,808
Daed Aard	Jacoby Lucien	243,300
Double Dragon	Michael J. Andrus	2,607,670
Eurotron Racer	Brian Deer	5,967,810
Fantasy Zone	A.J.F.	3,890,300
Fantasy Zone II	Jacoby Lucien	3,875,300
Gatekeeper	Andrew Frick	194,720
Ghost House	Chris Jank	294,400
Golfplus	Jerry Micham	Finished
Global Defense	Peter Makiye	63,223
Great Soccer	David Rappert	World Cup Champ
Hang On	Gas Zambrano	4,125,000
Kanonen	Mike Janusko	936,600
Kang Fu Kai	Sean Skerki	2,217,400
Maze Hunter 3-D	Jacoby Lucien	382,500
Mexico Warriors	Thad Wilson	Finished
	Thimothy Alexander	Finished
	Jacoby Lucien	585,600
	Andri St. Laurent	546,590

## GENESIS

Game	Player	Score
Air Drive	Jonathan Zambe	95,352,000
Alien Crush	Tony MacGregor	Finished
Altered Beast	Jon Paleologos	Finished
Armadillo	Jerry Micham	3,675,700
Armadillo 2	Jonathan Drazon	37,000 Pts
Armadillo 3	E. Holowachuk	Finished
Armadillo 4	Vincent Jones	Finished
Armadillo 5	Xozer Daniers	Finished
Armadillo 6	Alex Makie	Finished
Armadillo 7	Jen Paleologos	11,203,000
Armadillo 8	Joseph Szalayko	Finished
Armadillo 9	Alex Makie	Finished
Armadillo 10	Evano French	Finished
Armadillo 11	Gerry Manning	Finished
Armadillo 12	Anthony Yu	Finished
Armadillo 13	Jonathan Paleologos	Finished
Armadillo 14	Brian Hawk	Finished
Armadillo 15	Steven Vlasovicky	Finished
Armadillo 16	Steve Menton	Finished
Armadillo 17	Alan Makie	Finished
Armadillo 18	Kath Parker	Finished
Armadillo 19	Daiglas Patterson	Finished
Armadillo 20	Osano French	Finished
Armadillo 21	Gerry Manning	Finished
Armadillo 22	Anthony Yu	Finished
Armadillo 23	Vijay Parthiban	Finished
Armadillo 24	Rudy Prinz	Finished
Armadillo 25	Kyle Martin	Finished
Armadillo 26	Kyle Ng	Finished
Armadillo 27	Joey Perini	Finished
Armadillo 28	Andrew Kama	Finished
Armadillo 29	Pablo Lee & Steven Lilly	Finished
Armadillo 30	Phantasy Star II	Finished

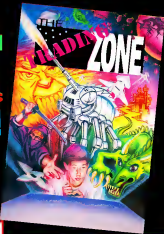
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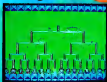
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